

DUNGEONLING Battle

CORE SET

CARD SHEET - 2nd Edition



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Game design and artwork by: Jackson Lin

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Squeeks' Trader



1 **1**

Bargain Trader
[Activate] Draw 2 cards from the Deck.

Squeeks



2 **2**

Cheeeees!
On play, you may draw 1 card from the Deck.



Deep Elf



3 **2**

Ransack
On Successful Attack, you may draw 2 cards from the Deck.

Lizardkin



3 **3**

Mummy
Undead



3 **2**

Tomb Curse
On Successful Attack, forces the opponent to discard a card from their hand.

Assassin



6 **2**

Watcher



3 **3**

All Seeing Eye
[Activate] You may peek at 2 cards from any Deck or hand. After viewed, return the cards back to their original location, and you regain one Action.

Dark Mage



3 **2**

Recall Spell
[Activate] Take a Spell card from the Graveyard and add it back to your hand.

Goblin Looter



2 1

Looter
On Successful Raid, loot an additional Spoil card from opponent's Hoard pile.

Goblin Grunt



3 1



Orc Warrior



4 2

Goblin Drummer



1 2

War Beats
[Activate] All your Minions gain
+1 Attack for your turn.

Shaman



3 2

Spell Immunity
Opponents' can't cast Spells that target this Minion.

Chieftain



5 2

Line Breaker
On Successful Attack, you gain one additional Raid Action.

Troll



4 3

Crushing Charge
When Raiding, your oppoent can't play a Block against this Minion.

Minotaur



4 1

Dungeon Guard
When placed as a Guard, reverse its Attack and Defense value.

* This Minion does not gain the Guarding Defense Bonus

Skeleton



2

Army of Bones
When this card is sent to the Graveyard, you may retrieve it back to your hand by discarding 1 card from your hand.

Fresh Risen



3

Undead



Ghost



1

Undead

Phantasmal
As a Guard, this Minion can only be defeated by Spells, Abilities, or Minions with Magical Attack.

Zombie



3

Undead

Zombification
When this card is sent to the Graveyard, you may retrieve it back to your hand by discarding one of your hoarded Spoils back to the top of the Spoil Deck.

Necromancer



1

Magical

Rise Undead
[Activate] Take an undead Minion from the Graveyard back to your hand.

Lich



3

Magical

Death Powered
This Minion gains +1 Attack for each hoarded Spoils you currently have.

Death Guard



4

Undead

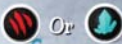
Guard to the End
You can play this card as a Guard when you use it to Block. After playing this Minion, discard one of your hoarded Spoils back to the top of the Spoil Deck.

Vampire



3

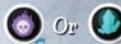
Blood Drain
On Successful Raid, instead of looting, return all Spoil cards in the attacked Hoard pile back to its owner hand.

Spell  Or 



Blood Rage

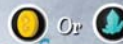
Gives a Minion  **+1 Attack** for a turn.

Spell  Or 



Rock Skin

Gives a Minion  **+1 Defense** for a turn.

Spell  Or 



Second Hand

Draw 2 cards from the Deck.

Spell 



Fireball

Deals  **-3 Defense** damages to a Minion. The damage is retained for a turn.

Spell 



Curse

Force target opponent to discard 2 cards from their hand.

Spell 



Transmutation

Change the Spoil type of a hoarded Spoil card to another type of your choosing. Last for a turn.

Spell 



Banish

Return any card back to its owner's hand.



Spell



Reversal

Switch a Minion's Attack and Defense value for a turn.

Spell



Revival

Take one Minion card from the Graveyard pile and add it back to your hand.

Spell



Slow Time

You gain 2 extra Actions.

Spell



Snatching Hand

Take any one card and add it to your hand.

Spell



Lightening Storm

Deals **⚡-3 Defense** damages to all opponents' Minions. The damage is retained for a turn.

Red Dragon



4 **4**

Fire Breath

On Successful Attack, deals **⚡-2 Defense** damages to all opponents' Minions. The damage is retained for a turn.