

Dezverfang
energy = 4⚡



⚡ : When you defeat an enemy in combat, roll a D6. On a 6, receive a minion.

Grimcackle



You may retain up to a max of +4 additional Minions.

Noodlebeard
energy = 2⚡



⚡ : You may reveal and read the entire map or dungeon page before choosing which path or area to travel.

Voltarion
energy = 3⚡



⚡ : Rolling a 1 doesn't automatically mean failure. You may add any applicable bonuses.

Statthifa
energy = 4⚡



⚡ : Produce 1 gold

Warblefy
energy = 2⚡



⚡ : You may switch out and change your equipment without taking a rest.

Stonebellow



Holds a single equipment slot of any type. Follows same rules for switching.

Emberlyn
energy = 7⚡



Whenever an enemy dies, roll a D6. On a 5-6, ⚡ : gain a meal ration.

Sludgefurn
energy = 2⚡



⚡ : Produce 1 meal ration.

Widowshade
energy = 1⚡



⚡ : You can acquire and save a second boon.

Skitterscourage
energy = 3⚡



⚡ : Reduce your Notoriety by -2 to reroll any D20 roll.

Rattleblade
energy = 4⚡



⚡ : On death, you may reroll the die and take the new result if you choose.

Cutlass Jack
energy = 5⚡



⚡ : Gain 1 additional gold when you pickpocket.

Roarburn
energy = 2⚡



⚡ : Remove the Curse condition.

Denomina
energy = 2⚡



⚡ : Remove the Poison condition.

Nibblerot
energy = 2⚡



⚡ : +2 Survivalist
⚡ : +1 Athlete

Watchhopper
energy = 2⚡



⚡ : +1 Locksmith Sense
⚡ : +2 Student

Snaggleclaw
energy = 2⚡



⚡ : +1 Persuasive
⚡ : +1 Animal Tamer

Skulldrake
energy = 2⚡



⚡ : +1 Stealthy
⚡ : +1 Survivalist

Gazeweaver
energy = 2⚡



⚡ : +1 Danger Sense
⚡ : +1 Student

Stump
energy = 6⚡



⚡ : Reduce damage taken in combat by 1; this Henchman can only be healed during a Rest.

Grump
energy = 6⚡



⚡ : Reduce damage taken outside of combat by 1; this Henchman can only be healed during a Rest.

Hackmaw
energy = 4⚡



⚡ : Counterattack: If an enemy misses you in combat, immediately make another Attack and Damage roll against them.

Scales & Tails
energy = 7⚡



⚡ : When you loot from the backpack icon, you may decide to reroll and take the new item instead.

Clobberhoof
energy = 4⚡



⚡ : In a dungeon map, you may move to any area, free from restrictions of the path.

Snargrim
energy = 3⚡



⚡ : If your Attack misses twice in a row, you automatically hit on the third attack for the page.

Skarlash
energy = 3⚡



⚡ : Sacrifice 1 minion to restore 1 health. You may not do this during combat.

Brainburner
energy = 4⚡



⚡ : You may read one page ahead to glimpse what awaits you.



⚡ : +3 Animal Tamer
⚡ : +2 Intimidating



⚡ : +1 Arcane Adept
⚡ : +1 Investigator



⚡ : +3 Danger Sense
⚡ : +3 Survivalist



⚡ : +1 Persuasive
⚡ : +2 Animal Tamer



⚡ : +3 Locksmith
⚡ : +3 Stealthy



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⚡ : +3 Intimidating
⚡ : +3 Persuasive



⚡ : +3 Survivalist
⚡ : +3 Student



⚡ : +2 Athlete
⚡ : +1 Intimidating



⚡ : +2 Investigator
⚡ : +3 Stealthy



⚡ : +3 Arcane Adept
⚡ : +3 Athlete



⚡ : +2 Arcane Adept
⚡ : +3 Persuasive



⚡ : +1 Arcane Adept
⚡ : +2 Persuasive



Red Dragon Egg
energy = 1⚡



⚡ : +3 Athlete
⚡ : +3 Investigator



⚡ : +3 Animal Tamer
⚡ : +3 Student



⚡ : +3 Arcane Adept
⚡ : +2 Persuasive



⚡ : +2 Arcane Adept
⚡ : +1 Persuasive



Green Dragon Egg
energy = 1⚡

⚡: +3 Arcane Adept
⚡: +3 Intimidating



Slobbermaw
energy = 44

⚡: +3 Danger Sense
⚡: +3 Investigator



Nocterror
energy = 44

⚡: +3 Danger Sense
⚡: +3 Locksmith



Mawculus
energy = 44



Warden's Death Shield
Equip: SHIELD
+1 Constitution, +1 Defense



Clinch of the Forgotten Oath
Equip: BELT
+1 Constitution, +2 Max Hp



Tome of Forbidden Rites
Equip: ITEM
+1 Constitution, +1 Attack



Helm of Abyssal Echoes
Equip: HELMET
+1 Intellect, +1 Defense



Sword of Sorrow
Equip: WEAPON
+1 Intellect, +1 Damage



Pendant of the Fiend
Equip: NECKLACE
+1 Intellect, +1 Attack



Plate of the Mountain
Equip: ARMOR
+1 Charisma, +1 Defense



Band of Barren Woes
Equip: RING
+1 Charisma, +2 Max Hp



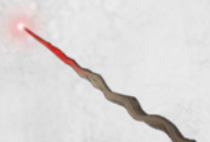
Cloak of Mofen Fire
Equip: CLOAK
+1 Charisma, +1 Attack



Crown of Chaos
Equip: HELMET
+1 Strength, +1 Defense



Gloves of Gripping
Equip: GLOVES
+1 Strength, +1 Damage



Wand of Woe
Equip: ITEM
+1 Strength, +1 Max HP



Skulldrinker
Equip: WEAPON
+1 Wisdom, +1 Damage



The Deathclasp
Equip: BELT
+1 Wisdom, +1 Max HP



Relic of the Betrayer
Equip: NECKLACE
+1 Wisdom, +1 Attack



Plate of the Blood Reaver
Equip: ARMOR
+1 Dexterity, +1 Defense



Eye of Vhyras
Equip: RING
+1 Dexterity, +1 Max HP



Veil of the Withered One
Equip: CLOAK
+1 Dexterity, +1 Attack



Aegis of the Fallen Light
Equip: SHIELD
+2 Defense



Grasp of the Revenant
Equip: GLOVES
+1 Damage, +1 Defense



Girdle of Crimson Oath
Equip: BELT
+1 Max HP, +1 Defense



Crown of the Silent Ring
Equip: HELMET
+1 Damage, +1 Defense



Frostbite Reaver
Equip: WEAPON
+2 Damage



Shroud of Cold Shadows
Equip: CLOAK
+1 Damage, +1 Attack



Twilight Carapace
Equip: ARMOR
+2 Max HP, +1 Defense



Ring of the Living Script
Equip: RING
+4 Max HP



The Infernal Codex
Equip: ITEM
+1 Max HP, +1 Defense



Shield of the Horned Prophet
Equip: SHIELD
+1 Attack, +1 Defense



The Ocular Gauntlet
Equip: GLOVES
+1 Attack, +1 Damage



Amulet of the Dawnsark
Equip: NECKLACE
+2 Attack



Seed of Life
Equip: ITEM
+1 Attack, +1 Damage
+1 Defense, +_ Max HP



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GAMES



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⚡ : Reduce your Notoriety by -2 to reroll any D20 roll.



Rattleblade
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⚡ : On death, you may reroll the die and take the new result if you choose.



Cutlass Jack
energy = 5⚡

⚡ : Gain 1 additional gold when you pickpocket.



Roarfnurn
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⚡ : Remove the Curse condition.



Denomina
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⚡ : Remove the Poison condition.



Nibblerot
energy = 2⚡

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⚡ : +1 Athlete



Watchhopper
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Snaggleclaw
energy = 2⚡

⚡ : +1 Persuasive
⚡ : +1 Animal Tamer



Skulldrake
energy = 2⚡

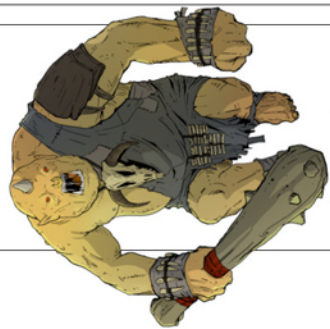
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⚡ : +1 Survivalist



Gazeweaver
energy = 2⚡

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energy = 6⚡



⚡ : Reduce damage taken in combat by 1; this Henchman can only be healed during a Rest.

Grump
energy = 6⚡



⚡ : Reduce damage taken outside of combat by 1; this Henchman can only be healed during a Rest.

Blackmaw
energy = 4⚡



⚡: Counterattack: If an enemy misses you in combat, immediately make another Attack and Damage roll against them.

Scales & Tails
energy = 7⚡



⚡: When you loot from the backpack icon, you may decide to reroll and take the new item instead.

Clodfoot
energy = 4⚡



⚡: In a dungeon map, you may move to any area, free from restrictions of the path.

Snarfgrim
energy = 3⚡



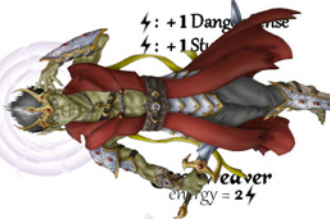
⚡: If your Attack misses twice in a row, you automatically hit on the third attack for the page.

Skarlash
energy = 3⚡



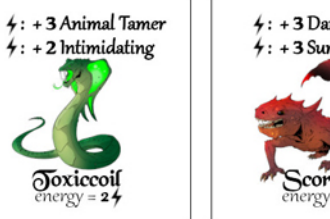
⚡: Sacrifice 1 minion to restore 1 health. You may not do this during combat.

Brainburner
energy = 4⚡



⚡: +1 Danger Sense
⚡: +1 Student
⚡: You may read one page ahead to glimpse what awaits you.

Toxiccoil
energy = 2⚡



⚡: +3 Animal Tamer
⚡: +2 Intimidating

Winkbat
energy = 2⚡



⚡: +1 Arcane Adept
⚡: +1 Investigator

Thornlash
energy = 4⚡



⚡: +3 Locksmith
⚡: +3 Stealthy

Chompus
energy = 4⚡



⚡: +2 Locksmith
⚡: +2 Stealthy

Wyvern
energy = 4⚡



⚡: +3 Intimidating
⚡: +3 Persuasive

Blisertoad
energy = 2⚡



⚡: +3 Survivalist
⚡: +3 Student

Nightmare
energy = 3⚡



⚡: +2 Athlete
⚡: +1 Intimidating

Oculoth
energy = 4⚡



⚡: +2 Investigator
⚡: +3 Stealthy

Emberwing
energy = 3⚡



⚡: +3 Arcane Adept
⚡: +3 Athlete

Red Dragon Youngling
energy = 4⚡



⚡: +2 Arcane Adept
⚡: +3 Persuasive

Red Dragon Hatchling
energy = 3⚡



⚡: +1 Arcane Adept
⚡: +2 Persuasive

Red Dragon Egg
energy = 1⚡



Cerebrawl
energy = 3⚡



⚡: +3 Athlete
⚡: +3 Investigator

Hexpurr
energy = 3⚡



⚡: +3 Animal Tamer
⚡: +3 Student

Green Dragon Youngling
energy = 4⚡



⚡: +3 Arcane Adept
⚡: +2 Persuasive

Green Dragon Hatchling
energy = 3⚡



⚡: +2 Arcane Adept
⚡: +1 Persuasive

Green Dragon Egg
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