

## CLERIC



## WIZARD



## ROGUE



## FIGHTER



3 ORCS  
Hit on  
a 5 or 6

1 MONSTROUS SPIDER  
and its 3 OFFSPRING  
Hit on a 5 or 6  
Stuns on a 1



A stun means an adventurer,  
picked by you, cannot fight  
the rest of the encounter.  
A stunned adventurer can  
still take damage.  
If all adventurers are  
stunned, you lose.

12 KOBOLDS  
Hit on a 6



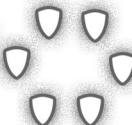
TREASURE  
CHEST  
Roll a die



GIANT  
Hits on a 4, 5 or 6



6 SKELETONS  
Hit on a 5 or 6



It takes 2 damage  
inflicted in a single round  
to kill a skeleton.

DRAGON  
Hits on a 5 or 6



Roll only 6 dice for the Dragon,  
but roll them all while it is alive.

Fighter: **6 - Basic attack** – Can only count up to two 6's  
per round as this attack and each 6 does one damage.

Rogue: **1 - Sneak attack** – Can use as many 1's as rolled, each doing a point of damage,  
but only against a single opponent.  
**Full house - Crippling strike** - The 6th dice is the damage inflicted against a single opponent.

Wizard: **4 of a kind - Fireball** – One damage to each opponent or four damage to a single opponent.  
**5 of a kind - Chain lightning** - The 6th dice is the amount of damage applied to each opponent.  
**6 of a kind - Demise** - All of your opponents in the current battle are destroyed.

Cleric: **Straight of 4 - Minor Heal** - Heal two damage.  
**Straight of 5 - Heal** - Heal the amount on the 6th dice. If it is a 1, heal all living party members.  
**Straight of 6 - Miracle** - Resurrect dead adventurers and restore all party members to full health.

- ☐ 1 Dwarven throwing Warhammer (requires Fighter)  
- Any number of 6's can be used against the Giant.
- ☐ 2 Black Arrow (requires Rogue)  
- Three 1's rolled in one round will kill the Dragon.
- ☐ 3 Ancient Staff  
- The wizard needs one less die to perform abilities  
(i.e. Fireball is 3 of a kind)
- ☐ 4 Holy Symbol (requires Cleric)  
- The Skeletons only require one damage to kill.
- ☐ 5 Divine Blessing  
- You can roll up to 4 times instead of just 3 for  
your attack each round.
- ☐ 6 Blast Glyph  
- Kill one adventurer.

