

ALLOSAUR RAIDER



Enemy - Outlaw

STRENGTH: 6
If you are defeated, place all your Objects on the Hidden Valley as well as losing a life. You may lose additional lives if you wishes, keeping one Object for each extra life lost.

2

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2

ANCIENT GRIFFON



Enemy - Monster

STRENGTH: 5
If you are defeated, after losing 1 Life, the Griffon carries you back to its nest in the Hidden Valley. It will remain here until killed.

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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.

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LONGNECK ROCK



Place

The Longneck Rock marks a secret path to the Hidden Valley. On your next turn, instead of your normal movement, you may move to the Hidden Valley and play a Place from the Hidden Valley discard pile. When a character does so, discard the Longneck Rock.

6

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6

SAURIAN HARPY



Enemy - Saurian

CRAFT: 4
If you are defeated, the Harpy carries off one of your Followers at random and drops them into the Hidden Valley. It will remain here until killed.

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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)

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VALLEY TRADER



Stranger

The Valley Trader sells exotic creatures from the Hidden Valley. When you visit him, you may purchase one of the following from the Hidden Valley discard pile, if able:
Great Elk (3g) Battle Cat (4g)
War Mammoth (4g) Raptor (6g)
Pteranodon (6g)
Styracosaurus (6g)
Indricotherium (6g)
Battle Rex (8g)

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SHAMANIC AWAKENING



Spell

Cast at the start of your turn. Reveal a number of cards from any Adventure Deck equal to your Craft. If you reveal any Spirits or Elementals, you may take them as trophies.

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SUMMON MAMMOTH



Spell

Cast when you are about to engage in battle. The conjured Mammoth will fight in your place with Strength 5. If it wins, the creature is killed and may be taken as a trophy or the character loses a life. Otherwise, end your turn immediately.

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