


2

51-foot Rope

Hero • Permanent • Rope



+2 against Pits and Spikes.

At any time you may discard this card to prevent 1 wound from an  Trap.



*Don't go anywhere without
your 51 feet of rope!*



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illustration by Thomas Denmark



Gilded Key

Hero • Permanent • Key



+2 to open any door.

At any time you may discard this card to reroll 1 of your dice.



Open! Please for the love of Omnisus open! There's a bug-a-bear after me!

illustration by Thomas Denmark




3

Repel Undead

Response • Instant • Ward



Your hero has +1  this turn.

Target attacking  Undead is discarded.



+1



From Agonon's Hollow to the Betulah River reeks the stench of death. But no more! For I defy the Lich Lord.




illustration by Thomas Denmark

7

Blessings of Nakari

Hero • Permanent • Blessing



Your hero has +1 , +1 ,
and +1 .



+1



+1



+1



*Nakari, the queen of darkness,
loves those who love her, and scorns
those who don't.*




illustration by Thomas Denmark

2

Create Darkness

Hero • Permanent • Spell



As a Response you may pay 1 : all  monsters in your hero's space have -1  this combat. Limit once per turn.



-1



I call upon Nakari, Queen of the night, to confound my enemies.

illustration by Thomas Denmark

2

3

Disarm Traps

Hero • Permanent • Skill



Your hero has +1 against Trapped doors.

As a Response you may pay any # of 🖐️: target 👁️ trap of # 🧠 value or less is discarded before it can take effect. Limit once per turn.

I trained with the master thieves of Ravenport. This feeble trap is no match for my superior skills.

illustration by Thomas Denmark

2

5

fiery Blast II

Hero • Permanent • Spell



: inflict 1 additional wound.



Taste my flames.


illustration by Thomas Denmark


2

Gem of Loyalty

Hero • Attachment • Gem



Your hero has +1 .

If attached  is the subject of a forced discard, you may discard this card instead.



+1



Eldritch Lords prized loyalty above all things, which is why they made this bauble.

illustration by Thomas Denmark

2

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4

Holier Lantern

Hero • Permanent • Ward



Each monster costs 1 additional , while each Undead costs 2 additional  to play against you.



This holy lantern is holier than the original holy lantern!

illustration by Molly Mendoza

2

5

Mighty Strike II

Hero • Permanent • Maneuver



: inflict 1 additional wound.



*You need a fresh beating,
the old one is getting stale.*


illustration by Thomas Denmark



Undead Awakening

Dungeonlord • Permanent • Enhancer



All Undead you control cost 1 less  to play (minimum of 1).

All Undead you control get +1  and +1 .



+1



+1



The sound of crackling bones and the rotting smell of the Lich Lord's allies permeates the ancient tomb.

illustration by Thomas Denmark







Unholy Anger

Dungeonlord • Instant • Enhancer



All monsters have +1 and all Undead have +2 to all  and  attacks for the duration of this turn.



+1/+2



+1/+2



The unliving are angered by the presence of the living.

illustration by Molly Mendoza

