

## FIRE ELEMENTAL

Boss

When you Claim this Dungeon, discard 1 Loot card from your hand.



*I attacked the fire elemental and lost my mythic bag of holding. Thanks, devs!*

>IN 6 3 6

## WATER ELEMENTAL

Boss

If Fire Elemental is in your Guild Stash during your raid, reduce the Toughness of Water Elemental by 4.



*Wait... aren't you supposed to beat Fire with Water?*

>IT 6 3 6

## ROCK GOLEM

Boss

While Rock Elemental is in your Guild Stash, you may add one Hardcore to all raids.



*Why not just call it "Earth Elemental"*

NONE 7 3 6

## MIRROR MATCH

Boss

The Toughness of Mirror Match is equal to the total Power of all guildmembers raiding this turn.



*When you've run out of creative game content.*

<1R \* 2 3

## THE HELLSCAPE OF BARON GRIMGARR VON MEAN

Boss

While raiding this dungeon, you may discard a Loot card from your hand. If you do, all other players also discard a Loot card.



*Wow. So mean!*

<1R 5 2 4

## RED DRAGON

Boss

If Red Dragon is in your Guild Stash at the start of your turn, you may discard 1 loot card. If you do, all other players discard 1 loot card.



*According to the Dungeon Monster Manual, his weakness is kindness!*

>1N 6 2 5

## GOLD DRAGON

Boss

If Gold Dragon is in your Guild Stash at the start of your turn, you may draw 1 Loot card.



*The pelts on these dragons are really worth their weight in... silver.*

>1C 5 1 4

## GREEN DRAGON

Boss

If Green Dragon is in your guild stash, gain one VP per claimed dungeon in your guild stash.



*Of all the dragons, green dragons are always the nices...OMG RUN HE'S COMING RIGHT FOR US!*

NONE 7 3 \*

## FACTION FARMING

Farm

When you Claim this Dungeon, you may return it to the Dungeon Row and draw 4 cards from the Loot Pile.



*Wait did you want the 10 goblin ears or the 20 birch roots?*

<1H 4 0 3





## GO BASH SQUIRRELS

Farm



Sweet! A repeatable quest that I can grind 1,000 times to get to level 2.



## A GRAVEYARD... WITH ZOMBIES

Farm



A crying child. Sure hope he's not a ghost... Oh look there's a crypt... with a vampire in it...



## LOOT PINATA

Farm

When you Claim this Dungeon, each player draws 1 Loot card.



You get a new sword and you get a new sword and you get a new sword!!



## FETCH ME 10 COGS

Farm

When you claim this Dungeon, draw 1 Loot card per Stash card in your Guild Stash.



Who knew games could teach you the value of an honest day's work?



## MINE THIS ROCK

Farm



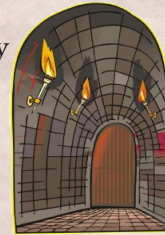
Finally found a great way to notch my pickaxe skills!



## THE TANNERY

Farm

While The Tannery is in your Guild Stash, you draw 1 Loot card each time you successfully Claim a Dungeon.

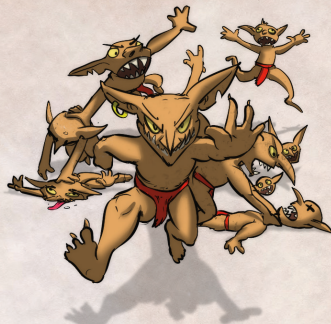


Who knew being an adventurer would involve so much leather work?



## HECKOVALOTTA GOBLINS

Grind



Quest Completed: Kill 100 Goblins.  
Quest Received: Kill 500 Goblins



## OBLIGATORY BANDIT CAMP

Grind

When you claim this Dungeon, draw 1 Loot card per Guildmember in the raid.



The only two certainties in life are death and that you will run into a bandit camp.



## OBLIGATORY CTHULHU

Boss



The most merciful thing in the world, I think, is the inability of the US copyright system to extend prior to 1930.







## DUNGEON CRAWLER

*Grind*

When you Claim this Dungeon, place it face down in your Guild Stash. At the start of your next turn, turn it face up and Claim the rewards.



*Has everybody taken the next week off of a work for this?*

NONE

3 3 2

## ESCORT MISSION

*Grind*

This dungeon may not be claimed on the same turn as it was placed in the Dungeon Row.



*Why do they need to walk the whole way?  
Why don't they ever run!?*

<1L

2 1 2

## FRAMERATE KILLER

*Grind*

When you raid this Dungeon, double the power of all Hardcore guildmembers.



*W o w s o b e a u t i f u l*

>0C

5 2 4

## TIMED DUNGEON

*Grind*

When Timed Dungeon is revealed, the player with the most Leaders claims it for free. In the event of a tie, the current player - and each player proceeding clockwise - wins.



*It only requires expert pathing and early onset carpal tunnel.*

NONE

\* 1 2

## PUZZLE DUNGEON!

*Grind*

When you Claim Puzzle Dungeon!, draw two Loot cards face down and shuffle them together with the face down Puzzle Dungeon! Draw one at random and if it is Puzzle Dungeon!, claim it as normal and draw the other two Loot Cards into your hand. If it is not Puzzle Dungeon! put that card into your hand, place Puzzle Dungeon! back in the Dungeon Row, and give the remaining face down Loot Card to another Player.



*Wooo puzzles! I love solving puzzles! \*5 minutes later\* ... Someone open the wiki.*

NONE

5 0 5

## GENERIC FIRE DUNGEON

*Grind*

When you claim this dungeon, either:

- gKick a guildmember, or
- discard a Stash

card from your guild stash.



*It's \*just\* like the Ice Dungeon except they changed the colors from blue to red.*

<1L

5 2 4

## GENERIC ICE DUNGEON

*Grind*

When you claim this dungeon, either:

- gKick a guildmember, or
- discard a Loot card from your hand.



*It's \*just\* like the Fire Dungeon except they changed the colors from red to blue.*

<1L

5 2 4

## GAMER GIRL

*Casual*

Will not play with Hardcores.



*You guys are the best!  
Everyone is so nice in this game!*

3

## GUILD HOPPER

*Casual*

Return Guild Hopper to the Forum Row after you successfully Claim a Dungeon.



*Always seems to know when every other guild is raiding.*

4





VERY POLITICAL SUBURBAN PROLETARIAT  
PHILOSOPHER KING

Casual

The Suburban Proletariat is a Troll if there are any other Trolls in your Guild.

+1 Power for each Troll in your Guild.



What you don't understand is that capitalism trains you to seek material rewards that will never satisfy you, what you need to... omg I need that sword  
ROLL! I'M ROLLING FOR IT!

2

ACCOUNT HACKED

Casual

When you raid, reveal the top card of the Forum deck. Account Hacked becomes a copy of that card until end of turn. Place the revealed card on the bottom of the Forum Deck.



You left your account open at an internet cafe? Those still exist?!

3

MIN MAXER

Hardcore

If you successfully claimed a Dungeon this turn, you may discard 1 card in your Hand and draw 1 card from the Loot deck.



Enemy does 20% fire damage refer to spreadsheet B, Chart C4, Row 5...

4

TOO MANY ADD-ONS

Hardcore

Will not play with Casuals.

+1 Power when raiding Boss dungeons.



My automation is automated.

3

FPS VETERAN

Hardcore

Will not play with Noobs



Can you get PTSD from a first-person shooter game?

5

OFFICER MATERIAL

Leader

Will not play with Trolls.

+1 Power for each Casual and Noob raiding with Officer Material.



With 9 other guildmembers like her you could rule the server.

3

GOOD OLE DAYS

Leader

You may ignore one Wipe condition per turn.

You may not raid more than one Dungeon during your turn.



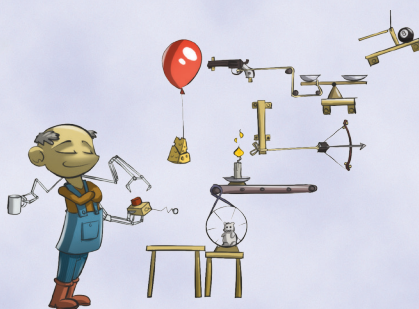
What port do I telnet to?

2

REAL LIFE ENGINEER

Hardcore

Draw 1 extra loot card when you claim a Grind dungeon.



He got his trap-making education from the streets.

3

ONLY PVPs

Leader

Only PVPs is Hardcore if any Guildmember in play has greater power than Only PVPs.



He'll only be happy when he's lord captain generalissimo commander supreme allied hordechief number one on the server.

3

Forum



Forum



Forum



Forum



Forum



Forum



Forum



Forum



Forum

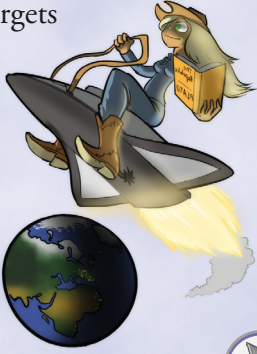




## KICKSTARTER BACKER

Leader

Any time an Effect card is played, you may duplicate the ability with new targets chosen and discard Kickstarter Backer.



*We will happily compromise any semblance of balance for a few bucks.*

4

## EVERYBODYS MOTHER

Noob

You may change the target of any Loot Effect just played to Everybody's Mother. If you do, discard this card.



*It hurts me more than it hurts you!*

2

## DISTRACTED GUY

Noob

At the end of your turn, if you successfully claimed a dungeon this turn, place Distracted Guy on top of Loot Pile. The next player to draw a Loot Card gains control of Distracted Guy.



*He becomes very focused during loot roll though.*

4

## REALLY YOUNG

Noob

Any class equipped to Really Young has no abilities.



*No! I work 60 hours of week and I make \$100,000 and I have a girlfriend who is really hot and a ferrari.*

4

## BOUGHT THIS ACCOUNT

Noob

Bought This Account may only raid Dungeons with Toughness 4 or greater.



*Gives a whole new meaning to the phrase "dead weight"*

3

## 4000 PING

Noob

-1 Power when raiding Boss or Grind dungeons.



*Because playing on local servers would just make too much sense.*

4

## ONLY TYPES

Roleplayer

Will not play with Trolls.

Effect cards may not target Only Types.



*Can you guys keep it down I'm playing.... fantasy football*

4

## ONLY TYPES

Roleplayer

When Healbot raids Boss dungeons, you may discard 1 Loot card from your hand to reduce the Toughness by 2.



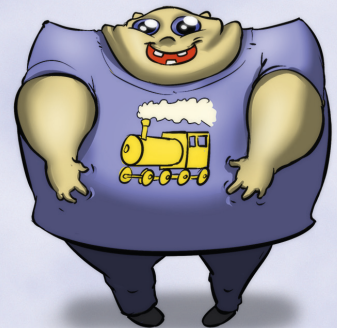
*I just really like helping!*

3

## ONLY PLAYS TANKS

Roleplayer

Will not raid Grind dungeons.



*I don't care if we already have a tank, I \*just\* got my new armor so I'm gonna use it.*

4

Forum



Forum



Forum



Forum



Forum



Forum



Forum



Forum



Forum





## CONSTANTLY ROLEPLAYING

*Roleplayer*

Will only join your guild if there is at least one other roleplayer.



*The one most likely to be caught ending sentences with "m'lady"*

3

## ALWAYS AFK

*Troll*

Draw 1 extra loot card when you claim a Farm Dungeon.



*Always seems to show up just in time for the loot.*

3

## THE LOTHARIO

*Troll*

Discard 1 loot card when The Lothario joins your guild.



*Post-raid party at my place! Everyone's invited. No dudes...*

3

## INTERNET BULLY

*Troll*

Any effect cards that target a guildmember of yours must target Internet Bully instead.



*I can bench press 1,000 pounds and fight you and I play Sportball professionally. I'm rich too.*

3

## QUEUE DODGER

*Troll*

During another Player's Guild Maintenance Phase, you may discard a card from your hand and place the Queue Dodger face down on top of the Forum deck. That Player cannot Raid during



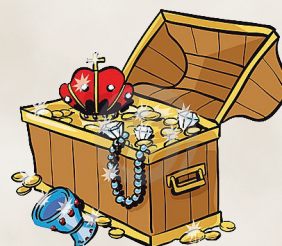
*5... 4... 3... 2... \*click\**

4

## THE GLORIOUS BOOT

*Effect*

Move target Guildmember to the Forum Row.



*Just because I posted my account online and was taking offers does not mean I would ever sell it! Guys! ... Guys?*

## JUST MARRIED

*Effect*

Attach to target Guildmember.

Attached Guildmember loses 2 Power.



*"Bells are ringing...  
THE BELLS OF ORCUS MAR  
CALLING US TO ARMS!"*

## GLITCH

*Effect*

Play during a Raid.

Swap any two Guildmembers in play. At the end of the Raid swap them back.



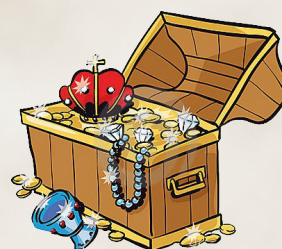
*LootQuest! Written entirely in Adobe FlexScript!*

## TRAIN!

*Effect*

Play during the Dungeon phase after a raid has been declared.

All dungeons in the Forum Row must be raided this turn.



*LEEERRROOOYYYYY JENKINSS!!1*

Forum

Forum

Forum

Loot

Forum

Forum

Loot

Loot

Loot



## NURF BAT

Effect

Attach to a Guildmember.

Attached Guildmember has 1/2 Power (rounded down).



*Cue 8 page forum post on your Sun Tzu-like design insights.*

## READ THE FAQ

Effect

Double the Power of any raiding guildmember until the end of turn.



*Something has to help pass the time during your 9 to 5*

## GOT A JOB

Effect

Target Guildmember is removed from the current raid.



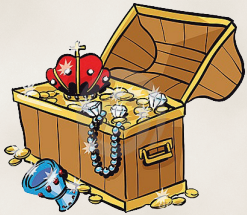
*Thanks to my new job, I can finally upgrade my graphics card and play this game on the absolutely minimum settings!*

## SHADY ACCOUNTING

Effect

Play after a successful raid.

Draw all loot cards for one claimed dungeon, take 1, and give the rest to the player who claimed the dungeon.



*The economy of our game is being managed by a team of Harvard graduates.*

## FLAME WAR

Effect

Each player draws one card from the Loot Pile for each Troll in their Guild and then discards one card from their hand for each Noob in their Guild.



*Where moderators fear to tread*

## PSYCHIC RAPTOR

Effect

Play during a raid.

Target guildmember becomes a raptor with no abilities, no traits, and a Power of 1.

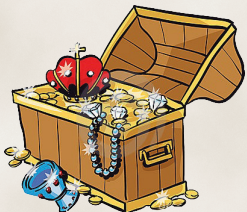


*I tried to think of the most harmless thing. Something from my childhood. Something that could never destroy us.*

## RESPONSIBLE ADULT

Effect

Until the end of turn, replace all Troll and Noob traits with Casual.



*Behold, the elusive responsible adult in its natural habitat.*

## WORK TOGETHER

Effect

Target guildmember of yours participates in the current raid. If the raid is successful, draw up to 2 of the Loot cards.

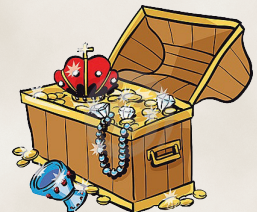


*That rare moment when random online gamers work together.*

## GOT H4CKED

Effect

Move target guildmember to the Forum row.



*L33T H4X P455W0RD 8U5T3R v3.0*

Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot

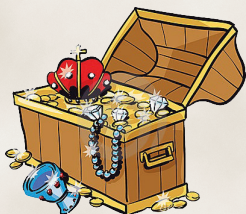




## UNAUTHORIZED LOGIN

*Effect*

Until end of turn, target Gamer is a member of your Guild.



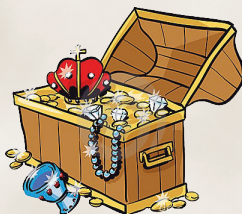
*What do you mean you forgot to change the password from 'password'??*

## NEED OR GREED

*Effect*

From the Loot deck:

- draw 3 cards and keep 1, or
- draw 2 cards and keep both.



*Need first ask questions later.*

## KICKSTARTER RELEASE SCHEDULE

*Effect*

Play during the Guild Management phase.

Shuffle all Dungeon cards back into the pile and draw 1 new Dungeon.

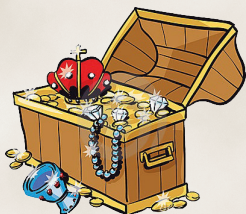


*Your guess is as good as ours.*

## READY CHECK

*Effect*

Look at the top three cards of the Dungeon deck. You may rearrange them in any order and place them back on top of the Deck.



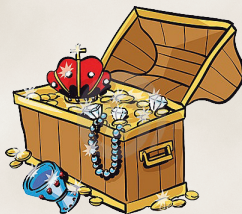
*Ready up. Guys? Hello? Hit the READY button. Ready up! Can we do this please I have work in the morning...*

## SICK DAY

*Effect*

Play during the Guild Management phase.

Target guildmember may not participate in raids this turn.



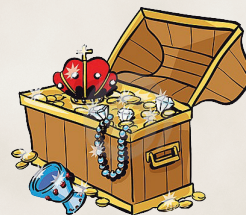
*I don't know... I just didn't want to get any of you guys sick by showing up to the raid tonight.*

## REROLL

*Effect*

Play during the Guild Management phase.

Exchange any guildmember in play with a gamer from the Forum Row. Attached Loot cards remain in play.



*Rerolling would happen way less if the they would just give us all perfect stats to begin with.*

## DAMAGE METER

*Effect*

Play during a raid.

Add +1 power for each Hardcore guildmember participating in this raid.



*Once we could effectively quantify how little damage you did, we decided we could bring in someone a little more fun.*

## NINJA LOOT

*Effect*

Play after a successful raid.

Draw half (rounded down) of the loot rewards for up to one Dungeon in the raid.



*Ninja'd*

## BAD PULL

*Effect*

Play during a Raid.

Draw another Dungeon from the Dungeon Pile and add it to the current Raid.



*TRAINNNNNNNNNNN!*

Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot

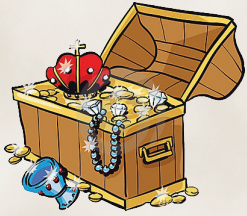




## BUT MOMMM

Effect

Attach to target Noob or Troll.  
Attached guildmember loses 2 Power.



*I have to go, guys. My mom threatened to kick me out again if I don't stop playing.*

## EXPANSION: SUMMONER

Effect

Play face up into your guild to add a Summoner guildmember to your guild. Summoner is a Casual and has 2 Power.

Discard this card at the end of this turn.



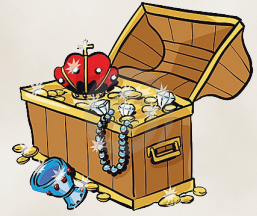
*Summoners were a shockingly unpopular class before we added the ability to name your summon.*

2

## GONE FISHIN'

Effect

Target Guildmember is removed from the current raid.

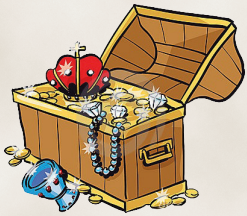


*I don't even know why they made the rest of this game.*

## TECH SUPPORT!!

Effect

Until the end of your turn, you may ignore any Patch Notes in play.

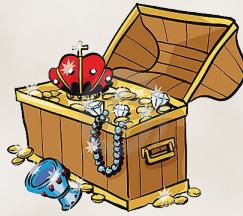


*Funny, I have a ticket that's been open since last year but they somehow find time to churn out Patch Notes every week.*

## BIOBREAK

Effect

Play during a raid.  
All guildmembers lose 1 Power until end of turn.



*Ya ever get the feeling that your game providers ran out of ideas? Ya ever get that feeling all the time?*

## POISON WEAPON

Effect

Attach to target Guildmember.  
Discard Poison Weapon during any raid to reduce the toughness of a Boss Dungeon by 2.

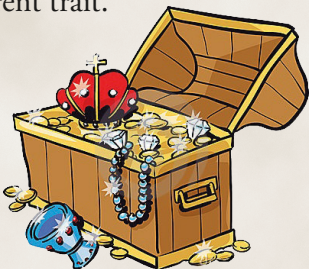


*Hold on, guys! I need just one... more... (hour)*

## CLASS BALANCING

Effect

Play during the Guild Management phase.  
Until end of turn, all gamers are Trolls in addition to their current trait.



*Everybody wants a balanced game without the work of actually balancing it.*

## EXPANSION: DRUID

Effect

Play face up into your guild to add a Druid guildmember to your guild. Druid is a Leader and has 2 Power.

Discard this card at the end of this turn.



*It doesn't matter how often you do it, dancing in bear form is always funny.*

2

## SERVER MERGE

Effect

Play during the Guild Management phase.

Each player draws up to one guildmember from the Forum deck and adds it to their guild.



*Like meeting a long lost relative for the first time. Except that you have a lot in common and know everything about each other.*

Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



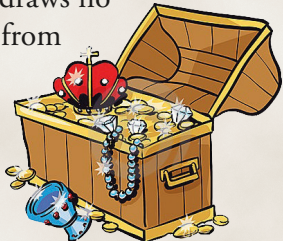


## DUNGEON NURF

Effect

Play during the Guild Management Phase and attach to target Dungeon in the Dungeon Row.

The player who claims this Dungeon draws no loot cards from it.



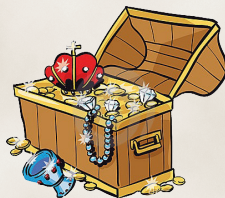
*The Loot well has dried up.*

## PROGRAMMING EASTER EGG

Effect

Play during a raid.

Draw 1 extra loot card for each claimed Dungeon this turn.



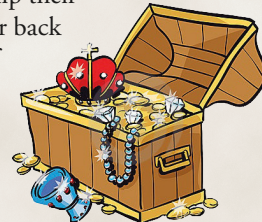
*This one was obvious. All you have to do is steal the bread, go back in time, feed the Chicken, go forward in time, raise the offspring, and offer the Chicken to the Bear King as sacrifice.*

## COMMUNITY POLICING

Effect

Play during the Guild Management phase.

Each player chooses one guildmember from the player on their left and flips that card upside down. Those cards may not participate in raids. Each player may flip their guildmember back at the end of their turn.



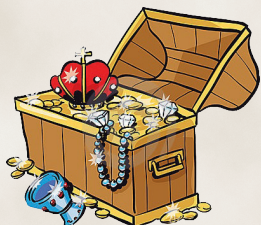
*The alternative to a barn burner is to simply ban the offending players.*

## QUALITY OF LIFE CHANGES

Effect

Attach to target Guildmember.

Attached guildmember becomes a Casual and loses 1 Power.



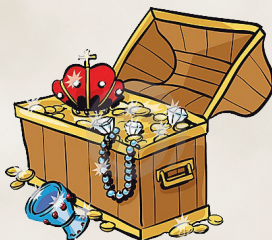
*The card says quality of "life" - and the implication is \*real\* life*

## IN GAME CURRENCY

Effect

Attach to target Guildmember.

When attached guildmember successfully claims a dungeon, draw 1 extra loot card.



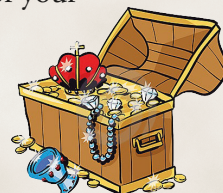
*Our new business model is "pay to not play." You give us money, and we auto-level your characters for you!*

## BURNOUT

Effect

Attach to target Guildmember.

Attached guildmember becomes Hardcore and gains +2 Power. Reduce the Power by 1 at the start of your turn. When Power reaches zero, discard attached guildmember.



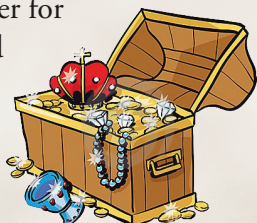
*Burnout: n. the state of having reached the near end of designing this game.*

## SURVEYS!

Stash

Play after your Dungeon phase.

During your raid, if Surveys! is in your guild stash, you may discard Surveys! to gain +1 Power for each claimed Dungeon in your guild stash.



*Would you care to take our brief 5 hour survey to fully describe your gaming experience to us?*

## FUEL

Stash

Gain +2 power if you raid more than one dungeon during your dungeon phase



*I'm like an extremely high blood sugar version of the hulk!*

## UNFINISHED BLADE

Stash

+1 Power for each Leader in your Guild.



{ITEM\_BLADE\_TEXT}

*The blade ends here, the hit box ends... over there.*

Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot





## LOOT TREADMILL

Stash

Once per Turn you may discard a drawn Loot Card and draw a new card from the Loot Pile. You must keep the new card.



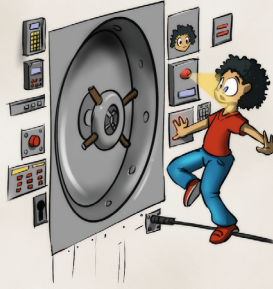
*I can't tell, is firetruck red better than burnt umber?*

## 2-FACTOR AUTHENTICATION

Stash

Your Guildmembers cannot be targeted by Effect cards.

Discard this card when you play any Loot Card.

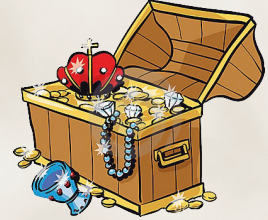


*Thanks to modern technology my character is so secure that no one (including myself) can ever actually log into it.*

## UNATTAINABLE FACTION REWARD

Stash

Draw 1 loot card when you raid Grind dungeons.



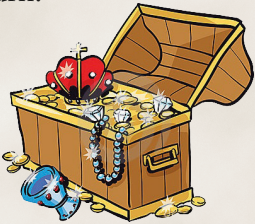
*By the time you grind enough to get this, it's effect will be extremely insignificant to you.*

## SERVER MAINTENANCE

Stash

The next time a Dungeon is claimed, the raiding player draws 2 less loot cards.

Discard this card at the end of that turn.



*It's common practice in the industry for the least experience technician to have this job.*

## ANIMAL COMPANION

Stash

+2 Power when raiding.

If Animal Companion is discarded from the Stash, each Guildmember loses 1 Power for the remainder of the turn.

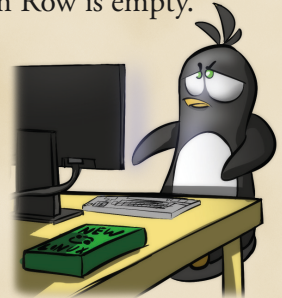


*Limited Edition from some magazine or con or something. You probably should have sold it online.*

## LINUX CLIENT AVAILABLE

Patch Notes

No new Forum cards are drawn from the Forum Deck unless the Forum Row is empty.



*After thousands of man hours we are proud to announce to the small but very vocal group of linux advocates that their client is ready!*

## GAME IS TOO EASY

Patch Notes

For each raid, choose one:

- Draw 1 less Loot card per claimed Dungeon, or
- Add +2 to the toughness of each Dungeon.

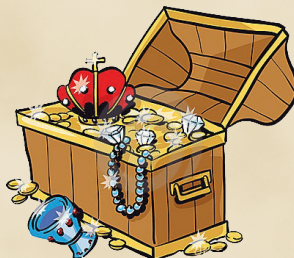


*One way to smoke out the casuals.*

## EULA EXTENSION

Patch Notes

Gamers may not participate in raids the same turn in which they joined your guild.



*After years of edits, we have developed the perfectly condensed 4,000 page EULA.*

## CASH SHOP

Patch Notes

When a Player chooses to Grind they may trade any Loot Card drawn with a random card from any Player's hand.



*You know what's better than spending virtual money at a vendor? Spending real money! \*Promoted to Executive\*.*

Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot

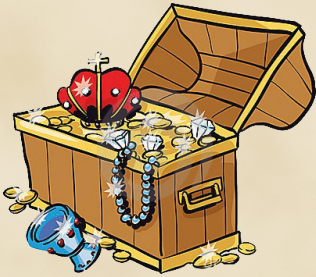




# PERMADEATH

*Patch Notes*

Whenever a guild wipes, discard a guildmember from that guild.



*Who thought this was a good idea??*

Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot



Loot

