

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

