





**Chainmail Armor**  
+3 Health

**Kobold Archers (2)**  
1D 3Hp 5Xp

**Goblin patrol (3)**  
1D 2Hp 5Xp

**Silver Ring**  
10Gp

**Dagger**  
+1D

Empty

Tile 07

**Broken Trap**  
No Damage

**Wooden Shield**  
+1 Health

**Poison Gas Trap**  
Lose 2 Health

**Mace**  
+1D

**Gar scythe**  
2d 5hp 15xp

**Orc patrol (2)**  
1D 3hp 5xp

Tile 08

**Crystal Chalice**  
100Gp

**Rusty Trap**  
No Damage

**Pit Trap**  
Lose 2 Health

**Fire elemental**  
3D 10Hp 25Xp

**Nimble Boots**  
+1 to Fire rolls

Empty

Tile 09

**Black Wolves (2)**  
1D 3Hp 5Xp

**Giant Rat**  
1D 3Hp 5Xp

**Zombie Minotaur**  
2D 5Hp 15Xp

**Cloak of Protection**  
+1 Health

**Scrying Orb**  
150Gp

**Healing Potion**  
(recover 4 wounds)

Tile 10

**Shroud**  
2D 5Hp 10Xp

**Orc Shaman**  
2D 5Hp 15Xp

**Silver Holy Relic**  
150Gp

**Cloak of Heroes**  
+1D

**2HD Sword**  
+2D

Empty

Tile 11

**BAAL - DEMON LORD**  
4D BOSS 55HP 100XP

**RAIN OF FIRE**  
+5 Damage

**CLAW ATTACK**  
+1 DAMAGE

**SILVER SHATTER**  
Die next round

**DARK HARVEST**  
Recover 2 Health

**Claw Attack**  
+1 Damage

**Target loses 1 attack**

Boss Tile 03

# HEXPLOERS

CHARACTER SHEET

Name

Class

Attack Dice

Hero Die

Health Points

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Items & Equipment

Xp & Valuables

Xp Pool

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Items & Equipment

Xp & Valuables

Xp Pool