

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

03/12

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

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 DOPPELGÄNGER WHO ASSUMED YOUR IDENTITY.

1★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

09/12

Doomed

ON A WHIM, YOU SOUGHT GUIDANCE FROM THE LOCAL FORTUNE TELLER WHO FORTOLD THE DAY OF YOUR DEATH. NOW YOU SEEK DANGER, BELIEVING THAT UNTIL THAT DAY, YOU ARE INVINCIBLE.

1★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

06/12

Gatekeeper

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★ 3★ 6★
2-3 4-5 6

STR						
DEX						
CON						
INT						
WIS						
CHA						

03/12

ROLL
PLAYER

— Backstory —

ROLL
PLAYER

— Backstory —

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— Backstory —

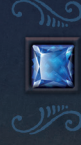
ROLL
PLAYER

— Backstory —

Enchanter

OPPORTUNIST

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



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

Scout

FORESIGHTED

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



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

Shaman

DIVINE

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

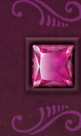


STR	14+	★
DEX	15-16	★★
CON	14+	★
INT	14-15	★★
WIS	18	★★★
CHA	16-17	★★

Psionic

UNKNOWN

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

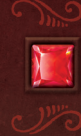


STR	14-15	★★
DEX	14+	★
CON	14+	★
INT	17	★★
WIS	17	★★
CHA	15-16	★★

Knight

IRONCLAD

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



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

Priest

SPIRITUAL

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



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

Outcast

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.



STR						
DEX						
CON						
INT						
WIS						
CHA						

Transported

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.



STR						
DEX						
CON						
INT						
WIS						
CHA						

Wanderer

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.



STR						
DEX						
CON						
INT						
WIS						
CHA						

ROLL PLAYER

— Backstory —

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

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

Alchemist

ADAPTABLE

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



[05/06]

ROLL PLAYER

— Backstory —

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

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

Warlord

EMPOWERED

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



[06/06]

ROLL PLAYER

— Backstory —

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

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

Crusader

BRAVE

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



[02/06]

Illusionist

ARCANE

After buying a Scroll card,
gain 2 XP.



[04/06]

Assassin

ADEPT

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



[07/06]

Elementalist

DOMINANT

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



[03/06]



3

Sling

When completing an Attribute Row, gain 1 XP.

WEAPON

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4

Spellbook

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

WEAPON

© Thunderworks Games LLC. [02/35]



5

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

© Thunderworks Games LLC. [03/35]



4

Spiked Club

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

WEAPON

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4

Halberd

When resolving the Attack card, gain double the benefit.

WEAPON

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3

War Hammer

When resolving the Obstacle card, gain double the benefit.

WEAPON

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2

Wand

When resolving the Location card, gain double the benefit.

WEAPON

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5

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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5

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
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— Market —

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ROLL
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— Market —



5

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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9

Fearless

★★★★

IF YOU KNOW THE ENEMY AND KNOW YOURSELF, YOU NEED NOT FEAR THE RESULTS OF A HUNDRED BATTLES.

TRAIT

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3

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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3

Disarm Trap

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

SKILL

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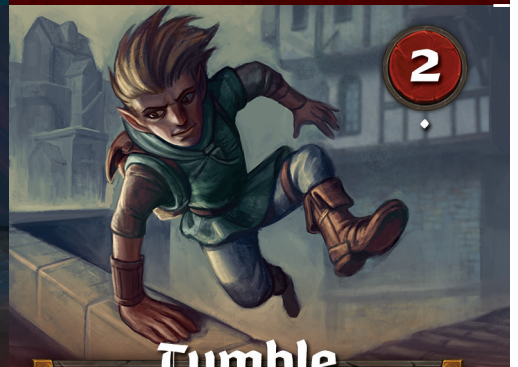
2

Disguise

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

SKILL

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2

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

© Thunderworks Games LLC. [15/35]



4

Protection

Immediately search the discard pile and take one Armor card.

SCROLL

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4

Realign

Immediately take up to two WIS Attribute Actions.

SCROLL

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1

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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ROLL
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— Market —



1

Dispel

Immediately gain 3 Gold for each Skill card you have.

SCROLL

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6

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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2

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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5

Mirage

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

SCROLL

© Thunderworks Games LLC. [22/35]



1

Tremor

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

SCROLL

© Thunderworks Games LLC. [23/35]



3

Revive

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

SCROLL

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2

Gather Power

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

SCROLL

© Thunderworks Games LLC. [25/35]



1

Stoneskin

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

SCROLL

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1

Enchant

Immediately gain 3 Gold for each Weapon card you have.

SCROLL

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ROLL
PLAYER

— Market —

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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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— Market —



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

MINION

© Thunderworks Games LLC. [03/26]



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

MINION

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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

MINION

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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

MINION

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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

MINION

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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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ROLL
PLAYER



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ROLL
PLAYER





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+ 🏆	—
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MINION

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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

MINION

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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

MINION

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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	—

MINION

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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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ROLL
PLAYER



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ROLL
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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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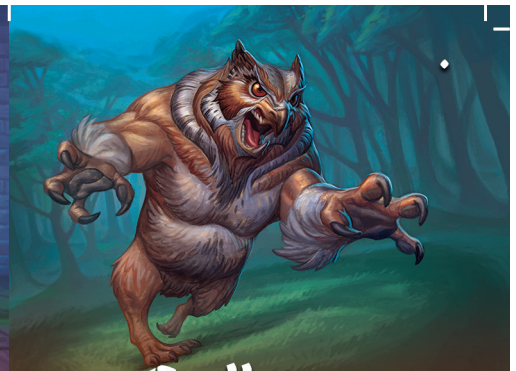
Ooze

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

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

MINION

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Owlbear

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

1-7	8+	
1 1	1 1	

MINION

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Will O' Wisp

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

1-5	6-7	8+
1	2	3

MINION

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Giant Scorpion

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

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

MINION

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Displacer

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

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

MINION

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Giant Rat

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

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

MINION

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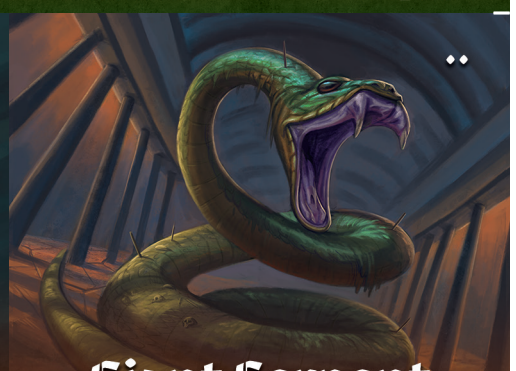
Skeletal Rider

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

1-10	11+	—
1 2	3 1	—

MINION

© Thunderworks Games LLC. [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

MINION

© Thunderworks Games LLC. [19/26]

ROLL
PLAYER



ROLL
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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

ROLL
PLAYER

ROLL
PLAYER

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PLAYER

— Alignment —

— Alignment —

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ROLL
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— Alignment —

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ROLL
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PLAYER

— Alignment —

— Alignment —

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— Alignment —

— Spend 3p / 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 3p / 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

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COST SUMMARY

— Spend 3p / 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

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1

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



Bastja

Skills

Attributes

STR

DEX

CON

INT

WIS

CHA

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA

★ 1 2-3
★ 3 4-5
★ 6 6

ROLL
PLAYER

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL



Scoring

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

Traits

Weapons

Armor



Bastja

Skills

Attributes

STR

DEX

CON

INT

WIS

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

ROLL
PLAYER

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL



Scoring

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

Traits

Weapons

Armor



Skills

Attributes

STR

DEX

CON

+2

INT

WIS

-1

CHA

-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

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL



Scoring

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

Traits

Weapons

Armor



Skills

Attributes

STR

DEX

CON

+2

INT

WIS

-1

CHA

-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

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL



Scoring

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

Traits

Weapons

Armor



Dark Elf

Attributes

STR

DEX

CON

-2

INT

+2

WIS

CHA

Weapons

Class

STR DEX CON INT WIS CHA

Armor

Backstory

STR DEX CON INT WIS CHA

★ 1 2-3
★ 3 4-5
★ 6 6

ROLL
PLAYER

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL



Scoring

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

Traits

Skills



Dark Elf

Attributes

STR

DEX

CON

INT

WIS

CHA

Weapons

Class

STR
DEX
CON
INT
WIS
CHA

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

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

Traits



Gnome

Skills

Attributes

STR

-2

DEX

CON

+2

INT

WIS

CHA

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



Traits

Weapons

Armor



Gnome

Attributes

STR

-2

DEX

CON

+2

INT

WIS

CHA

Weapons

Class

STR
DEX
CON
INT
WIS
CHA

Alignment

GOOD

LAWFUL

CHAOTIC

EVIL

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

Traits



Attributes

511!45

STR	DEX	CON	INT	WIS	CHA

Class

STR
DEX
CON
INT
WIS
CHA

Name

Class

STR

DEX

CON

INT

WIS

CHA

1

3

6

2-3

4-5

6

Backstory

Alignment

	CHAOTIC	
GOOD		
		EVIL
	LAWFUL	

ROLL PLAYER



Scoring

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

Traits

Weapons

ARMOR



Attributes

The image shows a character sheet with six attributes: STR, DEX, CON, INT, WIS, and CHA. Each attribute is represented by a red arrow icon with a number inside, a yellow-bordered box for a value, and a grey-bordered box for a modifier. The attributes are arranged in a row. The modifiers are: STR (+1), DEX (+1), CON (+1), INT (+1), WIS (-2), and CHA (-2). The background is a dark, textured surface.

[illegible]

STR

DEX

CON

INT

WIS

CHA

1

3

6

2-3

4-5

6

Backstory

1

3

6

2-3

4-5

6

Alignment

	CHAOTIC	
GOOD		
		EVIL
	LAWFUL	

ROLL PLAYER



Scoring

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

Traits

Wear

FORM

511!YS





14

Chimera

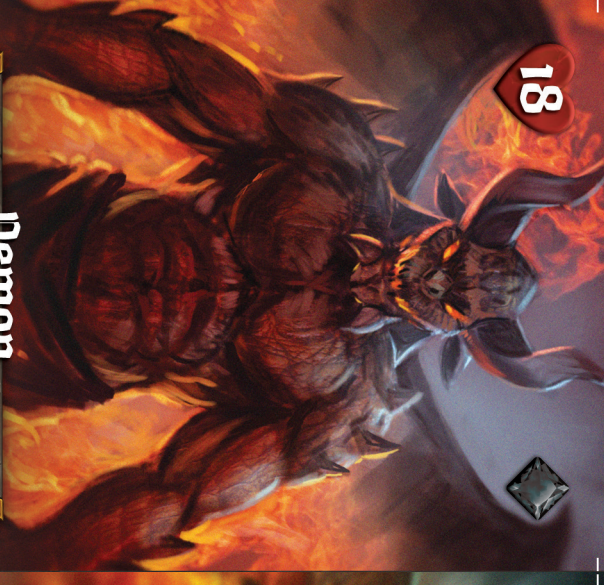
TRICKY

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

1P [00/12]



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

1P [00/12]



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

1P [00/12]





ROLL
PLAYER

ROLL
PLAYER

ROLL
PLAYER

— Monster —

— Monster —

— Monster —







9

Chimera

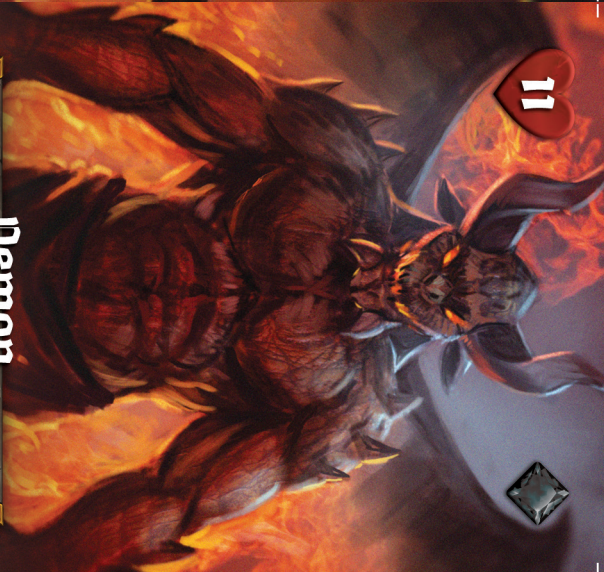
TRICKY

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

2P+ [02/72]



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

2P+ [04/72]



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

2P+ [06/72]





ROLL
PLAYER

ROLL
PLAYER

ROLL
PLAYER

— Monster —

— Monster —

— Monster —





10

MONSTER

FEROCIOUS

After Final Dice,
reroll all 6s once.

1

10-13

2

14-17

4

18-21

6

22-25

8

26+

20

MONSTER

MASSIVE

After Final Dice,
remove all pairs of 6s.

1

20-23

2

24-27

4

28-31

6

32-35

8

36+

12

MONSTER

UNDEAD

After Final Dice,
remove all 4s.

1

12-15

2

16-19

4

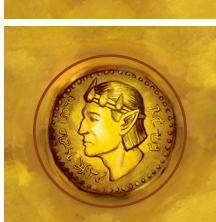
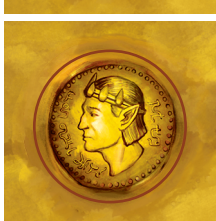
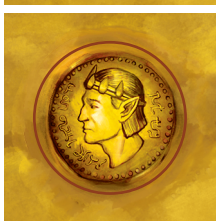
20-23

6

24-27

8

28+



ROLL
PLAYER

ROLL
PLAYER

ROLL
PLAYER

— Monster —

— Monster —

— Monster —



7

MONSTER

FEROCIOUS

After Final Dice,
reroll all 6s once.

1	2	4	6	8
7-10	11-14	15-18	19-22	23+

2P+ [08/12]



12

MONSTER

MASSIVE

After Final Dice,
remove all pairs of 6s.

1	2	4	6	8
12-15	16-19	20-23	24-27	28+

2P+ [10/12]



8

MONSTER

UNDEAD

After Final Dice,
remove all 4s.

1	2	4	6	8
8-11	12-15	16-19	20-23	24+

2P+ [12/12]

ROLL
PLAYER

ROLL
PLAYER

ROLL
PLAYER

— Monster —

— Monster —

— Monster —



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.

Play Sequence

1. ROLL

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2. DICE

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Play Sequence

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- Draw new Market cards.
- 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]

Ambushed

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

GIANT TROLL - OBSTACLE

© Thunderworks Games LLC. [14/54]

Illusion

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

GIANT TROLL - OBSTACLE

© Thunderworks Games LLC. [15/54]

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]

Capsize Ship

The player with the fewest XP gains 3 Combat Dice.

KRAKEN - ATTACK

1P [Max 4]

© Thunderworks Games LLC. [09/54]

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]

Abandoned Mine

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

GIANT TROLL - LOCATION

1P [Max 1]

© Thunderworks Games LLC. [11/54]

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]

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]

Maelstrom

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

KRAKEN - OBSTACLE

1P [Max 2]

© Thunderworks Games LLC. [10/54]

Swallowed

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

KRAKEN - ATTACK

© Thunderworks Games LLC. [07/54]

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]

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. [07/54]

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]

Hidden Cove

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

KRAKEN - LOCATION

© Thunderworks Games LLC. [03/54]

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]

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]

Captured

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

DRAGON - OBSTACLE

© Thunderworks Games LLC. [31/54]

Dart Trap

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

DRAGON - OBSTACLE

© Thunderworks Games LLC. [32/54]

Horned Charge

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

DEMON - ATTACK

© Thunderworks Games LLC. [25/54]

Flame Sword

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

DEMON - ATTACK

© Thunderworks Games LLC. [26/54]

Scythe of Souls

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

DEMON - ATTACK

© Thunderworks Games LLC. [27/54]

Dungeon

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

DRAGON - LOCATION

© Thunderworks Games LLC. [28/54]

Dark Temple

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

DEMON - LOCATION

© Thunderworks Games LLC. [21/54]

Riddle

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

DEMON - OBSTACLE

© Thunderworks Games LLC. [22/54]

Skeleton Horde

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

DEMON - OBSTACLE

© Thunderworks Games LLC. [23/54]

Poisonous Fumes

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

DEMON - OBSTACLE

© Thunderworks Games LLC. [24/54]

Ground Smash

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

GIANT TROLL - ATTACK

© Thunderworks Games LLC. [17/54]

Throw

The player with the most XP
gains 3 Combat Dice.

GIANT TROLL - ATTACK

© Thunderworks Games LLC. [18/54]

Another Dimension

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

DEMON - LOCATION

© Thunderworks Games LLC. [19/54]

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]

Cathedral

The player with the most Skill cards gains 2 XP.

CHIMERA - LOCATION

© Thunderworks Games LLC. [46/54]

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]

Shadowy Cave

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

CHIMERA - LOCATION

© Thunderworks Games LLC. [48/54]

Collapse

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

VAMPIRE - OBSTACLE

© Thunderworks Games LLC. [49/54]

Blood Pool

The player with the most **Gold** gains 2 Combat Dice.

VAMPIRE - OBSTACLE

© Thunderworks Games LLC. [50/54]

Life Drain

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

VAMPIRE - ATTACK

© Thunderworks Games LLC. [51/54]

Bite

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

VAMPIRE - ATTACK

© Thunderworks Games LLC. [52/54]

Catacombs

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

VAMPIRE - LOCATION

© Thunderworks Games LLC. [53/54]

Ancestral Castle

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

VAMPIRE - LOCATION

© Thunderworks Games LLC. [54/54]

Corrupted Shrine

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

VAMPIRE - LOCATION

© Thunderworks Games LLC. [55/54]

Ghoul Swarm

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

VAMPIRE - OBSTACLE

© Thunderworks Games LLC. [56/54]

Spiked Pit Trap

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

DRAGON - OBSTACLE

© Thunderworks Games LLC. [57/54]

Claw Attack

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

DRAGON - ATTACK

© Thunderworks Games LLC. [58/54]

Fire Breath

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

DRAGON - ATTACK

© Thunderworks Games LLC. [59/54]

Tail Strike

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

DRAGON - ATTACK

© Thunderworks Games LLC. [60/54]

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

3P

4



4P

5



5P

6



Cone of Cold

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

1P [Min 3]

53/54

CHIMERA - ATTACK

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Lightning Strike

The player with the fewest Gold gains 3 Combat Dice.

1P [Max 5]

54/54

CHIMERA - ATTACK

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Befall Curse

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

49/54

CHIMERA - OBSTACLE

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Arcane Runes

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

50/54

CHIMERA - OBSTACLE

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Energy Barrier

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

1P [Min 2]

51/54

CHIMERA - OBSTACLE

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Acid Breath

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

52/54

CHIMERA - ATTACK

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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

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

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ROLL PLAYER

MONSTERS & MINIONS