

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.

2

Blood Demon

Spell Chamber

The adventurer with the highest health takes two damage.

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

3

Chain Lightning

Spell Chamber

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

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

5

Chronomancer

Monster Chamber

One adventurer takes one damage.

Next turn, the player moves backward.

1

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.

3

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.

3

Disintegration Ray

Spell Chamber

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

3

Entrance

Your Quest Continues

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



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Golem Foundry




Monster Chamber

If the player has three or more adventurers, one of them takes three damage.






Green Dragon's Lair



Monster Chamber

One adventurer takes three damage.

Guardian of the Void



Monster Chamber

One adventurer takes one damage.

Next turn, the player rolls one die, and moves that many spaces backward.




Hand of Fate



Special

Flip a coin.

If it lands on heads, draw an adventurer card.

If it lands on tails, sacrifice one of your adventurers.

Healing Fountain



Blessing

Up to three adventurers in the player's party may replenish one HP.

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Blessing

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Icy Aetherite



Monster Chamber

One adventurer takes one damage.

Next turn, the player cannot purchase any chambers.




Ironbark Arborescent



Monster Chamber

Claimable by clerics and thieves.

One adventurer takes one damage.

Next turn, the player loses their turn, unless they sacrifice an adventurer..




Libra's Scales



Trap Chamber

One adventurer takes one damage.

One adventurer gains one HP.

If owned, the owner of this chamber may choose one of *their* adventurers to gain one HP.






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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.

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.

Mimic Chamber

Monster Chamber

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

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

Necromantic Aether

Spell Chamber

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

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



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Pit Trap

Trap Chamber

One adventurer takes one damage.

The player loses their next turn.

2

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.

3

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.

5

Rat's Den

Monster Chamber

This chamber can be claimed by any class.

One adventurer takes one damage.

1

Rolling Boulder

Trap Chamber

Claimable by warriors and thieves.

Roll a die:

The player distributes that number as damage to their adventurers *and* moves that many spaces, without triggering the effect where they land.

3

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.

3

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.

3

Sludge Beast's Pit

Monster Chamber

One adventurer takes one damage.

Next turn, the player rolls only one die.

1

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.

5



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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.





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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.

6

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."

4

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.

4

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."

3

Barak Gauth

Orc Spellbreaker

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

3

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.

6

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 pilgrimage into its depths, to find whatever treasure lay in wait below.

6

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.

7

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.

5



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.

8

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.

5

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?"

3

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.

4

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.

4

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.

4

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.

4

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."

5



Gaul Vash




Troll Mage

If there are 3 or more adventurers in the player's party, rooms cost 1 less mana.




Gnoemi Barnes



Gnome Arcane Stalker

Counts as a Mage and a Thief.

A pickpocket who knows magic is as dangerous as they are mischievous.



Jagsis Hauth




Kaja Sorcerer

When Jagsis Hauth dies, the player who controlled him may gain 1 mana.

Jagsis had been hoarding magical energy for years—so much, in fact, that he was sure he would burst from it before he had passed on.




Jasper Breth




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.




Jass Gore



Goblin Scoundrel

Counts as a Warrior and a Thief.



Jerrick Tull




Human Bandit

If Jerrick Tull is dealt fatal damage, roll a die.

If you roll a five or higher, negate that damage.




Kieriss Raul




Lagano Rogue

Kieriss Raul is an adept thief that hails from the swampland city of Lilandria in Warus. He's dealt with his fair share of foes, from his race and others alike. But he's become experienced at ending their lives with either his kris or his crossbow.




Kor Laros



Gremlin Pyromancer

Mocked for his ugliness that's apparent to all races, Kor steers his disdain into pure mayhem. He's happy to watch the world burn, but he settle for starting with the mysterious dungeon that appeared near his home near Glisgin recently.



Krull Zanos



Minotaur Spellweaver

An arcanist from the city of Caledos, Krull is known to have cast aside the typical strength and powerful rage that his people is known for, aiming instead toward personal reflection and meditation. Still, he isn't afraid of getting his hands dirty.





Lannis Jarl

Rhinotaur Sentry

Employed as a guard in the city of Theria, Lannis 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.

6

Leah Tremaine

Kobold Thief

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

5

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..."

6

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.

7

Merris Daith

Gremlin Robber

The self-declared Queen of Thieves, Merris has made 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.

5

Mordek Thunderfury

Dwarf Wizard

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 pilgrimage would take him.

5

Noth Vox

Rhinotaur Crusader

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.

4

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.

4

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.

5



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."

4

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.

5

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."

7

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.

5

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.

5

Rayas Vhirr




Gnoll Scavenger

If there are at least three other adventurers in the player's party, Rayas Vhirr loses 1 HP per turn.

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

8

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.

6

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.

5

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."

7



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.

5

Urrabar Riese




Gnome Hunter

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

5

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.

6

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."

7

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 gnom.

4

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."

8

Wherricks Gaville



Gnom 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.

6

Wrexia Esinni



Rhinotaur Sneak

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

6

