

**I - You find a corpse.
Draw 1 card from the
Level I Search Deck.**

**II - Add 2 goblins to
the Monster Track.**

**III - Add 2 goblins to
the Monster Track.**

**I - Add 2 goblins to
the Monster Track.**

**II - All is quiet.
Nothing happens.**

**III - Sneak attack.
Place 2 skeletons on
your tile.**

**I - Add 2 goblins to
the Monster Track.**

**II - Add 1 goblin to
the Monster Track.**

**III - Sneak attack.
Place 1 skeleton on
your tile.**

**I - Add 2 goblins to
the Monster Track.**

**II - All is quiet.
Nothing happens.**

**III - Add 2
skeletons to the
Monster Track.**

**I - Add 2 goblins to
the Monster Track.**

**II - Add 1 goblin to
the Monster Track.**

**III - Add 2
skeletons to the
Monster Track.**

**I - Add 1 goblin to
the Monster Track.**

**II - All is quiet.
Nothing happens.**

**III - Add 2
skeletons to the
Monster Track.**

**I - Add 1 goblin to
the Monster Track.**

**II - Add 2 goblins to
the Monster Track.**

**III - Add 1 skeleton
to the Monster Track.**

**I - All is quiet.
Nothing happens.**

**II - Add 2 skeletons
to the Monster Track.**

**III - Sneak attack.
Place 3 skeletons on
your tile.**

**I - Sneak attack.
Place 1 goblin on your
tile.**

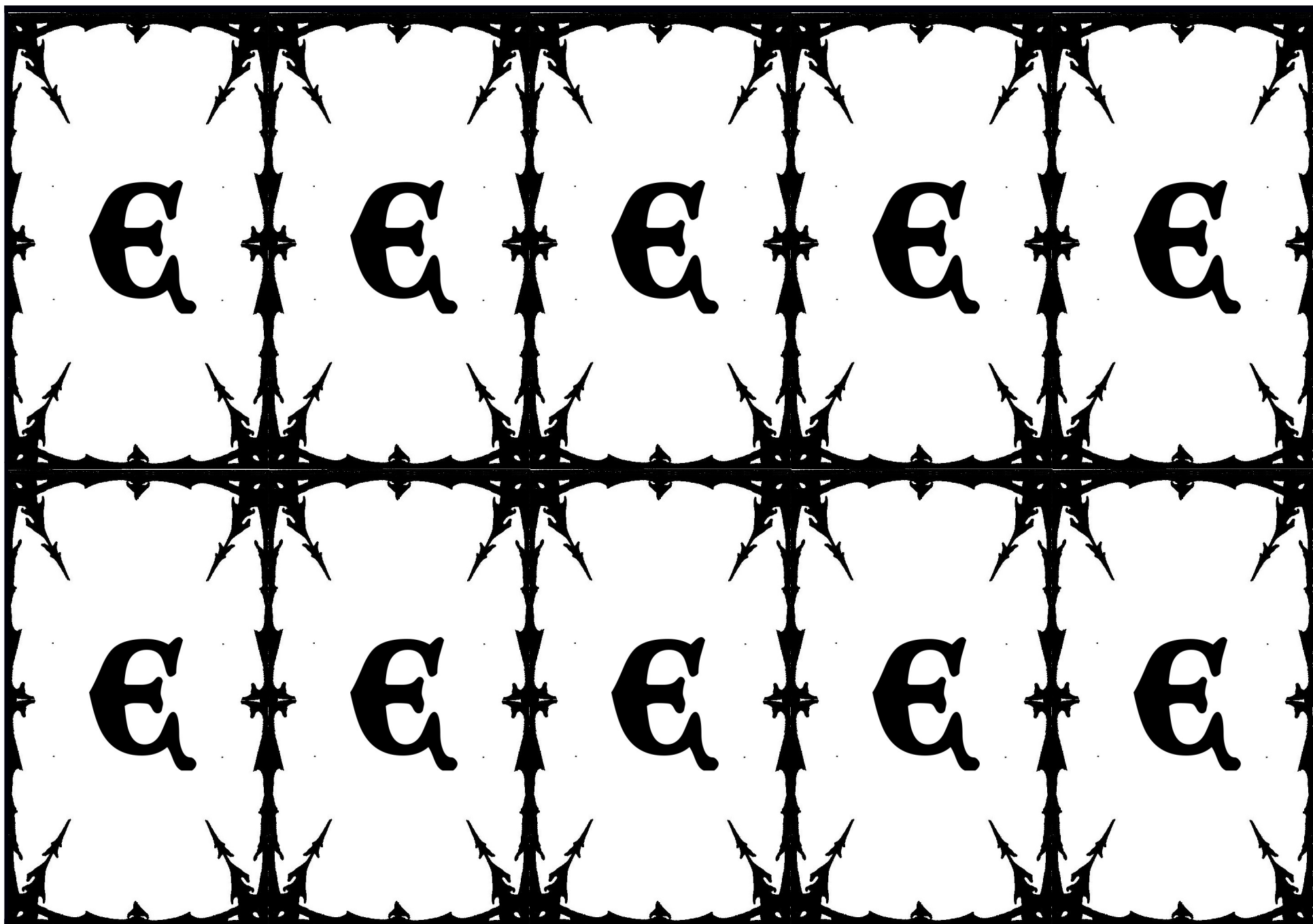
**II - A place to hide.
No monsters attack
next turn.**

**III - Add 1 skeleton
to the Monster Track.**

**I - Add 1 goblin to
the Monster Track.**

**II - Add 2 goblins to
the Monster Track.**

**III - Sneak attack.
Place 3 skeletons on
your tile.**



**I – All is quiet.
Nothing happens.**

**II – Sneak attack.
Place 2 goblins on your
tile.**

**III – Add 2 skeletons
to the Monster Track.**

**I – Sneak attack.
Place 1 goblin on your
tile.**

**II – Treasure chest.
Draw 1 card from the
Level II Search Deck.**

**III – All is quiet.
Nothing happens.**

**I – Sneak attack.
Place 1 goblin on your
tile.**

**II – Add 1 goblin to
the Monster Track.**

**III – Spear trap. Roll
d6 vs. Defense. Take 1
wound if you fail.**

**I – Advance all
monsters on the
Monster Track.**

**II – Add 2 goblins to
the Monster Track.**

**III – Add 2
skeletons to the
Monster Track.**

**I – Add 1 goblin to
the Monster Track.**

**II – Spear trap. Roll
d6 vs. Defense. Take 1
wound if you fail.**

**III – Add 3
skeletons to the
Monster Track.**

**I – Add 1 goblin to
the Monster Track.**

**II – Sneak attack.
Place 1 goblin on your
tile.**

**III – Add 2
skeletons to the
Monster Track.**

**I – Dart trap. Roll d4
vs. Defense Take 1
wound if you fail.**

**II – All is quiet.
Nothing happens.**

**III – Add 2
skeletons to the
Monster Track.**

**I – All is quiet.
Nothing happens.**

**II – Add 2 skeletons
to the Monster Track.**

**III – Sneak attack.
Place 3 skeletons on
your tile.**

**I – Sneak attack.
Place 1 goblin on your
tile.**

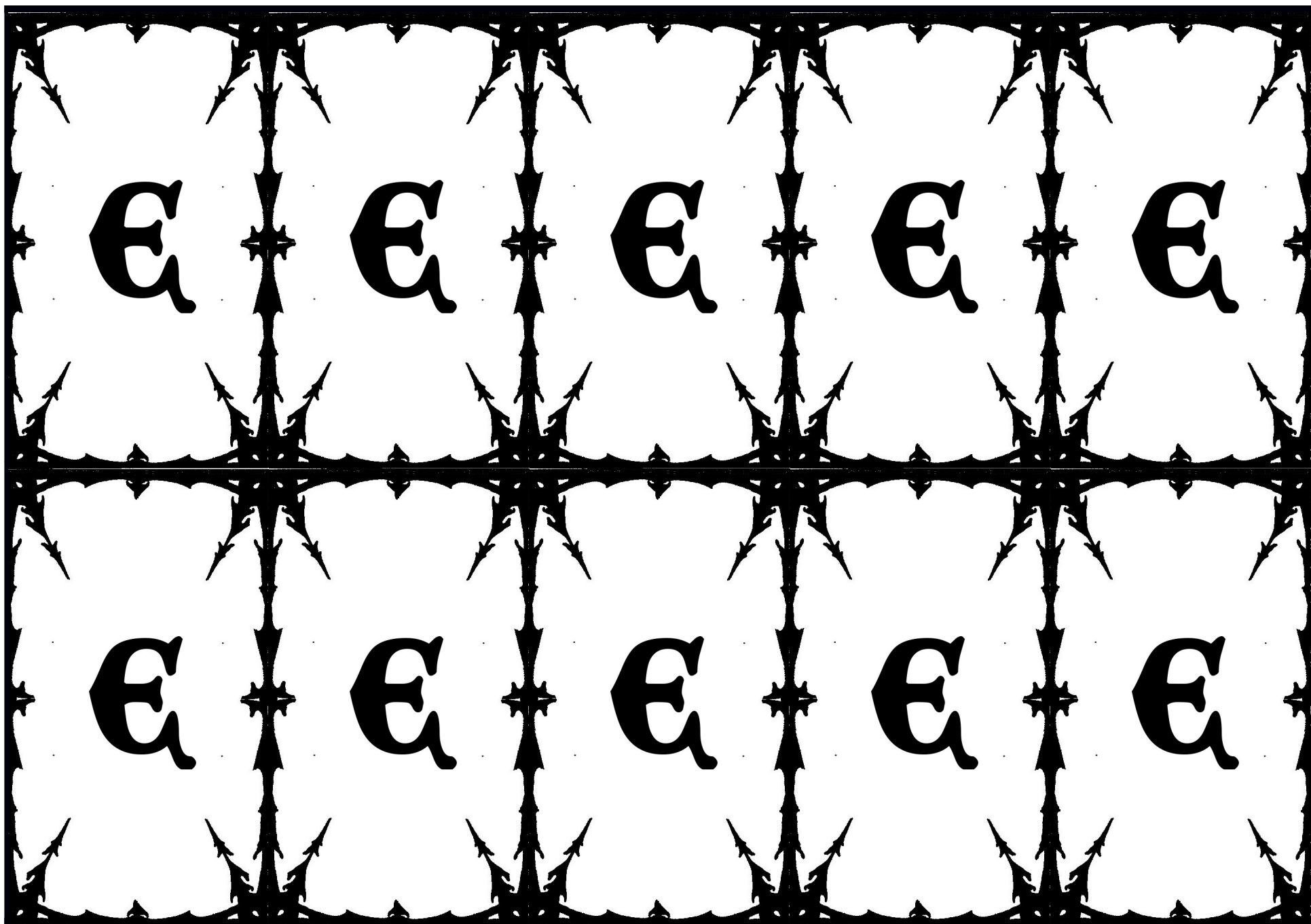
**II – Advance all
monsters on the
Monster Track.**

**III – Advance all
monsters on the
Monster Track.**

**I – Add 1 goblin to
the Monster Track.**

**II – Advance all
monsters on the
Monster Track.**

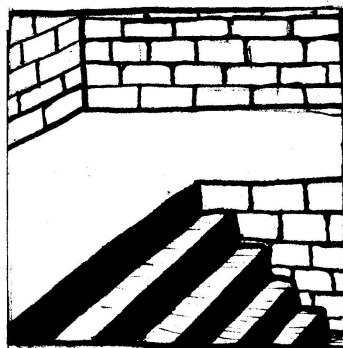
**III – Advance all
monsters on the
Monster Track.**





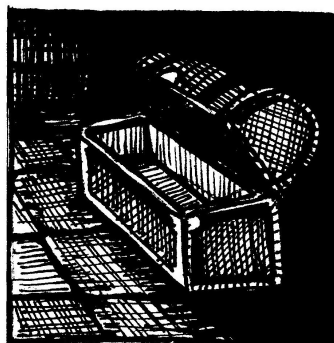
NOTHING

Instant:
This card has no effect.



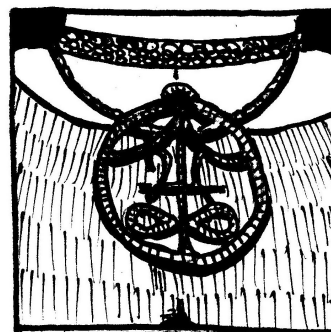
NOTHING

Instant:
This card has no effect.



NOTHING

Instant:
This card has no effect.



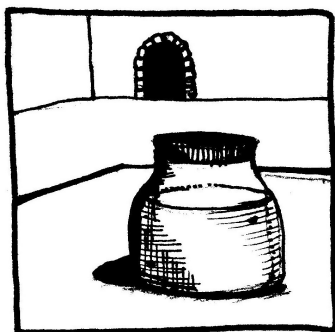
AMULET OF SPEED

Item:
Re-roll Speed
rolls of '1'.



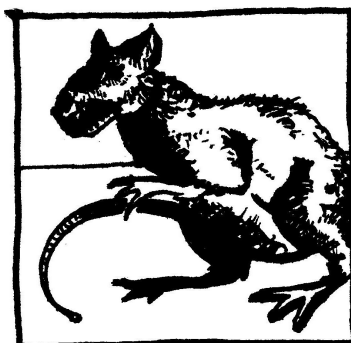
HEALING BALM

Item:
When played recover
from 1 wound.
Discard after use.



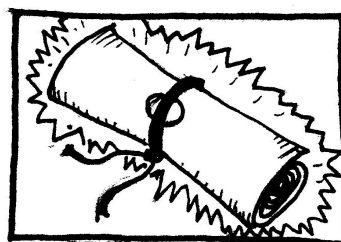
HEALING BALM

Item:
When played recover
from 1 wound.
Discard after use.



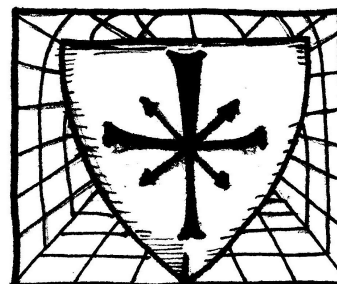
GIANT RAT ATTACK

Instant:
Roll d4 vs. Combat.
Take 1 wound if you fail.



FIREBALL SPELL SCROLL

Item:
When played all monsters
on your tile are
immediately slain.
Discard after use.



ENCHANTED SHIELD

Item:
Once per turn ignore 1
wound during combat.



INVISIBILITY SPELL SCROLL

Item:
When played no monsters
will move or attack during
the next turn.
Discard after use.

I

I

I

I

I

II

II

II

II

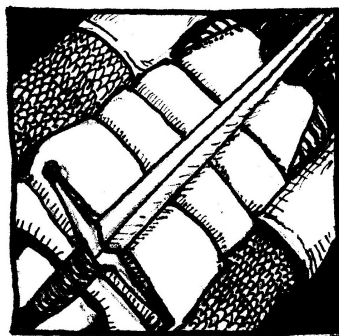
I



ROPE:

Item:

Ignore all effects of the Pit.



MAGIC SWORD

Item:

Add 2 to all player
Combat rolls.



CLOAK OF STEALTH

Item:

Add 2 to all player
Defense rolls.

You may move through
tiles containing monsters
without stopping.

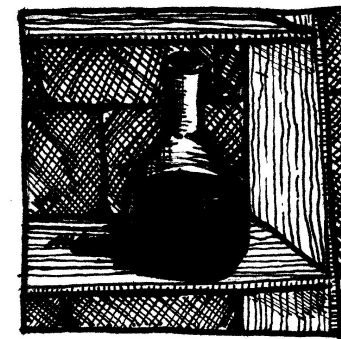


POISON GAS

TRAP

Instant:

Take 1 wound.



HEALING POTION

Item:

When played recover
from 2 wounds.
Discard after use.

Round of Play Summary

- Monsters move and attack
- Assign Ability Dice
- Search + advance monsters (optional)
- Use *Item* (optional)
- Player moves/attacks (optional)
- Advance monsters
- Draw Event card

III	III	III	III	II