



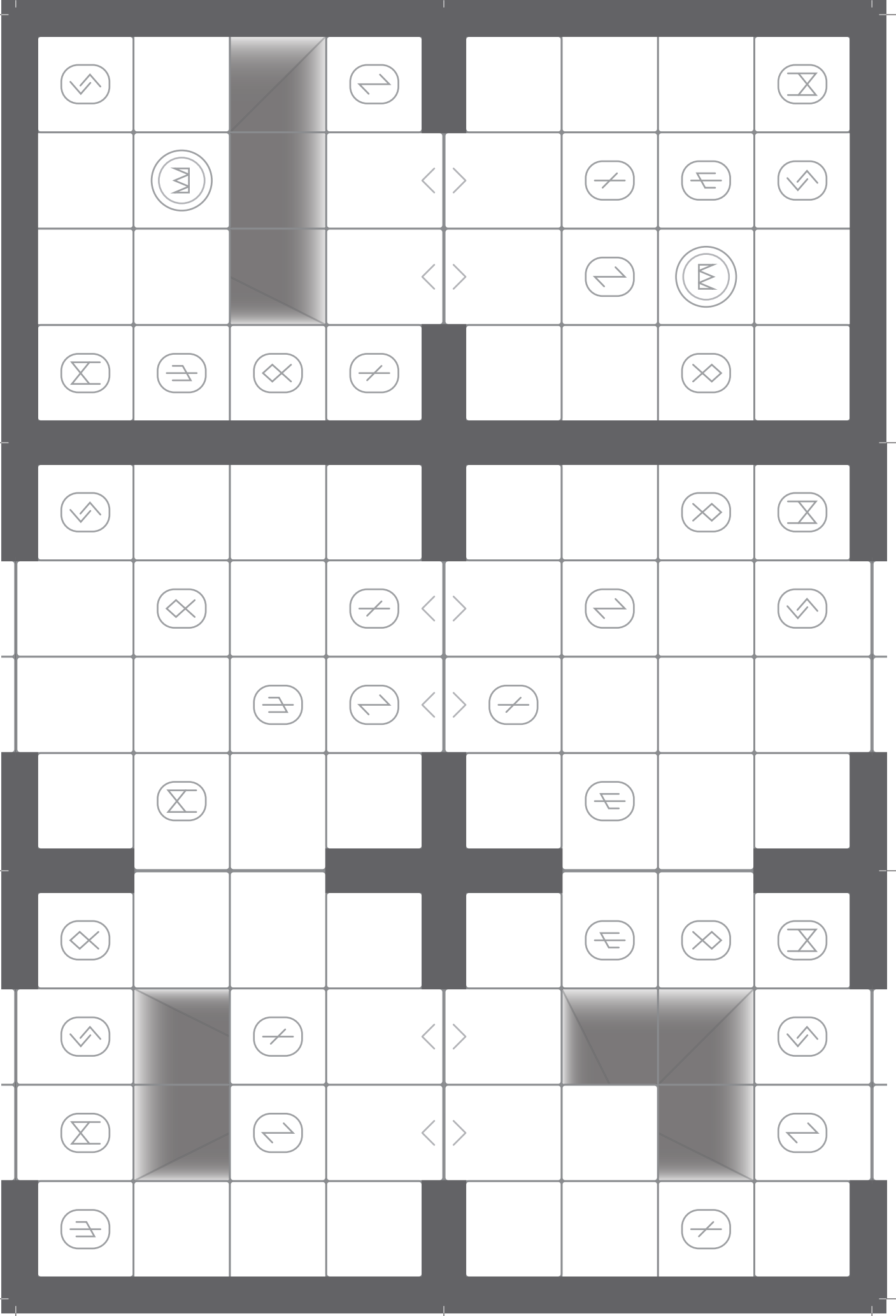
TOMB TILES

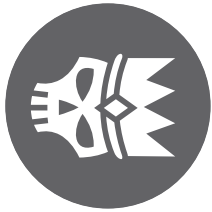
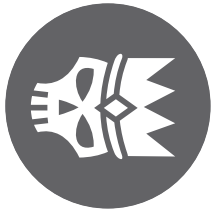
TOMB OF THE DREAD LORDS COMPONENTS V1.2 (LOW-INK)



TOMB TILES

TOMB OF THE DREAD LORDS COMPONENTS V1.2 (LOW-INK)







DREAD LORD



DREAD LORD



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DREAD LORD



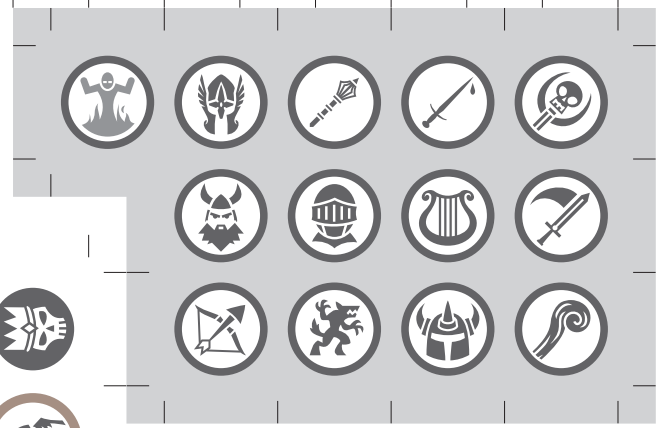
DREAD LORD



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SKELETON GUARD



SKELETON ARCHER



SKELETON WARRIOR



SKELETON CHAMPION



GHOUL



SHADE

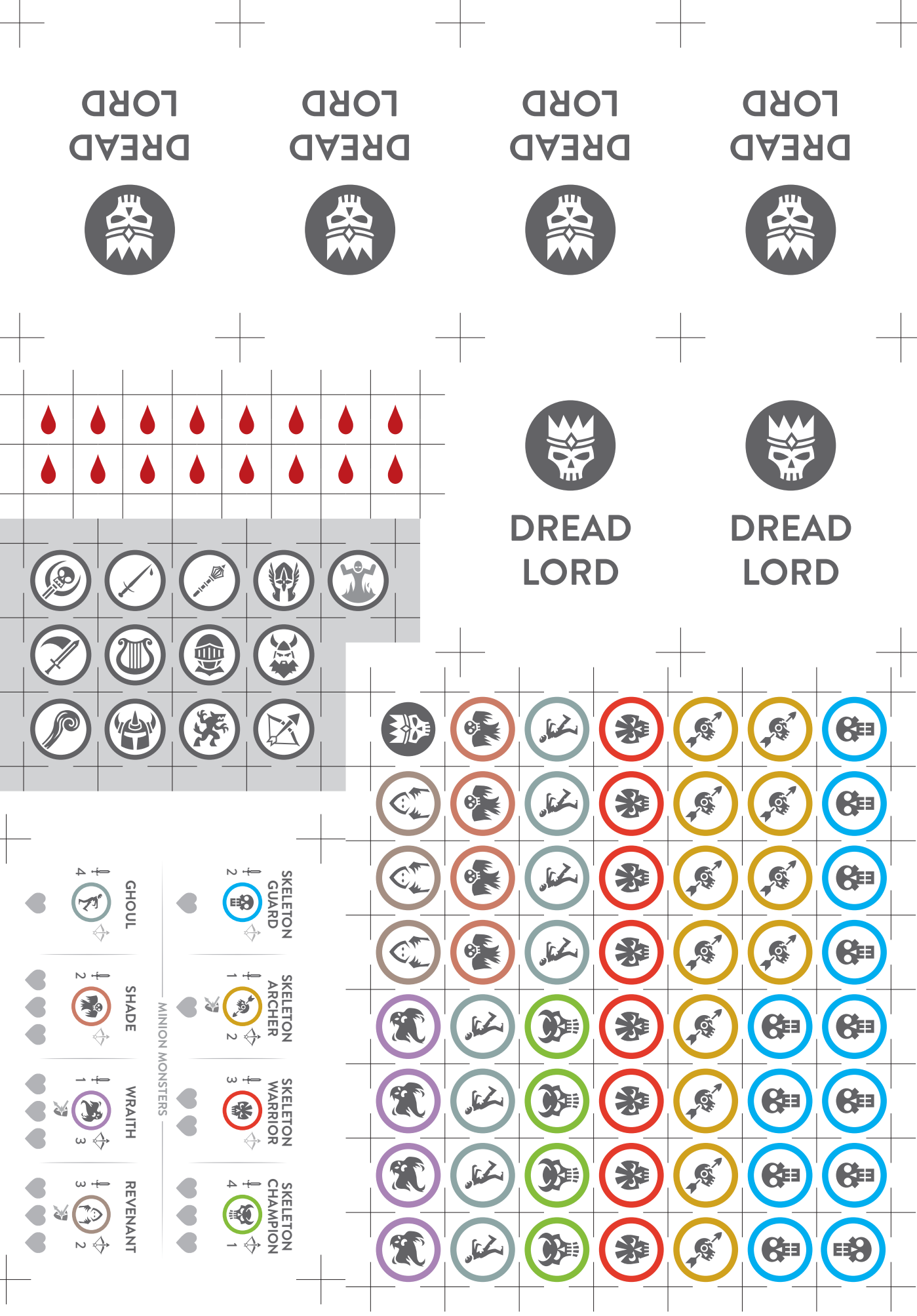


WRAITH



REVENANT

MINION MONSTERS



DREAD LORD

DREAD LORD

DREAD LORD

DREAD LORD

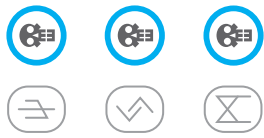
DREAD LORD

DREAD LORD

GHOUL 4
 SHADE 2
 WRAITH 1
 REVENANT 3

MINION MONSTERS

SKELETON GUARD 2
 SKELETON ARCHER 1
 SKELETON WARRIOR 3
 SKELETON CHAMPION 4





ENCOUNTER



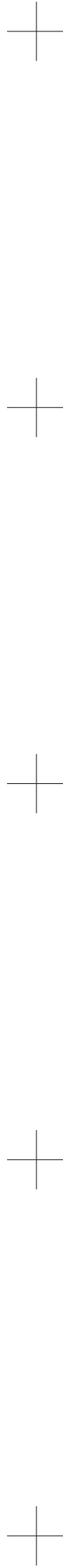
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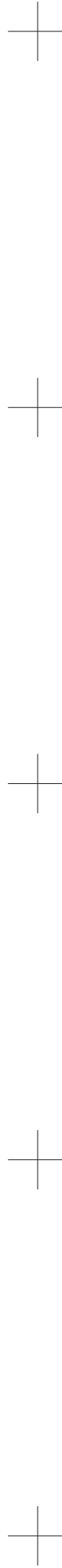
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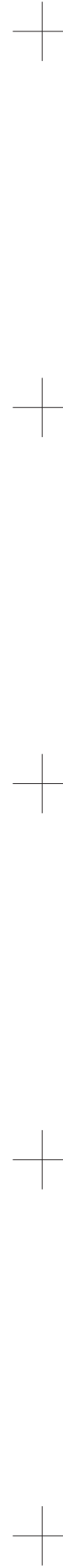
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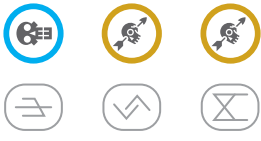


ENCOUNTER



ENCOUNTER





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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5

HOLY WATER

Make a ranged attack with 5 dice.



5

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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



TREASURE



TREASURE

ENCOUNTER



TREASURE



TREASURE



TREASURE

ENCOUNTER



TREASURE



TREASURE



TREASURE

ENCOUNTER



TREASURE



TREASURE



TREASURE

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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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



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



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

NIMBLE



ARCHER



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



BARD

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.

INSPIRATION



BLOOD KNIGHT

BLOOD STRIKE

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



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.



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.



At the start of your activation you receive two bonus dice. You may add these to your attacks as you see fit (e.g. one ranged, one melee; two ranged; or two melee).

CHANGE SHAPE



SHAPE SHIFTER



You may summon a spirit to your aid.
Take the Spirit ally card and place its counter adjacent to your position.
There can be only one spirit in play at any one time.

SUMMON SPIRIT



SUMMONER



You may make **three** melee attacks per turn.
They may target the same or different monsters.

FLURRY



SWORDSMAN



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

FIREBALL



WIZARD



ALLY



TREASURE



TREASURE



TREASURE

ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER



ADVENTURER



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ADVENTURER



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