

GLADIATOR

**DRAW
PILE**

Face down



**DISCARD
PILE**

Face up

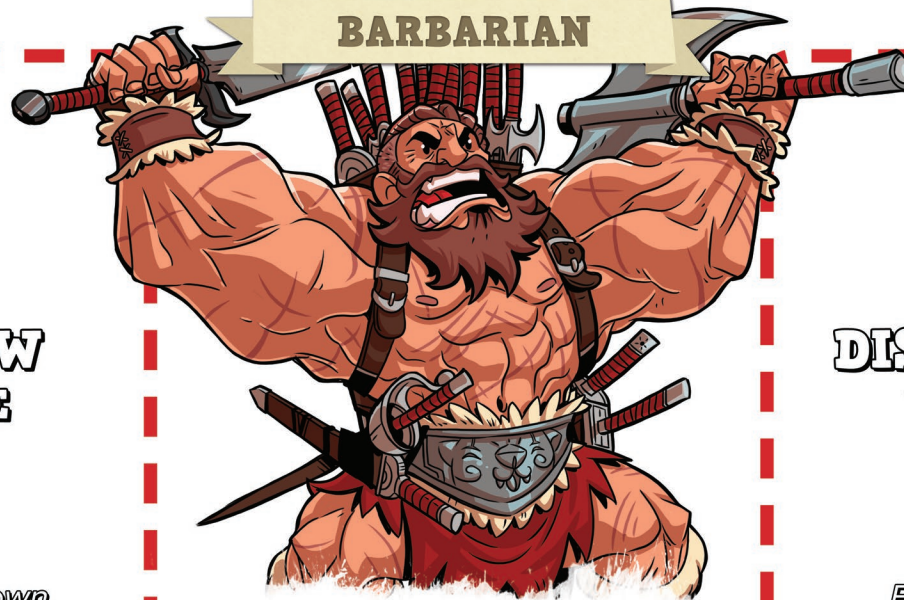
INTIMIDATE

Discard 3 cards to:
Defeat a Person (P)

BARBARIAN

**DRAW
PILE**

Face down

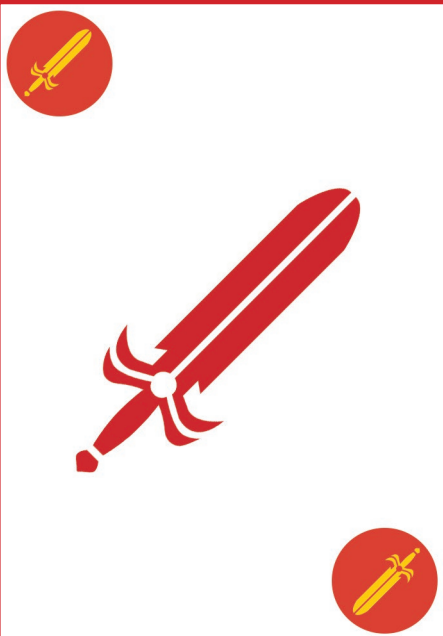
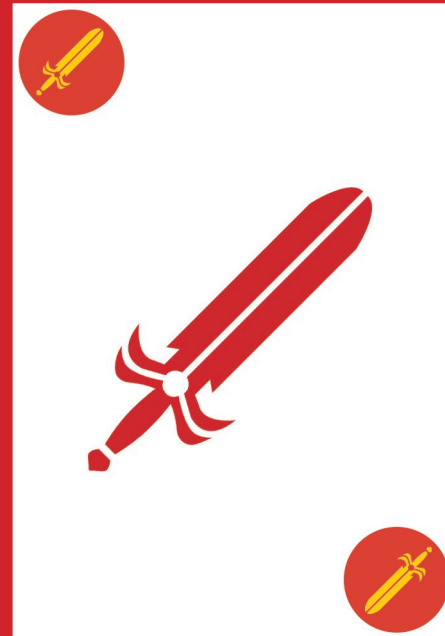
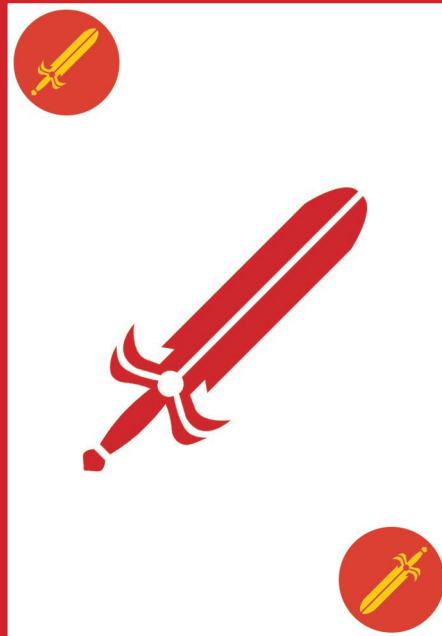
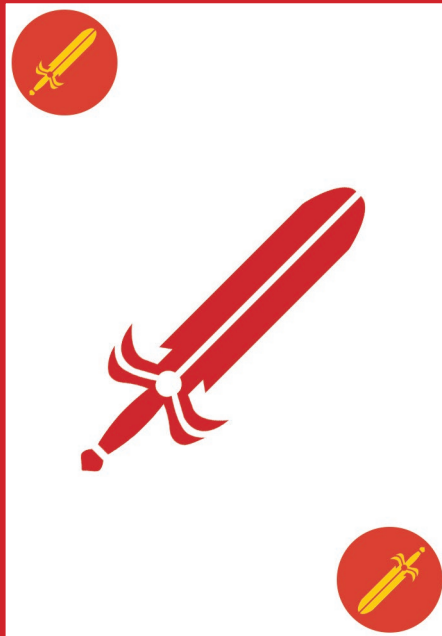
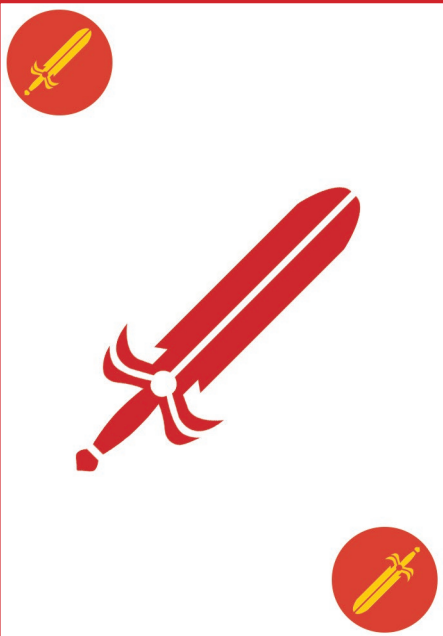


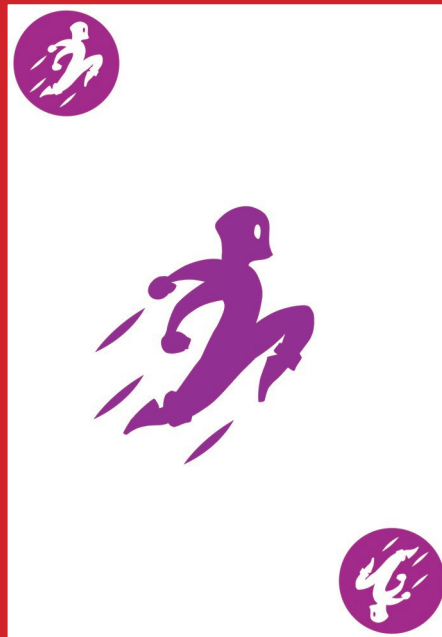
**DISCARD
PILE**

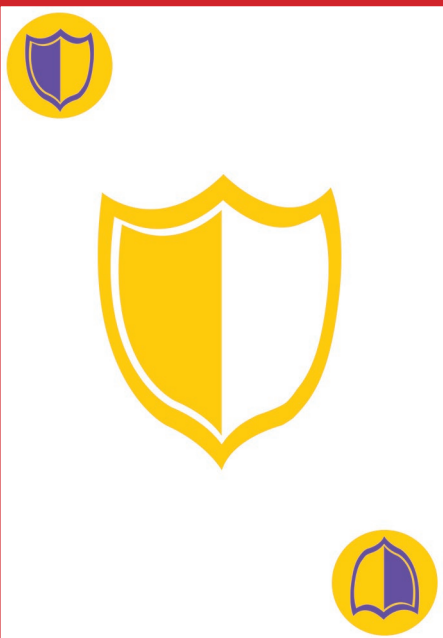
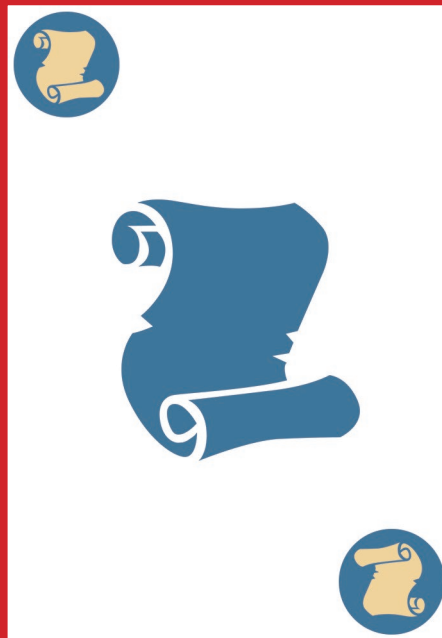
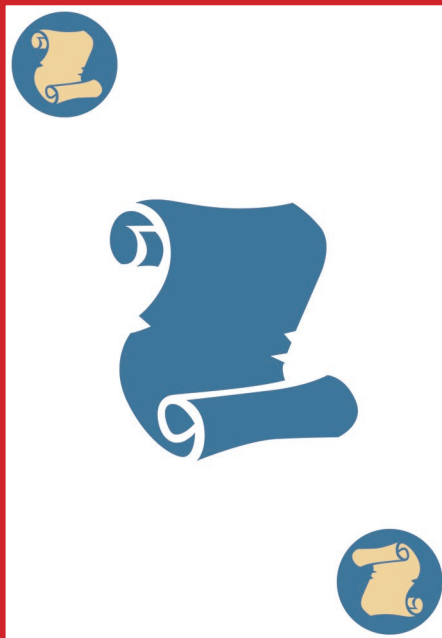
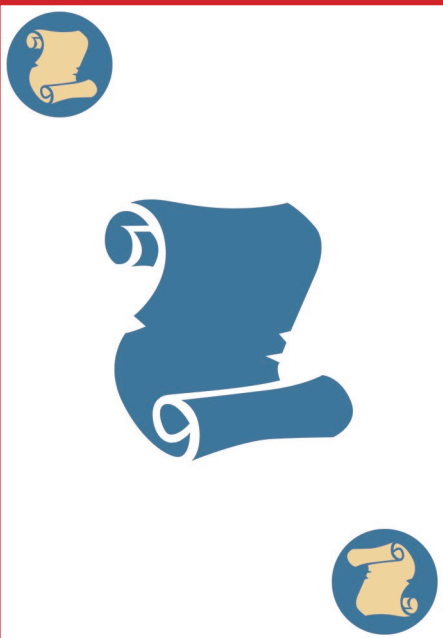
Face up

SLAY

Discard 3 cards to:
Defeat a Monster (M)









ENRAGE

Choose 2 players to
draw 3 cards each.




ENRAGE

Choose 2 players to
draw 3 cards each.




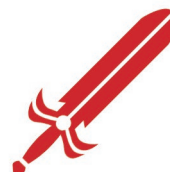
MIGHTY LEAP

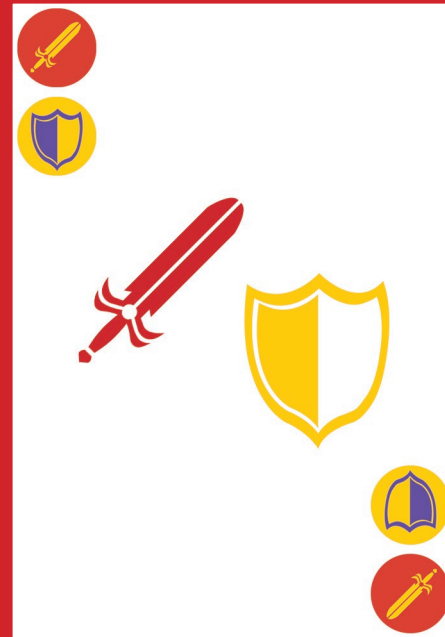
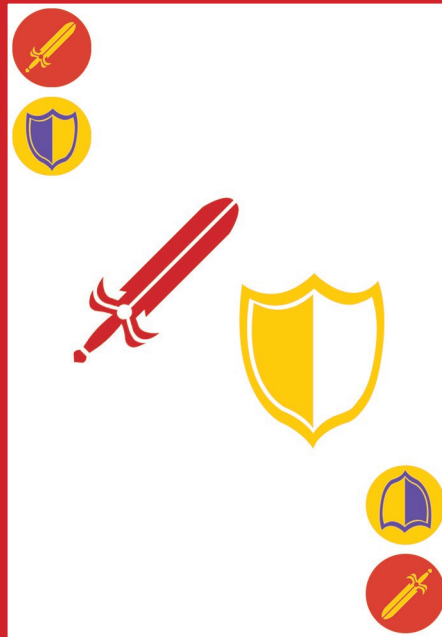
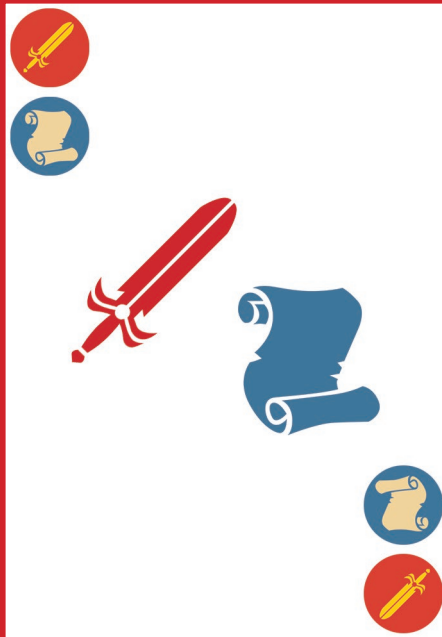
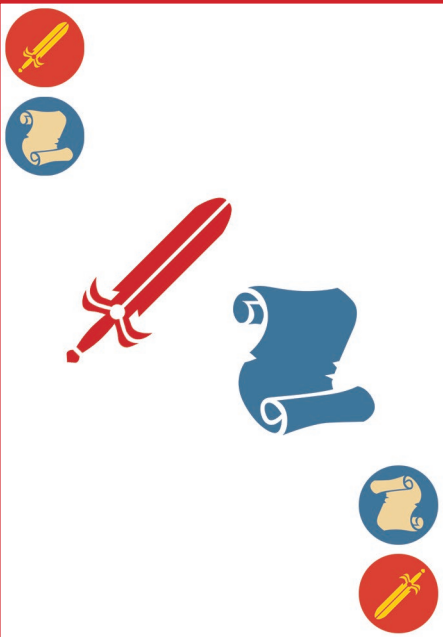
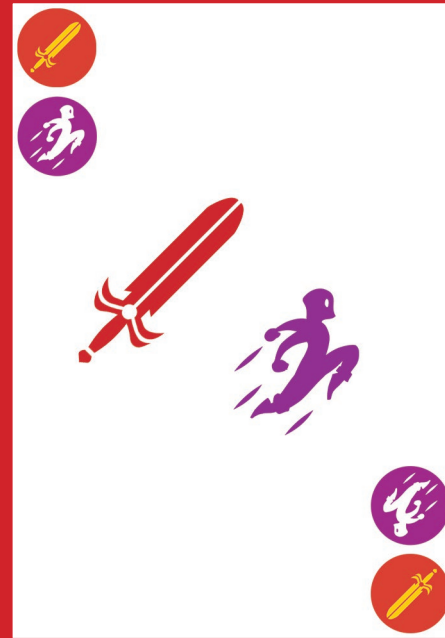
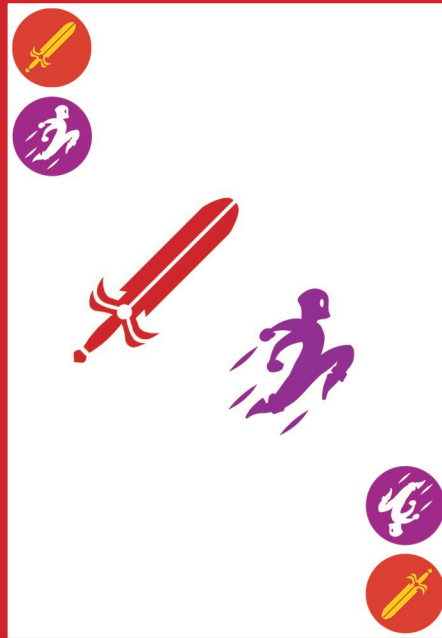
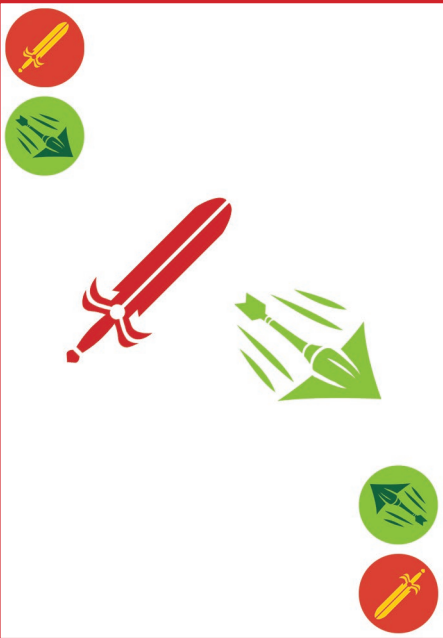
Defeat an
Obstacle ()



MIGHTY LEAP

Defeat an
Obstacle ()





SORCERESS



**DRAW
PILE**

Face down

**DISCARD
PILE**

Face up

TELEPORT

Discard 3 cards to:
Defeat an Obstacle (▲)

WIZARD



**DRAW
PILE**

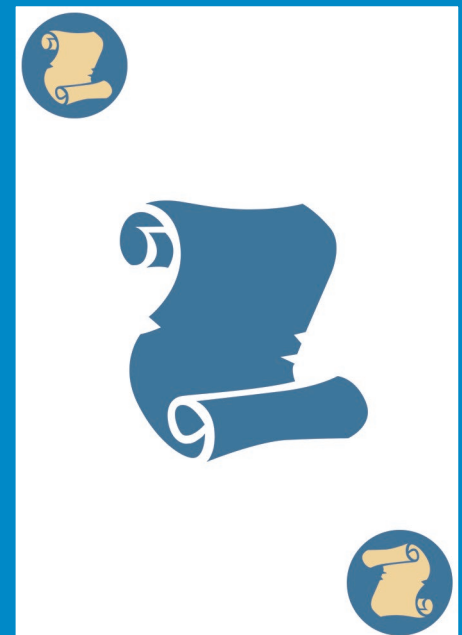
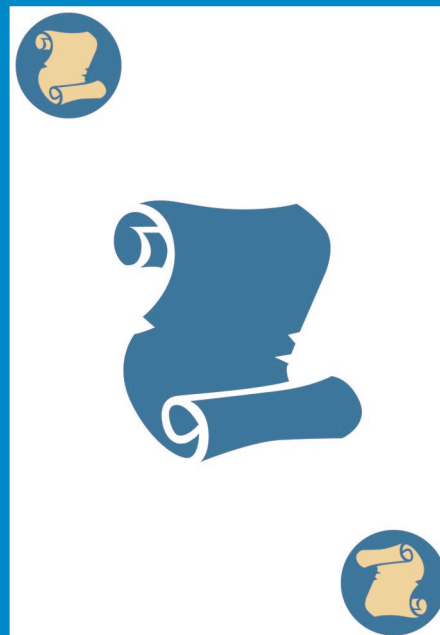
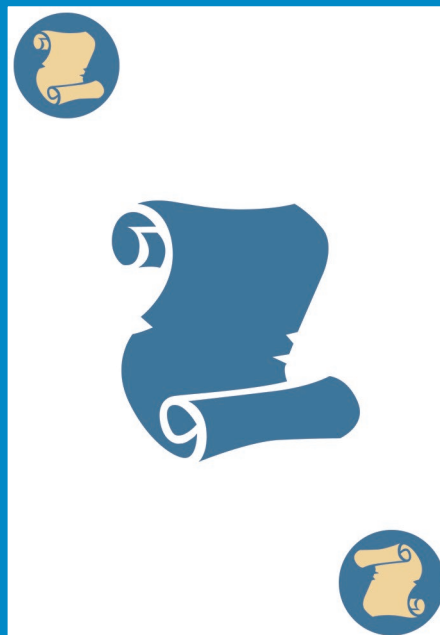
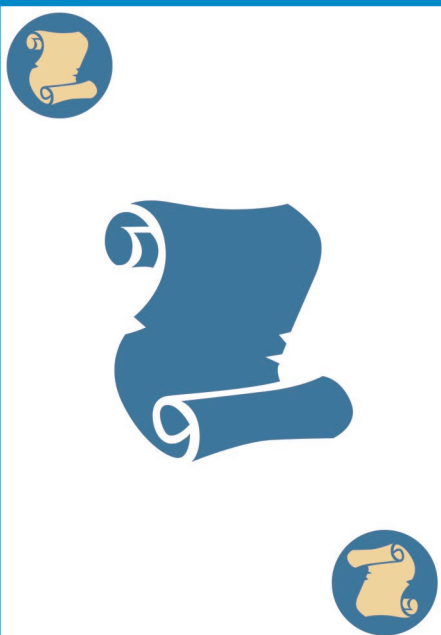
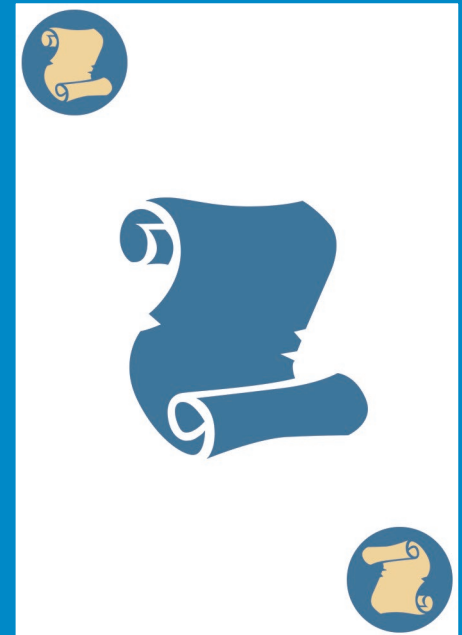
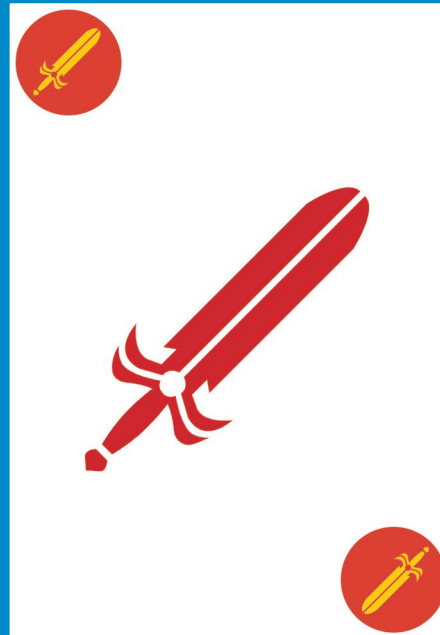
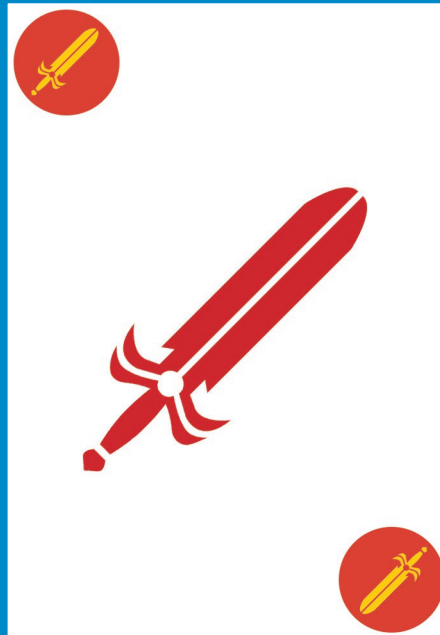
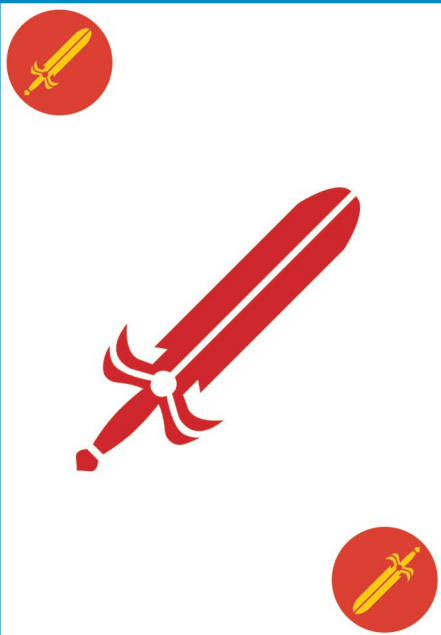
Face down

**DISCARD
PILE**

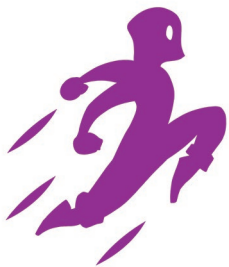
Face up

STOP TIME

Discard 3 cards to:
Pause time until someone plays a card



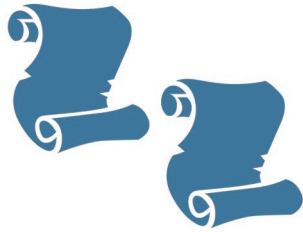






CANCEL
Cancel any
Event (★)





MAGIC BOMB
Counts as one of
each Resource.
(Arrow, Sword etc.)



MAGIC BOMB
Counts as one of
each Resource.
(Arrow, Sword etc.)



MAGIC BOMB
Counts as one of
each Resource.
(Arrow, Sword etc.)



FIREBALL
Defeat a
Monster ()



FIREBALL
Defeat a
Monster ()



FIREBALL
Defeat a
Monster ()



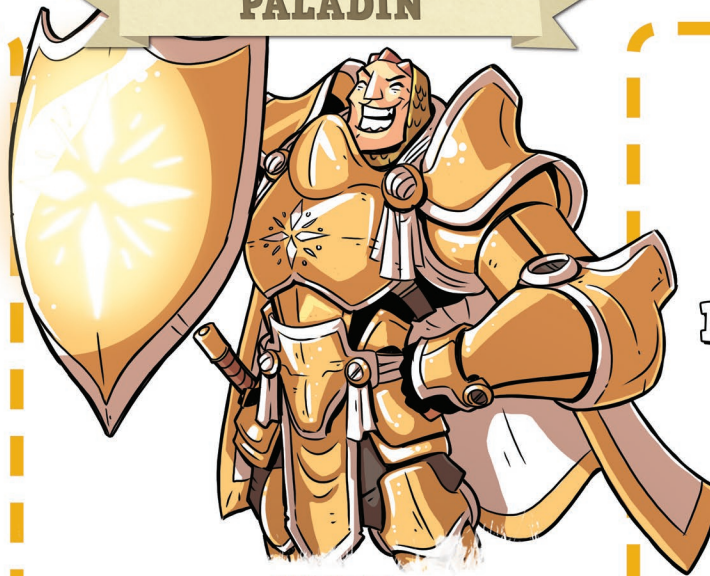
FIREBALL
Defeat a
Monster ()



PALADIN

**DRAW
PILE**

Face down



**DISCARD
PILE**

Face up

SMITE

Discard 3 cards to:
Defeat a Monster (☛)

VALKYRIE

**DRAW
PILE**

Face down

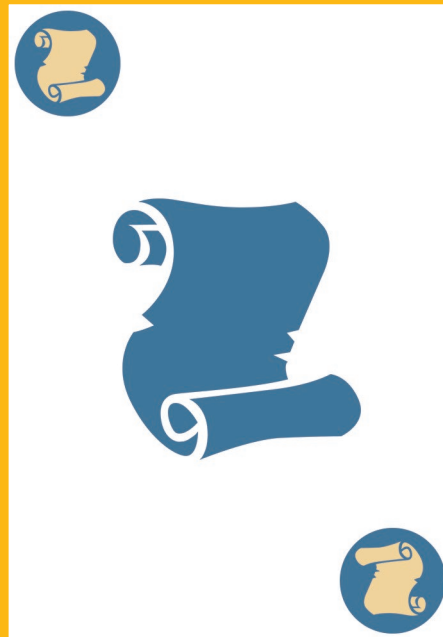
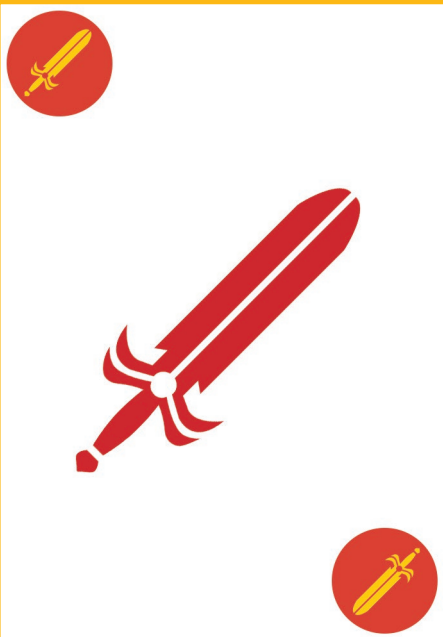
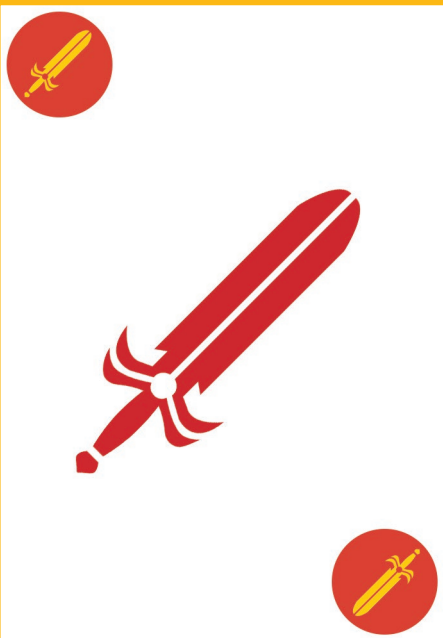


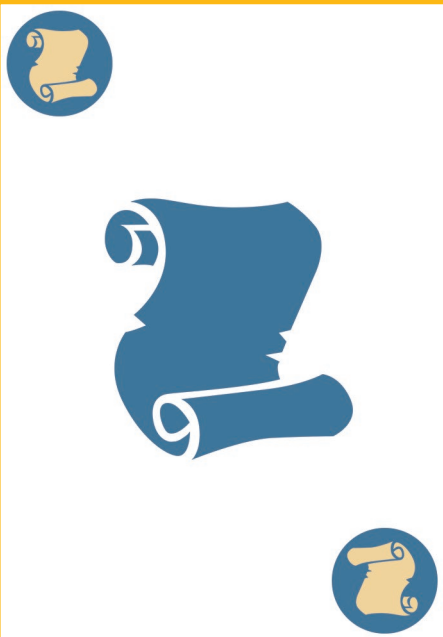
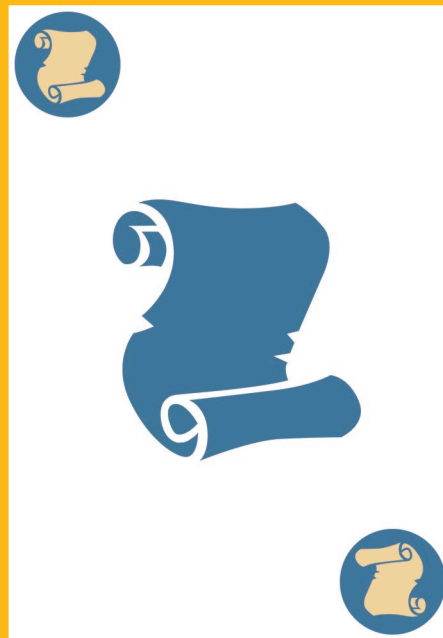
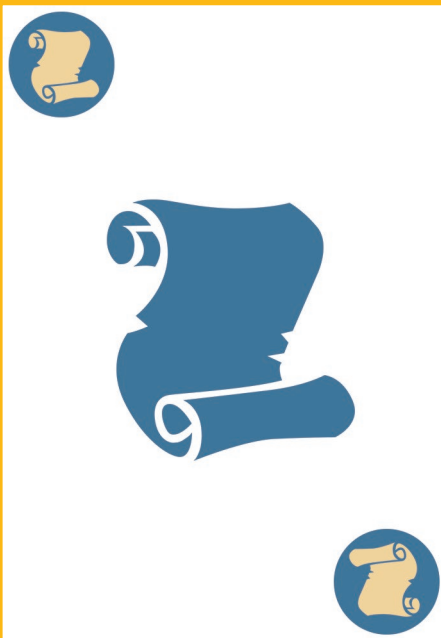
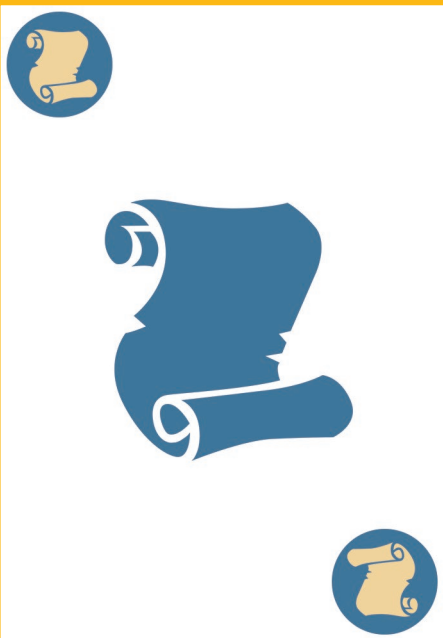
**DISCARD
PILE**

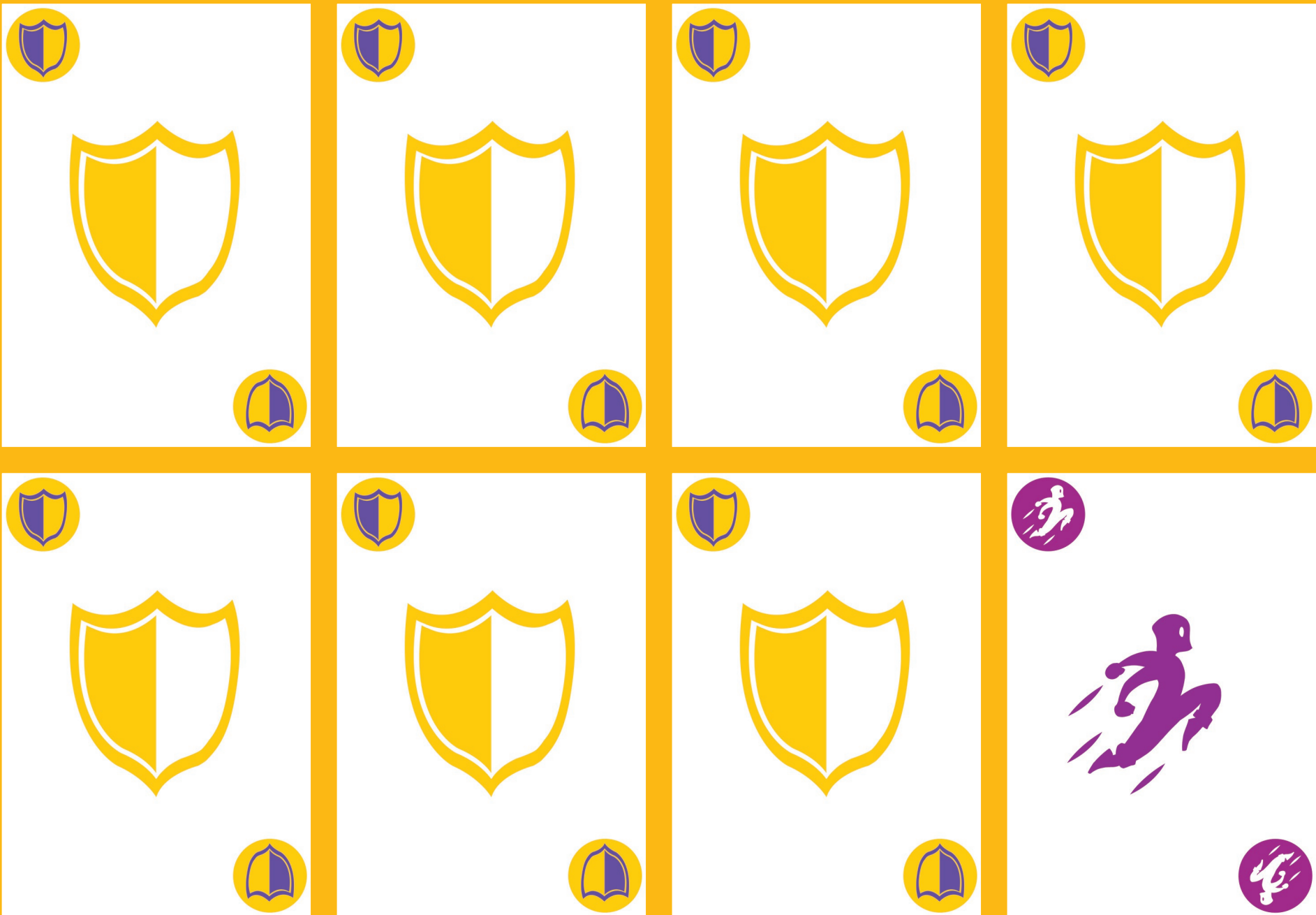
Face up

INSPIRE

Discard 3 cards to:
Make everyone else draw 2 cards











HOLY HAND GRENADE

Defeat any card.



SMITE

Defeat a
Monster ()



HEAL

Choose a player to
put their **discard pile**
back **on top** of their
draw pile.



HEALTH POTION

All players **draw 3 cards**
from their **discard pile**.



DIVINE SHIELD

Pause time until someone
plays a card.

All players
draw 1 card.



DIVINE SHIELD

Pause time until someone
plays a card.

All players
draw 1 card.



THIEF

**DRAW
PILE**

Face down



**DISCARD
PILE**

Face up

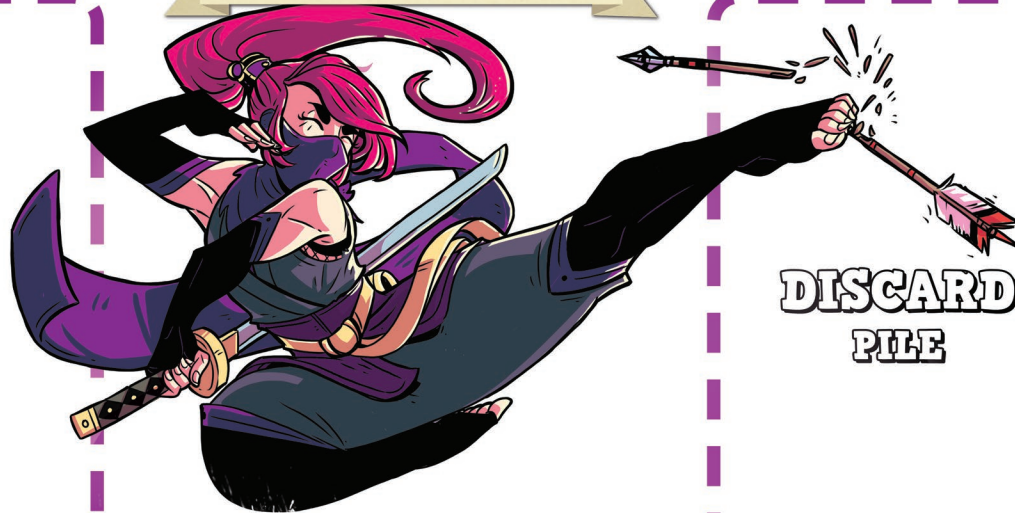
PICKPOCKET

Discard 3 cards to:
Draw 5 cards

NINJA

**DRAW
PILE**

Face down

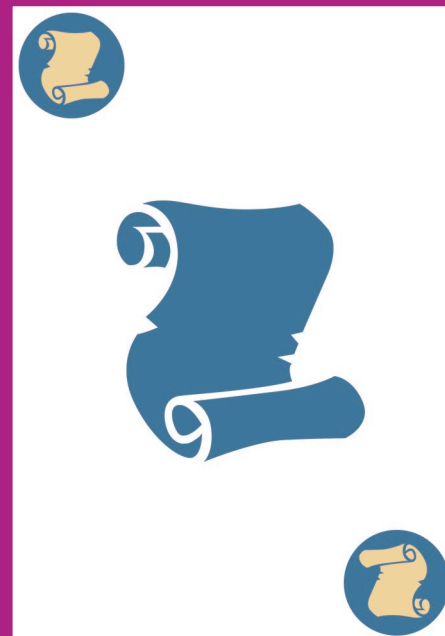
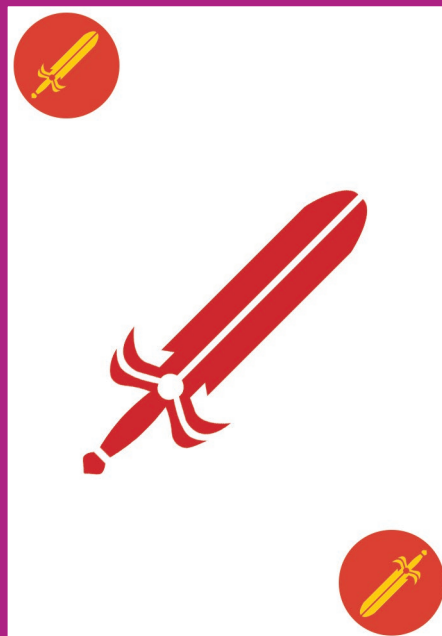
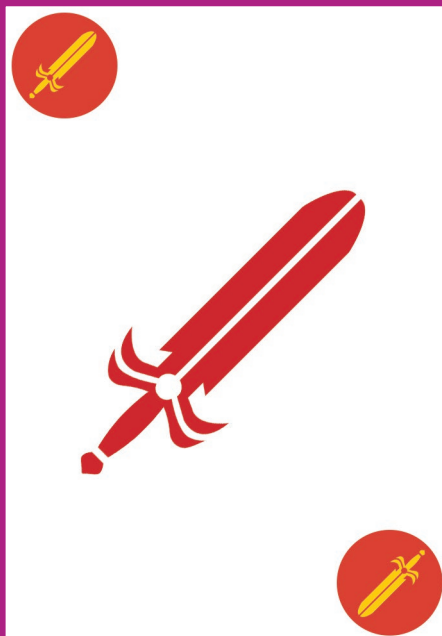
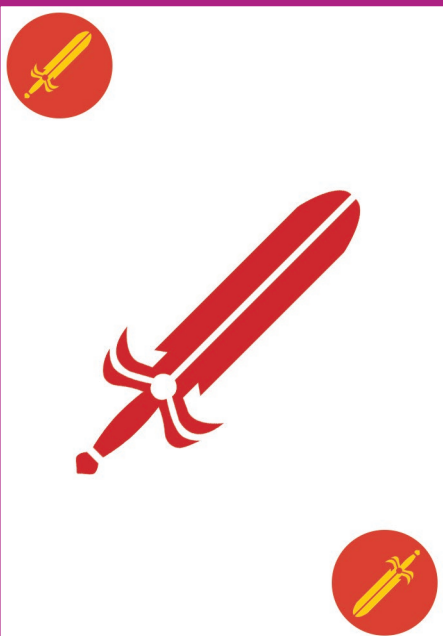
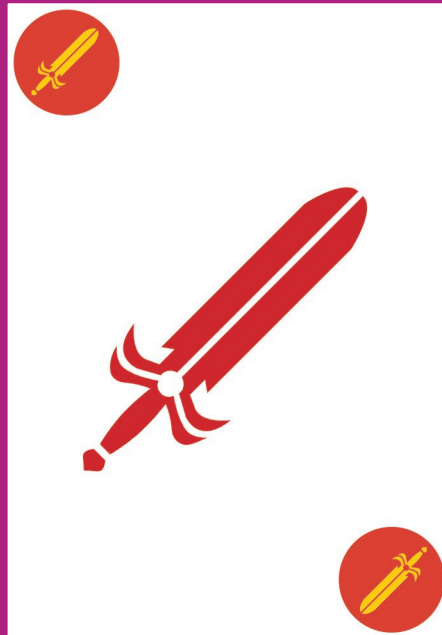
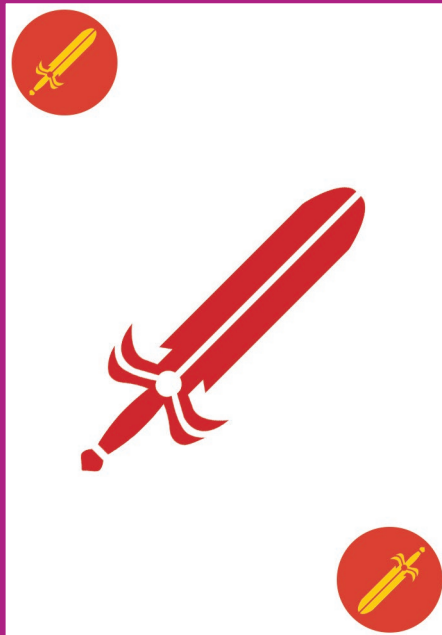
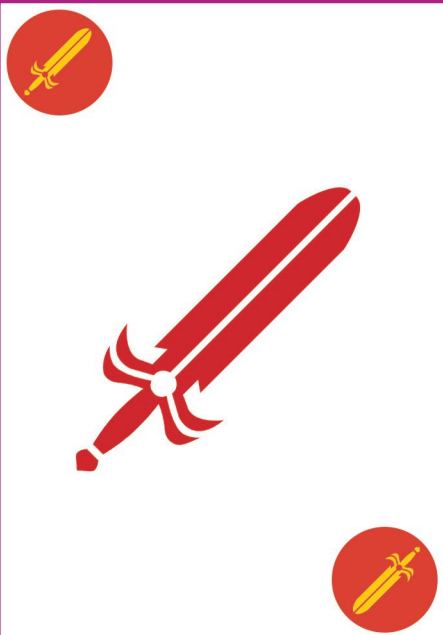


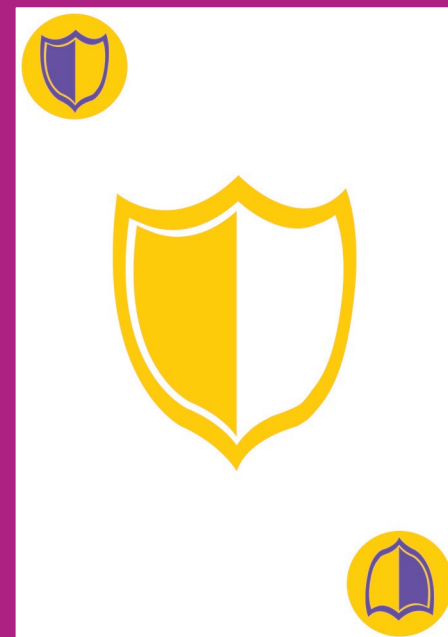
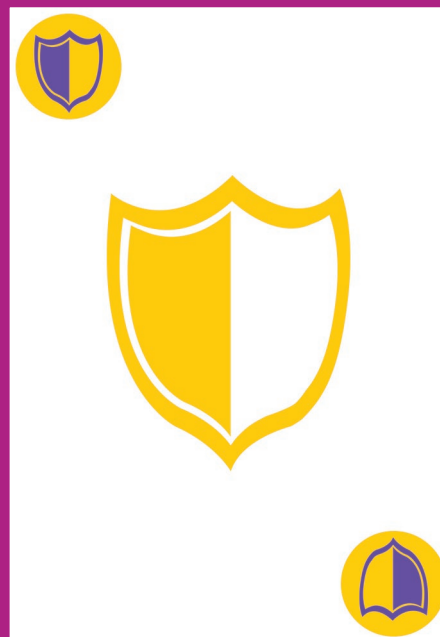
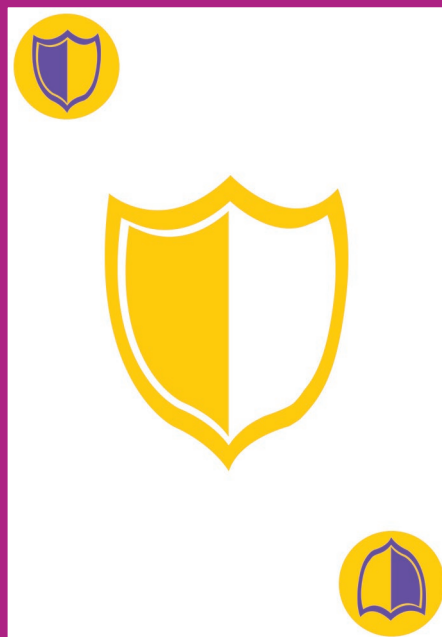
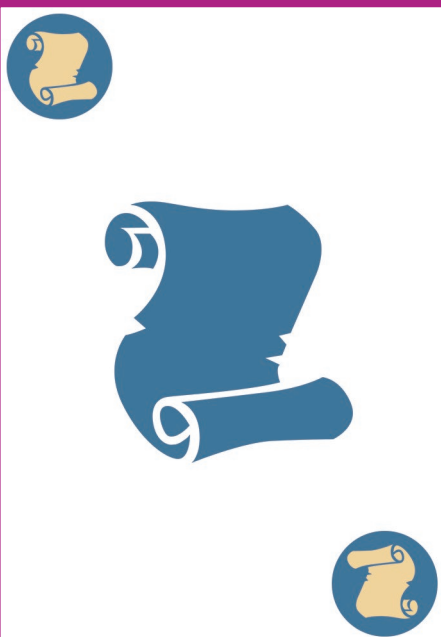
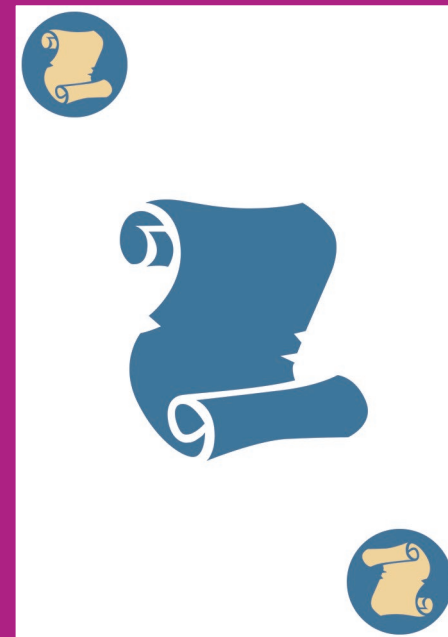
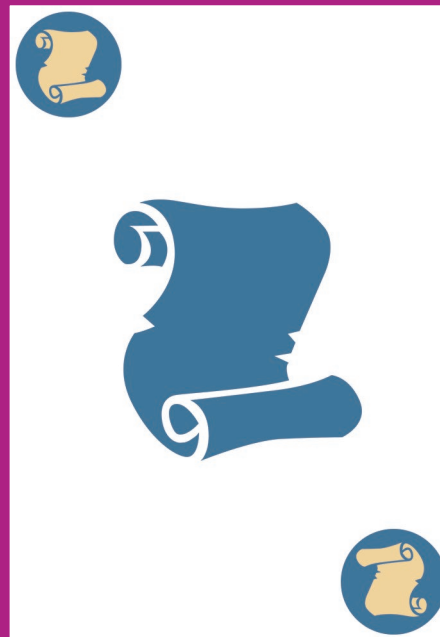
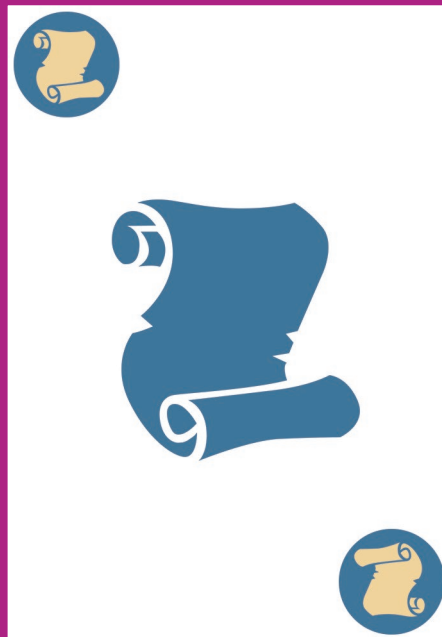
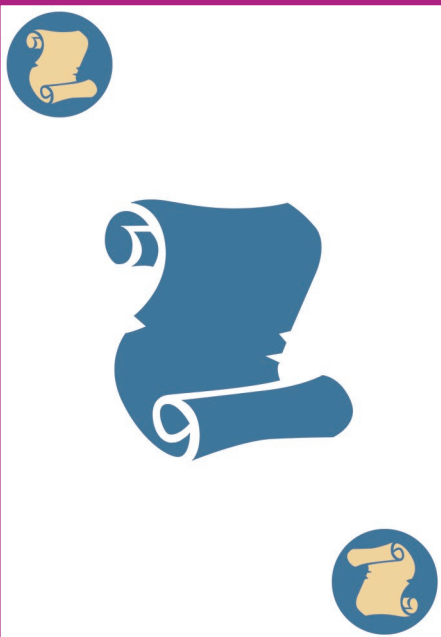
**DISCARD
PILE**

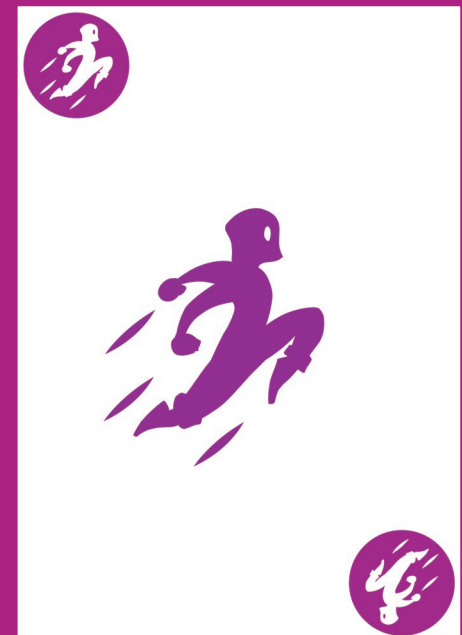
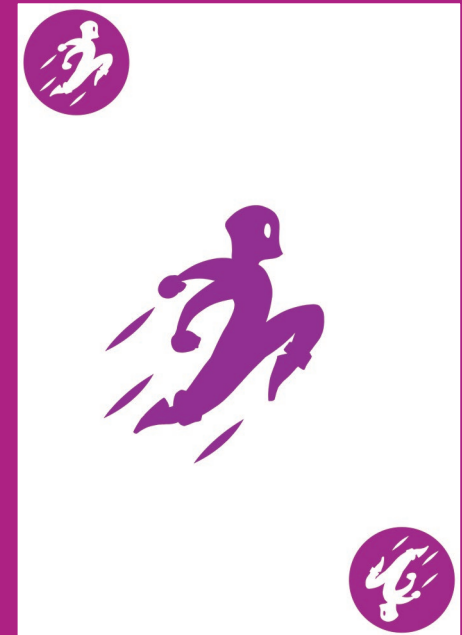
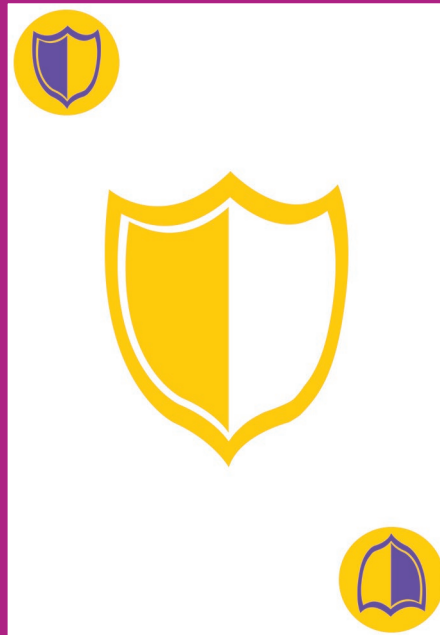
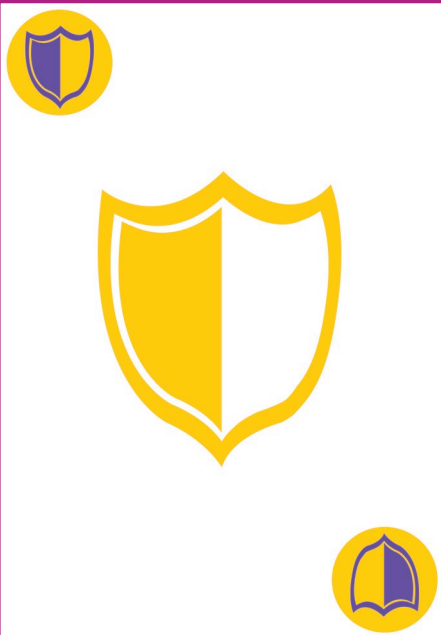
Face up

VAULT

Discard 3 cards to:
Defeat an Obstacle (▲)









SPRINT

Defeat an
Obstacle (▲)





SPRINT

Defeat an
Obstacle (▲▲▲)



SPRINT

Defeat an
Obstacle (▲▲▲)



BACKSTAB

Defeat a
Person (●)



BACKSTAB

Defeat a
Person (●)



BACKSTAB

Defeat a
Person (●)



DONATION

Give your hand to
another player.



STEAL

Steal another
player's hand.
(Add it to your own.)



STEAL

Steal another
player's hand.
(Add it to your own.)



HUNTRESS

DRAW PILE

Face down

DISCARD PILE

Face up

ANIMAL COMPANION

Discard 3 cards to:
Choose another player to draw 4 cards

An illustration of a Huntress, a woman with dark skin and long dark hair, wearing a green tunic and a green headband. She is holding a large brown bow and an arrow. She is standing next to a large orange and black striped tiger, which is roaring with its mouth open, showing sharp teeth. The background is a simple white with some green vine-like decorations at the top.

RANGER

DRAW PILE

Face down

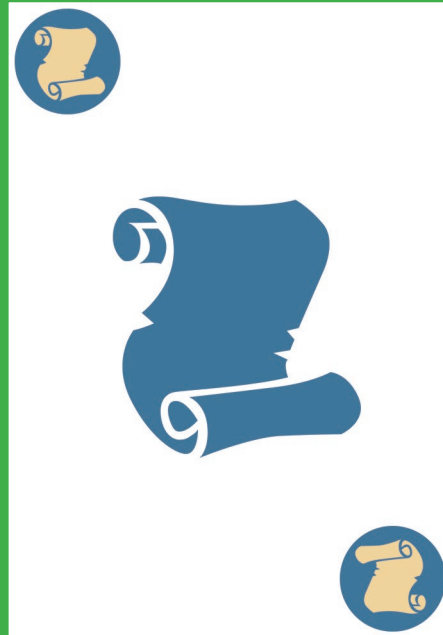
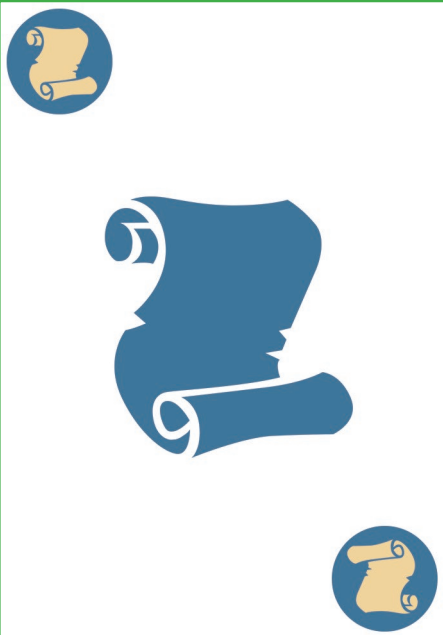
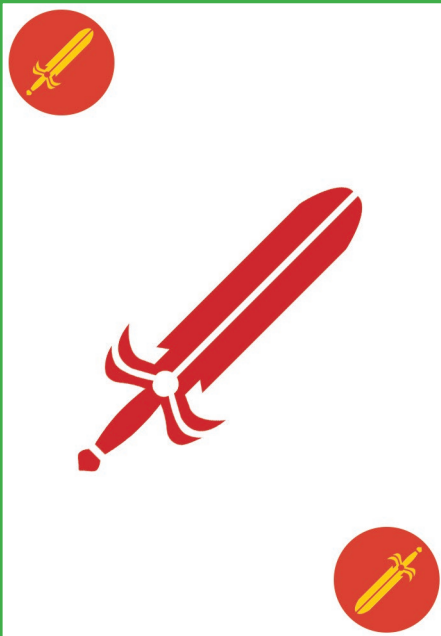
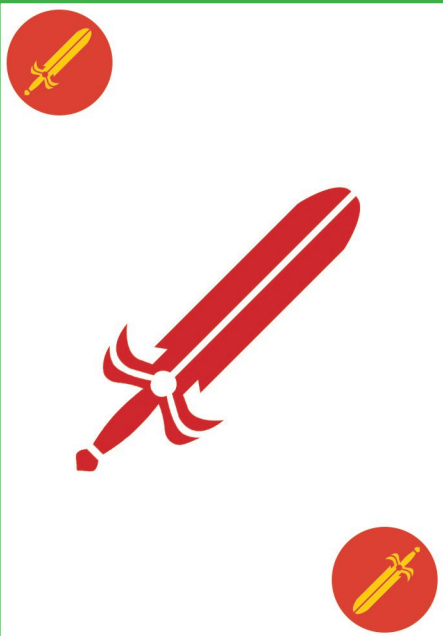
DISCARD PILE

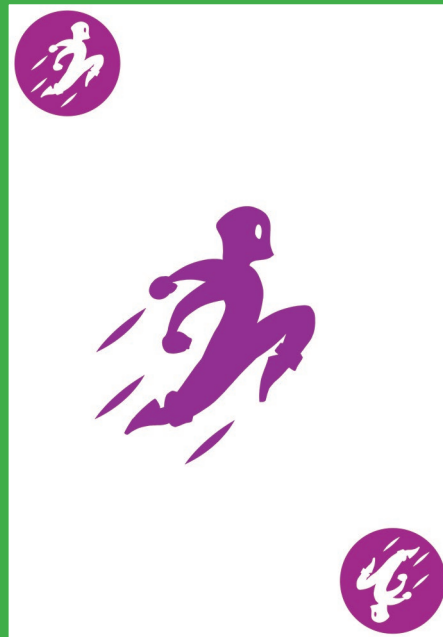
Face up

TRICK SHOT

Discard 3 cards to:
Defeat a Person ()

An illustration of a Ranger, a man with blonde hair, wearing a green tunic and a green headband. He is holding a large brown bow and an arrow. He is standing in a dynamic pose, with one leg forward and his body angled towards the right. The background is a simple white with some green vine-like decorations at the top.









WILD CARD

Counts as
any Resource.
(Arrow, Sword etc.)



WILD CARD

Counts as
any Resource.
(Arrow, Sword etc.)



WILD CARD

Counts as
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WILD CARD

Counts as
any Resource.
(Arrow, Sword etc.)



WILD CARD

Counts as
any Resource.
(Arrow, Sword etc.)



HEALING HERBS

Choose a player to
draw 4 cards from
the top of their
discard pile.



HEALING HERBS

Choose a player to
draw 4 cards from
the top of their
discard pile.



SHOOT

Defeat a
Person ()



A TIMBER-WOLF



**A RATHER
UNPLEASANT
PHEASANT**



GORBLIN



**A CREATURE OF
UNFATHOMABLE EVIL**



UUGGHH...BOOTS



INVISIBLE WALL



**JUST A BUNCH
OF STAIRS**



**A STRAIGHT-UP
GHOST**



AN ARM DEALER



BOTTOMLESS PIT



**A ROSETTA
STONE-GOLEM**



ADORABLE SLIME



**JACK THE RIPPER
IN A BOX**



A WARRIOR PRINCESS



GRIFFIN-DOOR



**LOTS AND LOTS
OF ZOMBIES**



MASSIVE PAULDRONS



A SLEEPING GIANT



BARBER-ARIAN



A “GHOST”



COLLAPSED CEILING



**A LITERAL
STRAWMAN**



**7 UNHELPFUL
DWARFS**



THE NECROBOUNCER



THE CHROMICORN



 **OBSTACLE**

**A CHAIR
THAT IS VERY
UNCOMFORTABLE**



 **OBSTACLE**

**A VERY LONG
LOADING SCREEN**



 **OBSTACLE**

A “SHORTCUT”



 **OBSTACLE**

**A GAGGLE OF
SCREAMING
CHILDREN**



 **PERSON**

SHARK WITH LEGS!!



 **MONSTER**

LIVING VINES



 **OBSTACLE**

**AN OVERPRICED
MERCHANT**



 **PERSON**

WALL OF SPIKES



**AN OVERLY
DRAMATIC
MONOLOGUE**



EXACTLY 26 NINJAS



**THE DUCK OF
CANTERBURY**



STEVE



EEEEWWWWWW...



**A TERRIBLE,
NO-GOOD, AWFUL
PUPPET SHOW**



THE CARPAL TUNNEL



**A LUDICROUSLY
LARGE WALL OF ICE**



OBSTACLE

QUICKSAND



OBSTACLE

**A DEFINITELY NOT
BOOBY-TRAPPED
CHEST**



OBSTACLE

GROZZNAK THE TALL



PERSON

SIR FUZZYLUMPS



MONSTER

**A SURPRISE
DODGEBALL
TOURNAMENT**



OBSTACLE

**A CACTUS THAT
WANTS A HUG**



MONSTER

SQUIRE NEDWARD



PERSON

**TWO GUYS,
ONE BOW**



JACKED O'LANTERNS



**A DEADLY GAME
OF HOPSCOTCH**



GAB-ERWOCKY



**A SUSPICIOUS
LOOKING CRATE**



**DISAPPEARING
PLATFORMS**



**A PRINT-AND-PLAY
CARD GAME**



AMBUSH!

Flip over the next
2 Dungeon Cards.

You must defeat both
before moving on.

★ **EVENT**

A BOO-BOO

All players:
Discard a card

★ **EVENT**

CONFUSION

All players:
Pass your hand
to another player

★ **EVENT**

SUDDEN ILLNESS

All players:
Discard your hand

★ **EVENT**

TRAP DOOR

All players:
Discard 3 cards

★ **EVENT**

GIMME A HAND!

All players:
Pass your hand
to the **same** player

★ **EVENT**

LOCKED DOOR!

Pick a Resource
(Arrow, Sword etc.).
All players must
discard all cards with
that Resource.

★ **EVENT**

**AN UNGODLY
AMOUNT OF
PORCUPINES**

All players:
Draw 3 cards
then **discard 3 cards**

★ **EVENT**

**DUNGEON ERROR
IN YOUR FAVOR**

All players:
Draw 5 cards



YET MORE SPIKES!

Choose a player
to **discard their hand**



DAS BOOT!



A LOW-TECH MECH



THE GOBLIN KING



**A VERY MINI
MINI-BOSS**



**THE DREADED
TRI-BREAD**



A MINIATURE T-REX



THE COLLECTOR



A WIZARD OF ILL REPUTE



THE RAT KING

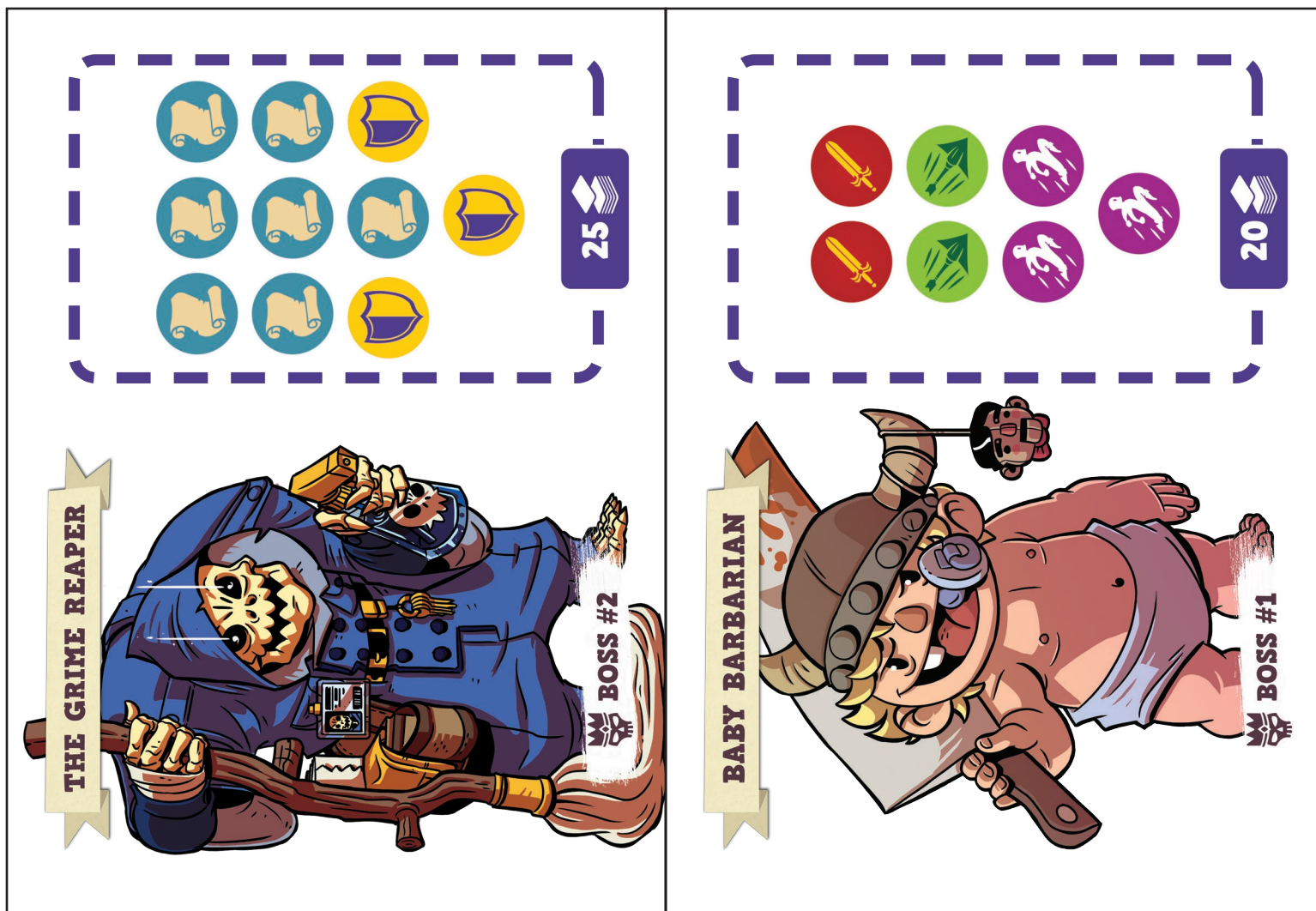


GIANT ENEMY CRAB




Bosses — 7 Mats















ZOLA THE GORGON




BOSS #3

30



A FREAKIN' DRAGON!!!



BOSS #4

35

