

Gladiator

Enslaved and thrown in the arena to kill and die for the pleasure of the crowd, you vowed to survive and reclaim your freedom. Now liberated, you seek revenge on your captors.

1 2-3 | 3 4-5 | 6 6

[07/12]



Separated

You were sold into bondage and separated from your twin. Upon escape, you search for her. Each dawn, you awaken with new scars from wounds you never suffered. You fear time is running out to save her.

1 2-3 | 3 4-5 | 6 6

[04/12]



Apprentice

You were a year into your training with the secret order. Upon returning from a task, you find the monastery a smoldering ruin. It's time to put all you have learned to use.

1 2-3 | 3 4-5 | 6 6

[01/12]



Lost in Time

You were trapped in stone for many years. All you have come to know and love is lost to you. Now freed, you strive to understand this new time and search to find a new life.

1 2-3 | 3 4-5 | 6 6

[08/12]



Damaged

You feel as if years of your life were taken from you and replaced with false memories. You want nothing more than to repair your broken past and find the one responsible.

1 2-3 | 3 4-5 | 6 6

[05/12]



Cast Off

You woke with no memory of who you are, or where you're from. You've learned of a powerful mage who appears to have your face. You must rediscover your past and destroy the doppelganger who assumed your identity.

1 2-3 | 3 4-5 | 6 6

[02/12]



Oracle

Since birth, you were plagued with visions of the future. People from far and wide seek your advice as an oracle, but all you want is a future that isn't pre-determined.

1 2-3 | 3 4-5 | 6 6

[09/12]



Doomed

On a whim, you sought guidance from the local fortune teller who foretold the day of your death. Now you seek danger, believing that until that day, you are invincible.

1 2-3 | 3 4-5 | 6 6

[06/12]



Gate Keeper

You were selected to protect a passageway between parallel dimensions. Though an honor to be chosen, the weight of the responsibility is almost too heavy to bear.

1 2-3 | 3 4-5 | 6 6

[03/12]


ROLL
PLAYER
— Backstory —

Enchanter

STR	14+ ★
DEX	14+ ★
CON	14-15 ★★
INT	16-17 ★★
WIS	15-16 ★★
CHA	18 ★★★★

OPPORTUNIST

After selecting a Boost Die in the Dice Phase, gain 2 Gold.

Psionic

STR	14-15 ★★
DEX	14+ ★
CON	14+ ★
INT	17 ★★★
WIS	17 ★★★
CHA	15-16 ★★

UNKNOWN

When scoring your Backstory card, you may treat each Boost Die as any color.

Outcast



[10/12]

You've always felt alone, surrounded by those who can't seem to understand how you view the world. You wander in search of someone who might see life in a similar light.

1	3	6
2-3	4-5	6

Scout

STR	14+ ★
DEX	14+ ★
CON	18 ★★★★
INT	17 ★★★
WIS	15-16 ★★
CHA	14+ ★

FORESIGHTED

Before the Market Phase, you may examine the top 3 cards of the Minion deck. Return them in any order.

Knight

STR	16-17 ★★
DEX	18 ★★★★
CON	16-17 ★★
INT	14+ ★
WIS	14+ ★
CHA	15-16 ★★

IRONCLAD

When buying an Armor card from the Market, pay 1 less Gold.

Transported



[11/12]

You've often dreamt of another world. After encountering an old crone and drinking her root tea, you find yourself transported to the dream world of your mind. This world is not your own and you seek passage back to where you belong.

1	3	6
2-3	4-5	6

Shaman

STR	14+ ★
DEX	15-16 ★★
CON	14+ ★
INT	14-15 ★★
WIS	18 ★★★★
CHA	16-17 ★★

DIVINE

When spending XP to take an Attribute Action, pay 1 less XP.

Priest

STR	14+ ★
DEX	16-17 ★★
CON	14+ ★
INT	18 ★★★★
WIS	15-16 ★★
CHA	14-15 ★★

SPIRITUAL

After buying a Skill card, you may take a Dexterity Attribute Action.

Wanderer



[12/12]

You have no place to call home. You live your life on the move, going wherever the road takes you. You have a care-free spirit and are always up for a new adventure.

1	3	6
2-3	4-5	6

ROLL PLAYER

— Backstory —

Alchemist

STR	14-15
DEX	14+
CON	15-16
INT	18
WIS	15-16
CHA	14+

[05/06]

ADAPTABLE

Once per round, you may exchange 2 XP for 3 Gold or 5 Gold for 2 XP.

Illusionist

STR	14-15
DEX	15-16
CON	14-15
INT	17-18
WIS	16-17
CHA	15-16

[04/06]

ARCANE

After buying a Scroll card, gain 2 XP.

ROLL PLAYER

— Backstory —

Warlord

STR	14+
DEX	14+
CON	18
INT	14+
WIS	15-16
CHA	17

[06/06]

EMPOWERED

After buying a Weapon card, you may take a Strength Attribute Action.

Assassin

STR	16-17
DEX	15-16
CON	14-15
INT	14-15
WIS	15-16
CHA	14-15

[01/06]

ADEPT

When making a combat roll, +2 to the result.

ROLL PLAYER

— Backstory —

Crusader

STR	18
DEX	17
CON	15-16
INT	14+
WIS	14+
CHA	14+

[02/06]

BRAVE

After gaining an Honor token, gain an additional Honor token.

Elementalist

STR	14+
DEX	14-15
CON	14+
INT	17
WIS	17
CHA	15-16

[03/06]

DOMINANT

When buying a Trait card, you may choose not to move the tracking token on your Alignment card.



Sling

When completing an Attribute Row, gain 1 XP.

WEAPON

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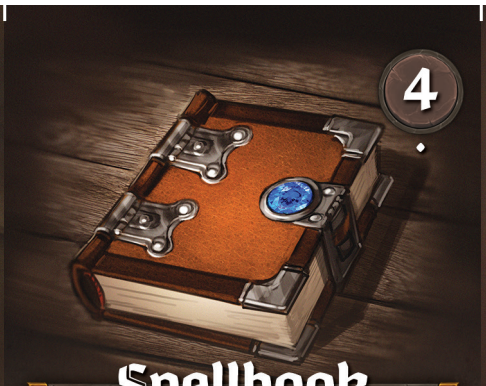

Spellbook

When another player looks at an Adventure card, gain 1 XP.

WEAPON

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Backpack

Instead of placing a die on your Character Sheet, you may keep it on this card (max 4). Place it any time during the character creation phase.

WEAPON

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Spiked Club

When any player discards a card from the Market, gain 1 XP.

WEAPON

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Halberd

When resolving the Attack card, gain double the benefit.

WEAPON

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War Hammer

When resolving the Obstacle card, gain double the benefit.

WEAPON

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Wand

When resolving the Location card, gain double the benefit.

WEAPON

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Trustworthy

Gain ★★ for every column on your Character Sheet that has 3 dice of the same value.

There is nothing more cherished in a lifetime than a trusted friend.

TRAIT

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Malicious

Gain ★ for every 2 dice on your Character Sheet with the face value of 1.

With corruption and selfishness comes malice and betrayal.

TRAIT

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ROLL PLAYER

Market

ROLL PLAYER

Market

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Market

ROLL PLAYER

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Market

ROLL PLAYER

Market

ROLL PLAYER

Market



Humble

Gain ★ for each Boost Die on your Character Sheet.

Without humility, you will not find success, for it is the greatest teacher.

TRAIT

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Fearless

★★★★

If you know the enemy and know yourself, you need not fear the results of a hundred battles.

TRAIT

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Haggle

▶ : Draw 5 cards from the Market deck and buy any of them at +2 regular cost. Shuffle the rest and place them on top of the deck.

SKILL

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Disarm Trap

▲ : Spend 1 XP to increase the face value of one die on your Character Sheet by 1.

SKILL

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Disguise

▼ : Before the Dice Phase, exchange one of your Trait cards with one Trait card in the Market.

SKILL

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Tumble

◀ : Before or after selecting an Initiative card, replace a die in the Dice Pool with one selected from the bag. Roll it and reorder the Dice Pool.

SKILL

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Protection

Immediately search the discard pile and take one Armor card.

SCROLL

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Realign

Immediately take up to two WIS Attribute Actions.

SCROLL

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Energy Field

Immediately gain 1 Gold for each Armor card all other players have.

SCROLL

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ROLL PLAYER

Market

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Market



Dispel

Immediately gain 3 Gold for each Skill card you have.

SCROLL

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Levitate

Immediately increase the face value for all dice of one color on your Character Sheet to their maximum value.

SCROLL

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Mesmerize

Immediately gain Gold equal to the face value of the die in the first position of your CHA Attribute Row.

SCROLL

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Mirage

Immediately change one die on your Character Sheet to any value.

SCROLL

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Tremor

Immediately gain/lose XP equal to the current position of the tracking token on your Alignment card.

SCROLL

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Revive

Immediately gain the benefit of any player's Scroll card.

SCROLL

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Gather Power

Immediately take the next Adventure token and look at that Adventure card.

SCROLL

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Stoneskin

Immediately gain/lose Gold equal to double the current position of the tracking token on your Alignment card.

SCROLL

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Enchant

Immediately gain 3 Gold for each Weapon card you have.

SCROLL

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ROLL PLAYER

Market

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Market



Valiant

Gain ★ for every two Minion Trophies you have.

Cowards die many times before their deaths; the valiant never taste of death but once.

TRAIT

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Selfish

Gain ★ for each Scroll card you have.

One who values their own selfish desires above all, often find themself lost and alone.

TRAIT

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Confident

Gain ★ for each Trait card you have.

Optimism and confidence bring forth great discipline and achievement.

TRAIT

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Ambitious

Gain ★ for each of your Attribute Rows with an Attribute Score of 18 or more.

Within the wilds, the young find ambition well before reason and law.

TRAIT

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Steel Net

After a Hunt, always take the Minion card as a Trophy.

WEAPON

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Thieves' Tools

During the Cleanup Phase, refresh all of your Skill cards.

WEAPON

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Unholy Flail

+1 Combat Die to any combat roll against a Minion or the Monster.

WEAPON

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Banish

Immediately gain 2 Gold for each Minion Trophy you have.

SCROLL

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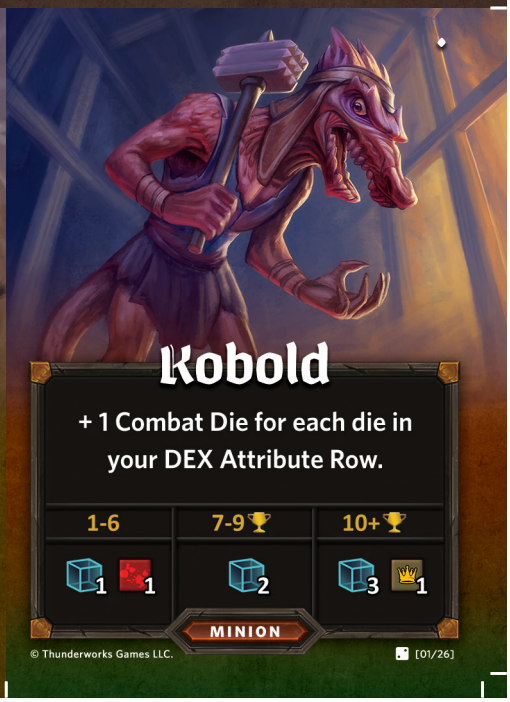

Kobold

+ 1 Combat Die for each die in your DEX Attribute Row.

1-6	7-9 🏆	10+ 🏆
1 1	2	3 1

MINION

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ROLL PLAYER

— Market —

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Goblin

+ 1 Combat Die for every 3 Gold you have.

1-8	9+	—
1 1	2 2	—

MINION

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Giant Spider

+ 1 Combat Die for each Skill card you have.

1-7	8-10	11+
1 1	2	3

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Phantom

+ 1 Combat Die for each Scroll card you have.

1-5	6-8	9+
1 1	2	3 1

MINION

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Elemental

+ 1 Combat Die for each die in your WIS Attribute Row.

1-4	5-11	12+
1 1	2	2 1

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Gnoll

+ 1 Combat Die for each die in your CON Attribute Row.

1-3	4-9	10+
1 1	2	3 1

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Bandit

+ 1 Combat Die for each Weapon card you have.

1-3	4-10	11+
1 1	2	2 3

MINION

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Ogre

+ 1 Combat Die for each Armor card you have.

1-8	9-11	12+
1 2	2	3

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Dire Wolf

+ 1 Combat Die for each die in your STR Attribute Row.

1-6	7-8	9+
1 1	2	3

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Cultist

+ 1 Combat Die for each Trait card you have.

1-9	10+	—
1 2	2 3	—

MINION

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Satyr

+ 1 Combat Die for each die in your CHA Attribute Row.

1-6	7-11	12+
1	2	3 1

MINION

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Bugbear

+ 1 Combat Die for every 2 XP you have.

1-5	6-10	11+
1	2	3 1

MINION

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Zombie

+ 1 Combat Die for each die in your INT Attribute Row.

1-9	10+	—
1 1 1	2 2	—

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Gargoyle

+ 1 Combat Die for every 2 dice in your Class color on your Character Sheet.

1-5	6-9	10+
1 1	2	3 1

MINION

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Harpy

+ 1 Combat Die for each die in the Monster color on your Character Sheet.

1-2	3-8	9+
1 1	2	3 1

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Wyrmling

+ 1 Combat Die for each Attribute Goal you've met on your Character Sheet.

1-9	10-13	14+
1	2 1	4 2

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Hobgoblin

+ 1 Combat Die for each Minion Trophy you have.

1-7	8-9	10+
1 1	2	3 2

MINION

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Skeletal Rider

+ 1 Combat Die for each Boost Die on your Character Sheet.

1-10	11+	—
1 2	3 1	—

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Giant Serpent

+ 1 Combat Die for every 2 GOLD dice on your Character Sheet.

1-4	5-10	11+
1 1	2	3 1

MINION

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Basilisk

+ 1 Combat Die for each completed Attribute Row on your Character Sheet.

1-10	11-17	18+
1 2	2	3

MINION

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[20/26]



Ooze

+ 1 Combat Die for each GREEN die on your Character Sheet.

1-3	4-8	9+
1	2	1 1 2

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[21/26]



Owlbear

+ 1 Combat Die for each PURPLE die on your Character Sheet.

1-7	8+
1 1	1 1

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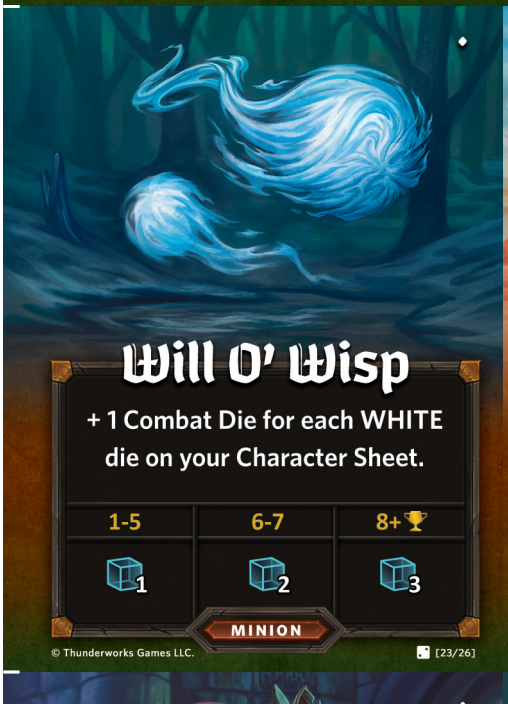
[22/26]



Will O' Wisp

+ 1 Combat Die for each WHITE die on your Character Sheet.

1-5	6-7	8+
1	2	3

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[23/26]



Giant Scorpion

+ 1 Combat Die for each RED die on your Character Sheet.

1-4	5-9	10+
1 1	2 1	3 1

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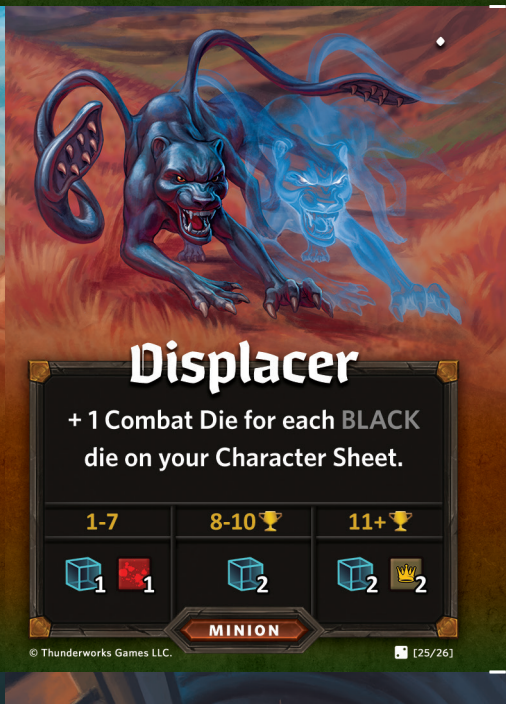
[24/26]



Displacer

+ 1 Combat Die for each BLACK die on your Character Sheet.

1-7	8-10	11+
1 1	2	2 2

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[25/26]



Giant Rat

+ 1 Combat Die for eatch BLUE die on your Character Sheet.

1-4	5-9	10+
1 1	2 1	3 1

MINION

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[26/26]



Skeletal Rider

+ 1 Combat Die for each Boost Die on your Character Sheet.

1-10	11+	—
1 2	3 1	—

MINION

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[18/26]



Giant Serpent

+ 1 Combat Die for every 2 GOLD dice on your Character Sheet.

1-4	5-10	11+
1 1	2	3 1

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[19/26]


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Mediator

[01/12]

Dissenter

[02/12]

Defender

[03/12]

Vigilante

[04/12]

Villain

[05/12]

Miscreant

[06/12]

Radical

[07/12]

Advocate

[08/12]

Skeptic

[09/12]

Enigma

[10/12]

Diplomat

[11/12]

Individualist

[12/12]

Gain Gold

1 Gold - Complete Attribute Row
1 Gold - Take Initiative Card
2 Gold - Place Gold Die
2 Gold - Discard Card from the Market

COST SUMMARY

Gain Gold

1 Gold - Complete Attribute Row
1 Gold - Take Initiative Card
2 Gold - Place Gold Die
2 Gold - Discard Card from the Market

COST SUMMARY

Gain Gold

1 Gold - Complete Attribute Row
1 Gold - Take Initiative Card
2 Gold - Place Gold Die
2 Gold - Discard Card from the Market

COST SUMMARY

Gain Gold

1 Gold - Complete Attribute Row
1 Gold - Take Initiative Card
2 Gold - Place Gold Die
2 Gold - Discard Card from the Market

COST SUMMARY

Spend XP / Gold

1 XP - Reroll 1 Combat Die
2 XP - Discard an Injury token
3 XP / 5 Gold - Gain 1 Combat Die
5 XP - Take any Attribute Action

COST SUMMARY

Spend XP / Gold

1 XP - Reroll 1 Combat Die
2 XP - Discard an Injury token
3 XP / 5 Gold - Gain 1 Combat Die
5 XP - Take any Attribute Action

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COST SUMMARY

Spend XP / Gold

1 XP - Reroll 1 Combat Die
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COST SUMMARY

Alignment

ROLL PLAYER

Alignment

ROLL PLAYER

Alignment

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Alignment

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Alignment

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Alignment

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Alignment

ROLL PLAYER

Alignment

ROLL PLAYER


Spend XP / Gold
1 XP - Reroll 1 Combat Die
2 XP - Discard an Injury token
3 XP / 5 Gold - Gain 1 Combat Die
5 XP - Take any Attribute Action
COST SUMMARY


Spend XP / Gold
1 XP - Reroll 1 Combat Die
2 XP - Discard an Injury token
3 XP / 5 Gold - Gain 1 Combat Die
5 XP - Take any Attribute Action
COST SUMMARY

Skills



Bastja

Attributes

STR

DEX +1

CON ▲1 ▼1

INT

WIS -2

CHA +1 $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills



Bastja

Attributes

STR

DEX +1

CON ▲1 ▼1

INT

WIS -2

CHA +1 $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills



Construct

Attributes

STR

DEX

CON +2 ▲1 ▼1

INT

WIS -1

CHA -1 $ -1

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 3 4-5 6 6

Alignment

GOOD
LAWFUL
CHAOTIC
EVIL

ROLL PLAYER

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits


Skills
Construct
Attributes
STR
DEX
CON
+2
INT
WIS
-1
CHA
-1
Alignment
GOOD
LAWFUL
CHAOTIC
EVIL
ROLL PLAYER
Class
STR
DEX
CON
INT
WIS
CHA
Backstory
STR
DEX
CON
INT
WIS
CHA
1
2-3
3
4-5
6
6
Scoring
1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS
Weapons
Armor
Traits


Skills
Weapons
Armor
Traits
Dark Elf
Attributes
STR
DEX
CON
-2
▲1
▼1
INT
+2
WIS
CHA
-1
Alignment
GOOD
LAWFUL
CHAOTIC
EVIL
ROLL PLAYER
Class
STR
DEX
CON
INT
WIS
CHA
Backstory
STR
DEX
CON
INT
WIS
CHA
1
2-3
3
4-5
6
6
Scoring
1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Skills



Dark Elf

Attributes

STR

DEX

CON -2 ▲1 ▼1

INT +2

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 (2-3) 3 (4-5) 6 (6)

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits

Skills

Weapons

Armor

Traits



Gnome

Attributes

STR -2

DEX

CON +2 ▲1 ▼1

INT

WIS

CHA $ -1

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 (2-3) 3 (4-5) 6 (6)

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Skills



Gnome

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

ROLL PLAYER

Attributes

STR -2

DEX

CON +2 ▲1 ▼1

INT

WIS

CHA $ -1

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 3 4-5 6 6

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Weapons

Armor

Traits


Skills
Weapons
Armor
Traits
Attributes
Wrathborn
Alignment
GOOD
LAWFUL
CHAOTIC
EVIL
STR
DEX
+1
CON
▲1
▼1
INT
+1
WIS
CHA
-2
-1
Class
STR
DEX
CON
INT
WIS
CHA
Backstory
STR
DEX
CON
INT
WIS
CHA
1
2-3
3
4-5
6
6
ROLL PLAYER
Scoring
1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Skills



Wrathborn

Attributes

STR

DEX +1

CON ▲1 ▼1

INT +1

WIS

CHA -2 $ -1

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

1 2-3 | 3 4-5 | 6 6

Weapons

Armor

Alignment

GOOD
LAWFUL
CHAOTIC
EVIL

ROLL PLAYER

Scoring

1. ATTRIBUTE GOALS
2. CLASS COLOR DICE
3. ALIGNMENT CARD
4. BACKSTORY CARD
5. ARMOR CARDS
6. TRAIT CARDS

Traits


14
Chimera
TRICKY
During Monster Combat, all rerolls cost 2 XP instead of 1.
1 2 4 6 8
14-17 18-21 22-25 26-29 30+
MONSTER
© Thunderworks Games LLC.
1P
[01/12]
18
Demon
DIMENSIONAL
After Final Dice, flip all 5s to their opposite side.
1 2 4 6 8
18-21 22-25 26-29 30-33 34+
MONSTER
© Thunderworks Games LLC.
1P
[03/12]
16
Dragon
WINGED
After Final Dice, each Injury token deducts -2 rather than -1.
1 2 4 6 8
16-19 20-23 24-27 28-31 32+
MONSTER
© Thunderworks Games LLC.
1P
[05/12]


ROLL
PLAYER
Monster
ROLL
PLAYER
Monster
ROLL
PLAYER
Monster


9
Chimera
TRICKY
During Monster Combat, all rerolls cost 2 XP instead of 1.
1 2 4 6 8
9-12 13-16 17-20 21-24 25+
MONSTER
© Thunderworks Games LLC.
2P+
[02/12]
11
Demon
DIMENSIONAL
After Final Dice, flip all 5s to their opposite side.
1 2 4 6 8
11-14 15-18 19-22 23-26 27+
MONSTER
© Thunderworks Games LLC.
2P+
[04/12]
10
Dragon
WINGED
After Final Dice, each Injury token deducts -2 rather than -1.
1 2 4 6 8
10-13 14-17 18-21 22-25 26+
MONSTER
© Thunderworks Games LLC.
2P+
[06/12]


ROLL
PLAYER
Monster
ROLL
PLAYER
Monster
ROLL
PLAYER
Monster




10
Giant Troll
FEROCIOUS
After Final Dice,
reroll all 6s once.
1 2 4 6 8
10-13 14-17 18-21 22-25 26+
MONSTER
© Thunderworks Games LLC.
1P
[07/12]


20
Kraken
MASSIVE
After Final Dice,
remove all pairs of 6s.
1 2 4 6 8
20-23 24-27 28-31 32-35 36+
MONSTER
© Thunderworks Games LLC.
1P
[09/12]


12
Vampire
UNDEAD
After Final Dice,
remove all 4s.
1 2 4 6 8
12-15 16-19 20-23 24-27 28+
MONSTER
© Thunderworks Games LLC.
1P
[11/12]




ROLL
PLAYER
Monster
ROLL
PLAYER
Monster
ROLL
PLAYER
Monster


7
Giant Troll
FEROCIOUS
After Final Dice,
reroll all 6s once.
1 2 4 6 8
7-10 11-14 15-18 19-22 23+
MONSTER
© Thunderworks Games LLC.
2P+
[08/12]


12
Kraken
MASSIVE
After Final Dice,
remove all pairs of 6s.
1 2 4 6 8
12-15 16-19 20-23 24-27 28+
MONSTER
© Thunderworks Games LLC.
2P+
[10/12]


8
Vampire
UNDEAD
After Final Dice,
remove all 4s.
1 2 4 6 8
8-11 12-15 16-19 20-23 24+
MONSTER
© Thunderworks Games LLC.
2P+
[12/12]


ROLL
PLAYER
Monster
ROLL
PLAYER
Monster
ROLL
PLAYER
Monster


1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
26 27 28 29 30
31 32 33 34 35
36 37 38 39 40
41 42 43 44 45
46 47 48 49 50
51 52 53 54 55
1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
26 27 28 29 30
31 32 33 34 35
36 37 38 39 40
41 42 43 44 45
46 47 48 49 50
51 52 53 54 55
1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
26 27 28 29 30
31 32 33 34 35
36 37 38 39 40
41 42 43 44 45
46 47 48 49 50
51 52 53 54 55

Play Sequence

1. Roll

Start Player draws and rolls dice, placing them on the Initiative cards in order.

2. Dice

In turn order, each player chooses an Initiative card.

- Place the die in the leftmost space of any Attribute Row.
- Gain Gold on the Initiative card, for placing a gold die, and/or for using a final space in an Attribute Row.
- Take associated Attribute Action *(Optional)*.

3. Market

*In **Initiative** order, each player visits the Market.*

- Buy a card
- **or** gain 2 Gold by discarding a card.
- **or** go on a Hunt and battle a Minion. If defeated, take as Trophy, take the next Adventure token, and look at the next Adventure card.
- Return all Initiative cards to the center.

4. Cleanup

- Discard any unused Charisma tokens and refresh one Skill card.
- Return any dice in the Dice Pool to the bag and discard any remaining Market cards.
- Draw new Market cards.
- Add Gold to Initiative card(s).
- Pass the Start Player token to the left.

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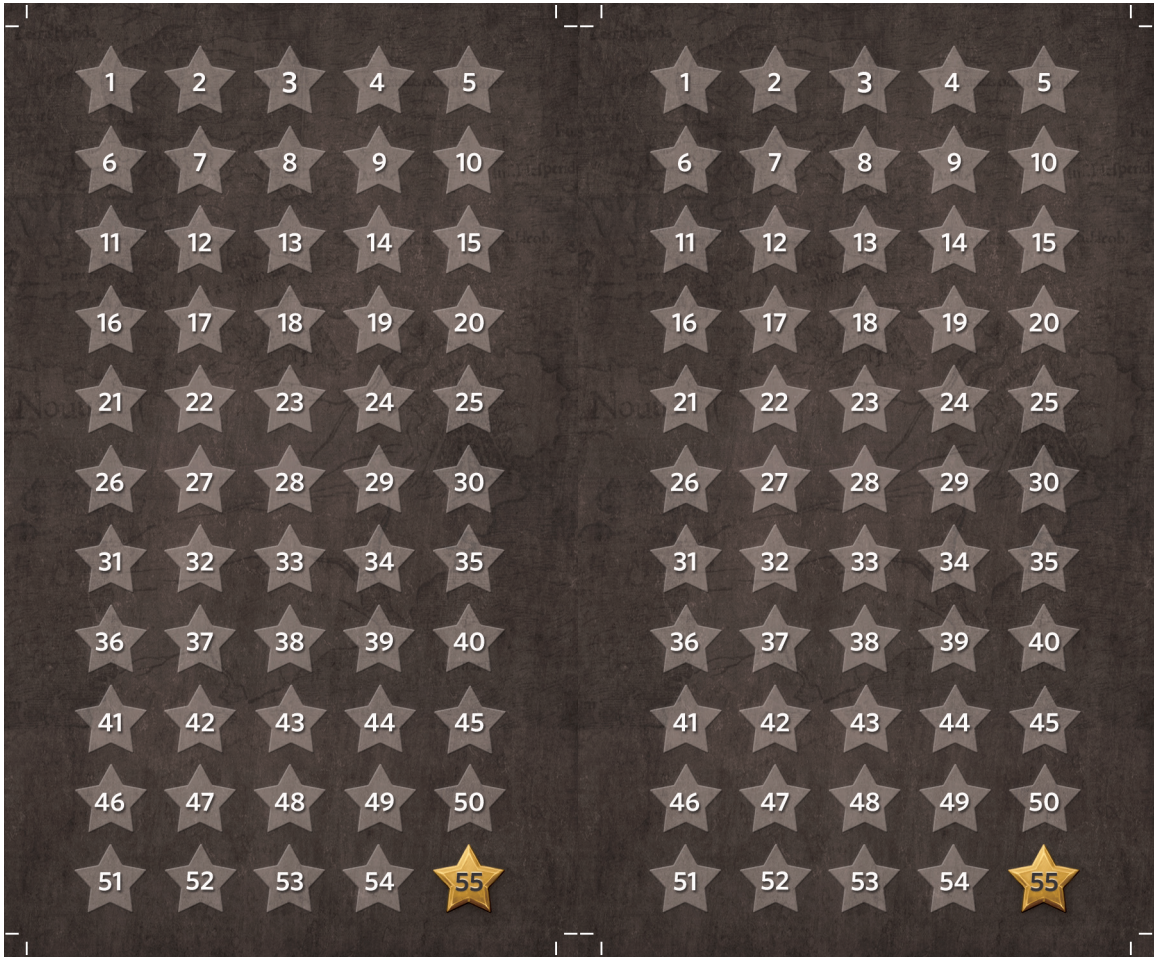

CHARACTER NAME _____ PLAYER _____

RACE _____ CLASS _____ GENDER _____ BACKSTORY _____

ATTRIBUTES	ATTRIBUTE SCORE		RACIAL MODIFIER		TOTAL
STR STRENGTH		+		=	
DEX DEXTERITY		+		=	
CON CONSTITUTION		+		=	
INT INTELLIGENCE		+		=	
WIS WISDOM		+		=	
CHA CHARISMA		+		=	

ALIGNMENT _____

GOOD

LAWFUL CHAOTIC

EVIL

WEAPONS / ARMOR

MONSTER

LOCATION _____

OBSTACLE _____

ATTACK _____

SKILLS / TRAITS

XP _____

GOLD _____

FINAL SCORE:

SCROLLS / TROPHIES

DATE _____

ROLL PLAYER
MONSTERS & MINIONS

Play Sequence

1. Roll

Start Player draws and rolls dice, placing them on the Initiative cards in order.

2. Dice

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- Add Gold to Initiative card(s).
- Pass the Start Player token to the left.

Traitor

All players gain 1 XP for each GREEN die on their Character Sheet.

GIANT TROLL - OBSTACLE

© Thunderworks Games LLC. [13/54]

Capsize Ship

The player with the fewest XP gains 3 Combat Dice.

1P [Max 4]

KRAKEN - ATTACK

© Thunderworks Games LLC. [09/54]

Crew Mutiny

All players with their tracking token on the 3 space of their Alignment card gain 2 Combat Dice.

KRAKEN - OBSTACLE

© Thunderworks Games LLC. [05/54]

Black Sea

All players with four or fewer dice of their Class color on their Character Sheet gain 1 Combat Die.

KRAKEN - LOCATION

© Thunderworks Games LLC. [01/54]

Ambushed

All players who met their CON Attribute Goal gain 2 Combat Dice.

GIANT TROLL - OBSTACLE

© Thunderworks Games LLC. [14/54]

Stone Bridge

All players with three or more GREEN dice on their Character Sheet gain 1 Combat Die.

GIANT TROLL - LOCATION

© Thunderworks Games LLC. [10/54]

Maelstrom

The player with the fewest Armor cards gains 2 Combat Dice.

1P [Max 2]

KRAKEN - OBSTACLE

© Thunderworks Games LLC. [06/54]

Isle of Winter

All players gain 1 Combat Die for each BLUE die in their CON Attribute Row.

KRAKEN - LOCATION

© Thunderworks Games LLC. [02/54]

Illusion

All players gain 1 Combat Die for every 2 Boost Dice on their Character Sheet.

GIANT TROLL - OBSTACLE

© Thunderworks Games LLC. [15/54]

Abandoned Mine

The player with the fewest Weapon cards gains 1 Combat Die.

1P [Max 1]

GIANT TROLL - LOCATION

© Thunderworks Games LLC. [11/54]

Swallowed

All players who met their STR Attribute Goal gain 3 Combat Dice.

KRAKEN - ATTACK

© Thunderworks Games LLC. [07/54]

Hidden Cove

All players gain 2 XP for each BLUE die on their Character Sheet.

KRAKEN - LOCATION

© Thunderworks Games LLC. [03/54]

Club Swing

All players gain 2 Combat Dice for each GREEN die in their DEX Attribute Row.

GIANT TROLL - ATTACK

© Thunderworks Games LLC. [16/54]

Forgotten Forest

All players who will earn at least 3 from their Backstory card gain 1 Combat Die.

GIANT TROLL - LOCATION

© Thunderworks Games LLC. [12/54]

Tentacle Attack

All players with four or more BLUE dice on their Character Sheet gain 3 Combat Dice.

KRAKEN - ATTACK

© Thunderworks Games LLC. [08/54]

Lost at Sea

All players who met their CHA Attribute Goal gain 2 Combat Dice.

KRAKEN - OBSTACLE

© Thunderworks Games LLC. [04/54]


ROLL PLAYER
– Attack –
Giant Troll
ROLL PLAYER
– Location –
Giant Troll
ROLL PLAYER
– Attack –
Kraken
ROLL PLAYER
– Obstacle –
Kraken
ROLL PLAYER
– Obstacle –
Giant Troll
ROLL PLAYER
– Location –
Giant Troll
ROLL PLAYER
– Attack –
Kraken
ROLL PLAYER
– Location –
Kraken
ROLL PLAYER
– Obstacle –
Giant Troll
ROLL PLAYER
– Location –
Giant Troll
ROLL PLAYER
– Obstacle –
Kraken
ROLL PLAYER
– Location –
Kraken
ROLL PLAYER
– Obstacle –
Giant Troll
ROLL PLAYER
– Attack –
Kraken
ROLL PLAYER
– Obstacle –
Kraken
ROLL PLAYER
– Location –
Kraken

Mountainside

All players with two or more Minion Trophies gain 1 Combat Die.

DRAGON - LOCATION

© Thunderworks Games LLC. [29/54]

Horned Charge

All players who met their WIS Attribute Goal gain 3 Combat Dice.

DEMON - ATTACK

© Thunderworks Games LLC. [25/54]

Dark Temple

The player with the most Minion Trophies gains 1 Combat Die.

1P [Min 2]

DEMON - LOCATION

© Thunderworks Games LLC. [21/54]

Ground Smash

The player with the fewest dice of their Class color on their Character Sheet gains 3 Combat Dice.

1P [Max 3]

GIANT TROLL - ATTACK

© Thunderworks Games LLC. [17/54]

Ancient Ruins

All players with three or more RED dice on their Character Sheet gain 1 Combat Die.

DRAGON - LOCATION

© Thunderworks Games LLC. [30/54]

Flame Sword

The player with the most BLACK dice on their Character Sheet gains 3 Combat Dice.

1P [Min 3]

DEMON - ATTACK

© Thunderworks Games LLC. [26/54]

Riddle

All players with three or fewer Boost Dice on their Character Sheet gain 2 Combat Dice.

DEMON - OBSTACLE

© Thunderworks Games LLC. [22/54]

Throw

The player with the most XP gains 3 Combat Dice.

1P [Min 4]

GIANT TROLL - ATTACK

© Thunderworks Games LLC. [18/54]

Captured

All players gain 1 Combat Die for every two RED dice on their Character Sheet.

DRAGON - OBSTACLE

© Thunderworks Games LLC. [31/54]

Scythe of Souls

The player with the most Scroll cards gains 3 Combat Dice.

1P [Min 2]

DEMON - ATTACK

© Thunderworks Games LLC. [27/54]

Skeleton Horde

The player with the most Weapon cards gains 2 Combat Dice.

1P [Min 1]

DEMON - OBSTACLE

© Thunderworks Games LLC. [23/54]

Another Dimension

The player with the most BLACK dice on their Character Sheet gains 1 Combat Die.

1P [Min 3]

DEMON - LOCATION

© Thunderworks Games LLC. [19/54]

Dart Trap

All players gain 1 Combat Die for each RED die in their STR Attribute Row.

DRAGON - OBSTACLE

© Thunderworks Games LLC. [32/54]

Dungeon

The player with the fewest GOLD dice on their Character Sheet gains 1 Combat Die.

1P [Max 4]

DRAGON - LOCATION

© Thunderworks Games LLC. [28/54]

Poisonous Fumes

All players gain 1 Combat Die for each Honor token they have.

DEMON - OBSTACLE

© Thunderworks Games LLC. [24/54]

Underworld

All players with four or more BLACK dice on their Character Sheet gain 2 XP.

DEMON - LOCATION

© Thunderworks Games LLC. [20/54]


ROLL PLAYER
– Obstacle –
Dragon
ROLL PLAYER
– Location –
Dragon
ROLL PLAYER
– Obstacle –
Demon
ROLL PLAYER
– Location –
Demon
ROLL PLAYER
– Obstacle –
Dragon
ROLL PLAYER
– Attack –
Demon
ROLL PLAYER
– Obstacle –
Demon
ROLL PLAYER
– Location –
Demon
ROLL PLAYER
– Location –
Dragon
ROLL PLAYER
– Attack –
Demon
ROLL PLAYER
– Obstacle –
Demon
ROLL PLAYER
– Attack –
Giant Troll
ROLL PLAYER
– Location –
Dragon
ROLL PLAYER
– Attack –
Demon
ROLL PLAYER
– Location –
Demon
ROLL PLAYER
– Attack –
Giant Troll

Mind Assault

All players who met their CHA Attribute Goal gain 6 XP.

VAMPIRE - ATTACK

© Thunderworks Games LLC.

[45/54]

Collapse

All players with three or more WHITE dice on their Character Sheet gain 2 Combat Dice.

VAMPIRE - OBSTACLE

© Thunderworks Games LLC.

[41/54]

Catacombs

The player with the most WHITE dice on their Character Sheet gains 1 Combat Die.

1P [Min 2]

VAMPIRE - LOCATION

© Thunderworks Games LLC.

[37/54]

Spiked Pit Trap

The player with the most Boost Dice on their Character Sheet gains 4 XP.

1P [Min 3]

DRAGON - OBSTACLE

© Thunderworks Games LLC.

[33/54]

Cathedral

The player with the most Skill cards gains 2 XP.

1P [Min 2]

CHIMERA - LOCATION

© Thunderworks Games LLC.

[46/54]

Blood Pool

The player with the most Gold gains 2 Combat Dice.

1P [Min 6]

VAMPIRE - OBSTACLE

© Thunderworks Games LLC.

[42/54]

Ancestral Castle

The player with the fewest Trait cards gains 1 Combat Die.

1P [Max 2]

VAMPIRE - LOCATION

© Thunderworks Games LLC.

[38/54]

Claw Attack

All players with four or more GOLD dice on their Character Sheet gain 3 Combat Dice.

DRAGON - ATTACK

© Thunderworks Games LLC.

[34/54]

Old Fortress

All players with three or more PURPLE dice on their Character Sheet gain 1 Combat Die.

CHIMERA - LOCATION

© Thunderworks Games LLC.

[47/54]

Life Drain

All players gain 1 Combat Die for each Injury token they have.

VAMPIRE - ATTACK

© Thunderworks Games LLC.

[43/54]

Corrupted Shrine

All players gain 1 Combat Die for each WHITE die in their CHA Attribute Row.

VAMPIRE - LOCATION

© Thunderworks Games LLC.

[39/54]

Fire Breath

The player with the most Armor cards gains 3 Combat Dice.

1P [Min 2]

DRAGON - ATTACK

© Thunderworks Games LLC.

[35/54]

Shadowy Cave

All players with two or more Skill cards gain 1 Combat Die.

CHIMERA - LOCATION

© Thunderworks Games LLC.

[48/54]

Bite

The player with the most Minion Trophies gains 3 Combat Dice.

1P [Min 3]

VAMPIRE - ATTACK

© Thunderworks Games LLC.

[44/54]

Ghoul Swarm

All players who met their DEX Attribute Goal gain 2 Combat Dice.

VAMPIRE - OBSTACLE

© Thunderworks Games LLC.

[40/54]

Tail Strike

All players with four or more Trait cards gain 3 Combat Dice.

DRAGON - ATTACK

© Thunderworks Games LLC.

[36/54]


ROLL PLAYER
– Location –
Chimera
ROLL PLAYER
– Attack –
Vampire
ROLL PLAYER
– Obstacle –
Vampire
ROLL PLAYER
– Attack –
Dragon
ROLL PLAYER
– Location –
Chimera
ROLL PLAYER
– Attack –
Vampire
ROLL PLAYER
– Location –
Vampire
ROLL PLAYER
– Attack –
Dragon
ROLL PLAYER
– Location –
Chimera
ROLL PLAYER
– Obstacle –
Vampire
ROLL PLAYER
– Location –
Vampire
ROLL PLAYER
– Attack –
Dragon
ROLL PLAYER
– Attack –
Vampire
ROLL PLAYER
– Obstacle –
Vampire
ROLL PLAYER
– Location –
Vampire
ROLL PLAYER
– Obstacle –
Dragon

Befall Curse

All players gain 1 Combat Die for each PURPLE die in their WIS Attribute Row.

CHIMERA - OBSTACLE

[49/54]

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Arcane Runes

All players who will earn 6 from their Backstory card gain 2 Combat Dice.

CHIMERA - OBSTACLE

[50/54]

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Energy Barrier

The player with the most Scroll cards gains 2 Combat Dice.

1P [Min 2]

CHIMERA - OBSTACLE

[51/54]

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Acid Breath

All players who met their INT Attribute Goal gain 3 Combat Dice.

CHIMERA - ATTACK

[52/54]

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Cone of Cold

The player with the most PURPLE dice on their Character Sheet gains 3 Combat Dice.

1P [Min 3]

CHIMERA - ATTACK

[53/54]

© Thunderworks Games LLC.

Lightning Strike

The player with the fewest Gold gains 3 Combat Dice.

1P [Max 5]

CHIMERA - ATTACK

[54/54]

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ROLL PLAYER

— Attack —
Chimera

ROLL PLAYER

— Obstacle —
Chimera

ROLL PLAYER

— Attack —
Chimera

ROLL PLAYER

— Obstacle —
Chimera

ROLL PLAYER

— Attack —
Chimera

ROLL PLAYER

— Obstacle —
Chimera

5P

6

5P

5

4P+

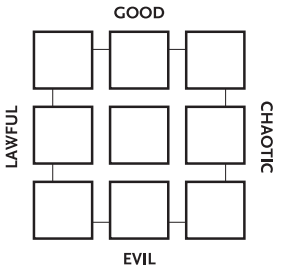
4

CHARACTER NAME _____ PLAYER _____

RACE _____ CLASS _____ GENDER _____ BACKSTORY _____

ATTRIBUTES	ATTRIBUTE SCORE		RACIAL MODIFIER		TOTAL
STR STRENGTH		+		=	
DEX DEXTERITY		+		=	
CON CONSTITUTION		+		=	
INT INTELLIGENCE		+		=	
WIS WISDOM		+		=	
CHA CHARISMA		+		=	

ALIGNMENT



WEAPONS / ARMOR

MONSTER

LOCATION

OBSTACLE

ATTACK

SKILLS / TRAITS

XP

GOLD

FINAL SCORE:

SCROLLS / TROPHIES

DATE

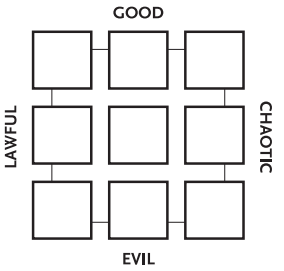
ROLL PLAYER
MONSTERS & MINIONS

CHARACTER NAME _____ PLAYER _____

RACE _____ CLASS _____ GENDER _____ BACKSTORY _____

ATTRIBUTES	ATTRIBUTE SCORE		RACIAL MODIFIER		TOTAL
STR STRENGTH		+		=	
DEX DEXTERITY		+		=	
CON CONSTITUTION		+		=	
INT INTELLIGENCE		+		=	
WIS WISDOM		+		=	
CHA CHARISMA		+		=	

ALIGNMENT



WEAPONS / ARMOR

MONSTER

LOCATION

OBSTACLE

ATTACK

SKILLS / TRAITS

XP

GOLD

FINAL SCORE:

SCROLLS / TROPHIES

DATE

ROLL PLAYER
MONSTERS & MINIONS