

Nagato Yuki



Alien

**特:** When Forming the Party, you may transform up to 2 dice into Thief.

**技:** **Space Interruption:** Use one Thief kill monsters of one type.

5 XP to Level up

sliderLiu

Lv1

Nagato Yuki



Alien

**特:** When Forming the Party, you may transform up to 3 dice into Thief.

**技:** **Fast calculations:** Use one Thief kill monsters of one type and open a chest immediately.

sliderLiu

Lv2

Mavis Vermilion



Fairy Tail Guild — First Generation Master

**特:** When Forming the Party, roll 8 Party dice instead of 7.

**技:** **Call in a Favor:** Set 1 Party die or 1 Dungeon die to any face.

5 XP to Level up

sliderLiu

Lv1

Mavis Vermilion



Fairy Tail Guild — First Generation Master

**特:** When Forming the Party, roll 8 Party dice instead of 7.

**技:** **Reinforcements:** Set 1 Party die and 1 Dungeon die to any face.

sliderLiu

Lv2

Watatsuki no Yorihome



The Moon Princess Possessed by Divine Spirits

**特:** When Forming the Party, all Scrolls become Champions.

**技:** **Flame Thunder God:** Transform all Monsters to Dragon faces and move them to the Dragon's Lair.

5 XP to Level up

sliderLiu

Lv1

Watatsuki no Yorihome



The Moon Princess Possessed by Divine Spirits

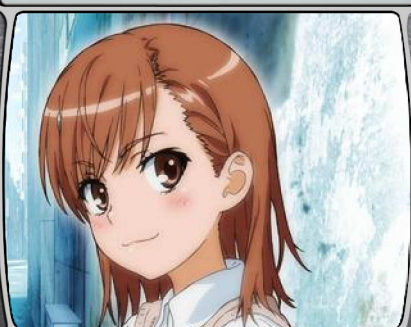
**特:** When Forming the Party, all Scrolls become Champions. Use 2 different companions to defeat Dragons (instead of 3).

**技:** **Flame Thunder God:** Transform all Monsters to Dragon faces and move them to the Dragon's Lair.

sliderLiu

Lv2

Misaka Mikoto



Tokiwadai's Railgun

**特:** Fighters may be used as Clerics and Clerics may be used as Fighters.

**技:** **Iron Sand Sword:** This card may be used as a Cleric or Fighter.

5 XP to Level up

sliderLiu

Lv1

Misaka Mikoto



Tokiwadai's Railgun

**特:** Fighters may be used as Clerics and Clerics may be used as Fighters.

**技:** **Railgun:** Discard 1 Treasure Token to defeat all Monsters, open all Chests, qualify all Potions, and discard all dice in the Dragon's Lair.

sliderLiu

Lv2

Lucy Heartfilia



Mage

**特:** Thieves may be used as Mages and Mages may be used as Thieves.

**技:** **Fleuve d'étoiles:** Discard all dice from the Dragon's Lair.

5 XP to Level up

sliderLiu

Lv1



### Lucy Heartfilia



Mage

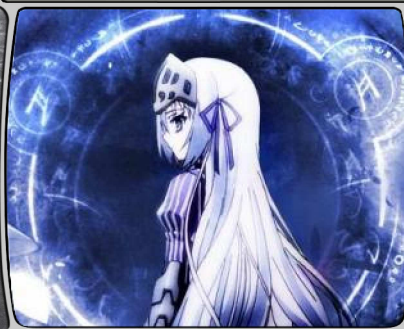
**特:** Thieves may be used as Mages and Mages may be used as Thieves. Champions defeat 1 extra monster.

**技:** ♣ Fleuve d'étoiles: Discard all dice from the Dragon's Lair.

— sliderLiu

Lv2

### Eucliwood Hellscythe



Necromancer

**特:** Clerics may be used as Mages and Mages may be used as Clerics.

**技:** ♣ Animate Dead: Transform 1 Skeleton into a Fighter. Discard it during the next Regroup Phase.

5 XP to Level up

— sliderLiu

Lv1

### Eucliwood Hellscythe



Necromancer

**特:** Clerics may be used as Mages and Mages may be used as Clerics.

**技:** ♣ Command Dead: Transform 2 Skeleton into Fighters. Discard them during the next Regroup Phase.

— sliderLiu

Lv2

### Gobe Mei



Goblin Mage

**特:** You may open chests and quaff Potions at any time during the Monsters Phase.

**技:** ♣ Plea for Help: Transform 1 Goblin into a Thief. Discard it during the next Regroup Phase.

5 XP to Level up

— sliderLiu

Lv1

### Gobe Mei



Goblin Mage

**特:** You may open chests and quaff Potions at any time during the Monsters Phase.

**技:** ♣ Pull Rank: Transform 2 Goblins into Thieves. Discard them during the next Regroup Phase.

— sliderLiu

Lv2

### Levi



Scouting Legion — Leader

**特:** When Forming the Party you may re-roll any number of Party dice.

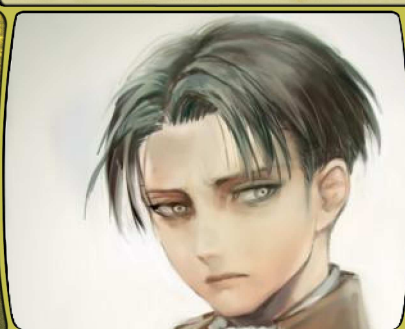
**技:** ♣ Calculated Strike: Defeat any 2 Monsters.

5 XP to Level up

— sliderLiu

Lv1

### Levi



Scouting Legion — Leader

**特:** Fighters Defeat 1 extra Monster of any type.

**技:** ♣ Battlefield Presence: Re-roll any number of Party and Dungeon dice.

— sliderLiu

Lv2

### Shana



Flame-Haired Burning-Eyed Hunter

**特:** Fighters may be used as Mages and Mages may be used as Fighters.

**技:** ♣ Blazing Flame: This card may be used as a Fighter or a Mage.

5 XP to Level up

— sliderLiu

Lv1

### Shana



Flame-Haired Burning-Eyed Hunter

**特:** Fighters may be used as Mages and Mages may be used as Fighters.

**技:** ♣ Condemnation: Discard all Monsters, Chests, Potions, and dice in the Dragon's Lair.

— sliderLiu

Lv2



Alicia Rue



Lord of the Cait Siths

**特:** Scrolls may be used as any Companion.

**技:** ♣ Charm Monster: Transform 1 Monster into a Potion.

5 XP to Level up

— sliderLiu

Lv1

Alicia Rue



Lord of the Cait Siths

**特:** Scrolls may be used as any Companion.

**技:** ♣ Mesmerize: Transform 2 Monsters into 1 Potion.

— sliderLiu

Lv2

Saten Ruiko



Professional of Skirt Flipper

**特:** When Forming the Party, draw 2 Treasure Tokens. Discard 6 Treasure Tokens at game end.

**技:** ♣ Smell Treasure: Draw 2 Treasure Tokens from the box and then discard 2 Treasure Tokens.

5 XP to Level up

— sliderLiu

Lv1

Saten Ruiko



Professional of Skirt Flipper

**特:** When Forming the Party, draw 2 Treasure Tokens. Discard 6 Treasure Tokens at game end.

**技:** ♣ Smell Treasure: Draw 2 Treasure Tokens from the box and then discard 1 Treasure Token.

— sliderLiu

Lv2

Wendy Marvell



Sky Dragon Slayer

**特:** As soon as there are 3 or more dice in the Dragon's Lair, discard all dice in the Dragon's Lair.

**技:** ♣ Sky Dragon's Roar: For each die in the Dragon's Lair, discard 1 Monster.

5 XP to Level up

— sliderLiu

Lv1

Wendy Marvell



Sky Dragon Slayer

**特:** As soon as there are 3 or more dice in the Dragon's Lair, discard all dice in the Dragon's Lair.

**技:** ♣ Shattering Light - Sky Drill: For each die in the Dragon's Lair, discard all Monsters of 1 type.

— sliderLiu

Lv2

Hanji Zoe



Scouting Legion — Squad Leader

**特:** When Forming the Party, roll 6 Dungeon dice and assign them to levels 1, 2, and 3.

**技:** ♣ Scout Ahead: During the Monster phase, reduce the Level die by 1 and Retire immediately. Collect Experience equal to the Level die.

5 XP to Level up

— sliderLiu

Lv1

Hanji Zoe



Scouting Legion — Squad Leader

**特:** When Forming the Party, roll 6 Dungeon dice and assign them to levels 1, 2, and 3.

**技:** ♣ Tactics Retreat: Retire immediately. Collect Experience equal to the Level die.

— sliderLiu

Lv2

Triela



Social Welfare Agency — Cyborg

**特:** Once per level, you may re-roll 1 Goblin.

**技:** ♣ SIG P-230 SL: Discard 1 Monster of any type.

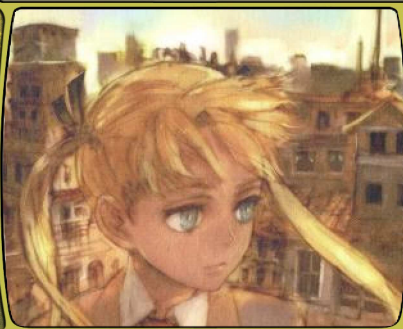
5 XP to Level up

— sliderLiu

Lv1



Triela



Social Welfare Agency — Cyborg

**特**: Once per level, you may re-roll 1 Goblin.

**技**: ♣ Winchester M1897 Trench Gun: Discard 1 Monster of each type.

— sliderLiu

Lv2

Giorno Giovanna



Golden Whirlwind

**特**: All Chests become Potions.

**技**: ♣ Gold Experience: Roll 1 Party die from the Graveyard and add it to your party.

5 XP to Level up

— sliderLiu

Lv1

Giorno Giovanna



Golden Whirlwind

**特**: All Chests become Potions.

**技**: ♣ Gold Experience Ex: Roll 2 Party dice from the Graveyard and add them to your party.

— sliderLiu

Lv2

Kyubey



Alien

**特**: When Forming the Party, remove 2 Party dice from the game and take 5 Champions instead of rolling.

**技**: ♣ /人・〜・人: Discard all dice in the Dragon's Lair.

5 XP to Level up

— sliderLiu

Lv1

Kyubey



Alien

**特**: When Forming the Party, remove 2 Party dice from the game and take 5 Champions instead of rolling. All Skeletons become Potions.

**技**: ♣ /人・〜・人: Discard all dice in the Dragon's Lair.

— sliderLiu

Lv2

Erwin Smith



Scouting Legion — 13th Commander

**特**: Start with 2 Party dice in the Graveyard, Whenever a Champion defeats 2+ Monsters, re-roll it instead of discarding.

**技**: ♣ Rally: Discard 1 Monster for each Champion in your Party, then re-roll all Champions in your Party.

5 XP to Level up

— sliderLiu

Lv1

Erwin Smith



Scouting Legion — 13th Commander

**特**: Start with 2 Party dice in the Graveyard, Whenever a Champion defeats 2+ Monsters, re-roll it instead of discarding.

**技**: ♣ Rage: Roll 4 Party dice from the Graveyard and add them to your party. For the rest of the delve you may not choose to Retire during Regroup unless you defeated a Dragon on that level or reach level 10.

— sliderLiu

Lv2

Jonouchi Katsuya



Human — idiot face

**特**: All Potions may be used as Chests. Discard all Treasure Tokens at game end.

**技**: ♣ Bit O' Luck: Transform 1 Monster into a Chest.

5 XP to Level up

— sliderLiu

Lv1

Jonouchi Katsuya



Human — idiot face

**特**: All Potions may be used as Chests. Discard all Treasure Tokens at game end.

**技**: ♣ Fortunate Strike: Transform 2 Monsters into 1 Chest.

— sliderLiu

Lv2