Antimagic Chamber



Spell Chamber

Adventurers cannot use special abilities in this room. One adventurer takes one damage. Next turn, rolling double does not give the player mana.



Blood Demon



Spell Chamber

The adventurer with the highest health takes two damage.



3

"A demon made of blood? I can't think of anything more terrifying."



Chain Lightning



Spell Chamber

Distribute three damanage among the adventures in the player's party.



"We're each about to win the lottery of pain, my friends."



Chronomancer



Monster Chamber

One adventurer takes one damage.



Next turn,

the player moves backward.

Corruption



Curse

The player must choose one of their rooms.

They lose control of that room.

Death Knight's Tomb



Monster Chamber

The player chooses one of the clerics in their party, who takes two damage.



If they have no clerics, one of their adventurers takes one damage.



Demon Portal



Trap Chamber

The player chooses one of the mages in their party, who takes two damage.



If they have no mages, one of their adventurers takes one damage.



Disintegration Ray



Spell Chamber

The adventurer in the player's party with the lowest HP takes one damage.

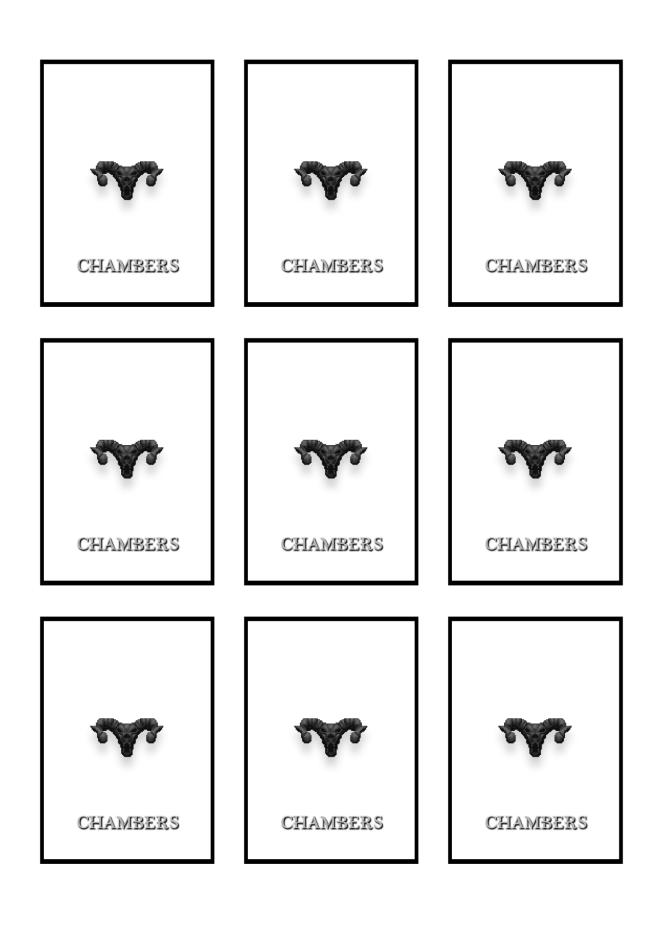


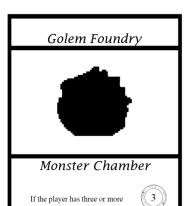
Entrance



Your Quest Continues

Whenever a player passes the entrance, they gain two mana.

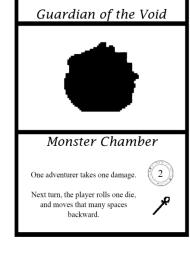




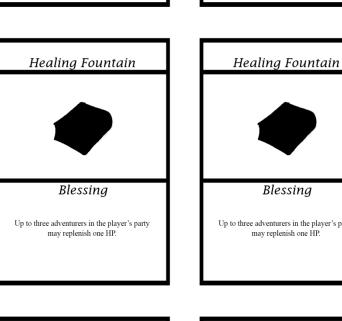
adventurers, one of them takes

three damage.

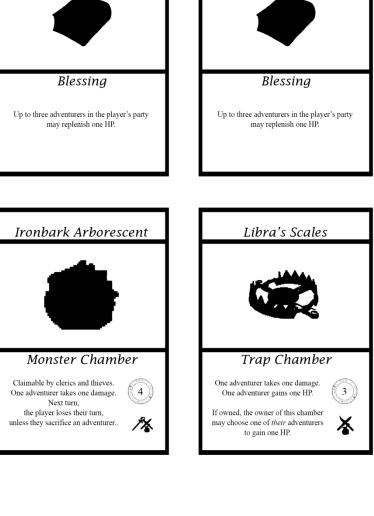


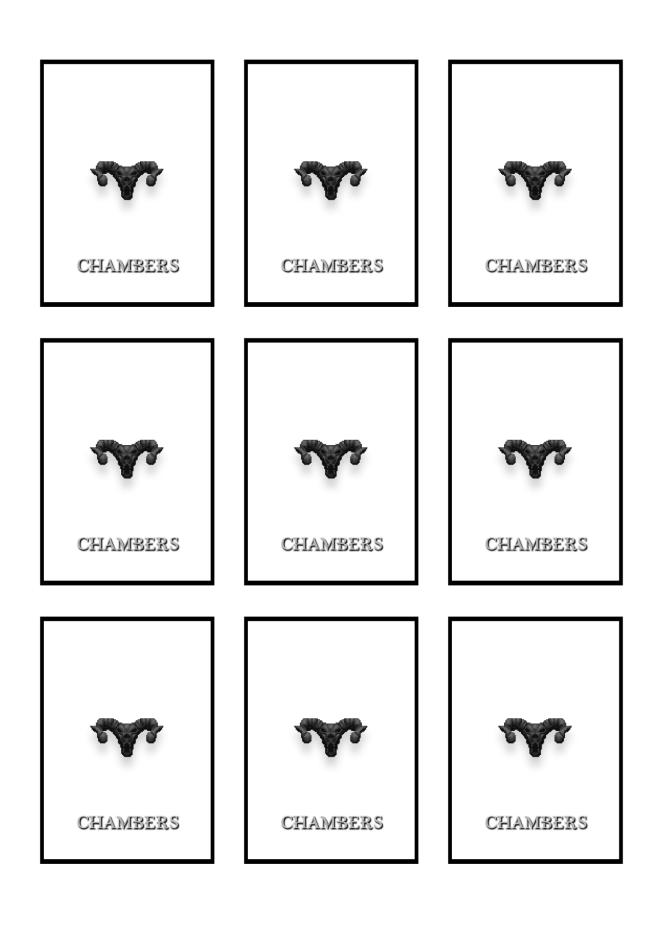












Lich's Lair



Monster Chamber

Claimable by clerics and mages.



If the player has both a cleric and a mage, they both take one damage. Otherwise, one of the player's adventurers takes one damage.

Lightning Spire



Trap Chamber

Choose to either deal 2 damage to one adventurer, or lose two mana.



If this chamber is owned, the owner decides.



Lingering Apparition



Spell Chamber

Claimable by clerics or warriors.



If the player has a warrior in their party, one adventurer takes one damage, otherwise, one adventurer takes two damage.



Magic Portal



Blessing

When a player lands on this chamber, they may draw one adventurer card.

Mana Burn



Curse

When the player lands on this chamber, they lose two mana.

Mimic Chamber

Mana Pool



Blessing

When a player lands on this chamber, they gain 2 mana.

Mana Storm



Spell Chamber

One adventurer takes one damage. The player also loses one mana.



The player chooses one of the thieves in their party, who takes two damage.

Monster Chamber



If they have no thieves, one of their adventurers takes one damage.



Necromantic Aether



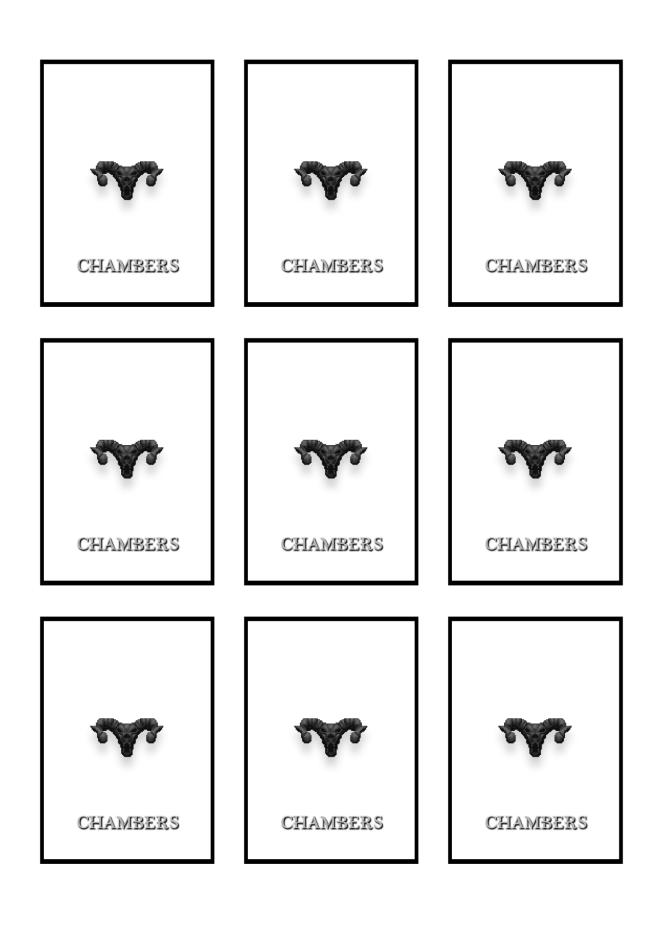
Spell Chamber

Every adventurer in the player's party (4) takes one damage.



The player may bring one of their fallen adventurers to life with one HP.





Pit <u>Trap</u>



Trap Chamber

One adventurer takes one damage.



The player loses their next turn.



Poison Arrow Trap



Trap Chamber

One adventurer takes one damage.



Next turn, if the player doesn't have a thief, that adventurer takes one additional damage.



Poison Mist Trap



Trap Chamber

Each of the player's adventurers takes one damage.



Next turn, if the player does not have a cleric, each of their adventurers takes an additional one damage.



Rat's Den



Monster Chamber

This chamber can be claimed by



One adventurer takes one damage.

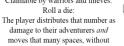
Rolling Boulder



Trap Chamber

Claimable by warriors and thieves.

triggering the effect where they land.





Sacrificial Altar



Trap Chamber

Claimable by mages and warriors.



When a player lands here, they must sacrifice one of their adventurers. Then, they must draw another adventurer card.



Shadow Door



Trap Chamber

One adventurer takes one damage.



If the player does not have a thief in their party, move them ahead three spaces, where they trigger the effect of the chamber they land on.



Sludge Beast's Pit



Monster Chamber

One adventurer takes one damage.



Next turn, the player rolls only one die.



Soul Sapper



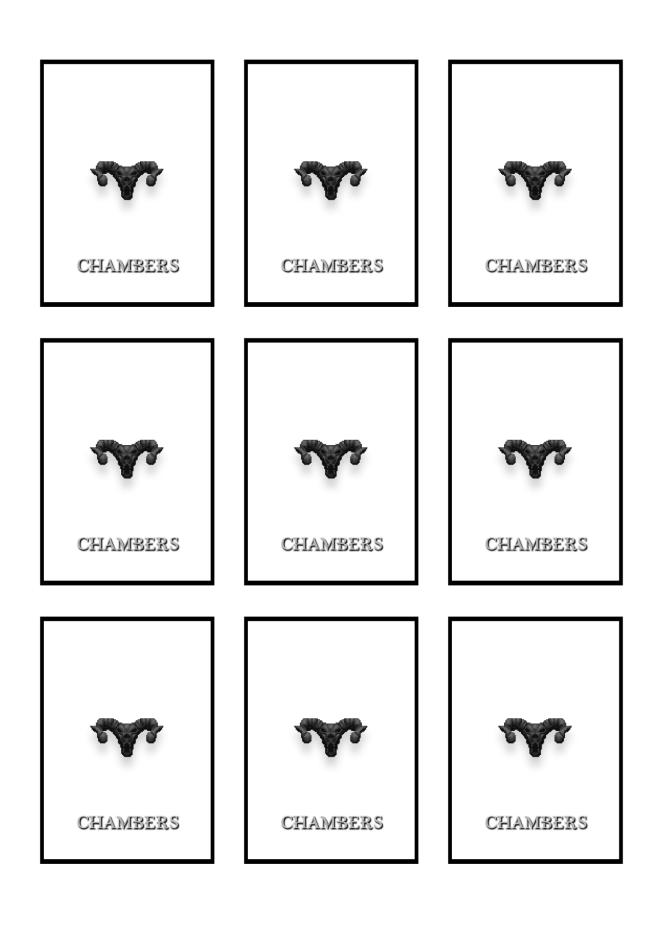
Spell Chamber

One adventurer takes one damage, and the player loses one mana.



If this chamber is owned, the owner gains one mana.





Spectral Hand



Spell Chamber

One adventurer takes one damage.



The player's party is moved back three spaces, without triggering the effects of the room they land in.



Whirling Blades



Trap Chamber

Every adventurer in the player's party takes one damage.



The player immediately rolls and moves again.



Whirlwind



Spell Chamber

Two adventurer each take one damage.

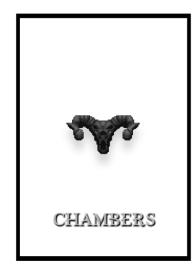


The player immediately rolls and moves again.









Al'az Leoric



Orc Berserker

Al'az came to the aid of a group of excavators who swore their mine was beset upon by demons. He stayed behind to give them a chance to escape, but they brought the mine down with the orcish hero still inside. When he woke, he was in the dungeon.

Alexander Baron



Human Noble

Alexander's health can be substituted for mana to purchase chambers.

"No, it's a surname. If I had a duchy, I'd be Duke Baron."

Alicia Mane



Human Sage



Counts as both a Mage and a Cleric.

Alicia proved herself a competent hero even before she learned of her true nature. The Heart of Ariyas, her magical pendant, offers her powers untold.

Ana Hilluff



Gnome Thief



Ana is a survivor. When you're as small and vulnerable as she is, you take steps to make sure you make it to see another day.

> "Good intentions can wait for the next fool to come along."

Barak Gauth



Orc Spellbreaker



If Barak is a starting adventurer, he begins with two negate damage tokens.



Benton Kearst



Human Cleric



Benton counts as both a Warrior and a Cleric.

If fatal damage would be dealt to another adventurer in Benton's party, deal that damage to Benton instead.

Berras Ames



Gnome Cleric



Known as the lightbringer among his people, Berras has only grown more fearless in his old age. When a dungeon appeared near his home, he knew that he needed to make a pilgrimmage into its depths, to find whatever treasure lay in wait below.

Breggin Toll



Goblin Cleric



When the mysterious dungeon appeared, the vicious cleric from Narwynne knew that he was being tested by his gods. Breggin took up his staff and his scrolls and he set out to cleanse the dungeon of its impurities.

Callieflynn Xaxos



Elf Shadow Cleric



If Callieflynn Xaxos is the only adventurer in your party, roll a die when she would take damage. If you roll a 5 or higher, negate the damage that is dealt.



















Cath Oona



Kaja Battlemaiden

"My fangs will be my armor, and my claws will be my shield. There's no better sword than an actual sword."

-Pan'thar proverb.



Crass Kallie



Orc Priestess

The clerics of Tellest were supposed to have taken an oath to do no harm.

Kallie apparently never received that message.



Cravat Keeno



Gremlin Thief



If there are two other thieves in the party besides Cravat, rooms cost one less mana.

"What's mine is yours. But since what's yours is mine, doesn't everything belong to me?

Darris Urza



Goblin Warlock

If Darris is the only adventurer in the player's party, they may add 1 to their movement roll.

The player must announce intent before the roll.

Devaniel Quinnis



Elf Druid

Devaniel Quinnis fulfills that age-old perception of the elves: that they are able to commune with nature, and coerce it to obey their commands.

Feneece Clawgaze



Gnoll Soothsayer

Any time another adventurer from Feneece Clawgaze's party dies, you may replenish 1 HP to Feneece Clawgaze.

3

Fe'Pavi



Kaja Rogue

A member of Shazra's champions, Fe'Pavi has learned how to work well with several different races of Tellest. Her compassion is her greatest strength and her greatest weakness.

Foe'Gen Liath



Orc Assassin

A resident of Trenton's Blade, Foe 'Gen is an assassin who prefers shadows to an open battlefield. She has been able to rein in the rage that makes up much of her heritage, trading it for clandestine meetings and precise kills.

Garreth Quarl



Gnoll Crypt Robber



Counts as a Cleric and a Thief.

"A wise adventurer once told me that there was nothing better suited to killing off undead than a trusty whip. I find that jaws that could crush a war club like a toothpick are a nice backup."









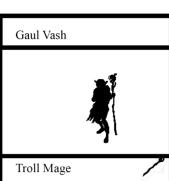




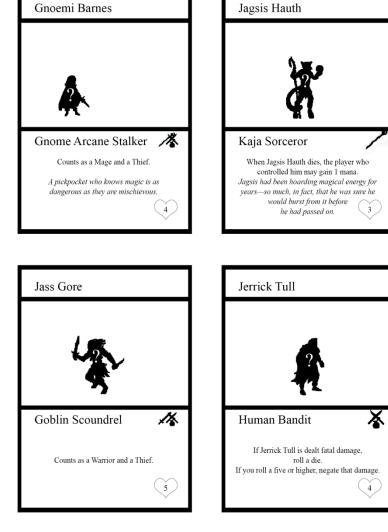














Kobold Paladin

Jasper may not be the tallest of his race, but what he lacks in size, he more than makes

up for in courage, strength of character,

and compassion. Plus, look at those

puppy-dog eyes.























Lannis Jarl



Rhinotaur Sentry

Employed as a guard in the city of Theria, Lamis is the pride among his crash. He's adjusted well to a city of thousands, as opposed to the less distinguished Rhinotaur that prefer solitude in the wilderness.

Leah Tremaine



Kobold Thief



Sometimes a dog's bark is bigger than its bite.



Letti Lonvo



Minotaur Sneak



"You've heard of a bull in a china shop, right? Let me tell you, a cow that thinks she's sneaky isn't much better..."



Luna Aren



Gnome Warrior

×

Luna Aren defies the size of her people. A citizen of Hillheim, she's used to life among humans, dwarves and, of course, gnomes. She's never let her diminished height affect her courage, and she's well versed in a variety of weapons.

Merris Daith



Gremlin Robber



The self-declared Queen of Thieves, Merris not smade it a point to work best alone. She's not opposed to enlisting help from allies, but she'll just as soon stab them in the back as assist them when they're down.

Mordek Thunderfury



Dwarf Wizard

1

It's been a long time since harpies were the most dangerous things Mordek hunted. After he fell into his magical talent, he was saught out all over Tellest. When the dungeon appeared, he knew where his latest pilgrimmage would take him.

Noth Vox



Rhinotaur Crusader

7

Hailing from the Rhinotaur city of Theria, Noth was once a paladin at the temple of Cerox.

This proud warrior was visited by his people's god of war in his dreams, though, and sent off on missions to carve a new path for Rhinotaur all over Tellest.

Olinna Zakar



Kaja Acolyte

Olinna is an odd being among her race. Preferring to put her trust in Animus, the human god of life, she has committed her life to healing the sick, and easing the pain of those bound to

death—until the mysterious dungeon appeared.

Ossa Stonefist



Dwarf Cleric

/

The clandaughter of a great line of clerics, Ossa can trace her lineage back to the great Harken Stonefist, who delivered one tremendous punch. A devout follower of her faith, she is made sturdier by her god, and she can do her fair share of damage.



















Perth Aritan



Gnoll Cleric

When Perth dies, all other adventurers in the player's party regains 1 HP.

"Show me a person who defies their race, and I'll raise you Perth Aritan, the most selfless gnoll of all."

Phaetha



Elf Sentinel

Named after a great legend of ages past, Phaetha has earned her own praise amongst her people. With her trusty trident in hand, she's held back goblins, trolls and beasts. It's no wonder so many aspire to be like her:

Quirl Rockfist



Troll Barbarian

"To the trolls of Grim's Hold, Quirl is a timeless beauty. To all the rest of us—well, let's just say I'd wish there was less time."



Raia Doath



Rhinotaur Pilgrim

Raia Doath is a good-hearted member of Jecraskia's faith militant. As an aspiring mage, she often finds herself near that city in the savannah, spreading her wisdom to others who share her faith.

Rawen Lerra



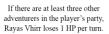
Lagano Arcanist

A temple guardian from the island of Norkoth, Rawen has earned not only the praise of her people, but also of their gods. They've raised her up in society, which is why it was so strange for her to depart when the odd dungeon appeared.

Rayas Vhirr



Gnoll Scavenger



"That's the problem with gnolls. Eventually, they starve."



Skithis



Lagano Warmage

Skithis counts as both a Mage and a Warrior.

If Skithis is the only adventurer in the player's party, he takes an additional 1 damage every time damage is dealt to him.

Tarsa Paith



Minotaur Charger

Tarsa Paith is one of Theria's more renowned gladiator champions. She doesn't fight for glory.

Money is what she's after. And when she heard of a dungeon with untold riches inside, she was determined to descend its depths.

Tasiya Suli



Troll Priestess

Rolling double does not earn the player another mana while Tasiya Suli is in the party.

"Your pain will be my strength."





















Ter'Sek



Orc Shaman

Rumors have flown ever since Ter 'Sek left the orc city of Genger-Mar. They say that he is the bastard, mixed-blood son of a dwarf—a claim that looks all the more accurate when it was a dwarf who the shaman went to offer aid to in the north.

Urrabar Riese



Gnome Hunter



Urrabar doesn't quite look the part of the thief, but he plays his role well. More a hunter than amything else, he's used a combination of all his skills to survive the harsh wilderness in the mountains of Daltain.

Valara Durrash



Lagano Priestess

There are perhaps none so highly regarded in the lagano society as the clerics. Valara has earned much distinction in the clergy of Kerogane. Her peers believe her to be a rising champion of the flaming salamander god.

Vaulen Lightfoot



Dwarf Berserker

"Nah, I'm not the king of me clan. But I can still jump high enough to bury me axe in the thick of yer skull."

Vesso Jaith



Elf Trapper

"Once I was important. Then they changed the rules."

(4)

Vya Moot



Kobold Warlock

It has been said that Vya is a bit touched with gifts of the wild. In fact, there are some who believe she isn't a pureblood kobold—not a mutt, like some of her kind, no.

They believe she might be part gnoll.

Wecca Innis



Gremlin Knight

"You ever seen a gremlin knight before?
Terribly frightening thing. They stand only
about as high as your knee, but it's enough to
get all the most vulnerable parts of you.
That's what makes them
absolutely terrifying."

Wherricks Gaville



Gnoll Mercenary

Some like to fight for glory. Some like to fight for justice. Some like to fight for the winning side. Wherricks fights for the sake of fighting.

Wrexa Esinni



Rhinotaur Sneak



When Wrexa dies, the player who controls her loses control of the nearest dungeon chamber that they owned.

















