

2: Draw 2 cards from the treasure deck

After using up to three actions, draw two treasure cards from the treasure card stack. Draw them one after the other. If a goblin card is drawn, do not add it to your deck, and follow the instructions on the card.

Treasure cards

In the stack of treasure cards, there are five cards of each color, you need four of these to earn the dabloon part of the same color. Trade them with otherguild members to obtain all four.



Special action cards

In this game there are two types of special action cards shuffled in with the treasure cards - Lahier the skeleton dragon (3) and Elven arrow barrage (2). These cards can help your guild in completing this escape from the lands between. They can be played during any part of the game, even when it is another players turn. **Playing these special action cards do not take any actions.** After using these cards, discard them on the return pile.



Goblin cards

There are three Goblin cards shuffled in the deck, if you draw one of them out of the treasuredeck, immediately carry out the following instructions:

1. Change the danger arrow to the next level. The number nex to the danger arrow indicates how many danger cards should be drawn at the end of a turn.



2. Shuffle all the danger cards of the discard pile through the pile of danger cards who are still laying face-down. This causes the already drawn cards to have the chance to quickly be drawn again.
3. Discard the goblin card into the treasure card discard pile



Note that: If a goblin card is drawn, you can not draw another as a replacement.

The last card

If the last card from the treasure deck is pulled, shuffle the cards from the discard pile to create a new treasure deck.

Limit of cards in your hand

You can only have five cards per person, if you get a sixth card, discard one of them.