GLADIATOR



DRAW PILE

Face down

DISCARD PILE

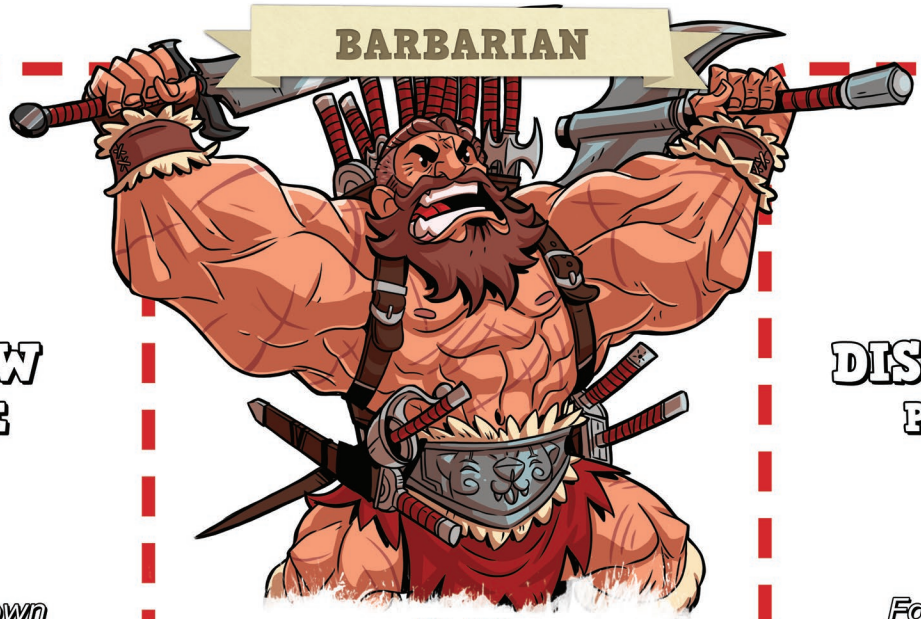
Face up

INTIMIDATE

Discard 3 cards to:

Defeat a Person ( )

BARBARIAN



DRAW PILE

Face down

DISCARD PILE

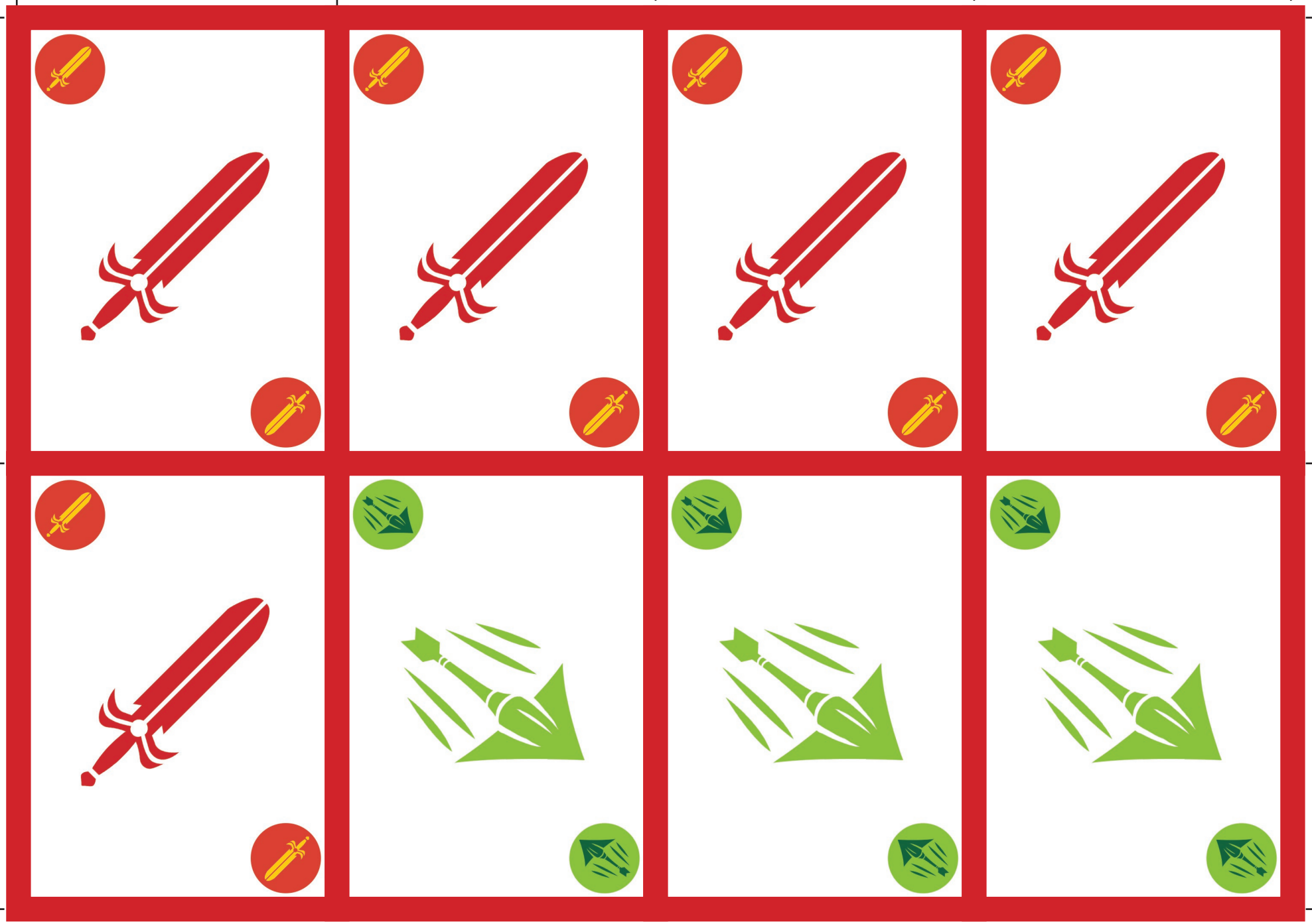
Face up

SLAY

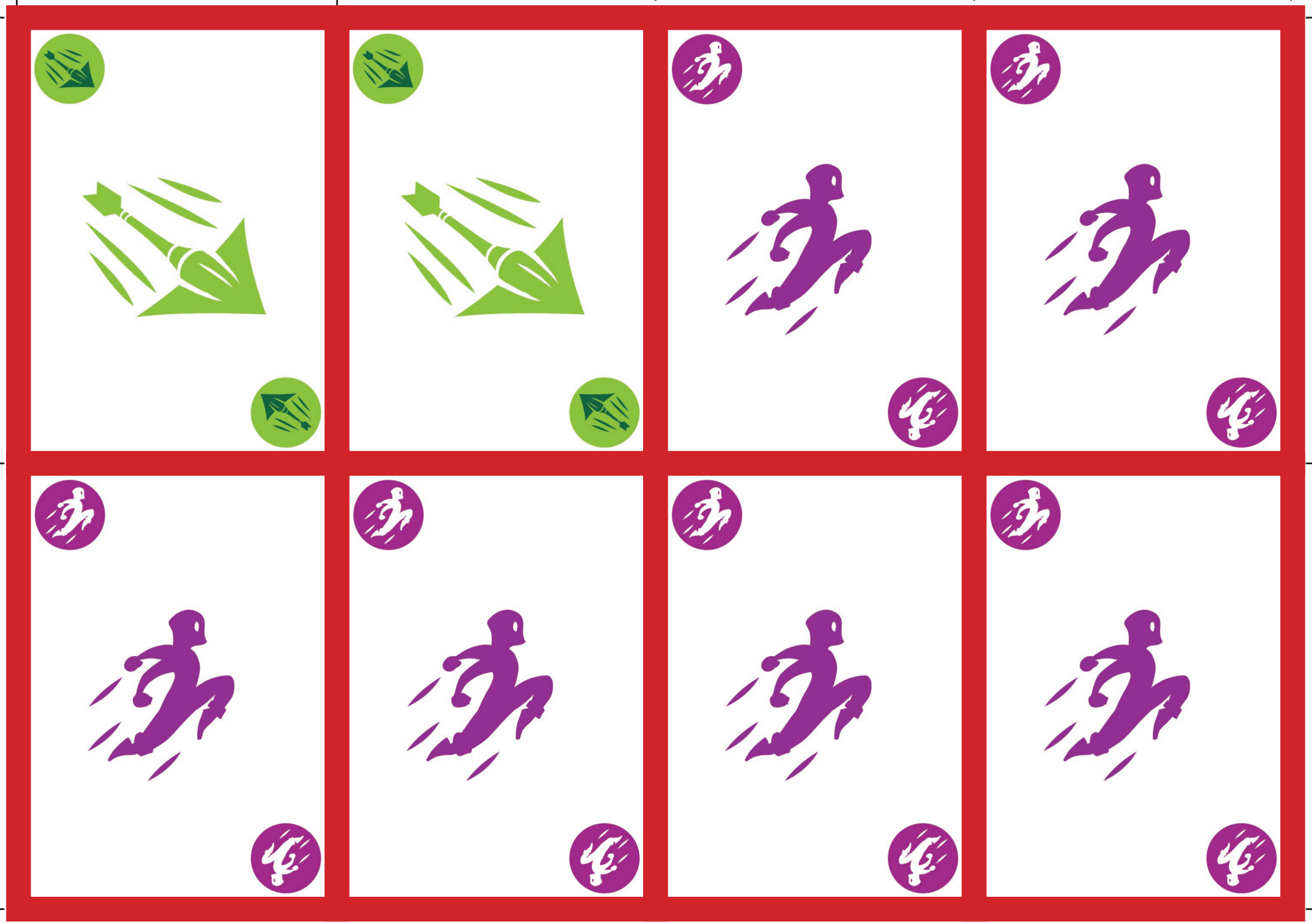
Discard 3 cards to:

Defeat a Monster ( )

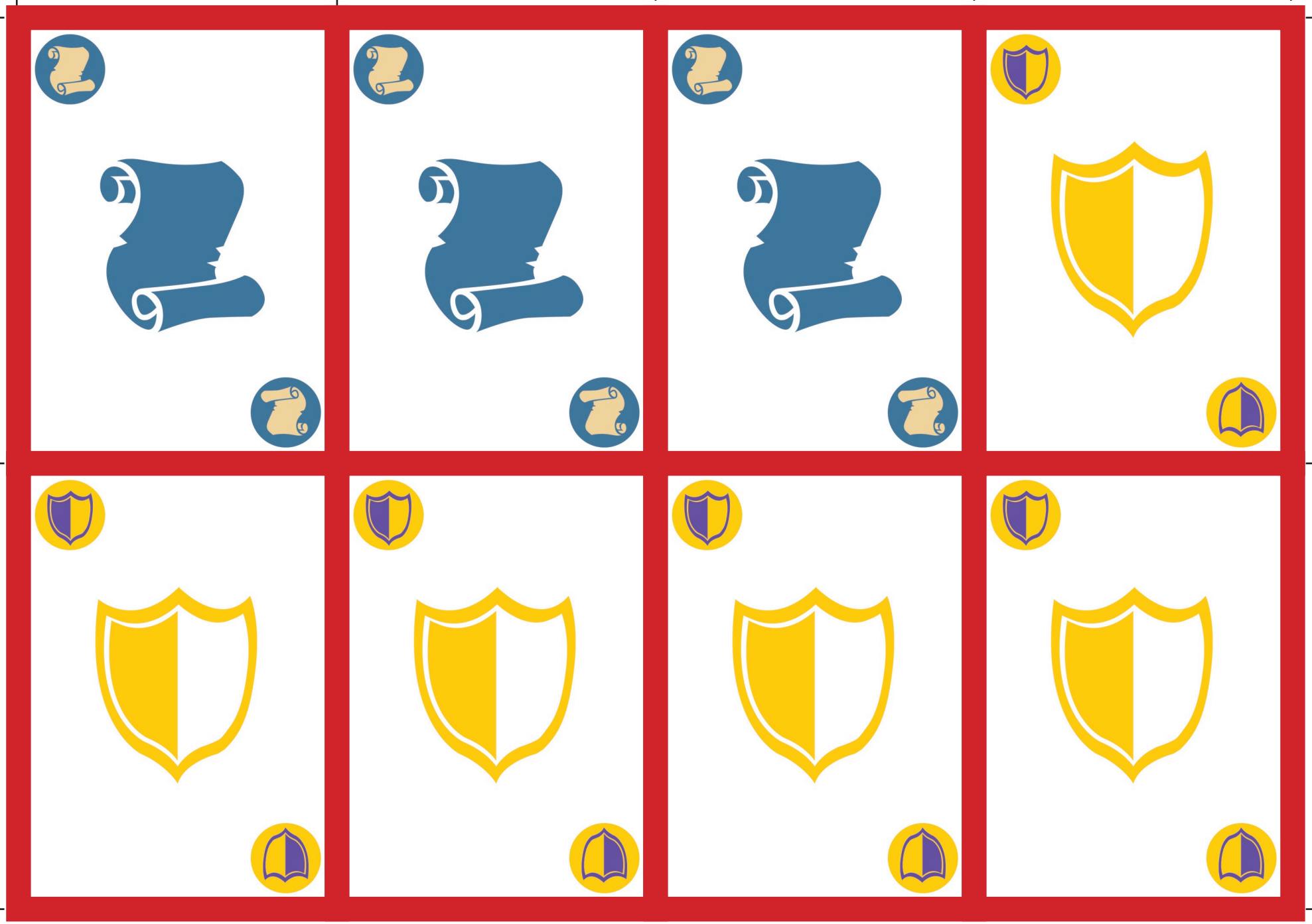
Barbarian / Gladiator Deck — Red — 40 Cards



Barbarian / Gladiator Deck — Red — 40 Cards



Barbarian / Gladiator Deck — Red — 40 Cards





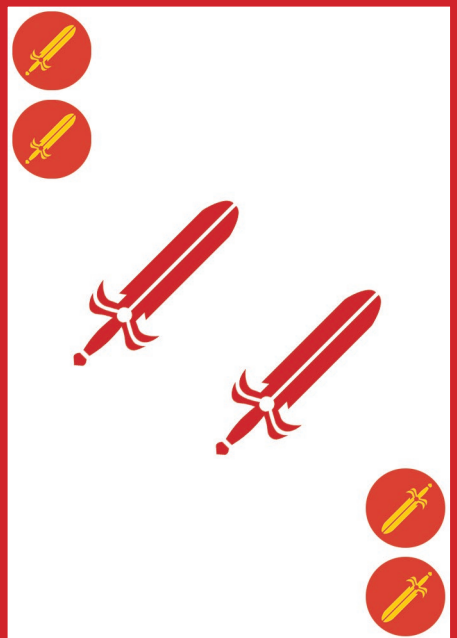


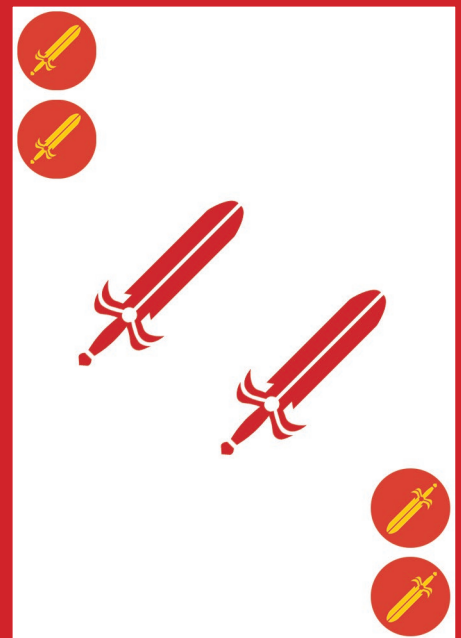

ENRAGE
Choose 2 players to
draw 3 cards each.


ENRAGE
Choose 2 players to
draw 3 cards each.

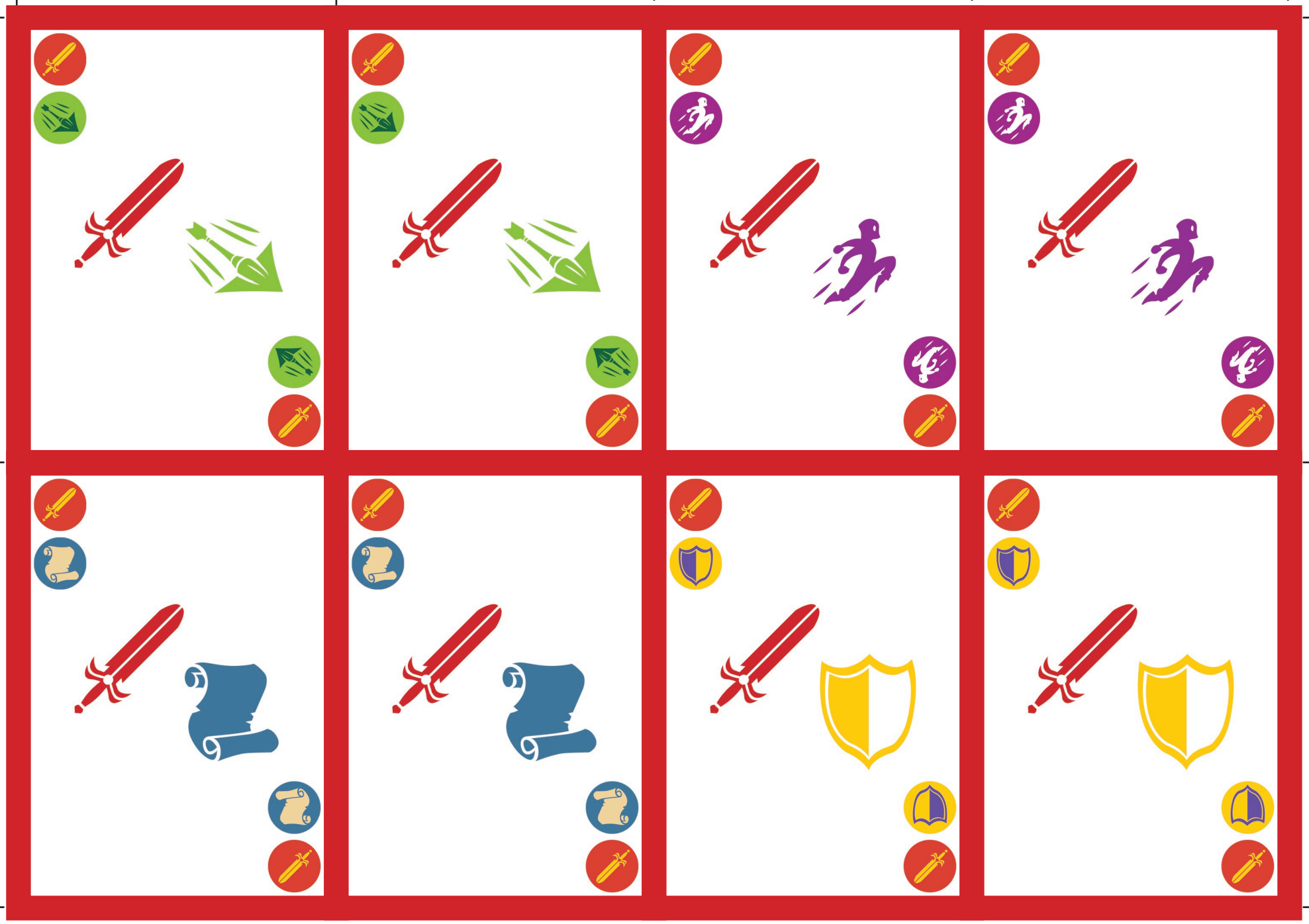

MIGHTY LEAP
Defeat an
Obstacle ( )


MIGHTY LEAP
Defeat an
Obstacle ( )





Barbarian / Gladiator Deck — Red — 40 Cards



SORCERESS

DRAW PILE

Face down



TELEPORT

Discard 3 cards to:

Defeat an Obstacle ( )

DISCARD PILE

Face up

WIZARD

DRAW PILE

Face down



STOP TIME

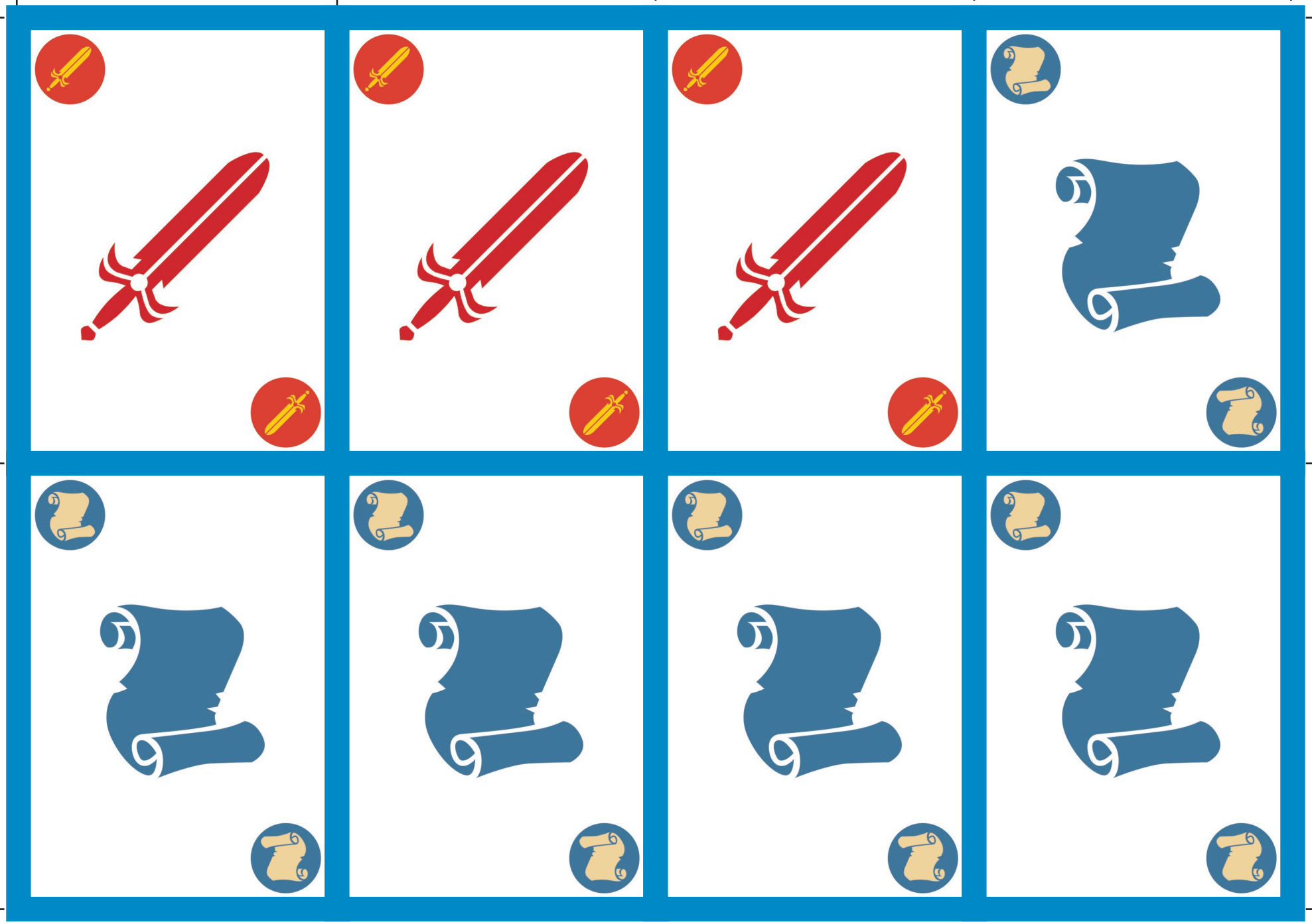
Discard 3 cards to:

Pause time until someone plays a card

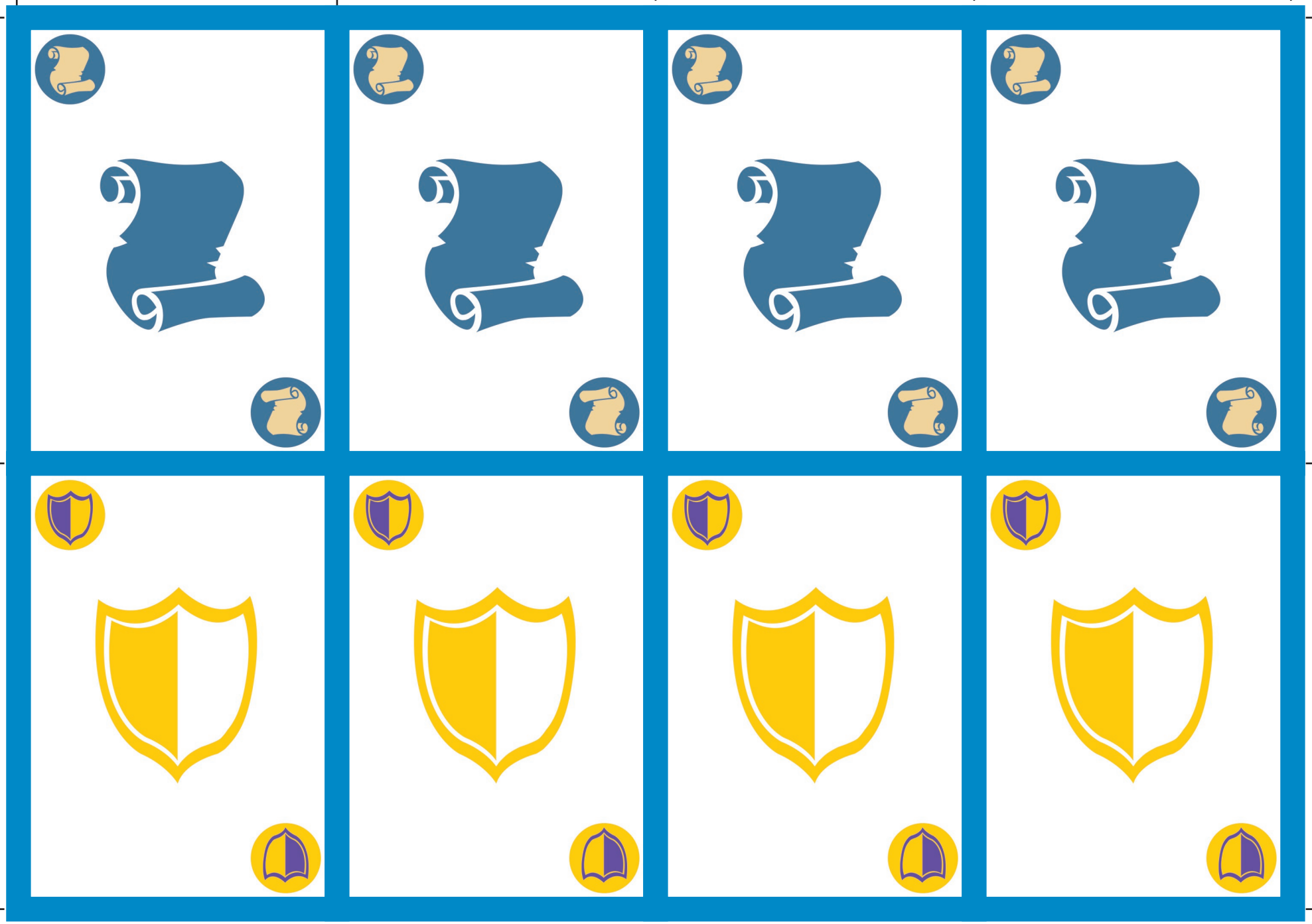
DISCARD PILE

Face up

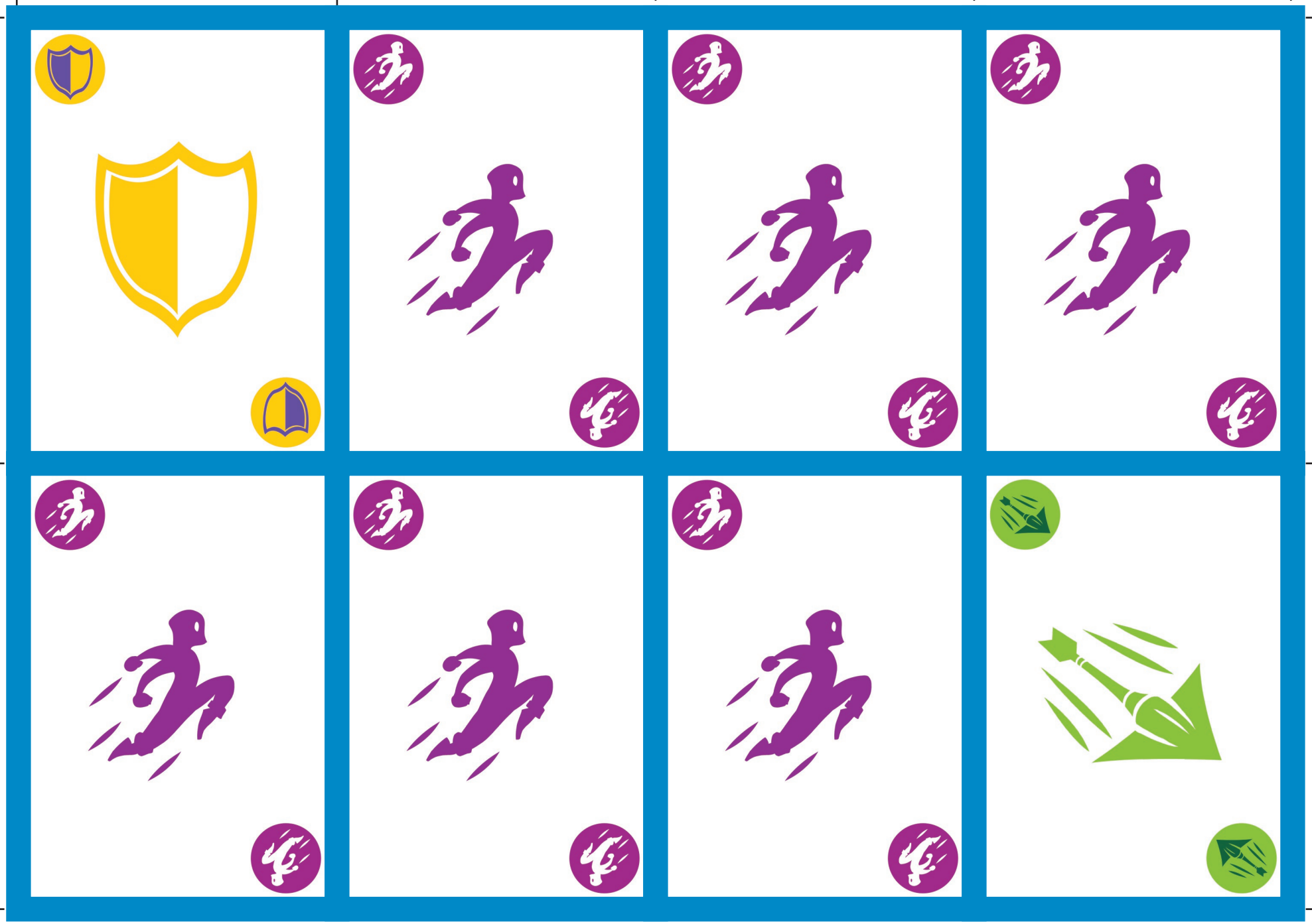
Wizard / Sorceress Deck — Blue — 40 Cards



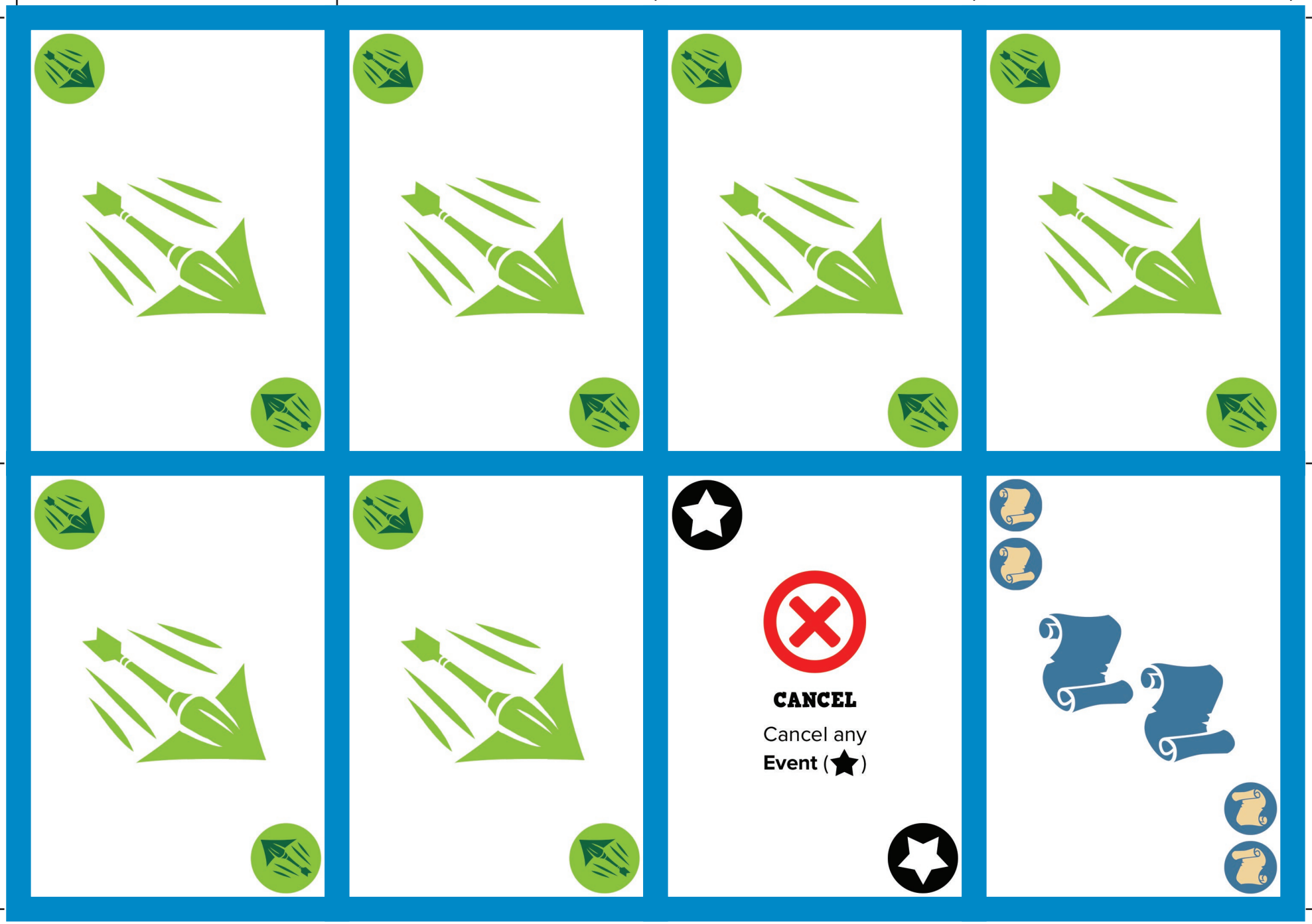
Wizard / Sorceress Deck — Blue — 40 Cards

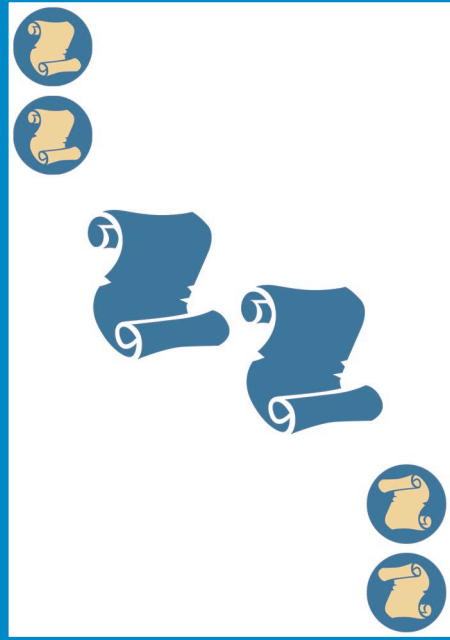


Wizard / Sorceress Deck — Blue — 40 Cards



Wizard / Sorceress Deck — Blue — 40 Cards

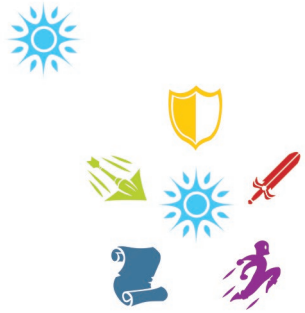






MAGIC BOMB

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

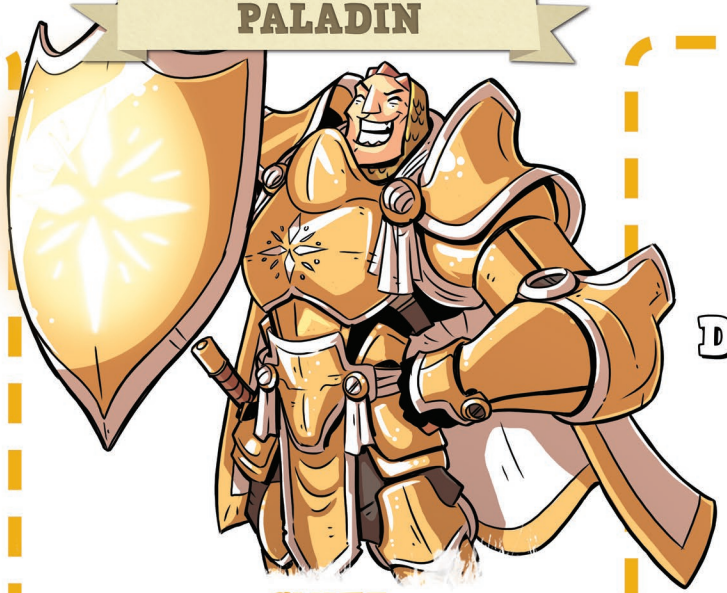
Defeat a **Monster** ()



FIREBALL

Defeat a **Monster** ()

PALADIN



DRAW PILE

Face down

DISCARD PILE

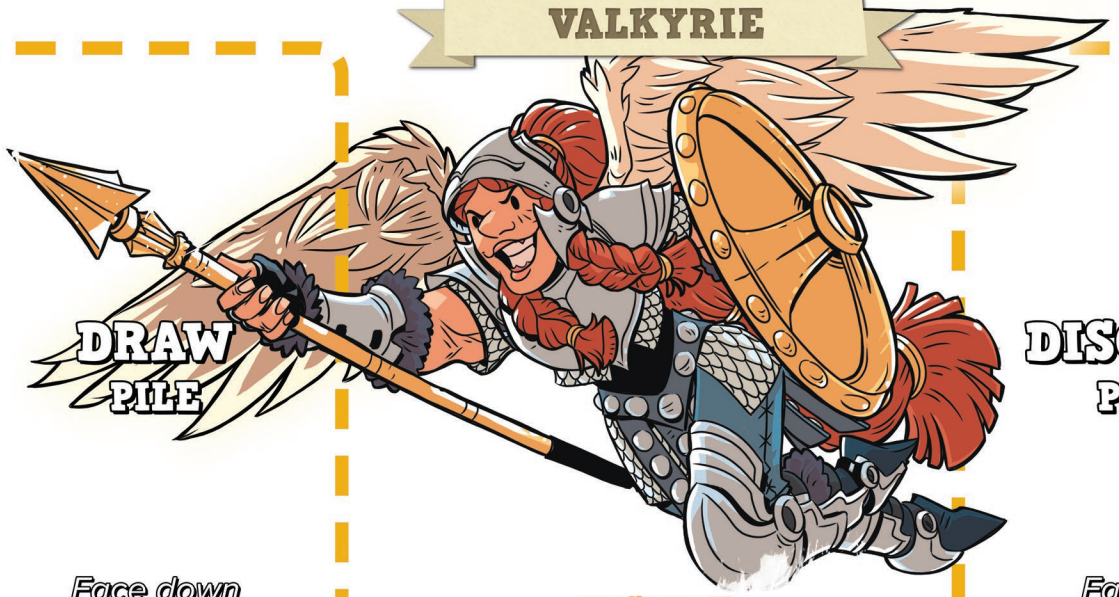
Face up

SMITE

Discard 3 cards to:

Defeat a Monster

VALKYRIE



DRAW PILE

Face down

DISCARD PILE

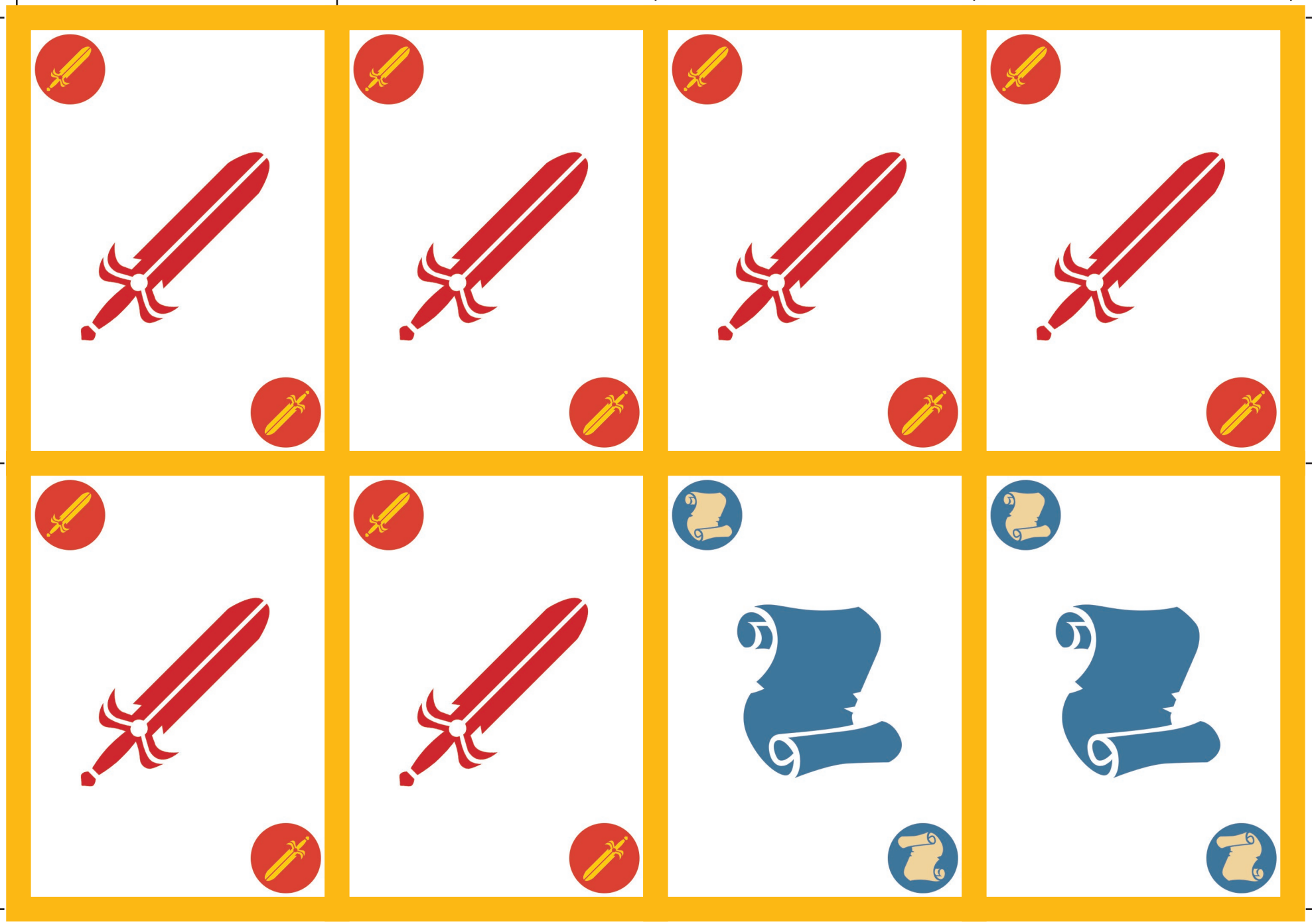
Face up

INSPIRE

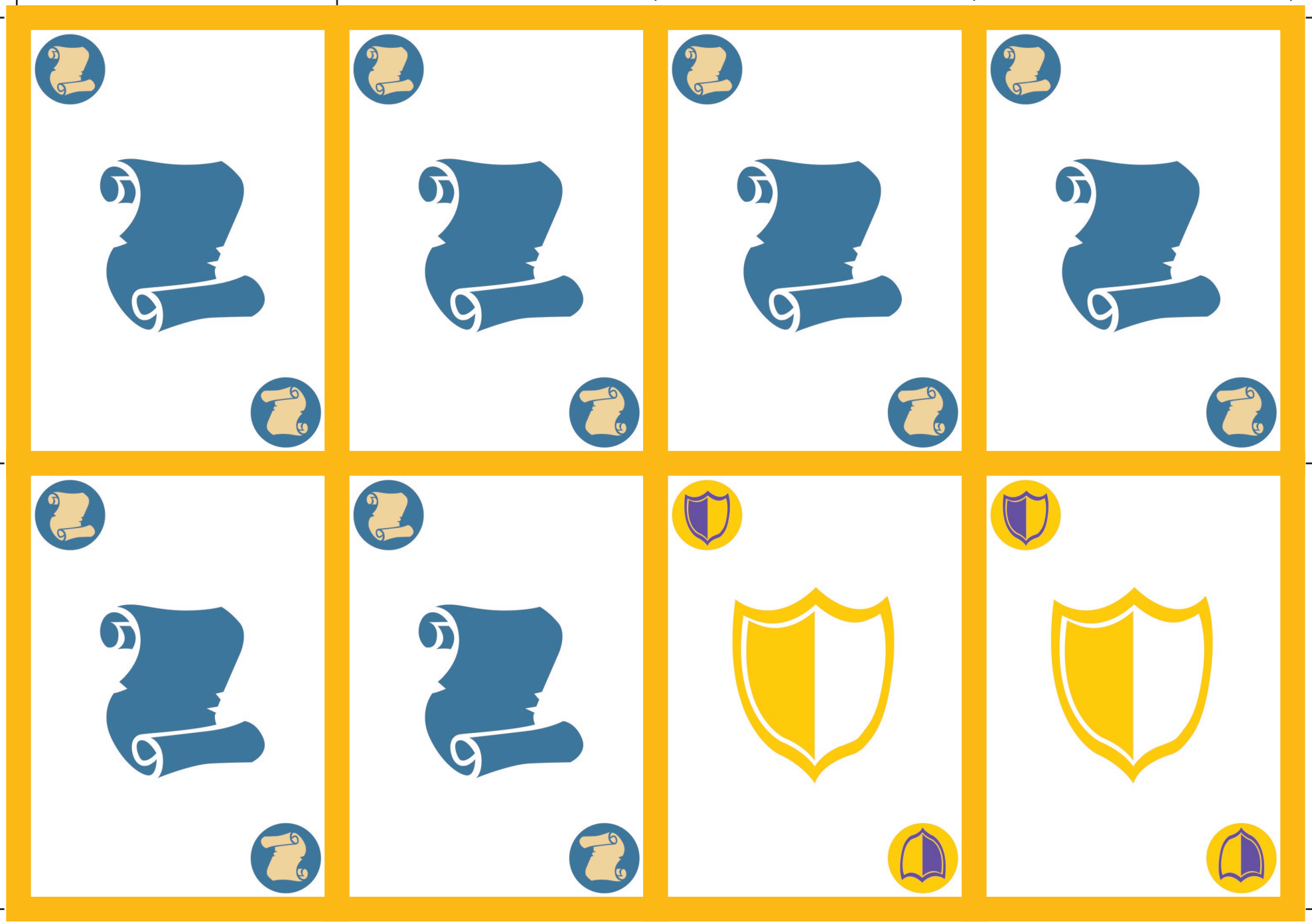
Discard 3 cards to:

Make everyone else draw 2 cards

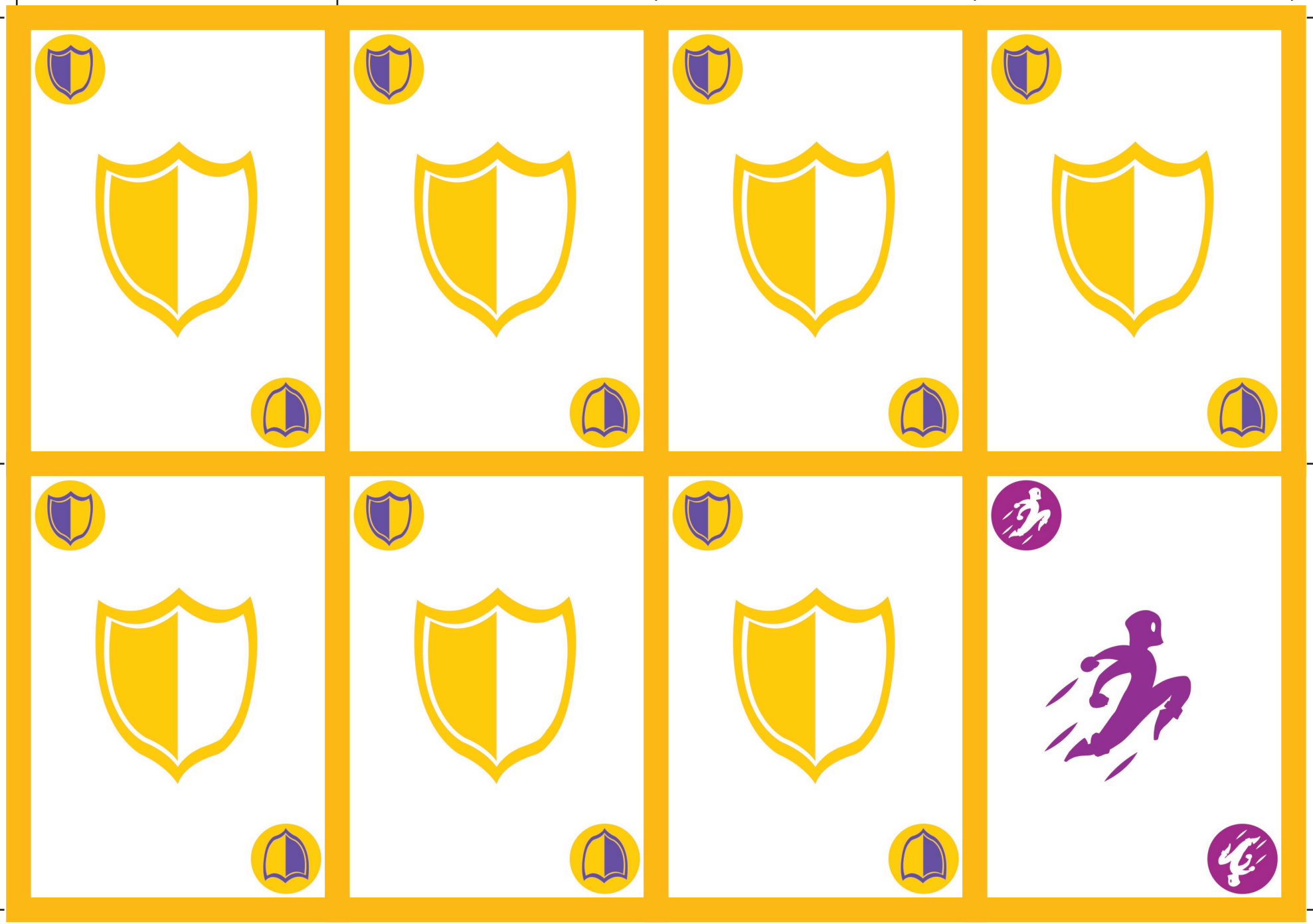
Paladin / Valkyrie Deck — Yellow — 40 Cards



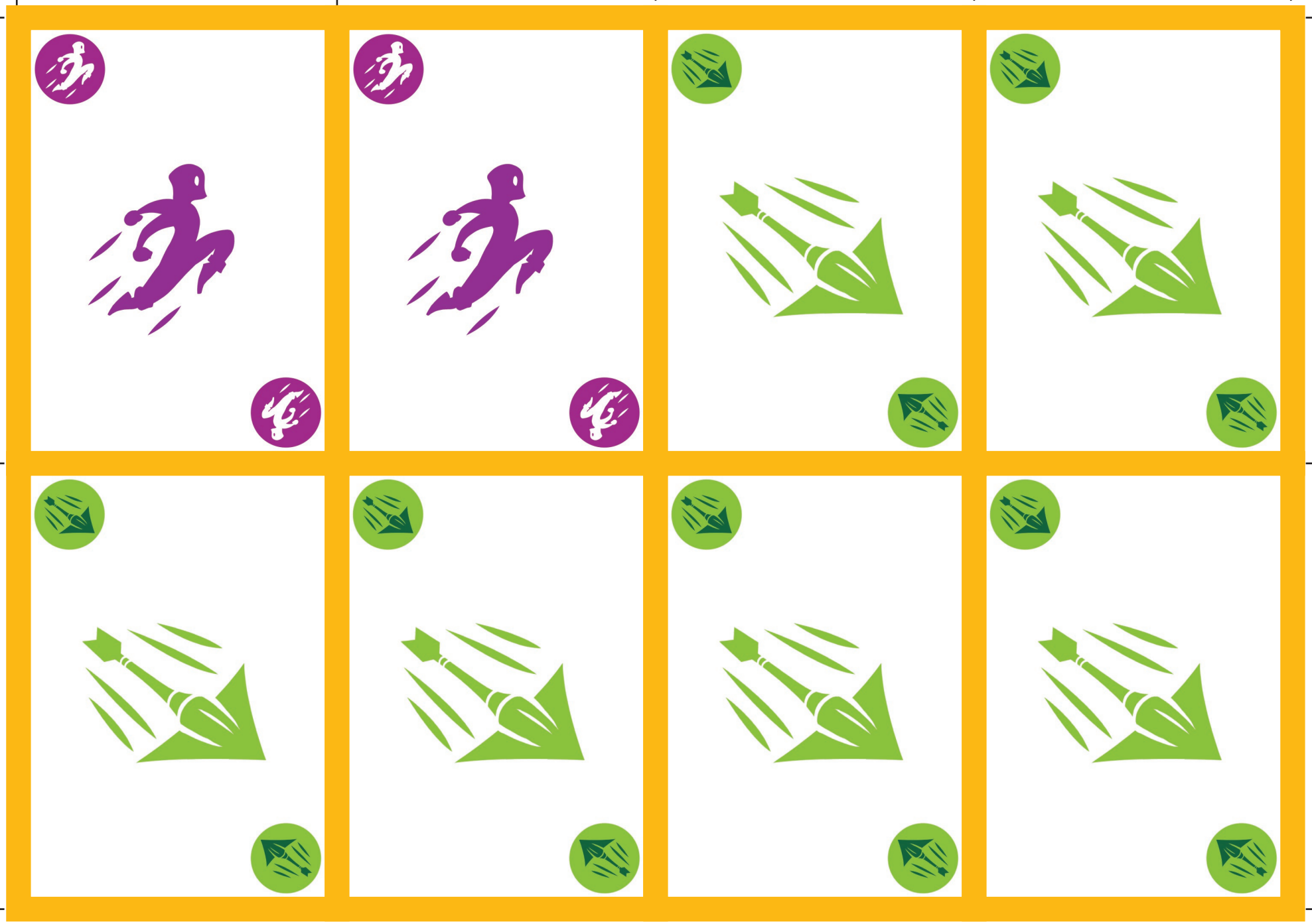
Paladin / Valkyrie Deck — Yellow — 40 Cards

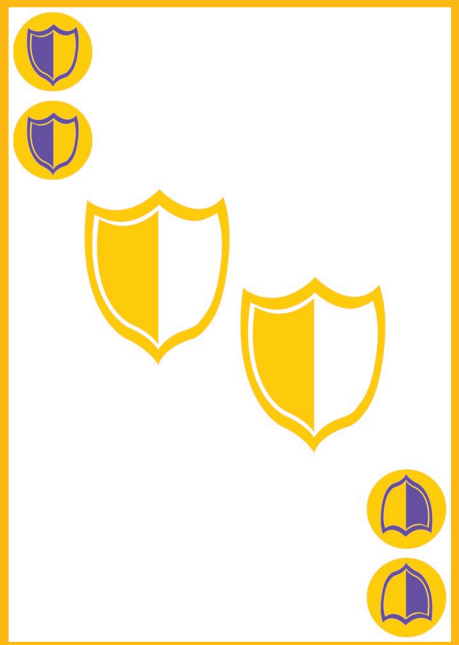


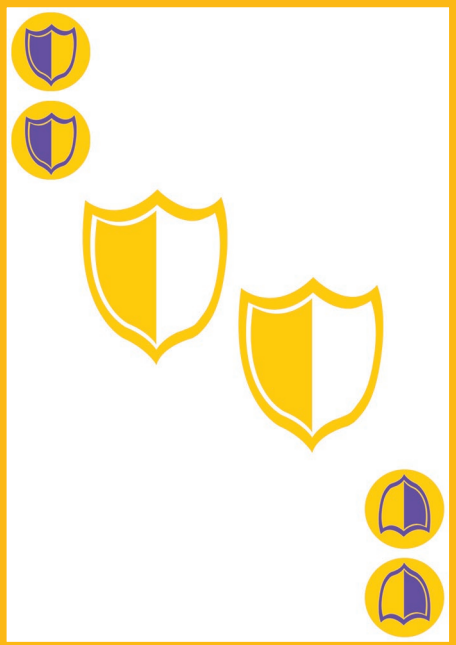
Paladin / Valkyrie Deck — Yellow — 40 Cards

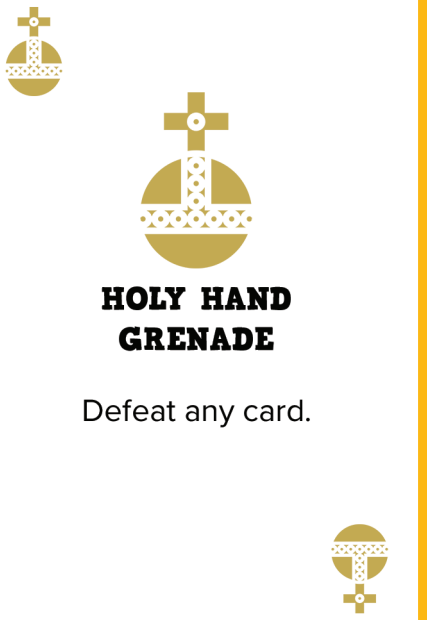


Paladin / Valkyrie Deck — Yellow — 40 Cards









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

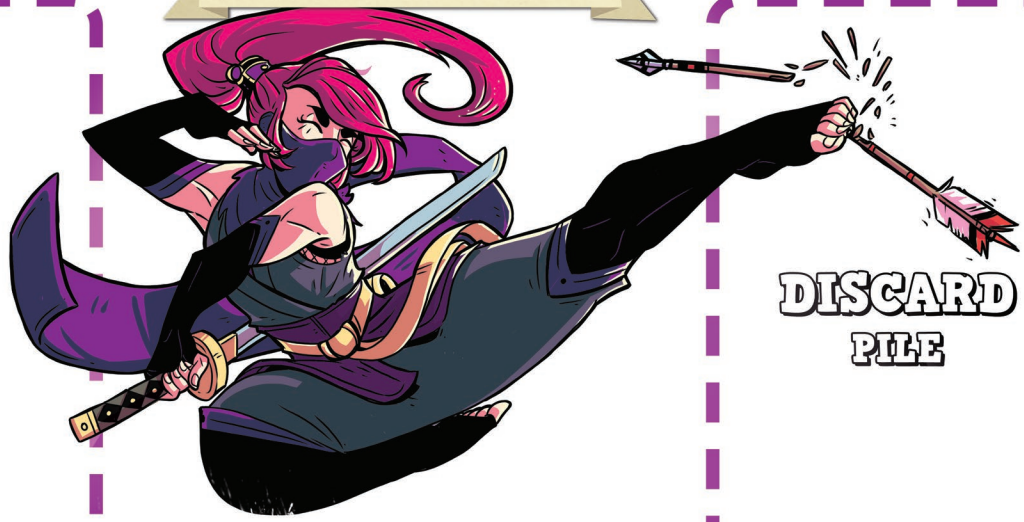
Face up

PICKPOCKET

Discard 3 cards to:

Draw 5 cards

NINJA



DRAW PILE

Face down

DISCARD PILE

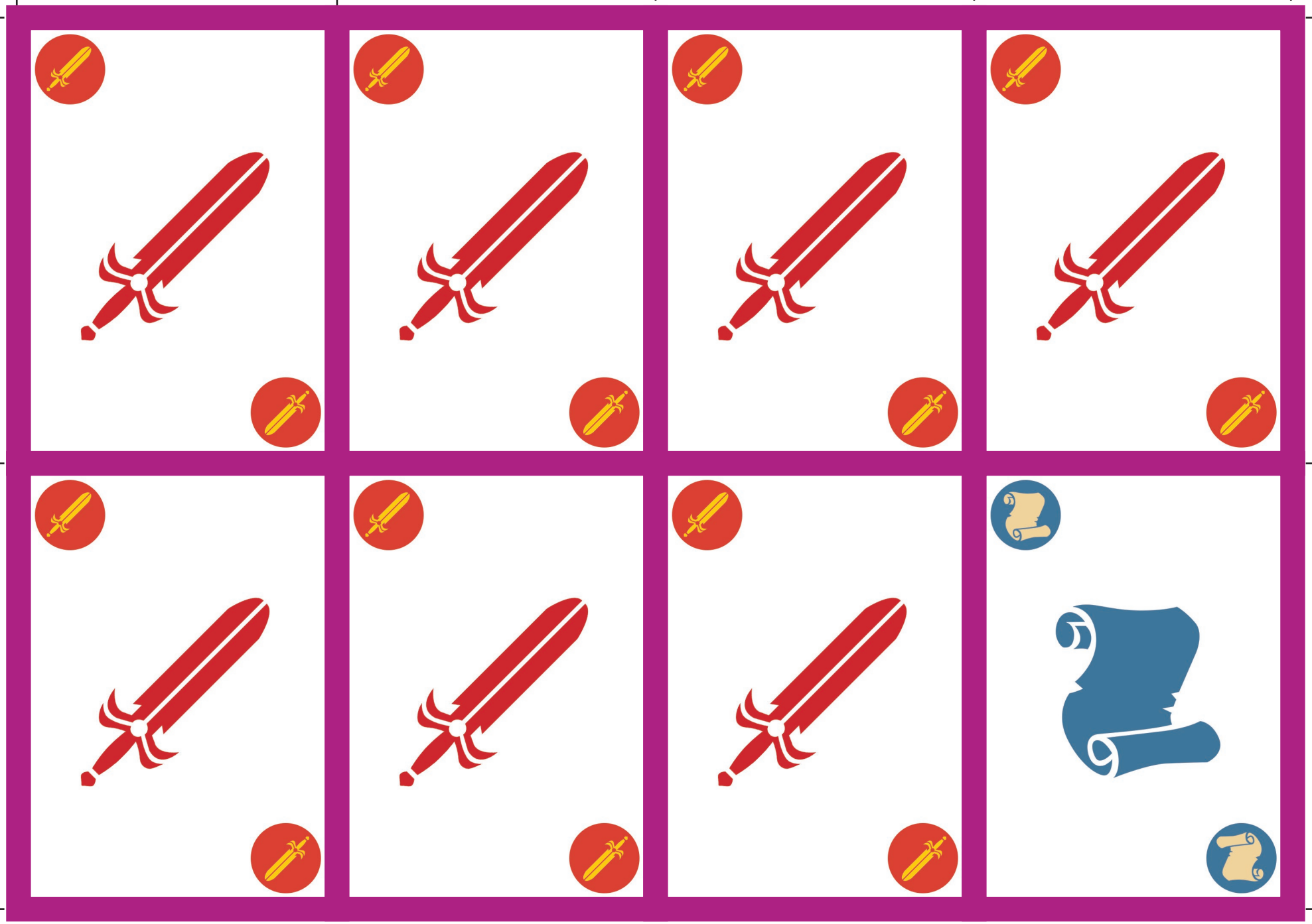
Face up

VAULT

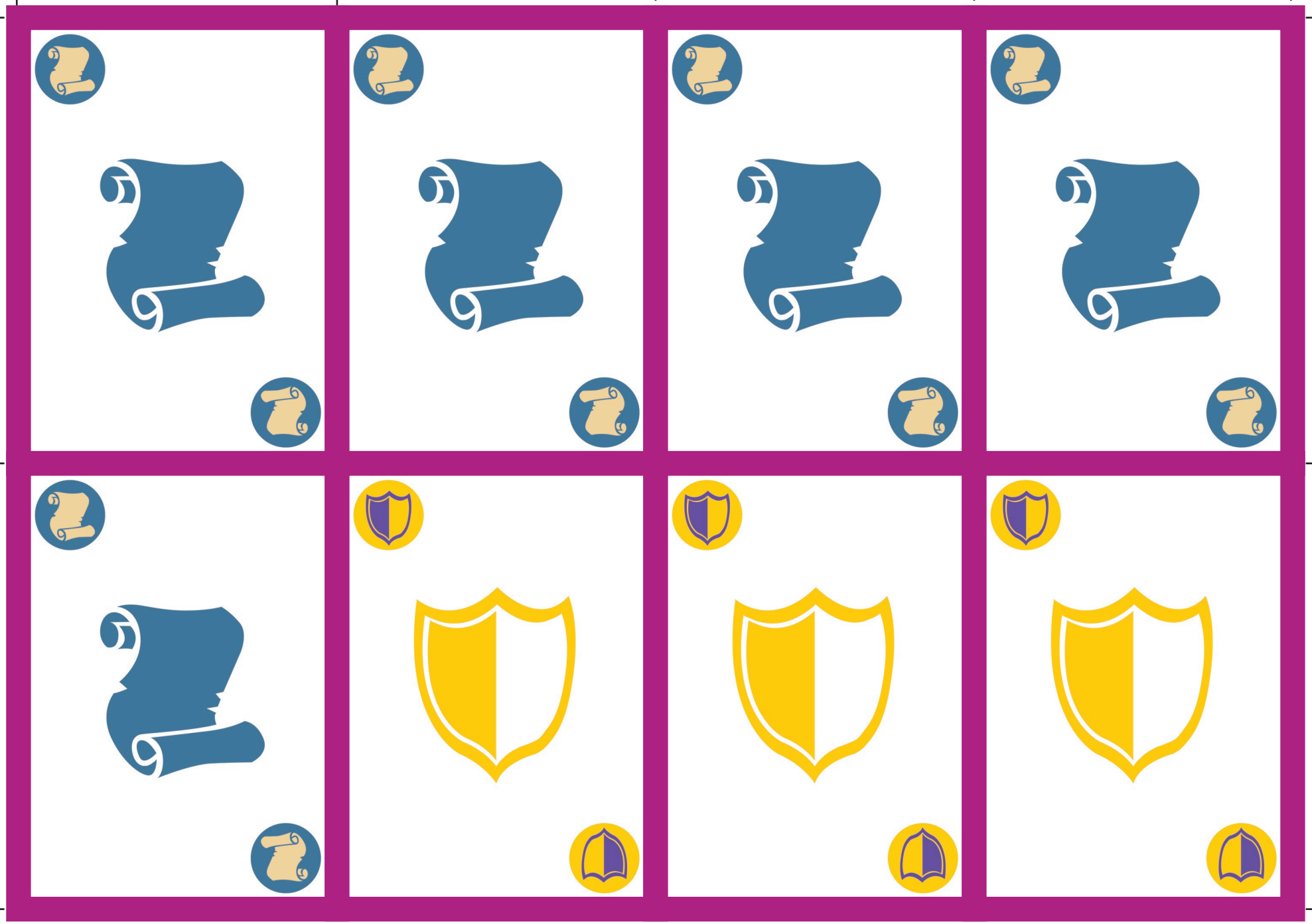
Discard 3 cards to:

Defeat an Obstacle ( )

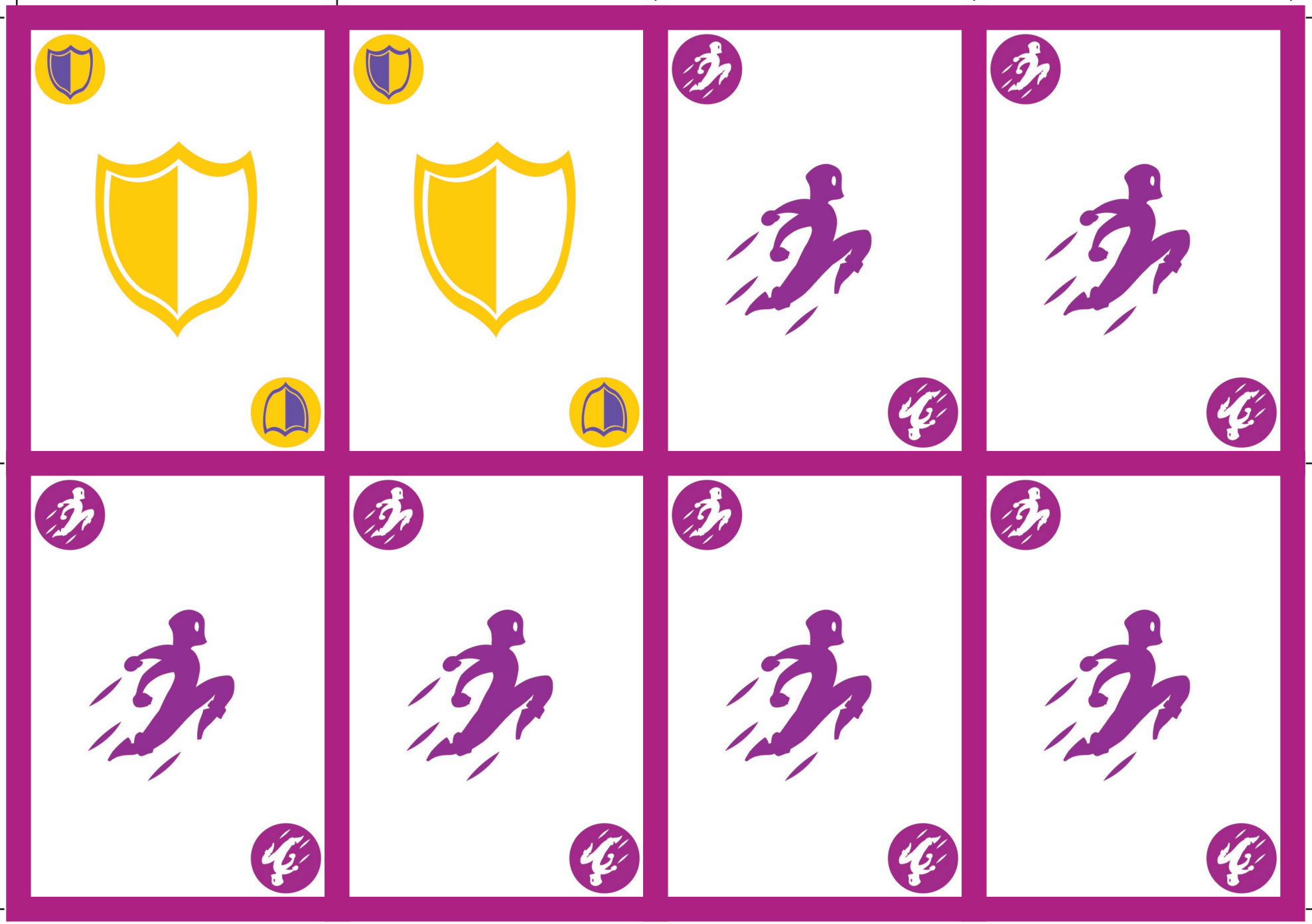
Thief / Ninja Deck — Purple — 40 Cards



Thief / Ninja Deck — Purple — 40 Cards



Thief / Ninja Deck — Purple — 40 Cards





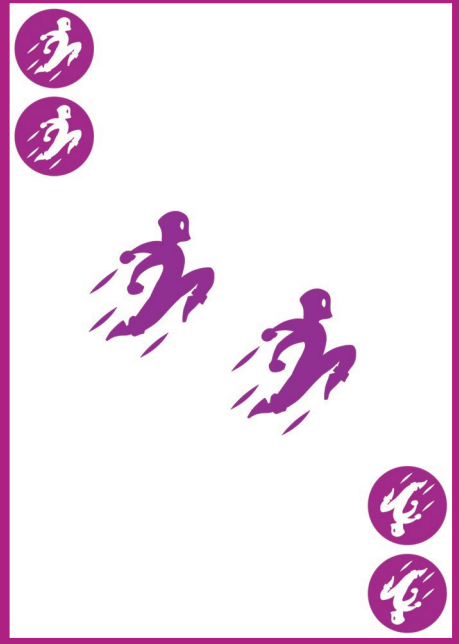


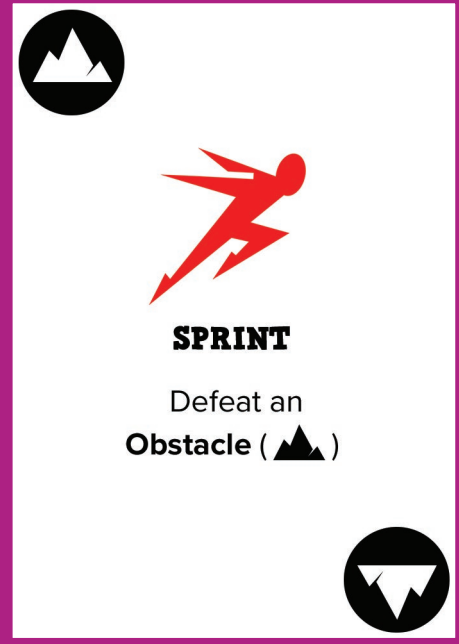


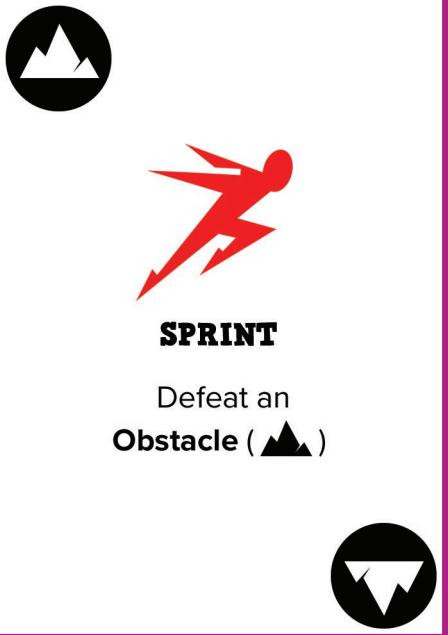




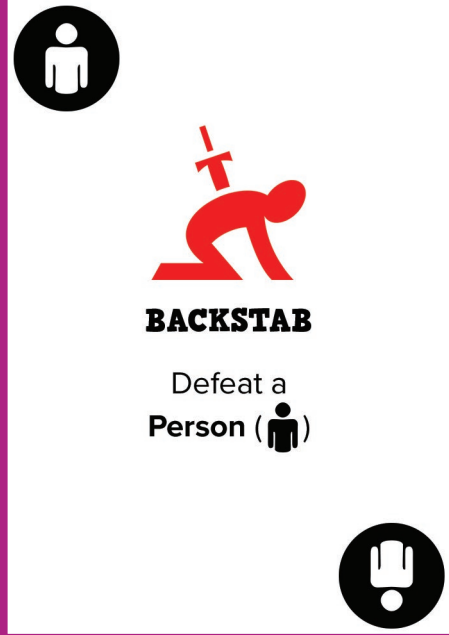


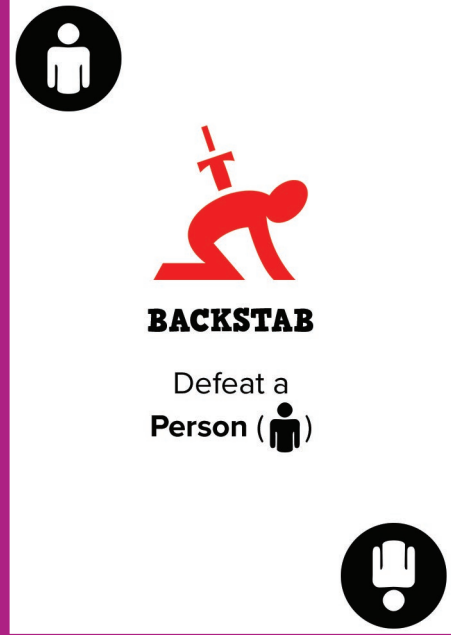


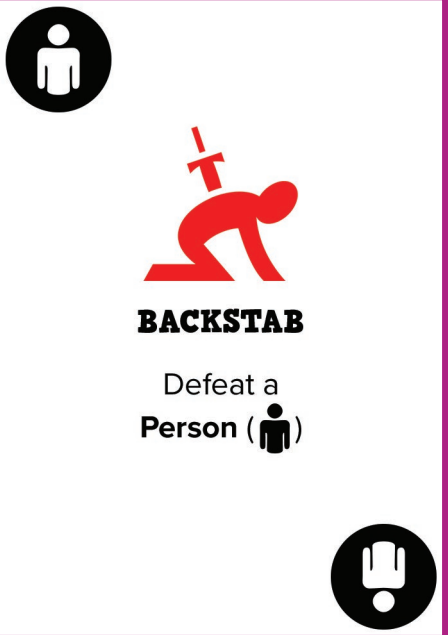

SPRINT
Defeat an
Obstacle ( )


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

RANGER



DRAW PILE

Face down

DISCARD PILE

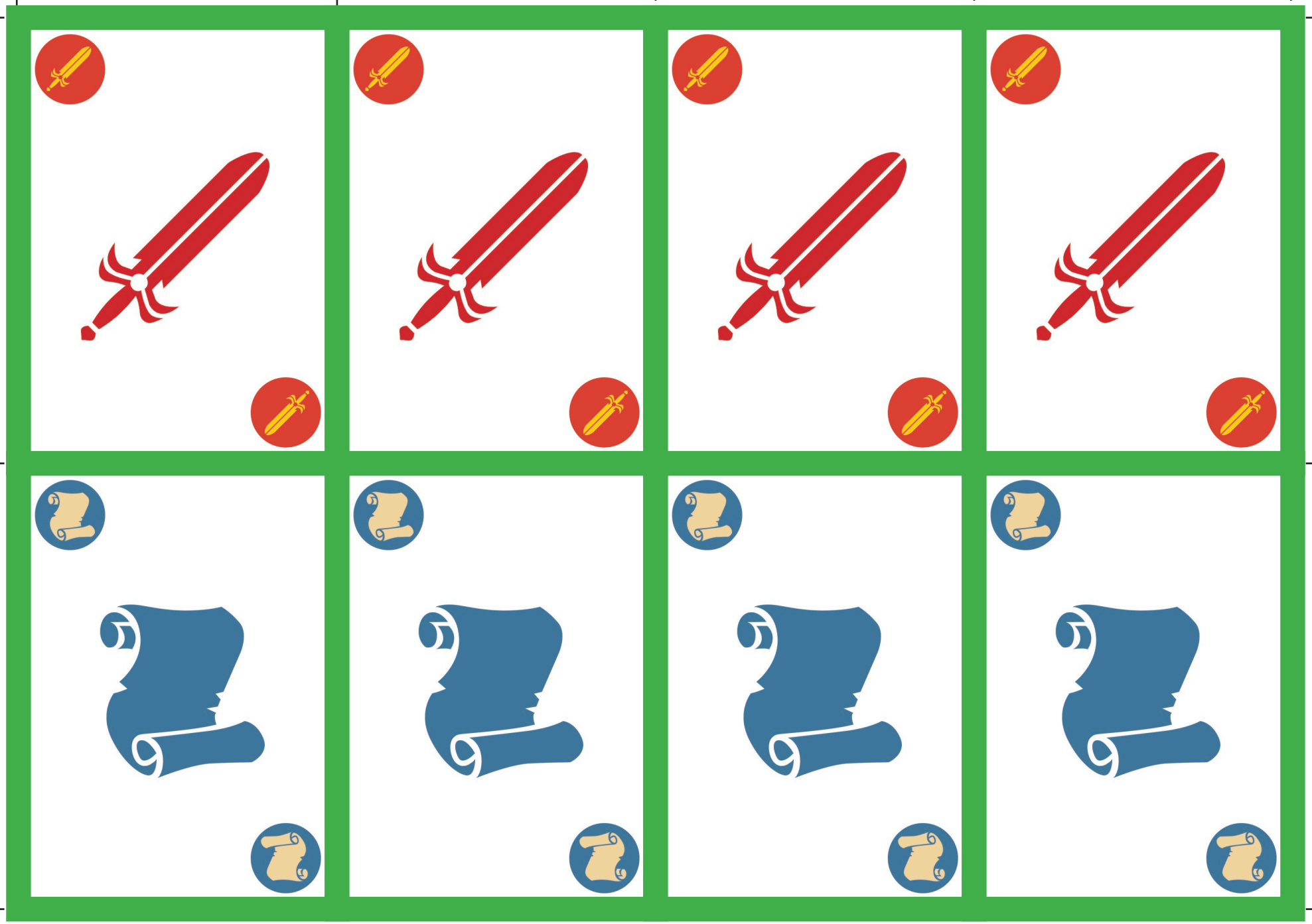
Face up

TRICK SHOT

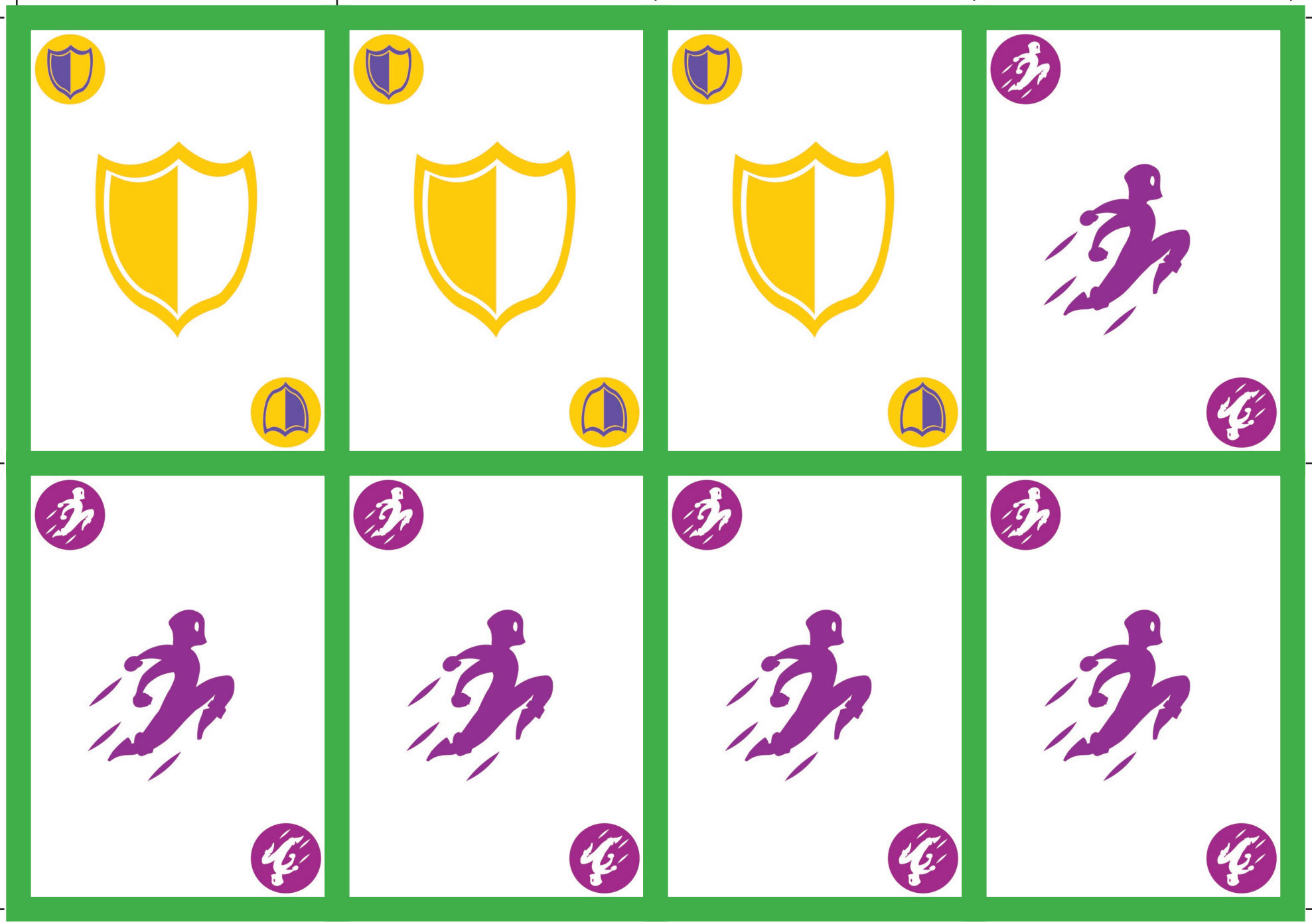
Discard 3 cards to:

Defeat a Person ( )

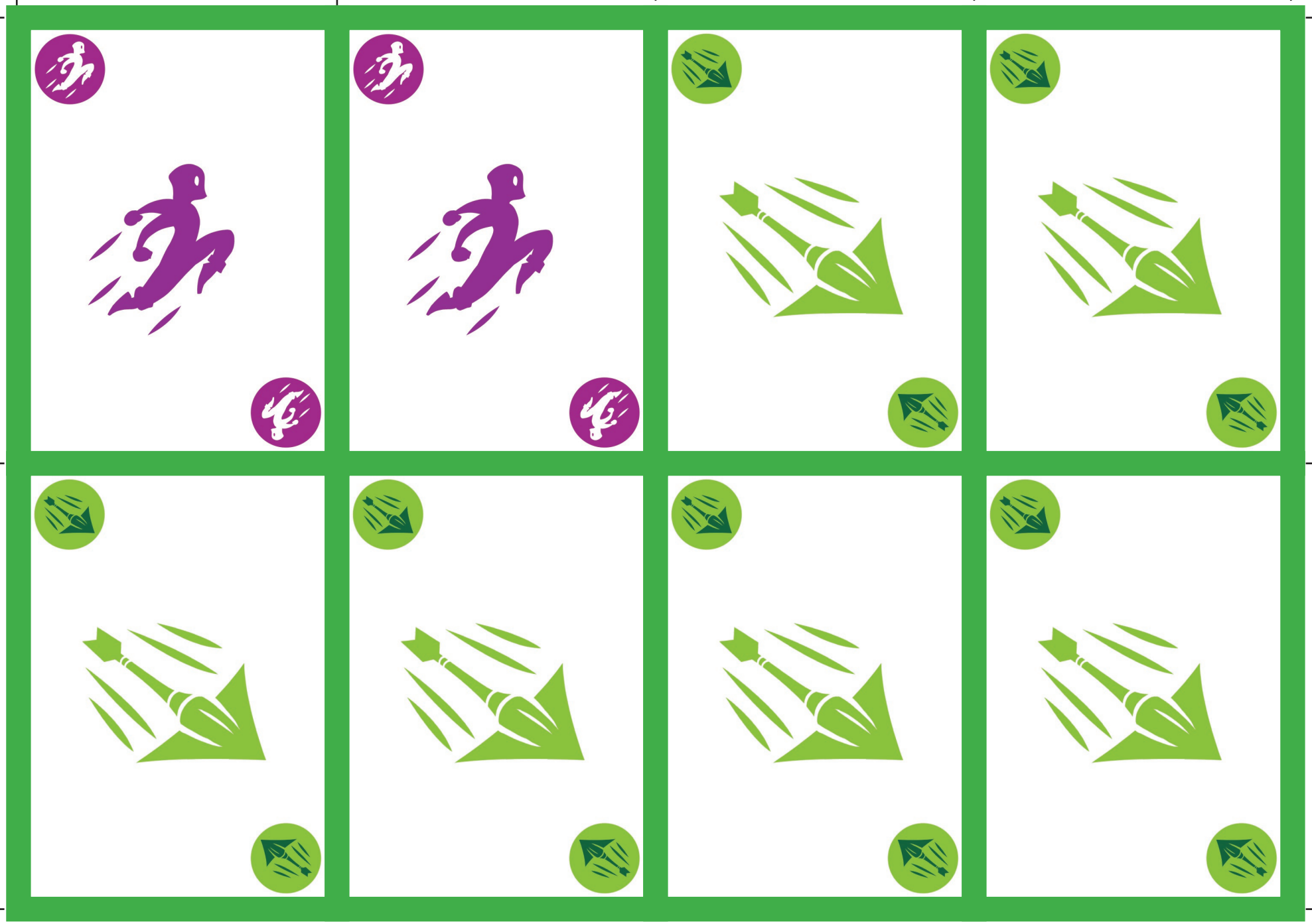
Ranger / Huntress Deck — Green — 40 Cards



Ranger / Huntress Deck — Green — 40 Cards



Ranger / Huntress Deck — Green — 40 Cards










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


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


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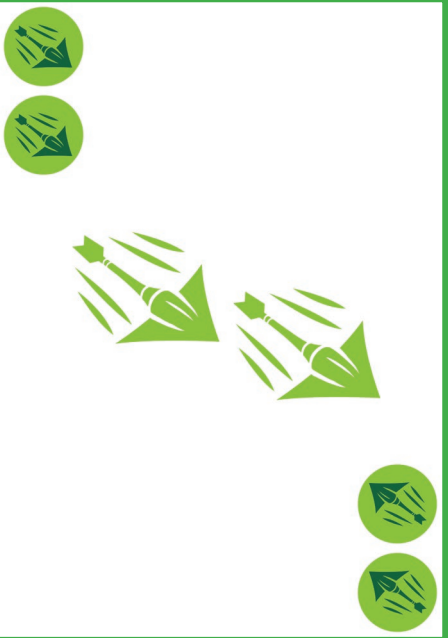




HEALING HERBS

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**.



SNIPE

Defeat a **Person** ( )

Door Cards — Black — 55 Cards

A TIMBER-WOLF



MONSTER

A RATHER UNPLEASANT PHEASANT



MONSTER

GORBLIN



PERSON

A CREATURE OF UNFATHOMABLE EVIL



PERSON

UUGGHH...BOOTS



MONSTER

INVISIBLE WALL



OBSTACLE

JUST A BUNCH OF STAIRS



OBSTACLE

A STRAIGHT-UP GHOST



MONSTER

Door Cards — Black — 55 Cards

AN ARM DEALER



PERSON

BOTTOMLESS PIT



OBSTACLE

A ROSETTA STONE-GOLEM



MONSTER

ADORABLE SLIME



MONSTER

JACK THE RIPPER IN A BOX



MONSTER

A WARRIOR PRINCESS



PERSON

GRIFFIN-DOOR



MONSTER

LOTS AND LOTS OF ZOMBIES



MONSTER

Door Cards — Black — 55 Cards

MASSIVE PAULDRONS



PERSON

A SLEEPING GIANT



MONSTER

BARBER-ARIAN



PERSON

A "GHOST"



PERSON

COLLAPSED CEILING



OBSTACLE

A LITERAL STRAWMAN



OBSTACLE

7 UNHELPFUL DWARFS



PERSON

THE NECROBOUNCER



OBSTACLE

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

Door Cards — Black — 55 Cards

WALL OF SPIKES



OBSTACLE

AN OVERLY DRAMATIC MONOLOGUE



PERSON

EXACTLY 26 NINJAS



PERSON

THE DUCK OF CANTERBURY



MONSTER

STEVE



PERSON

EEEEWWWWWW...



MONSTER

A TERRIBLE, NO-GOOD, AWFUL PUPPET SHOW



PERSON

THE CARPAL TUNNEL



OBSTACLE

Door Cards — Black — 55 Cards

A LUDICROUSLY LARGE WALL OF ICE



OBSTACLE

QUICKSAND



OBSTACLE

A DEFINITLY 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

Door Cards — Black — 55 Cards

TWO GUYS, ONE BOW



MONSTER

JACKED O'LANTERNS



MONSTER

A DEADLY GAME OF HOPSCOTCH



OBSTACLE

GAB-ERWOCKY



MONSTER

A SUSPICIOUS LOOKING CRATE



OBSTACLE

DISAPPEARING PLATFORMS



OBSTACLE

A PRINT-AND-PLAY CARD GAME



OBSTACLE

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

EVENT

YET MORE SPIKES!

Choose a player
to **discard their hand**

EVENT

DAS BOOT!



MINI-BOSS

A LOW-TECH MECH



MINI-BOSS

THE GOBLIN KING



MINI-BOSS

A VERY MINI MINI-BOSS



MINI-BOSS

THE DREADED TRI-BREAD



MINI-BOSS

A MINIATURE T-REX



MINI-BOSS

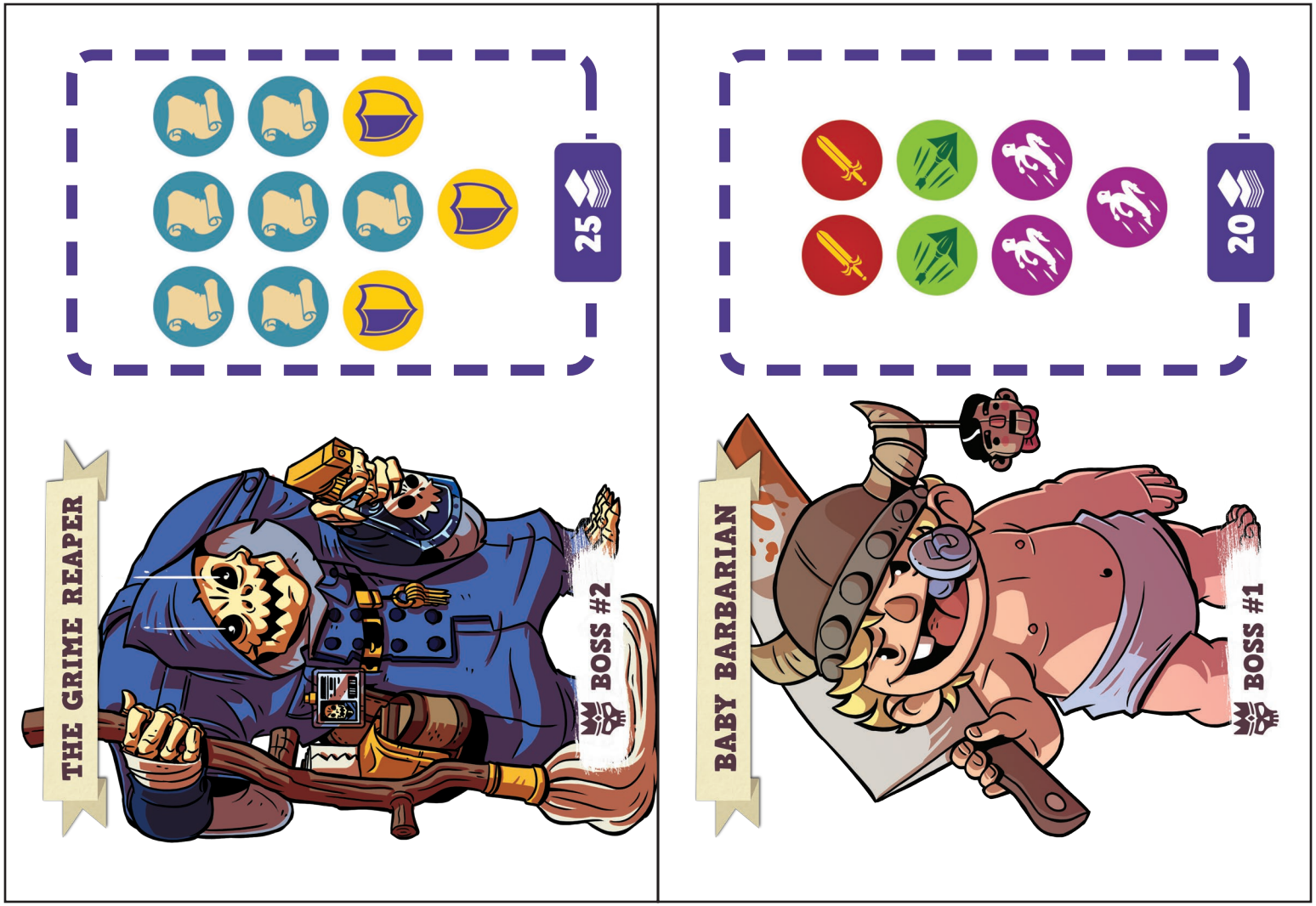
Challenge Cards — Orange — 20 Cards



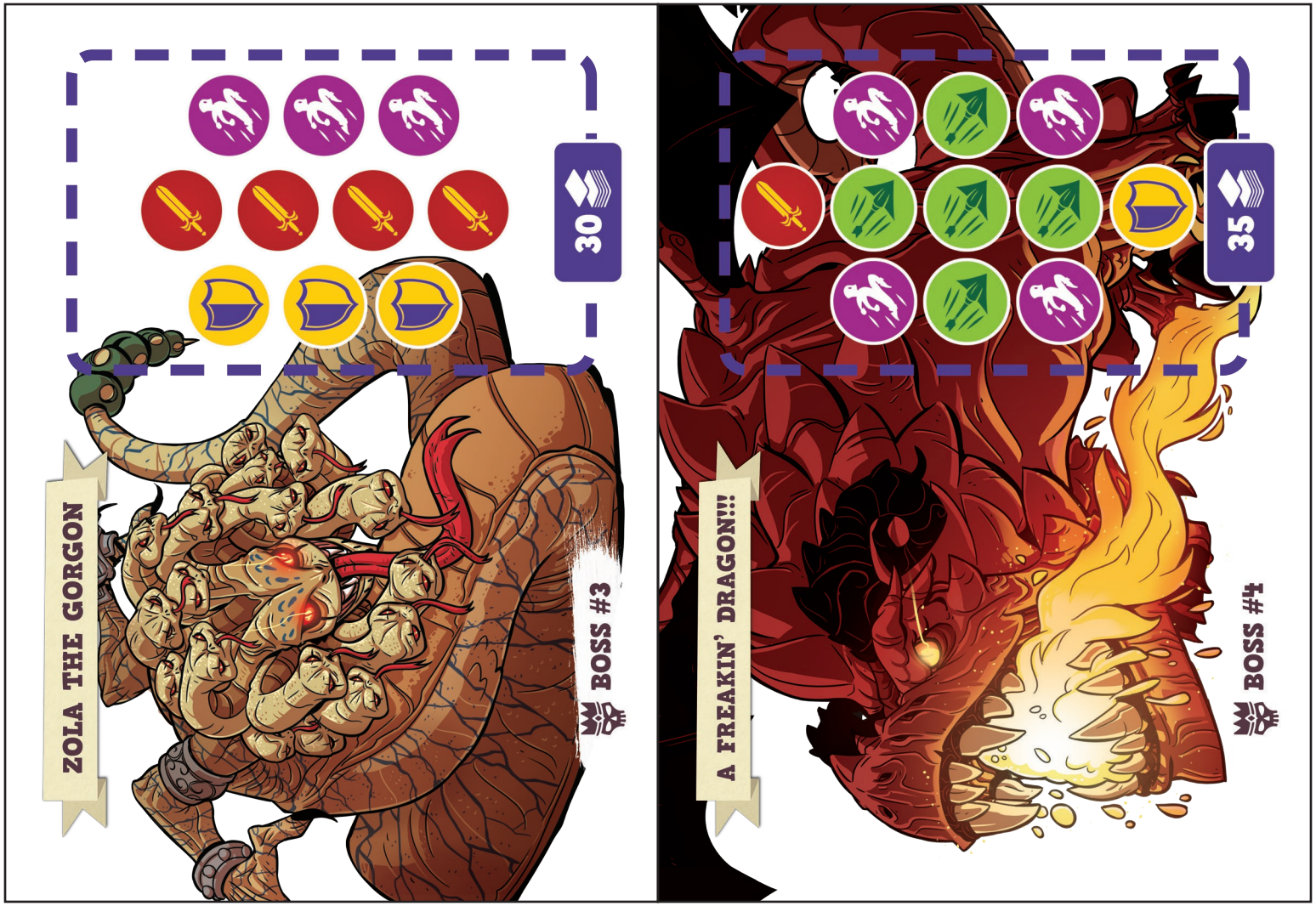
Bosses — 7 Mats



Bosses — 7 Mats



Bosses — 7 Mats



Bosses — 7 Mats

