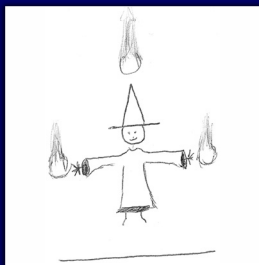


ARCHMAGE GAVUS

POSITION
BACK

VALUE: 4



HERO — LEADER MAGE

REVEAL: IF THE PARTY ALREADY CONTAINS A LEADER, SET THIS ASIDE, DRAW A NEW HERO, AND THEN SHUFFLE THIS BACK INTO DECK.

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS CARD.

BATTLE: REMOVE ONE MAGIC TOKEN TO DESTROY THE CURRENT LAIR CARD.

SIR TOMAN

POSITION
MIDDLE

VALUE: 4



HERO — LEADER CLERIC WARRIOR

REVEAL: IF THE PARTY ALREADY CONTAINS A LEADER, SET THIS ASIDE, DRAW A NEW HERO, AND THEN SHUFFLE THIS BACK INTO DECK.

BIDDING: PLAYERS MAY NOT BID GOLD TO ATTRACT THIS PARTY.

BATTLE: FLIP FACE-DOWN THE FIRST FACE-UP CHARACTER TO DESTROY A MONSTER.

THE MAGPIE

POSITION
BACK

VALUE: 4



HERO — LEADER ROGUE

REVEAL: IF THE PARTY ALREADY CONTAINS A LEADER, SET THIS ASIDE, DRAW A NEW HERO, AND THEN SHUFFLE THIS BACK INTO DECK.

BIDDING: PLAYERS MAY NOT WREAK HAVOC TO ATTRACT THIS PARTY.

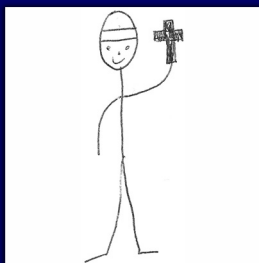
BATTLE: FLIP FACE-DOWN THE FIRST FACE-UP CHARACTER TO DESTROY A TRAP.

RESOLVE: AS LONG AS THIS IS FACE-UP, IT IS UNAFFECTED BY ANY "RESOLVE" EFFECTS OF LAIR CARDS.

CLERIC

POSITION
BACK

VALUE: 1



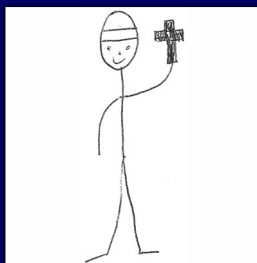
HERO — CLERIC

RESOLVE: IF A HERO WOULD BE KILLED, INSTEAD FLIP THIS OVER AND THE FIRST HERO THAT WOULD BE KILLED ISN'T KILLED.

CLERIC

POSITION
BACK

VALUE: 1



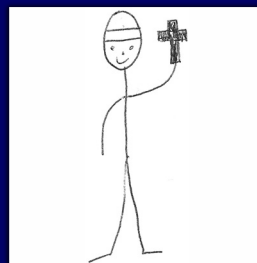
HERO — CLERIC

RESOLVE: IF A HERO WOULD BE KILLED, INSTEAD FLIP THIS OVER AND THE FIRST HERO THAT WOULD BE KILLED ISN'T KILLED.

CLERIC

POSITION
BACK

VALUE: 1



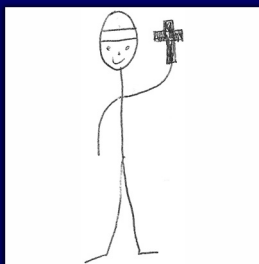
HERO — CLERIC

RESOLVE: IF A HERO WOULD BE KILLED, INSTEAD FLIP THIS OVER AND THE FIRST HERO THAT WOULD BE KILLED ISN'T KILLED.

CLERIC

POSITION
BACK

VALUE: 1



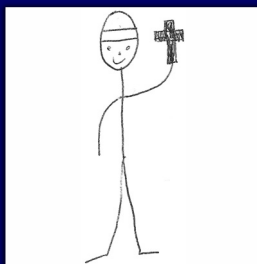
HERO — CLERIC

RESOLVE: IF A HERO WOULD BE KILLED, INSTEAD FLIP THIS OVER AND THE FIRST HERO THAT WOULD BE KILLED ISN'T KILLED.

CLERIC

POSITION
BACK

VALUE: 1



HERO — CLERIC

RESOLVE: IF A HERO WOULD BE KILLED, INSTEAD FLIP THIS OVER AND THE FIRST HERO THAT WOULD BE KILLED ISN'T KILLED.

CLERIC

POSITION
BACK

VALUE: 1



HERO — CLERIC

RESOLVE: IF A HERO WOULD BE KILLED, INSTEAD FLIP THIS OVER AND THE FIRST HERO THAT WOULD BE KILLED ISN'T KILLED.

MAGE

POSITION
BACK

VALUE: 2



HERO — MAGE

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS.

RESOLVE: REMOVE TWO MAGIC TOKENS TO DESTROY THE CURRENT LAIR CARD.

MAGE

POSITION
BACK

VALUE: 2



HERO — MAGE

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS.

RESOLVE: REMOVE TWO MAGIC TOKENS TO DESTROY THE CURRENT LAIR CARD.

MAGE

POSITION
BACK

VALUE: 2



HERO — MAGE

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS.

RESOLVE: REMOVE TWO MAGIC TOKENS TO DESTROY THE CURRENT LAIR CARD.

MAGE

POSITION
BACK

VALUE: 2



HERO — MAGE

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS.

RESOLVE: REMOVE TWO MAGIC TOKENS TO DESTROY THE CURRENT LAIR CARD.

MAGE

POSITION
BACK

VALUE: 2



HERO — MAGE

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS.

RESOLVE: REMOVE TWO MAGIC TOKENS TO DESTROY THE CURRENT LAIR CARD.

MAGE

POSITION
BACK

VALUE: 2



HERO — MAGE

SETUP: IN TURN ORDER, PLAYERS MAY PAY ANY AMOUNT OF GOLD TO PUT THAT MANY MAGIC TOKENS ON THIS.

RESOLVE: REMOVE TWO MAGIC TOKENS TO DESTROY THE CURRENT LAIR CARD.

ROGUE

POSITION
MIDDLE

VALUE: 1



HERO — ROGUE

BATTLE: FLIP FACE-DOWN TO DESTROY A TRAP.

ROGUE

POSITION
MIDDLE

VALUE: 1



HERO — ROGUE

BATTLE: FLIP FACE-DOWN TO DESTROY A TRAP.

ROGUE

POSITION
MIDDLE

VALUE: 1



HERO — ROGUE

BATTLE: FLIP FACE-DOWN TO DESTROY A TRAP.

ROGUE

POSITION
MIDDLE
VALUE: 1



HERO — ROGUE

BATTLE: FLIP FACE-DOWN
TO DESTROY A TRAP.

ROGUE

POSITION
MIDDLE
VALUE: 1



HERO — ROGUE

BATTLE: FLIP FACE-DOWN
TO DESTROY A TRAP.

ROGUE

POSITION
MIDDLE
VALUE: 1

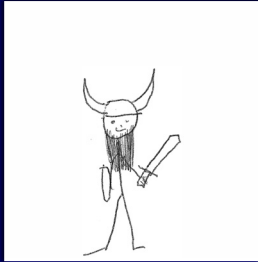


HERO — ROGUE

BATTLE: FLIP FACE-DOWN
TO DESTROY A TRAP.

WARRIOR

POSITION
MIDDLE
VALUE: 1

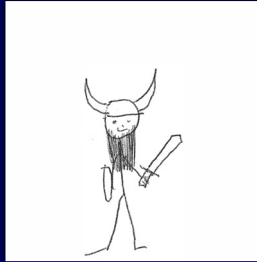


HERO — WARRIOR

BATTLE: FLIP FACE-DOWN
TO DESTROY A MONSTER.

WARRIOR

POSITION
MIDDLE
VALUE: 1

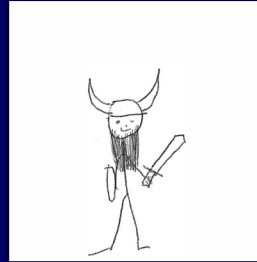


HERO — WARRIOR

BATTLE: FLIP FACE-DOWN
TO DESTROY A MONSTER.

WARRIOR

POSITION
MIDDLE
VALUE: 1



HERO — WARRIOR

BATTLE: FLIP FACE-DOWN
TO DESTROY A MONSTER.

WARRIOR

POSITION
MIDDLE
VALUE: 1

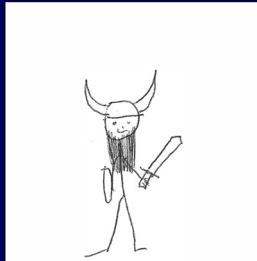


HERO — WARRIOR

BATTLE: FLIP FACE-DOWN
TO DESTROY A MONSTER.

WARRIOR

POSITION
MIDDLE
VALUE: 1

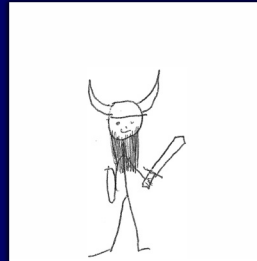


HERO — WARRIOR

BATTLE: FLIP FACE-DOWN
TO DESTROY A MONSTER.

WARRIOR

POSITION
MIDDLE
VALUE: 1

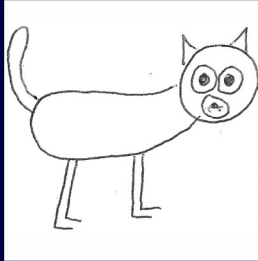


HERO — WARRIOR

BATTLE: FLIP FACE-DOWN
TO DESTROY A MONSTER.

BELLADONNA

POSITION
FRONT
VALUE: 0

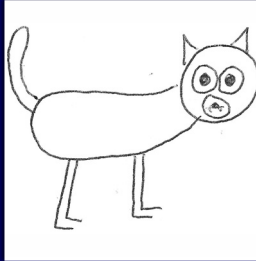


HERO — PET

DEATH: IF THIS WAS FACE-UP WHEN IT WAS KILLED, FLIP THE FIRST FACE-DOWN HERO FACE-UP.

FREYJA

POSITION
FRONT
VALUE: 0

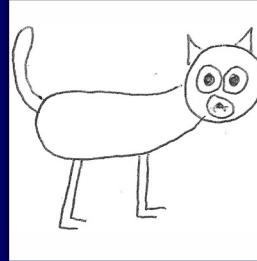


HERO — PET

DEATH: IF THIS WAS FACE-UP WHEN IT WAS KILLED, FLIP THE FIRST FACE-DOWN HERO FACE-UP.

SCHRÖDINGER

POSITION
FRONT
VALUE: 0



HERO — PET

DEATH: IF THIS WAS FACE-UP WHEN IT WAS KILLED, FLIP THE FIRST FACE-DOWN HERO FACE-UP.

ASSASSIN



LAIR — MONSTER

BATTLE: MAY NOT BE DESTROYED BY MAGES.
RESOLVE: KILL THE LAST HERO.

ASSASSIN



LAIR — MONSTER

BATTLE: MAY NOT BE DESTROYED BY MAGES.
RESOLVE: KILL THE LAST HERO.

ASSASSIN



LAIR — MONSTER

BATTLE: MAY NOT BE DESTROYED BY MAGES.
RESOLVE: KILL THE LAST HERO.

GHOST



LAIR — MONSTER UNDEAD

RESOLVE: IF THE PARTY DOESN'T CONTAIN A FACE-UP CLERIC, KILL THE FIRST HERO.
DESTRUCTION: THIS CARD IS DISCARDED INSTEAD OF BEING DESTROYED.

GHOST



LAIR — MONSTER UNDEAD

RESOLVE: IF THE PARTY DOESN'T CONTAIN A FACE-UP CLERIC, KILL THE FIRST HERO.
DESTRUCTION: THIS CARD IS DISCARDED INSTEAD OF BEING DESTROYED.

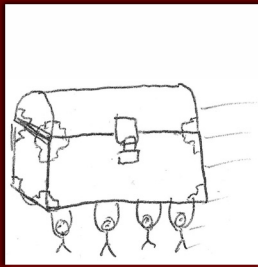
GHOST



LAIR — MONSTER UNDEAD

RESOLVE: IF THE PARTY DOESN'T CONTAIN A FACE-UP CLERIC, KILL THE FIRST HERO.
DESTRUCTION: THIS CARD IS DISCARDED INSTEAD OF BEING DESTROYED.

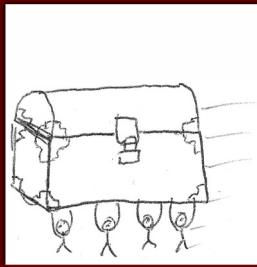
GOBLINS



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. YOU GAIN GOLD FROM THE SUPPLY EQUAL TO ITS VALUE.

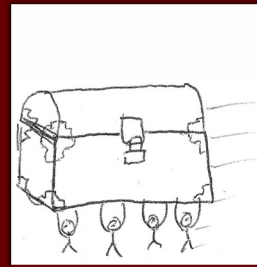
GOBLINS



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. YOU GAIN GOLD FROM THE SUPPLY EQUAL TO ITS VALUE.

GOBLINS



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. YOU GAIN GOLD FROM THE SUPPLY EQUAL TO ITS VALUE.

MERCENARIES



LAIR — MONSTER

REVEAL: ANY PLAYER MAY PAY 2 GOLD. IF THEY DO, DISCARD MERCENARIES (IT'S NOT DESTROYED).

RESOLVE: KILL THE FIRST TWO HEROES.

MERCENARIES



LAIR — MONSTER

REVEAL: ANY PLAYER MAY PAY 2 GOLD. IF THEY DO, DISCARD MERCENARIES (IT'S NOT DESTROYED).

RESOLVE: KILL THE FIRST TWO HEROES.

MERCENARIES

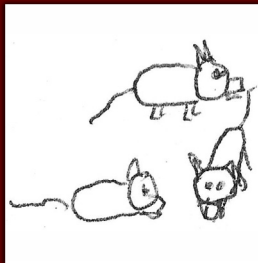


LAIR — MONSTER

REVEAL: ANY PLAYER MAY PAY 2 GOLD. IF THEY DO, DISCARD MERCENARIES (IT'S NOT DESTROYED).

RESOLVE: KILL THE FIRST TWO HEROES.

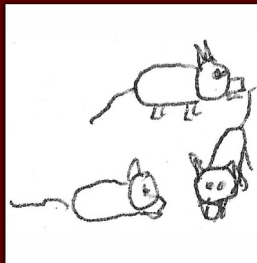
PLAGUE RATS



LAIR — MONSTER

BATTLE: EACH HERO WHO DOES NOT DESTROY PLAGUE RATS IS FLIPPED FACE-DOWN.

PLAGUE RATS



LAIR — MONSTER

BATTLE: EACH HERO WHO DOES NOT DESTROY PLAGUE RATS IS FLIPPED FACE-DOWN.

PLAGUE RATS



LAIR — MONSTER

BATTLE: EACH HERO WHO DOES NOT DESTROY PLAGUE RATS IS FLIPPED FACE-DOWN.

PICK-POCKET



LAIR — MONSTER

REVEAL: GAIN GOLD FROM THE SUPPLY EQUAL TO THE FIRST HERO'S VALUE.

PICK-POCKET



LAIR — MONSTER

REVEAL: GAIN GOLD FROM THE SUPPLY EQUAL TO THE FIRST HERO'S VALUE.

PICK-POCKET



LAIR — MONSTER

REVEAL: GAIN GOLD FROM THE SUPPLY EQUAL TO THE FIRST HERO'S VALUE.

TROLL



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE.

TROLL



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE.

TROLL



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

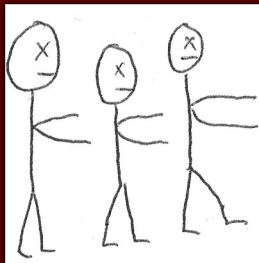
WEREWOLF



LAIR — MONSTER

RESOLVE: KILL THE FIRST HERO. IF YOU DO, SEARCH THE LAIR DECK FOR A WEREWOLF CARD AND ADD IT TO YOUR LAIR DISCARD PILE, THEN SHUFFLE THE LAIR DECK.

ZOMBIES



LAIR — MONSTER UNDEAD

RESOLVE: IF THE PARTY DOESN'T CONTAIN A FACE-UP CLERIC, KILL THE FIRST TWO HEROES.

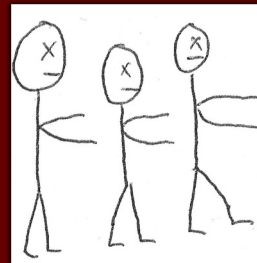
ZOMBIES



LAIR — MONSTER UNDEAD

RESOLVE: IF THE PARTY DOESN'T CONTAIN A FACE-UP CLERIC, KILL THE FIRST TWO HEROES.

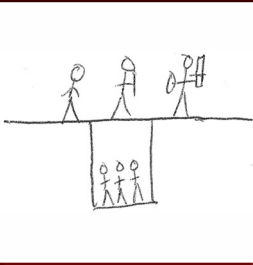
ZOMBIES



LAIR — MONSTER UNDEAD

RESOLVE: IF THE PARTY DOESN'T CONTAIN A FACE-UP CLERIC, KILL THE FIRST TWO HEROES.

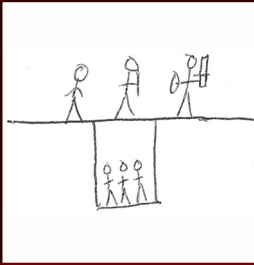
AMBUSH



LAIR — TRAP

RESOLVE: YOU MAY REARRANGE THE PARTY HOWEVER YOU LIKE WITHOUT REGARD FOR THEIR POSITIONS.

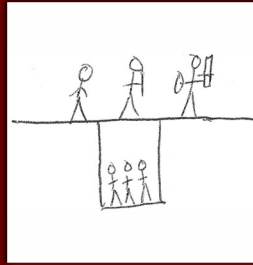
AMBUSH



LAIR — TRAP

RESOLVE: YOU MAY REARRANGE THE PARTY HOWEVER YOU LIKE WITHOUT REGARD FOR THEIR POSITIONS.

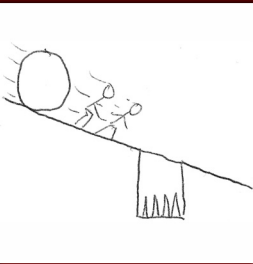
AMBUSH



LAIR — TRAP

RESOLVE: YOU MAY REARRANGE THE PARTY HOWEVER YOU LIKE WITHOUT REGARD FOR THEIR POSITIONS.

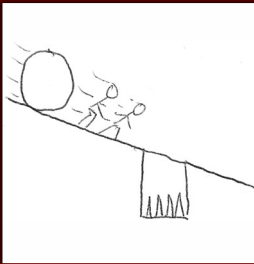
COMPLEX TRAP



LAIR — TRAP

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE.

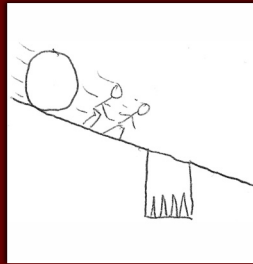
COMPLEX TRAP



LAIR — TRAP

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE.

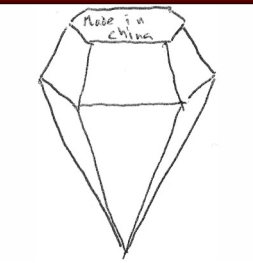
COMPLEX TRAP



LAIR — TRAP

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE.

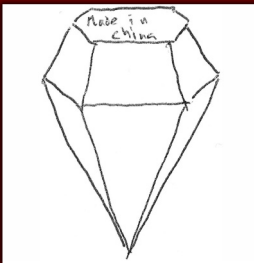
DECOY



LAIR — TRAP

RESOLVE: TURN THE FIRST THREE FACE-UP HEROES FACE-DOWN.

DECOY



LAIR — TRAP

RESOLVE: TURN THE FIRST THREE FACE-UP HEROES FACE-DOWN.

DECOY



LAIR — TRAP

RESOLVE: TURN THE FIRST THREE FACE-UP HEROES FACE-DOWN.

DEMORALIZING TRAP



LAIR — TRAP

RESOLVE: SHUFFLE A HERO OF YOUR CHOICE BACK INTO THE HERO DECK. YOU GET NO GOLD FOR THAT HERO.

DEMORALIZING TRAP



LAIR — TRAP

RESOLVE: SHUFFLE A HERO OF YOUR CHOICE BACK INTO THE HERO DECK. YOU GET NO GOLD FOR THAT HERO.

DEMORALIZING TRAP



LAIR — TRAP

RESOLVE: SHUFFLE A HERO OF YOUR CHOICE BACK INTO THE HERO DECK. YOU GET NO GOLD FOR THAT HERO.

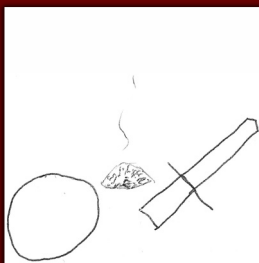
DISINTEGRATION TRAP



LAIR — TRAP

RESOLVE: KILL THE FIRST TWO HEROES. DON'T ADD ANY GOLD TO THE POT FOR KILLING THEM.

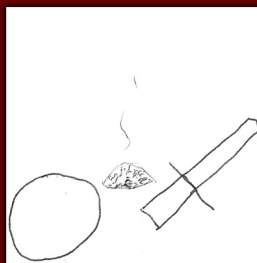
DISINTEGRATION TRAP



LAIR — TRAP

RESOLVE: KILL THE FIRST TWO HEROES. DON'T ADD ANY GOLD TO THE POT FOR KILLING THEM.

DISINTEGRATION TRAP



LAIR — TRAP

RESOLVE: KILL THE FIRST TWO HEROES. DON'T ADD ANY GOLD TO THE POT FOR KILLING THEM.

FALSE EXIT



LAIR — TRAP

REVEAL: YOU MAY IMMEDIATELY END THE LAIR PHASE. IF YOU DO, YOU FORFEIT HALF THE GOLD YOU BID (ROUNDED UP) AND ALL GOLD FROM SLAIN ADVENTURERS.

FALSE EXIT



LAIR — TRAP

REVEAL: YOU MAY IMMEDIATELY END THE LAIR PHASE. IF YOU DO, YOU FORFEIT HALF THE GOLD YOU BID (ROUNDED UP) AND ALL GOLD FROM SLAIN ADVENTURERS.

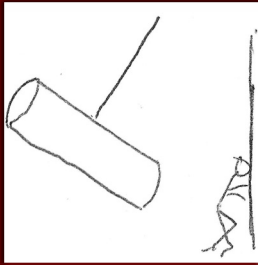
FALSE EXIT



LAIR — TRAP

REVEAL: YOU MAY IMMEDIATELY END THE LAIR PHASE. IF YOU DO, YOU FORFEIT HALF THE GOLD YOU BID (ROUNDED UP) AND ALL GOLD FROM SLAIN ADVENTURERS.

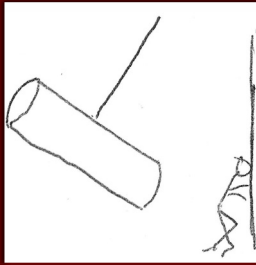
FALSE TRAP



LAIR — TRAP

DESTRUCTION: KILL THE HERO WHO DESTROYED THIS TRAP. CLERICS CAN NOT SAVE THIS HERO.

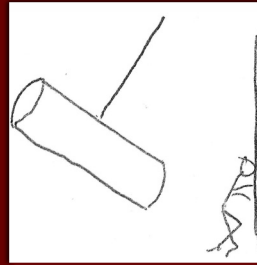
FALSE TRAP



LAIR — TRAP

DESTRUCTION: KILL THE HERO WHO DESTROYED THIS TRAP. CLERICS CAN NOT SAVE THIS HERO.

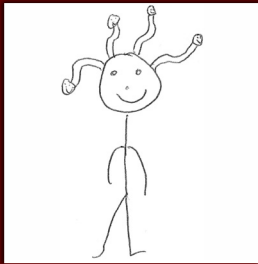
FALSE TRAP



LAIR — TRAP

DESTRUCTION: KILL THE HERO WHO DESTROYED THIS TRAP. CLERICS CAN NOT SAVE THIS HERO.

MEDUSA



LAIR — TRAP

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE, AND THIS BECOMES A MONSTER INSTEAD OF A TRAP.

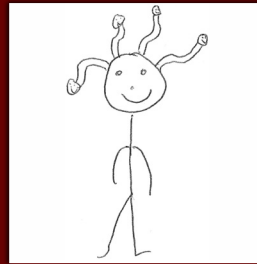
MEDUSA



LAIR — TRAP

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE, AND THIS BECOMES A MONSTER INSTEAD OF A TRAP.

MEDUSA



LAIR — TRAP

RESOLVE: KILL THE FIRST HERO.
DESTRUCTION: REGENERATE, AND THIS BECOMES A MONSTER INSTEAD OF A TRAP.

PUZZLE ROOM



LAIR — TRAP

RESOLVE: YOU MAY REARRANGE YOUR REMAINING LAIR CARDS.

PUZZLE ROOM



LAIR — TRAP

RESOLVE: YOU MAY REARRANGE YOUR REMAINING LAIR CARDS.

PUZZLE ROOM



LAIR — TRAP

RESOLVE: YOU MAY REARRANGE YOUR REMAINING LAIR CARDS.