

# Skills, Spells & Abilities

*A Quick Reference Card*

## The Medicine Man

Base:

- 5 Health
- Wooden Staff, 1 Damage
- Healer's Touch, Replenish 1 life per action on self or friend on same tile.

**Sacred Flame:** Upgrades healing to 2 life per 1 action.

**Conversion:** Must roll 5 or 6 to convert an enemy. Converted units move at the beginning of the monsters turn. They have only 1 health, but use the same number of actions and do the same amount of damage as they would normally do. Talon & the Necromancer are immune.

**Curse:** Place a spell on one enemy, & for One Round, reduce their armor class by 1.

**Summoner:** Summons one of the following:

- Guardian Spirit: Heals 1 life per turn
- Shadow Owl: Transports any item to/from Medicine Man, within 3 tiles
- Night Panther: 1 Health, 1 Damage, 2 Actions

**Wall of Thorns:** Choose a tile within 3 hexes.

Thorns springs up causing all creatures to use two actions in order to exit that hex. 3 actions to perform spell, then place the Wall of Thorns token where it remains for the rest of the game.

**Resurrection:** Bring a hero back to life with 1 life point. Must roll a 5 or 6 to be successful attempt.

**Voo Doo Doll:** Allows the Medicine man to cause 1 damage to any monster at any range, must roll a 3 or higher to hit.

**Grand Conjuror:** Upgrades all familiars as follows:

- Guardian Spirit: Gains 1 action, 2 total.
- Shadow Panther: Gains 2 actions, 4 total.
- Shadow Owl: Deliver/retrieve to entire board

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## The Ranger

Base:

- 5 Health
- Longbow: 1 Damage, Range: 0, +1
- His bow allow attacks on his tile as well as 1 adjacent tile.

**Bodkin:** Increases the bow damage to 2.

**Rapid Fire:** Allows one additional bow shot each turn.

**Sniper:** May shoot an arrow 2 tile lengths.

**Camo:** Gives the Ranger the ability to hide. Monsters do not see him unless they are on his tile. Also, all saving throws roll advantaged.

**Exploding Arrow:** Requires 2 actions. Causes an additional 2 damage to all on the tile.

**Quickdraw:** May re-roll one time on all attacks.

**Zipline:** The Ranger may shoot a hooked arrow that will allow him to Zipline to the square upon which he shoots. The zipline must *never go uphill*. It must always go to a tile of equal height or lower.

**Peculiar Odor:** The Ranger sends an arrow that pops a distinctive odor and attracts monsters to attack. The target he successfully hits will be attacked as if he were a Hero on the monsters turn.

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## The Gladiator

Base:

- 7 Health
- The Gladius: 2 Damage.
- His massive strength, coupled with his sword, a gladius, allows him to start the game dealing twice the damage of any player.

**Great Axe Master:** The Gladiator picks up a massive axe that deals a whopping 3 damage.

**Counterstrike:** When an enemy attacks and misses with a roll of 1 or 2, the hero may immediately counterstrike, auto hit, and cause the hero's weapon damage to the monster. This only applies to physical damage, including Talon's "Slash" attack.

**Protector's Reach:** Once per round, the hero may boomerang his shield up to 3 tiles away, and block any attack on any player. Instant, no action required.

**Shield:** Take up a shield and all physical attacks are reduced by 1 damage. Also, all saving throws roll advantaged.

**Blood Rage:** Take 1 life point damage, but inflict 2 additional damage on each successful attack for the rest of that round.

**Whirlwind:** Spinning attack that does 3 damage to all monsters on tile, takes 2 actions, 4 or higher to hit.

**Shield Spike:** The hero fixes an iron spike to his shield and causes 2 damage to all who attempt a physical attack him, hit or miss.

**Taunt:** The Gladiator screams a challenge and forces any selected enemy within two tiles away to turn and come after him rather than pursuing a different target. No action required, may be played at any time.

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## The Archeologist

**Scavage:** May choose to draw 2 search cards upon any search.

**Hit & Run:** If a monster misses an attack, the hero gets a free (1 action) attack and then may immediately move 1 tile.

**Roundhouse:** Once the Archeologist lands a blow it knocks the enemy down and all subsequent attacks for her turn are Advantaged. At the end of the archeologist's turn the monster will stand again and the effect will be lost for any other players in the round.

**Bandage:** May heal self or others on your tile 2 life points.

**Talon's Bane:** This is the infamous sword, "Shadow Stalker." It is the executioners sword that took the life of Talon all those many years ago. Talon will not have soon forgotten its bite! If the Archeologist chooses to search for this weapon, she may do so. It includes selecting it from the skill tree and then searching the Wrathmore mansion. Once in possession, this mighty sword does 2 damage to all enemies and an additional 1 damage to Talon, upon each successful attack.

**Slinky:** All attacks against the Archeologist roll disadvantaged. Any saving throws from Talon Wrathmore may be rolled twice.

**Dynamite:** May hold or throw a stick of dynamite to an adjacent tile, causing 3 damage to all, including heroes. Requires 2 actions.

**Fear:** Causes all enemies to run 2 tiles directly away from the hero. If the enemies are on the same tile, roll a die to determine the direction. A 1 runs them towards the altar, a 2 runs them towards the next tile clockwise and so on.

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## The Cartographer

Base:

- 6 Health
- The Machete: 1 Damage,
- Repelling: Allows movement up and down cliffs with no penalty.
- Sixth Sense: May draw 2 cards on any search. Keep one, the other goes to the bottom of the deck.

**Sixth Sense:** While searching a tile, the hero may look at the top 2 search cards and choose which he will take, then discard the remaining card.

**Historian:** The Cartographer may trade with any hero anywhere on the board, no action required, must be during his turn.

**Silent Step:** Movement onto any tile does NOT spawn any monsters.

**Evade:** If an enemy misses an attack, the hero may immediately move 1 tile. Also, allows saving throws to roll advantaged.

**Booby Trap:** Takes 1 action to set and will cause 2 damage to the next monster that steps on the tile. Monsters already on the tile do NOT trip it.

**Sacrificial Lamb:** The hero takes a large satchel of explosives and runs onto a tile causing 8 damage to all upon that tile and in the process sacrifices his own life.

**Hidden Knowledge:** Allows the Cartographer to give any 1 player the ability to add 1 to all dice rolls on attacks permanently.

**Salve:** Allows the Cartographer to heal 2 life points on self or any other hero on the same tile.

**Pyrebind:** Adds fire to a trap, causing 2 damage to all on tile when the trap is tripped.

# Talon Wrathmore

## Skills Spells & Abilities

### 1- Slash

A vicious strike that causes 3 damage to all heroes on the given tile.

### 2- Terror

All heroes on Talon's tile or an adjacent tile must immediately flee 2 tiles directly away from him. If you begin on Talon's tile, roll a die to determine your starting direction- 1 is the tile closest to the altar, then count clockwise for 2, 3 and so on. You must move in a straight line away from Talon and cannot turn. If this movement forces you off a cliff, you lose 3 life. Entering lava or quicksand results in instant death (no resurrection). If you reach the ocean or a cliff edge, you stop there.

### 3- Day of the Dead

Talon summons a HULKING. It attacks when all other monsters attack. It has the same attributes of all other HULKINGS for that difficulty level.

### 4- Cryptic Mist

Talon raises an unearthly mist that only allows attacks while on his tile. Also, it raises his armor class so that players must roll a 5 or 6 in order to hit him for the rest of that round.

### 5- Spectral Impact

A deadly psychic strike on the heart causing instant death unless the player dodges, indicated by a roll of 5 or 6.

### 6- Ice Breath

Talon sucks air from the underworld and blows it upon the heroes. Any hero on his tile or one adjacent takes 1 damage and rolls to see how many actions they loose in the upcoming round. A roll of 1 looses 1 action, a roll of 2 looses 2 actions and so on.

### 7- Basic Instinct

Talon strips all players of anything other than their base skill set. Lasts 1 round.

### 8- Thunderstruck

The sky splits open, and lightning punishes the proud. All heroes on **High** tiles take 2 damage. Those on **Medium** tiles take 1 damage.