

Mentor

YOU SPENT YEARS AS A MASTER TRAINING THE KING'S RECRUITS FOR THE ORDER OF KNIGHTS. NOW YOU'VE DECIDED TO LEAVE YOUR POSITION AND FIND YOUR OWN BRAND OF ADVENTURE.

1 3 6
2-3 4-5 6



Craftsman

YOUR FATHER WAS A BLACKSMITH AND YOU GREW UP IN HIS SHOP. YOU DISCOVERED YOU HAD A NATURAL GIFT AT THE ANVIL, BUT FOUND THE HUNGER FOR ADVENTURE STRONGER.

1 3 6
2-3 4-5 6



Aristocrat

YOU ARE THE OFFSPRING OF A ROYAL FAMILY AND VALUE THE TRUE SOVEREIGN BLOODLINE. NOW YOU ARE IN SEARCH OF A FITTING PARTNER, WHO WILL INCREASE YOUR FAMILY'S INFLUENCE IN THE KINGDOM.

1 3 6
2-3 4-5 6



Patrician

YOU COME FROM A DISTINGUISHED FAMILY. MATERIAL THINGS HAVE NEVER BEEN YOUR CONCERN. LIFE IN YOUR STRONGHOLD BORES YOU, SO YOU HAVE DECIDED TO SEEK ADVENTURE.

1 3 6
2-3 4-5 6



Exonerated

YOU WERE WRONGFULLY ACCUSED OF A GRUESOME MURDER AS A YOUTH, BUT HAVE SINCE BEEN PARDONED. WITH YOUR NEW FREEDOM, YOU NOW SEEK ADVENTURE, GLORY, AND TREASURE.

1 3 6
2-3 4-5 6



Brawler

YOU'VE SPENT YEARS AS A PUNCHING BAG IN THE LOCAL TAVERNS, SCRAPPING WITH OTHER FIGHTERS FOR GOLD. YOU'VE DEVELOPED A BIT OF A LIMP AND OFTEN SPEAK OF YOURSELF IN THE THIRD PERSON.

1 3 6
2-3 4-5 6



Rift Walker

YOU COME FROM ANOTHER DIMENSION. YOU HAVE A STRANGE TATTOO THAT GLOWS BRIGHT BLUE WHEN IN CLOSE PROXIMITY TO TREASURE.

1 3 6
2-3 4-5 6



Hunter

YOUR ESTRANGED FATHER WAS A POWERFUL WIZARD. AFTER HIS DEATH, YOU INHERITED AN ANCIENT SCROLL WRITTEN IN STRANGE RUNES THAT SEEMS TO DESCRIBE THE LOCATION OF A GREAT TREASURE.

1 3 6
2-3 4-5 6



Chosen One

YOU WERE BORN WITH A SACRED MARK. ACCORDING TO THE PROPHECIES, YOU ARE DESTINED TO HAVE GREAT POWER AND INFLUENCE IN THE KINGDOM.

1 3 6
2-3 4-5 6



ROLL
PLAYER

— Backstory —

ROLL
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ROLL
PLAYER

— Backstory —

Street Urchin

ABANDONED AT BIRTH AND RAISED IN A BARBARIC ORPHANAGE UNTIL YOU ESCAPED AT AGE 7. YOU'VE GROWN UP ON THE STREETS AND LEARNED THE HARD WAY HOW TO BE RESOURCEFUL AND SURVIVE ANY WAY YOU CAN.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

Resilient

A DEADLY PLAGUE HAS DECIMATED YOUR VILLAGE AND LEFT NO SURVIVORS, EXCEPT FOR YOU. YOU STRIKE OUT LOOKING FOR SOLACE AND A NEW HOME.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

Devoted

YOUR ONLY SON HAS BEEN STRICKEN WITH A GRAVE ILLNESS. YOU HAVE SET OUT WITH THE INTENT OF DOING EVERYTHING IN YOUR POWER TO SAVE THE LIFE OF YOUR BOT.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

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

Savage

YOU WERE RAISED BY WOLVES IN THE DENSE FORESTS BEYOND THE MOUNTAINS. YOU CAN READ THE FOREST FLOOR LIKE A BOOK AND THRIVE IN EVEN THE MOST DESOLATE WASTELANDS.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

Lost Soul

YOU RETURNED AFTER A LENGTHY VOTAGE AT SEA TO FIND YOUR HOMESTEAD DESERTED. A HASTILY PACKED CART LIES ABANDONED ON THE OLD FOREST ROAD. YOUR QUEST FOR ANSWERS DRIVES YOU FORWARD.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

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

Savant

WHEN YOU LEFT HOME, YOU APPRENTICED YOURSELF TO THE BEST SWORDSMAN IN THE REALM. YOU SOON OUTMATCHED HIM AND NOW SEEK TO BECOME KNOWN AS THE GREATEST HERO IN THE KINGDOM.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

Persecuted

YOU STILL HAVE NO MEMORY OF ANYTHING PRIOR TO WAKING UP IN THE DITCH FIVE YEARS AGO -- BLOODED, AND BEATEN WITH THE WORD "TRAITOR" MAGICALLY BURNED INTO YOUR CHEST. IT'S TIME TO LOOK FOR ANSWERS.

1 3 6
2-3 4-5 6



STR DEX CON INT WIS CHA

ROLL PLAYER

— Backstory —

ROLL PLAYER

— Backstory —

ROLL PLAYER

— Backstory —

ROLL PLAYER

— Backstory —

ROLL PLAYER

— Backstory —

ROLL PLAYER

— Backstory —

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 an Attribute Row.
- Gain any Gold.
- 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.
- Return all Initiative cards to the center.

4. CLEANUP

- Discard any unused Charisma tokens and refresh 1 Skill card.
- Return any dice in the Dice Pool to the bag and discard any remaining Market cards.
- Draw new Market cards.
- Add a Gold to Initiative card(s).
- Pass the dice bag to the left.

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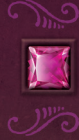
ROLL PLAYER

— Backstory —

Bard

CHARMING

During a round in which you place a die in Charisma, you may buy an additional card from the Market.



Rogue

MISCHIEVOUS

When using a Skill card, you do not have to move your Alignment marker.



Cleric

CHARITABLE

Once per round, you may pay 2 Gold to take a Wisdom Attribute Action.



Ranger

SKILLED

Gain 1 Gold after using a Skill card.



Sorcerer

MYSTERIOUS

After buying a Trait card, you may take an Intelligence Attribute Action.



Warrior

PREPARED

After buying an Armor card, you may take a Constitution Attribute Action.



Druid

ATTUNED

Before the Market phase, you may return one card from the discard pile to the Market.



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

Paladin

VIGILANT

If your Alignment Marker is on the space at the start of a round, gain 1 Gold.

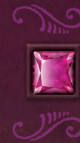


STR	17
DEX	15-16
CON	17
INT	14+
WIS	16-17
CHA	14+

Monk

ENLIGHTENED

After discarding a card from the Market, you may take any Attribute Action.

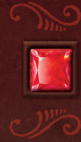


STR	18+
DEX	16-17
CON	17-18
INT	14+
WIS	15-16
CHA	14-15

Barbarian

POWERFUL

You may equip up to of Weapon cards.

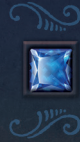


STR	16-17
DEX	17
CON	18+
INT	14+
WIS	14-15
CHA	14+

Wizard

ENIGMATIC

When discarding a card from the Market, gain 4 Gold instead of 2.



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

Thief

SHREWD

When placing a gold die on your Character Sheet, gain 4 Gold instead of 2.



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

Play Sequence

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- Draw new Market cards.
- Add a Gold to Initiative card(s).
- Pass the dice bag to the left.

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- Draw new Market cards.
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- Pass the dice bag to the left.





3

Longsword

When scoring Attribute Goals, +1 value to all dice of your Class Color.

WEAPON

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2

Blessed Mace

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

WEAPON

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3

Jeweled Dagger

When scoring Attribute Goals, +1 value to all **GOLD** dice.

WEAPON

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5

Longbow

After placing a die in the final space of an Attribute Row, you may take the Attribute Action an additional time.

WEAPON

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5

Tower Shield

Counts as an additional Armor card for one incomplete set when scoring Armor cards.

WEAPON

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2

Ancient Spear

When selecting an Initiative card with Gold on it, gain an additional Gold.

WEAPON

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4

Quarterstaff

When completing an Attribute Row, gain 2 additional Gold.

WEAPON

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4

Heavy Crossbow

When buying from the Market, pay 1 fewer Gold.

WEAPON

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5

Steadfast

Gain ★★ for each Weapon card you have.

*ABOVE OUR LIFE
WE LOVE A STEADFAST FRIEND.*

TRAIT

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7

Honorable

★★★

I WOULD RATHER FAIL WITH HONOR THAN WIN BY CHEATING.

TRAIT

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3

Nimble

★

WITH SHARP WIT AND NIMBLE HAND, ONE WILL BEST THEIR ENEMIES WITH EASE.

TRAIT

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5

Proud

★★

IT'S A FINE THING TO RISE ABOVE PRIDE, BUT YOU MUST HAVE PRIDE IN ORDER TO DO SO.

TRAIT

© Thunderworks Games LLC. [12/53]



2

Weak

Gain ★★★ if either your Strength or Constitution Attribute Score is 8 or less.

IT IS NOT ONLY ONE'S STRENGTH THAT FORGES A HERO, IT IS ALSO ONE'S WEAKNESSES.

TRAIT

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2

Clumsy

Gain ★★★ if either your Dexterity or Charisma Attribute Score is 8 or less.

HEY, I'M NOT CLUMSY... I'M JUST ACCIDENT PRONE.

TRAIT

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2

Foolish

Gain ★★★ if either your Intelligence or Wisdom Attribute Score is 8 or less.

IF A MILLION PEOPLE DO A FOOLISH THING, IT IS STILL A FOOLISH THING.

TRAIT

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6

Reckless

Gain ★★★ for each of your Attribute Scores that is 5 or less.

TRAIT

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4

Focused

Gain ★★★ for each Attribute Row with 3 dice of the same face value.

FOCUS ON THE JOURNEY, NOT THE DESTINATION.

TRAIT

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4

Compassionate

Gain ★★★ if your Character Sheet has dice of all seven possible colors.

KEEP AN OPEN MIND AND A COMPASSIONATE HEART.

TRAIT

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ROLL
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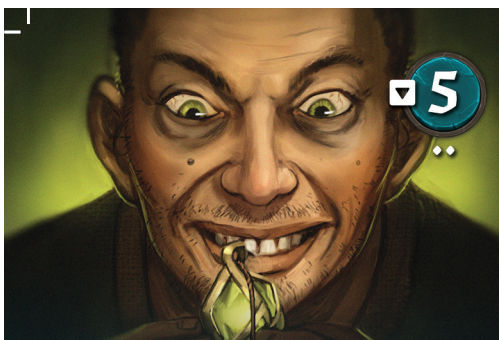
ROLL
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5

Obsessed

Gain an additional ★ for every 2 dice in your Class Color.

CURE FOR AN OBSESSION: GET ANOTHER ONE.

TRAIT

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3

Cunning

Gain ★ for each Skill card you have.

CUNNING... IS BUT THE LOW MIMIC OF WISDOM.

TRAIT

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4

Greedy

Gain ★ for every 4 Gold you have.

GREED IS NOT A FINANCIAL ISSUE. IT'S A HEART ISSUE.

TRAIT

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4

Honest

Gain ★★ for each column on your Character Sheet with 4 or more dice of the same color.

TRAIT

© Thunderworks Games LLC. [22/53]



3

Loyal

Gain ★★ if you have completed all your Attribute Goals.

IF YOU GIVE LOYALTY, YOU'LL GET IT BACK.

TRAIT

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5

Obnoxious

Gain ★★ for each Attribute Row with 3 of the same-colored dice.

EVERY OBNOXIOUS ACT IS A CRY FOR HELP.

TRAIT

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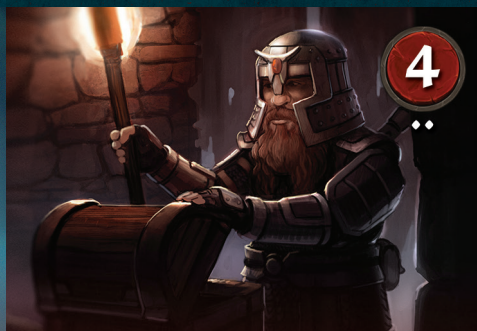
4

Concentrate

🎲: Take any Attribute Action.

SKILL

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4

Search

🎲: Search the dice bag and exchange 1 die on your Character Sheet with a new die with the same face value.

SKILL

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3

Negotiate

🎲: Before or after selecting an Initiative card, exchange one die on your Character Sheet with one on the Initiative cards and reorder them.

SKILL

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2

Pickpocket

☑ : Decrease the face value of one die on your Character Sheet by 1 to gain 2 Gold.

SKILL

© Thunderworks Games LLC. [28/53]



3

Acrobatics

☑ : +1 face value to one die and -1 face value to a different die on your Character Sheet.

SKILL

© Thunderworks Games LLC. [29/53]



2

Open Lock

☑ : Draw 1 card from the Market deck. Buy it at cost or return it to the top of the Market deck.

SKILL

© Thunderworks Games LLC. [30/53]



2

Climb

☑ : Before or after selecting an Initiative card, flip all dice in the Dice Pool to their opposite sides and reorder them.

SKILL

© Thunderworks Games LLC. [31/53]



1

Intimidate

☑ : Before or after selecting an Initiative card, reroll any number of dice in the Dice Pool and reorder them.

SKILL

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4

Move Silently

☑ : Instead of purchasing from the Market, you may purchase a card from the Market discard pile.

SKILL

© Thunderworks Games LLC. [33/53]




3

Knowledge

☑ : Increase or decrease the face value of a die on your Character Sheet by 1 or 2.

SKILL

© Thunderworks Games LLC. [34/53]



3

Cure Wounds

☑ : Increase the face value of 1 die of your class color on your Character Sheet by 1.

SKILL

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3

Sleight of Hand

☑ : Move one die on your Character Sheet to any empty space. Slide dice to the left to fill any open spaces.

SKILL

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3

Chain Gorget

PART OF THE CHAIN SET



+1 ★ for set if worn by RED or WHITE Classes.

ARMOR

© Thunderworks Games LLC.

[37/53]



3

Chain Vambraces

PART OF THE CHAIN SET



+1 ★ for set if worn by RED or WHITE Classes.

ARMOR

© Thunderworks Games LLC.

[38/53]



3

Chain Helm

PART OF THE CHAIN SET



+1 ★ for set if worn by RED or WHITE Classes.

ARMOR

© Thunderworks Games LLC.

[39/53]



3

Chain Tunic

PART OF THE CHAIN SET



+1 ★ for set if worn by RED or WHITE Classes.

ARMOR

© Thunderworks Games LLC.

[40/53]



3

Chain Leggings

PART OF THE CHAIN SET



+1 ★ for set if worn by RED or WHITE Classes.

ARMOR

© Thunderworks Games LLC.

[41/53]



4

Mystic Cowl

PART OF THE MYSTIC SET



+1 ★ for set if worn by GREEN or BLUE Classes.

ARMOR

© Thunderworks Games LLC.

[42/53]



4

Mystic Robes

PART OF THE MYSTIC SET



+1 ★ for set if worn by GREEN or BLUE Classes.

ARMOR

© Thunderworks Games LLC.

[43/53]



4

Mystic Cloak

PART OF THE MYSTIC SET

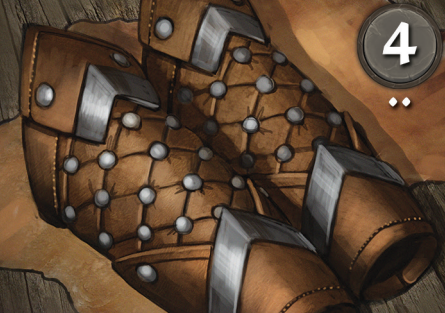


+1 ★ for set if worn by GREEN or BLUE Classes.

ARMOR

© Thunderworks Games LLC.

[44/53]



4

Leather Greaves

PART OF THE LEATHER SET



+1 ★ for set if worn by PURPLE or BLACK Classes.

ARMOR

© Thunderworks Games LLC.

[45/53]

ROLL
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3

Leather Boots

PART OF THE LEATHER SET

1 3 5 8
1 2 3 4

+1 ★ for set if worn by
PURPLE or BLACK Classes.

ARMOR

© Thunderworks Games LLC. [46/53]



3

Leather Gloves

PART OF THE LEATHER SET

1 3 5 8
1 2 3 4

+1 ★ for set if worn by
PURPLE or BLACK Classes.

ARMOR

© Thunderworks Games LLC. [47/53]



4

Leather Pauldron

PART OF THE LEATHER SET

1 3 5 8
1 2 3 4

+1 ★ for set if worn by
PURPLE or BLACK Classes.

ARMOR

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5

Diplomacy

Pay 1 Gold to any other player to use their Skill card. Move the tracking token on your Alignment card as shown on the target card.

SKILL

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4

Dedicated

Gain ★★ if you have at least 1 Weapon card, 1 Skill card, 2 Trait cards, and 1 Armor card.

TRAIT

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3

Courageous

When scoring Attribute Goals, +2 or -2 value to any single Attribute Score.

*WITHOUT COURAGE,
WE ARE CONTROLLED BY FEAR.*

TRAIT

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4

Envious

Gain ★ for every 2 Gold dice on your Character Sheet.

AS IRON IS EATEN AWAY BY RUST, SO THE ENVIUS ARE CONSUMED BY THEIR OWN PASSION.

TRAIT

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6

Famous

During Final Scoring, double the effect of your Alignment card.

FAME IS NOTHING MORE THAN A FOOL'S DISTRACTION.

TRAIT

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2P+

2



2P

3



3P

4



4P

5



3P+

3



2P+

2



2P+

1



4P

5



4P

4



ROLL
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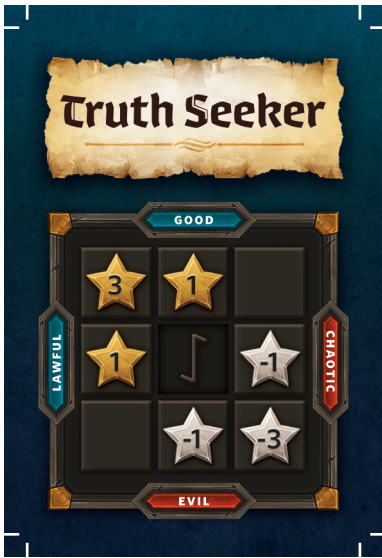
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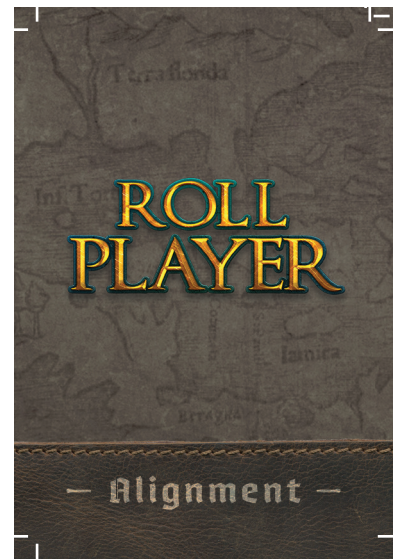
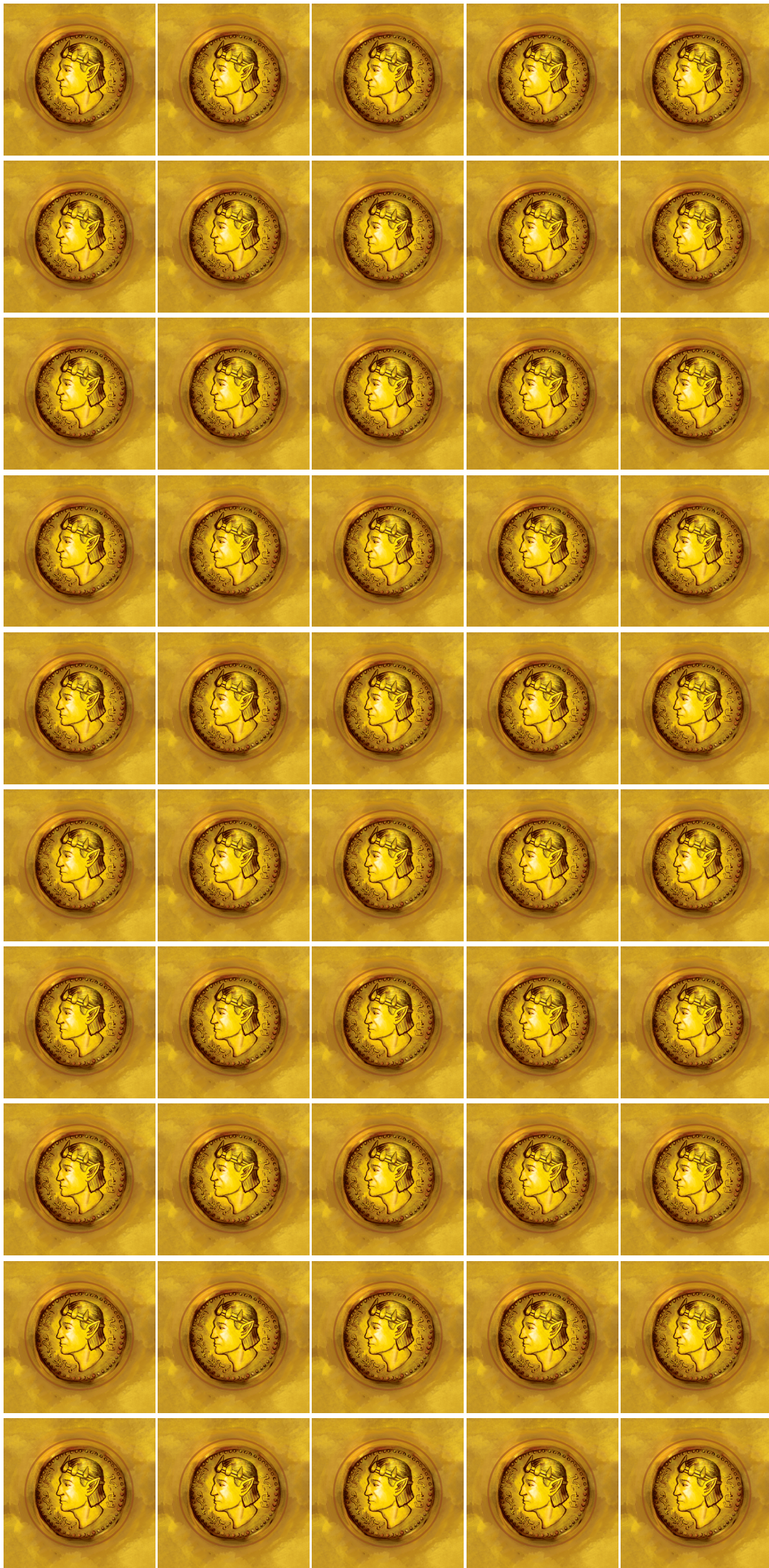
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Weapons

Armor

Class

Backstory

STR
DEX
CON
INT
WIS
CHA

STR
DEX
CON
INT
WIS
CHA

Attributes

STR **+2**

DEX **-2**

CON

INT

WIS

CHA

Skills



Alignment

GOOD CHAOTIC

LAWFUL EVIL

**ROLL
PLAYER**



Scoring

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



Traits



Attributes

STR **+2**

DEX **-2**

CON

INT

WIS

CHA

Weapons

Class

STR DEX CON INT WIS CHA

Armor

Backstory

STR DEX CON INT WIS CHA

★ 2-3 ★ 3 4-5 ★ 6 6

Alignment

GOOD CHAOTIC 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

Skills



Dwarf

Skills

Attributes

STR

DEX

CON +2

INT

WIS

CHA -2

Class

STR DEX CON INT WIS CHA

Backstory

STR DEX CON INT WIS CHA

★ 2-3
★ 3 4-5
★ 6 6



Scoring

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Alignment

GOOD			CHAOTIC
			EVIL
			LAWFUL

ROLL PLAYER

Traits

Weapons

Armor



Skills

Attributes

STR    

DEX    

CON     +2 

INT    

WIS    

CHA     -2 

Alignment

GOOD		CHAOTIC
		EVIL
		LAWFUL

ROLL
PLAYER

Class

STR DEX CON INT WIS CHA

Backstory

STR DEX CON INT WIS CHA

★ 2-3
★ 3 4-5
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Traits

Weapons

Armor

Skills

Attributes



Elf

STR	DEX	CON	INT	WIS	CHA		

Class

STR DEX CON INT WIS CHA

Weapons

Alignment

GOOD EVIL

 LAWFUL CHAOTIC

Backstory

STR DEX CON INT WIS CHA

Armor



- ★ Scoring**
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Traits

ROLL PLAYER



Skills

Attributes

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STR	DEX	CON	INT	WIS	CHA	

Class

STR DEX CON INT WIS CHA

Alignment

GOOD CHAOTIC
LAWFUL EVIL

Backstory

STR DEX CON INT WIS CHA



ROLL PLAYER



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Traits

Weapons

Armor



Halfling

Skills

Attributes

<input type="text"/>	<input type="text"/>	<input type="text"/>	STR -2	
<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	
<input type="text"/>	<input type="text"/>	<input type="text"/>	CON	
<input type="text"/>	<input type="text"/>	<input type="text"/>	INT	
<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	
<input type="text"/>	<input type="text"/>	<input type="text"/>	CHA +2	

Alignment

GOOD		CHAOTIC
LAWFUL		EVIL

Class

STR
DEX
CON
INT
WIS
CHA

Backstory

STR
DEX
CON
INT
WIS
CHA



Scoring

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Traits

ROLL PLAYER

Weapons

Armor



Halfling

Attributes

<input type="text"/>	<input type="text"/>	<input type="text"/>	STR -2	
<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	
<input type="text"/>	<input type="text"/>	<input type="text"/>	CON	
<input type="text"/>	<input type="text"/>	<input type="text"/>	INT	
<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	
<input type="text"/>	<input type="text"/>	<input type="text"/>	CHA +2	

Class

STR DEX CON INT WIS CHA

Backstory

STR DEX CON INT WIS CHA

★ 1 2-3
★ 3 4-5
★ 6 6



Scoring

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Traits

Alignment

	GOOD	CHAOTIC	EVIL	LAWFUL

ROLL PLAYER

Skills

Armor

Weapons

Attributes

Weapons

Skills



Class

STR DEX CON INT WIS CHA

Grid for class information.

Backstory

STR DEX CON INT WIS CHA

Grid for backstory information.

1★ 2-3 3★ 4-5 6★ 6

STR DEX CON INT WIS CHA

Attribute score input area with icons for STR (dice), DEX (dice), CON (dice), INT (dice), WIS (dice), and CHA (dice).

Alignment

GOOD CHAOTIC EVIL LAWFUL

Alignment grid.

- Scoring**
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Traits

ROLL PLAYER

Skills

Attributes



Human

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STR

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--	--	--

--	--	--

--	--	--

DEX

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--	--	--

--	--	--

CON

--	--	--

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--	--	--

--	--	--

INT

--	--	--

--	--	--

--	--	--

--	--	--

WIS

--	--	--

--	--	--

--	--	--

--	--	--

CHA

Class

--	--	--	--	--	--	--

STR DEX CON INT WIS CHA

Weapons

Backstory

--	--	--	--	--	--	--

STR DEX CON INT WIS CHA



Armor

ROLL PLAYER

Alignment

GOOD			EVIL
			CHAOTIC
			LAWFUL



Scoring

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Traits



Orc

Skills

Attributes

STR +2

DEX

CON

INT -2

WIS

CHA

Class

STR DEX CON INT WIS CHA

Backstory

STR DEX CON INT WIS CHA



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Traits

ROLL PLAYER

Alignment

GOOD			CHAOTIC
			EVIL
			LAWFUL

Weapons

Armor



Orc

Skills

Attributes

<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

STR +2

DEX

CON

INT -2

WIS

CHA

Class

STR DEX CON INT WIS CHA

Weapons

Alignment

GOOD LAWFUL CHAOTIC EVIL

Backstory

STR DEX CON INT WIS CHA

★ 2-3 ★ 3 4-5 ★ 6

Armor

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ROLL
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