

YELLOW

Steal

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Move one item from a character to one monster in the character's current location. The monster may use the item until the party leaves the dungeon, then discard the item.

YELLOW

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Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Move one item from a character to one monster in the character's current location. The monster may use the item until the party leaves the dungeon, then discard the item.

YELLOW

GREY

T Intersection

1

2 Guard Post: If empty, draw a card from the deck when the party enters, if a monster, they man the guard post.

3 Diligent Guard Post: May contain 2 basic monsters of differing type.

HELP / HINDER

Adventurer Help: +1 HP one use then HP returns to normal

GREY

GREY

T Intersection

1

2 Guard Post: If empty, draw a card from the deck when the party enters, if a monster, they man the guard post.

3 Diligent Guard Post: May contain 2 basic monsters of differing type.

HELP / HINDER

Adventurer Help: +1 HP one use then HP returns to normal

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3 Diligent Guard Post: May contain 2 basic monsters of differing type.

HELP / HINDER

Adventurer Help: +1 HP one use then HP returns to normal

GREY

WHITE

Thief

1 M 1 / S 1 / HP 1 / C 3
Disable Trap: Autokill: The revealed trap is destroyed before it goes off (except DHSSTWKBWPBGS)
Unlock Door: Door is opened.

2 M 1 / S 1 / HP 2 / C 4

3 M 2 / S 2 / HP 3 / C 5

4 M 2 / S 2 / HP 4 / C 6

5 M 3 / S 3 / HP 5 / C 7

6 M 3 / S 3 / HP 6 / C 8

WHITE

GREY

10' by 10' Room

1

2 Hoard of Orcs: You may move any Orcs in the dungeon to this card when the adventurers move to it for \$1 each Orc

3 Hoard: You may move any basic monsters in the dungeon to this card when the adventurers move to it for \$1 each monster.

HELP / HINDER

Adventurer Help: 1 less monster in combat (minimum 1)

GREY

GREY

10' by 10' Room

1

2 Hoard of Orcs: You may move any Orcs in the dungeon to this card when the adventurers move to it for \$1 each Orc

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HELP / HINDER

Adventurer Help: 1 less monster in combat (minimum 1)

GREY

GREY

10' Corridor

GREY GREY

- 1
- 2 5' Corridor: Only 2 Adventurers may attack any monsters here.
- 3 Crawspace: Only 1 Adventurer may attack any monsters here.

HELP / HINDER

Adventurer Help: +1 Str one use then Str returns to normal

GREY

BROWN

Ali Barbarians

3+

BROWN BROWN

- 1 Barbarian
- 2 Barbarian
- 3 Fighter
- 4 Fighter

BROWN

BLACK

Barracks

Any basic monster played here counts as 4 of that type.

BLACK

Counts as 2 BLUE upgrades

INTERFERENCE

Discard 1 trap card from a pile of 2 or more

BLACK

GREY

10' Corridor

GREY GREY

- 1
- 2 5' Corridor: Only 2 Adventurers may attack any monsters here.
- 3 Crawspace: Only 1 Adventurer may attack any monsters here.

HELP / HINDER

Adventurer Help: +1 Str one use then Str returns to normal

GREY

RED

Arcane Library

\$8

RED RED

You may play three major improvements on this card. If destroyed the cards here are also discarded.

RED

BLACK

Barracks

Any basic monster played here counts as 4 of that type.

BLACK

Counts as 2 BLUE upgrades

INTERFERENCE

Discard 1 trap card from a pile of 2 or more

BLACK

GREY

10' Corridor

GREY GREY

- 1
- 2 5' Corridor: Only 2 Adventurers may attack any monsters here.
- 3 Crawspace: Only 1 Adventurer may attack any monsters here.

HELP / HINDER

Adventurer Help: +1 Str one use then Str returns to normal

GREY

WHITE

Barbarian

special

WHITE WHITE

- 1 M 2 / S 2 / HP 2 / C 3
Berserk: Autokill: The current monster is killed (does not effect Dragons). Next monster automatically wounds
- 2 M 4 / S 4 / HP 4 / C 4
- 3 M 6 / S 6 / HP 6 / C 5
- 4 M 8 / S 8 / HP 8 / C 6
- 5 M 10 / S 10 / HP 10 / C 7
- 6 M 12 / S 12 / HP 12 / C 8

WHITE

YELLOW

Break

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Discard one item carried by an adventurer

YELLOW

YELLOW

Break

Counts as a PURPLE upgrade

HELP / HINDER
Adventurer Hinder: Discard one item carried by an adventurer

YELLOW

GREEN

Cavern

1 Kobold, Lizardman, Dragon

+ +1 Kobold, Lizardman, Dragon

HELP / HINDER
Adventurer Hinder: -1 Morale one use then morale returns to normal

GREEN

GREEN

Chamber

1 Goblin, Hobgoblin, Troll

+ +1 Goblin, Hobgoblin, Troll

HELP / HINDER
Adventurer Hinder: 1 more monster in combat

GREEN

BROWN

By Royal Appointment

1+

1 **Fighter**

2 **Paladin**

3 **Cleric**

4 **Thief**

BROWN

GREEN

Cavern

1 Kobold, Lizardman, Dragon

+ +1 Kobold, Lizardman, Dragon

HELP / HINDER
Adventurer Hinder: -1 Morale one use then morale returns to normal

GREEN

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Chamber

1 Goblin, Hobgoblin, Troll

+ +1 Goblin, Hobgoblin, Troll

HELP / HINDER
Adventurer Hinder: 1 more monster in combat

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1 Kobold, Lizardman, Dragon

+ +1 Kobold, Lizardman, Dragon

HELP / HINDER
Adventurer Hinder: -1 Morale one use then morale returns to normal

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Chamber

1 Goblin, Hobgoblin, Troll

+ +1 Goblin, Hobgoblin, Troll

HELP / HINDER
Adventurer Hinder: 1 more monster in combat

GREEN

WHITE

Cleric

1 **M 2 / S 1 / HP 1 / C 3**
Heal: A character that has at least 1 HP goes back to full health.

2 **M 4 / S 2 / HP 2 / C 4**

3 **M 6 / S 3 / HP 3 / C 5**

4 **M 8 / S 4 / HP 4 / C 6**

5 **M 10 / S 5 / HP 5 / C 7**

6 **M 12 / S 6 / HP 6 / C 8**

WHITE

GREEN

Corridor with door

Door

1

+

+2 Charges

GREEN

GREEN

HELP / HINDER

Adventurer Hinder: -1 Str
one use then Str returns
to normal

GREEN

GREY

Crossroads

1

2 Witch: A dire prediction
lowers the highest
adventurer's morale by 1.

3 Crone: A dire prediction
lowers the highest 2
adventurers' morales by 1.

GREY

GREY

HELP / HINDER

Adventurer Help: +1
Charge one use then
charges returns to normal

GREY

GREEN

Crossroads with doors

Door

1

+

+2 Charges

GREEN

GREEN

HELP / HINDER

Adventurer Hinder: -1 HP
one use then HP returns
to normal

GREEN

GREEN

Corridor with door

Door

1

+

+2 Charges

GREEN

GREEN

HELP / HINDER

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one use then Str returns
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Charge one use then
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Crossroads with doors

Door

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+

+2 Charges

GREEN

GREEN

HELP / HINDER

Adventurer Hinder: -1 HP
one use then HP returns
to normal

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Corridor with door

Door

1

+

+2 Charges

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one use then Str returns
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HELP / HINDER

Adventurer Help: +1
Charge one use then
charges returns to normal

GREY

GREEN

Crossroads with doors

Door

1

+

+2 Charges

GREEN

GREEN

HELP / HINDER

Adventurer Hinder: -1 HP
one use then HP returns
to normal

GREEN

GREEN

Crypt

GREEN GREEN

1 Skeleton, Ghoul, Vampire

+ +1 Skeleton, Ghoul, Vampire

HELP / HINDER

Adventurer Hinder: +1 HP to a monster one use then HP returns to normal

GREEN GREEN

GREEN

Crypt

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1 Skeleton, Ghoul, Vampire

+ +1 Skeleton, Ghoul, Vampire

HELP / HINDER

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1 Skeleton, Ghoul, Vampire

+ +1 Skeleton, Ghoul, Vampire

HELP / HINDER

Adventurer Hinder: +1 HP to a monster one use then HP returns to normal

GREEN GREEN

GREY

Dead End

GREY GREY

1

2 Secret doors: Party spends the next movement phase here as well.

3 Turned around: Party spends the next movement phase going towards the entrance. Only occurs once per adventure turn.

HELP / HINDER

Adventurer Help: +1 Morale one use then morale returns to normal

GREY GREY

GREY

Dead End

GREY GREY

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2 Secret doors: Party spends the next movement phase here as well.

3 Turned around: Party spends the next movement phase going towards the entrance. Only occurs once per adventure turn.

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2 Secret doors: Party spends the next movement phase here as well.

3 Turned around: Party spends the next movement phase going towards the entrance. Only occurs once per adventure turn.

HELP / HINDER

Adventurer Help: +1 Morale one use then morale returns to normal

GREY GREY

PURPLE

Deadfall Trap

PURPLE PURPLE

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Thieves

PURPLE PURPLE

PURPLE

Deadfall Trap

PURPLE PURPLE

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Thieves

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Deadfall Trap

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1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Thieves

PURPLE PURPLE

DUNGEON

Dungeon Entrance



Adventuring parties start here

DUNGEON

BLACK

Evil Temple

Any single monster placed here has double HP

Counts as 2 BLUE upgrades

INTERFERENCE

Discard 1 room card if from a pile of 2 or more

BLACK

PURPLE

Fear Trap

1 Charge
2 Strength
Damages Morale only

+2 Charges
+1 Strength

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Paladins or Illusionists

PURPLE

BROWN

L337 H4XX0R n00bs

3+

1 Fighter

2 Fighter

3 Fighter

4 Fighter

BROWN

BLACK

Evil Temple

Any single monster placed here has double HP

Counts as 2 BLUE upgrades

INTERFERENCE

Discard 1 room card if from a pile of 2 or more

BLACK

PURPLE

Fear Trap

1 Charge
2 Strength
Damages Morale only

+2 Charges
+1 Strength

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Paladins or Illusionists

PURPLE

BROWN

Elves Rule

3+

1 Ranger

2 Ranger

3 Cleric

4 Mage

BROWN

PURPLE

Fear Trap

1 Charge
2 Strength
Damages Morale only

+2 Charges
+1 Strength

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Paladins or Illusionists

PURPLE

WHITE

Fighter

1 M 2 / S 2 / HP 2 / C 3

Bash: Cause Str damage to a door or trap. If the item has no charges left, it is destroyed.

2 M 4 / S 4 / HP 4 / C 4

3 M 6 / S 6 / HP 6 / C 5

4 M 8 / S 8 / HP 8 / C 6

5 M 10 / S 10 / HP 10 / C 7

6 M 12 / S 12 / HP 12 / C 8

WHITE

BLACK

Fortification

May contain a monster of any type or upgrade.

BLACK

Counts as 2 PURPLE upgrades

INTERFERENCE

A major improvement now costs an extra \$1 until your turn. Place this card on it.

YELLOW

Fumble

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Character attacks the next party member in party order instead of the monster.

YELLOW

RED

Goblin Chieftan

\$4

Goblins, Hobgoblins and Trolls increase in population by 1

RED

BLACK

Fortification

May contain a monster of any type or upgrade.

BLACK

Counts as 2 PURPLE upgrades

INTERFERENCE

A major improvement now costs an extra \$1 until your turn. Place this card on it.

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Counts as a PURPLE upgrade

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May contain a monster of any type or upgrade.

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INTERFERENCE

A major improvement now costs an extra \$1 until your turn. Place this card on it.

BLACK

BROWN

Genericus Wrecks

1+

1 Fighter

2 Cleric

3 Thief

4 Mage

BROWN

BROWN

Griffyndors

1+

1 Mage

2 Mage

3 Mage

4 Mage

BROWN

BLACK

Guard Station

May contain 2 monsters of differing type.

BLACK

Counts as 2 BLUE upgrades

INTERFERENCE

Cancel the interference of any 1 black card after it is played.

BLACK

RED

Gymnasium

\$4

RED

Every non-undead monster in the dungeon receives +1 HP

RED

YELLOW

Healing Potion

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried until used. Character may heal back to full HP once.

YELLOW

BLACK

Guard Station

May contain 2 monsters of differing type.

BLACK

Counts as 2 BLUE upgrades

INTERFERENCE

Cancel the interference of any 1 black card after it is played.

BLACK

RED

Gymnasium

\$4

RED

Every non-undead monster in the dungeon receives +1 HP

RED

DUNGEON

HOARD

DUNGEON

1 gold per player

Dungeon size 5

DUNGEON

RED

Gygaxian Wall Braces

\$12

RED

Dungeon may be 8 cards long

RED

YELLOW

Healing Potion

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried until used. Character may heal back to full HP once.

YELLOW

DUNGEON

HOARD

DUNGEON

1 gold per player

Dungeon size 5

DUNGEON

DUNGEON

HOARD

DUNGEON

1 gold per player

Dungeon size 5

DUNGEON

HOARD

DUNGEON

1 gold per player

Dungeon size 5

WHITE

Illusionist
special

1 M 1 / S 1 / HP 1 / C 3
Illusion: One defeated monster becomes a party member. 1 charge for base, 2 for first upgrade and 3 for a two upgrade monster.

2 M 2 / S 1 / HP 1 / C 4

3 M 3 / S 2 / HP 2 / C 5

4 M 4 / S 2 / HP 2 / C 6

5 M 5 / S 3 / HP 3 / C 7

6 M 6 / S 3 / HP 3 / C 8

WHITE

DUNGEON

HOARD

DUNGEON

1 gold per player

Dungeon size 5

YELLOW

Holy Symbol

Counts as a BLUE upgrade

HELP / HINDER
 Adventurer Help: Carried. -1 Morale damage while carried.

YELLOW

RED

Improved Tunnelling

\$4

Dungeon may be 6 cards long

RED

DUNGEON

HOARD

DUNGEON

1 gold per player

Dungeon size 5

YELLOW

Holy Symbol

Counts as a BLUE upgrade

HELP / HINDER
 Adventurer Help: Carried. -1 Morale damage while carried.

YELLOW

RED

Improved Tunnelling

\$4

Dungeon may be 6 cards long

RED

BROWN

Invader's Choice

3+

- 1 Basic
- 2 Basic
- 3 Basic
- 4 Special

BROWN

GREEN

Lair

1 Orc, Ogre or Giant

+ +1 Orc, Ogre or Giant

HELP / HINDER
Adventurer Hinder: -1
Charge one use then
Charges returns to normal

RED

Library

\$4

You may play two major improvements on this card. If destroyed the cards here are also discarded.

RED

L-Space

\$12

You may play four major improvements on this card. If destroyed the cards here are also discarded.

GREEN

Lair

1 Orc, Ogre or Giant

+ +1 Orc, Ogre or Giant

HELP / HINDER
Adventurer Hinder: -1
Charge one use then
Charges returns to normal

RED

Liche

\$4

Skeletons, Ghouls and Vampires increase in population by 1

GREEN

Lair

1 Orc, Ogre or Giant

+ +1 Orc, Ogre or Giant

HELP / HINDER
Adventurer Hinder: -1
Charge one use then
Charges returns to normal

RED

Library

\$4

You may play two major improvements on this card. If destroyed the cards here are also discarded.

RED

Liche

\$4

Skeletons, Ghouls and Vampires increase in population by 1

RED

Mad Scientist

\$4

RED

RED

Gelatinous Cubes,
Slimes and Moulds
increase in population
by 1

RED

YELLOW

Magic Armour

YELLOW

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. -1
Damage while carried.

YELLOW

YELLOW

Magic Weapon

YELLOW

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. +1 Str
while carried.

YELLOW

RED

Mad Scientist

\$4

RED

RED

Gelatinous Cubes,
Slimes and Moulds
increase in population
by 1

RED

YELLOW

Magic Armour

YELLOW

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. -1
Damage while carried.

YELLOW

YELLOW

Magic Weapon

YELLOW

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. +1 Str
while carried.

YELLOW

WHITE

Mage

1 M 1 / S 1 / HP 1 / C 3

Fireball: Autokill: The current monster
is killed (does not effect Dragons or
Lizardmen)

WHITE

WHITE

2 M 2 / S 1 / HP 1 / C 4

3 M 3 / S 2 / HP 2 / C 5

4 M 4 / S 2 / HP 2 / C 6

5 M 5 / S 3 / HP 3 / C 7

6 M 6 / S 3 / HP 3 / C 8

WHITE

RED

Magic Tunnelling Machines

\$8

RED

RED

Dungeon may be 7
cards long

RED

RED

Mausoleum

\$4

RED

RED

Every undead monster
in the dungeon
receives +1 HP

RED

RED

Mausoleum

\$4

RED

RED

Every undead monster in the dungeon receives +1 HP

BLACK

Mess Hall

You may move any basic monsters in the dungeon to this card when the adventurers move to it for \$1 each monster.

BLACK

Counts as 2 PURPLE upgrades

INTERFERENCE

Cancel the help/hinder use of any 1 grey, green or yellow card after it is played.

BLACK

YELLOW

Miss

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Character fails current task or use of a special ability (charge still used).

YELLOW

BLACK

Maze of Twisty Little Passages, all alike

Adventurers start back at the dungeon entrance once in the adventuring phase.

BLACK

Counts as 2 BLUE upgrades

INTERFERENCE

Play on someone's major improvement. In the next adventuring round it doesn't function. May not be played on any library type.

BLACK

BLACK

Mess Hall

You may move any basic monsters in the dungeon to this card when the adventurers move to it for \$1 each monster.

BLACK

Counts as 2 PURPLE upgrades

INTERFERENCE

Cancel the help/hinder use of any 1 grey, green or yellow card after it is played.

BLACK

YELLOW

New Recruit

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Add one special party member to the group.

YELLOW

BLACK

Maze of Twisty Little Passages, all alike

Adventurers start back at the dungeon entrance once in the adventuring phase.

BLACK

Counts as 2 BLUE upgrades

INTERFERENCE

Play on someone's major improvement. In the next adventuring round it doesn't function. May not be played on any library type.

BLACK

YELLOW

Miss

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Character fails current task or use of a special ability (charge still used).

YELLOW

YELLOW

New Recruit

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Add one special party member to the group.

YELLOW

RED

Orc Warboss

\$4

Orcs, Ogres and Giants
increase in population
by 1

RED

RED

Orc Warboss

\$4

Orcs, Ogres and Giants
increase in population
by 1

RED

WHITE

Paladin
special

1 M 2 / S 1 / HP 2 / C 3
Moral Compass: A character that has
at least 1 Morale goes back to full
morale.

2 M 4 / S 2 / HP 4 / C 4

3 M 6 / S 3 / HP 6 / C 5

4 M 8 / S 4 / HP 8 / C 6

5 M 10 / S 5 / HP 10 / C 7

6 M 12 / S 6 / HP 12 / C 8

WHITE

PURPLE

Pit Trap

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded
sides, tripwires, whirling knife
blades driven by water power,
broken glass and scorpions

Does not Affect:
Mages

PURPLE

PURPLE

Pit Trap

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded
sides, tripwires, whirling knife
blades driven by water power,
broken glass and scorpions

Does not Affect:
Mages

PURPLE

PURPLE

Pit Trap

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded
sides, tripwires, whirling knife
blades driven by water power,
broken glass and scorpions

Does not Affect:
Mages

PURPLE

PURPLE

Poison Dart Trap

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded
sides, tripwires, whirling knife
blades driven by water power,
broken glass and scorpions

Does not Affect:
Clerics

PURPLE

PURPLE

Poison Dart Trap

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded
sides, tripwires, whirling knife
blades driven by water power,
broken glass and scorpions

Does not Affect:
Clerics

PURPLE

PURPLE

Poison Dart Trap

1 1 Charge
1 Strength

+ +2 Charges
+1 Strength

3 a deep hole with spring-loaded
sides, tripwires, whirling knife
blades driven by water power,
broken glass and scorpions

Does not Affect:
Clerics

PURPLE

WHITE

Ranger

special

1 M 2 / S 1 / HP 1 / C 3
Hatred: Autokill: The first monster in a dungeon (skip Dragons). If encountered again in same dungeon, it may also be killed.

WHITE **2** M 4 / S 2 / HP 2 / C 4 WHITE

3 M 6 / S 3 / HP 3 / C 5

4 M 8 / S 4 / HP 4 / C 6

5 M 10 / S 5 / HP 5 / C 7

6 M 12 / S 6 / HP 6 / C 8

WHITE

BLACK

Room of Grim Teeth

May contain 2 traps of differing type and one basic monster of any type.

Counts as 2 PURPLE upgrades

INTERFERENCE

Play on someone's dungeon room. In the next adventuring round it has no upgrades to the room, monsters or traps.

BLACK

YELLOW

Skeleton Keys

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. All doors have 1 charge while carried.

YELLOW

RED

Reptile King

\$4

Kobolds, Lizardmen and Dragons increase in population by 1

RED

BLACK

Room of Grim Teeth

May contain 2 traps of differing type and one basic monster of any type.

Counts as 2 PURPLE upgrades

INTERFERENCE

Play on someone's dungeon room. In the next adventuring round it has no upgrades to the room, monsters or traps.

BLACK

RED

Soul Market

\$4

Fleeing adventurers are now worth \$2 each

RED

RED

Reptile King

\$4

Kobolds, Lizardmen and Dragons increase in population by 1

RED

YELLOW

Skeleton Keys

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. All doors have 1 charge while carried.

YELLOW

RED

Soul Market

\$4

Fleeing adventurers are now worth \$2 each

RED

PURPLE

Spike Trap

1 Charge
1 Strength

1 +2 Charges
+1 Strength

3 a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Fighters

PURPLE

YELLOW

War Stories

Counts as a PURPLE upgrade

HELP / HINDER
Adventurer Hinder: Average all characters' Morales (round down).

YELLOW

PURPLE

Whirling Blades

1 Charge
2 Strength

1 +2 Charges
+1 Strength

3 a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Barbarians or Rangers

PURPLE

PURPLE

Spike Trap

1 Charge
1 Strength

1 +2 Charges
+1 Strength

3 a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Fighters

PURPLE

YELLOW

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PURPLE

RED

Workshop

\$4

Every trap in the dungeon receives +1 Str

RED

RED

Workshop

\$4

Every trap in the dungeon receives +1 Str

RED

RED

Underworld Market

\$4

Killing adventurers is now worth \$3 each

RED

BLUE

Goblin

1 Strength
1 HP
May move one room each round even if occupied

2 **Hobgoblin**
4 Strength
2 HP
May move one room each round even if occupied

3 **Troll**
4 Strength
4 HP
Regenerate 1 non-fire damage after each attack

BLUE

BLACK

Torture Chamber

Lower entire party's morale by 1 when entered.

Counts as 2 PURPLE upgrades

INTERFERENCE

Discard 1 monster card from a pile of 2 or more

BLACK

RED

Underworld Market

\$4

Killing adventurers is now worth \$3 each

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2 HP
May move one room each round even if occupied

3 **Troll**
4 Strength
4 HP
Regenerate 1 non-fire damage after each attack

BLUE

BLUE

Kobold

1 Strength
1 HP
Add a new Kobold after each Adventurer turn

2 **Lizardman**
2 Strength
2 HP
Immune to fireball

3 **Dragon**
5 Strength
5 HP
Immune to autokills

BLUE

<p style="text-align: center;">BLUE</p> <p style="text-align: center;">Kobold</p> <p>① 1 Strength 1 HP Add a new Kobold after each Adventurer turn</p> <p>② Lizardman 2 Strength 2 HP Immune to fireball</p> <p>③ Dragon 5 Strength 5 HP Immune to autokills</p> <p style="text-align: center;">BLUE</p>	<p style="text-align: center;">BLUE</p> <p style="text-align: center;">Orc</p> <p>① 2 Strength 1 HP</p> <p>② Ogre 3 Strength 4 HP</p> <p>③ Giant 4 Strength 8 HP</p> <p style="text-align: center;">BLUE</p>	<p style="text-align: center;">BLUE</p> <p style="text-align: center;">Skeleton</p> <p>① 1 Strength 1 HP If killed, returns after adventurer turn</p> <p>② Ghoul 2 Strength 2 HP If kills, add another Ghoul</p> <p>③ Vampire 4 Strength 4 HP If damages, add to HP. Permanent</p> <p style="text-align: center;">BLUE</p>
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BLUE

Gelatinous Cube

① 1 Strength
1 HP
May be placed in Grey
rooms, blocks movement

② **Slime**
2 Strength
2 HP
Destroys one item of choice
when encountered

③ **Mold**
4 Strength
4 HP
1HP poison damage to party each
movement phase after encountered

BLUE

BLUE

BLUE

BLUE

Gelatinous Cube

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BLUE

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