

### 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  
1

**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  
1

**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  3

HP 15 +4 → 2  
2-4

1	2	3	4
5	6	7	8
9	10	11	

### Mummy

Armor  3

HP 12 +1 → 3  
1

1	2	3	4
5	6	7	

### Dragon

Armor  3

HP 11 +1 → 1  
3-4

1	2	3	4
5	6	7	8
9	10	11	

### Oram

Armor  4

HP 10 +1 → 3  
1-3

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