
Samurai
Attack Dice
Defend Dice
Starting Points
Body
Mind
3
3
7
2
Movement ..... 2 Red Dice
Starting Weapon ..... Katana
Samurai
Attack Dice
Defend Dice
Starting Points
Body
Mind
3
3
7
2
Movement ..... 2 Red Dice
Starting Weapon ..... Katana
Katana
Weapon - This exotic broadsword gives you the attack strength of 3 combat dice. May not be used by the Wizard. Allows Samurai to use Elemental Stance skills.
500 Gold Coins

HOMEBREW QUEST

You are the Samurai

The Samurai uses Elemental Stances channeled through their Katana based on the elements of Earth, Fire, Water, and Air. The Samurai cannot access their stances using any other weapon, but may wield them. The Samurai cannot use shields.

Changing Elemental Stances takes an action. Some stances have effects that can be used once per quest.

Chi (Earth) Stance



The default stance of the Samurai. When in Earth Stance, you gain 1 additional Defend Die. Changing stances requires an action. Do not discard after use.

Odachi



Weapon - This long Katana gives the attack strength of 3 combat dice, and allows diagonal attacks. Not usable by the Wizard. The Samurai may use this sword to use their Elemental Stance skills.

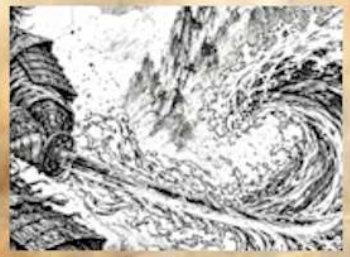
700 Gold Coins

Hi (Fire) Stance



The Samurai gains +1 Attack Dice against green monsters (Orcs, Goblins, Abominations).
Once per quest: Deal 2 Body Points of damage to adjacent monster. Monsters rolls 2 red die, lowering damage by 1 for each 5 or 6 rolled.

Sui (Water) Stance



The Samurai gains +1 Attack Dice against undead (white) monsters.

Once per quest: Either recover 2 lost Body Points or negate one damaging attack that affects them.

Changing stances requires an action. Do not discard after use.

Kaze (Wind) Stance



The Samurai gains +1 Attack Dice against gray Dread monsters.

The Samurai may split their total movement before and after their action while Wind Stance is active.

Changing stances requires an action. Do not discard after use.

Paladin



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	3	5	4

Movement ..... 2 Red Dice
Starting Weapon ..... Shortsword

HOMEBREW QUEST

You are the Paladin

Righteous knight of the Church. You wield Light magic that heals allies and damages your enemies.

The Paladin's magic cannot benefit Warlocks. You also lose your magic if you commit an evil act. you must donate 10% of the party's found treasure to the Church. Failure to donate is an evil act.

Lay on Hands



Usable once per quest. You can heal an adjacent non-Warlock ally or inflict damage upon an adjacent undead or demonic monster equal to 1 red die. Monsters with Mind Points roll 2 red die to lower damage by 1 for each 5 or 6 rolled, including Warlock allies if they are affected.

Purify



Usable once per quest. You purify the room you are in, healing all non-Warlock allies within, for 1 Body Point, including yourself. You also inflict 1 Body Point of damage on any Warlocks, undead, or demonic monsters in the room. Those with a Mind Point score may roll a red die to negate on a 5 or 6.

Aura of Valor



Usable once per quest. You inspire all non-Warlock allies you can see and grant them an additional Defend Die as long as you maintain the aura by holding your sword in the air and do not attack or take damage from any source.

Ogre Slayer



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	7	3

Movement ..... 2 Red Dice
Starting Weapon ..... Handaxe


Ogre Slayer
Attack Dice
Defend Dice
Starting Points
Body
Mind
2
2
7
3
Movement ..... 2 Red Dice
Starting Weapon ..... Handaxe
HOMEBREW QUEST
You are the Ogre Slayer
You are a Dwarf Ogre Slaying berserker seeking death in honorable combat against dangerous monsters. You may not wear plate armor or use a crossbow. You also do not disarm traps as other Dwarfs and require a tool kit.
You may enter a FRENZY, subtracting up to 2 dice form your Defend Dice and adding them to your Attack Dice for the remainder of the encounter. The FRENZY ends when you can not see any more active monsters.
Ninja
Attack Dice
Defend Dice
Starting Points
Body
Mind
1
2
4
5
Movement ..... 2 Red Dice
Starting Weapon ..... Dagger


Ninja
Attack Dice
Defend Dice
Starting Points
Body
Mind
1
2
4
5
Movement ..... 2 Red Dice
Starting Weapon ..... Dagger
HOMEBREW QUEST
You are the Ninja
You are a deadly assassin, striking targets with deadly precision with the beauty of an artist. You may use your Ninja skills while disguised without breaking the disguise. See the Rise of the Dread Moon expansion for rules regarding disguises.
The Ninja may only use weapons and artifacts that are daggers or shortswords. You cannot use shields or armor except bracers.
Dual Daggers
The Ninja may wield two daggers and may attack twice per turn against the same or two adjacent monsters, but cannot move that turn. Cannot be used if they have already moved that turn, or if they are wielding a short sword in either hand. Do not discard.

Precise Strike



Prior to rolling Attack Dice, the Ninja may declare that they are using this skill. For that Attack Black Shields (🛡) rather than Skulls (💀) count as a hit. If the attack causes damage, the target immediately dies. Do not discard.

Scorpion Sting



The Ninja throws their dagger, which is attached to a long chain. If the dagger hits a non-large monster, the Ninja may pull the chain and bring it to the nearest empty adjacent space next to them. They also recover their thrown dagger. Do not discard.

Wardancer



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	6	4

Movement ..... 2 Red Dice
Starting Weapon .....Shortsword


Wardancer
Attack Dice
Defend Dice
Starting Points
Body
Mind
2
2
6
4
Movement ..... 2 Red Dice
Starting Weapon .....Shortsword
HOMEBREW QUEST
You are the Wardancer.
You are a dazzling and deadly Wood Elf warrior who blends agility and skilled swordsmanship into a performance.
Wardancers may only use weapons and artifacts that are daggers or shortswords. You cannot use shields or armor except for bracers.
Wardancers can split their total movement before and after their attack.
Whirlwind Attack
You may attack twice per turn against the same monster or two adjacent monsters when wielding two daggers or two shortswords. There is a Defense dice penalty of 1 for using daggers, and 2 for using shortswords. Do not dicard after use.

Leap



The Wardancer may move through occupied spaces within your total movement points per turn. You cannot move through walls, open doors, or change direction while leaping in order to turn a corner. Do not dicard after use.

Dazzling Dance



Usable once per quest. You dance and entrance enemies within line of sight. Enemies must roll less than their current Mind Points on a red die to resist. Entranced enemies cannot perform actions, defend themselves, or cast spells until you take some other action.

Twin Swords



Weapon - These curved short swords give you the Attack strength of 2 combat dice and allow the Wardancer to use their Whirlwind Attack skill.

300 Gold Coins

Twin Daggers



Weapon - These daggers give you the Attack strength of 1 combat die and allow the Wardancer to use their Whirlwind Attack skill.

50 Gold Coins

Battlemage



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	4	4

Movement ..... 2 Red Dice
Starting Weapon ..... Shortsword

Battlemage



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	4	4

Movement ..... 2 Red Dice
Starting Weapon ..... Shortsword


HOMEBREW QUEST
You are the Battlemage.
You specialize in a single natural element or school of magic, allowing you to cast the 3 spells from that element or school twice per quest, giving you a total of 6 spells.
You cannot use heavy armor, shields, large two-handed weapons, or crossbows, but may use small one-handed weapons like shortswords, and light metal armor like chainmail and helmets, which Wizards are prohibited from using normally.
Noble
Attack Dice
Defend Dice
Starting Points
Body
Mind
2
2
4
5
Movement ..... 2 Red Dice
Starting Weapon ..... Rapier
Noble
Attack Dice
Defend Dice
Starting Points
Body
Mind
2
2
4
5
Movement ..... 2 Red Dice
Starting Weapon ..... Rapier

HOMEBREW QUEST

You are the Noble.

You are a high-born, rich dilettante adventurer. Your allies are your "henchmen", hired to protect you and die for you if required.

You "inspire" allies adjacent to you, who gain an additional combat die for both Attack and Defense as long as the combat roll occurs while they are adjacent to you.

You cannot wear armor, use shields, large weapons, or any weapon that costs less than 250 Gold Coins.

Crossbow Pistol



Weapon - This smaller crossbow gives you the Attack strength of 2 combat dice. May fire at any monster you see, but cannot fire on monsters adjacent to you. You have unlimited arrows. May not be used by the Wizard.

500 Gold Coins

Flintlock Pistol

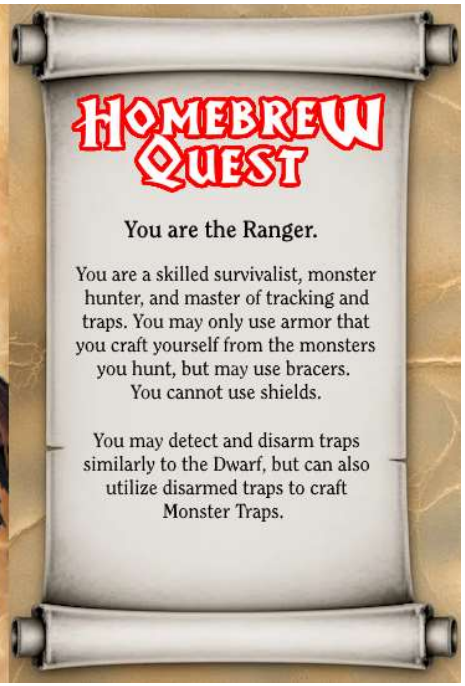


Weapon - Counts as a crossbow. Gives the Attack strength of 3 Combat dice. May shoot any monster you see, but not if they are adjacent to you. You have unlimited ammo. May not be used by the Wizard.

750 Gold Coins


Ranger
Attack Dice
Defend Dice
Starting Points
Body
Mind
2
2
5
4
Movement ..... 2 Red Dice
Starting Weapon ..... Shortsword


Ranger
Attack Dice
Defend Dice
Starting Points
Body
Mind
2
2
5
4
Movement ..... 2 Red Dice
Starting Weapon ..... Shortsword


HOMEBREW QUEST
You are the Ranger.
You are a skilled survivalist, monster hunter, and master of tracking and traps. You may only use armor that you craft yourself from the monsters you hunt, but may use bracers. You cannot use shields.
You may detect and disarm traps similarly to the Dwarf, but can also utilize disarmed traps to craft Monster Traps.

Set Trap



Requires Monster Trap. Place the trap on any unoccupied adjacent tile to you. If a monster steps on that tile, they suffer 1 Body Point of damage and lose their turn, but frees itself next turn. Trapped monsters may defend themselves. Ethereal monsters are unaffected.

Monster Tracking



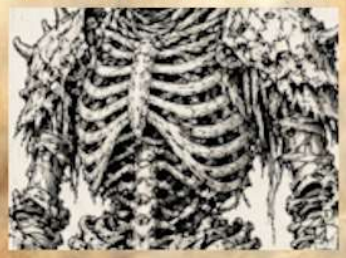
The Ranger may search for the general direction of the closest unrevealed monster from the options they can see, such as a door or hallway. This skill works similarly to searching for secret doors, traps, and treasure. Do not discard after use.

Hunter's Mark



At the start of a quest, the Ranger designates a single monster type such as Goblins or Zombies, not categories, such as undead. The Ranger gains an Attack Die when rolling against that monster type for that quest. The monster type may be changed between quests.

Bone Armor



Ranger Armor - Usable only by the Ranger. Cannot be sold. Made from: Abominations, Ogres, Giant Wolves, Mummies, and Skullblights. Grants the Ranger 1 additional Defend Dice. Armor destroyed if the Ranger suffers 2 BP of damage from 1 attack.

Dragon Armor



Ranger Armor - Usable only by the Ranger. Cannot be sold. Made from: Gargoyles, Dragons, Giant Serpents, and Demons. Grants 2 additional Defend Dice but cuts movement in half. If the Ranger suffers 3 BP of damage in 1 attack, the armor is destroyed.

Dread Helmet



Ranger Armor - Usable only by the Ranger. Cannot be sold. Made from: Dread Warriors and Sorcerers. Grants 1 additional Defend Die when worn. If the Ranger suffers 2 BP of damage from a spell in a single attack, the helmet is destroyed.


Monster Trap
Ranger Trap - Usable only by the Ranger. Cannot be sold. Rangers gain this card when they disarm a trap, and then may use their Set Trap skill. Rangers may carry multiple traps, but unused traps are not retained between quests.
Cleric
Attack Dice
Defend Dice
Starting Points
Body
Mind
1
2
4
6
Movement ..... 2 Red Dice
Starting Weapon ..... Tome Hammer
Cleric
Attack Dice
Defend Dice
Starting Points
Body
Mind
1
2
4
6
Movement ..... 2 Red Dice
Starting Weapon ..... Tome Hammer

HOMEBREW QUEST

You are the Cleric.

You are a pious servant of Light, and have access to 6 powerful Light spells. You lose access to your magic if you commit an evil act or allow an evil act to occur. You must donate 25% of the treasure your party receives. You cannot wear any armor, use shields, or use any weapon other than your Tome Hammer.

The Cleric's magic cannot benefit Warlocks due to their demonic nature.

Tome Hammer



Weapon - This metal-reinforced book stand gives the Cleric the power of 1 Attack Die and allows diagonal attacks. The tome is an expensive hand-copied sacred text, and is never bought or sold like common equipment.

1,000 Gold Coins

Blessing



Usable once per quest. You heal all non-Warlock heroes inside a room, including yourself for 2 Body Points. Warlocks do not benefit due to their demonic nature.

Light Shield



Usable once per quest. Target any one target, including yourself. Summons a floating shield that grants an extra Defend die. Lasts until the target suffers 1 Body Point of damage. This is the only Light spell that can be cast on the Warlock.

Remove Curse



Usable once per quest. May be cast on any non-Warlock target, including yourself. Cures target of any curse such as Fear, Sleep, Command, Mind Blast, Stone, or Werewolf's Curse. Cannot cure Possession, the Warlock, or the bearer in Prophecy of Telor arc.

Cure Disease



Usable once per quest. May be cast on any non-Warlock target, including yourself. Cures the target of any disease, poison, or venom, restoring any lost Body Points caused by them.

Turn Undead



Usable once per quest. Cast on any one undead target. If target has 1 Body Point, target is resurrected as a friendly mercenary that serves the Cleric for the quest for free, then departs. If target has 2 Body Points, they are reduced to 1 Attack die. If target has 3 or more Body Points, they miss their next turn.

Resurrection



Usable once per quest. Cast on any slain non-Warlock target. Target's Body and Mind Points are restored to their starting levels. Spell does not repair any damaged or lost equipment or items. Spells and skills used this quest remain used.

Witch Hunter



Attack Dice	Defend Dice	Starting Points	
		Body	Mind
2	2	4	5

Movement ..... 2 Red Dice
Starting Weapon ..... Shortsword

HOMEBREW QUEST

You are the Witch Hunter.

You are a zealous inquisitor and monster hunter sanctioned by the Church. You must donate 10% of the treasure your party finds while adventuring to the Church.

You may use your Faith Talisman to turn any failed combat roll into an automatic minimal success at the cost of 1 Mind Point per use. You lose consciousness if reduced to zero Mind Points until restored.

Faith Talisman



You may turn a failed combat roll into an automatic minimal success at the cost of 1 Mind Point per use. Losing your last Mind Point will leave you unconscious for the remainder of the quest or until restored. Do not discard after use.

Plague Mask & Gorget



Equipment - Allow the Witch Hunter to resist magical curses such as Fear, Sleep, Command, Mind Freeze, Mind Blast, Stone, and Werewolf's Curse. When rolling to break the spell, a 5 in addition to a 6 is a success.

250 Gold Coins

Potion Bandolier



Equipment - Select 2 potions from the Witch Hunter Potion list for free each quest. Unused potions may not be sold or carried over into subsequent quests. Usable only by the Witch Hunter.

800 Gold Coins

Witch Hunter Potions



Equipment - Usable with the Witch Hunter's Potion Bandolier

☐ Holy Water, ☐ Wolfsbane Potion, ☐ Venom Antidote, ☐ Potion of Lesser Healing, ☐ Minor Restoration Potion, ☐ Potion of Magic Resistance ☐ Potion of Vision, ☐ Potion of Fire Resistance, ☐ Potion of Defense

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