

Stage Turn

Seismic Event
Roll 19-20:
All characters take 1 damage



Monster Turns
1. Move
2. Attack
(1-5 on attack - flee 4 spaces)



Draven

Actions 

Quarterstaff
+5 → 1

Shield & Strike
-2 → 1 +2 armor to you and any characters on adjacent spaces this round.

Draven

Actions 

Gust of Fire
+1 → 2
3-4

Dash
3 Move up to 3 additional spaces.

Oden

Actions 

Bolt Strike
+0 → 2
3-5

Dash
3 Move up to 3 additional spaces.

Helias

Actions 

Scimitar
+2 → 2

Stealth Attack
-2 → 1 Monsters do not target you on next Stage turn.

Helias

Actions 

Poison Dart
+3 → 1
3-4

Dash
3 Move up to 3 additional spaces.

Aldrich

Actions 

Broadsword
+1 → 2

Strike Back
+1 If you are hit, monster takes same amount of damage plus 1.

Aldrich

Actions 

Dagger Sling
+4 → 1
3-5

Dash
3 Move up to 3 additional spaces.

Henchman

Armor  15
HP  3

+4 → 2
2-4

1	2	3	4
5	6	7	8
9	10	11	

Mummy

Armor  12
HP  3

+1 → 3
1

1	2	3	4
5	6	7	

Dragon

Armor  11
HP  3

+1 → 1
3-4

1	2	3	4
5	6	7	8
9	10	11	

Oram

Armor  10
HP  4

+1 → 3
1-3

1	2	3	4
5	6	7	8
9	10	11	12