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.

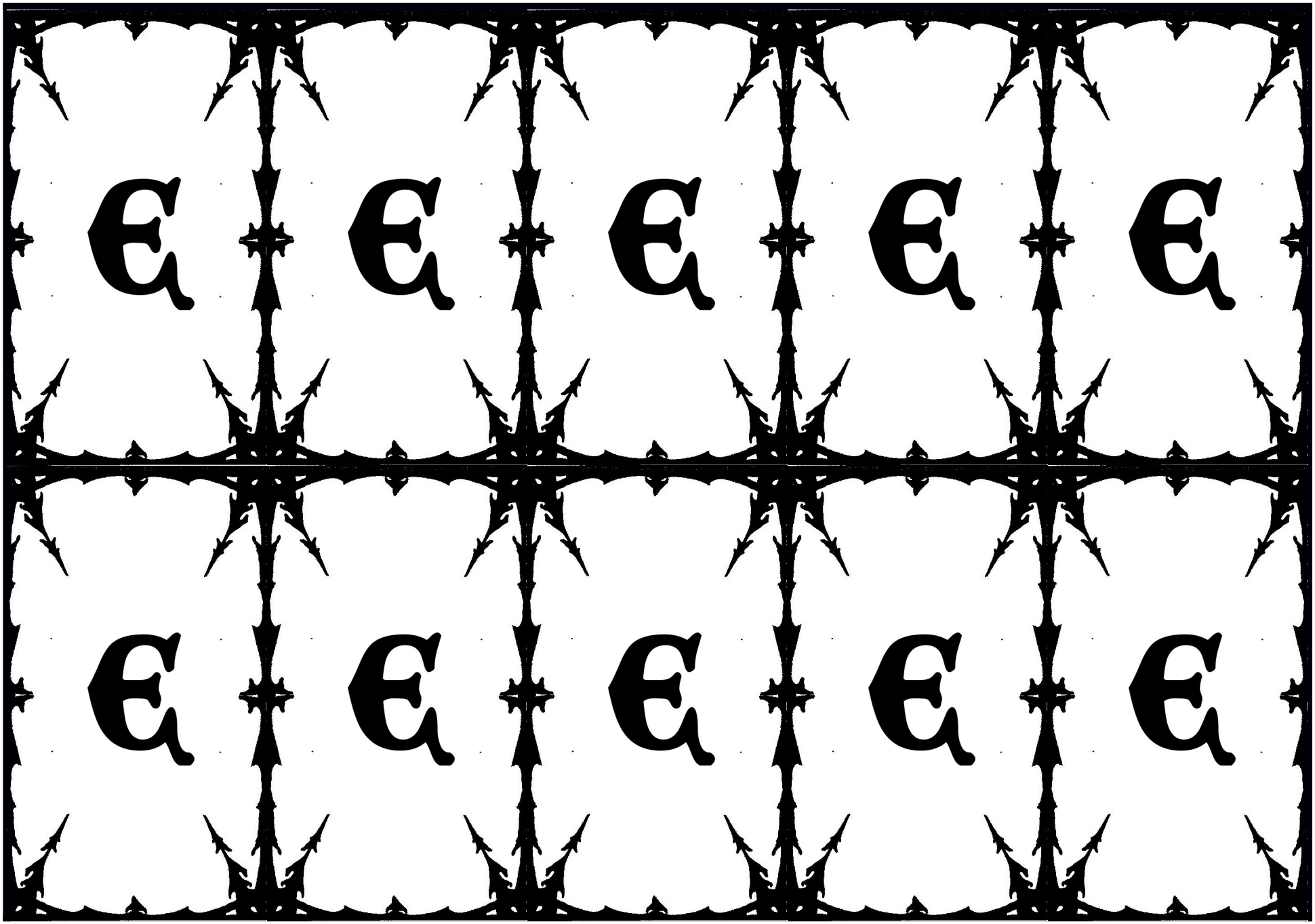
II – A place to hide. No monsters attack next turn.

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.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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.

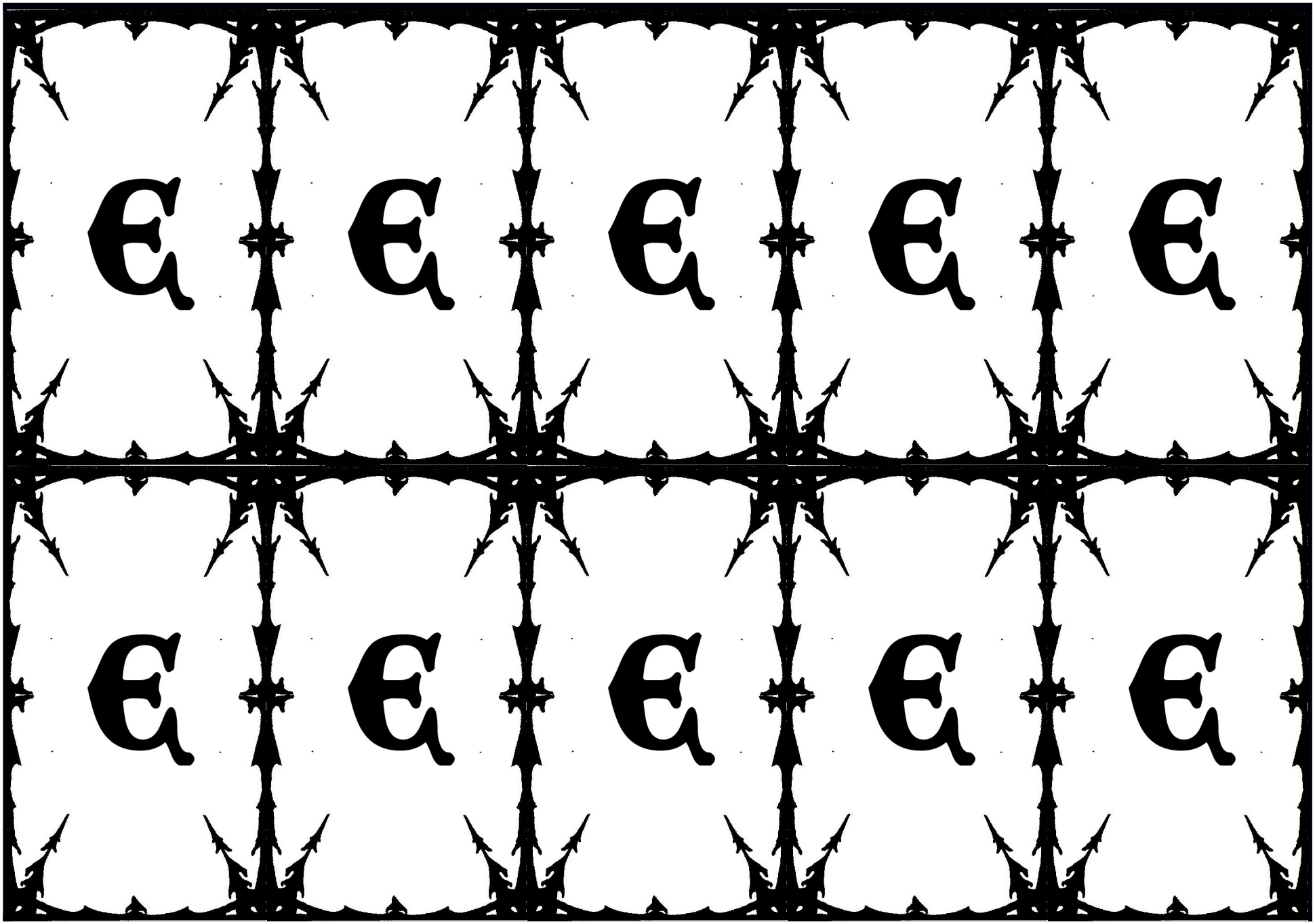
II – Advance all monsters on the Monster Track.

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.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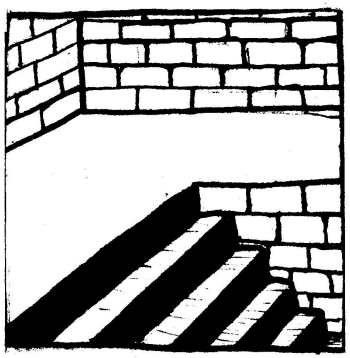
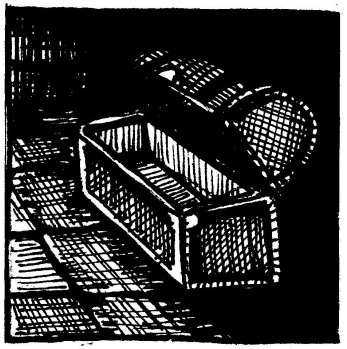
NOTHING

Instant:
This card has no effect.



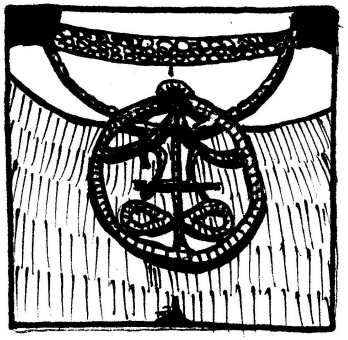
NOTHING

Instant:
This card has no effect.



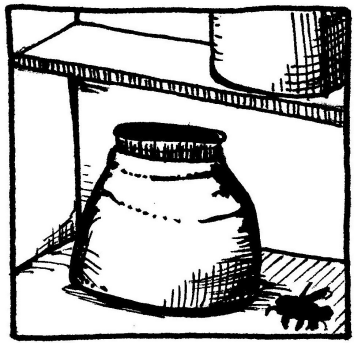
NOTHING

Instant:
This card has no effect.



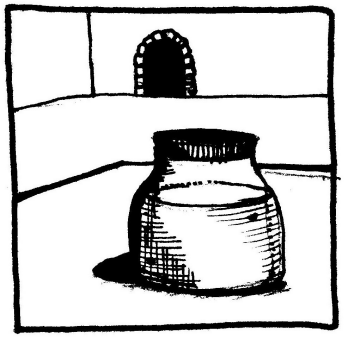
AMULET OF SPEED

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



HEALING BALM

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



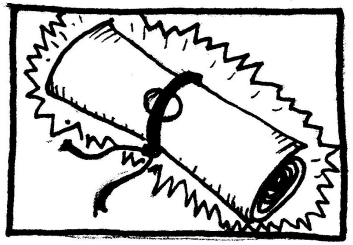
HEALING BALM

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



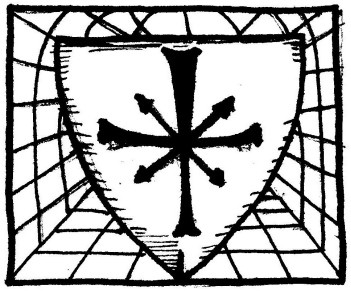
GIANT RAT ATTACK

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



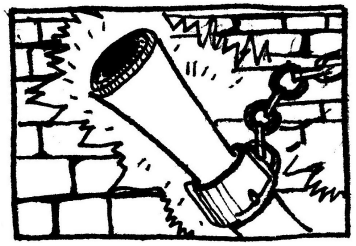
FIREBALL SPELL SCROLL

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



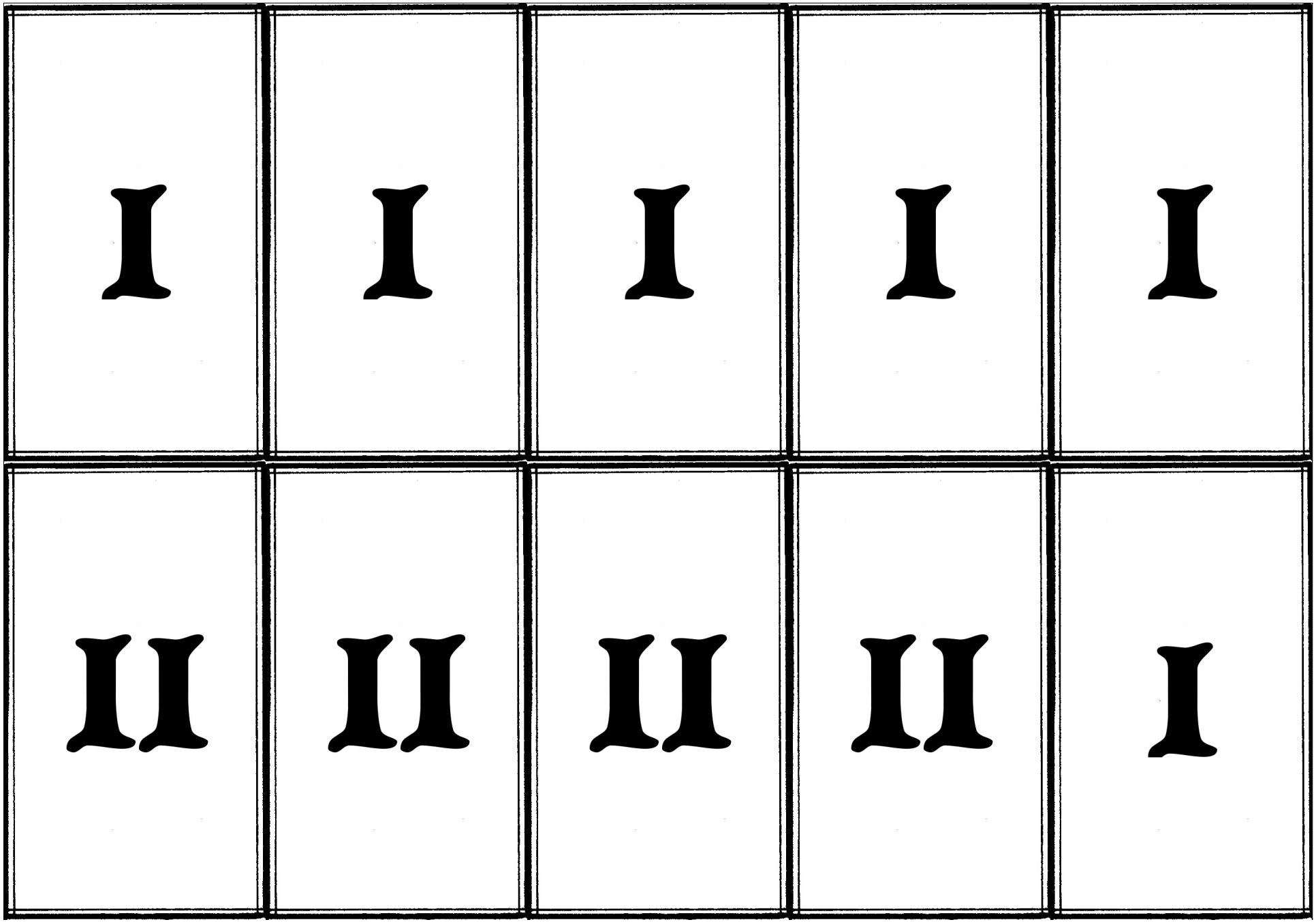
ENCHANTED SHIELD

Item:
Once per turn ignore 1 wound during combat.



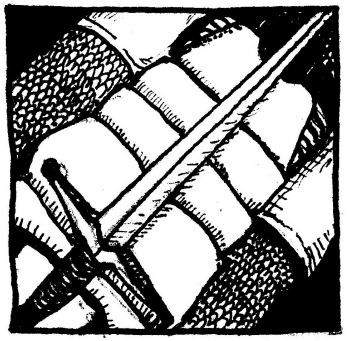
INVISIBILITY SPELL SCROLL

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





ROPE:
Item:
Ignore all effects of the Pit.



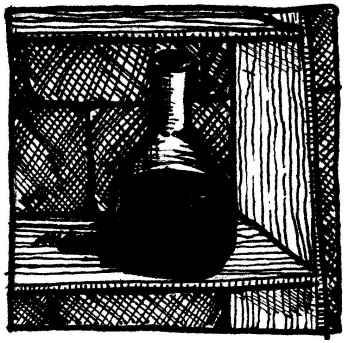
MAGIC SWORD
Item:
Add 2 to all player Combat rolls.



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

