

DUNGEON DASH!

A Hero Kids Dungeon Crawl Card Game

A game of treasures and challenges for 2 - 6 daring adventurers

Object of the Game

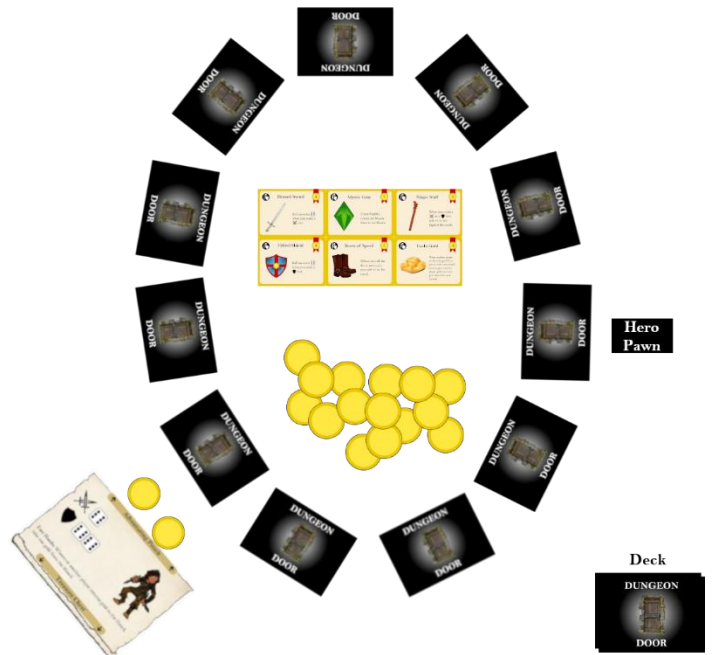
A new dungeon full of treasure has been discovered in Rivenshore, and everyone is racing to see how much gold they can get! Can you grab some gold before everyone else gets to it? Each turn you'll explore the dungeon, possibly uncovering gold...or fierce creatures. The player who has the most valuable treasure and equipment at the end of the game wins!

Equipment You Need

- The game cards – there is a Dungeon Door deck, an Item deck, and a set of Character Cards.
- Four six sided dice
- One pawn to represent the group of heroes - This can be any small token, an RPG miniature, or you can use the one on the provided card.
- 10-15 “gold” chips per player - These can be bingo chips, gaming stones, pennies, or plastic “pirate gold” coins.

Setting Up the Game

1. Set up the Dungeon Door deck. Remove 5 “Lost!” cards if there are 4 or more players. If there are 2 players, remove the following cards from the deck: “Look Over There!” (x2) and “Opportunity” (x3). Then, shuffle the deck.
2. Place 11 of the Dungeon Door cards face-down in a circle in the middle of the table. This circle is called the **Dungeon**.
3. Set the extra dungeon cards off to the side in a dungeon card draw pile.
4. Place a number of chips in the middle of the circle based on the number of players. There should be 10 chips per player. (For a longer game, use 15 chips per player). On the cards, the chips are referred to as **Gold** and this area in the middle of the dungeon is referred to as the **Hoard**.
5. Place the Treasure Item cards in the center of the Dungeon (the Hoard) as well. With 2 or 3 players, put one Fool’s Gold card in the Hoard. With 4 players, put two Fool’s Gold cards in the Hoard. With 5 or more players, use all three Fool’s Gold cards.
6. Place the Hero Pawn next to any of the cards that form the Dungeon.
7. Give each player one of the hero cards. This can be done randomly or the players can choose their hero.
8. Each player takes 2 gold from the Hoard, and places it above their Hero card, in the Adventuring Pouch area.



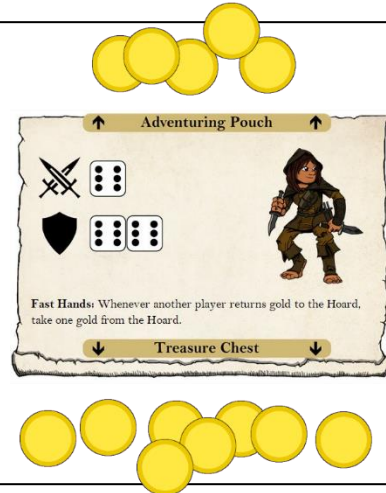
Now you're ready to begin! The youngest player will take the first turn.

Taking a turn

When it's your turn, you're exploring the dungeon, trying to grab as much gold as you can before everyone else gets it. You always have to do these four steps at least once. You might choose to do them several times.

1. Roll one die.
2. Move the hero pawn clockwise that many spaces around the dungeon, as if there's one space next to each card.
3. If the pawn lands on a face down card, turn the card face up and follow the directions on it. If the card is already face up, you Fumble! Follow the Fumble directions below. There are two types of cards and each type is explained fully in the section below. **Important:** *If you get any Gold from the card, keep the chips in the Adventuring Pouch area (above the hero card) during your turn.* See the image to the right.
4. If the card you landed on didn't end your turn (as explained below), you must now choose to repeat these steps **or** end your turn.
5. When your turn ends, you must reset the dungeon. Pick up any face up cards in the dungeon and place them in a discard pile next to the dungeon deck. Fill in the spaces in the dungeon with facedown cards drawn from the dungeon deck. If the dungeon deck runs out, shuffle the discards to re-form the dungeon deck. Continue the game by passing the dice to the player on your left. That player will take a turn exactly as described above.

During your turn and when it is not your turn, any Gold you get is stored above your card, in the **Adventuring Pouch** area. This gold is not safe until you end your turn.



You'll move the Gold to your **Treasure Chest** area below your Hero Card when you end your turn by choice.

How Your Turn Ends

Your turn will eventually end in one of these three ways...

- After carrying out a card's directions, **you can choose to end your turn.** If you end your turn this way, move all Gold from your Pouch area to your Treasure Chest area. That gold is now safe, and you cannot lose it.
- If the hero pawn ever stops next to a card that you already turned face up this turn, you Fumble! This means you tried to go too far or tried to carry too much. **In this case do not follow the directions on the face-up card you stopped next to.** Instead follow the Fumble steps below.
- **Some cards will tell you that your turn ends, or that you Fumble.** When you reveal one of these cards, do exactly what it tells you to and end your turn whether you wanted to or not. If you still have any Gold in your Pouch area after following the directions on the card, move it into your Chest area. That gold is now safe, and you cannot lose it.

Fumble!

When you **Fumble** (either because of a card's directions or because the pawn stops next to a face-up card):

1. You must take all the gold you have in your Adventuring Pouch area and pass it out to the other players. Start with the player to your right, and give one gold per player around the table until it is gone. You may need to go around the table more than once, if you gained a lot of gold during your turn.
2. Your turn ends.

Ending the Game

If you ever need to take gold from the hoard and there is no gold to take, **the game ends immediately.**

Note that the game does not end when the last piece of gold is taken from the Hoard. If there is 3 gold left in the Hoard, and a card tells you to take 3 gold from the Hoard, you will take the last 3 gold from the Hoard, and the game continues. The game only ends if you need to take gold, and there is no gold in the Hoard to take.

When the game ends, count all the gold in both your Adventuring Pouch area and your Treasure Chest area. Include the gold value of any equipment cards you have. The player with the most gold wins! If two or more players are tied, the player with more equipment cards wins. If they are still tied, the players share the victory.

Types of Dungeon Cards



Exploration Cards

Most of the cards in the Dungeon Deck are Exploration cards. These cards have a torch icon in the upper left. They explain everything you need to do when you reveal one. They usually tell you how much gold is gained, lost or passed between players. Here are some important action words for those directions:

- **Take** - When instructed to take gold, it comes from the Hoard (the pile in the center of the table), unless it tells you to take it from another player. If you have to take more gold from the Hoard than it has available, take the remaining gold in the Hoard, and then the game ends. If a card instructs you to take gold from another player, you must take it from their Adventuring Pouch area. If there is not enough gold in their pouch, take what you can from their pouch.
- **Give** - When instructed to give gold to a player, give it from your Adventuring Pouch area. If you have to give to all players, start with the player to your right, and move around the table in that direction. If you don't have enough to give all that's required, give what you can and ignore the rest. The gold you give goes to the other player's Adventuring Pouch area.
- **Lose** - If the card says you lose gold, it is returned to the Hoard. Like giving gold, this comes from your Adventuring Pouch area. If you don't have enough to lose, return what you can and ignore the rest.
- **Pay** - If a card says to pay gold, you may take that gold from your Adventuring Pouch or your Treasure Chest. Paying gold is always optional. Cards that tell you to pay gold can always be ignored, if you do not want to pay any gold.

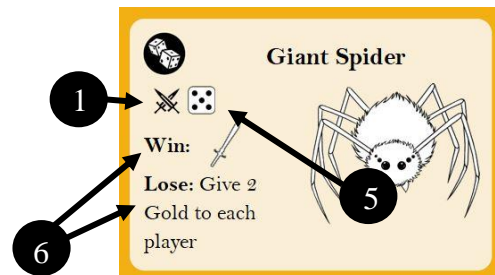


Challenge Cards

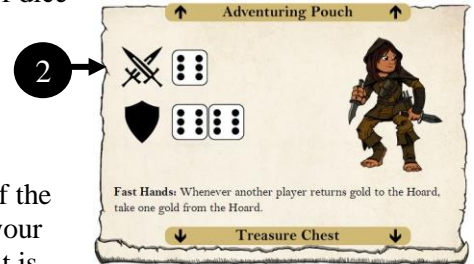
These cards have a dice icon in the upper left corner. They represent an uncertain encounter with creatures, traps or obstacles. You will roll the dice much like you do when playing the Hero Kids RPG to see if you successfully overcome the challenge.

When a challenge card is revealed, follow these steps.

1. Determine if the challenge will involve your hero's **attack** or **defense**. You can tell by the symbol (sword for attack, or shield for defense) on the challenge card. For example, the **Giant Spider** shown at the right has a sword symbol, so you would use your attack.



- Find that same symbol on your hero card, and take the same number of dice as shown on the card. In the example here, there is one die pictured next to the attack symbol, so you would use one die.
- Check any magic item cards you have. Some magic items tell you to use extra dice or add to your roll.
- Roll all the dice you collected from steps 2 and 3.
- Look at the single highest die you rolled and compare it to the value of the die shown on the challenge card (e.g., 5 on the Giant Spider card). If your highest die is **the same number or higher**, you win the challenge. If it is lower than the number on the card, you lose the challenge.



In this example, you will get to roll 1 attack die, and you need to roll a 5 or 6 against the Giant Spider to win. If you're rolling two dice, you do not add the two dice together – you simply use the one with the highest value.

- The challenge card will indicate a **Win** and **Lose** effect. Follow those directions depending on if you won or lost the challenge. Taking, losing, and giving gold works just like it does for exploration cards.

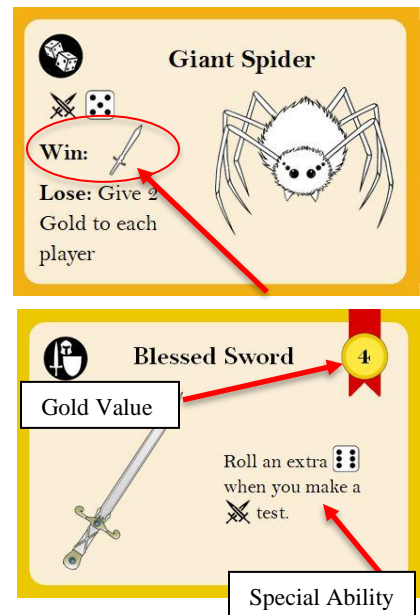


Equipment Cards and Winning items in a Challenge

If the win effect on a challenge card shows an item icon, you can win that item. For example, if you win against the **Giant Spider**, you get the **Blessed Sword**.

When you win an item, take the card from the Hoard, or from another player if someone already has it. Place it next to your hero card. It is not in your Adventuring Pouch or Treasure Chest. Even though items have a gold value, you do not have to give them away if a card ends your turn or if you Fumble. (Except for the Mystic Gem, as explained in its card text.)

In the rare event that you win an item that you already have, you instead take its listed gold value from the Hoard, and place that gold directly into your Treasure Chest area.



Dungeon Card and Character Ability Clarifications

Dungeon Cards and Item Cards

A Hero's Reward: When counting the cards revealed, include the "A Hero's Reward" card.

Dead End: You must resolve the card you land on when you move counterclockwise.

Fool's Gold: This card replaces all the gold you would have given to that player. For example, if you go around the table more than once handing out gold from a Fumble, you will skip that player every time you go around the table. You can give this card even if you did not have any gold in your pouch to give.

Mercenaries: If you only have 1 gold in your pouch, give it to the player on your right. In a two player game, only give 1 gold to the other player.

Secret Room: If there are no items in the Hoard, this card has no effect. The room was empty!

Wandering Merchant: You cannot buy or sell Fool's Gold when you run into the Wandering Merchant.

Character Abilities

Fast Hands: This ability applies to any action that causes another player to put gold back in the Hoard – for example, pay, lose, or the “Lost!” card.

Let’s Try Another Door: When you use this ability, place the new dungeon card on top of the one that you originally revealed. Both cards are discarded at the end of your turn.

Lucky: You may use this ability any time you would roll a die, including for movement and any dungeon cards (e.g., the Magic Chest). If you use this ability to re-roll movement, you must re-roll before moving the hero pawn.

Natural Explorer: Take the gold as soon as you reveal the card, but before you resolve the effect on the card.

Navigator: Decide which direction you will move after you roll the die. You may not change direction in the middle of moving the hero pawn – once you choose a direction, you must move all the spaces in that direction.

Negotiator: This ability only works if another player actually takes gold from you. If a card tells another player to take gold from you, but you have nothing for them to take, this ability does not work.

This game is based on the Hero Kids Role Playing Game for children, created by Justin Halliday.

“Dungeon Dash! The Hero Kids Dungeon Crawl Game” was designed by Mike Petty and Brian Benoit. It’s based on a simple game Mike made years ago and played with his wife and kids. The cards and rules for this game are ©2020 Mike Petty and Brian Benoit.

Monster, hazard, and item artwork was created by Megan Petty, Kendra Petty, and Mike Petty. Icons were sourced from game-icons.net. Some graphics came from Pixabay.com. Character artwork is licensed from Justin Halliday and the Hero Kids Role Playing Game.

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Print this file in duplex—odd pages as fronts, and even pages as backs.

Each character card appears twice; the attack/defense dice and ability is the same on both sides of the card,
but with different character pictures.

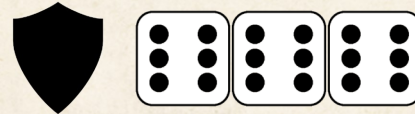
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↑ Adventuring Pouch ↑



↓ Treasure Chest ↓

↑ Adventuring Pouch ↑



↓ Treasure Chest ↓

↑ Adventuring Pouch ↑



Easy Escape: Once per turn, you may ignore a dungeon card you revealed. When you do, you must roll and move again.

↓ Treasure Chest ↓

↑ Adventuring Pouch ↑



Magic Pouch: At the beginning of your turn, you may move up to 2 gold from your Adventuring Pouch to your Treasure Chest.

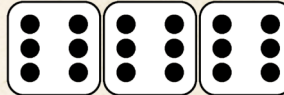
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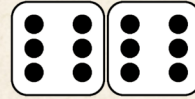
Intimidating: If a dungeon card tells you to take gold from a player, and that player has no gold in their pouch, take that gold from the Hoard instead.



Treasure Chest



Adventuring Pouch



Fast Hands: Whenever another player returns gold to the Hoard, take one gold from the Hoard.



Treasure Chest



Adventuring Pouch



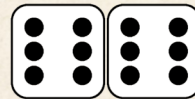
Navigator: You may move counterclockwise when moving the hero pawn around the dungeon.



Treasure Chest



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Negotiator: When another player takes gold from you on their turn, take 1 gold from the Hoard.



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Fast Hands: Whenever another player returns gold to the Hoard, take one gold from the Hoard.



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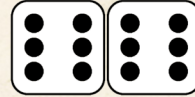
Lucky: Once per turn, you may re-roll any one die.



Treasure Chest



Adventuring Pouch



Natural Explorer: On your turn, take 1 gold from the Hoard for every dungeon card you reveal after the second.



Treasure Chest



Adventuring Pouch



Finders Keepers: When you reveal an Exploration dungeon card that allows other players to take gold from the Hoard, they get no gold, and you may take 2 extra gold.



Treasure Chest



Adventuring Pouch



Let's Try Another Door: Once per turn, you may ignore a dungeon card you revealed. When you do, draw the top card from the dungeon deck, and use that card instead.



Treasure Chest





Adventuring Pouch



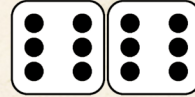
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Adventuring Pouch



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Fast Hands: Whenever another player returns gold to the Hoard, take 1 gold from the Hoard.

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Navigator: You may move counterclockwise when moving the hero pawn around the dungeon.

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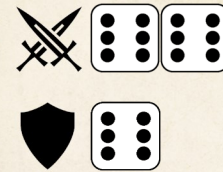
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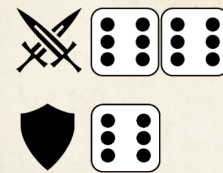
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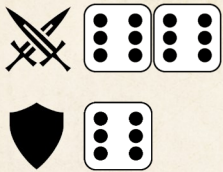
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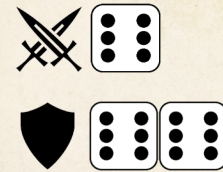
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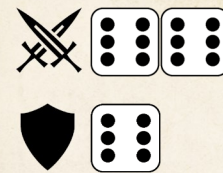
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Fumble!

If you land on a dungeon card that has already been revealed, or if a dungeon card tells you that you fumble, follow the steps below:

1. Take the gold from your Adventuring Pouch, and hand it out to the other players, one gold piece at a time. Start with the player to your right, and continue to move around the table in that direction. Continue until you have no more gold in your Pouch. You may have to go around the table more than once.
2. End your turn.

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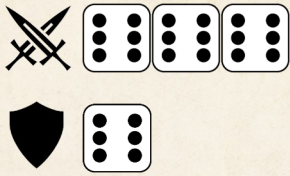
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On Your Turn
You always have to do these four steps at least once. You might choose to do them several times.

1. Roll one die
2. Move the Hero Pawn clockwise around the dungeon
3. If the card you landed on is face down, turn it face up, and do what it says. If it is already face up, you Fumble!
4. If the card you landed on did not end your turn, you must now choose to repeat these steps **or** end your turn. If you end your turn, move your gold from your pouch to your chest.

When your turn ends, reset the Dungeon. Discard face up cards in the Dungeon and fill in the empty spaces with facedown cards drawn from the dungeon deck.

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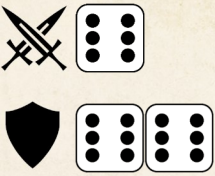
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Easy Escape: Once per turn, you may ignore a dungeon card you revealed. When you do, you must roll and move again.

On Your Turn
You always have to do these four steps at least once. You might choose to do them several times.

1. Roll one die
2. Move the Hero Pawn clockwise around the dungeon
3. If the card you landed on is face down, turn it face up, and do what it says. If it is already face up, you Fumble!
4. If the card you landed on did not end your turn, you must now choose to repeat these steps **or** end your turn. If you end your turn, move your gold from your pouch to your chest.

When your turn ends, reset the Dungeon. Discard face up cards in the Dungeon and fill in the empty spaces with facedown cards drawn from the dungeon deck.

On Your Turn
You always have to do these four steps at least once. You might choose to do them several times.

1. Roll one die
2. Move the Hero Pawn clockwise around the dungeon
3. If the card you landed on is face down, turn it face up, and do what it says. If it is already face up, you Fumble!
4. If the card you landed on did not end your turn, you must now choose to repeat these steps **or** end your turn. If you end your turn, move your gold from your pouch to your chest.

When your turn ends, reset the Dungeon. Discard face up cards in the Dungeon and fill in the empty spaces with facedown cards drawn from the dungeon deck.

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Great Emerald Dragon



Win:

Lose: Fumble!

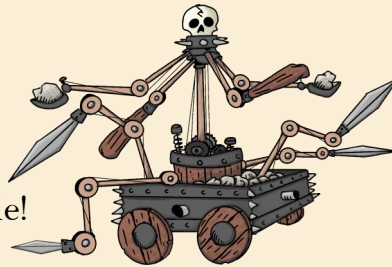


Arcane Clockwork Trap



Win:

Lose: Fumble!



Evil Golem



Win:

Lose: Fumble!

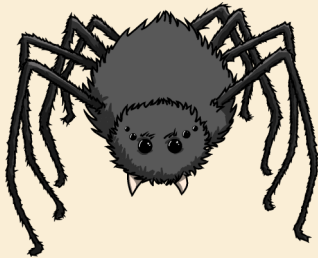


Giant Spider



Win:

Lose: Give 2 gold to each player



Werebeast



Win:

Lose: Lose 3 gold



Werebeast



Win:

Lose: Lose 3 gold



Rat King



Win:

Lose: Lose 4 gold



Rat King



Win:

Lose: Lose 4 gold



Crumbling Bridge



Win:

Lose: Give 2 gold to each player



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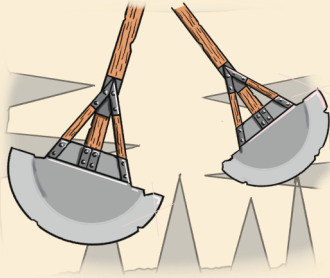
Swinging Blades



Win:



Lose: Fumble!



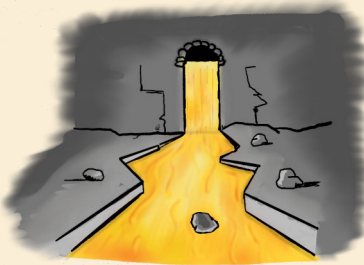
Lava River



Win:



Lose: Lose 3 gold



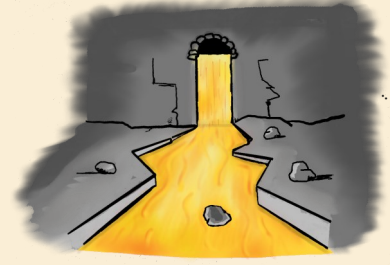
Lava River



Win:



Lose: Lose 3 gold



Poison Dart Trap



Win:



Lose: Lose 4 gold



Poison Dart Trap



Win:



Lose: Lose 4 gold



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Mysterious Room

Roll 2 dice, and add them together.

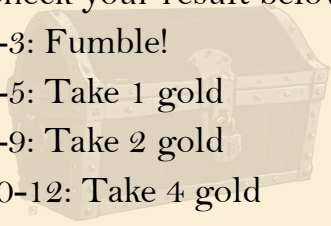
Check your result below.

2-3: Fumble!

4-5: Take 1 gold

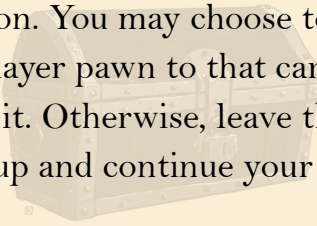
6-9: Take 2 gold

10-12: Take 4 gold



Magical Portal

Reveal any face down card in the dungeon. You may choose to move the player pawn to that card and resolve it. Otherwise, leave that card face up and continue your turn.



Secret Room

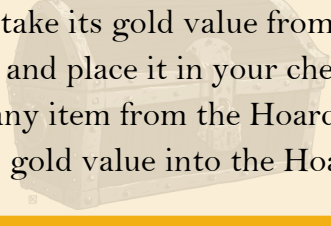
Take one item from the Hoard



Wandering Merchant

You may do one of the following things:

- Return an item you have to the Hoard. Then, take its gold value from the Hoard and place it in your chest.
- Take any item from the Hoard, and pay its gold value into the Hoard.



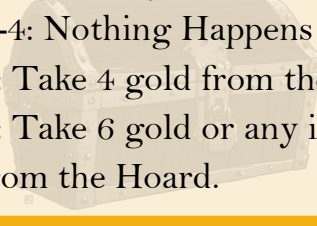
Wishing Well

If you pay 1 gold into the Hoard, roll a die and check your result below:

1-4: Nothing Happens

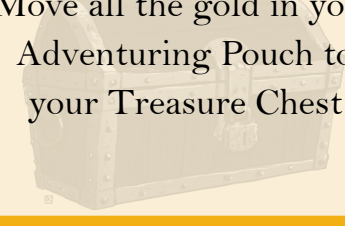
5: Take 4 gold from the Hoard

6: Take 6 gold or any item from the Hoard.



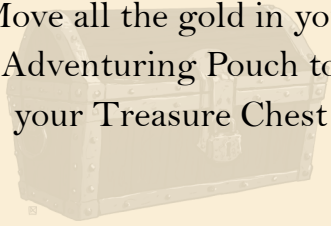
Hidden Exit

Move all the gold in your Adventuring Pouch to your Treasure Chest



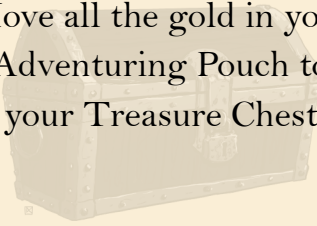
Hidden Exit

Move all the gold in your Adventuring Pouch to your Treasure Chest



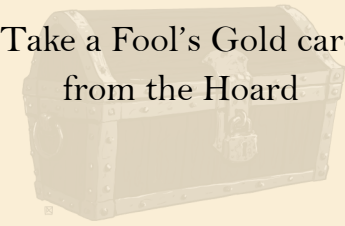
Hidden Exit

Move all the gold in your Adventuring Pouch to your Treasure Chest



Decoy Chest

Take a Fool's Gold card from the Hoard



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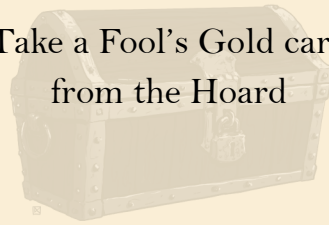
Decoy Chest

Take a Fool's Gold card
from the Hoard



Decoy Chest

Take a Fool's Gold card
from the Hoard



Invisible Gremlins

Fumble!



Small Chest

Take 1 gold from the Hoard



Small Chest

Take 1 gold from the Hoard



Small Chest

Take 1 gold from the Hoard



Small Chest

Take 1 gold from the Hoard



Large Chest

Take 3 gold from the Hoard



Large Chest

Take 3 gold from the Hoard



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Large Chest

Take 3 gold from the Hoard



Large Chest

Take 3 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



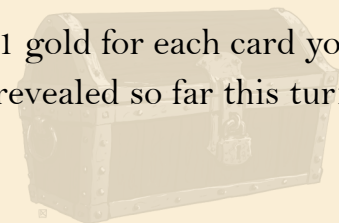
Treasure Chest

Take 2 gold from the Hoard



A Hero's Reward

Take 1 gold for each card you have revealed so far this turn



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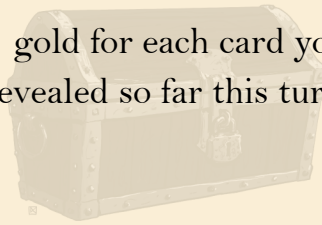


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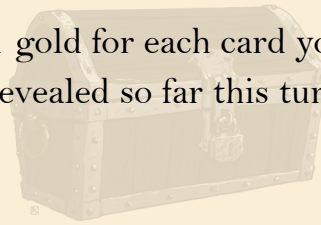
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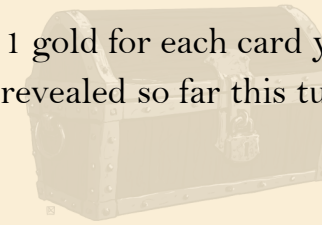
A Hero's Reward

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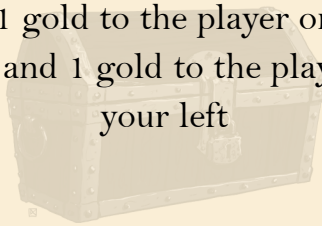
A Hero's Reward

Take 1 gold for each card you have revealed so far this turn



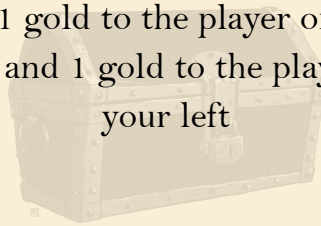
Mercenaries

Give 1 gold to the player on your right and 1 gold to the player on your left



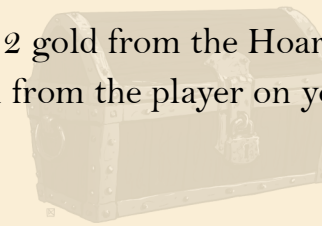
Mercenaries

Give 1 gold to the player on your right and 1 gold to the player on your left



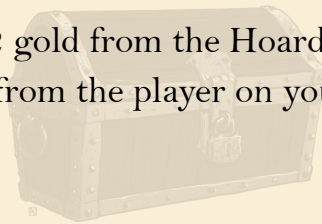
You Go First...

Take 2 gold from the Hoard, and 2 gold from the player on your left



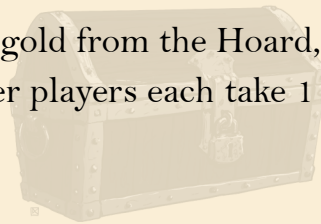
You Go First...

Take 2 gold from the Hoard, and 2 gold from the player on your left



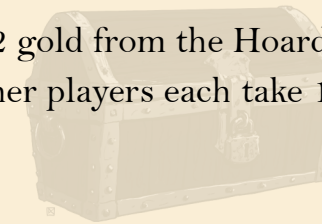
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



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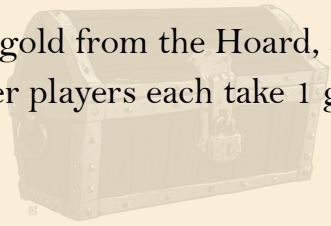


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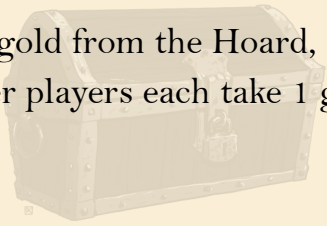
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



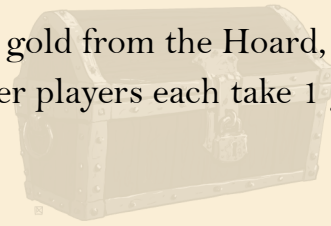
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



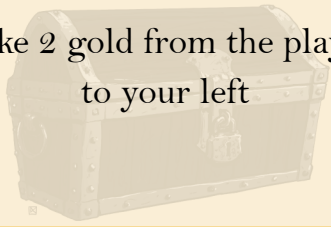
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



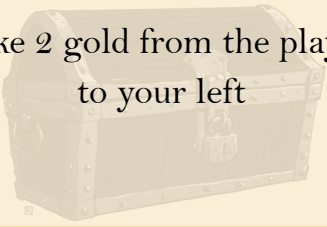
Look Over There!

Take 2 gold from the player to your left



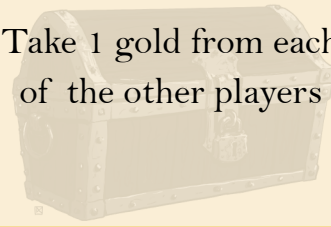
Look Over There!

Take 2 gold from the player to your left



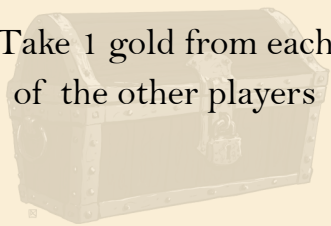
Opportunity

Take 1 gold from each of the other players



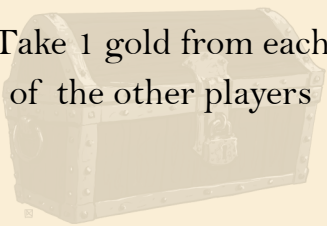
Opportunity

Take 1 gold from each of the other players



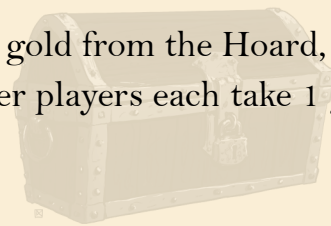
Opportunity

Take 1 gold from each of the other players



Broken Chest

Take 3 gold from the Hoard, and the other players each take 1 gold



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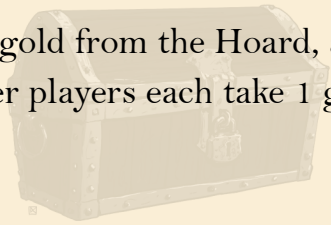


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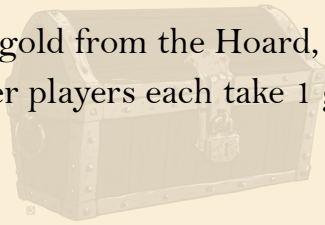
Broken Chest

Take 3 gold from the Hoard, and the other players each take 1 gold



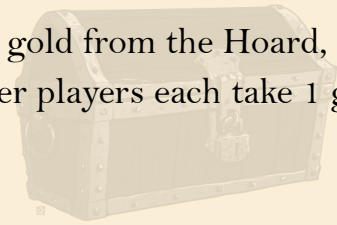
Broken Chest

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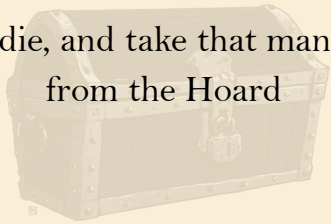
Broken Chest

Take 3 gold from the Hoard, and the other players each take 1 gold



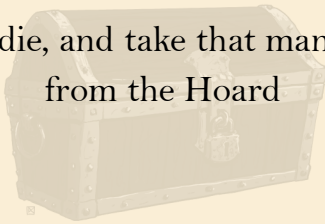
Magic Chest

Roll a die, and take that many gold from the Hoard



Magic Chest

Roll a die, and take that many gold from the Hoard



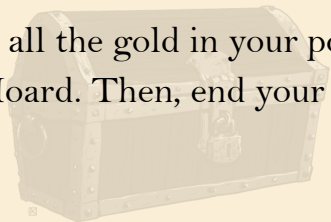
Secret Room

Take one item from the Hoard



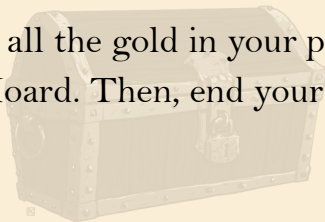
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



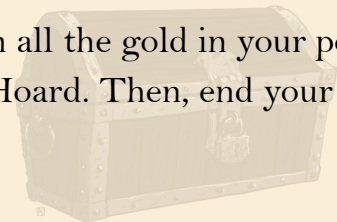
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



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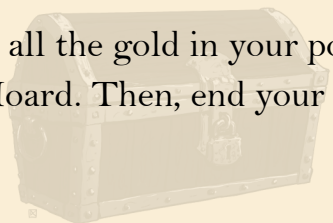


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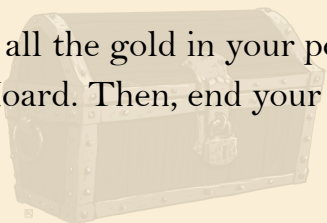
Lost!

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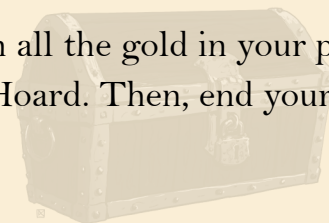
Lost!

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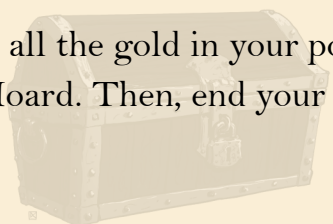
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



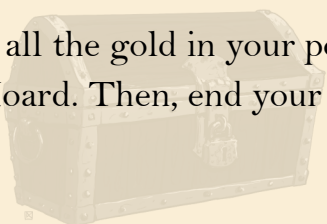
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



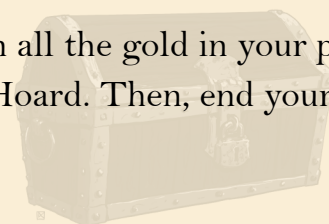
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



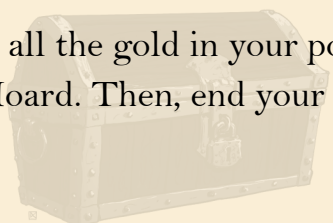
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



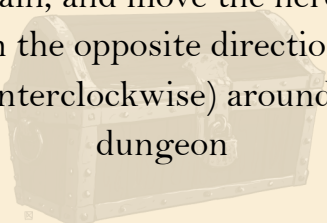
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



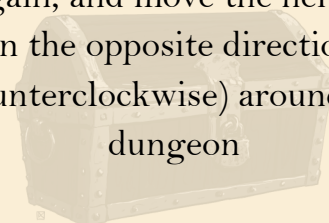
Dead End

Roll again, and move the hero pawn in the opposite direction (counterclockwise) around the dungeon



Dead End

Roll again, and move the hero pawn in the opposite direction (counterclockwise) around the dungeon



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Great Emerald Dragon



Win:

Lose: Fumble!

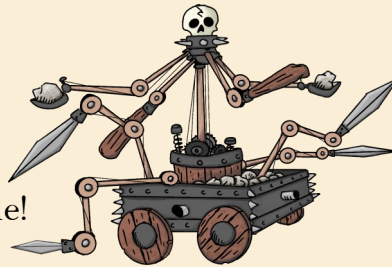


Arcane Clockwork Trap



Win:

Lose: Fumble!



Evil Golem



Win:

Lose: Fumble!

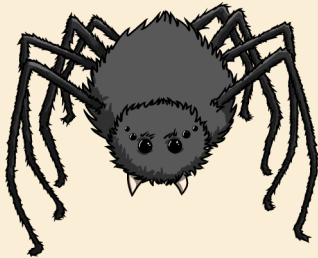


Giant Spider



Win:

Lose: Give 2 gold to each player



Werebeast



Win:

Lose: Lose 3 gold



Werebeast



Win:

Lose: Lose 3 gold



Rat King



Win:

Lose: Lose 4 gold



Rat King



Win:

Lose: Lose 4 gold



Crumbling Bridge



Win:

Lose: Give 2 gold to each player





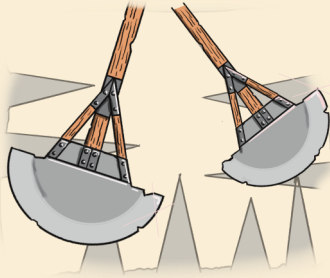
Swinging Blades



Win:



Lose: Fumble!



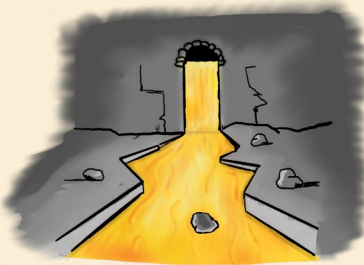
Lava River



Win:



Lose: Lose 3 gold



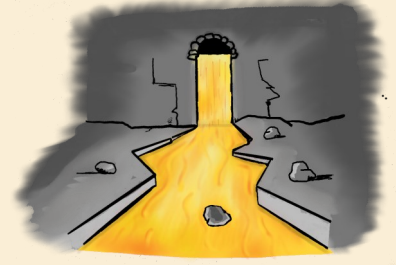
Lava River



Win:



Lose: Lose 3 gold



Poison Dart Trap



Win:



Lose: Lose 4 gold



Poison Dart Trap



Win:



Lose: Lose 4 gold





Mysterious Room

Roll 2 dice, and add them together.

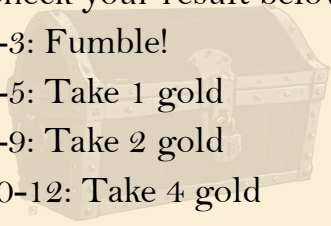
Check your result below.

2-3: Fumble!

4-5: Take 1 gold

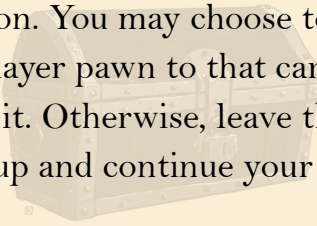
6-9: Take 2 gold

10-12: Take 4 gold



Magical Portal

Reveal any face down card in the dungeon. You may choose to move the player pawn to that card and resolve it. Otherwise, leave that card face up and continue your turn.



Secret Room

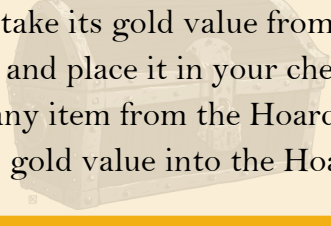
Take one item from the Hoard



Wandering Merchant

You may do one of the following things:

- Return an item you have to the Hoard. Then, take its gold value from the Hoard and place it in your chest.
- Take any item from the Hoard, and pay its gold value into the Hoard.



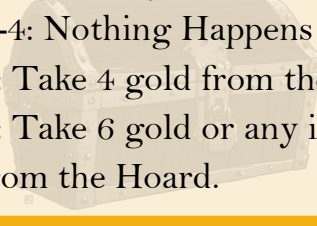
Wishing Well

If you pay 1 gold into the Hoard, roll a die and check your result below:

1-4: Nothing Happens

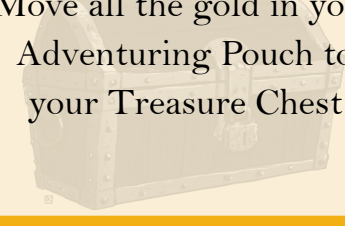
5: Take 4 gold from the Hoard

6: Take 6 gold or any item from the Hoard.



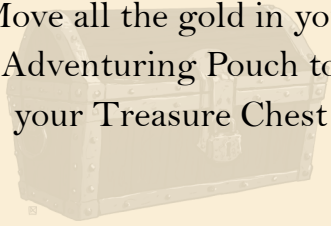
Hidden Exit

Move all the gold in your Adventuring Pouch to your Treasure Chest



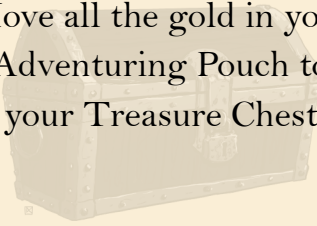
Hidden Exit

Move all the gold in your Adventuring Pouch to your Treasure Chest



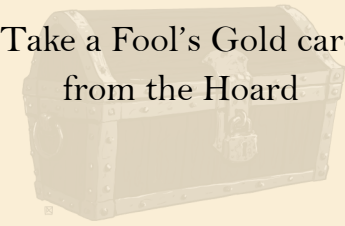
Hidden Exit

Move all the gold in your Adventuring Pouch to your Treasure Chest



Decoy Chest

Take a Fool's Gold card from the Hoard





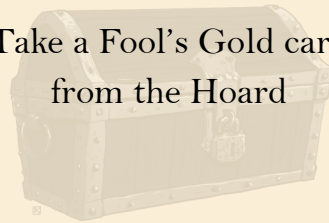
Decoy Chest

Take a Fool's Gold card
from the Hoard



Decoy Chest

Take a Fool's Gold card
from the Hoard



Invisible Gremlins

Fumble!



Small Chest

Take 1 gold from the Hoard



Small Chest

Take 1 gold from the Hoard



Small Chest

Take 1 gold from the Hoard



Small Chest

Take 1 gold from the Hoard



Large Chest

Take 3 gold from the Hoard



Large Chest

Take 3 gold from the Hoard





Large Chest

Take 3 gold from the Hoard



Large Chest

Take 3 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



Treasure Chest

Take 2 gold from the Hoard



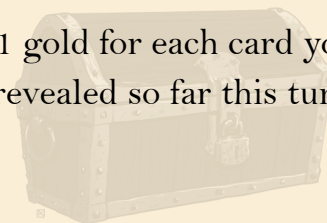
Treasure Chest

Take 2 gold from the Hoard



A Hero's Reward

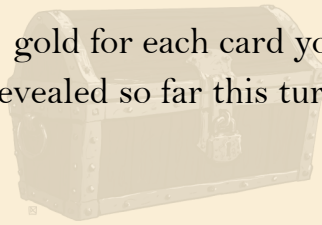
Take 1 gold for each card you have revealed so far this turn





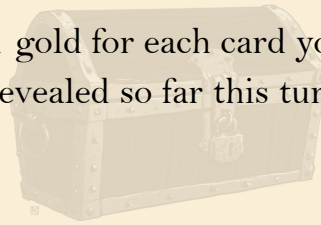
A Hero's Reward

Take 1 gold for each card you have revealed so far this turn



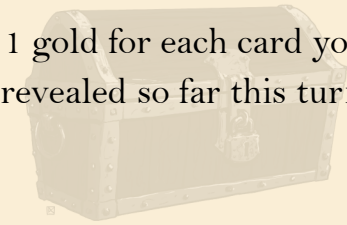
A Hero's Reward

Take 1 gold for each card you have revealed so far this turn



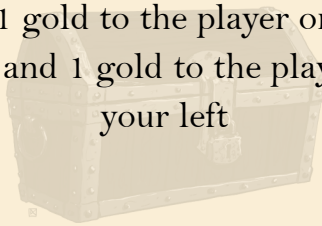
A Hero's Reward

Take 1 gold for each card you have revealed so far this turn



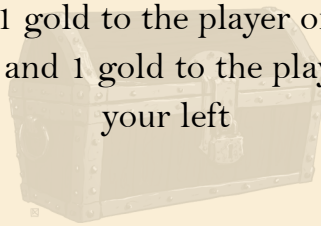
Mercenaries

Give 1 gold to the player on your right and 1 gold to the player on your left



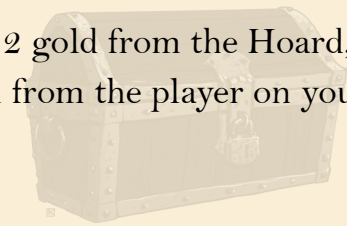
Mercenaries

Give 1 gold to the player on your right and 1 gold to the player on your left



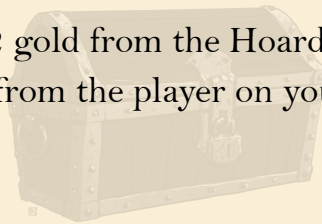
You Go First...

Take 2 gold from the Hoard, and 2 gold from the player on your left



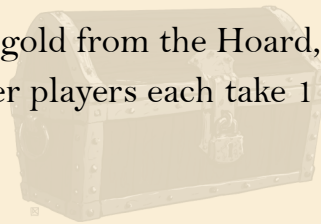
You Go First...

Take 2 gold from the Hoard, and 2 gold from the player on your left



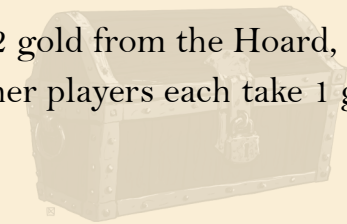
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



Scattered Gold

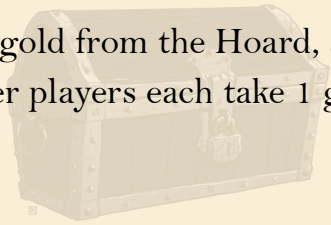
Take 2 gold from the Hoard, and the other players each take 1 gold





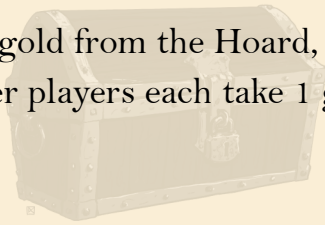
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



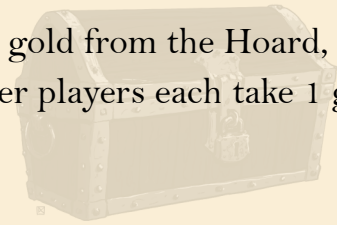
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



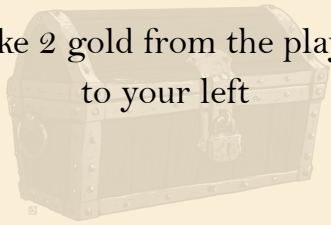
Scattered Gold

Take 2 gold from the Hoard, and the other players each take 1 gold



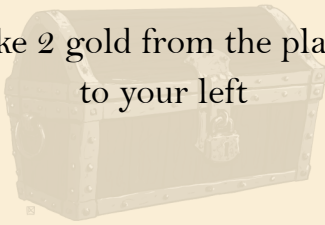
Look Over There!

Take 2 gold from the player to your left



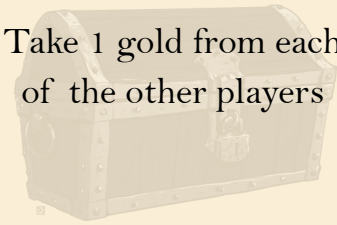
Look Over There!

Take 2 gold from the player to your left



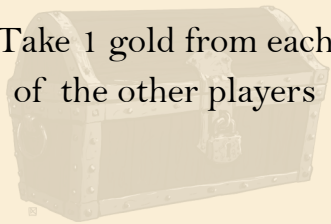
Opportunity

Take 1 gold from each of the other players



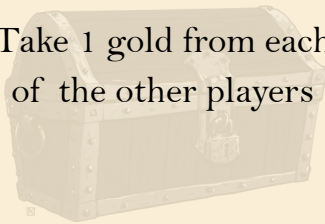
Opportunity

Take 1 gold from each of the other players



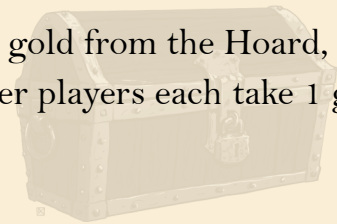
Opportunity

Take 1 gold from each of the other players



Broken Chest

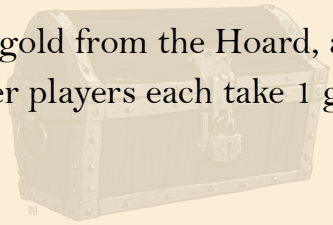
Take 3 gold from the Hoard, and the other players each take 1 gold





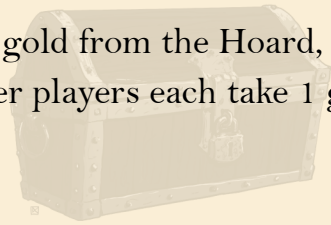
Broken Chest

Take 3 gold from the Hoard, and the other players each take 1 gold



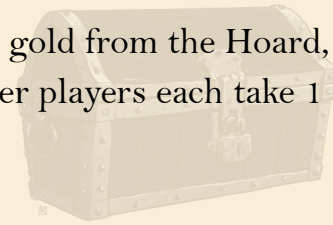
Broken Chest

Take 3 gold from the Hoard, and the other players each take 1 gold



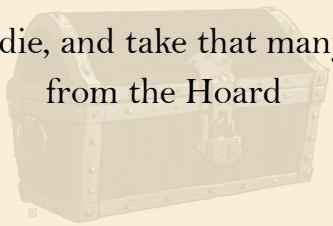
Broken Chest

Take 3 gold from the Hoard, and the other players each take 1 gold



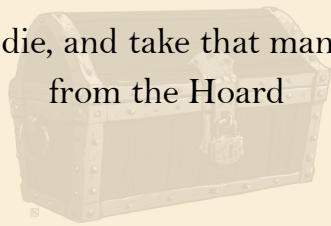
Magic Chest

Roll a die, and take that many gold from the Hoard



Magic Chest

Roll a die, and take that many gold from the Hoard



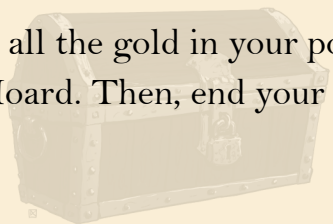
Secret Room

Take one item from the Hoard



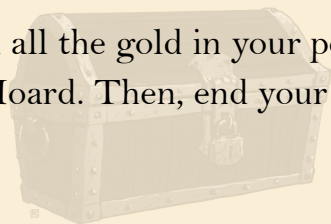
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



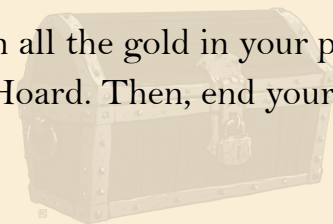
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



Lost!

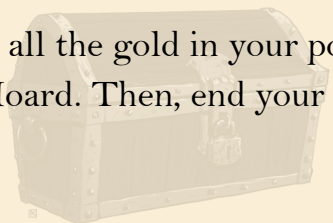
Return all the gold in your pouch to the Hoard. Then, end your turn.





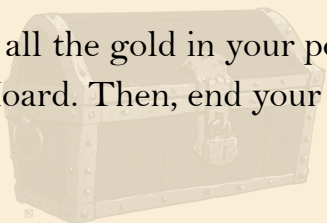
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



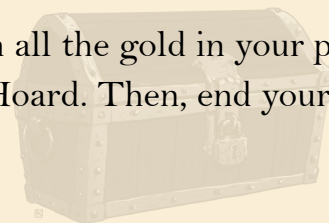
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



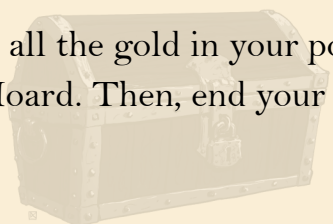
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



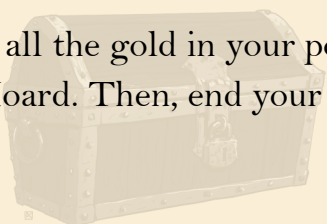
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



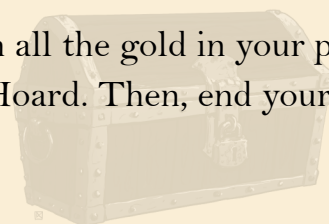
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



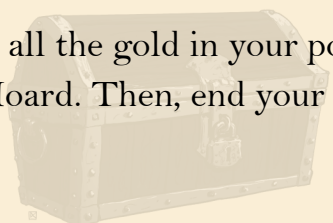
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



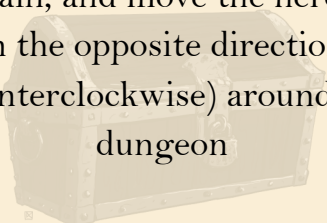
Lost!

Return all the gold in your pouch to the Hoard. Then, end your turn.



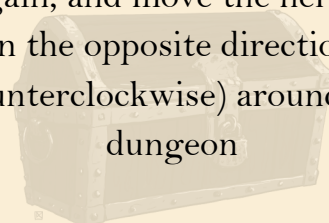
Dead End

Roll again, and move the hero pawn in the opposite direction (counterclockwise) around the dungeon



Dead End

Roll again, and move the hero pawn in the opposite direction (counterclockwise) around the dungeon



TREASURE



ITEM

TREASURE



ITEM

TREASURE



ITEM

TREASURE



ITEM

TREASURE



ITEM

TREASURE



ITEM

TREASURE



ITEM

TREASURE

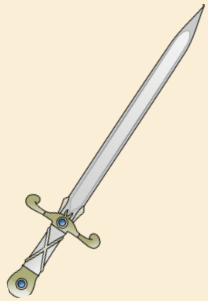




ITEM



Blessed Sword

4

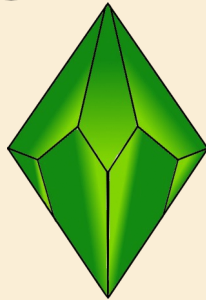


Roll an extra  when you make a  test.



Mystic Gem

7





If you Fumble, return the Mystic Gem to the Hoard.



Magic Staff

3

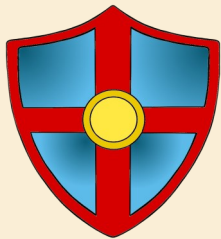




When you make a  or a  test, add +1 to the highest die result.



Fabled Shield

4



Roll an extra  when you make a  test.



Boots of Speed

5



When you roll the die to move, you may add +1 to the result.



Fool's Gold

-2



When another player would take gold from you or when you would have to give another player gold, you may give them this card instead.



Fool's Gold

-2



When another player would take gold from you or when you would have to give another player gold, you may give them this card instead.



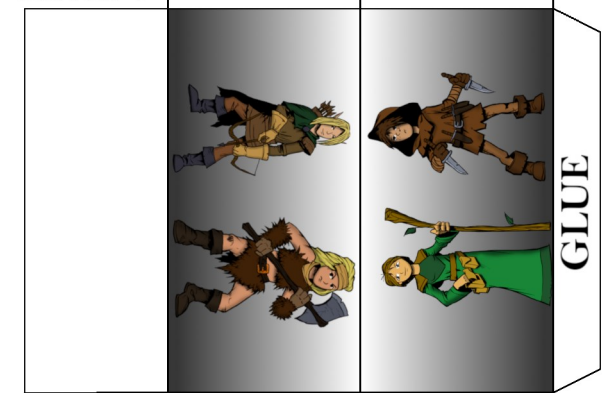
Fool's Gold

-2



When another player would take gold from you or when you would have to give another player gold, you may give them this card instead.

Score 3 lines -->



Player Pawn

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON

DOOR



DUNGEON