

# DRAL



## RUSTY SWORD STARTING TILE

Timing: Hero-Attack Roll



## FURIOUS CHARGE

Timing: Outside of Combat

Move to a hex with an undefeated Monster or to the Lair of an Elite Monster, up to 3 hexes away and in a straight line. Elemental Powers apply as normal. As usual, you must have an available Combat Action, and immediately use it to fight the Monster (after entering such a hex).



You cannot move through Monsters.

You cannot use Furious Charge if standing in the center of a Special tile.

Subtract 2 from the Monster's Combat Value, during the **first Monster Attack** of that Combat.



## PROSPECTOR USED ONLY IN THE SOLO/COOP GAME

Timing: Outside of Combat on a Mining hex

Action: Mining

Draw 2 Natural Resource tiles (instead of 1). Choose one to keep and discard the other one.



**Note:** The effect of the Mining Cart symbol cannot be used during this Mining Action.



## PROSPECTOR USED ONLY IN THE 2-4 PLAYER GAME

Timing: Outside of Combat on a Mining hex

Action: Mining

Do not pay Gold to other players who have an Interaction token on the hex where you are Mining.



## DODGE

Timing: After Monster-Attack Roll

Subtract 2 from the Monster's Combat Value.



## SCOUT

Timing: Outside of Combat

Choose one of the following options:

- ◆ Receive 1 Move point.
- ◆ Secretly look at the top two cards of any one Monster deck, then return both cards (in any order) to the top or bottom of the deck, or place one card on top of the deck, and one on the bottom.



## BARBED CLUB

Timing: Hero-Attack Roll



## RAGE

Timing: After Hero-Attack Roll

Add 1 to the Hero's Combat Value. Also, deal 1 Damage to the Monster.



## INTIMIDATE

Timing: During a Trade Action

Reduce the purchase price of one Item or the Training cost of one Ability by up to 2, to a minimum cost of 1.



**Note:** You cannot combine this effect with any other effect allowing you to reduce the price.



## STAMINA

**Permanent effect:** While Trained, add 1 to your Sack modifiers (see [Rulebook, page 27](#)). This is still in effect, even if the tile is exhausted.



**Outside of Combat:** Exhaust to receive 1 Move point.



## MULE

**Condition:** Armor Set of 3 or more parts

**Permanent effect:** While Trained, add 2 to your Sack modifiers (see [Rulebook, page 27](#)). This is still in effect, even if the tile is exhausted.



**Outside of Combat:** Exhaust to receive 1 Move point.



## HALBERD

Timing: Hero-Attack Roll



## EXTORTION

Timing: During a Trade Action

Reduce the purchase price of one Item by up to 5, to a minimum cost of 2, and lose 1 Reputation.



**Note:** You cannot combine this effect with any other effect allowing you to reduce the price.



## 15 BROADSWORD

Timing: Hero-Attack Roll



## 18 COUNTERATTACK

Condition: Armor Set of 3 or more parts

Timing: After Monster-Attack Roll



Subtract 4 from the Monster's Combat Value. Also, deal 1 Damage to the Monster at the same time as the Monster inflicts Injuries on the Hero at the end of the Monster Attack phase. This can result in both the Hero and the Monster being killed at the same time (follow all steps for both the Death of the Monster and Death of the Hero in Combat).

## 18 HUNTER

Timing: Outside of Combat

Choose one of the following options:

- ◆ Receive 2 Move points.
- ◆ Secretly look at the top three cards of any one Monster deck, then return any number of cards to the top of the deck (in any order), and the rest of them to the bottom of the deck (in any order).



## 21 BRAWLER

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage. Also, subtract 2 from the Monster's Combat Value during the next Monster Attack of this Combat.



## 21 THROWING AXE

Timing: First Strike



## 25 FRENZY

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is between 0 and 8, deal 3 additional Damage. Also, subtract 3 from the Hero's Combat Value during the next Hero Attack of this Combat.



## 30 WAR AXE

Timing: Hero-Attack Roll



## 35 FURY

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is 9 or more, deal 4 additional Damage. Also, after you deal Damage to the Monster, suffer 2 Injuries (regardless if the Monster was defeated or not).



### Notes:

If you defeat the Monster or Dragon, you still receive the Reward, even if you die due to the Injuries suffered from Fury.

If you die due to the Injuries suffered from Fury, and the Monster was not defeated, put the Monster card face down on top of the appropriate Monster deck, then, perform the steps as if you died outside of Combat, see Rulebook, page 25.

## 40 SLAYER

Timing: Hero-Attack Roll

