

PRECIOUS
STONE

EXIT &
SECRET
ROOM

EQUIPMENT

COLLAPSE

ENEMY



The PICKAXE allows you to add 2 cards to your Gallery. Add the cards one by one, if the Gallery is closed by the effect of the first card or if you choose to use another Equipment Card while using the PICKAXE, you do not reveal a second card.



Add the SECRET ROOM to your Gallery. Add a Gem to it. Add another gem, if it is the fifth card from any Recruit. Then, close your Gallery.



The SPIDER steals the latest Gem placed on your Gallery. This card has no effect if your Gallery does not contain any Gems.



The GOLD BAG allows you to acquire a new Recruit without payment and without GOING TO THE TAVERN. If no Recruit is available, keep the GOLD BAG for later use.



Add the EXIT to your Gallery. Add a Gem, if it is the fifth card from any Recruit. Then, close your Gallery.



The GHOST will remove the latest card from your Gallery and everything on it. If a Recruit is on the card in question, return it to the Tavern.



The PARCHMENT allows you to reveal 3 cards from the Hill, you may keep up to 2 of them. You can add these cards to your treasure, to one of your Galleries, to distribute them between your treasure and your Galleries etc ... The other cards are discarded.



The Hill hides 5 RUNES. Add the RUNE to your Gallery. Add it to your Treasure when CLOSING THE GALLERY. Count it as a Gem, while in your Treasure. In case of a tie at the end of the game, the player with the most RUNES will be declared winner.



The SKELETON scares all the Recruits in your Gallery, they return to the Tavern, forcing you to close your Gallery at the same time.



The COMPASS allows you to reveal 3 cards from the Hill, you may keep one of them. You can add this card to your treasure or to one of your Galleries. The other cards are discarded.



This EGG contains a Gem. Add the EGG to your Gallery. When CLOSING THE GALLERY, discard it and add a Gem to your Treasure.



The THIEF will steal the last two cards from your Gallery and the Gems that may be on them as well. If one or two recruits are on the affected cards, they are returned to the Tavern.



The CHEST can be used as the equivalent of 5 Crystals or 1 Precious Stone of your choice.



In the event of a COLLAPSE you will have to discard all the cards and Gems that your Gallery contains, all Recruits are returned to the Tavern.



The WEREWOLF scares all the Recruits you own (those in your Galleries but also those in your reserve). Return them all to the Tavern.



Add the SNAKE to your Gallery. No Gems can appear in it. Gems already present are unaffected. You must close the Gallery on your next turn, as your action.



The ORC will devour the latest Recruit placed on your Gallery. This one does not return to the Tavern, put it back in the box. The ORC cannot devour more than 3 Recruits per player.



RECRUIT 5 Crystals to hire

PLAYER AID



The MAGE immunizes you against SKELETONS and THIEVES. If you reveal one of these cards, discard it and reveal a new one.



The ELF Immunizes you against SNAKES and you receive a Gem each time you reveal a Snake card.



The GERMAN SHEPHERD immunizes you against SPIDERS and you receive a Gem each time you draw a Spider card.



The KNIGHT immunizes you against SKELETONS and you receive a Gem each time you reveal a Skeleton card.



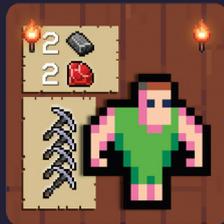
The NINJA CAT immunizes you against WEREWOLVES and you receive two Gems each time you reveal a Werewolf card.



The HUNTER immunizes you against the effects of the THIEF and you receive a Gem each time you reveal a Thief card.



The SCOUT improves your COMPASSES. Instead of 3 cards, reveal 3 cards for each Gallery you own. Example: You own 3 Galleries and play a Compass Card, you reveal 9 cards from the Hill and may choose to keep or use up to 3 of them.



The SUPERBACKER allows you to use the same PICKAXE for all of your Galleries instead of just one. Example: You own 3 Galleries and play a Pickaxe card, you reveal 6 cards from the Hill which you add to your Galleries (at the rate of 2 per Gallery).



The PRINCESS allows you to hire Recruits for 3 Crystals, instead of 5.



The PALADIN immunizes you against the ORC and you receive 2 Gems each time you reveal an Orc card.



The PIRATE allows you to double the effect of any CHEST. Thus, a Chest card is either worth 10 Crystals, or 2 Precious Stones of your choice when the PIRATE is by your side.



The SHADOW immunizes you against GHOSTS and you receive a Gem each time you reveal a Ghost card.



With TYLER next to you, you will immediately win the game if you have 3 Runes in your Treasure.



The SHIELD will counter the attack of any ENEMY card. Discard the card in question at the same time as the SHIELD. Nothing requires you to use this card if you see any benefit to do so.



The BOMB allows you to sabotage an opponent's Gallery. By playing this card, collapse the Gallery of an opponent. All Recruits are returned to the Tavern, all the cards it contained are discarded.



The POTION allows you to steal the latest card from an opponent's Gallery and the Gem that can be found on it, if any. You cannot steal a card if there is a Recruit on it.



The ANCHOR is a powerful artifact that allows you to counter a COLLAPSE card. Discard this card to avoid disaster!



The SCEPTER allows you to repel an ENEMY you have just revealed and send it to the Gallery of any opponent to apply its effect.