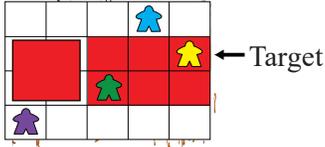


<p align="center"><u>Dragon</u> HP</p> <p>Boss of the Dark Knight & Dark Wizard 5 4</p> <p>Abilities: 3 -Shield 2 Fire Breath: Range X 2 Make a +2 attack against all heroes in the direction of the target. 1</p> 	<p align="center"><u>Ogre</u> HP</p> <p>Boss of the Goblins & Orcs 5 4</p> <p>Abilities: 3 -Rush -Tough 2 Smash: Melee 1 Make a +2 attack. This attack hits both orthogonally adjacent spaces on one side.</p>	<p align="center"><u>Lich King</u> HP</p> <p>Boss of the Skeletons & Zombies 5 4 3 2 1</p> <p>Abilities: -Shield 2 Soul Siphon: Range 4 1 Make a +1 attack. If successful, roll a die. If the result is 3+, the Lich King heals 1 hp.</p>
<p align="center"><u>Monster Spawn</u></p> <p>Roll a die to spawn:</p> <p>1 - Level 1 Slime 2 - Level 1 Minion 3 - Level 1 Minion 4 - Level 2 Minion 5 - Level 2 Minion 6 - Level 2 Slime</p>	<p align="center"><u>Treasure List</u></p> <ul style="list-style-type: none">  3-3 Health potion (heal 1 hp)  3-4 Speed potion (1 extra space per move action)  3-5 Luck potion (reroll any die)  3-6 Invigorating potion (1 extra action)  4-4 Attack potion (+1 attack)  4-5 Defense potion (+1 defense)  4-6 Heroic potion (+1 attack & defense) 5-5 Level 1 Wandering Slime 5-6 Level 1 Wandering Minion 6-6 Level 2 Wandering Minion 	<p align="center"><u>Dark Knight</u></p> <p>Abilities: -Rush -Shield Dark Blade: Melee Make a +2 attack.</p> <p align="center"><u>Dark Wizard</u></p> <p>Abilities: -Slippery Shadow Blast: Range 5 Make a +1 attack.</p>
<p align="center"><u>Goblin</u></p> <p>Abilities: -Quick -Rush Stabby Stab: Melee Make a +1 attack.</p> <p align="center"><u>Orc</u></p> <p>Abilities: -Rush -Shield Hit Hard: Melee Make a +1 attack.</p>	<p align="center"><u>Skeleton</u></p> <p>Abilities: -Rush -Slippery Rib Fling: Range 2 Make a +1 attack.</p> <p align="center"><u>Zombie</u></p> <p>Abilities: -Rush -Tough Rip & Tear: Melee Make a +2 attack.</p>	<p align="center"><u>Slime</u></p> <p>Abilities: -None. Just a little slime. Glob Shot: Range 4 Make a +0 attack.</p> <p align="center"><u>Bigger Slime</u></p> <p>Abilities: -Shield Globapult: Range 4 Make a +1 attack against target and all adjacent spaces. Roll for each target.</p>

Treasure List

Anytime a 1 is rolled, you find nothing!

When a 2 is rolled, you find a trap! Anytime you fail a trap roll, you take 1 damage!

2-2 Pit Trap! Roll 2+

2-3 Spike trap! Roll 3+

2-4 Arrow trap! Roll 4+

2-5 Falling rocks! Roll 5+

2-6 Poison gas! Each hero in the same tin must roll 4+ to avoid damage.

