RAID WARS

Game rules

This document presents all rules for the game.

This is a simple print-and-play fantasy Card Game with pre-constructed decks, simulating scattered small battles in the everlasting greater war of good versus evil. Each player chooses a side, and tries to win the battle by discovering and researching powerful resources to eventually use in the greater war. Players can hire heroes to hinder the opponent's exploration, but they will have to face enemy dungeons and their challenges, such as guardians and traps, built to protect the resources being processed inside.

Components

To play this game you will need:

- to print and cut the **cards**
- a **bunch of beads** to keep track of researching progress
- at least **3 six-sided dice**

Setup

This game is always played with **2 players**, each one choosing a side – good or evil. Each pre-constructed deck has cards available for the associated faction. Some players may prefer to play against each other with the same faction, and this is fine. You just have to print out the same deck more than once.

Players have the goal to discover and research powerful relics, spells and enchantments for their own faction, collectively known as resources, since the acquisition of such assets can eventually change the greater war in their favor. In game terms, the first player to score **5 resources** is the winner. Dungeons can be built around resources to protect them, so while trying to defend their own research players will also want to hinder the opponent's progression by raiding their dungeons. Playing against the same faction has the same drive, with players trying to get their own renown before the competing ally.

At the start of each game, players must shuffle their decks and put them at their side. Then each player draws **7 cards** as the starting hand, which is also the maximum capacity. At the end of each turn, the current player must always make sure to stay at this maximum hand size, discarding if necessary.

Dungeons

Dungeons are fictional places built to protect resources of a faction and allow them to be researched safely. Players always have **three** dungeons each, forming imaginary lines in their front that are initially empty. As the game progresses, each dungeon will then gradually accommodate cards inside.

Whenever a resource is played, the card must be placed inside a dungeon, and it is settled at that dungeon's core. To protect this core, challenge cards can then be placed forming a line in the front of the resource, each card being angled 90 degrees. Each dungeon can hold only **1 resource** and up to **3 challenges**, but cards can be added as desired in no specific order. For example, a player can initially prefer to populate a dungeon with a few challenges to create the protective line, and only decide to add a resource a few turns later.

As soon as a resource enters a dungeon, that dungeon is **activated**, meaning it will start processing the resource inside. When a resource is removed for any reason, the dungeon itself and all its challenges remain, but that dungeon is considered **deactivated**. In this case, the dungeon can be activated again by simply adding another resource to its core.

Deactivated dungeons cannot be invaded by the opponent, but also start falling apart due to the lack of a resource power. At the end of each turn, each dungeon of the current player that has no resource inside will **deteriorate**, causing one of its revealed challenges to be discarded, at the player's choice. For example, if a dungeon has no resource and has at least one revealed challenge, then at the end of the turn the player will have to choose one of the revealed challenges and discarded it. Hidden challenges are never affected by deterioration, and can stay inside deactivated dungeons indefinitely.

Turns

Each turn can be divided into three **phases** – the start of the turn, the turn itself, and then the end of the turn.

At the start of each turn, all resources of the current player are able to generate one **counter** each, which can cause a resource to be scored if it is already revealed. The player can also voluntarily **reveal** any number of owned resources at this moment. During the turn itself, the player can **play** a single resource card from hand, and then take up to **3 actions**, choosing any combination of drawing a card from the deck or playing a non-resource card from hand. Spending all these actions is not obligatory, meaning a player can choose to take only one or two, or even none. After taking actions, an **invasion** can then be declared against a single activated dungeon of the opponent, as long as at least one hero was played that turn, and then no further actions can be taken after the invasion. Finally, at the end of the turn dungeons can **deteriorate**, forcing the player to discard a revealed challenge from each deteriorating dungeon. The player also must be sure to have no more than 7 cards in hand at this point, **discarding** from hand if necessary.

So, at the start of a turn:

1. Each processing resource generates one counter (optional)
2. The player can voluntarily reveal any number of owned resources (optional)

Then, during the turn itself, the player can:

**1.** Play a single resource card from hand (optional)
2. Draw cards and/or play non-resource cards from hand (up to 3 actions total)
3. Declare an invasion against an enemy dungeon that is activated (optional)

Finally, at the end of the turn:

1. The player may have to remove challenges if a dungeon deteriorates (required)
2. The player may have to discard from hand to keep 7 cards (required)

Resources

Resources are comprised of relics, spells and enchantments, representing assets or other powers that can be researched and processed by the factions. Each player can have up to 3 resources over the table simultaneously, each one inside a dungeon.
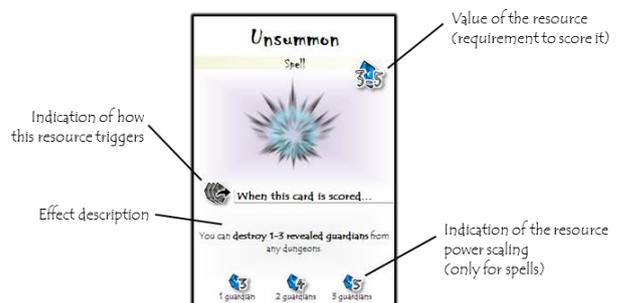
When resources are played, they must be always played **faced down** inside a dungeon's core, so that the opponent does not know what is there at first. A resource can then be voluntarily revealed by the player at the start of each turn, or it can be forcefully revealed by heroes when they reach the dungeon's core where the card is settled. When a resource is played inside a dungeon already having another resource, the previous card is simply discarded and replaced.

Each resource has a value indicating how hard and time expensive is to process it. Spells have a range of values, meaning they can be harder to process if the player chooses to delay the progress. At the start of each turn, all resources of the current player generate one counter each, and in this case a bead should be placed over the card to represent that counter. When the amount of counters over a card reaches its indicated value, then that resource is considered **ready**, and is automatically **scored** if it is revealed. A resource that is still hidden will keep processing every turn until it is revealed, even if that causes the card to get more counters than its actual value. In this case, the resource will be eventually scored as soon as it is revealed, as long as the amount of counters stays equal or higher than the card value when faced up. When scored, a resource is simply transferred to a separated area over the table, counting towards the win condition for the player.

Characteristics of each type of resource:

Relics: Effects from relics are unleashed when heroes forcefully reveal them at the end of an invasion. This means a relic works as a trap, and usually only activates once, unless the card is somehow hidden and forcefully revealed again after being revealed for the first time. Voluntarily revealing a relic has no effect.

Spells: Effects from spells are unleashed only when the card is scored. Each spell has a range of values in which it can be scored, causing the potency of the effect to increase when the spell is cast at higher levels. However, revealed spells are automatically scored as soon as they reach the minimum card value, so the only way to cast a spell at a higher level is by keeping it hidden to get more counters than the minimum value, and only then revealing the card. This allows the spell to gather more power, reaching a higher card value before being scored.

Enchantments: Effects from enchantments are constantly active as long as the card is revealed, working while the dungeon is invaded by enemy heroes. This means enchantments start to work as soon as they are revealed, and stay working until being scored, faced down, or removed somehow.

Heroes

Cards representing **heroes** are champions, villains or mercenaries in general that can help the factions to investigate and cripple the research of enemies. The main goal of heroes is to **raid dungeons** and try to reach their core, this way disrupting the enemy resource inside as well as being able to cause several additional hindrances.
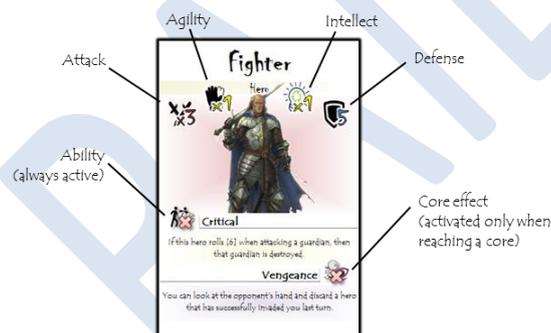
Heroes have four stats indicating their adventuring capabilities:

⚔️**Attack**, 🛡️**Defense**, ✋**Agility**, ☀️**Intellect**

Stats are used during invasions to combat enemy guardians and to overcome traps. The **attack** stat indicates the amount of dice rolled against a guardian's defense, while the **defense** stat is the difficulty rating used when an enemy guardian tries to hit the hero. **Agility** and **intellect** are both used when facing traps, indicating the amount of dice rolled against the different types of traps. In addition to stats, each hero also has a unique **ability** and a special **core effect**, making each card especially useful in different situations. Abilities are mostly used while facing challenges, adding some special capabilities against guardians and traps. Core effects are activated only when reaching a dungeon's core, usually allowing the hero to cripple the opponent directly.

When a hero card is played, it must be placed in a separated area over the table, waiting for the invasion to come. A raiding **party** is formed as soon as the first hero is played, and more heroes can join as more cards are played, always up to 3. An invasion can then be declared after forming the party, and at the end of the invasion surviving heroes automatically **return to the player's hand**. This means hero cards never stay over the table too long.

Challenges

Challenges are comprised of guardians and traps, which can be placed inside dungeons to protect the resources behind. These cards must always be **placed faced down** and forming a line, meaning they are initially hidden to the opponent and have a specific order, which must be faced sequentially during invasions.
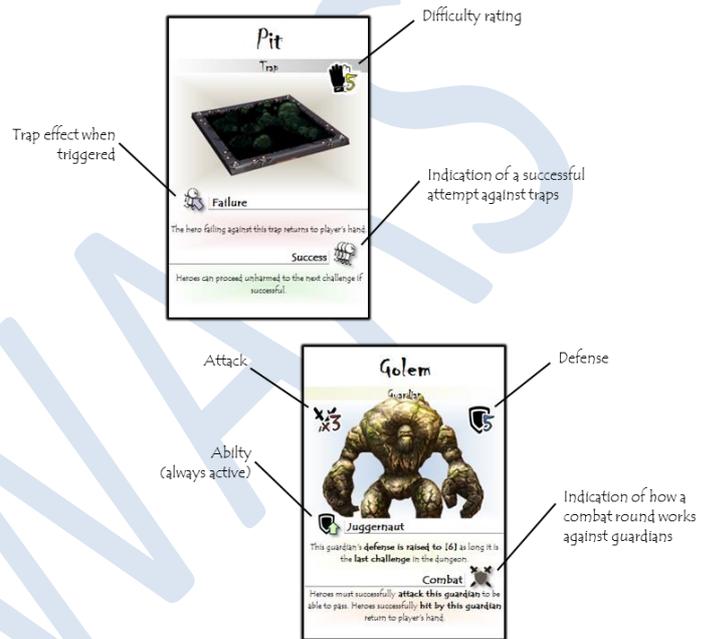
Traps have effects that are triggered when heroes are not able to overcome the trap's **difficulty rating**, and each effect can be very distinct. On the other hand, guardians are more complex, and have the same **attack** and **defense** stats as heroes, allowing them to engage in combat. Each guardian also has a unique **ability** that usually is used during the confrontations to boost them or hinder the heroes.

Whenever a challenge is played, the player can always choose the exact position of that card inside the dungeon. For example, if a dungeon already has two challenges, the player can decide to put a recently played card in between them, or at any other desired position. A challenge can also be played replacing an existing challenge, in which case the previous card should be discarded.

When enemy heroes **approach** a hidden challenge during an invasion, the defending player can choose to reveal the card, finally facing it up. At this point, the opponent will find out what is lurking there, and this can work as a surprise. If the card is not revealed at this moment, then heroes will simply bypass it. There can be also other ways to reveal challenges, but the most usual way is really just approaching the card. After revealing a challenge, it normally cannot be hidden again, unless some special effect causes it to hide.

Invasions

Once each turn, a player can declare an invasion against the opponent, as long as at least one hero was played that turn. Invasions can only be aimed at activated dungeons, and the usual goal is to reach the resource at the end. During an invasion, heroes must face each challenge **sequentially** and individually in the presented order, until reaching the dungeon's core. After starting an invasion, it cannot be voluntarily aborted by the attacking player, meaning heroes will have to deal with the upcoming challenges even if they turn out to be deadly.

When approaching a hidden challenge, the defending player has the opportunity to **choose** between revealing that card or keeping it hidden, in which case the challenge is just ignored. In the same way, when heroes reach a hidden resource at the end of an invasion that card also must be revealed, but in this case players have no option

to keep it hidden and it is always **forcefully revealed** by the heroes. At this point, relics will unleash their effects, while enchantments will start to work as soon as they are faced up. Then the resource is finally **disrupted**, losing 1 counter for each hero still in the party.

When confronting any challenge, heroes will always have to throw some dice. The amount of dice rolled varies according to several factors, such as the capabilities of the heroes and the type of challenges faced. In all cases, whenever a die result is **equal to or higher** than the difficulty rating for the roll, then that roll is considered a success, otherwise it is a failure. Guardians will also try to hit heroes when confronted, and the opponent is responsible for rolling dice for that. Whenever multiple dice are rolled, a single successful die is always enough to secure success for the entire roll.

Macro steps during an invasion:

1. A party of up to 3 heroes is formed
2. Heroes must approach and face each challenge sequentially
3. Heroes reach the dungeon's core after passing all challenges
4. The resource inside the dungeon is forcefully revealed if hidden (relics will trigger)
5. The resource is disrupted by surviving heroes and loses counters
6. Heroes can finally activate their core effects
7. The invasion ends with surviving heroes returning to player's hand

Steps when facing each challenge during an invasion:

1. Heroes approach the challenge
2. Defending player can reveal the card if hidden (will be skipped if not revealed)
3. Attacking player must choose heroes to confront the challenge
4. Dice are rolled to decide success or failure
5. Heroes pass the challenge unless they are blocked or destroyed

Facing traps

When facing a trap, the attacking player must choose **a single hero** to trigger it. Then the selected hero must roll against the trap's difficulty rating, using the correct stat according to the type of trap – **agility** or **intellect**. If the roll is successful, then the entire party can pass unharmed, otherwise heroes will have to bear with the trap's effect. Each trap has a pretty unique effect, which can range from blocking the entire party, blocking a single hero, or even causing the invaders to be destroyed.

Steps when heroes face a trap:

1. Player must choose **one** hero to face the trap
2. Hero **rolls** against the trap's difficulty rating
3. Trap is activated on a failure
4. Surviving heroes pass to the next challenge

Possible results for rolls against traps:

Roll	Result	
✊ or 💡	Success	Party can pass unharmed to next challenge
✊ or 💡	Failure	Trap is activated (each trap has a distinct effect)

Facing guardians

When facing a guardian, initially the attacking player must choose **a hero to attack** the guardian and **a hero to defend** against it (the same hero can be selected for both tasks if desired). The attacker must roll against the guardian's defense stat, and the guardian will roll against the defending hero. Both rolls are simultaneous, meaning that even if the guardian is somehow destroyed in the attack, it will still strike back. If the attacking hero fails, then the guardian will have to be **confronted again**, demanding one additional round of simultaneous rolls. If the guardian succeeds against the defending hero, then that hero must **leave the party**, returning to player's hand. In other words, heroes must fight a guardian until being able to hit it, and any defending heroes being hit back in the process must leave the party.

Steps when heroes face a guardian:

1. Player must choose a hero as **attacker** and a as **defender** (can be the same)
2. Hero selected as attacker **rolls** against the guardian
3. Guardian **rolls** against the hero selected as defender
4. If the guardian succeeds, then the defender hero must return to player's hand
5. If the attacker hero fails, then there is one more round of combat (back to step 1)
6. Heroes can pass to the next challenge when the guardian is finally hit

Possible results for rolls in combat:

Attacker	Guardian	Party…	Defender…
⚔ Hit	🛡 Miss	can pass the challenge	is not affected
⚔ Hit	⚔ Hit	can pass the challenge	must return to hand
🛡 Miss	🛡 Miss	must fight one more round	is not affected
🛡 Miss	⚔ Hit	must fight one more round	must return to hand

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Glossary

This section presents information for common words and expressions used in the game.

Ability: Heroes and guardians have unique abilities, which are always active. Most abilities are triggered only when specific events occur.

Approaching: This is the first step when heroes reach a new challenge during an invasion, just before engaging the challenge. At this point, some abilities can be used, allowing for example the heroes to bypass the challenge. Just after approaching a hidden challenge, the defending player must decide if that challenge will be revealed or not.

Challenge: Guardian or trap placed inside a dungeon, protecting the resource behind. These cards must be always played faced down and angled 90 degrees, forming a line in front of the resource. During an invasion, heroes must face each challenge sequentially in the predefined order.

Core: This is the center of a dungeon, where a resource can be placed. The core effect from heroes activate when they reach a core, just after resource disruption.

Counters: Beads placed over resource cards to keep track of their progress. One counter can be added to each processing resource at the start of each turn, but this is not obligatory. When the amount of counters over a revealed resource reaches the card value, or its minimum value in the case of spells, then the card is immediately scored. However, if a resource is hidden there is no way to tell its value, so in this case the card keeps receiving counters indefinitely until being revealed. Spells are the only type of resources that can actually benefit from additional counters, since they are cast at higher levels when scored with extra counters.

Destroy: Causes a card over the table to be discarded. In the case of challenges or resources, only a revealed card can be destroyed. Sometimes this can be prevented by some effects or abilities.

Deteriorate: Dungeons with no resource inside deteriorate at the end of each turn, causing the loss of a single revealed challenge per dungeon, at the player's choice. Hidden challenges are never affected by deterioration, and can stay inside a deactivated dungeon indefinitely while hidden.

Discard: Causes a card to be directly removed either from hand, deck, or from the table. This can affect even hidden cards, and can never be prevented.

Disruption: Whenever heroes reach a resource, that card is disrupted. This causes the resource to lose 1 counter for each hero still in the party.

Dungeon: One of the three existing imaginary lines in front of each player, formed by 1 resource and up to 3 challenges protecting that resource. Only dungeons with a resource inside are considered activated, meaning they can be invaded. Deactivated dungeons can't be invaded, but slowly deteriorate every turn.

Effect: Heroes and traps have unique effects, activated in specific situations. Traps unleash their effects when heroes fail to disable them, while heroes activate their effects when reaching a dungeon's core, just after disruption.

Enchantment: Type of card representing one kind of resource. The effect from an enchantment starts working as soon as the card is revealed by any means, and lingers until the card is removed or hidden somehow.

Guardian: Type of card representing one kind of challenge. An attacking hero must beat the guardian's defense stat to allow the party to pass, and at the same time the guardian will try to beat a defending hero as well. Any hero failing to withstand a guardian's attack is forced to leave the party, prematurely returning to player's hand. Failing to hit a guardian will cause the party to face that guardian again in another combat round.

Hidden: Challenges and resources are hidden as long as they are faced down over the table. Hidden challenges can't confront heroes, unless the defending player chooses to reveal them when enemies approach the card. Hidden resources can be voluntarily revealed at the start of turns, or they can be forcefully revealed by enemy heroes reaching the dungeon's core where that resource is settled.

Invasion: A single invasion can be declared each turn with a party of up to 3 heroes, targeting a single activated dungeon of the opponent. Invasions can't be aborted, and are finished when heroes reach the dungeon's core, or when there are no more heroes in the party for some reason. When an invasion ends, all surviving heroes automatically return to player's hand.

Party: A group of up to 3 heroes formed by playing multiple hero cards in a turn. Invasions can be declared as long as a party is formed, even if that party has only a single hero.

Hero: Type of card that is played and grouped together as a temporary raiding party, allowing the player to declare an invasion after spending actions that turn.

Rearrange: The possibility to reorder challenges inside a dungeon, changing their positions. The player can't hide or reveal cards, only reposition them.

Relic: Type of card representing one kind of resource. A relic unleashes its effect only when forcefully revealed by heroes, so voluntarily revealing it has no effect.

Resource: Relic, spell or enchantment that is played faced down inside a dungeon's core, causing the dungeon to be activated. Each resource generates one counter every turn, and it is considered ready when reaching the indicated card value. Revealed resources are scored immediately when ready, and this means a ready resource can never stay over the table after being revealed. Hidden resources keep processing until being revealed, and then are scored as long as they are still ready upon revelation. Scored cards must be put aside, just counting towards victory points for the player.

Revealed: A challenge or resource is revealed as long as it is faced up. Hidden cards can be voluntarily revealed by the player at the start of each turn, or they can be also revealed when heroes approach the card, in the case of challenges. Resources can be forcefully revealed by invading heroes when they reach the dungeon's core, and effects from relics are triggered at this point.

Roll: Any dice roll performed against a value expressed as the difficulty rating for that roll. When facing traps, one hero must roll against the trap's difficulty rating. When facing guardians, one hero must be selected as attacker to roll against that guardian's defense stat, while the guardian will also roll against the defense of the hero selected as defender. In all cases, the amount of dice rolled is dictated by the values described in the cards.

Sacrifice: The act of discarding an owned card already over the table. This can't be prevented by any means.

Spell: Type of card representing one kind of resource. A spell unleashes its effect only when scored, but it can be cast at distinct levels if scored at higher card values. To cast a spell at higher levels, the player must keep the card hidden receiving counters above the minimum value of the card, and then finally reveal the spell after enough counters are added to it.

Swap: The act of trading a challenge already over the table for another challenge from hand. The new card is always placed faced-down occupying the same spot of the previous card, and that previous card goes back to hand.

Trap: Type of card representing one type of challenge. One hero must beat the trap's difficulty rating to allow the party to pass unharmed.

Card details – good side

This section presents detailed descriptions for all cards in the good deck.

Heroes

Fighter: This hero's ability will destroy the opposed guardian when rolling [6] against it. However, even if the guardian is destroyed it will still be able to strike back, since attack and defense rolls are simultaneous in combat. Having more than one fighter still only allows this to work once per invasion. For core effect, you to look at the opponent's hand and force that opponent to discard a single chosen hero that has successfully reached one of your cores last turn.

Rogue: This hero's ability will destroy a trap when rolling [6] against it. Having more than one rogue still only allows this to work once per invasion. For core effect, you can reveal any hidden challenge of the opponent, from any dungeon.

Wizard: This hero's ability allows you to bypass a single revealed guardian during each invasion, as long as a wizard is in the party. Having more than one wizard still allows only one skip per invasion. You must choose if you want to bypass a guardian while approaching it, but you can only do this if that guardian is revealed. For example, you can't choose to bypass a card that is hidden while approaching, even if the opponent decides to revel it at that moment. For core effect, you can discard the reached enemy resource as long as it has no counters when this effect triggers, after the resource being disrupted.

Cleric: This hero's ability forces the opponent to voluntarily reveal the next card found inside the dungeon whenever the cleric successfully defends against a guardian's attack. The next card can be either a challenge or a resource, depending on which challenge the party is currently facing, and of course this only works if the next card is actually hidden. For core effect, you can return a single discarded hero to hand, but only if that hero was destroyed during the current invasion.

Ranger: This hero's ability changes the usual combat flow when he is able to hit a guardian, causing the enemy to be unable to strike back. This means the guardian's attack can be ignored if the ranger is successful, allowing the party to pass to the next challenge without having to defend. For core effect, you can look at the top 3 cards from your opponent's deck and put them back in any desired order.

Guardians

Golem: This guardian's ability boosts its own defense to [6] as long as it is the last challenge in the dungeon. It doesn't matter how many challenges are in the dungeon, as long as there are no challenges behind the golem.

Mephit: This guardian's ability allows you to choose which hero should defend against the mephit's attack. This decision is usually made by the attacking player, so in this case you have the opportunity to target any desired hero.

Mechanic: This guardian's ability prevents it from being destroyed, as long as it is revealed. Discarding the mechanic by other means, such as while hidden or from hand, won't trigger this ability.

Elemental: This guardian's ability causes any hero successfully hit by the elemental to be destroyed. Heroes unable to defend usually just return to the opponent's hand, so this ability makes this guardian much deadlier.

Shapeshifter: This guardian's ability allows it to replicate the ability from any other revealed guardian currently over the table, from any player. This decision must be made every time heroes approach this card, and the replication lasts only for the combat. Only abilities can be replicated, meaning the shapeshifter always keeps its own attack and defense stats.

Traps

Blades: When activated, this trap forces the opponent to choose a single hero to pass, while the rest must return to hand. It doesn't matter which hero has actually faced the trap and failed against it.

Spikes: When activated, this trap forces the opponent to choose a single hero to pass, while the rest is destroyed. It doesn't matter which hero has actually faced the trap and failed against it.

Ward: When activated, this trap disables the abilities and core effects from all heroes for the rest of the invasion.

Mimic: When activated, this trap can replicate the effect from any other revealed trap currently over the table, from any player. This decision must be made every time heroes approach this card, and the replication lasts only for the combat. Only effects can be replicated, meaning the mimic always keeps its own difficulty rating and trap type.

Sanctuary: When activated, this trap forces the opponent to throw 1 less die for the rest of the invasion whenever the invading heroes perform any dice rolls.

Spells

Unsummon: When ready, this spell allows you to destroy 1-3 guardians currently over the table. Only revealed cards can be targeted.

Corrode: When ready, this spell allows you to destroy 1-3 traps currently over the table. Only revealed cards can be targeted.

Dispel: When ready, this spell allows you to remove 1-3 counters from any combination of resources. Then you can choose a single resource that was left with no counters and discard it, but at least one counter should have been removed from it through this spell.

Recover: When ready, this spell allows you to return 1-3 cards already discarded back to your hand.

Foresee: When ready, this spells allows you to search your deck for 1-3 resources and put them into your hand. You must show the cards to the opponent before adding to hand, and then you must reshuffle your deck.

Relics

Keeper: When forcefully revealed by heroes, this relic allows you to immediately add up to 3 counters to it, but you must discard one card from hand for each counter added this way. If enough counters are added, this can allow the relic to be scored just before being disrupted by the heroes.

Restorer: When forcefully revealed by heroes, this relic allows you to either return a card already discarded back to your hand or draw a new card from your deck.

Defender: When forcefully revealed by heroes, this relic prevents the core effects of all heroes from activating during this invasion.

Evoker: When forcefully revealed by heroes, this relic allows you to view to top 5 cards from your deck and put any resources found into your hand. You must show the resources to the opponent before adding them to hand, and then you must put the rest of the cards back on the top of your deck, keeping their original order.

Cleaver: When forcefully revealed by heroes, the opponent must sacrifice a single chosen hero that has reached this relic.

Enchantments

Awareness: As long as this enchantment is revealed during an enemy invasion, all your traps inside the dungeon get +1 to their difficulty rating, but only up to [5].

Consecration: As long as this enchantment is revealed during an enemy invasion, all your guardians inside the dungeon get +1 to their defense, but only up to [5].

Frenzy: As long as this enchantment is revealed during an enemy invasion, all your guardians inside the dungeon get +1 to their attack, but only up to [x3].

Punishment: As long as this enchantment is revealed during an enemy invasion, any heroes failing dice rolls against challenges inside the dungeon are destroyed, but you must discard one card from hand each time you want this effect to trigger.

Vorpal: As long as this enchantment is revealed during an enemy invasion, all your guardians inside the dungeon will destroy the opposing hero whenever they roll [6].

Card details – evil side

This section presents detailed descriptions for all cards in the evil deck.

Heroes

Vampire: This hero's ability allows him to automatically succeed in all attacks for the rest of the invasion, as long as he is able to hit a guardian once. For example, if the vampire successfully hits the first faced guardian in a dungeon, then choosing him as attacker against other guardians will be an automatic success, without even needing dice rolls. Having more than one vampire in the party causes all of them to rampage, meaning that removing one of the vampires from the party will still allow the other ones to keep getting automatic hits. For core effect, you to destroy any revealed guardian in any dungeon when this triggers.

Knight: This hero's ability will weaken any attack performed against him, causing the opponent to throw 1 less die for the guardian's attack. For core effect, you can destroy any revealed trap in any dungeon when this triggers.

Wraith: This hero's ability allows you to bypass a single revealed trap during each invasion, as long as a wraith is in the party. Having more than one wraith still allows only one skip per invasion. You must choose if you want to bypass a trap while approaching it, but you can only do this if that trap is revealed. For example, you can't choose to bypass a card that is hidden while approaching, even if the opponent decides to revel it at that moment. For core effect, you can look at the top 2 cards from the opponent's deck and discard all heroes and resources found.

Lich: This hero's ability gives you the option to search your deck for any resource card whenever the lich is destroyed. You can put the card into your hand after showing it to the opponent, and then you must reshuffle your deck. This ability can only trigger while the lich is revealed, so discarding it by other means, such as while hidden or from hand, won't trigger the ability. For core effect, you can force the opponent to discard a card from hand at random.

Warlock: This hero's ability improves the attack and defense of all heroes in the party, including the warlock himself. Having more than one warlock still gives the buff only once. For example, having two warlocks in the same party would cause all heroes to receive only +1 to attack and defense, since these bonuses do not stack. For core effect, you can transfer a counter just disrupted from the opponent's resource to one of your own resources, but it can only work if counters are actually removed during disruption. Each warlock can transfer one counter, so having multiple warlocks would allow multiple transfers.

Guardians

Abomination: This guardian's ability causes any hero rolling [1] when trying to attack it to be immediately destroyed.

Demon: This guardian's ability forces the opponent to choose only one hero to both attack and defend against the demon. Even if the combat comes to have additional rounds, the opponent can always choose only a single hero each time.

Colossal: This guardian's ability boosts its own attack to [x3] as long as it is the only revealed guardian inside the dungeon. It doesn't matter how many challenges are in the dungeon, as long as the colossal is the only guardian revealed. Revealed traps can be ignored, not counting against this ability.

Beholder: This guardian's ability prevents heroes from using their abilities while fighting the beholder. Even abilities that are activated before actually engaging the guardian can't be used, such as the ones that allow skipping challenges.

Apparition: This guardian's ability allows you to add a counter to the resource inside the dungeon whenever the apparition successfully hits a hero.

Traps

Pit: When activated, this trap causes the hero facing it to return to hand.

Portcullis: When activated, this trap cancels the invasion, causing all heroes to return to the opponent's hand.

Flames: When activated, this trap destroys the hero facing it.

Poison: When activated, this trap will cause any hero failing dice rolls for the rest of the invasion to be destroyed.

Labyrinth: When activated, this trap forces the party to go back to the first challenge in a dungeon chosen by you, effectively restarting the invasion. You can even send them to a deactivated dungeon if so desired. However, this can happen only once per invasion, meaning additional labyrinths faced should be skipped.

Spells

Freeze: When ready, this spell allows you to discard 1-3 hidden cards currently over the table. Only hidden cards can be targeted, being those challenges or resources.

Infest: When ready, this spell allows you to search the opponent's deck for 1-3 cards, and then discard them. The opponent must reshuffle the deck afterwards.

Terrorize: When ready, this spell forces the opponent to discard 1-3 cards from hand at random.

Conceal: When ready, this spell allows you to hide all desired cards inside 1-3 dungeons, being those challenges or resources. You can also target dungeons of the opponent. After hiding the desired cards, you can then rearrange the challenges inside any of your dungeons that were affected by this spell. You can never rearrange dungeons of the opponent however.

Conjure: When ready, this spells allows you to search your deck for 1-3 cards and then put them on the top of your deck. You don't need to show the cards to the opponent, but you must reshuffle your deck afterwards.

Relics

Deceiver: When forcefully revealed by heroes, this relic allows you to hide all desired challenges inside the dungeon, and then you can swap any of those challenges with cards from your hand. You can only swap cards, not rearrange them.

Imposer: When forcefully revealed by heroes, this relic can't be disrupted during this invasion, this way keeping any counters already over the card.

Cheater: When forcefully revealed by heroes, this relic allows you to transfer any amount of counters already over the card to any combination of other owned resources. This can save counters from being disrupted during this invasion and at the same time boost other resources.

Torturer: When forcefully revealed by heroes, this relic allows you to look at the opponent's hand and discard any single desired card from it.

Tormentor: When forcefully revealed by heroes, this relic allows you to destroy up to 3 heroes that have reach it, but you must discard one card from hand for each chosen target.

Enchantments

Weakness: As long as this enchantment is revealed during an enemy invasion, the opponent must throw 1 less die whenever heroes perform dice rolls against any of your challenges.

Darkness: As long as this enchantment is revealed during an enemy invasion, you can swap a challenge being approached with another card from hand.

Shrouding: As long as this enchantment is revealed during an enemy invasion, you can prevent any challenge inside the dungeon from being destroyed, but you must discard one card from hand each time you want this effect to trigger.

Shivers: As long as this enchantment is revealed during an enemy invasion, you can choose to sacrifice any guardian just being successfully hit by a hero to immediately destroy that attacking hero.

Rancor: As long as this enchantment is revealed during an enemy invasion, your guardians inside the dungeon cause any heroes hit by them to be destroyed. However, the opponent can choose to remove a counter from any owned resource to prevent this.