

AMPELOSAURUS



Enemy - Animal

STRENGTH: 8
The Ampelosaurus will not attack you, but you may attack it. If you defeat the Ampelosaurus, roll 1 die. On a 4+, it's heavy armour protects it and the battle becomes a stand-off instead.

2

ANIMARAPTOR



Enemy - Spirit

CRAFT: 3
You may evade the Animaraptor by discarding a Spell. If it defeats you, you must discard an Spell, as well as losing a life.

3

ANKYLOSAURUS



Enemy - Animal

STRENGTH: 5
If you defeat the Ankylosaurus, roll 1 die. On a 4+, its tough armour protects it and the battle becomes a stand-off instead.

2

AURORASAUR



Enemy - Elemental

CRAFT: 8
When revealed, place the Glacier Terrain on the Hills of your choice, then move the Aurorasaur there.

3

AWAKENED FOSSIL




Event

The old bones of the earth have come to life! You must encounter the bottom most Enemy in the Hidden Valley discard. For this encounter, it adds 2 to its attack roll and is considered Undead. If you do not defeat it, its old bones crumble to dust and it is discarded.

1

AZHDARCHO RIDER



Stranger

The Azhdarcho Rider offers you a ride in his travels. If you accept, move to the City, Village, Tavern, Temple, Castle or Hidden Valley. Then, even if you do not accept, move the Azhdarcho Rider to one of those spaces as he moves on with or without you.

4

BALANCE POTION



Magic Object

Trinket
You may drink the Balance Potion at any time. Gain 1 Strength or 1 Craft, whichever is lower. If they are equal, gain 1 of each. Then discard the Balance Potion.

5

BATTLE REX



Follower

Steed
The Battle Rex may add 7 to your Strength in battle.
After you use the Battle Rex, you must discard it or a trophy.

5

BEELZEBUFO



Enemy - Demon

CRAFT: 4
A slimy Beelzebufo wallows in the valley. If it defeats you, your are turned into a Toad for 3 turns. While it is your trophy, you cannot be turned into a Toad.

3

BLOWGUN



Object

Weapon
Before battle, roll 1 die. If you roll less than your Craft, the creature or character may not add their attack die to their attack score. You may not do this when another character attacks you. When you use the Blowgun, you must either discard a gold or the Blowgun.

5

BLOWGUN



Object

Weapon
Before battle, roll 1 die. If you roll less than your Craft, the creature or character may not add their attack die to their attack score. You may not do this when another character attacks you. When you use the Blowgun, you must either discard a gold or the Blowgun.

5

BRACHIOSAURUS



Enemy - Animal

STRENGTH: 8
The Brachiosaurus will not attack you, but you may attack it. It will remain here until killed.

2

BRONTOSAUR EGG



Object

Egg
You may discard the Brontosaurus Egg at the City or Castle to gain 5 gold or at any time to take a Brontosaurus from the discard pile, if available.

5

BRONTOSAURUS



Follower

Draft
The Brontosaurus can carry an unlimited number of Objects for you.
The Brontosaurus counts as four Followers. If an effect requires you to roll for each of your Followers, roll for the Brontosaurus four times.

5

CELESTITE WARBLADE



Magic Object

Weapon
Add 2 to your Strength in battle, plus an additional 2 if there are no other Enemies of that type on the board.

5

CERATOPSIAN EGG



Object

Egg
You may discard the Ceratopsian Egg at the City or Castle to gain 3 gold or at any time to take a Styracosaurus from the discard pile, if available.

5

CERATOPSIAN EGG



Object

Egg
You may discard the Ceratopsian Egg at the City or Castle to gain 3 gold or at any time to take a Styracosaurus from the discard pile, if available.

5

CERBEROTAURUS



Enemy - Demon

CRAFT: 4
If you do not have a Talisman, the Cerberotaurus adds 3 to its attack roll. If it is your trophy, discard it to roll 1 fewer dice at the Portal of Power.

3

CLEVER GIRL



Follower

When you encounter two or more Enemies in the same space, Clever Girl will distract one for you to evade.

5

DEINOSUCHUS



Event

A giant Deinonychus erupts from the river. Either discard a trophy, kill a Follower or be killed!

1

DIABLOCERATOPS



Enemy - Demon

CRAFT: 5
While the Diabloceratops is your trophy, when you are instructed to draw a Adventure cards, you must draw from the Hidden Valley deck.

3

DINOSAUR OASIS




Event

A large herd of dinosaurs has migrated across the desert and made their home in the Oasis. Place an Animal from the Hidden Valley discard pile and the Hidden Valley Terrain on the Oasis.

1

DINOSAUR TOURNEY




Event

Game
A village on the outskirts of the Hidden Valley is hosting a tourney. All characters with a **Steed** from the Hidden Valley may participate. Each rolls 1 die. Whoever rolls highest may claim an Object from the Hidden Valley discard pile.

1

DINOSAUR TOURNEY



Event

Game
A village on the outskirts of the Hidden Valley is hosting a tourney. All characters with a **Steed** from the Hidden Valley may participate. Each rolls 1 die. Whoever rolls highest may claim an Object from the Hidden Valley discard pile.

1

DRACOREX



Enemy - Dragon

STRENGTH: 7
An Dracorex rampages through this area. If you do not defeat it, discard one other card from this space.

2

DROUGHT



Lunar Event

When revealed, flip the Time Card to Day.
Characters may cross the River as part of their move as though the spaces were adjacent. When a character ends their move on a space that instructs them to draw a card, they must lose a life as if in the Desert.
Discard this card when Night falls.

1

ERRANT SAURIAN



Follower

An exiled Saurian seeks to establish balance. If your Strength is equal to your Craft, he will join you as a Follower, adding 2 to both. If your Strength and Craft are not equal at the end of your turn, you must ditch the Errant Saurian.

5

FOSSIL AMALGAM



Enemy - Undead

CRAFT: ?
The Fossil Amalgam's Craft is equal to the highest Craft in the Hidden Valley discard pile. If you win, gain 1 Craft and discard the Fossil Amalgam.

3

FOSSIL DRAGON



Enemy - Dragon

CRAFT: 7
Before you engage the Dragon, it makes a **breath attack**. Roll 1 die. If you roll 1 or 2, all of your trophies turn to stone and must be discarded.

3

FOSSIL RAPTORS



Enemy - Undead

CRAFT: 4
The Fossil Raptors roll 2 dice in psychic combat and use the highest result. They will remain here until killed.

3

GEOCHRONOGRAPH



Place

The Geochronograph calculates precisely where and when an Event will occur. You may choose an Event from any discard pile and place it face up on any space without a character or a face up Event. The next character to land on that space must encounter the Event.

6

GOLDEN CAVERNS



Place

Trail
Roll 1 die to explore the **Trail**:
1) Cave in! Discard this card. You are killed!
2-3) Encounter this space again on your next turn.
4-5) Take an Object from any discard pile.
6) On your next turn, move to the Warlock's Cave or the Valley of Fire.

6

GUARDIAN GATE



Place

Trail
Roll 1 die to explore the **Trail**, adding 1 to your roll if you have a Talisman:
1-3) Attacked by a Guardian Spirit with Craft 7!
4) Gain 1 Strength.
5) Gain 1 Craft.
6) On your next turn, move to the Plain of Peril.

6

HORN OF KYGORE



Magic Object

Whenever you are instructed to draw Adventure Cards, you may draw from the Hidden Valley deck. If you do not draw an Enemy, move the closest Enemy of your choice in your Region to your space.

5

HYDROSTEGAS



Enemy - Elemental

CRAFT: 5
If you defeat the Hydrostegas, the attack counts as a stand-off unless your win by 3 or more.

3

IDOL



Place

The Idol will remain here for the rest of the game. Roll 2 dice and pray here with the same results as at the Temple. If you are enslaved, remain on this space until you roll a 4, 5, or a 6 for your move.

6

KOOLASUCHUS



Event

A slimy Koolasuchus lunges from the river. If you are a Toad, it ignores you. Otherwise, discard a trophy or lose 1 life.

1

LAVA FLOW



Event

A molten Lava Flow burns its way through the valley. Discard all cards on this space and lose one life.

1

MAGMACERATOPS



Enemy - Elemental

CRAFT: 6

If you do not defeat the Magmaceratops, discard all other cards on this space.

3

MAGNOLIASAUR



Enemy - Elemental

CRAFT: 8

When revealed, place the Jungle Terrain on the Woods of your choice, then move the Magnoliasaur there.

3

MASIAKASAURUS



Enemy - Animal

STRENGTH: 3

You disturb a hungry Masiakasaurus while it's fishing. It will remain here until killed.

2

METEOR SHOWER



Lunar Event

When revealed, flip the Time Card to Night.

At the start of each character's turn, they must either discard a fate or lose a life. If this causes a character to lose their last life, place the Crater Terrain on their space.

Discard this card when Day breaks.

1

MIMEOPLASM



Enemy - Monster

STRENGTH: ?

The Mimeoplasm's Strength is equal to the highest Strength in the Hidden Valley discard pile. If you win, gain 1 Strength and discard the Mimeoplasm.

2

MONOCORN



Follower

Add 1 to your Strength and 1 to your Craft.

If the Monocorn would be killed, roll 1 die. On a 5+, it survives and may be kept as a Follower.

5

NESTING GROUND



Place

You may discard an Egg to either replenish all your Fate or evade all Enemies on this space. If there are no Enemies here at the end of your turn, you may take an Egg from any discard pile then discard the Nesting Ground.

1

OPAL SKULL



Magic Object

Add 1 to your Craft.

You may discard the Opal Skull when praying at the Temple to choose a reward rather than rolling the dice.

5

OVIRAPTOR



Enemy - Animal

STRENGTH: 3

You may evade the Oviraptor by discarding an Egg. If it defeats you, you must discard an Egg, as well as losing a life.

2

PLESIOSAURUS



Enemy - Animal

STRENGTH: 4

If you do not defeat the Plesiosaurus, no character may cross the Storm River until the end of your next turn.

2

PTERANODON



Follower

Steed

You may roll an additional die for movement and use the highest result.

If you roll doubles for your movement, you may *fly* to any space in the same Region.

5

PTERANODON



Follower

Steed

You may roll an additional die for movement and use the highest result.

If you roll doubles for your movement, you may *fly* to any space in the same Region.

5

PTERANODON EGG



Object

Egg

You may discard the Pteranodon Egg at the City or Castle to gain 3 or at any time to take a Pteranodon from the discard pile, if available.

5

PTERANODON EGG



Object

Egg

You may discard the Pteranodon Egg at the City or Castle to gain 3 or at any time to take a Pteranodon from the discard pile, if available.

5

PTEROSAURS



Enemy - Animal

STRENGTH: 2

A flock of Pterosaurs swoops down upon you. If you defeat them, the attack counts as a stand-off unless your attack score wins by 2 or more points. The flock will remain here until it is killed.

2

PYGMY WYVERN



Follower

The Pygmy Wyvern fears its larger kin, chattering a warning whenever one is near. Once per turn, if you draw a Dragon, you may discard it and draw a new card to replace it. If you encounter a Dragon, you may discard the Pygmy Wyvern to evade it.

5

PYRORAPTOR



Enemy - Elemental

CRAFT: 2
If you do not defeat the Pyroraptor, discard another card from this space.

3

RAGING VOLCANO



Place

Roll 1 die:
1-2) Lose 1 life.
3-4) Discard all other Adventure Cards in this Region.
5-6) Discard all Adventure Cards (including this one) in every Region.

6

RAPTOR



Follower

Steed
Add 2 to your Strength in battle.

Once per round, when you win a battle during your turn, you may take an extra turn.

5

RAPTOR



Follower

Steed
Add 2 to your Strength in battle.

Once per round, when you win a battle during your turn, you may take an extra turn.

5

RAPTOR EGG



Object

Egg
You may discard the Raptor Egg at the City or Castle to gain 3 gold or at any time to take a Raptor from the discard pile, if available.

5

RAPTOR EGG



Object

Egg
You may discard the Raptor Egg at the City or Castle to gain 3 gold or at any time to take a Raptor from the discard pile, if available.

5

RAPTOR PACK



Enemy - Animal

STRENGTH: 4
The Raptor Pack rolls 2 dice in battle and uses the highest. They will remain here until killed.

2

SAURIAN CHAMELEON



Enemy - Monster

CRAFT: 3
A Saurian Chameleon attempts to infiltrate your party. It adds 1 to its attack roll for each Follower you have.

3

SAURIAN CHAMELEON



Enemy - Monster

CRAFT: 3
A Saurian Chameleon attempts to infiltrate your party. It adds 1 to its attack roll for each Follower you have.

3

SAURIAN DARTER



Enemy - Monster

STRENGTH: 2
If the Darter's attack roll is greater than your Craft, he strikes you with a poison dart and you may not add your attack roll to your attack score.

2

SAURIAN DARTER



Enemy - Monster

STRENGTH: 2
If the Darter's attack roll is greater than your Craft, he strikes you with a poison dart and you may not add your attack roll to your attack score.

2

SAURIAN GOLIATH



Enemy - Monster

STRENGTH: 6
If the Saurian Goliath defeats you, the blow to your head causes you to lose 1 Craft in addition to a life.

2

SAURIAN HALBERD



Object

Weapon
Add 1 to your Strength in battle.

Add 2 to your attack roll if you roll higher in battle than the other character or creature.

5

SAURIAN HALBERD



Object

Weapon
Add 1 to your Strength in battle.

Add 2 to your attack roll if you roll higher in battle than the other character or creature.

5

SAURIAN HERBALIST



Stranger

You may help the Saurian Herbalist collect exotic plants from the valley. If you do, roll 1 die. If you roll a 1, you misidentify a toxic plant; you lose a life and the Herbalist is discarded. Otherwise, if you roll under your Craft, draw that many cards from the Potion deck and choose one to keep. Discard the others.

4

SAURIAN LEECHER



Enemy - Monster

CRAFT: 6
The Saurian flings a hideous leech at you! If you do not defeat him, you must lose 1 Strength in addition to a life.

3

SAURIAN MAGE



Enemy - Monster

CRAFT: 5
Add 1 to the Mage's attack roll for each Spell in the discard pile. If you do not defeat it, take the top card of the Spell discard pile if your Craft allows. If you do defeat it, gain your full complement of Spells from the discard.

3

SAURIAN MONOLITH



Place

The Saurian Monolith echoes with ancient magic. When you visit it, you may take the top card of the Spell discard pile, if your Craft allows. If there are no Spells in the discard, the Monolith crumbles to the discard pile.

6

SAURIAN NECROMANCER



Enemy - Monster

CRAFT: 4
The Saurian Necromancer adds 1 to its attack score for each trophy you have. If it defeats you, you must ditch one of your trophies.

3

SAURIAN OLDBLOOD



Stranger

Roll 2 dice. If the total is less than your combined Strength and Craft, the Oldblood trades places with a card of your choice from the Hidden Valley discard pile; Enemies may be taken as trophies. Otherwise, the Oldblood drives you from the valley; lose a life and move to your starting space.

4

SAURIAN PRIEST



Enemy - Monster

CRAFT: 2
If the Priest's attack roll is greater than your Strength, he paralyzes you with his spell and you may not add your attack roll to your attack score.

3

SAURIAN PRIEST



Enemy - Monster

CRAFT: 2
If the Priest's attack roll is greater than your Strength, he paralyzes you with his spell and you may not add your attack roll to your attack score.

3

SAURIAN RIDER



Enemy - Monster

STRENGTH: 4
If there are no Animals on this space, discard cards from Hidden Valley deck until you reveal an Animal then place it on this space.

2

SAURIAN SKIRMISHERS



Enemy - Monster

STRENGTH: 3
The Saurian Skirmishers roll 2 dice in battle and use the highest result. They will remain here until killed.

2

SAURIAN SKIRMISHERS



Enemy - Monster

STRENGTH: 3
The Saurian Skirmishers roll 2 dice in battle and use the highest result. They will remain here until killed.

2

SAURIAN SMUGGLER



Stranger

The Smuggler will sell you one of the following from the discard pile, if available:
Scale Helmet (1g)
Warblade (2g)
Scale Shield (2g)
Scale Armour (3g)

4

SAURIAN TALISMAN



Magic Object

You may only enter the Valley of Fire with one of the fabled Talismans.
You may pray at the Hidden Valley as if at the Temple instead of drawing cards.

5

SAURIAN TEMPLAR



Enemy - Monster

STRENGTH: 5
The Saurian Templar guards the holy sites and relics of the Hidden Valley. Add 1 to its attack roll for each Magic Object and Place on this space.

2

SAURIAN TOME



Magic Object

You may read the Saurian Tome at any time to gain its wisdom. If you do, you may gain 1 Spell for each additional Object you possess, if your Craft allows, then discard the Tome.

5

SAURIAN VILLAGE




Place

You may discard Objects with "Egg" in their title here as if at the Castle. If you do not have a trophy with "Saurian" in its title, search the discard pile for a Stranger or Follower with "Saurian" in its title and add it to this space, and then encounter it. If you cannot, discard this card.

6

SCALE ARMOUR




Object

Armour
If you are defeated in battle and just lost a life, roll 1 die. If you roll a 3+, the Scale Armour protected you and you did not lose that life.
If you roll a 1, discard the Armour.

5

SCALE ARMOUR




Object

Armour
If you are defeated in battle and just lost a life, roll 1 die. If you roll a 3+, the Scale Armour protected you and you did not lose that life.
If you roll a 1, discard the Armour.

5

SCALE HELMET




Object

Armour
If you are defeated in battle and just lost a life, roll 1 die. If you roll a 5+, the Scale Helmet protected you and you did not lose that life.
If you roll a 1, discard the Helmet.

5

SCALE HELMET



Object

Armour
If you are defeated in battle and just lost a life, roll 1 die. If you roll a 5+, the Scale Helmet protected you and you did not lose that life.
If you roll a 1, discard the Helmet.

5

SCALE SHIELD



Object

Armour
If you are defeated in battle and just lost a life, roll 1 die. If you roll a 4+, the Scale Shield protected you and you did not lose that life.
If you roll a 1, discard the Shield.

5

SCALE SHIELD



Object

Armour
If you are defeated in battle and just lost a life, roll 1 die. If you roll a 4+, the Scale Shield protected you and you did not lose that life.
If you roll a 1, discard the Shield.

5

SPINOSAUR MUMMY



Enemy - Undead

CRAFT: 7
The Spinosaur Mummy has risen to defend the ancient tombs of the Hidden Valley. If you defeat it, you may take an Object from any discard pile.

3

STARSTONE STAFF



Magic Object

Add 2 to your Craft in psychic combat.
Gain your full compliment of Spells whenever Night falls or when you land on the Crater.

5

STEGOSAURUS



Enemy - Animal

STRENGTH: 5
If you lose a life in battle against the Stegosaurus, you must discard an Armour.

2

STORM HALBERD



Magic Object

Weapon
Add 2 to your Strength in battle.
Enemies may not roll to create a stand-off after losing a battle.

5

STYRACOSAURUS



Follower

Steed
Add your highest movement die to your Strength in battle for the rest of the turn.
The Styraeosaurus is killed if you lose a life in battle.

5

STYRACOSAURUS



Follower

Steed
Add your highest movement die to your Strength in battle for the rest of the turn.
The Styraeosaurus is killed if you lose a life in battle.

5

SUNSTONE



Magic Object

Add 1 to your Craft.
Whenever Day breaks, gain a Spell if your Craft allows.
Discard at any time to flip the Time Card to Day.

5

TEMPLE OF THE SCALES



Place

All who visit the Temple find balance within themselves. Place two Strength and two Craft tokens on this card. When you visit, take one as appropriate and add it to your lower trait. If your Strength and Craft are equal you gain one Life instead.
Discard when no tokens remain.

6

THERIZINOSAURUS



Enemy - Animal

STRENGTH: 4
If the Therizinosaurus rolls a 3 or less in battle, it rolls a second die and adds it to its score.

2

THYREOS CHARM



Magic Object

Add 1 to your Armour roll.
If you would lose a life in psychic combat, you may use **Armour** that protects you in battle and vice versa.

5

TRICERATOPS



Enemy - Animal

STRENGTH: 6
A massive Triceratops charges through the valley. It will remain here until killed.

2

TYRANNOSAUR EGG



Object

Egg
You may discard the Tyrannosaurus Egg at the City or Castle to gain 5 gold or at any time to take a Battle Rex from the discard pile, if available.

5

TYRANNOSAURUS



Enemy - Animal

STRENGTH: 7
You may evade the Tyrannosaurus if you discard a trophy. It will remain here until killed.

2

TYRANT MASK



Magic Object

When you encounter an Enemy with "Saurian" in its title, you may move it to another space in your Region with a character, who must then encounter it.

5

UMBRAPTERYX



Enemy - Spirit

CRAFT: 3
The Umbrapteryx shrouds the land in darkness. When revealed, flip the Time Card to Night.

3

WAR MARCH



Lunar Event

When revealed, flip the Time Card to Day.
When a character is instructed to draw cards from the Adventure Deck, they must draw from the Hidden Valley deck. All Enemies with "Saurian" in their title add 2 to their attack rolls.
Discard this card when Night falls.

1

WARBLADE



Object

Weapon
Add 1 to our Strength in battle.
You may roll a second die in battle and add it to your total. If you do, discard the Warblade.

5

WARBLADE



Object

Weapon
Add 1 to our Strength in battle.
You may roll a second die in battle and add it to your total. If you do, discard the Warblade.

5