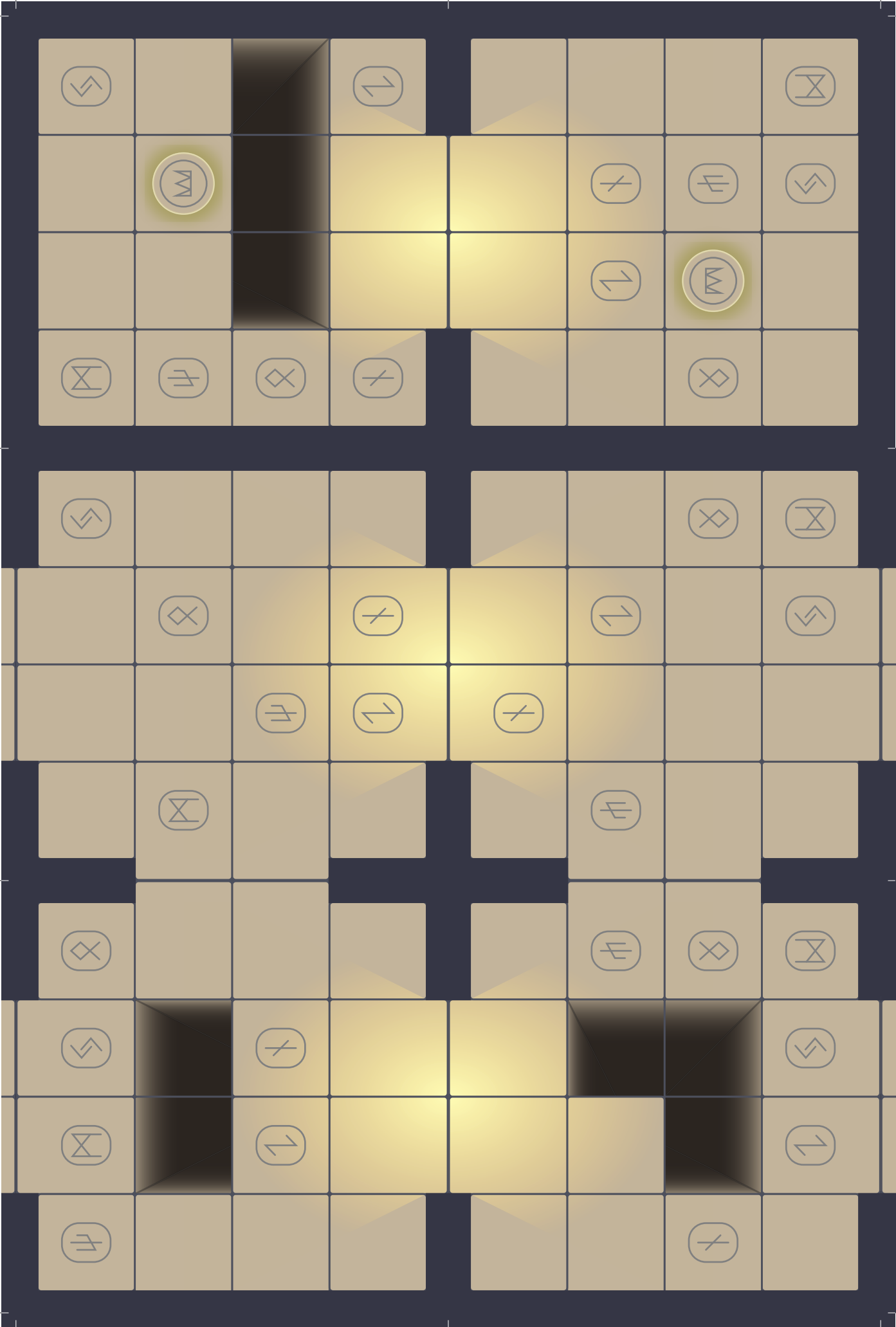


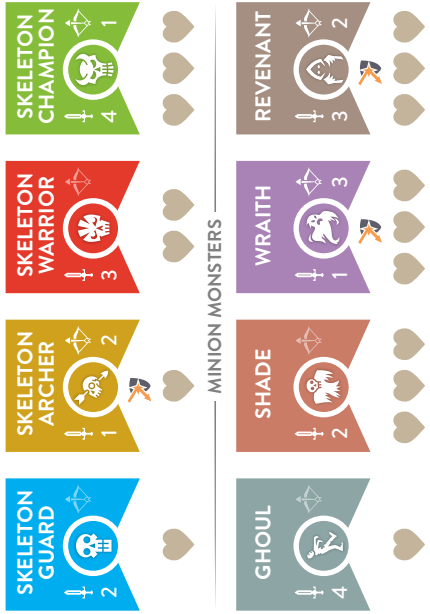


TOMB TILES

TOMB OF THE DREAD LORDS COMPONENTS V 1.2







MINION MONSTERS

4 HP	2 HP	1 HP	3 HP
GHOUL	SHADE	WRATH	REVENANT
2 HP	1 HP	3 HP	4 HP
SKELETON GUARD	SKELETON ARCHER	SKELETON WARRIOR	SKELETON CHAMPION

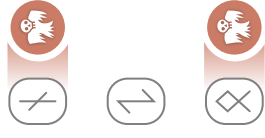
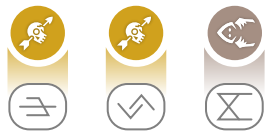
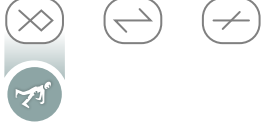
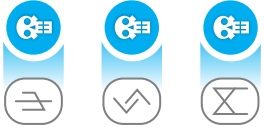
TOKENS

Red area: 14 water droplet icons.

Orange area: 14 icons including a key, sword, staff, shield, figure, sword, lyre, helmet, horned head, wave, hand, lion, and bow.

DREAD LORD

Large grid of tokens including:
 - 2 large white skull icons with crowns and the text "DREAD LORD".
 - 14 small icons of various creatures and weapons in a grid.
 - 14 small icons of water droplets in a red area.





ENCOUNTER

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BANDAGES

Heal one wound suffered by any adventurer.



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FIRE BOMB

Make a ranged attack with **three** dice against a target monster.
All characters (monsters or adventurers) adjacent to the target monster are attacked with **one** die.
Monsters are hit on a 5 or 6, adventurers on a 6 (as normal).



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Monsters are hit on a 5 or 6, adventurers on a 6 (as normal).



HOLY WATER

Make a ranged attack with 5 dice.



HOLY WATER

Make a ranged attack with 5 dice.



HEALING POTION

Heal two wound suffered by any one adventurer.
The healing cannot be split between two adventurers.



POTION OF SPEED

An adventurer may make one additional attack of any type.



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TREASURE



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TREASURE

ENCOUNTER



ENCOUNTER



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ENCOUNTER





+1
⚔

POTION OF POWER

An adventurer gains one additional melee die for the duration of one melee attack.



+1
⚔

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+1
⚔

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SPIRIT



1

SUMMONED SPIRIT

When summoned, place the spirit adjacent to the Summoner.

The spirit acts as an additional adventurer.

It may activate immediately after it is summoned.



If you hit a monster in melee, you may immediately move up to one space (ignoring combat restrictions) and make another attack. This effect is cumulative.
If you use **FURY**, roll a die at the end of activation: on a 5 or 6 the Barbarian suffers a wound from exhaustion.

FURY



BARBARIAN

BARD



INSPIRATION

At the beginning of the adventurer phase you may give one bonus attack die (melee or ranged) to any other adventurer for an attack roll.

You receive a bonus die of the same type for your own attack.



CHANGE SHAPE



SHAPE SHIFTER



Once per turn you may heal one wound suffered by any adventurer.
If you use **HEAL**, roll a die: on a 5 or 6 the Paladin suffers one wound from exertion.

HEAL



PALADIN

BLOOD KNIGHT



BLOOD STRIKE

Once per turn, you may suffer one wound to add **two additional** dice to your melee attack.



SUMMON SPIRIT



SUMMONER



If you start your turn in combat, disregarding normal movement restrictions, you may move up to two spaces. If you start your turn outside combat and do not move, you may make two ranged attacks this turn.

NIMBLE



ARCHER

CLERIC



COMMAND UNDEAD

Once per turn you may make a special ranged attack against a monster. Normal restrictions apply (i.e. you may not be in combat with the target).

Roll two dice. If you score at least **one** hit, that monster may not move or attack this turn. If used against a Dread Lord, you must score **two** hits.



FLURRY



SWORDSMAN



If you do not begin your turn in combat, your movement is not restricted by monsters (i.e. if you move adjacent to one, you can still move away) and your first melee attack that turn is with **four** dice.

SNEAK ATTACK



ASSASSIN

DEFENDER



SHIELD DEFENCE

If an attacking monster must choose between you and other targets, it will always target you.

For every hit a monster inflicts against you, roll a dice: on a 5 or 6, the hit is ignored.



FIREBALL



WIZARD



ALLY



TREASURE



TREASURE



TREASURE

ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER



CARDS



ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER

COMPONENTS V 1.2

ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER

