

5



## Stalwart

Attack a Goblin Tribe  
with a Population of 3 or greater.

If there is no Goblin player,  
resolve 2 Ambush tiles or *Ambush*  
cards, in any combination,  
during one turn instead.

*“Come and get it, you little creeps!”*

3



## Intrepid

Reveal this card when 10 or more  
Cave tiles have been revealed.  
*Terrain tiles do not count.*

“Heeeeere dragon, dragon, dragon...”

4



## Daring

Attack a Goblin Tribe  
with a Monster, attack  
the Dragon successfully,  
or attack and kill the Thief.

*"I didn't come all this way to die in the dark!"*



## Fearless

Reveal a Dark tile with a Goblin Tribe on it, then attack the Tribe on the same Encounter. If there is no Goblin player, instead resolve an Ambush tile or *Ambush* card, attacking a Monster and losing no Health. (*You may draw a Monster instead of fighting Normal or Tough Goblins.*)

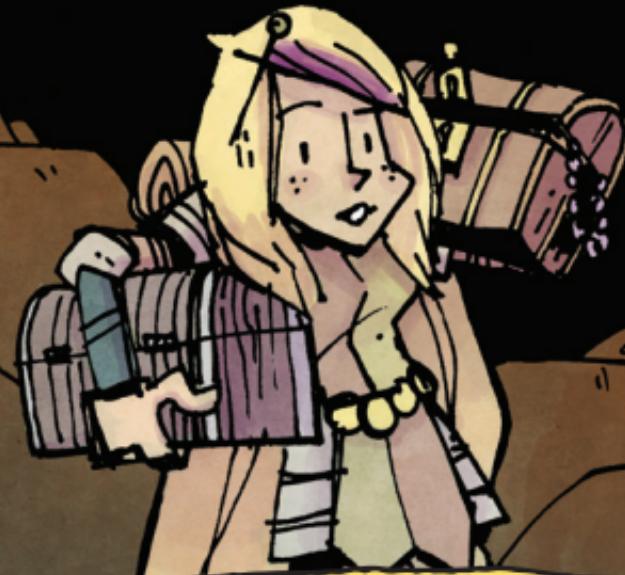
*"I don't need to see you to strike you down!"*



## Cunning

Attempt to collect a Dragon Gem. If there is no Dragon player, collect 2 Treasure tokens during one turn instead.

*“Well, well, what do we have here...?”*



## Bedecked

Reveal this card when you have at least two face-up Treasure cards.

*"You never know which trinket stands between you and a fiery, painful death, I always say."*



## Adventurous

Face 3 Encounters, each on a different space, during one turn.

*"Is that all you've got?"*

4



## Swift

Move 7 or more different spaces during one turn.

*"The best defense is a good offense,  
but when that doesn't work, RUN!"*



## Eagle-Eyed

Shoot another player with the Bow or the Enchanted Bow.

*"Gotcha!"*

4



Reveal this card when 3 Crystal tokens have been smashed.

*“Three down, two to go...”*



## Pet Frog

When the Population of this Tribe reaches 4, ignore any further Goblin discs that would be added to it. (*This Tribe cannot cause overpopulation.*) Also, malaise does not decrease this Tribe's Strength.

*AMBUSH: STR 2*

*"Join follow our tribe! We got a mascot!"*



## Ogre

This Tribe gets +1 Strength.

*AMBUSH: STR 4. You must move to an adjacent, unoccupied non-Dark space. Then, place the Ogre's Monster token on the space which caused the ambush, with this card nearby. You must attack and defeat the Ogre to enter the space.*

**“CRUSHING TIME?”**



## Troll

This Tribe gets +1 Strength.

*AMBUSH: STR 4. Place the Canyon tile if it is not already in play (even if you are not using Terrain tiles), then place the Troll's Monster token on the bridge space, with this card nearby. You must fight and defeat the Troll to cross.*

*“Who’s that clank-clanking over my bridge?”*



## Golem

This Tribe can  
move through walls.

*AMBUSH: STR 3. Place the Golem face-up on your player board. For the rest of the game, each use of the Ancient Map requires 2 Hero cubes instead of 1.*

*“...I... ...O...B...E...Y...”*



## Gnome

When this Tribe uses the Reveal action, you may place its piece on a Dark tile with any Tribe's symbol.

After this Tribe plunders a Treasure or Dragon Gem token, you may place its piece on an unoccupied Dark tile with any Tribe's symbol.

*AMBUSH: STR 3. Discard a Treasure card at random.*

*“Sneaky is as tricky does, grandpap always used to say!”*



## Wisp

While this Tribe is activated but before it takes an action, you may move the Knight up to 3 spaces in any direction. You may only do this if the Knight is visible to the Tribe, and only once per turn.

*AMBUSH: Ignores Strength; always roll for hit.*

*“...remember me...this way...can you see me...? ...come on, I’ll show you...”*



## Bright Beetles

When this Tribe scatters, it loses one less Population. When this Tribe would lose Population by other effects, you may discard Bright Beetles to lose one less Population.

*AMBUSH: STR 3. Place Bright Beetles face-up near the Monster deck. Add +1 STR to the next Monster drawn, then discard Bright Beetles.*

*\*clk-clk\* \*skitter\**

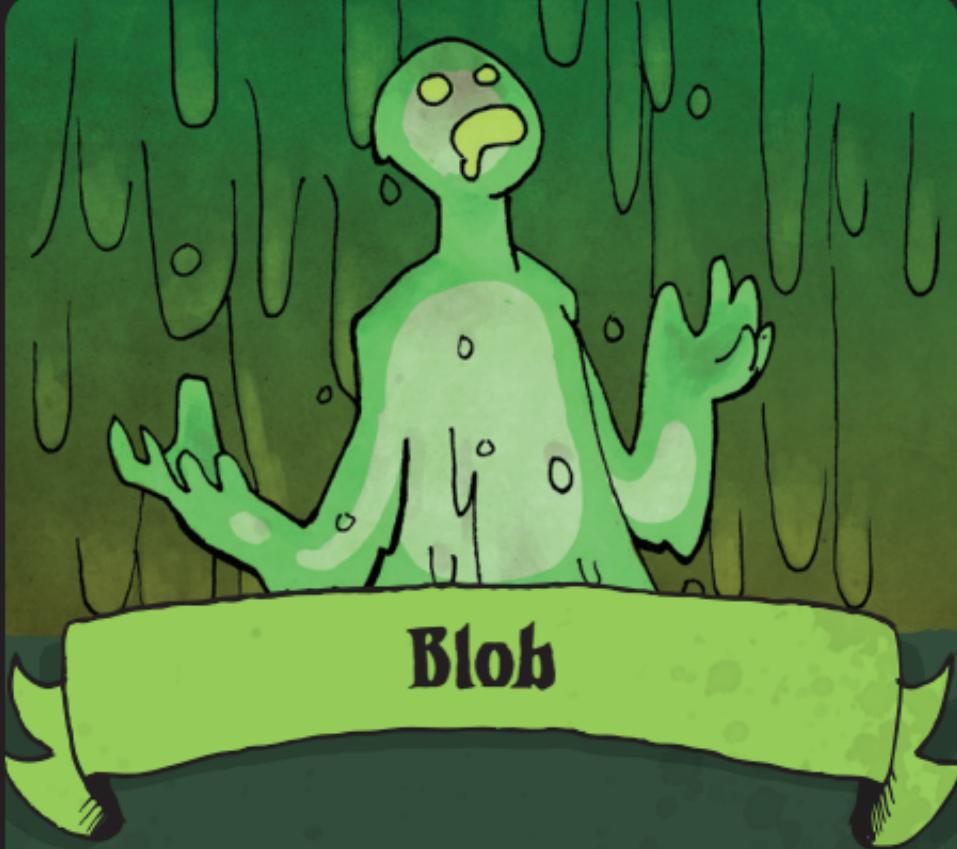


## Underworm

When you activate this Tribe, during its movement it can move up to 2 tiles once in one diagonal direction, ignoring all tiles and walls in between.

*AMBUSH: STR 2. Move diagonally to the nearest Dark tile (place one if needed) and then reveal the tile as part of the same Encounter.*

*“Walkstep without rhythm, and you won’t attractify the worm.”*



If this Tribe uses the Attack action against the Knight, the Knight also loses 5 Grit.

*AMBUSH: STR 3. Lose 5 Grit.*

*“Gluuuuuurrrggghhh...”*



## Flame Giant

This Tribe gets +1 Strength.

*AMBUSH: STR 4. If your Strength is 3 or lower, you lose another Health.*

*“Flee fire, foe fum... I smell the blood of a wandering knight.”*



## Secret Tunnels

During this turn, whenever you activate a revealed Tribe, you may immediately place its piece on any unoccupied Dark tile. If you do so, you cannot move the Tribe by any other effect this turn, but it may still perform its action.

*“Come-along thisaway, sneakylike.”*



## Cave-In

Collapse a number of tiles up to the Eye Tribe's Population. You cannot collapse tiles containing other players or Crystal tokens.

*“Whoopsies.”*



When a Tribe uses the Attack action against the Knight, she must also place a Hero cube on the Entrance tile. If the Tribe's Strength was greater than the Knight's by two or more, she places 2 Hero cubes instead. She regains these cubes if she enters the Entrance tile.

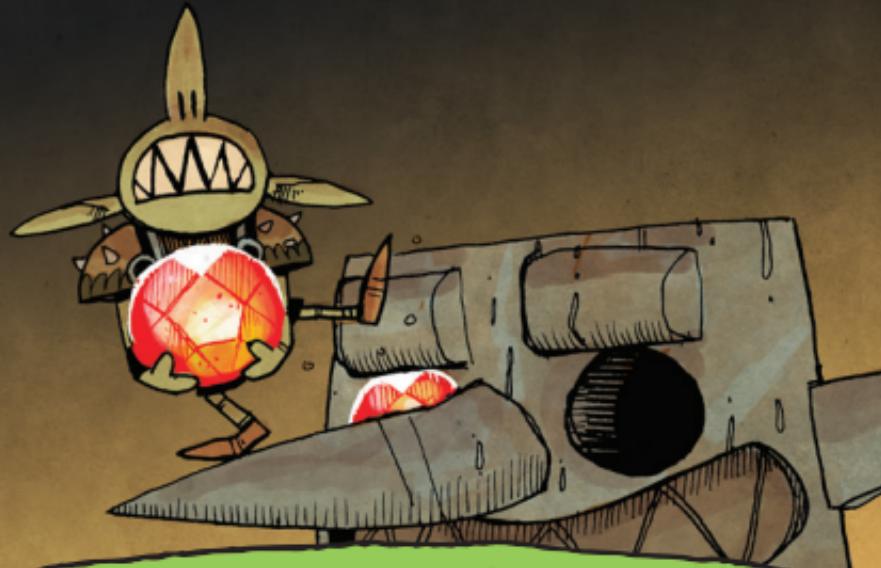
*"It's an oldtimes family recipe."*



## Leader

During overpopulation, you may prevent a Tribe from scattering.

*"Followchase me, my Tribegoblins! I'll lead us to dinnertime and the glorious afternap!"*



## Goblin Ruby

Place this card face-up on the table.

**-1 Perception (All Tribes)**

Once per turn, immediately after drawing War, Monster, or Secrets cards, you may discard and redraw one card. Discard *Goblin Ruby* when any Tribe's Population decreases to 0.

*"Ain't it the prettyshiniest thing you ever did see?"*



## Blind Fury

Pick a Tribe. During this turn,  
it moves through Lit tiles  
without losing Population.

*"There's nothing to be fearscared of but light itself!"*



## Fire Bomber

Pick a Tribe. During this turn, it gets +2 Strength. If it uses the Attack action during this turn, decrease its Population to 0 after resolving.

*"I like it when it goes tickticktickticktickBOOM."*



## Hex

Choose a player to hex. In each effect,  $X$  equals the Eye Tribe's Population.

**Knight:** Lose  $X$  Grit.

**Dragon:** Discard  $X$  Power cards (*Dragon chooses*).

**Cave:** Discard  $X$  Omen tokens (*Cave chooses*).

**Thief:** Decrease Stealth by  $X$  until the Goblins' next turn.

*“Boil, boil and... yeah just keep boiling.”*



## Trap

Place this card face-up on the table.

When any Tribe is attacked, it gets +1 Strength and +1 Perception until the attack resolves, then discard this card. When any Tribe is targeted by a Dragon power, you may discard this card to ignore that power.

*"Oh NO, the bigscary KNIGHT is coming! What are we poorwiddle helpless Gobbies gonna doooo?"*



## Hiding Spots

A hidden Tribe may use the Attack action against the Knight if she is on or adjacent to an Ambush tile. During this action, do not apply any effects from Monster cards or other Secrets cards.

*"Hushquiet! Time for some creepery."*



## Javelin

When used, your next attack may target the Dragon while he is underground without using a Bomb, and you gain +1 Strength on your next attack. Remove the Javelin from the game after resolving its effects. (Doesn't require a Hero cube to use. Cannot be used on the same turn as a Bomb.)

*The favorite weapon of Jodbar the Left-Handed. Believed to be lost forever when Jodbar threw it twelve miles on a dare.*



## Elvish Sword

+1 Perception.  
+1 Strength during your turn only.

*It appears to be of great antiquity.*



## Mighty Axe

+1 Strength during your turn only.

When attacking the Dragon, you may discard the Hero cube on this card to remove another Health. (*Cannot be used with a Bomb.*)

*Place the discarded cube on the Discarded Hero Cubes space on your player board.)*

*Carved with sigils of great power,  
and heavy—strangely heavy...*



## Potion Kit

Discard the Hero cube on this card and remove this card from the game to regain 2 Health. (Place the discarded cube on the Discarded Hero Cubes space on your player board.)

Comes with recipes for healing salve, the Crystal Cavern Cocktail, and lizardnoodle soup.



## Heroic Boots

+4 Movement.

*Calen the Swift wore these. It seems now the mystery of her disappearance is solved...*



## Pixie Lantern

+1 Movement.  
+1 Perception.

*It doesn't seem like a good idea to let them out. You know how pixies are.*



## Enchanted Bow

Shoot the Dragon or Thief up to 5 tiles away in a straight line, even if underground or if there are walls or Dark tiles between. The Dragon chooses and discards Power cards equal in number to your Strength – 1 (Max: 3). The Thief is killed if your Perception is greater than his Stealth.  
*(May be used before, during, or after movement.)*

*Made from the bones of some ancient creature. Oddly warm to the touch.*

# Ambush

*A quiet crevice, made for lurking.*

# Ambush

*A dark corner, ideal for creeping.*



# Ambush



*A large boulder, perfect for skulking.*



# Ambush

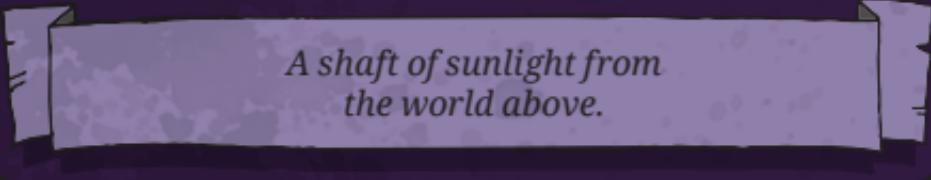


*A shadowy ledge, great for sneaking.*



## Light

The Knight may discard a Hero cube to regain 2 Health. (*Place the cube on the Discarded Hero Cubes space on the Knight's player board.*)



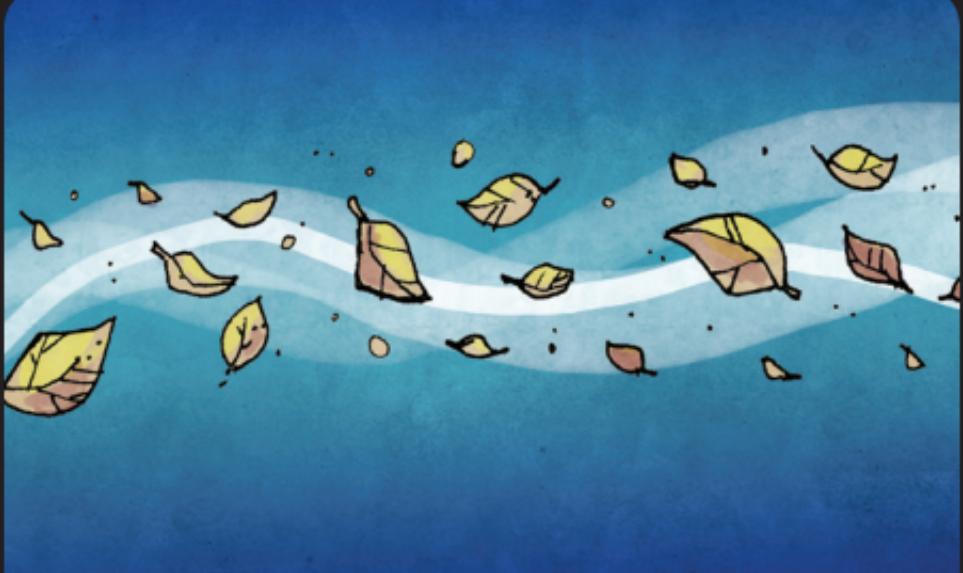
*A shaft of sunlight from  
the world above.*



## Vantage Point

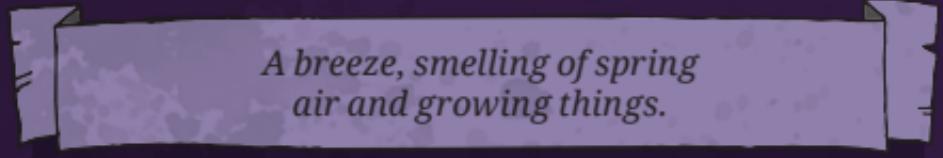
Reveal all Dark tiles surrounding the Knight.  
*(The revealed tiles are worth Grit as if they had been revealed normally. Place Event tokens on any Event tiles revealed.)*

*A high outcropping with a long, clear view.*



## Fresh Air

The Knight may spend a Hero cube to regain 1 Health. She regains the cube on her next turn.



*A breeze, smelling of spring air and growing things.*



## Fresh Water

The Knight may spend a Hero cube to regain 1 Health. She regains the cube on her next turn.

*A clear, splashing stream,  
cool and pure.*



## Cave Bread

The Knight regains 1 Hero cube from the Discarded Hero Cubes space on her player board. (*If none available, take one from the highest-numbered space on the Grit track.*)

*Some old adventurer's rations, strangely unspoiled and heartening.*



## Rats

The Knight loses 2 Grit.

*You are bitten by a large and oily rat.*



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## Deep and Dark

The Cave draws 2 Omen tokens.  
If there is no Cave player, the Knight  
gains a Treasure card instead.

*A maze of twisty little  
passages, all alike.*



## Deep and Dark

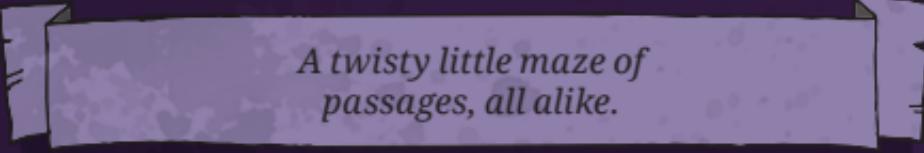
The Cave draws 2 Omen tokens.  
If there is no Cave player, the Knight  
gains a Treasure card instead.

*A little maze of twisty  
passages, all different.*



## Deep and Dark

The Cave draws 2 Omen tokens.  
If there is no Cave player, the Knight  
gains a Treasure card instead.



*A twisty little maze of  
passages, all alike.*



Claw

*“Krraaaaarrrrr!!”*



claw



*“Rrraaagghhh!!”*



Claw

“Hooaaaarrrrggghhhh!!”



claw



*“Mmmrrrrrrggggghh!!”*



Claw

*“Rrrraaaaoooaaooowwwrrrrr!!”*



Claw

“WwrrRRAAarrrrraarrrrraar!!”



# Flame



*“HissssSSSssSSsss...”*



# Flame



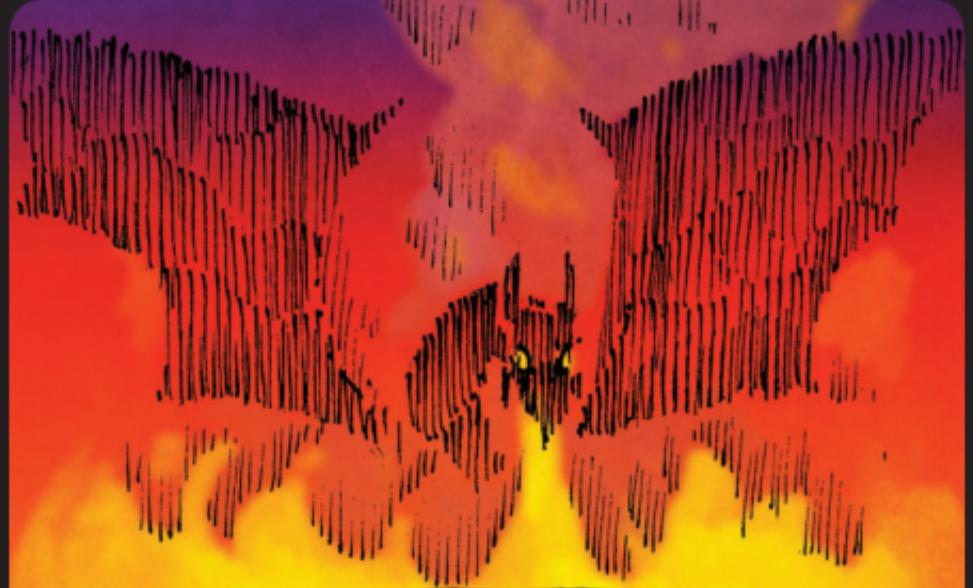
“Ssshhsaasasss...”



# Flame



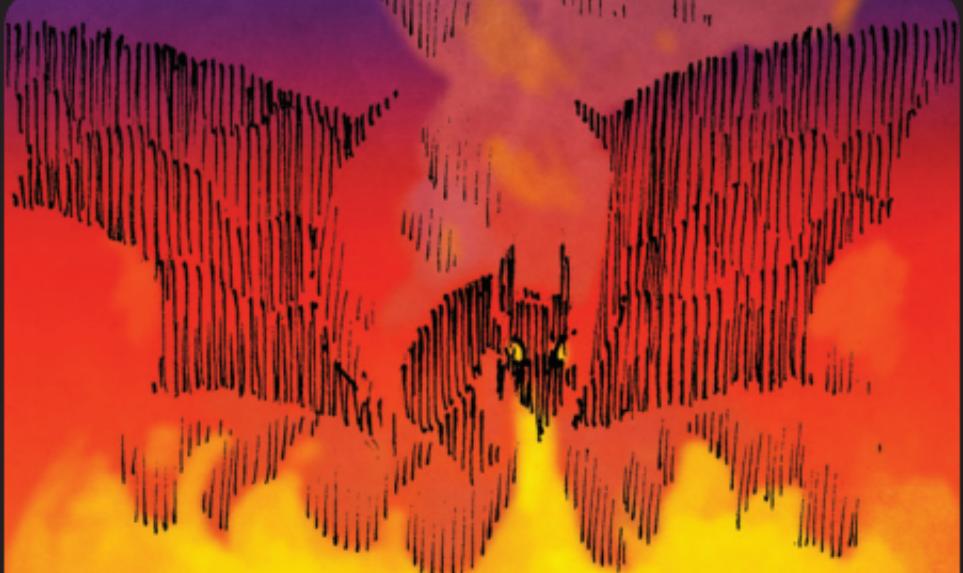
*“Sssrrreeeesssskk...”*



# Flame



“Ssshhrraaaaaggggggh...”



# Flame



*“Khrrraaarrggghhh...”*



# Flame



“Shhhhsssshhshssssss...”



Wing

*“Kraka-KA!!”*



Wing

*“MmmrroOOWK!!”*



Wing

*“GeeeeooOOOORRRGH!!”*



Wing

"A-a-a-a-aARK!"



Wing

“Keeeeaaa!!”



Wing

*“GRA-gra-GRAKK!!”*



## Alone in the Dark

At the end of your turn, instead of drawing and placing 1 Dark tile, draw and place Dark tiles equal in number to the **greatest** of the following:

**ALL:** The number of revealed Crystal tiles (*including collapsed tiles*).

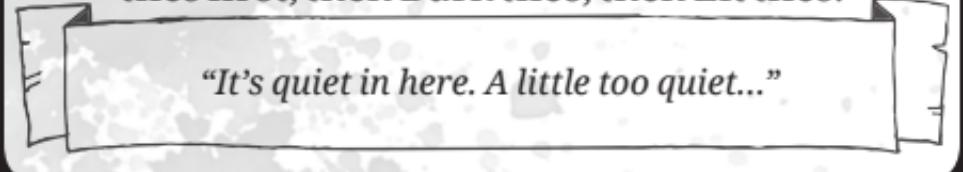
**Knight:** The number of Hero cubes you have available to place or have placed.

**Goblins:** The Population of your largest Tribe.

**Dragon:** Your Spirit statistic.

**Thief:** Your Movement statistic.

If the Collapse has begun, remove the same number of tiles instead. When selecting tiles to collapse, always choose Crystal tiles first, then Dark tiles, then Lit tiles.



*“It’s quiet in here. A little too quiet...”*



## Ash Dragon

The Dragon gets +1 Armor (*maximum 4*). Goblin Tribes may use the Attack action against the Dragon: reduce the Dragon's Health by 1, reduce the Goblins' Rage by 1, and scatter the attacking Tribe.

*"Come, come. We knows where tasty dragonmonster sleeps!"*



## Flare

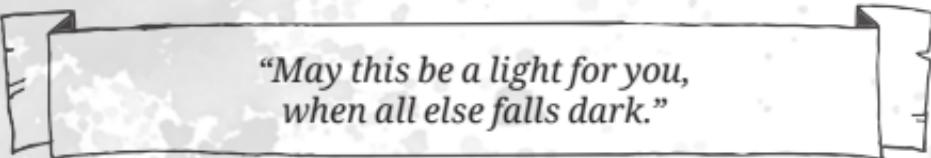
Choose a space and roll the Dragon die. Reveal all Dark tiles affected by the roll, with the selected space as the center.

The Knight may target any space on the map, once per turn (*does not use an Encounter*).

A Goblin Tribe may target its current space without using an action, before or after moving.

The Thief may target his current space, spending 1 Action cube each time.

*(Tiles revealed by the Knight are worth Grit as if she had revealed them normally. Place Event tokens on any Event tiles revealed.)*



*“May this be a light for you, when all else falls dark.”*

# Goblin Infestation

Whenever you must resolve an Ambush tile or *Ambush* Event card, resolve the attack by comparing your Strength to the ambusher's Strength, as below. (*You may assign more Hero cubes to Strength before resolving the attack.*)

**A. Normal Goblins:** STR 2

**B. Tough Goblins:** STR 3

**C. Monsters:** Draw a Monster, see **AMBUSH**

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## Your Strength Is Higher:

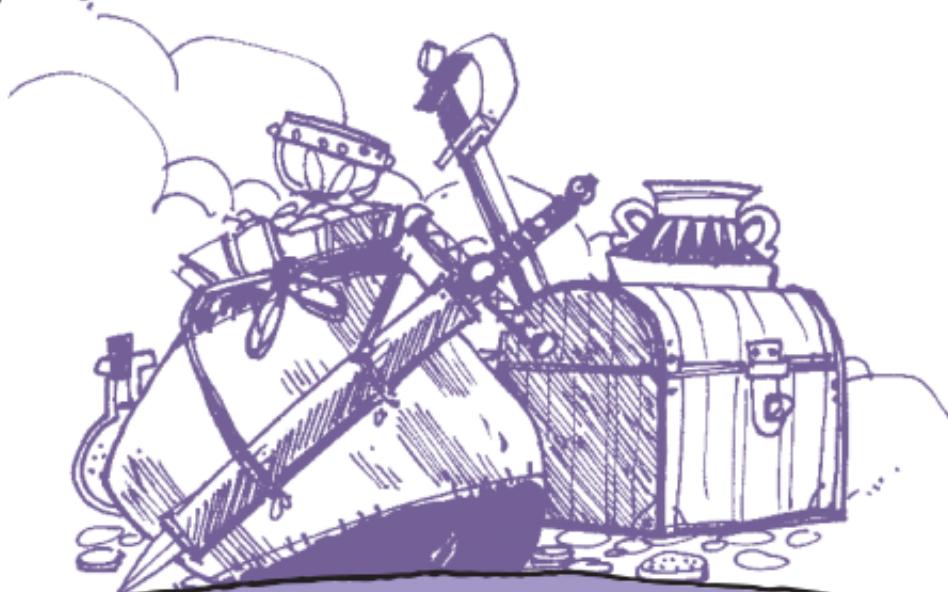
*Lose no Health. Do not resolve Monster text.*

**Strengths Are Equal:** Roll the Dragon die.

*If it affects the center tile, lose 1 Health and resolve the Monster's Ambush text (if any).*

**Your Strength Is Lower:** Lose 1 Health and resolve the Monster's Ambush text (if any).

**“Goblins? There are no goblins in this cave!”**



## **Past Plunder**

At the end of your turn, place a Treasure token on any Dark tile with no components on it. If there is no such tile, draw a new tile and place it next to any Dark tile, then place the Treasure token on the new tile. (If all Dark tiles have collapsed, place the token on a Lit tile instead.)

*“You’d be surprised what you can find in places like this if you keep your eyes open.”*

# Thirst



*"We're starvin'g hungry! When's bellyfull time?"*

# Spite



2



1

0

2



0



1

*"Let's make some troublefights."*

# Consumption



1



3

0

2



1



0

*"Onwardly, to the glorious afternap!"*

# Desolation



1



2



2



1



1

*"Passawordalong—we're  
fighthunting fresh knight!"*

# Waste



2



1

0 3



*"Here we come, quickish and scarylike."*

# Ruin



2



2

0

1



1



0

*"Hurryfast, let's go-go-go huntfighting!"*

# Hate



2



2

0

2



0



0

*"No, YOU lookalike a leaf-eating  
elf-face, you elfing ELF-BABY!"*

# Fear



1



1



1



1



2

*"What's that sound? You go tiptoe down the  
darkscary tunnel and take a look alonewise."*

# Desperation



0



0

0 0



3

+1 Rage



3

*"These tunnelholes are ours—  
only crazyfools come here."*

# Pain



1



1

0

1



0

+1 Rage



0

*"Oh, for a bowl of lizard soup like great-  
half-step-gobmommy used to make."*



## Lady



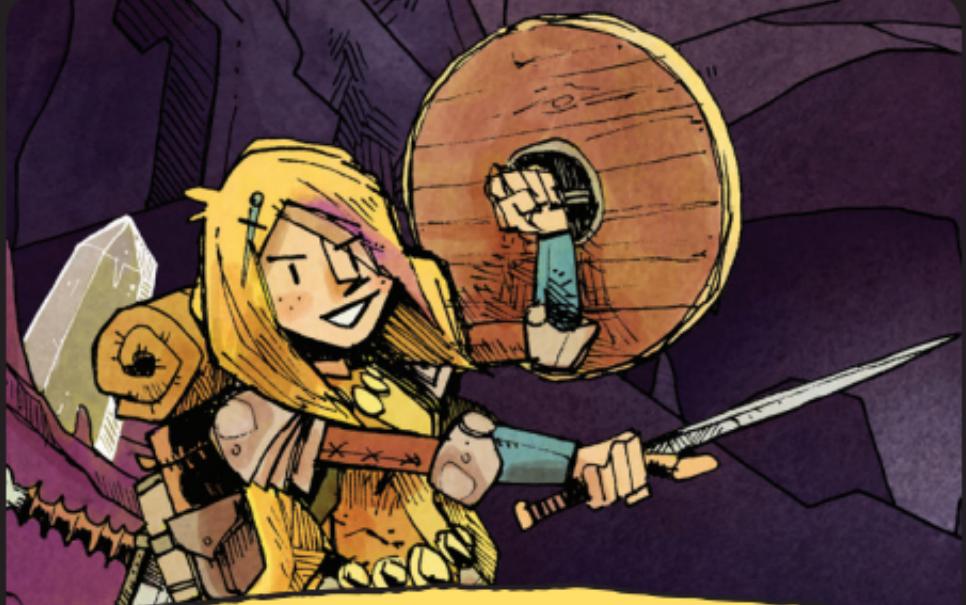
7



6

The Dragon starts at 7 Health. If no Dragon, you must smash 6 Crystals, and smashing requires 4 Strength instead of 3.

**DIFFICULTY: EXPERT**



# Baroness



6

The Dragon starts at 6 Health. If no Dragon, you must smash 6 Crystals.

**DIFFICULTY: HARD**



# Knight

The Dragon starts at 5 Health.  
If no Dragon, you must  
smash 5 Crystals.

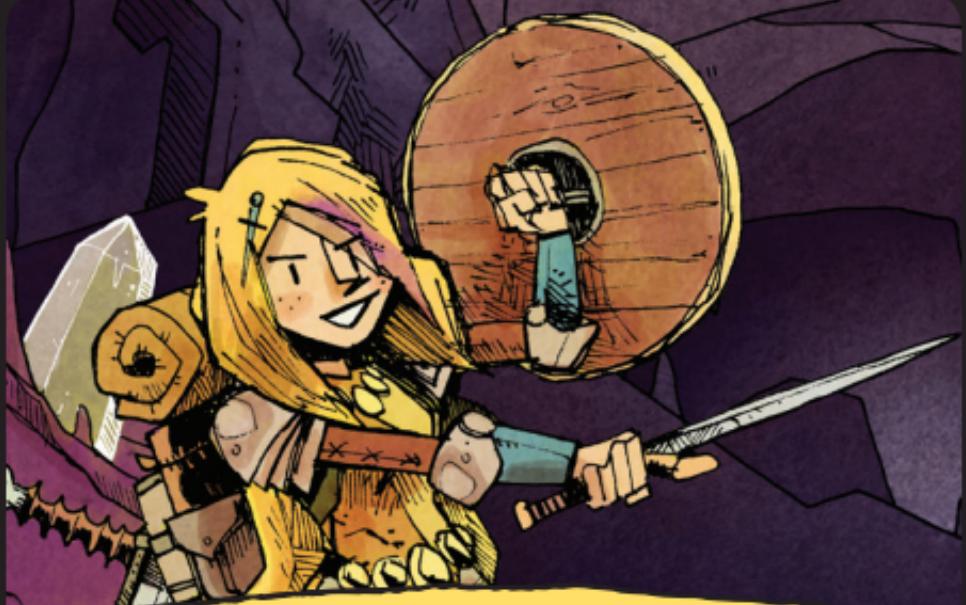
**DIFFICULTY: STANDARD**



## Squire

The Dragon starts at 4 Health.  
If no Dragon, you must  
smash 4 Crystals.

**DIFFICULTY: EASY**



## Novice

The Dragon starts at 3 Health.  
If no Dragon, you must smash 4 Crystals, and smashing requires 2 Strength instead of 3.

**DIFFICULTY: EASIEST**



# Warlord



9

8

The Knight starts at 9 Health.

**DIFFICULTY: EXPERT**



Master



8

The Knight starts at 8 Health.



DIFFICULTY: HARD



Chief

The Knight starts at 7 Health.

DIFFICULTY: STANDARD



# Boss

The Knight starts at 6 Health.

DIFFICULTY: EASY



# Miscreant

The Knight starts at 5 Health.



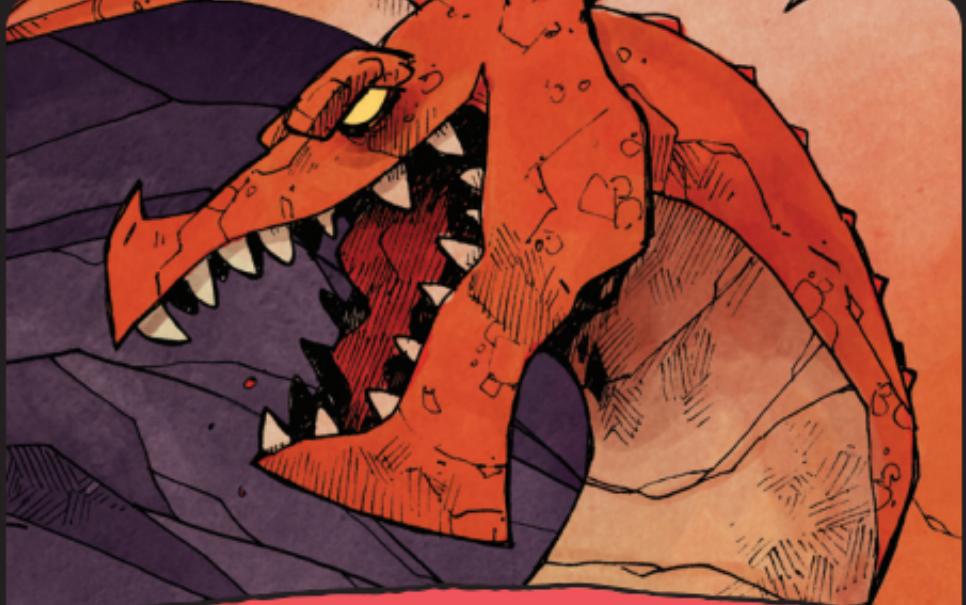
DIFFICULTY: EASIEST



## Ancient Dragon

You must have 13 Wakefulness to awaken, and you must have used your Shriek power on three separate turns.

**DIFFICULTY: EXPERT**



# Elder Dragon

You must have 13 Wakefulness  
to awaken.

**DIFFICULTY: HARD**



# Dragon

You must have 11 Wakefulness  
to awaken.

**DIFFICULTY: STANDARD**



# Whelp

You must have 9 Wakefulness  
to awaken.

**DIFFICULTY: EASY**



# Hatchling

You must have 7 Wakefulness  
to awaken.

**DIFFICULTY: EASIEST**



## Grand Cave

Place 8 Hatred tokens near your board. When you use the Hatred omen while any Hatred tokens remain, you may ignore its effect to instead remove a token.

The Cave collapses when 5 Crystal tiles and all Hatred tokens have been removed.

**DIFFICULTY: EXPERT**



## Great Cave

Place 4 Hatred tokens near your board. When you use the Hatred omen while any Hatred tokens remain, you may ignore its effect to instead remove a token.

The Cave collapses when 5 Crystal tiles and all Hatred tokens have been removed.

**DIFFICULTY: HARD**



# Cave

The Cave collapses when 5 Crystal tiles have been removed.



**DIFFICULTY: STANDARD**



## Spillway

Remove 1 tile of each type during setup.

The Cave collapses when 4 Crystal tiles have been removed.



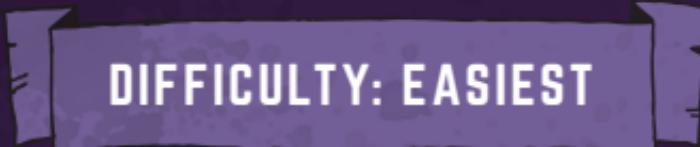
**DIFFICULTY: EASY**



## Lava Tube

Remove 2 tiles of each type during setup.

The Cave collapses when 3 Crystal tiles have been removed.



**DIFFICULTY: EASIEST**



## Invader

You must stash 8 Treasure tokens. Do not place the first two tokens on upgrade spaces.

DIFFICULTY: EXPERT



## Prowler

You must stash 7 Treasure tokens. Do not place the first token on an upgrade space.

**DIFFICULTY: HARD**



## Thief

You must stash  
6 Treasure tokens.

DIFFICULTY: STANDARD



## Burglar

You must stash  
5 Treasure tokens.

DIFFICULTY: EASY



## Footpad

You must stash  
4 Treasure tokens.

DIFFICULTY: EASIEST

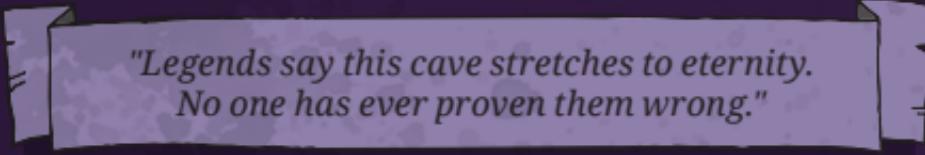


## The Cave Grows...

The Cave places 1 tile on its turn.

If there is no Cave player, each player places 1 tile at the end of their own turn.

Flip this card over when the last Cave tile is placed. The Collapse begins on the next turn.



*"Legends say this cave stretches to eternity.  
No one has ever proven them wrong."*