

Gnawbone Breaker

Monster

4

2

Combat Loss:
Destroy a random
equipped Treasure
Card

Encounter Card

Woodland Element

Titan

7

2

Immune to ranged
weapons

Encounter Card

Srawn Maiden

Monster

3

2

Encounter Card

Gnawbone Grunt

Monster

4

1

Combat Loss:
Discard an equipped
Ring

Encounter Card

Gnawbone Scout

Monster

1

2

Immune to melee
weapons

Encounter Card

Gnawbone Soldier

Monster

5

2

Encounter Card

Hidden Portal
Trap

4

1

Skill Check Fail:
Draw a second
Encounter Card

Encounter Card

Quicksand
Trap

3

1

Skill Check Fail:
Roll 1D6
On odd, skip next turn

Encounter Card

Leaf Armor

+1 Def

Chest

Treasure Card

+1 Defense

Large Chest

Encounter Card

Draw 2 Treasure Cards

Small Chest

Encounter Card

Draw 1 Treasure Card

Steady Aim

+1 Att

Ability

Treasure Card

+1 Combat for every
Encounter Level Card
in play

Bow of Might

+3 Att

2-Handed Ranged

Treasure Card

Hardness 3

+3 Combat

Hard 3

Knightly Shield

+2 Def

1-Hand

Treasure Card

+2 Defense

Chaos Orb

Item

Flip

Treasure Card

Equip/Discard:
Reverse the direction
of play

Crossbow

1-Hand Ranged

+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.

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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.

+2
Att

Short Bow
2-Hand Ranged



Treasure Card

+2 Combat

+2
Heal

Strong Healing
Potion



Treasure Card

Heal 2 Health