

A DUNGEON CRAWL CARD GAME

HIGH FANTASY

ENTER YOUR REALM

A lightning-fast dungeon crawler where every room deals monsters, weapons and treasures. Solo-first. Scales to 4 players. Legacy format ready.

1-4
PLAYERS

5-10
MINUTES

10+
AGES

60
CARD DECK



QUEST DECK
60 Cards



TROLL
Mandatory
STR 8



LARGE CHEST
Mandatory
Draw 2

WHY HIGH FANTASY

- Solo-First Design**
Built for the lone gamer - perfect for commutes and lunch breaks
- Insane Replayability**
60-card shuffle means no two dungeon runs ever feel the same
- 60-Second Teach**
Pick cards, fight monsters, survive - perfect for convention demos
- Expandable Universe**
Add-on quests, legacy format and World Map all included

THE EXPERIENCE

High Fantasy drops you into a 60-card dungeon where every room delivers 5 face-up cards — which could be monsters lurking alongside weapons, potions, treasure chests and magical traps. You choose what to engage, but Mandatory (M) cards must always be taken. Manage your HP, build your STR, earn gold and climb the leaderboard. The choices you make

HOW TO PLAY

ENTER THE ROOM

Face-up cards reveal monsters, gear, heals and secrets. Assess the danger before you act.

CHOOSE WISELY

Pick cards up to the Room Resolve Limit. Mandatory (M) cards must always be taken.

FIGHT OR FLEE

Outmatch a monster's STR and pass free. Fall short and lose HP. Hit 0 and the dungeon wins.

TURN LOOP

01

Draw Room

Cards dealt face-up into the room

02

Select Cards

Choose within Room Resolve Limit

03

Resolve

Fight, equip, heal, open chests

04

Venture On

Survive and descend deeper into dungeon

MONSTER ROSTER - 14 TYPES - 27 CARDS

BANDITS	BASILISK	BONE DEVIL	DRAGON	FROST GIANT	FUNGAL BLOOM	GARGOYLE
GENIE	GHOST	GHOUL	LIZARD FOLK	MIND PLAYER	TROLL	WEAK VILLAIN

WEAPON ARSENAL - MELEE AND MISSILE - STR 1-10

DAGGER STR 1	SHORTSWORD 2	SPEAR STR 3	MACE STR 4	BATTLEAXE 5	LONGSWORD 6
WAR HAMMER 7	HALBERD STR 8	CLAYMORE 9	KATANA STR 10	DART x2	SHORT BOW x2

HEALING ITEMS - 10 CARDS - +1 TO +10 HP

ALOE VERA +2	BANDAID +1	HERBAL TEA +3	HEALING SALVE +4	RESTFUL SLEEP +5
OINTMENT +6	VITALITY +7	CLERICS BLESS +8	HOLY WATER +9	FOUNTAIN +10

SPECIAL CARDS

MYSTIC ARTIFACT	POTION OF INVISIBILITY	INSIGHT - LEVEL UP	TRAINING - LEVEL UP
SMALL CHEST x2	LARGE CHEST	MINOR TRAP	TRICKY DRAW

COMPONENTS

Main Quest Deck	60
Monsters (14 types)	27
Weapons (melee)	10
Missiles	4
Heal Cards	10
Chests	3
Level Up Cards	2
Specials	4
Quest Expansion Packs	x2
	x18 more cards

WHY THEY KEEP PLAYING

- 5-10 Min Runs**
Fast enough to replay immediately
- 60-Card Shuffle**
No two dungeon runs feel the same
- Heroes Hall Meta**
Classes, Quests and variable choices
- Legacy Format Ready**
Built for permanent campaign progression
- Quick Game Mode**
No setup needed - instant dungeon anytime

EXPANSIONS

ADD-ON QUEST PACKS

Two Quest Expansion Packs add new cards - fresh monsters, unique loot and new decisions every run. Planned: boss encounters, hero classes and a full legacy campaign system.

PLAYS LIKE

Dungeon Crawler Carl

meets

Munchkin

Room tension + irreverent fast-play energy

HIGH FANTASY

- ENTER YOUR REALM - A DUNGEON CRAWL CARD GAME -

AGE
10+

INQUIRIES AND LICENSING
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Available for Kickstarter and Convention Partnership