

Dragons Breath

Trap

6

2

Encounter Card

The Trap Maker

Titan

5

6

2

Encounter Card

Combat Loss:  
Pass skill check of 5 or  
take double damage

Poison Dart

Trap

3

1

Encounter Card

Skill Check Fail:  
Take 1 Damage on  
your next turn

Deep Dark Pit

Trap

3

1

Encounter Card

Skill Check Fail:  
Skip your next turn

Fungi Master

Monster

5

3

Encounter Card

Combat Loss:  
Discard a random  
equipped item

Fungi Ninja

Monster

3

1

Encounter Card

Combat  
Loss:  
Roll 1D6  
On odd discard an

Acid Pit

Trap

5

2

Encounter Card

Skill Check Fail:  
Discard a random  
equipped item

Small Chest


Encounter Card

Draw 1 Treasure Card

Leather Armor

Chest


**+1 Skill**



Treasure Card

+1 Skill


Large Chest



Encounter Deck

Draw 2 Treasure Cards

Small Chest




Encounter Deck

Draw 1 Treasure Card

Slight of Hand

Ability

**Steal**




Treasure Card

Steal one equipped item from another player

Trapmakers Tools

Item

**+2 Skill**




Treasure Card

+2 Skill

Mechanical Claw

Item

**+2 Att**



Treasure Card

+2 Combat

Dagger of Scrying

1-Hand Melee

**Seek**



Treasure Card

+1 Combat  
Look at top 2 card of the Encounter Deck.  
Replace in any order

Dagger

1-Hand Melee

**+1 Att**



Treasure Card

+1 Combat

Encounter Increase

The King is bored! Lets turn up the heat!

+1 to all Encounters  
Damage, Skill and Defense. Draw another  
Encounter Card.

Encounter Increase

The King is bored! Lets turn up the heat!

+1 to all Encounters  
Damage, Skill and Defense. Draw another  
Encounter Card.

Encounter Increase

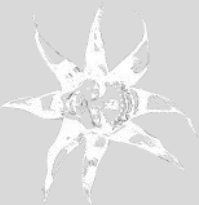
The King is bored! Lets turn up the heat!

+1 to all Encounters  
Damage, Skill and Defense. Draw another  
Encounter Card.

Weak Healing

Potion

**+1  
Heal**



Treasure Card

Heal 1 Health

Weak Healing

Potion

**+1  
Heal**



Treasure Card

Heal 1 Health

Encounter Increase

The King is bored! Lets turn up the heat!

+1 to all Encounters  
Damage, Skill and Defense. Draw another  
Encounter Card.

**+1  
Def**

Ring of Walls  
Ring



Treasure Card

+1 Defense

**+2  
Heal**

Strong Healing  
Potion



Treasure Card

Heal 2 Health