

ACTION

AGAIN

**Let's Do
That Again!**

Look through the discard pile and choose any card. You may play it immediately, or put it in your hand.

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That Again!**

Look through the discard pile and choose any card. You may play it immediately, or put it in your hand.

ACTION

ANGRY DWARF

Angry Dwarf

There is a threatening little dwarf in the room with you!

Choose a player who is not in the Well House. That player Dies.

ACTION

BARE HANDS

**With What,
Your Bare
Hands?**

Choose a player who is in the Hall of the Mountain King. That player must discard his whole hand, but may acquire the Persian Rug.

Yes, this player may be yourself.

ACTION

BOTTOMLESS PIT

**Bottomless
Pit**

You fell into a pit and broke every bone in your body!

Choose a player who is currently in darkness. That player Dies.

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Choose a player who is currently in darkness. That player Dies.

ACTION

CAVE CLOSING

**The Cave
Is Closing**

The next two Dwarves, "Har, Har!", or Magic Words played by anyone with at least two treasures deposited in the Well House have no effect.

Put this card in the middle of the table. Stack the others here as they're played, then discard all three cards at once.

ACTION

DROP VASE

DROP VASE

The Ming vase drops with a delicate crash.

Take the Ming Vase from in front of any player and discard it.

ACTION

THATAWAY

**Explore at
Random**

Move any one player into a room adjacent to their current location.

This doesn't work on players who are Dead.

It does count as that player "moving" for the purposes of Reaction cards.

ACTION

FEE FIE FOE FOO

**Fee, Fie,
Foe, Foo!**

This is a Magic Word.

Acquire the Golden Eggs — even if they have already been deposited in the Well House by another player!

(That player's score goes down by one point.)

ACTION

HAR, HAR!

Har, Har!

I'll just take all this booty and hide it away with me chest deep in the maze!

Choose any one treasure being carried by any player, and discard it.

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HAR, HAR!

Har, Har!

I'll just take all this booty and hide it away with me chest deep in the maze!

Choose any one treasure being carried by any player, and discard it.

ACTION

NEVER EXISTED

**Don Woods
Never
Existed**

Discard every treasure currently being carried by everyone (even yourself), except for these five:

Rare Coins
Several Diamonds
Precious Jewelry
Large Gold Nugget
Bars of Silver

ACTION

OVERLOADED

**You Are
Carrying
Too Much
Already!**

You'll have to drop something.

Each other player must immediately discard all but three of the cards in their hand.

ACTION

PIRATE BOOTY

**Pirate
Booty**

In the Maze of Twisty Passages (All Alike), acquire any one treasure from the discard pile, and then discard three cards.

If you don't have three cards in your hand, you can't play this card.

ACTION

PLOVER

Plover!

This is a Magic Word.

Immediately warp between the Y2 Room and the Plover Room, then play another card.

If you are not currently in one of these two locations, playing this card has no effect.

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ACTION

PLUGH

Plugh!

This is a Magic Word.

Immediately warp between the Well House and the Y2 Room, then play another card.

If you are not currently in one of these two locations, playing this card has no effect.

ACTION

PLUGH

Plugh!

This is a Magic Word.

Immediately warp between the Well House and the Y2 Room, then play another card.

If you are not currently in one of these two locations, playing this card has no effect.

ACTION

SPEED RUN

Speed Run

Move to an adjacent room, then play another card.

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Move to an adjacent room, then play another card.

ACTION

STEAL KEEPER

Steal a Keeper

What's a Keeper?

Choose a non-treasure item currently in front of any player, and either put it in front of yourself instead, or put it in your hand.

Putting the item in front of yourself doesn't count as playing it.

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STEAL KEEPER

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What's a Keeper?

Choose a non-treasure item currently in front of any player, and either put it in front of yourself instead, or put it in your hand.

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ACTION

STOCK UP!

Stock Up!

Choose one of Iron Keys, Brass Lantern, Tasty Food, or Water Bottle; then acquire it. If you are in the Well House, choose and acquire a second item from this list as well.

ACTION

SYSTEM CRASH

System Crash

Gather up the cards from everyone's hands, shuffle them, and deal them back out evenly, starting with yourself.

This doesn't include players who are Dead.

ACTION

XYZZY

Xyzzy!

This is a Magic Word.

Immediately warp between the Well House and the Hall of Mists, then play another card.

If you are not currently in one of these two locations, playing this card has no effect.

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XYZZY

Xyzzy!

This is a Magic Word.

Immediately warp between the Well House and the Hall of Mists, then play another card.

If you are not currently in one of these two locations, playing this card has no effect.

ACTION

NO BATTERIES

**Your Lamp
Is Getting
Dim**

You'd best start
wrapping this up.

Take the Brass Lantern
from in front of any player
and discard it.

ITEM

BLACK ROD

Black Rod

Playable in:
Cobble Crawl

After moving into the Hall
of Mists, you may move
out again for free.

While carrying this item,
you may neither play nor
acquire the Little Bird.

ITEM

BRASS LANTERN

**Brass
Lantern**

Playable in:
Well House

Your current location is
always brightly lit.

Defends against
Bottomless Pit

ITEM

MAGAZINES

**Dwarvish
Magazines**

Playable in:
Complex Junction

A few recent issues of
Spelunker Today magazine.

You may discard this
item to cancel the playing
of any card.

ITEM

EMPTY BOTTLE

**Empty
Bottle**

Playable:
Anywhere

If you are carrying another
bottle when you play this
card, discard the old bottle
and play two more cards.

ITEM

FRIENDLY BEAR

**Friendly
Bear**

Playable: Nowhere

At the start of your turn, you
may discard this item to
acquire the Golden Chain.

Defends against
Stop! Pay Troll!

ITEM

IRON KEYS

Iron Keys

Playable in:
Well House

Defends against
The Grate Is Locked!

ITEM

LITTLE AXE

Little Axe

Playable anywhere
except the Well House

Defends against
Angry Dwarf

ITEM

LITTLE BIRD

Little Bird

Playable in:
Cobble Crawl

Discard this item at the
end of your turn, unless
you are carrying the
Wicker Cage.

Defends against
Huge Green Fierce Snake

ITEM

OIL BOTTLE

Oil Bottle

Playable in:
Twopit Room

If you are carrying another bottle when you play this card, discard the old bottle.

When you start your turn in the Giant Room, play two cards instead of one.

ITEM

TASTY FOOD

Tasty Food

Playable in:
Well House

When you start your turn at the Volcano View, you may discard this item to acquire the Friendly Bear.

ITEM

VELVET PILLOW

Velvet Pillow

Playable in:
Complex Junction

Defends against
Drop Vase

ITEM

WATER BOTTLE

Water Bottle

Playable in:
Well House
Complex Junction
Misty Cavern

If you are carrying another bottle when you play this card, discard the old bottle.

When you start your turn in the Twopit Room, play two cards instead of one.

ITEM

WICKER CAGE

Wicker Cage

Playable in:
Cobble Crawl

When you play this card, you may acquire the Little Bird (unless you are also carrying the Black Rod).

REACTION

ANGRY DWARF

Angry Dwarf

A little dwarf
with a big knife
blocks your way!

Play out of turn when any player attempts to move (other than to or from the Well House). That player's turn immediately ends.

REACTION

FOLLOW ME!

Follow Me!

Play when you move out of a room. Choose another player in that room and move them along with you to your destination.

This card may be used only when moving between adjacent rooms.

REACTION

GOOD TRY

Good Try

Good try, but that is
an old worn-out
magic word.

Play out of turn when any player attempts to use a Magic Word. That player's turn immediately ends.

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Good Try

Good try, but that is
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magic word.

Play out of turn when any player attempts to use a Magic Word. That player's turn immediately ends.

REACTION

IT'S LOCKED

The Grate Is Locked!

Play out of turn when any player attempts to move between the Well House and the Cobble Crawl. That player's turn immediately ends.

REACTION

HUGE SNAKE

A Huge Green Fierce Snake Bars the Way!

Play out of turn when any player attempts to move into or out of the Hall of the Mountain King. That player's turn immediately ends.

REACTION

LOST IN MAZE

Lost in the Maze

Play out of turn when any player attempts to move out of the Maze of Twisty Passages (All Alike). That player's turn immediately ends, unless he discards an item he is carrying. Put this reaction card back in your hand.

REACTION

LOST IN BEDQUILT

Lost in Bedquilt

Play out of turn when any player attempts to move out of Bedquilt. That player's turn immediately ends.

REACTION

LOST IN MAZE

Lost in the Maze

Play out of turn when any player attempts to move out of the Maze of Twisty Passages (All Different). That player's turn immediately ends.

REACTION

LOST IN MAZE

Lost in the Maze

Play out of turn when any player attempts to move out of the Maze of Twisty Passages (All Different). That player's turn immediately ends.

REACTION

NO SMOKING

Out of Orange Smoke

Now you've really done it!

Play out of turn when any player Dies. That player must discard not only his hand and his carried treasures, but all of his items too.

REACTION

SAY WHAT?

I Don't Know How to Do That

Play out of turn to cancel the playing of any card, even an item. That card has no effect and is immediately discarded.

This will *usually* cause whoever's turn it is to end.

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I Don't Know How to Do That

Play out of turn to cancel the playing of any card, even an item. That card has no effect and is immediately discarded.

This will *usually* cause whoever's turn it is to end.

REACTION

STOP! PAY TROLL

Stop! Pay Troll!

Play out of turn when any player attempts to move between Bedquilt and the Volcano View. That player's turn immediately ends, unless he discards a treasure he is carrying. Put this reaction card back in your hand.

REACTION

TIGHT SQUEEZE

Tight Squeeze

Play out of turn when any player moves between the Misty Cavern and the Plover Room. That player must discard everything he is carrying, with the exception of the Egg-Sized Emerald.

REACTION

WAIT FOR ME!

Wait for Me!

Play out of turn when another player moves out of the room you're in. You may follow that player into the next room.

You can't use this card to follow a player who used a Magic Word.

TREASURE

OYSTER'S PEARL

Glistening Pearl

Playable in:
Complex Junction

TREASURE

GOLDEN CHAIN

Golden Chain

Playable in:
Volcano View

You may play this item only if you are carrying the Iron Keys.

When you play it, you may acquire the Friendly Bear.

TREASURE

GOLDEN EGGS

Golden Eggs

Playable in:
Giant Room

Defends against
Stop! Pay Troll!

TREASURE

GOLD NUGGET

Large Gold Nugget

Playable in:
Hall of Mists

You won't get it up the steps!

Discard this item if you move from the Hall of Mists to the Cobble Crawl.

TREASURE

HUGE EMERALD

Egg-Sized Emerald

Playable in:
Plover Room

If you use the magic word "**Plover!**", you must discard this item.

TREASURE

FANCY TRIDENT

Jeweled Trident

Playable in:
Giant Room
Misty Cavern

When you start your turn in the Complex Junction, you may acquire the Glistening Pearl.

TREASURE

MING VASE

Ming Vase

Playable in:
Bedquilt

There is a delicate,
precious Ming vase here!

TREASURE

PERSIAN RUG

Persian Rug

Playable in:
Hall of the
Mountain King

TREASURE

ICEHOUSE PIECE

Platinum Pyramid

Playable in:
Plover Room (lighted)

You may play this item
only if you are not in
darkness.

(Acquiring it does not count
as playing it.)

TREASURE

FINE JEWELRY

Precious Jewelry

Playable in:
Hall of the
Mountain King

TREASURE

RARE COINS

Rare Coins

Playable in:
Hall of the
Mountain King

At the start of your turn, you
may discard this item to
acquire the Brass Lantern.

TREASURE

RARE SPICES

Rare Spices

Playable in:
Volcano View

TREASURE

DIAMONDS

Several Diamonds

Playable in:
Hall of Mists

TREASURE

SILVER BARS

Bars of Silver

Playable in:
Hall of the
Mountain King

TREASURE

PIRATE'S CHEST

Treasure Chest

Playable in:
Twisty Passages
(All Alike)