

D001

Banished Mushroom Creature

It wants to get you because it is mad

Long ago a temperamental wizard trained it to be his faithful foot rest (and to fetch things from the kitchen). Only it kept nibbling off the ends of its master's shoes, and socks, and toenails.

When the cat disappeared that was the final straw. Now it wanders caves and dungeons chomping at anything that resembles its former master

Defeat it with an Attack roll of 8 or higher

It kinda chases with a d6

D002

Horrendous Postureling

Picture this... a shadowy figure of crooked angles with beady eyes that makes a most unnerving hissing sound that goes like, "Haaassssbeeen!"

Heebie-Jeebies and droopy jammies! Once it gets a hold of you it will bend and twist and turn you into wickedly designed pieces of post-modern objet d'art. Frightful. Sinister. You must destroy it (with good form) or suffer evermore from its contorted ways

Defeat it with an Attack roll of 8 or higher

Postureling chases with a d12

D003

Discontented Miniatures

Picture this... a group of little miniatures is preparing to attack the party. Leading the charge is one especially plucky little character declaring their battle cry, "They may take our lives! but they'll never take, Our Freedoooooom!!!"

They say a Wizard once enchanted his entire collection of miniatures. He would make them fight each other purely for his own amusement, until one day they finally turned on him

Defeat it with an Attack roll of 8 or higher

Miniatures chase with a d6

D004

Dust Bunnies

Picture this... grimy rabbits made of dust and they're kind of whispering to each other like, "gruk gruk. k-k-k-k. gruk"

Never underestimate Dust Bunnies, because just when you think you've got the upper hand more of them enter the fray. It's uncanny. It's incredible. How do they do it? The secret lies in their fantastic ability to somehow replace their fallen with more Dust Bunnies "Gruk! Gruk!"

Defeat it with an Attack roll of 8 or higher

Dust Bunnies chase with a d8

D005

Tha Dungeon Lackey Defense Force!

Picture Goblins dressed up in super hero outfits and riding on kick scooters

While they think they are working for an evil dungeon overlord they are in fact working for his evil ex-girlfriend. Whatever the twisted truth may be their mandate is simple... seek out intruders and destroy them (and then pose for a group photo as evidence of a job done). So you better watch out

Defeat it with an Attack roll of 9 or higher

The Lackeys chase with a d12

D006

The Stealthy! Rooftop Popcorn Brigade

Picture this... Goblins dressed up like Chimney Sweeps all covered in soot

Usually, they try to climb down people's chimneys to steal leftover popcorn. Then some Orcs told them that if they came down here and defeated a band of Adventurers the all powerful Popcorn King, who rules the underworld, would reward them with endless popcorn and cupcakes

Defeat it with an Attack roll of 9 or higher

The Goblins chase with a d8

D007

Chompy Treasure Chest

Picture an otherwise inviting treasure chest aside from the slightly suspicious feature of having grisly teeth poking out and the tendency to go "Mmmm, Mmmm" whenever someone approaches it

Naturally, someone couldn't resist the temptation to inspect it anyway so now it is going to eat the lot of you

Defeat it with an Attack roll of 9 or higher

Special: If you defeat the Chest triple the result of your loot roll

Chompy chases with a d6

D008

Giant Carnivorous Larvae

Picture a giant maggoty monstrosity that is all icky and it goes "Spwick! spwick!" as it lurches forward to eat you. Seriously, you do not want to know what it turns into if given the chance to pupate

This disgusting creature needs one more good meal before it mutates into something so very unfortunate there isn't enough room on this card to even describe it. You'll do nicely

Defeat it with an Attack roll of 9 or higher

Giant Larvae chases with a d8

D009

Polka-Dancing Cockroach

It's a large, none-too-friendly cockroach that is dancing and gyrating. It seems to regard the lot of you as food, and not just any food but more like a fresh and tasty combo meal with all the fixins

Whenever a cockroach sees you it's really thinking, "Bon Appetite!" And wait! Oh no! It's dancing... the Polka!! That can only mean one thing, it is attempting to summon its wretched brethren to the feast (that's us). Yikes!

Defeat it with an Attack roll of 9 or higher

Cockroach chases with a d8

D010

Gelatinus Karaoke Beast ...from Spaaaaace!

Try to picture a large, slow moving, translucent creature that looks like a hulking cube of highly aggressive gelatin. The only discernible features you can make out are a microphone and a flashy disco ball floating inside it

Hailing from the low-calorie diet galaxy of the Gluten quadrant this dreadful hunter is looking for new curios to add to its collection

Defeat it with at Attack roll of 10 or higher

Karaoke Beast chases with a d6

D011

Blathering Blatherskites

Try to picture smallish, roundish critters with short legs and large feet. They have really tough skin and their tongues hang out and they blather like this (make a blathering sound). Pretty strange huh

These foul little creatures roam the dark places of Feonora in search of ingredients for their Gruel Casserole.

Looks like they just found some

Defeat it with an Attack roll of 10 or higher

Blatherskites chase with a d8

D012

A Mob of Garrulous Gobhooligans

Picture a small group of not very fierce but perhaps slightly inebriated Goblins

You've just stumbled into a staggering drunken thitherbaggy that is about to turn this quiet underground chamber into the biggest kerfuffle since last Tuesday. For this motley mob is ready to pillage and plunder (while singing badly) and maybe even have a glorious romp in that ol' Garbage Heap

Defeat it with an Attack roll of 10 or higher

Goblins chase with a d8

D013

Durable Skeleton Hunter

Picture this... single-minded and armed with intimidating weaponry. A few of its bones are metal. One eye is glowing red

This Skeleton Hunter has been sent to find and terminate you. And if that doesn't work it is going to travel back in time to yesterday and try again. Or would that actually count as the first time? Oh dear. Best destroy it now lest we cause a major disruption of the space-time continuum

Defeat it with an Attack roll of 11 or higher

The Hunter chases with a d6

D014

Skeleton Fighter Poetry Club

Picture a motley gathering of Skeleton Fighter misfits adorned in poetry attire, real vintage bohemian stuff. Some of them are smoking cigarettes. The tattered old banner hanging above reads, "Undead Poets Society"

As Skeleton Fighters go this lot are some cool cats. Although, as they are now rushing toward you it isn't clear if they want you to join them, or pay the penalty for barging in uninvited

Defeat it with an Attack roll of 11 or higher

Skeletons chase with a d8

D015

Grimy Grave Robbers

Picture a well-armed crew of dastardly blokes. After regaining his composure the leader shouts out defiantly, "Badges!? We don't need no STINKING Badges!"

These lowly moochers let the underlings of evil do all the dirty work, and then they swoop in and pilfer the remains. Or they do things the hard way using even dirtier tricks

Defeat it with an Attack roll of 11 or higher

Special: If you defeat the Robbers double the result of your loot roll

Grave Robbers chase with a d12

D016

Ancient Slugglemyte

Picture a huge worm-like monster with dark scales and a big toothy mouth that pops down through the ceiling like this! (make a scary gesture with your hands)

Until now only rumor and speculation have suggested that an even more voracious form of Slugglemyte might exist, an ancient breed that trawls dark passageways in search of tasty adventurers. Now you've discovered one, or rather it has discovered you

Defeat it with an Attack roll of 12 or higher

Slugglemyte chases with a d8

D017

Briney Undead Pirates of Misfortune's Grave

Picture a crew of skeleton pirates

"Avast ye scurvy toads!" Uh oh. You are competition for treasure mateys. And we all know what cursed rotting pirates do with the competition... "Aye we'll be hearing nothing about Parlay!"

**Defeat it with an Attack roll
of 12 or higher**

Special: If you defeat the Pirates double the result of your loot roll

Pirates chase with a d6

D018

Cunning Arachnid

Picture this... a huge spider with big slobbery fangs. Its silent movements in the damp darkness gives you the feeling of being surrounded. And it makes a horrible creepy sound that goes like, "FT-t-t-t-t-t-t-t-t-t-t" (do your hands like a huge hungry spider and make like you're getting the player next to you)

This hairy beast is glad to have found you. After all, she has many little ones that need to be fed. And feast they will with this fine looking meal

**Defeat it with an Attack roll
of 12 or higher**

Arachnid chases with a d12

D019

Dungeon Horde

Try to picture what looks like hundreds of gross little things with eyes and teeth crawling down the ceiling and oozing out of cracks. (Make the Dungeon Horde sound). You can't tell whether they're individuals or all connected somehow. A most unfortunate situation. Even your mounts are totally freaked out

No one knows what these things are, only that they travel in numbers and try to overwhelm their victims

**Defeat it with an Attack roll
of 13 or higher**

The Horde chases with a d8

D020

Orcish Warriors

These guys are much meaner than any other group you are likely to encounter

This hunting party has come down here to train some of its newest recruits. Their worthiness will be measured by how much loot they are able to pilfer from their prey, or the manner in which they "Destroy You!"

**Defeat it with an Attack roll
of 13 or higher**

Special: If you defeat the Orcs double the result of your loot roll

Orcs chase with a d12

D021

Slithering Centipede

It's crawling over a massive pile of bones which, if one were to study it further, might conclude that a band of Orcs had been battling an Otig until the Centipede came in and finished off the whole lot, including the Otig (and probably a few unfortunate spectators looking in on the ruckus) and nevermind because you are about to be the Centipede's next meal

Most adventurers alive today will tell you; if you ever come across a Centipede... Run for your life!

**Defeat it with an Attack roll
of 14 or higher**

Centipede chases with a d12

D022

Drooling Amphipod

The chamber is empty and eerily silent, until an oozing glob of slime drips across the Group Leader's shoulder. Down from the ceiling it descends, a hideous bug-like alien (make like a Drooling Amphipod). Slowly it assesses each one of you with an almost otherworldly intelligence

Dark and dreadful it stretches itself slowly. And then attacks! with vicious, slimy, reckless abandon!

**Defeat it with an Attack roll
of 14 or higher**

Amphipod chases with a d12

D023

Greater Otig

Try to picture a grotesque and unsightly creature consisting mostly of mouth and deadly tentacles. It is protected by a natural form of armor plating. This one is so massive with spiny tentacles that go like this (do the tentacles) ready to grab and gobble anything that goes near it

Greater Otigs are extremely rare, residing only in the deepest, darkest caves & dungeons. Rarer still are those that live to tell about them

**Defeat it with an Attack roll
of 15 or higher**

Otig chases with a d8

D024

Counterfeit Golem

Picture a hulking Golem that looks a bit more twitchy and menacing than the Rock Golems you're used to seeing (show how the Golem is twitching)

The problem is these ones are mass produced by low wage underlings, leading to quirky defects in behavior, not to mention severe political tension between Evil Dungeon Overlords and their Capitalist shareholders. Uh oh here it comes!

**Defeat it with an Attack roll
of 15 or higher**

Golem chases with a d6

D025

Villainous Slime

Picture this... a large dollop of firm green slime with a tag that reads, "For ages 6 and up, or Goblins (any age really). Not intended for eating, repairing leaky faucets or for use as bubblegum"

According to legend, Slime was originally invented for children, to enhance creativity. Their mistake was adding too much Mischievous Fairy dust, and then letting it escape from the factory. Now it's running amok

Villainous Slime can only be defeated with Magic...

...and chases with a d6

D026

Polyester Nightmare

Picture this... a heaping mass of gyrating polyester with neon polka dots, paisly prints and (shock!) sequins galore! AAAAHHhhhhhhh! Strange thing though, if you turn on disco music it kind of grooves to the beat (like this)

An experiment gone horribly wrong. Or maybe just something out of the 1970s. Either way it basically gurgles and oozes and slurps about, devouring whatever dares to cross its path

Polyester Nightmare can only be defeated with Magic...

...and chases with a d6

D027

Belching Troll Monster

It's just too grotesque and hideous to describe. But the sound. Now, in order to approximate the incredible belchiness of a Belching Troll Monster we're going to have to do this together (just kidding)

As if Trolls weren't rotten enough it turns out these loathsome creatures of the under-realm are what Trolls keep for pets. Normal weapons are useless and will only make it angry, as in spluttering hairballs ~ptooey!

Troll Monster can only be defeated with Magic...

...and chases with a d6

D028

Restless Mummy

Picture an agitated mummy that has been separated from its conga line, which you can see by the moves the Group Leader will now demonstrate for us... (go ahead Group Leader) See?

You are kind of tempted to join it but the mummy will only try to scratch and bite you because that is what restless mummies do when they aren't queuing up on a conga line, "Ba ba ba ba ba Hey!"

The Mummy can only be defeated with Magic...

...and chases with a d6

D029

Radioactive Undead Ogre

By Foils toil and dark magic, it glows in the dark! ...pretty neat huh. Except that everything around it seems to wilt, very strange. Oh yes, it also has determined to crush you good (make Ogre noises)

It used to crank the generator in the evil laboratory. Exposure to so many mad science experiments eventually made it turn radioactive. It's new job is to deal with nosy adventurers before they cause trouble

Undead Ogre can only be defeated with Magic...

...and chases with a d6

D030

Mysterious Hooded Figure

Whatever it is that stands before you is wearing a dark robe with a large hood. Even when you hold out your torches its face somehow remains shrouded in a deep darkness. Beware of flying fists

Every time you try to attack this dark figure it blinks out of reach to another part of the chamber and then starts playing air guitar, as if this were all just a game. Thwack! Swish! Pow!

Hooded Figure can only be defeated with Magic...

...and chases with a d8

D031

Suit of Armor

Picture a suit of armor with a sword and shield, positioned at attention. It must be some kind of fancy decoration, like they do in elaborate corridors. Except that as you creep through the passageway its head turns to follow your movement

And then all of a sudden it springs to life! and begins dancing the Boogie-woogie like this (demonstrate the Boogie-woogie) and then attacks. No matter what you try "Clang! Dong!" your regular weapons are useless

Suit of Armor can only be defeated with Magic...

...and chases with a d8

D032

Floating Sword

Here it waits. Patiently. Illuminated by a mysterious shaft of light. When suddenly Swish! "Duck!" Swoosh! "That was close" "Look out!" Swish! (stab) Swoosh! Even when you manage to score a hit the sword parrys, as if possessed by the soul of an evil master swordsman

Swift, relentless and wicked deadly this enchanted sword continues to elude your attacks. Normal weapons won't suffice. Your quest ends here

Floating Sword can only be defeated with Magic...

...and chases with a d12

D033

Goblin Fish Thief

Picture a Goblin with a burglar mask who's reaching out from behind a rock to grab the tail of a fish that's sticking out of someone's pack, probably yours. What's this? There are two very young Goblins with him, learning daddy's trade

This hungry little thief specializes in stealing yummy Fish, to feed his family, and to sell at the local Goblin's Market.

Before you have a chance to trade, everyone must make an Agility roll of 5 or higher to avoid having their Fish stolen. Those who fail lose two Fish

Characters with Thievery skill or a Thief Companion are immune to the Fish Thief (and his young trainees)

D034

Coin Grubber from Planet Plinkatron

Suddenly a large screen lights up with the image of a strange alien creature at the helm of a control panel, with all the buttons and levers and blinking lights. It seems to be speaking through a translator as the message booms out, "All Your Base Are Belong to Us!" at which point it snickers greedily and presses the big red button

(Make a big vacuum sound)

As the magnetic vacuum tubes whirr to life the sound is nearly deafening. Everyone must make an Agility roll of 6 or higher to fend it off and escape. Continue losing 4 Copper Pieces with each failed attempt until you escape

D035

Interdimensional Time Machine of Dubious Origin

"VVVVVVVVVVVVV! ZAP! Ka-Pow!"

As the smoke slowly dissipates this strange and ominous machine appears (Picture a big blue porta-potty)

Huh. Nothing seems to be happening. Wait a minute. The door. It's opening!

Colored beams of light latch onto each party member. Those who are unable to make a Persuasion roll of 5 or higher are ultimately pulled into the machine.

Of course, if your character doesn't want to be left out jump right in yahoo!

A short while later those who went into the machine reappear with different items, and a fresh new hairdo. Replace each item with a new one from the deck

D036

Jabberwotty

Picture a daunting creature with thick, stony flesh and a large toothy mouth

You've just stumbled into the legendary Jabberwotty, who feels that you are not worthy to pass through his chamber. To win approval the group must somehow come up with three consecutive Persuasion rolls of 5 or higher. Succeed and Jabberwotty will offer the Group Leader a gift of 3 fish. Fail and the creature will surely chase you

Mysteriously, the Jabberwotty is immune to both Magic and your current stock of weapons. It chases and chomps with a d8

D037

Smoldering Gorlab

Make the ominous sound of a Smoldering Gorlab emerging from the depths...

What words could be used to describe such a monstrous entity, so massive and imposing that it seems almost to embody fear itself. Darker than the darkest of shadows with fiery cracks and black billowing smoke emanating from it

Many believe the Smoldering Gorlab to be merely legend, a colossus whose thunderous roar could shake a stone fortress into a pile of rubble. If such a thing were real well, there would be but one option ~run for your life!

Gorlab is immune to all forms of Magic and chases with a d12

D038

Garbage Heap

Try to picture a steaming pile of muck and slop, bubbling with slimy bilge and the stinky refuse of spoiled sewage rotting stench and decay. A mouth waits for more garbage "glob glooob ploop"

Unfortunately, attacking a Garbage Heap will only make it stronger. It can even absorb Magic spells! The only way to properly smite a Garbage Heap is to feed it Fizzy Tablets. If someone has Fizzy Tablets you can destroy this wretched Heap of Garbage, which will then spew forth 3 Items for whoever tossed them in. The player may also take this card for the Battle badge

Otherwise you may keep moving

D039

Boulder of Crushiness

Shhh. Put one hand to your ear like you can faintly hear something, and then look scared and point to the distance beyond

Everyone should picture, not the usual round boulder, but a ginormous d12 rumbling down the corridor!

At first the distant rumbling sound. Then suddenly out of nowhere a giant (yet strangely familiar) boulder comes crashing down the passageway!

Everyone must make an Agility roll of 8 or higher to jump out of the way ...or take 10 damage

Your characters get but one chance to avoid the boulder

D040

Giant Mousetrap

Use sound effects and hand gestures to indicate a giant cage that has just come CRASHING! down from above, trapping the entire party (go ahead). We have just been trapped inside a cage, that is now pinned to the ground with heavy spikes. Lucky we were close together when it came crashing down around us

You barely have time to contemplate the giant rope tied to the top of the cage when "thoop! thoop! thoop!" small darts begin shooting out of the walls

Damage is 10 minus your Agility roll, after which the group finally manages to pry the cage loose and escape, much to the relief of your Mounts who are feeling none too sure about all this

D041

Amateur Booby Trap

Only a Thief can detect and disarm traps. Every Thief gets one chance to make a Thievery roll of 6 or higher. If one of these attempts succeeds you may continue safely on your way. Otherwise, if no one can detect and disarm the trap (or there is no Thief in the party) then “click” and...

“Sproing!”

The trap is sprung and everyone takes Damage, starting with whoever pulled this card. Start with 7 Damage and reduce it by 1 for each successive player in clockwise order (the next player would take 6 Damage)

D042

Complicated Booby Trap

Only a Thief can detect and disarm traps. Every Thief gets one chance to make a Thievery roll of 7 or higher. If one of these attempts succeeds you may continue safely on your way. Otherwise, if no one can detect and disarm the trap (or there is no Thief in the party) then “click” and...

“Sproing!”

The trap is sprung and everyone takes Damage, starting with whoever pulled this card. Start with 8 Damage and reduce it by 1 for each successive player in clockwise order (the next player would take 7 Damage)

D043

Sinister Booby Trap

Only a Thief can detect and disarm traps. Every Thief gets one chance to make a Thievery roll of 8 or higher. If one of these attempts succeeds you may continue safely on your way. Otherwise, if no one can detect and disarm the trap (or there is no Thief in the party) then “click” and...

“Sproing!”

The trap is sprung and everyone takes Damage, starting with whoever pulled this card. Start with 9 Damage and reduce it by 1 for each successive player in clockwise order (the next player would take 8 Damage)

D044

Diabolical Booby Trap

Only a Thief can detect and disarm traps. Every Thief gets one chance to make a Thievery roll of 9 or higher. If one of these attempts succeeds you may continue safely on your way. Otherwise, if no one can detect and disarm the trap (or there is no Thief in the party) then “click” and...

“Sproing!”

The trap is sprung and everyone takes heavy Damage. Since you have just fallen victim to the insidious work of a wickedly crafty boobytrapist everyone takes 9 Damage and, as with all booby traps, Agility cannot help you

D045

Booby Trap of Greed and Pilferage

This shifty yet devious trap was designed to make someone filthy rich. Every Thief gets one chance to make a Thievery roll of 5 or higher. If one of these attempts succeeds you may continue safely on your way. If not...

“Click. Sproing! Poof!”

The trap is sprung and suddenly valuable Copper Pieces are teleported out of every coin purse ...equal to your Player Character's current Rank

There was no time to trade before your precious coins disappeared in a crackling puff of black smoke

D046

Hokey Automaton

Picture a suspicious robot that has a hinged panel with a keyhole on its chest

The mechanical robot turns to face you. “Self Destruct is go. Turn back intruders or ~Kaboom! Turn back!”
Hmm. There's something just a bit suspicious about this contraption

Starting with whoever drew this card, each Thief gets one attempt at a Thievery roll of 7 or higher. If the panel is opened the Goblin operator (not wanting to lose his job) will beg and plead not to be reported by handing over his partner's life savings of 6 Copper Pieces and 2 Items

Unlock spells will work too. Otherwise the group moves on, in case the warning is real

D047

Suffocating Foggy Smog (of Smoking Nicotoxin)

Picture a thick billowing smelly and altogether dirty specimen of a cloud as an ominous voice portends, “Dead men tell noooo taaaales. (Cough! Cough!)”

Suddenly, a mysterious noxious cloud envelopes the area, snuffing out your torches and lanterns. Is it a trap!? Or a wicked spell!? You must get away!

In order to escape from the icky smog unharmed everyone must hold their breath until they can manage an Agility roll of 7 or higher

Those who fail take 6 Damage from breathing in the rancid smoke

D048

Brooding Basilisk

Picture this...it's a big, scary Basilisk with jewel-like eyes so mesmerizing you can't bear not to look into them, and yet you mustn't meet its gaze! “Hhssssssssss”

In order to get through this our intrepid Group Leader will have to convince each party member to look away, by making a Persuasion roll that is equal to or higher than each player's Agility roll. Every Player Character gets a distinct Persuasion roll

Those who fail to avert their eyes take 8 Damage from the ensuing petrification, which fortunately for you will wear off in a few moments

D049

Lurking Briar Patch

Picture thick and twisted thorny dark shrubbery creeping along the wall. Those who get too close are caught by nimble vines that grip and pull toward the patch

Quickly! Make an Attack roll of 7 or higher to avoid getting caught!

Otherwise, It got you!

Everyone who is caught must make an Agility roll of 5 or higher to escape. Take damage each time you roll until you manage to escape

Lurking Briar Patch has momentarily hindered the use of Magic and further attacks will only slow it down

D050

Fungal Nuisance

Picture a mass of sticky-slimy tentacles with one large eyeball at the end. They're slithering along the floor, walls and ceiling, or hanging down to grab you

Quickly! Make an Attack roll of 8 or higher to avoid getting caught!

Otherwise, They got you!

Everyone who is caught must make an Agility roll of 5 or higher to escape. Take damage each time you roll until you manage to escape

Fungal Nuisance has momentarily hindered the use of Magic and further attacks only seem to slow them down

D051

Carnivorous Mold

Try to picture a massive, voracious mold oozing endlessly out of the walls and ceiling, sucking and grabbing and sticking to everything around it, especially you

Quickly! Make an Attack roll of 9 or higher to avoid getting caught!

Otherwise, It got you!

Everyone who is caught must make an Agility roll of 6 or higher to escape. Take damage each time you roll until you manage to escape

The Carnivorous Mold has momentarily hindered the use of Magic and further attacks will only slow it down

D052

Statue of Broken Riddles

Picture this... it kind of resembles one of those ancient tiki-totem statues, only this one has a stern look on its face

Waking up in an extremely grumpy mood "Hrrmmph!" this Statue bids you to solve a nonsensical riddle or pay the penalty for disturbing its slumber

All players get one attempt at a clever response by making a Persuasion roll of 8 or higher. If you fail the statue will spring its trap and everyone will suffer one-time Damage of 16 minus your Agility roll. If one player solves the riddle ~and~ gets the highest roll (ties don't count) the statue rewards this character with 1 Item, three Loot rolls, and a nod of approval "Mhm yup yup"

D053

The Mysterious Device

Picture a large tumbled stone with a big red button that reads "Do Not Push"

How peculiar, and yet intriguing. Is it a trap? A puzzle? A game? Whoever wishes to find out gets a turn (one character only per player) at pushing the button and then rolling a d6 to discover the result

(1 or 2) Poof! Temporarily transformed into a Goblin. Strike a pose and say something Goblinish. (3 to 4) Zing! Your character can't resist breaking out into their Happy Dance. Show us. (5 or 6) Healing sound and then Copper Pieces begin to flash, sparkle and disappear as your Health rejuvenates. One Copper Piece for one Hit Point until your Character is fully recovered

D054

A Game of Dice

Meal time and a bit of rest. How about a game of Dice to break up the dreariness

Everyone roll a (d12) being careful to hide the result. Let's all participate since placing a wager is optional. Now then, whoever thinks they have the highest or the lowest number may put up 10 Copper Pieces. Once all wagers have been placed everyone will reveal their dice. The player with the highest number takes the entire pot. However, if two or more players are tied with the highest number it would then go to the player with the lowest number ~ but only if they had put up a wager. When the lowest number is also a tie then everyone takes back their wager and we can play another round

D055

Plain old Trap Door

Any Thievery roll of 9 or higher and you may continue safely on your way. Or...

The player with the Initiative Token has just unwittingly stepped onto a trap door, "Crreeek! Thoop!" and must now make an Agility roll of 6 or higher to avoid falling through. The player to the right and left may also attempt a combined Agility roll of 10 or higher to help their friend. If all attempts fail the character was barely able to grab onto the edge, but loses some of their valuable loot to the darkness below

Remove 2 Fish, 11 Copper Pieces and 1 Item or Spell. There was no time to trade beforehand

D056

Devious Trap Door

Picture a sparkling trap door that has magically materialized underfoot

The player with the Initiative Token has just been swallowed up by an enchanted Trap Door, "Zap! Slurp!" A few moments later another Trap Door in the ceiling (probably the same one) spits them back out. "Shloop! Thud! Ow." Strangely, some of this Character's Items are now different

Replace two of your Items with two more from the Items deck

Spells are unaffected by the Devious Trap Door and there was no time to trade beforehand

D057

Day of Admiration

The group has stopped to rest for a short while, to water the mounts and have a nice healthy snack before moving on. Picture someone pulling out their pocket calendar to have a quick look

A moment later, after double-checking the date, this character realizes that today is the official Day of Admiration!

Starting with whoever pulled this card take turns giving 3 Copper Pieces or One Item to the player on your right.

As you present your gift have your Character state one thing they admire about the other Player Character. Naturally, Companions may chime in too. Or you can even share what your mount thinks about this Character

D058

Mipflop the Merchant

Picture a nervous Goblin is pulling a little red wagon weighed down with a large sack of goods. The sign on the back of the wagon reads, "Useful merchandise, slightly used. All sales FINAL. Promises to pay later not accepted, especially from Humans and Dwarves!"

What good fortune to bump into a... traveling merchant? Seeing as how most of his customers try to eat him Mipflop is only too glad to offer you a discount on his curious collection of (quality) wares

7 Copper Pieces per Item starting with whoever pulled this card. Each player is limited to 3 Items and "No Peeking." A Persuasion roll of 6 or higher will also let you trade 1 item for one more

D059

Genie from Afar

Picture this... a stereotypical genie in a lamp wearing the sort of facetious grin you might find on a used mule salesman. "Meka-leka hi meka-hi-nee ho what have we here? Well well well come on over and let's talk Money! Loot! A Game! A Riddle!"

This genie sure is glad you found him. Or did he find you? Hmm. Whatever the case he makes a tempting offer

Make a Persuasion roll of 9 or higher to solve a riddle and he will grant each of you 1 Item. Fail to solve the riddle and he will take an Item (or a Spell) from each of you. Only one attempt to solve the riddle is permitted and the decision must be unanimous. Or politely decline and he'll heckle you as you walk away

D060

Conspicuous Crate

Picture this... a large wooden crate, like the kind one might find in a video game just around the point when it seems that all hope is lost if only some free and useful stuff would show up. That kind

"Hey Look!" (point)

For a brief moment you stop to wonder what in the world a large, unopened crate would be doing in a place like this... and yet you are soon overcome with the urge to slide it around for a few minutes and then bash it open. To your amazement, the crate had been packed with items and trinkets of a (useful) nature

Each player may take 1 Item Card

D061

Campfire Story Time

Tonight the group has decided to have a story telling contest. Beginning with the Group Leader each Character (with help from their companions) is going to spin a fantastic yarn, or share the incredible true story that will not soon be forgotten. Briefly give us an idea about the story your characters tell, then make a Persuasion roll

After each performance everyone is going to place One Copper Piece into the pot. Go around until everyone has made their roll, which should include Companion bonuses if they apply. Whoever made the highest Persuasion roll is our winner and collects the prize pot, while receiving a well deserved round of applause! "Wooo! Bravo!"

D062

Spring of Mineral Water

Picture the most delicious and refreshing glass of clean water you've ever had, and then imagine a small pool of clear, rippling water glistening in gentle light

You've just found a natural spring brimming with crisp, clean mineral water. As you sip from this cool and refreshing spring some of those aches and pains slowly begin to fade away

Each player may add Health Points equal to their highest fishing streak.

Though delicious and magical the mineral water has limited effects, and any water removed from the spring for more than a few moments loses its regenerative properties entirely

D063

Jiminy Jollity Crump

Picture a proper butler, quite alone and glad to see you. He has a small knapsack

After a bit of polite conversation you learn that Jiminy is the former butler of the nefarious Sneterton Malarkey, Underlord of the 5th Realm. A right nasty bloke on the whole and pretty far down the lowerarchy (if you get the meaning). Poor Jiminy was let go for being "too nice Crump!" and for "schmoozing whilst buttling" or so they said. It all happened so fast when the lawyers and security staff came rushing in to rush him out. Ah well, he's thinking about taking up a new career, like maybe prize fighting.

But you are obviously on a mission of good deed and he does so want to help

Each player may collect 3 Copper Pieces. The player who drew this card may also take One Item card

D064

Butterfly



What incredible fortune to find this unique specimen here. It must be very special indeed, maybe the only one of its kind. To collect this amazing creature unharmed will require an Agility roll of 5 or higher

Every player gets one attempt before the butterfly slips away

D065



Group Roleplaying

Thinking back to the previous event or encounter...

From the standpoint of your Character or their Companions

What would you have done differently or what will you do differently next time?

Start with the player to the left of whoever pulled this card

D066



Settling Down for the Night

Picture the group having just finished their planning and other business to wrap up the day, as each party member turns away to pick out a spot for setting up their bedding and other arrangements

As you settle in for the evening the warm campfire lends to a mood of quiet peacefulness. It feels nice to rest and relax before hitting the sack. The others have begun working on small projects, such as situating their gear or tending to their mounts

What do you do?

What do your Companions do?

D067



Group Roleplaying

Thinking back to the previous event or encounter...

Does your Character or their Companions have any commentary they'd like to share?

...or, if you like, what does your Mount think about it?

Start with the player to the left of whoever pulled this card

D068



Striking Stones

Picture this...two small stones, each one distinctly different, resting on a pedestal

Suddenly the chamber seals itself around you, leaving only the dim light of your torches to illuminate the room. There before you two small stones rest curiously on a pedestal. The sign reads, "Beware, Striking Stones have no power to unlock the chamber unless the truth is spoken..." It then goes on to explain that in order to free yourselves from this devious trap each member of the party (companions are optional) must describe aloud their most embarrassing moment, and then strike the two stones together. Only then will the chamber be unsealed

Who will go first?

D069



Group Roleplaying

Thinking about the nature or purpose of the Quest itself...

Does your Character or their Companions have any commentary they'd like to share?

...or, if you like, what does your Mount think about it?

Start with the player to the left of whoever pulled this card

D070



Group Roleplaying

Thinking about your progress or likelihood of completing this noble Quest...

Does your Character or their Companions have any commentary they'd like to share?

...or, if you like, what does your Mount think about it?

Start with the player to the left of whoever pulled this card

D071



Misplaced Figurine

Picture a miniature figurine of a little fighter that is all bent out of shape

A poor little miniature lays broken on the ground, apparently trampled, or perhaps a victim of cruelty. What's more, it seems he's been abandoned by his fellow miniatures. It seems to be trying to say something, but the tiny thing is barely audible and using mostly gestures to communicate...

As you pass the little fighter around it tries to relay its story in bits and pieces to each member of the party

What does it say?

D072



Group Roleplaying

Thinking back to the previous event or encounter...

Does your Character or their Companions have any commentary they'd like to share?

...or if you prefer any private thoughts about the previous event or encounter they probably would not share aloud...?

Start with the player to the left of whoever pulled this card

D073

Banking Teleportal Machine

Picture a worn out ATM with a large coin slot on the main console and a placard where the screen would normally be

Hmm. It appears to be an enchanted... machine... for sending Copper Pieces back into town. Clever. It says here, "Fees automatically subtracted from deposit"

Each player may send as many Copper Pieces as desired back to their Bank deposit box, less the equivalent of their highest Hero Bonus, which is placed separately into the Town Treasury

Withdrawals are not supported

D074

Sultry Nightclub Singer

To the Group Leader in a slow, silky voice "Helloooo. My name is Peachy Merlot, but you can call me any time"

While chatting up our bedazzled leader she muses with a wry smile over the endless thrill of being a "Vampress on the hunt" and seems keen to give something "to remember me by." A "harmless little kiss on the cheek." How about it dream love? (Player One)

If you accept her offer, the strange "kiss" on the neck is quite the awkward moment, and quickly followed by the overwhelming desire to redistribute your entire coin purse to the other members of the group. Yet, at the same time, our Group Leader has become unimaginably smooth, desirable and immune to all damage for the remainder of adventure (with all Persuasion rolls being automatically the highest possible roll)

D075

Bank Day

It's time to see which way the Market is moving. Roll a d8 to find out how your deposit is faring

- 8 – Funds have Doubled!
- 7 – Earned Interest of 9 CP
- 6 – Earned Interest of 8 CP
- 5 – Earned Interest of 6 CP
- 4 – Earned Interest of 4 CP
- 3 – Earned Interest of 2 CP
- 2 – No Change
- 1 – Stock Slump!

If Stock Slump lose all money higher than your Rank

D076

Bank Day

It's time to observe the shifting whims of the Market. Roll a d8 to see how your deposit is faring

- 8 – Funds have Doubled!
- 7 – Earned Interest of 10 CP
- 6 – Earned Interest of 7 CP
- 5 – Earned Interest of 5 CP
- 4 – Earned Interest of 4 CP
- 3 – Earned Interest of 3 CP
- 2 – Earned Interest of 3 CP
- 1 – Stock Slump!

If Stock Slump lose all money higher than your Rank

D077

Puzzle Chamber

Use gestures and sound effects to indicate the walls closing ominously

As the walls close in around you it becomes clear you have just walked into a giant trap. To solve the puzzle all players must work together by rolling all 3 dice. Compare all the dice to find any sequence equal to the number of players (one chance only)

For example: in a 5-player game find any sequence of five numbers

If you succeed collect 2 Copper Pieces each, which drop from the ceiling. Otherwise take 3 Damage and continue on your way

D078

Puzzle Chamber

"Click" Uh oh. (In a whisper) Nobody move. "Chc-chc-chc-chc click. Click, thunk!"

The entire chamber is one large booby trap. To pass through safely you must work together to solve the puzzle. Every player must roll all three dice.

One of the numbers rolled must correspond to the number of players

For example: in a 5-player game the group is trying to produce at least one "5"

If you succeed in solving the puzzle a panel slides open revealing a moldy treasure chest with a note of congratulations. Each player may collect One Item. If you fail everyone takes 4 Damage before moving on

D079

Wandering Theatre Troupe

Picture a romp of giddy underlings dressed up in the most ridiculous stage costumes this side of summer camp

The Goblin in charge explains that in order to attract an audience they offer a prize. Whoever contributes is entered into the random drawing for this special (but secret) but dazzling, but also verrrrry rare item. And a hilarious tear-jerking performance! "Waddy say, huh? Huh? Waddy say"

To play the game pay 5 Copper Pieces, after which whoever pulled this card will roll a d12. Start the "drawing" by pointing to the Group Leader and calling "One" and then continue counting around the board until the number on the die is reached. The winner may take One Item card. After this the group is treated to a most, um, memorable performance by the happy drama club

D080

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is **Elf** or **Malornian...**

The player to your left should go first

D081

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Dwarf or **Hauflin...**

The player to your left
should go first

D082

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Human or **Khajathi...**

The player to your left
should go first

D083

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Elf or **Malornian...**

The player to your left
should go first

D084

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Dwarf or **Hauflin...**

The player to your left
should go first

D085

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Human or **Khajathi...**

The player to your left
should go first

D086

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Elf or **Malornian...**

The player to your left
should go first

D087

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Dwarf or **Hauflin...**

The player to your left
should go first

D088

Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is
Human or **Khajathi...**

The player to your left
should go first