



## THE DREAD KNIGHT

**Mystery Encounter:** When you shade in the square containing the mystery encounter you must roll your personal die and consult the mystery encounter table.



**Wandering Monster:** Instantly attacks and can only be killed by using *magic weapons* and *hero powers*. Heroes do not roll a Combat die against them. If not killed it escapes taking its gold with it.

**Monsters:** If this is your first game please read through the powers of each of the monsters as some monsters have powers that trigger at the start of the game or when another monster dies.

**Magical Key :** Remember that the Magical Key is first needed to access the Boss's room and is in the 8th position of the last Treasure.