

<p>Lone Brute <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Beastman <i>Copper:</i> 1 Razorwing <i>Copper:</i> 1 Ferrox <i>Silver:</i> 1 Ogre <i>Silver:</i> 1 Troll <i>Silver:</i> 1 Golem <i>Gold:</i> 1 Giant</p> <p>7 2</p>	<p>Swarm <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 3 Kobolds <i>Copper:</i> 2 Beastmen <i>Copper:</i> 4 Kobolds <i>Silver:</i> 3 Beastmen <i>Silver:</i> 2 Razorwings <i>Silver:</i> 2 Ferrox <i>Gold:</i> 3 Razorwings <i>Gold:</i> 3 Ferrox</p> <p>9 3</p>	<p>War Party <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Master Kobold and 2 Kobolds <i>Copper:</i> 1 Master Beastman and 1 Beastman <i>Silver:</i> 1 Master Razorwing and 1 Razorwing <i>Gold:</i> 1 Master Ogre and 1 Ogre</p> <p>12 3</p>	<p>Wandering Beast <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Master Kobold <i>Copper:</i> 1 Beastman <i>Copper:</i> 1 Bane Spider <i>Silver:</i> 1 Razorwing <i>Silver:</i> 1 Hellhound <i>Silver:</i> 1 Shade <i>Gold:</i> 1 Manticore <i>Gold:</i> 1 Naga <i>Gold:</i> 1 Medusa</p> <p>4 2</p>	<p>Stray Servant <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Master Kobold <i>Copper:</i> 1 Beastman <i>Copper:</i> 1 Skeleton <i>Silver:</i> 1 Ferrox <i>Silver:</i> 1 Sorcerer <i>Gold:</i> 1 Ogre <i>Gold:</i> 1 Troll <i>Gold:</i> 1 Deep Elf <i>Gold:</i> 1 Golem</p> <p>4 2</p>
<p>Lone Hunter <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Skeleton <i>Copper:</i> 1 Razorwing <i>Copper:</i> 1 Sorcerer <i>Silver:</i> 1 Master Razorwing <i>Silver:</i> 1 Manticore <i>Silver:</i> 1 Deep Elf <i>Gold:</i> 1 Dragon <i>Gold:</i> 1 Ice Wyrn</p> <p>7 2</p>	<p>Ambushers <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 3 Kobolds <i>Copper:</i> 2 Skeletons <i>Copper:</i> 1 Dark Priest <i>Silver:</i> 3 Skeletons <i>Silver:</i> 2 Sorcerers <i>Silver:</i> 2 Shades <i>Gold:</i> 3 Sorcerers <i>Gold:</i> 3 Shades</p> <p>9 3</p>	<p>Hunting Party <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Master Skeleton <i>Copper:</i> 1 Master Skeleton and 1 Skeleton <i>Silver:</i> 1 Master Hellhound and 1 Hellhound <i>Gold:</i> 1 Master Manticore and 1 Manticore</p> <p>12 3</p>	<p>Gust of Wind <i>Event</i></p> <p>Play at the start of your turn. Until the start of your next turn, the heroes' torches are blown out, preventing them from tracing line-of-sight more than 4 spaces away (monsters' line-of-sight is unaffected).</p> <p>4 1</p>	<p>Gust of Wind <i>Event</i></p> <p>Play at the start of your turn. Until the start of your next turn, the heroes' torches are blown out, preventing them from tracing line-of-sight more than 4 spaces away (monsters' line-of-sight is unaffected).</p> <p>4 1</p>



<p>Lone Fiend <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Bane Spider <i>Copper:</i> 1 Hellhound <i>Copper:</i> 1 Shade <i>Silver:</i> 1 Master Hellhound <i>Silver:</i> 1 Medusa <i>Silver:</i> 1 Naga <i>Gold:</i> 1 Demon <i>Gold:</i> 1 Chaos Beast</p> <p>7 2</p>	<p>Pack <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 3 Kobolds <i>Copper:</i> 2 Bane Spiders <i>Copper:</i> 1 Blood Ape <i>Silver:</i> 3 Bane Spiders <i>Silver:</i> 2 Hellhounds <i>Silver:</i> 1 Wendigo <i>Gold:</i> 3 Hellhounds <i>Gold:</i> 4 Lava Beetles</p> <p>9 3</p>	<p>Monstrous Band <i>Spawn</i></p> <p>Choose a spawn set with a color no higher than the highest chest opened so far.</p> <p><i>None:</i> 1 Master Bane Spider <i>Copper:</i> 1 Master Bane Spider and 1 Bane Spider <i>Silver:</i> 1 Master Sorcerer and 1 Sorcerer <i>Gold:</i> 1 Master Naga and 1 Naga</p> <p>12 3</p>	<p>Sudden Draft <i>Event</i></p> <p>Play any time during your turn to open or close one door. You may not open a door to an unrevealed area.</p> <p>0 1</p>	<p>Distraction <i>Event</i></p> <p>Play at the start of your turn to remove one order token from any one hero.</p> <p>If you attempt to remove a Guard order, the hero can interrupt you and use it first, but if they do so, this card is returned to your hand and you do not pay its threat cost.</p> <p>5 2</p>
<p>Aim <i>Event</i></p> <p>Play after making an attack roll to turn that attack into an aimed attack.</p> <p>2 1</p>	<p>Aim <i>Event</i></p> <p>Play after making an attack roll to turn that attack into an aimed attack.</p> <p>2 1</p>	<p>Guard <i>Event</i></p> <p>Play at any time during a hero's turn to allow one monster to make an interrupt attack (two attacks if it has Quickshot). The active hero then finishes his turn.</p> <p>5 2</p>	<p>Rage <i>Event</i></p> <p>Play when you activate a monster. That monster may make one extra attack on the current turn (two extra attacks if it has Quickshot).</p> <p>4 1</p>	<p>Rage <i>Event</i></p> <p>Play when you activate a monster. That monster may make one extra attack on the current turn (two extra attacks if it has Quickshot).</p> <p>4 1</p>



<p>Dodge <i>Event</i></p> <p>Play after a monster is attacked to dodge that attack.</p> <p>② ①</p>	<p>Dodge <i>Event</i></p> <p>Play after a monster is attacked to dodge that attack.</p> <p>② ①</p>	<p>Dash <i>Event</i></p> <p>Play at any time during a hero's turn to allow one monster to immediately move its speed. The active hero then finishes his turn.</p> <p>⑤ ②</p>	<p>Charge <i>Event</i></p> <p>Play when you activate a monster. That monster gains extra movement points equal to its speed on the current turn.</p> <p>③ ①</p>	<p>Charge <i>Event</i></p> <p>Play when you activate a monster. That monster gains extra movement points equal to its speed on the current turn.</p> <p>③ ①</p>
<p>Spiked Pit <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. Place a one-space pit obstacle in that space, and the hero must roll one black die. If the hero rolls a blank, the hero moves into an adjacent space of his choice. Otherwise, the hero remains in the pit space and suffers two wounds (which ignore armor).</p> <p>③ ②</p>	<p>Burning Oil <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. The hero must roll one black die. If the hero rolls a blank, nothing happens. Otherwise, place two Burn tokens on that hero (unless immune to Burn).</p> <p>④ ②</p>	<p>Blinding Powder <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. That hero and each adjacent hero receives 2 Daze tokens (unless immune to Daze), reduced by 1 for each surge rolled on 2 black dice (each affected hero rolls separately).</p> <p>③ ②</p>	<p>Mud Slick <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. Place a one-space mud obstacle in that space. The hero's turn immediate ends unless he spends two movement points to recover his balance (he may spend fatigue to gain additional movement points to pay this cost).</p> <p>③ ①</p>	<p>Net <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. The hero must roll one black die. If the hero rolls a blank, nothing happens. Otherwise, place one Web token on that hero (unless immune to Web).</p> <p>⑦ ③</p>



<p>Crushing Block <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space that is not adjacent to any obstacle. Place a one-space rubble obstacle in that space, and move the hero into a legal adjacent space of your choice. The hero suffers four wounds (which ignore armor), reduced by 1 for each surge rolled on 4 black dice.</p> <p>7 3</p>	<p>Tainted Cup <i>Trap (Potion)</i></p> <p>Play when a hero drinks a potion. The potion does not have its usual effect; instead, you may place three Poison tokens on that hero (unless immune to Poison).</p> <p>The potion is still consumed, along with any movement points used to drink it.</p> <p>4 1</p>	<p>Paralyzing Gas <i>Trap (Door)</i></p> <p>Play when a hero opens a door. The hero must roll one black die. If the hero rolls a blank, nothing happens. Otherwise, the hero's turn immediately ends, and you may place one Stun token on that hero (unless immune to Stun).</p> <p>6 3</p>	<p>Alarm <i>Trap (Door)</i></p> <p>Play when a hero opens a door. The hero must roll one black die. If the hero rolls a blank, nothing happens. Otherwise, you may immediately activate (move and attack with) one monster. Afterwards, the hero finishes his turn.</p> <p>If opening the door revealed a new area, you may choose one of the monsters in that area.</p> <p>6 2</p>	<p>Lessons Unlearned <i>Trap (Chest)</i></p> <p>Play when a hero opens a chest. Search the discard pile and return one card of your choice to your hand. You may not pick a card that has a treachery cost. You do not need to show the heroes the card you select.</p> <p>0 3</p>
<p>Mimic <i>Trap (Chest)</i></p> <p>Play when a hero opens a chest. The chest is a monster; place it in an adjacent space and immediately activate it. The mimic has the same stats as a beastman.</p> <p>The contents of the chest are not distributed until it dies.</p> <p>7 3</p>	<p>Curse of the Monkey God <i>Trap (Chest)</i></p> <p>Play when a hero opens a chest. The hero must roll one black die. If the hero rolls a blank, nothing happens. Otherwise, the hero is transformed into a monkey, and his turn immediately ends.</p> <p>10 3</p>	<p>Dark Charm <i>Trap</i></p> <p>Play at the start of your turn. One hero you name must roll a black die. If the hero rolls a blank, nothing happens. Otherwise, the hero immediately makes one attack you declare. You may choose what weapon to use (of those equipped) and how to spend surges, but may not change equipment or spend fatigue.</p> <p>10 4</p>	<p>Evil Genius <i>Power</i></p> <p>At the start of each of your turns, after you draw cards, you may look at the top card of the Overlord deck. If you wish, you may discard it, but you receive no threat for doing so. Otherwise, return it to the top of the deck.</p> <p>12 3</p>	<p>Intoxication <i>Power</i></p> <p>The first time each round that any hero drinks a potion, you may draw a card. You do not gain additional cards if more heroes drink a potion during the same round.</p> <p>10 3</p>



<p>Brilliant Commander <i>Power</i></p> <p>Whenever a new area is revealed, you may replace one normal, unnamed monster with a master of the same type. You may also replace:</p> <ul style="list-style-type: none"> - Beastmen with Skeletons - Ferrox with Razorwings, Sorcerers or Shades - Ogres with Trolls, Manticores or Naga - Any of the above in reverse <p>13 4</p>	<p>Hordes of the Things <i>Power</i></p> <p>When you play a spawn card, you may spawn two monster groups, if neither is of the highest chest level opened.</p> <p>Whenever a new area is revealed, you may play a spawn card (paying its cost as normal) and place the spawned monsters anywhere in the newly revealed area, regardless of line-of-sight.</p> <p>15 4</p>	<p>DOOM! <i>Power</i></p> <p>All monsters roll one additional black die on all attack rolls.</p> <p>13 4</p>	<p>Treacherous Winds <i>Power</i></p> <p>All monsters gain Deflection 1.</p> <p>8 3</p>	<p>Trapmaster <i>Power</i></p> <p>Whenever a die roll is required as part of a trap card, you may choose to reroll some of the dice, as if the roll were “aimed” or “dodged.”</p> <p>When you play a trap card, if you pay extra threat equal to its discard value, you may return it to your hand instead of discarding it.</p> <p>11 3</p>
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<p>Mindfire <i>Hex</i></p> <p>Each time any hero spends fatigue, place one Burn token on that hero for each point of fatigue spent (even if immune to Burn).</p> <p>9</p>	<p>Hemophilia <i>Hex</i></p> <p>Each time a hero is damaged by an attack (before armor), place one Bleed token on that hero (even if immune to Bleed).</p> <p>10</p>	<p>Clumsiness <i>Hex</i></p> <p>Once during each hero’s turn, the overlord may interrupt and move the hero one space in any direction (subject to normal movement rules). He may not move the hero into a position where he could not legally end his movement. This does not consume the hero’s movement points. The hero’s turn then continues as normal.</p> <p>11</p>	<p>Mind Wrack <i>Hex</i></p> <p>All heroes’ skills are nullified.</p> <p>13</p>	<p>Seeping Lethargy <i>Hex</i></p> <p>Each time a hero declares a full action (Advance, Battle, Ready, or Run), place one Stun token on that hero (even if immune to Stun).</p> <p>16</p>
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<p>Deadly Beast <i>Spawn</i></p> <p>Spawn monsters based on the highest chest opened.</p> <p><i>None:</i> 1 Master Bane Spider <i>Copper:</i> 1 Master Razorwing <i>Copper:</i> 1 Master Hellhound <i>Copper:</i> 1 Master Shade <i>Silver:</i> 1 Master Manticore <i>Silver:</i> 1 Master Naga <i>Silver:</i> 1 Master Medusa <i>Gold:</i> 1 Master Dragon <i>Gold:</i> 1 Master Ice Wyrn <i>Gold:</i> 1 Master Chaos Beast</p> <p><i>Red (Monster)</i></p> <p>8 1 3</p>	<p>Dark Master <i>Spawn</i></p> <p>Spawn monsters based on the highest chest opened.</p> <p><i>None:</i> 1 Master Beastman <i>None:</i> 1 Master Skeleton <i>Copper:</i> 1 Master Ferrox <i>Copper:</i> 1 Master Sorcerer <i>Silver:</i> 1 Master Ogre <i>Silver:</i> 1 Master Troll <i>Silver:</i> 1 Master Deep Elf <i>Silver:</i> 1 Master Golem <i>Gold:</i> 1 Master Giant <i>Gold:</i> 1 Master Demon</p> <p><i>Red (Monster)</i></p> <p>8 1 3</p>	<p>Vile Brood <i>Spawn</i></p> <p>Spawn monsters based on the highest chest opened.</p> <p><i>None:</i> 4 Kobolds <i>None:</i> 2 Bane Spiders <i>Copper:</i> 6 Kobolds <i>Copper:</i> 3 Skeletons <i>Copper:</i> 1 Master Blood Ape <i>Silver:</i> 1 Ferrox & 3 Beastmen <i>Silver:</i> 3 Hellhounds <i>Silver:</i> 1 Master Wendigo <i>Gold:</i> 1 Ogre & 3 Razorwings <i>Gold:</i> 1 Naga & 3 Sorcerers</p> <p><i>Red (Monster)</i></p> <p>13 1 4</p>	<p>Den of Evil <i>Spawn</i></p> <p>Spawn monsters based on the highest chest opened.</p> <p><i>None:</i> 2 Beastmen <i>None:</i> 2 Skeletons <i>Copper:</i> 3 Bane Spiders <i>Copper:</i> 2 Master Skeletons <i>Copper:</i> 1 Master Dark Priest <i>Silver:</i> 1 Shade & 3 Skeletons <i>Silver:</i> 3 Razorwings <i>Gold:</i> 1 Manticore & 3 Ferrox <i>Gold:</i> 3 Lava Beetles & 2 Master Lava Beetles</p> <p><i>Red (Monster)</i></p> <p>13 1 4</p>	<p>Ferocity <i>Spawn</i></p> <p>Play at the start of your turn to replace one normal, unnamed monster with a master monster of the same type. The monster keeps any wounds or effect tokens it currently has.</p> <p>This counts as your spawn card for the turn.</p> <p><i>Red (Monster)</i></p> <p>3 1 2</p>
<p>Terrible Foe <i>Spawn</i></p> <p>Spawn monsters based on the highest chest opened.</p> <p><i>None:</i> 1 Ferrox <i>None:</i> 1 Razorwing <i>Copper:</i> 1 Ogre <i>Copper:</i> 1 Troll <i>Copper:</i> 1 Deep Elf <i>Silver:</i> 1 Giant <i>Silver:</i> 1 Dragon <i>Silver:</i> 1 Ice Wyrn <i>Gold:</i> 1 Master Giant <i>Gold:</i> 1 Master Dragon</p> <p><i>Red (Monster)</i></p> <p>5 2 3</p>	<p>Ancient Evil <i>Spawn</i></p> <p>Spawn monsters based on the highest chest opened.</p> <p><i>None:</i> 1 Hellhound <i>None:</i> 1 Sorcerer <i>None:</i> 1 Shade <i>Copper:</i> 1 Manticore <i>Copper:</i> 1 Naga <i>Copper:</i> 1 Medusa <i>Silver:</i> 1 Demon <i>Silver:</i> 1 Chaos Beast <i>Gold:</i> 1 Master Demon <i>Gold:</i> 1 Master Chaos Beast</p> <p><i>Red (Monster)</i></p> <p>5 2 3</p>	<p>Dark Armor <i>Power</i></p> <p>All monsters gain +1 armor.</p> <p><i>Red (Monster)</i></p> <p>16 2 5</p>	<p>Celerity <i>Power</i></p> <p>All monsters gain Swift 1.</p> <p><i>Red (Monster)</i></p> <p>10 1 4</p>	<p>Unholy Power <i>Power</i></p> <p>All monsters gain the following surge abilities:</p> <p>🔥: +1 damage 🔥: +1 range</p> <p>Surges spent in these ways do not generate threat.</p> <p><i>Red (Monster)</i></p> <p>17 2 5</p>



<p>Death Blossom <i>Event</i></p> <p>Play as you declare an attack with a monster, before the attack is rolled. For this attack, the monster has either Sweep (if melee) or Blast 1 (otherwise).</p> <p>Green (Event)</p> <p>4 1 2</p>	<p>Scorching Breath <i>Event</i></p> <p>Play as you declare an attack with a monster, before the attack is rolled. For this attack, the monster has Breath and Burn 1.</p> <p>Green (Event)</p> <p>6 1 3</p>	<p>Death from Above <i>Event</i></p> <p>Play when you activate a monster; that monster gains the Leap ability until the end of its activation.</p> <p>Green (Event)</p> <p>5 1 3</p>	<p>Fireball <i>Event</i></p> <p>Play at the start of your turn and choose one space; that space is struck with a fireball. Treat this as a magic attack targeting that space from range zero using one white die and one yellow die with Blast 2, Burn 1, and Pierce 5.</p> <p>Green (Event)</p> <p>7 1 3</p>	<p>Oppressive Aura <i>Event</i></p> <p>Play when you activate a monster; each hero within 3 spaces of that monster and with line-of-sight to it (ignoring figures) receives 2 Stun tokens (unless immune to Stun), reduced by 1 for each surge rolled on 2 black dice (each affected hero rolls separately).</p> <p>Green (Event)</p> <p>5 1 3</p>
<p>Lightning Reflexes <i>Event</i></p> <p>Play at any time during a hero's turn to immediately activate (move and attack with) any two monsters. The hero then finishes his turn.</p> <p>Green (Event)</p> <p>7 2 5</p>	<p>Violent Thrust <i>Event</i></p> <p>Play after a monster makes an attack that inflicts at least one point of damage (before armor). The monster has Knockback 5 for that attack.</p> <p>Green (Event)</p> <p>2 1 3</p>	<p>Adrenaline <i>Power</i></p> <p>While a monster is active, you may spend one threat to give that monster one additional movement point. You may do this as often as desired, paying the cost each time.</p> <p>Green (Event)</p> <p>10 1 4</p>	<p>Guiding Force <i>Power</i></p> <p>Whenever a monster attacks, you may spend 2 threat after the attack roll is made to turn it into an aimed attack.</p> <p>Green (Event)</p> <p>10 1 4</p>	<p>All-Concealing Shadows <i>Power</i></p> <p>Whenever a monster is attacked, you may spend 2 threat after the attack roll is made to dodge that attack.</p> <p>Green (Event)</p> <p>10 1 4</p>



<p>Erosion <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space that is not adjacent to any obstacle. Place a one-space water obstacle in that space, and move the hero into a legal adjacent space of your choice. While escaping from the bloodsquids, the hero suffers 8 wounds (ignoring armor), reduced by 2 for each surge rolled on 4 black dice.</p> <p><i>Blue (Trap)</i></p> <p>8 1 5</p>	<p>Scything Blades <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. Place a scything blades marker such that it covers that space and does not overlap any walls or glyphs. All figures overlapping the scything blades are affected by them as if they had just entered the square (including the hero that actually did just enter the square).</p> <p><i>Blue (Trap)</i></p> <p>6 1 3</p>	<p>Drugged Darts <i>Trap (Space)</i></p> <p>Play when a hero moves into an empty space. Place a dart field marker such that it covers that space and does not overlap any walls or glyphs. All figures overlapping the dart field are affected by it as if they had just entered the square (including the hero that actually did just enter the square).</p> <p><i>Blue (Trap)</i></p> <p>7 1 3</p>	<p>Welcome Mat <i>Trap (Door)</i></p> <p>Play when a hero opens a door. Place a two-space pit token on two spaces adjacent to the door. Any figures in those two spaces must roll a power die. If a figure rolls a blank, it moves to an adjacent space of its choice that isn't in the pit. Otherwise, it falls into the pit and suffers 4 wounds (ignoring armor) of Poison damage.</p> <p><i>Blue (Trap)</i></p> <p>6 1 3</p>	<p>Lightning Runes <i>Trap (Door)</i></p> <p>Play when a hero opens a door. That hero is struck by lightning; treat this as a magic attack from range 0 using one white die and one green die with Arcing 5, Daze 2, and Pierce 5.</p> <p><i>Blue (Trap)</i></p> <p>7 1 3</p>
<p>Teleport Trap <i>Trap (Chest)</i></p> <p>Play when a hero opens a chest. The hero rolls one black die. If he rolls a blank, nothing happens. Otherwise, the hero is transported to an empty space of your choice in any revealed area of the map, and the chest is not opened (but that hero or another can attempt to open it again). The hero then resumes his turn.</p> <p><i>Blue (Trap)</i></p> <p>6 1 5</p>	<p>Time Distortion <i>Trap (Chest)</i></p> <p>Play when a hero opens a chest. You immediately take a turn. This is considered an interrupt, and heroes cannot do anything during this turn (not even with a Guard order), but you can draw cards, collect threat, activate monsters, etc. as normal. When you're done, treasure is distributed, and the hero resumes his turn.</p> <p><i>Blue (Trap)</i></p> <p>18 3 9</p>	<p>Elixir of Enchantment <i>Trap (Potion)</i></p> <p>Play when a hero drinks a potion. The hero rolls one black die. If he rolls a blank, this card has no effect. Otherwise, you may immediately move the hero his speed and make one attack (as an Advance action), then his turn ends. You may not trade or discard items, shop, or spend fatigue.</p> <p><i>Blue (Trap)</i></p> <p>11 2 5</p>	<p>Watch Your Step <i>Power</i></p> <p>Whenever a new area is revealed, you may place one scything blades marker on any empty spaces in the new area.</p> <p><i>Blue (Trap)</i></p> <p>10 1 4</p>	<p>Deathtrap <i>Power</i></p> <p>Whenever a hero enters an empty space, you may spend 3 threat to place a pit obstacle in that space. When you do this, the hero rolls one black die. If he rolls a blank, he moves to the adjacent space of his choice. Otherwise, he falls into the pit and suffers two wounds (which ignore armor).</p> <p><i>Blue (Trap)</i></p> <p>14 1 4</p>

