



TRAP DOOR



Event

Move your character to the Dungeon Entrance or any faceup Dungeon Door, then lose 1 life.

1



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DARK DENIZENS



Event

For 3 rounds following this turn, whenever a character is instructed to draw Adventure Cards, they must draw Dungeon Cards instead.

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1



TINKER FORGE



Place

Gain 2 gold, but you must miss your next turn if your Craft is less than 6.

6



CHEST



Object

You may roll 1 die to open the Chest. If the result is less than or equal to your Craft, gain 2 gold, otherwise you are jabbed by a poisoned needle and lose 2 life. Then discard the Chest.

5



GAUNTLET OF MIGHT



Magic Object

Add 1 to your Strength
during battle.

5



BOOK OF DIABLERIE



Magic Object

No good character may have the Book of Diablerie.

Add 1 to your Craft.

Once during your turn, you may discard 1 Follower to gain 1 Spell.

5



MINER



Follower

The Miner will carry an extra 2 Objects for you if you pay him 2 gold, otherwise discard him. If you lose the Miner, leave any surplus Objects of your choice in the space you are in.

5



SISTER OF FATE



Stranger

The Sister of Fate will replenish 1 fate per visit for any character landing here, free of charge.

4



DUNGEON KEEPER



Stranger

Place all of your Followers on this card. The Dungeon Keeper will sell any Followers here for 2 gold each. He moves on to the discard pile when there are no Followers on his card.

4



VAMPIRE PRINCE



Enemy - Undead

CRAFT: 16

If you are defeated, in addition to losing 1 life, he will kill 1 of your Followers at random. If you have none, you lose 2 additional life instead.

3



TOMB WARDEN



Enemy - Spirit

CRAFT: 9

If you defeat the Tomb Warden, gain a Talisman or 3 gold, but you must discard it instead of taking it as a trophy.

3



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3



SPIRIT OF VENGEANCE



Enemy - Spirit

CRAFT: 9

If you are defeated, in addition to losing 1 life, the Spirit becomes a ***Cursed*** Follower. Whenever you land on a character, you must attack them. If you win, you may force them to take the Spirit instead of your normal reward.

3



SERVANT OF DARKNESS



Enemy - Cultist

CRAFT: 5

A servant of the Lord of Darkness has claimed this area for his master.

3



SERVANT OF DARKNESS



Enemy - Cultist

CRAFT: 5

A servant of the Lord of Darkness has claimed this area for his master.

3



RUNE DANCER



Enemy - Spirit

CRAFT: 11

If you defeat the Rune Dancer, you may gain your full complement of Spells.

3



RUNE DANCER



Enemy - Spirit

CRAFT: 11

If you defeat the Rune Dancer, you may gain your full complement of Spells.

3



PHANTOM HOUND



Enemy - Spirit

CRAFT: 5

A Phantom Hound is hunting in this area.

3



PHANTOM HOUND



Enemy - Spirit

CRAFT: 5

A Phantom Hound is hunting in this area.

3



NIGHT MARE



Enemy - Spirit

CRAFT: 7

A terrible Night Mare
haunts this area

3



NIGHT MARE



Enemy - Spirit

CRAFT: 7

A terrible Night Mare
haunts this area

3



DEATH KNIGHT



Enemy - Spirit

CRAFT: 10

A baneful Death Knight
is challenging everyone
in this area.

3



DEATH KNIGHT



Enemy - Spirit

CRAFT: 10

A baneful Death Knight
is challenging everyone
in this area.

3



DARK ACOLYTE



Enemy - Cultist

CRAFT: 6

A Dark Acolyte is performing an evil ritual in this area.

3



DARK ACOLYTE



Enemy - Cultist

CRAFT: 6

A Dark Acolyte is performing an evil ritual in this area.

3



BLACK ELF



Enemy - Outlaw

CRAFT: 5

If you are defeated, in addition to losing 1 life, you must miss your next turn.

3



BLACK ELF



Enemy - Outlaw

CRAFT: 5

If you are defeated, in addition to losing 1 life, you must miss your next turn.

3



UMBRA SPIDER



Enemy - Animal

STRENGTH: 6

An Umbra Spider is
infesting this area.

2



UMBRA SPIDER



Enemy - Animal

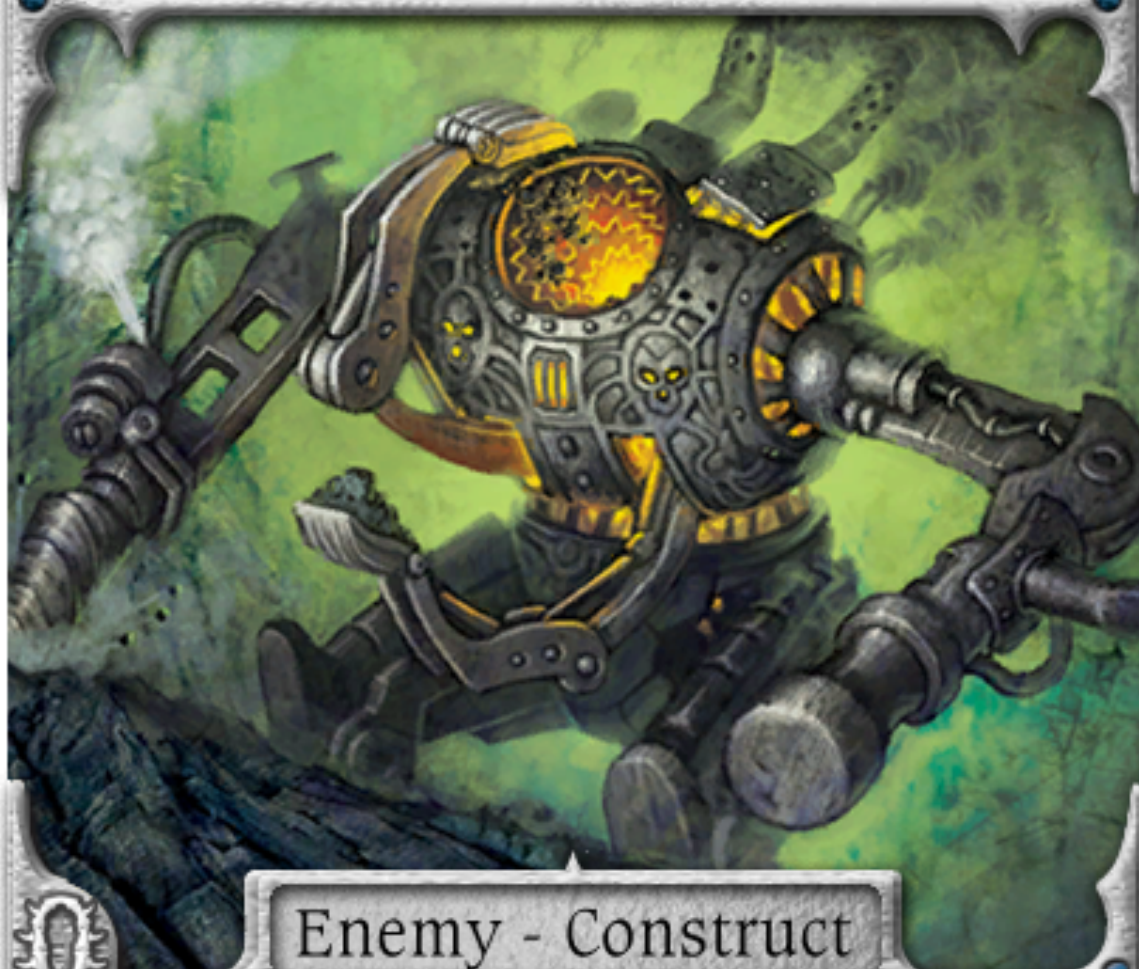
STRENGTH: 6

An Umbra Spider is infesting this area.

2



GRINDER



Enemy - Construct

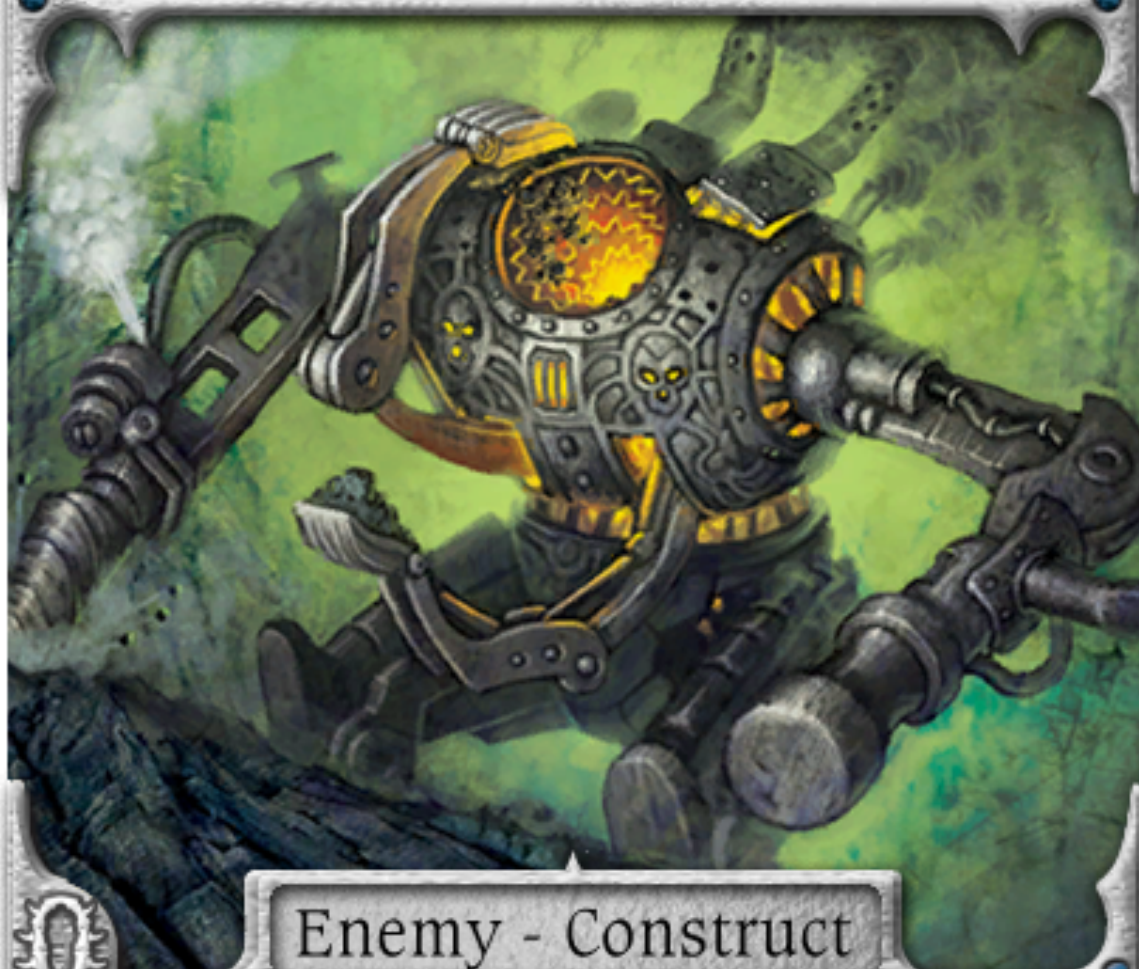
STRENGTH: 7

A mindless Grinder runs amok in this area.

2



GRINDER



Enemy - Construct

STRENGTH: 7

A mindless Grinder runs amok in this area.

2



GOBLIN TUNNELER



Enemy - Monster

STRENGTH: 6

If you defeat the Goblin, on your next turn you may move to any Tunnel space in the Dungeon instead of taking your normal move.

2



GOBLIN TUNNELER



Enemy - Monster

STRENGTH: 6

If you defeat the Goblin, on your next turn you may move to any Tunnel space in the Dungeon instead of taking your normal move.

2



GOBLIN SNIPER



Enemy - Monster

STRENGTH: 4

A Goblin Sniper lurks in the darkness. Roll 1 die. If the result is higher than your Craft, you cannot roll a die for your attack roll.

2



GOBLIN SNIPER



Enemy - Monster

STRENGTH: 4

A Goblin Sniper lurks in the darkness. Roll 1 die. If the result is higher than your Craft, you cannot roll a die for your attack roll.

2



GOBLIN MARAUDERS



Enemy - Monster

STRENGTH: 11

Goblin Marauders are
overwhelming this area.

2



GOBLIN KING



Enemy - Monster

STRENGTH: 8

Add 2 to the Goblin King's Strength during battle for all other faceup Enemies that have the word "Goblin" or "Hobgoblin" in their title, in all Regions.

2



GNOLL



Enemy - Monster

STRENGTH: 5

A snarling Gnoll roves through this area.

2



GNOLL



Enemy - Monster

STRENGTH: 5

A snarling Gnoll roves through this area.

2



GNOLL



Enemy - Monster

STRENGTH: 5

A snarling Gnoll roves through this area.

2



GIANT WORM



Enemy - Animal

STRENGTH: 6

If you are defeated, in addition to losing 1 life, you fall into its burrow and land on the Dungeon Entrance.

2



GIANT WORM



Enemy - Animal

STRENGTH: 6

If you are defeated, in addition to losing 1 life, you fall into its burrow and land on the Dungeon Entrance.

2



GIANT RAT



Enemy - Animal

STRENGTH: 5
A Giant Rat lurks
in this area.

2



GIANT RAT



Enemy - Animal

STRENGTH: 5
A Giant Rat lurks
in this area.

2



GIANT RAT



Enemy - Animal

STRENGTH: 5
A Giant Rat lurks
in this area.

2



GIANT BEETLE



Enemy - Animal

STRENGTH: 9

If you are defeated, in addition to losing 1 life, it will kill 1 of your Followers at random. If you have none you must lose 1 additional life instead.

2



GIANT BEETLE



Enemy - Animal

STRENGTH: 9

If you are defeated, in addition to losing 1 life, it will kill 1 of your Followers at random. If you have none you must lose 1 additional life instead.

2



COLOSSAL OGRE



Enemy - Monster

STRENGTH: 19

If you are defeated, in addition to losing 1 life, you must miss your next turn.

2



CAVE GOBLIN



Enemy - Monster

STRENGTH: 4

A foul Cave Goblin
rummages through
this area.

2



CAVE GOBLIN



Enemy - Monster

STRENGTH: 4

A foul Cave Goblin
rummages through
this area.

2



CAVE GOBLIN



Enemy - Monster

STRENGTH: 4

A foul Cave Goblin
rummages through
this area.

2



BRONZE DRAGON



Enemy - Dragon

STRENGTH: 10

Breath Attack

Roll 1 die. If the result is equal to or higher than your Strength you must miss your next turn.

2



BLOODROOT



Enemy - Monster

STRENGTH: 5

If you kill the Bloodroot,
you may heal 1 life.

2



BATTLE HULK



Enemy - Construct

STRENGTH: 10

The Battle Hulk
cannot be evaded.

2



BATTLE HULK



Enemy - Construct

STRENGTH: 10

The Battle Hulk
cannot be evaded.

2



LONE DWARF



Event

Roll 1 die: 1-2) Attacks you with a Strength of 6, 3) Move backwards 2 spaces, 4) Lose 1 gold, 5) Gain 1 gold, 6) Take as a Follower that adds 2 to your result at the Treasure Chamber.

1



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CRYPT KEEPER



Enemy - Spirit

CRAFT: 8

If you kill the Crypt Keeper you may search his tomb. Draw the top 5 Adventure Cards and take 1 Object of your choice. Discard the remaining cards.

3



MISER DRAGON



Enemy - Dragon

STRENGTH: 11

If you kill the Miser Dragon,
you loot its hoard; roll 1 die
and gain that much gold.

2



GOBLIN TRAPSMITH



Enemy - Monster

STRENGTH: 3

A Goblin Trapsmith uses his net to entangle his victims. You must roll 1 extra die for your attack roll and use the lowest result.

2



CAVE TROLL



Enemy - Monster

STRENGTH: 9

If you defeat the Cave Troll, roll 1 die. If you roll a 1 or 2, the foul thing regenerates and the attack counts as a stand-off.

2



CAVE TROLL



Enemy - Monster

STRENGTH: 9

If you defeat the Cave Troll, roll 1 die. If you roll a 1 or 2, the foul thing regenerates and the attack counts as a stand-off.

2



SHADOW



Enemy - Spirit

CRAFT: 5

A Shadow is lurking in the dark corners of this area.

3



HOBGOBLIN



Enemy - Monster

STRENGTH: 6

A brutal Hobgoblin is stalking this area.

2



LORD OF DARKNESS



Region Guardian

STRENGTH/CRAFT: 14

If you win, gain 1 Treasure Card. Whether you win or lose, subtract the Lord of Darkness' attack score from your attack score to see where you emerge.





SUMMONING CIRCLE



Region Space

Move the closest Enemy in the Dungeon to this space. If there are none, draw 2 cards instead. Any Enemies must be encountered, all other cards are discarded.





TOTEM STAFF



Magic Object

You may hold 1 more Spell
than your Craft allows.


Once during your turn,
you may discard 1
trophy to heal 1 life.

5



CLOAK OF FEATHERS



 Magic Object

Whenever you pay a fate to reroll the die for your move, you may replenish 1 fate.

Instead of rolling the die for your movement, you may discard the Cloak of Feathers to teleport to any space in the same Region.

5