

Azoth The Faceless

Ring: No

Amulets: No

Special Cards: Spell cards (6)

Special Abilities

Spells

Keep spells face down and turn them face up when you use them. May only have 1 spell face up at a time.

If forced to fight must use unarmed combat and only pick 2 numbers against Giant Spider.

Unarmed: You roll D6, Goblins or MountainTrolls roll D6, others roll D10, lowest loses 1LP, both on a tie.

Dark Force

Cast at start of turn, but not in treasure chamber.

Discard after use.

Either gain 3LP or D6 LP, not above starting LP.

Eyes of Doom

Cast when encountering standard 5 monsters or Cave Troll. Cost 1LP.

Player on right draws monster card and looks under Attack. Roll D10 if higher than monsters LP it flees, then turn card face down.

On Sneak Attack you may use this after taking damage.

Fireball

May be cast at standard 5 monsters, Giant Spiders, Cave Trolls, Snotlings, Doors, Portcullises and Spider Webs.

Miss next turn after casting and keep card face up until end of missed turn.

In combat may cast immediately or Wait and See first.

Any monster you fireball is killed instantly.

On Sneak Attack you may use this after taking damage.

On Surprise! you may use this after 1 round of combat.

Against Doors, Portcullises and Spider Webs miss next turn then move through.

Invisibility

Cast any time. Cost 2LP 1st turn and 1LP at start of each additional turn.

Ignore standard 5 monsters, Cave Trolls and Giant Spiders.

On Sneak Attack you may use this after taking damage.

No protection in treasure chamber.

Stasis

Cast at start of turn. 1LP for extra turn before normal turn. May keep paying for extra turns before taking normal turn.

Draw Room, Catacomb, Crypt or Dead Adventurer cards but ignore monsters, traps or creatures. Room tiles count as normal except Rotating Room which rotates when spell ends.

May take 2 treasure counters each Stasis turn without taking Dragon cards.

Existing Doomshadow will still follow on normal turns.

Warp Door

Cast at start of turn. Must have at least 6LP remaining.

Discard after use.

Works as Secret Door search card except may walk through walls of Castle as well. Cannot exit Catacombs.

El-Adorin Sureshot

Ring: Yes

Amulets: Yes

Special Cards: None

Special Abilities

Bow

Can only use if Attack is chosen.

May fire up to 2 arrows: 1 before Monster card is drawn and 1 after.

Refer to longbow table on board for results. Note minimum 1 LP damage from Wounded and Champions of Chaos take 3 LP from 1st killed.

Against a Giant Spider can fire up to 4 arrows per turn instead of fighting, killing it on a 5-6.

Can't be used before Sneak Attack.

Farendil

Ring: Yes

Amulets: Yes

Special Cards: None

Special Abilities

Bow

Can only use if Attack is chosen.

May fire up to 2 arrows: 1 before Monster card is drawn and 1 after.

Refer to longbow table on board for results. Note minimum 1 LP damage from Wounded and Champions of Chaos take 3 LP from 1st killed.

Against a Giant Spider can fire up to 4 arrows per turn instead of fighting, killing it on a 5-6.

Can't be used before Sneak Attack.

Fhyll Madaxe

Ring: Yes

Amulets: Yes

Special Cards: Berserk card

Special Abilities

Berserk

Going Berserk

Only one roll per turn.

When entering combat, including against Giant Spider, Cave Troll and Snotlings, or damaged by a Door Trap, or drawing a Surprise! Search Card or failing the Strength roll when entering a Spider Web tile, you must roll D6 and will go Berserk on 5-6. Attack the door immediately if a door trap sends you berserk.

At any time, you may try to go Berserk voluntarily. Roll D6 and go Berserk on 3-6.

If you go Berserk place the Berserk card on your character and gain 4LP but not above max.

When Berserk

Must choose to Attack in combat but do double damage.

Kill Giant Spider on 2-6.

Attack doors instead of opening them, roll D12 destroy door on 1-11.

May not search Rooms, Dead Adventurers or Crypts. May not keep anything you find. Draw two Dragon cards and no treasure.

At start of each turn roll D6.

1 Stay berserk, player on right decides direction of movement and whether you attack doors or lift portcullises. You handle rest of move. Same as 6 if in Catacombs

2-5 Stay berserk.

6 Return to normal.

Add 2 to your roll against Snotlings.

May not enter Catacombs by choice.

If in Catacombs draw cards as normal but don't keep treasure and you cannot bribe the Cave Troll roll D10 for his LP.

Returning to Normal

Return to normal if Torch Goes Out.

Remove Berserk card and lose 4LP.

If you escape the castle Berserk you will not die by losing the 4LP.

Helena The Swift

Ring: Yes

Amulets: Yes

Special Cards: None

Special Abilities

Running

If carrying 8 or less Treasure and moving on already placed tiles you may move two tiles per turn.

Can't run through doors, portcullises, Chambers of Darkness, Cave-In or Spider Web but can end there.

May run over Bottomless Pit or Narrow Bridge but still roll. Corridors still give free move.

Don't draw Room cards for tiles run over only for the final one.

A Sneak Attack does D12-4.

May not use Slingshot in the same turn as running.

Take 2LP extra from any trap.

May not search Dead Adventurers or Crypts and may not keep any items found. Discard any Passage Down cards.

Doomshadow will follow if you run.

Slingshot

May use once per combat either before Monster card is drawn (must Attack) or after (must Wait and See).

Can't use against Sneak Attacks.

Only works against standard 5 monsters.

	To Hit D10	Damage (min 1)
Goblin	8+	D6
Troll	3+	D6-3
Death Warrior	5+	D6-3
Orc	6+	D6-2
Champion of Chaos	5+	D6-2

The Slingshot has unlimited ammunition.

Ironhand The Mighty

Ring: No

Amulets: No

Special Cards: None

Special Abilities

None

Rildo The Crafty

Ring: Yes

Amulets: Yes

Special Cards: None

Special Abilities

Pick Locks

Door Jammed counts as Door Opens

Searching

May Draw 2 search cards instead of 1. Both count as usual.

Daggers

If you lose all 4 daggers you must fight unarmed combat and only pick 2 numbers against Giant Spider.

Unarmed: You roll D6, Goblins or Mountain Trolls roll D6, others roll D10, lowest loses 1LP, both on a tie.

Daggers only do 1LP in combat on Mighty Blow.

Throwing

May throw daggers against standard 5 monsters and at the Cave Troll, either before or during combat but not against Giant Spider or before Sneak Attack.

May throw up to 4 daggers before combat but only 1 per round in combat and not twice in a row.

Player on right Chooses 1 Combat card and you Choose 2.

If the same then D6 damage to monster (D6-2 min 1 to Death Warriors) otherwise 1LP to you.

Retrieving

After combat roll D6 for 4-6 to retrieve any daggers used in that combat. Daggers thrown against the Cave Troll are automatically lost.

Serellia Of Zimendell

Ring: Yes

Amulets: Yes

Special Cards: Bright Flame, Healing Salve

Special Abilities

Sun Orb

Ignore Torch Goes Out and treat Chamber of Darkness as empty.

Healing Salve

Discard to return LP to full or heal Bright Flame 3LP.

Bright Flame

Movement

When moving into empty square player on right draws a tile, looks at it, puts it face down in the square and then rolls a hidden D10 for Bright Flame. On a 2-10 Bright Flame gives a warning if it's a Bottomless Pit, Rotating Room or Trap and no warning for other tiles. Reverse this on a 1. You may choose to enter a different square instead and go through the same procedure. If you decline to enter that square your turn is over. If any other player enters a square with an upside down tile, turn it over and they place it as if they had drawn it.

Roll for both of you to cross a Bottomless Pit or Bridge. If only you fall, Bright Flame will jump in after taking no damage. If only Bright Flame falls you can abandon it or, if on a Bridge, climb down to join it in the catacombs.

Use Bright Flames Strength to cross Spider Web tiles.

Doors and Portcullises

Bright Flame opens portcullises normally and doors by rolling equal to or less than its Strength on D10.

Traps

If you draw any trap card apart from Door traps and Crypt traps roll D6 and on Even Bright Flame warns you and you take no damage otherwise you both take damage, make rolls etc. If only you fall down a trap door Bright Flame will jump after. You must both roll to climb out of a Trap Door, you can climb down to join Bright Flame in the catacombs or you can abandon it.

Door traps and Crypt traps don't affect Bright Flame.

Combat

Bright Flame refuses to Flee from combat so you can only Attack or Wait and See.

Bright Flame is never surprised by a Sneak Attack.

If you draw a Surprise! Bright Flame fights for you.

Bright Flame fights for you using unarmed combat.

Unarmed: Bright Flame rolls D12, D10 (6LP or less) or D6 (3LP or less), Goblins or MountainTrolls roll D6, others roll D10, lowest loses 1LP, both on a tie.

If Bright Flame is dead you roll D6.

Bright Flame takes the damage from the Giant Spider.

Agility

Your Agility is 9 if Bright Flame is with you, 6 if not.

Other Cards

You both take damage from a Horde of Rats.

All other cards damage only you.

Siegfried Goldenhair

Ring: Yes Amulets: Yes
Special Cards: None

Special Abilities

None

Sir Rohan

Ring: Yes Amulets: Yes
Special Cards: None

Special Abilities

None

Sir Roland

Ring: Yes Amulets: Yes
Special Cards: None

Special Abilities

None

Thagrim The Dark Lord

Ring: Yes Amulets: Yes
Special Cards: None

Special Abilities

Helm of Terror

Only works against the standard 5 monsters except for Death Warriors.
Before monster card is drawn pay 1LP and roll 4D6. If total is 13 or more monster flees, if not then look under Attack, if combat then monster does an extra D6 damage (D6-3 min 1 for Goblins) before normal combat.
May use helm after a Surprise Attack.

Meditation

Miss your turn to gain 1LP.

Tori-Jima

Ring: Yes Amulets: Yes
Special Cards: Blowpipe

Special Abilities

Hide in Shadows

Use when encountering the standard 5 monsters. Take a D6, put a number on top and cover the dice with your hand. Player on right picks 3 numbers for Goblin and Death Warrior or 2 for other monsters. If they pick the right number you are found, go to normal combat.

Heightened Senses

On a Sneak Attack roll D6. If even go to normal combat (no Hiding in Shadows).

Blowpipe

Discard and roll D12 to use as soon as you meet one of the standard 5 monsters. Miss on a 1 otherwise kill monster instantly, except Champions of Chaos who lose 4LP. Can't be used against a Sneak Attack.

Shuriken

Can only use if Attack is chosen.

May throw up to 2 shuriken: 1 before Monster card is drawn and 1 after.

D6 Roll	1	2	3	4	5	6
Goblin	Miss	Miss	Miss	1	2	Kill
Troll	Miss	Miss	1	1	2	Kill
Death Warrior	Miss	Miss	Miss	Miss	1	2
Orc	Miss	Miss	1	2	3	Kill
Champion of Chaos	Miss	Miss	1	2	3	4

Against a Giant Spider can throw up to 4 shuriken per turn instead of fighting, killing it on a 5-6.
Can't be used before Sneak Attack.

Ulv Grimhand

Ring: Yes Amulets: Yes
Special Cards: None

Special Abilities

None

Vikas Swordmaster

Ring: Yes Amulets: Yes
Special Cards: None

Special Abilities

None

Volrik The Brave

Ring: Yes

Amulets: Yes

Special Cards: None

Special Abilities

None