The Moon children

Encounter



6 **Secret seed:** All heroes heal all and get empowered

2 **See the Light:** one hero can ready all action and heal 1

Vanish in the Moonlight: Spawn **Outworld** enemy

Traveling Sage

Encounter



3 **A little spell:** All heroes Gain 1

3 **Give Warning:** all enemies revealed and 1 exhaust

Suspicious: All heroes gain -1 next action.

The Huntress

Encounter



2 **Show a path:** put 1 progress on your next location

5 **Join:** take this card and use it to kill level 1-2 enemy

Poison: All heroes suffer a Sickened condition

Gnome Merchant

Encounter



2 **Take a look:** heroes can trade as between missions

3 **Escort:** next location needs +2 progress to be explored. Then each hero Draw 2 gear cards and choose 1

Earth Priestess

Encounter



5 **Way of nature:** one hero heal all wounds

4 **Blessing:** All heroes get Empowered

Decay: each hero discard one non-legendary gear

High sorceress

Encounter



6 **Close the gate:** Gain one legendary gear as reward

4 **Companion:** draw another encounter and gain +1

Portal to the Black lake: Spawn **Chaos** enemy

Treasure Hunter

Encounter



4 **Join:** Take this card and use it to + 2 to one action

2 **Little secret:** put 1 progress on your next location

Thief: All dungeon cards with coin are shuffled back

Banished knight

Encounter



3 **Vow:** one hero get Empowered

5 **Join:** take this card and use it to kill level 1-3 enemy

Walk alone: each hero exhaust 1 action

Brute & Fairy

Encounter



3 **Kill a giant:** All heroes gain and one gear card

6 **Fairy magic:** one hero advance one action card

Giants Attack: All heroes suffer 2 damage