

Dungeon Builder Card Gallery



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GREY

1

2

3

Hoard of Orcs: You may move any Orcs in the dungeon to this card when the adventurers move to it for \$1 each Orc

Hoard: You may move any basic monsters in the dungeon to this card when the adventurers move to it for \$1 each monster.

HELP / HINDER

Adventurer Help: 1 less monster in combat

GREY

1

2

3

5' Corridor: Only 2 Adventurers may attack any monsters here.

Crawlspace: Only 1 Adventurer may attack any monsters here.

HELP / HINDER

Adventurer Help: +1 Str one use then Str returns

BROWN

RED

3+

1

Barbarian

2

Barbarian

3

Fighter

4

Fighter

\$8

You may play three major improvements on this card. If destroyed the cards here are

special

1

M 2 / S 2 / HP 2 / C 3

Berserk:

Autokill: The current monster is killed (does not effect Dragons).
Next monster automatically wounds

2

M 4 / S 4 / HP 4 / C 4

3

M 6 / S 6 / HP 6 / C 5

4

M 8 / S 8 / HP 8 / C 6

5

M 10 / S 10 / HP 10 / C 7

6

WHITE

WHITE

BLACK

Any basic monster played here counts as 4 of that type.

Counts as 2 BLUE upgrades

INTERFERENCE

Discard 1 trap card from a pile of 2 or more

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Discard one item carried by an adventurer

1+

1

Fighter

2

Paladin

3

Cleric

4

Thief

BROWN

BLACK

YELLOW

BROWN

GREEN

1 Kobold, Lizardman, Dragon

+1 Kobold, Lizardman, Dragon

HELP / HINDER

Adventurer Hinder: -1
Morale one use then

GREEN

GREEN

1 Goblin, Hobgoblin, Troll

+1 Goblin, Hobgoblin, Troll

HELP / HINDER

Adventurer Hinder: 1
more monster in combat

GREEN

1 M 2 / S 1 / HP 1 / C 3

Heal: A character that has at least 1 HP goes back to full health.

WHITE

2 M 4 / S 2 / HP 2 / C 4

3 M 6 / S 3 / HP 3 / C 5

4 M 8 / S 4 / HP 4 / C 6

5 M 10 / S 5 / HP 5 / C 7

6

WHITE

GREEN

1

Door

+

+2 Charges

HELP / HINDER

Adventurer Hinder: -1 Str
one use then Str returns

GREEN

1

Door

+

+2 Charges

HELP / HINDER

Adventurer Hinder: -1 HP
one use then HP returns

GREY

1

2

Witch: A dire prediction
lowers the highest
adventurer's morale by 1.

3

Crone: A dire prediction
lowers the highest 2
adventurers' morales by 1.

HELP / HINDER

Adventurer Help: +1
Charge one use then

GREEN

1

Skeleton, Ghoul, Vampire

+

+1 Skeleton, Ghoul, Vampire

HELP / HINDER

Adventurer Hinder: +1 HP to a monster one use

GREY

1

2

Secret doors: Party spends the next movement phase here as well.

3

Turned around: Party spends the next movement phase going towards the entrance. Only occurs once per adventure turn.

HELP / HINDER

Adventurer Help: +1 Morale one use then

PURPLE

1

1 Charge
1 Strength

+

+2 Charges
+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Thieves

GREEN

1

Skeleton, Ghoul, Vampire

+

+1 Skeleton, Ghoul, Vampire

HELP / HINDER

Adventurer Hinder: +1 HP to a monster one use

GREY

1

2

Secret doors: Party spends the next movement phase here as well.

3

Turned around: Party spends the next movement phase going towards the entrance. Only occurs once per adventure turn.

HELP / HINDER

Adventurer Help: +1 Morale one use then

PURPLE

1

1 Charge
1 Strength

+

+2 Charges
+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Thieves

DUNGEON

Entrance



Adventuring parties start here

BROWN

3+

1

Fighter

2

Fighter

3

Fighter

4

Fighter

BROWN

3+

1

Ranger

2

Ranger

3

Cleric

4

Mage

BLACK

Any single monster placed here has double HP

Counts as 2 BLUE upgrades

INTERFERENCE

Discard 1 room card if from a pile of 2 or more

PURPLE

11 Charge2 StrengthDamages Morale only

+

+2 Charges+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Paladins or Illusionists

PURPLE

BLACK

WHITE

1M 2 / S 2 / HP 2 / C 3

Bash: Cause Str damage to a door or trap. If the item has no charges left, it is destroyed.

2M 4 / S 4 / HP 4 / C 4

3M 6 / S 6 / HP 6 / C 5

4M 8 / S 8 / HP 8 / C 6

5M 10 / S 10 / HP 10 / C 7

6

WHITE

BLACK

May contain a monster of any type or upgrade.

Counts as 2 PURPLE upgrades

INTERFERENCE

A major improvement now costs an extra \$1 until your

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Character attacks the next party member in party order

BLUE

1

1 Strength
1 HP
May be placed in Grey rooms, blocks movement

2

Slime
2 Strength
2 HP
Destroys one item of choice when encountered

3

Mold
4 Strength
4 HP
1HP poison damage to party each

BLUE

BROWN

1+
1 **Fighter**
2 **Cleric**
3 **Thief**
4 **Mage**

BROWN

RED

\$4

RED

BLUE

1
1 Strength
1 HP
May move one room each
round even if occupied

2 **Hobgoblin**
4 Strength
2 HP
May move one room each
round even if occupied

3 **Troll**
4 Strength
4 HP
Regenerate 1 non-fire

BLUE

BROWN

1 Mage

2 Mage

3 Mage

4 Mage

BROWN

1+

BLACK

May contain 2 monsters of differing type.

Counts as 2 BLUE upgrades

INTERFERENCE

Cancel the interference of any 1 black card after

RED

\$12

Dungeon may be 8 cards long

BLACK

BROWN

RED

RED

YELLOW

DUNGEON

\$4

Every non-undead monster in the dungeon receives

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried until used. Character may heal back to

1 gold per player

Dungeon size 5

RED

YELLOW

DUNGEON

YELLOW

Counts as a BLUE upgrade

YELLOW

HELP / HINDER

Adventurer Help: Carried. -1
Morale damage while carried.

special

1

M 1 / S 1 / HP 1 / C 3

Illusion: One defeated monster becomes a party member.
1 charge for base, 2 for first upgrade and 3 for a two upgrade monster.

WHITE

2

M 2 / S 1 / HP 1 / C 4

WHITE

3

M 3 / S 2 / HP 2 / C 5

4

M 4 / S 2 / HP 2 / C 6

5

M 5 / S 3 / HP 3 / C 7

6

\$4

RED

Dungeon may be 6 cards long

RED

BROWN

3+

1Basic

2Basic

3Basic

4Special

BLUE

1

1 Strength
1 HP
Add a new Kobold after each
Adventurer turn

2

Lizardman
2 Strength
2 HP
Immune to fireball

3

Dragon
5 Strength
5 HP
Immune to autokills

BLUE

RED

\$12

You may play four major
improvements on this card. If
destroyed the cards here are

RED

RED

RED

1 M 1 / S 1 / HP 1 / C 3

WHITE

2 M 2 / S 1 / HP 1 / C 4

3 M 3 / S 2 / HP 2 / C 5

4 M 4 / S 2 / HP 2 / C 6

5 M 5 / S 3 / HP 3 / C 7

6

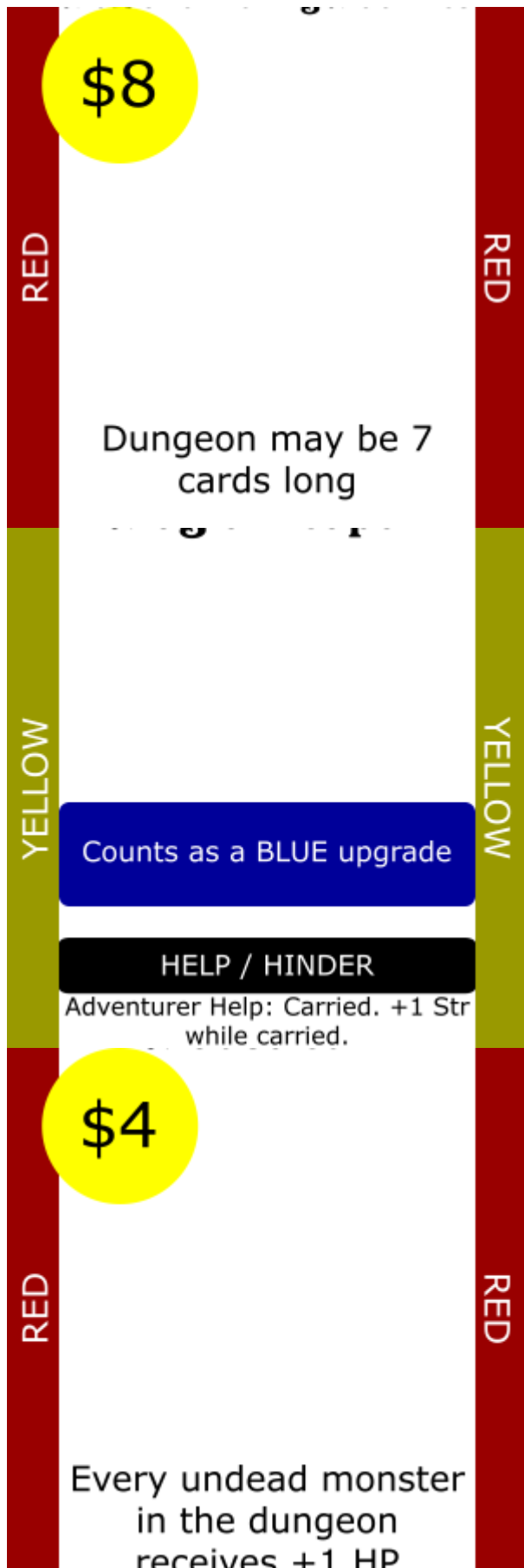
WHITE

YELLOW

YELLOW

HELP / HINDER

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Pasages, all alike

Adventurers start back at the dungeon entrance once in the adventuring phase.

Counts as 2 BLUE upgrades

INTERFERENCE

Play on someone's major improvement. In the next adventuring

You may move any basic monsters in the dungeon to this card when the adventurers move to it for \$1 each monster.

Counts as 2 PURPLE upgrades

INTERFERENCE

Cancel the help/hinder use of
any 1 grey, green or yellow

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Character fails current task or use of a

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Add one special party member to the group.

\$4

RED

Orcs, Ogres and Giants increase in population
by 1

BLUE

1

2 Strength
1 HP

2

Ogre

3 Strength
4 HP

3

Giant

4 Strength
8 HP

BLUE

special

1

M 2 / S 1 / HP 2 / C 3

Moral Compass:

A character that has at least 1 Morale goes back to full morale.

WHITE

2

M 4 / S 2 / HP 4 / C 4

3

M 6 / S 3 / HP 6 / C 5

4

M 8 / S 4 / HP 8 / C 6

5

M 10 / S 5 / HP 10 / C 7

6

PURPLE

1

1 Charge
1 Strength

+

+2 Charges
+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Mages

1

1 Charge
1 Strength

+

+2 Charges
+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Clerics

PURPLE

special

1

M 2 / S 1 / HP 1 / C 3

Hatred: Autokill: The first monster in a dungeon (skip Dragons). If encountered again in same dungeon, it may also be killed.

2

M 4 / S 2 / HP 2 / C 4

3

M 6 / S 3 / HP 3 / C 5

4

M 8 / S 4 / HP 4 / C 6

5

M 10 / S 5 / HP 5 / C 7

6

WHITE

WHITE

\$4

RED

RED

Kobolds, Lizardmen and Dragons increase in population by 1.

May contain 2 traps of differing type and one basic monster of any type.

Counts as 2 PURPLE upgrades

BLACK

BLACK

INTERFERENCE

Play on someone's dungeon room. In the next adventuring round it has no

YELLOW

Counts as a BLUE upgrade

HELP / HINDER

Adventurer Help: Carried. All doors have 1 charge while

1

1 Strength
1 HP
If killed, returns after adventurer turn

2

Ghoul

2 Strength
2 HP
If kills, add another Ghoul

3

Vampire

4 Strength
4 HP
If damages, add to HP

\$4

RED

Fleeing adventurers are now worth \$2 each

YELLOW

BLUE

BLUE

RED

PURPLE

1

1 Charge
1 Strength

+

+2 Charges
+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions.

Does not Affect:
Fighters

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Move one item from a character to one monster in the character's current location. The monster may use the

GREY

1

2

Guard Post: If empty, draw a card from the deck when the party enters, if a monster, they man the guard post.

3

Diligent Guard Post: May contain 2 basic monsters of differing type.

HELP / HINDER

Adventurer Help: +1 HP
one use then HP returns

1

M 1 / S 1 / HP 1 / C 3

Disable Trap: Autokill: The revealed trap is destroyed before it goes off (except DHSSTWKBWPBGS)

Unlock Door: Door is opened.

WHITE

2

M 1 / S 1 / HP 2 / C 4

WHITE

3

M 2 / S 2 / HP 3 / C 5

4

M 2 / S 2 / HP 4 / C 6

5

M 3 / S 3 / HP 5 / C 7

6

BLACK

Lower entire party's morale by 1 when entered.

Counts as 2 PURPLE upgrades

INTERFERENCE

Discard 1 monster card from a pile of 2 or more

RED

\$4

RED

Killing adventurers is now worth \$3 each

YELLOW

Counts as a PURPLE upgrade

HELP / HINDER

Adventurer Hinder: Average all characters' Morales (round

1

1 Charge
2 Strength

+

+2 Charges
+1 Strength

3

a deep hole with spring-loaded sides, tripwires, whirling knife blades driven by water power, broken glass and scorpions

Does not Affect:
Barbarians or Rangers

\$4

RED

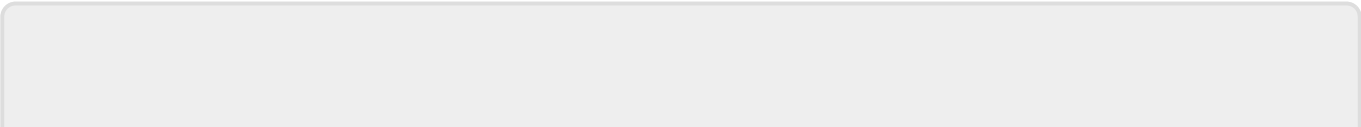
Every trap in the dungeon receives
+1 Str

YELLOW

PURPLE

PURPLE

RED



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