



CHARACTER CARD STATS

Character: Fart
Class: Wizard (Level 1)
Race: Human **Health Points:** 6

REGULAR ACTIONS

Move Forward: Roll the die: 1, 2, or 3 = move one square; 4, 5, or 6 = move two squares.

Run Away: Move three squares in any direction.

Interact: Interact with an object. For example: pull a lever, solve a puzzle, use a key.

Twiddle Your Thumbs: Skip your turn and wait for the others to catch up.

SPECIALTY ACTIONS

Cast Spell—Cozy Camp: Magically make a small fire (no roll required).

Bizzy Bee: Summon a giant bee that attacks the monster for 1 health point, then disappears.

Cast Spell—Gas Attack: Magically turn a monster into a fart. Roll the die: 1, 2, 3, 4 = failure. ☹️ The monster is too powerful for you. 5 or 6 = success! You turn the monster into a smelly fart cloud!

NOTE: You must touch the monster, therefore, the monster gets a free attack against you before you roll. You may only use this ability **ONCE PER BATTLE**.



CHARACTER CARD STATS

Character: Moxie Battleborne
Class: Warrior (Level 1)
Race: Dwarf **Health Points:** 12

REGULAR ACTIONS

Move Forward: Roll the die: 1, 2, or 3 = move one square; 4, 5, or 6 = move two squares.

Run Away: Move three squares in any direction.

Interact: Interact with an object. For example: pull a lever, solve a puzzle, use a key.

Twiddle Your Thumbs: Skip your turn and wait for the others to catch up.

SPECIALTY ACTIONS

KA-BLAMMO! Pound the monster with your war hammer for 2–12 health points of damage. Roll the die twice and add up the total.

Buzzlock's Book: Look up the monster in Buzzlock's Big Book of Beasts. The Dungeon Master will show your group secret information about the monster and how to defeat it!

Protective Shield: Jump in during a monster attack to protect a friend! You can do this action on the monster's turn. Your friend takes no damage from the monster attack. You sacrifice your next turn.



CHARACTER CARD STATS

Character: Pan Silversnow
Class: Monk (Level 1)
Race: Elf **Health Points:** 8

REGULAR ACTIONS

Move Forward: Roll the die: 1, 2, or 3 = move one square; 4, 5, or 6 = move two squares.

Run Away: Move three squares in any direction.

Interact: Interact with an object. For example: pull a lever, solve a puzzle, use a key.

Twiddle Your Thumbs: Skip your turn and wait for the others to catch up.

SPECIALTY ACTIONS

Bo Staff Bonk: Bonk one monster, knocking it senseless. The monster loses its next turn.

Light of Logic: Your natural logic spots a way to use the terrain against your enemy. All your friends get an extra turn this round.

Fire Master: If there is fire nearby, use it to shoot fireballs at a monster for 1–6 health points of damage. Roll the die to determine damage.

Goo of Healing: Use your monkly might to heal a friend for 1–3 health points. Roll the die: 1 or 2 = 1 point healed; 3 or 4 = 2 points healed; 5 or 6 = 3 points healed. Goo of Healing can **ONLY** be used on your turn **DURING BATTLE**.



CHARACTER CARD STATS

Character: TickTock
Class: Engineer (Level 1)
Race: Phibling **Health Points:** 6

REGULAR ACTIONS

Move Forward: Roll the die: 1, 2, or 3 = move one square; 4, 5, or 6 = move two squares.

Run Away: Move three squares in any direction.

Interact: Interact with an object. For example: pull a lever, solve a puzzle, use a key.

Twiddle Your Thumbs: Skip your turn and wait for the others to catch up.

SPECIALTY ACTIONS

Gizmo of Unlocking: Unlock any door or chest.

Web Shooters: Shoot webs at a monster. Roll the die: 1, 2, or 3 = hit and the monster is webbed and loses its next turn; 4, 5, or 6 = miss! ☹️ No effect.

Clockwork Dragon – Wind up this exploding toy and send it marching toward your enemies! It explodes, doing 10 total health points of fire damage. These points can be spread between multiple monsters. Since the dragon takes so long to make, you only have one. So it can only be used **ONCE PER GAME**.

Dagger Strike: Swipe at a monster for 1–2 health points of damage. Roll the die: 1, 2, or 3 = 1 point of damage; 4, 5, OR 6 = 2 points of damage.



CHARACTER CARD STATS

Character: Chico
Class: Warrior (Level 3)
Race: Human **Health Points:** 15

REGULAR ACTIONS

Move Forward: Roll the die: 1, 2 or 3 = move one square; 4, 5, or 6 = move two squares.

Run Away: Move three squares in any direction.

Interact: Interact with an object. For example: pull a lever, solve a puzzle, use a key.

Twiddle Your Thumbs: Skip your turn and wait for the others to catch up.

SPECIALTY ACTIONS

Annoying Song: Sing a really obnoxious song. All monsters attack only you this round.

Big Brag: You loudly brag about how great you are in battle. Roll the die: 1 = the monster is terrified and runs away; 2, 3, 4, 5, or 6 = the monster attacks only you on its turn.

Tiny Attack: Despite all your bragging, your sword is tiny. You attack, causing 1 health point of damage.

Numbskull: You use your thick noggin to bust down a locked door or break open a locked chest. It always works, but you lose 1 health point each time.



CHARACTER CARD STATS

Character: Kevin
Class: Wizard (Level 5)
Race: Human **Health Points:** 12

REGULAR ACTIONS

Move Forward: Roll the die: 1, 2 or 3 = move one square; 4, 5, or 6 = move two squares.

Run Away: Move three squares in any direction.

Interact: Interact with an object. For example: pull a lever, solve a puzzle, use a key.

Twiddle Your Thumbs: Skip your turn and wait for the others to catch up.

SPECIALTY ACTIONS

Insulting Scorn: Hurl a mean insult at a monster, hurting its feelings and causing 2 health points of damage.

Do Unto Others: Shove another character toward the enemy. That character takes all monsters attacks this round, ensuring that you remain unharmed.

Cast Spell—Teleport Me: Magically teleport yourself three squares forward. If you were in battle, you escape all danger.

Cast Spell—Inner Explosion: You magically cause yourself to explode, destroying yourself and causing 20 health points of fire damage to any nearby monsters. You are out of the game.