



1-4*
Players







60-90
Minutes

PRINT & PLAY DEMO

version 3

ASSEMBLY INSTRUCTIONS

1. Cut along dashed lines: - - - - - 
(Careful, not all cut lines extend across the whole page)
2. Fold along dotted lines: 
3. For entities :
 1. Form a triangle by creating a peak between the mirror images, and overlapping the two bases labeled "Glue Here".
 2. Glue bases together to create standee.
4. For items :
 1. Fold in the middle, at the edge of the thick brown circle.
 2. Glue the two sides together and allow to dry.
 3. Cut around the outside of the thick brown circle to create a circular token.



PLAY INSTRUCTIONS

1. On your phone or mobile device, navigate to: <https://tlm.gg>
2. Select a scenario to play from the list.
3. After a short intro message, you will get a custom game URL. Other players can join your game with their own devices by navigating to this URL.
4. Players can select a class, either on your device or their own, by scanning the QR code on one of the class cards. Once every player has a class, press "Begin Game" to start.
5. For full instructions, download the rulebook PDF: <https://tlm.gg/rules>

CREDITS



Scissors icon made by [Tomas Knop](#) from [flaticon.com](#).

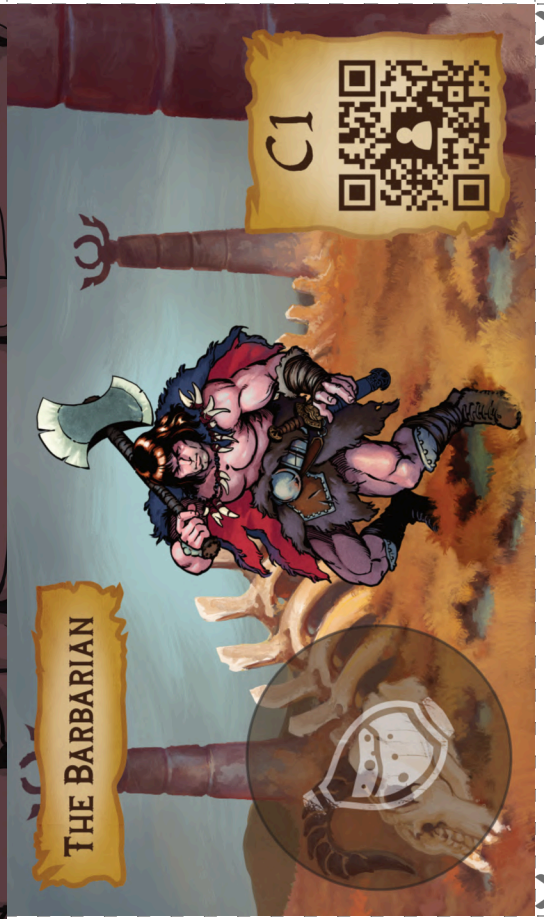
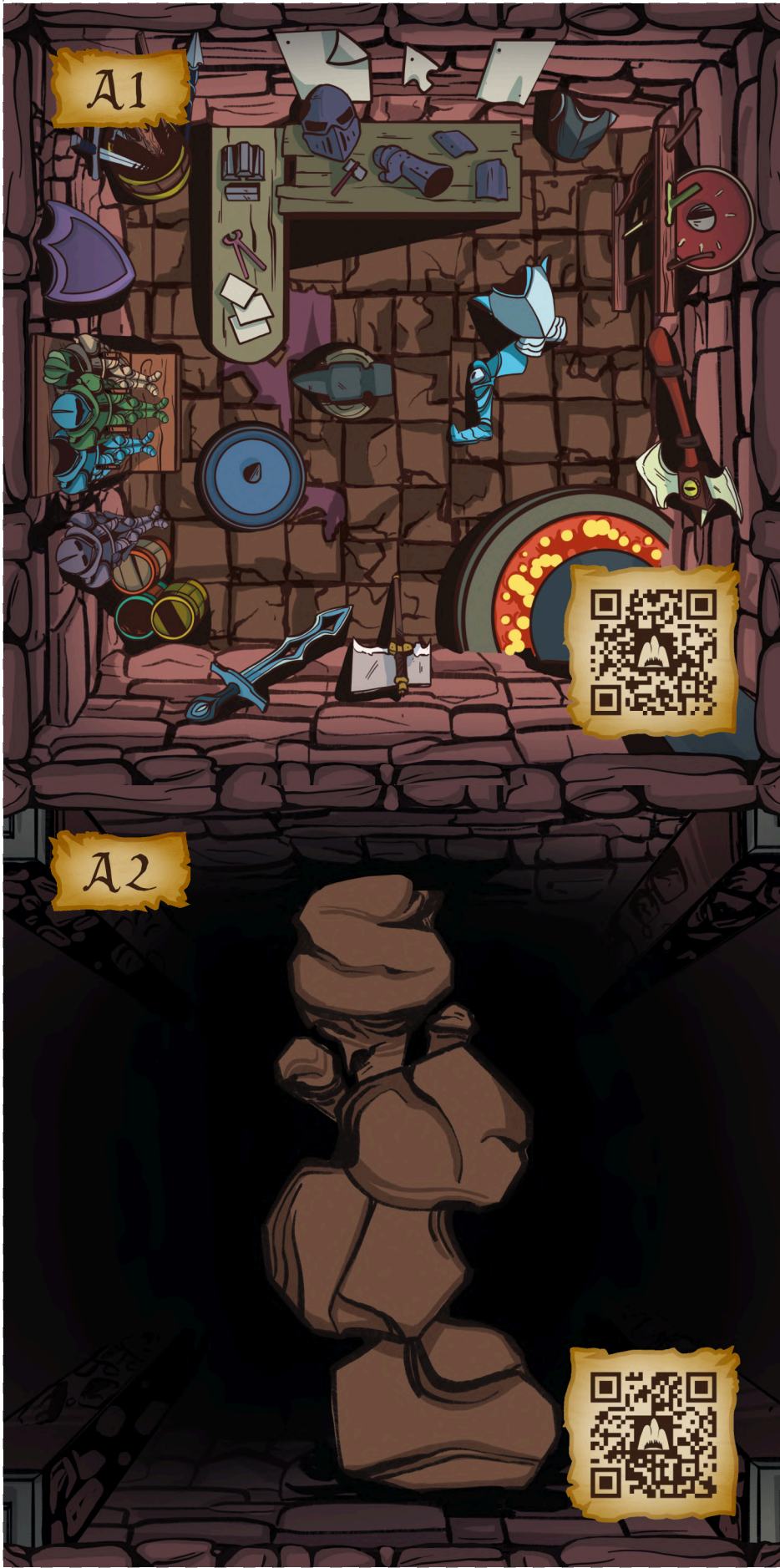


Fold icon made by [Gregor Cresnar](#) from [flaticon.com](#).

All other illustrations are by the talented artists of Taelmoor, and made available as a part of this print & play for personal use only.

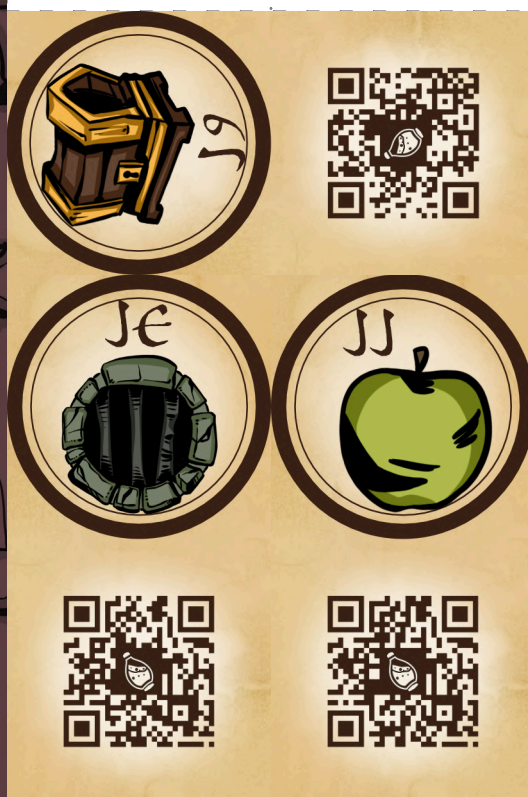
* The full version includes two new classes –The Elf and The Dwarf– and supports up to six players.

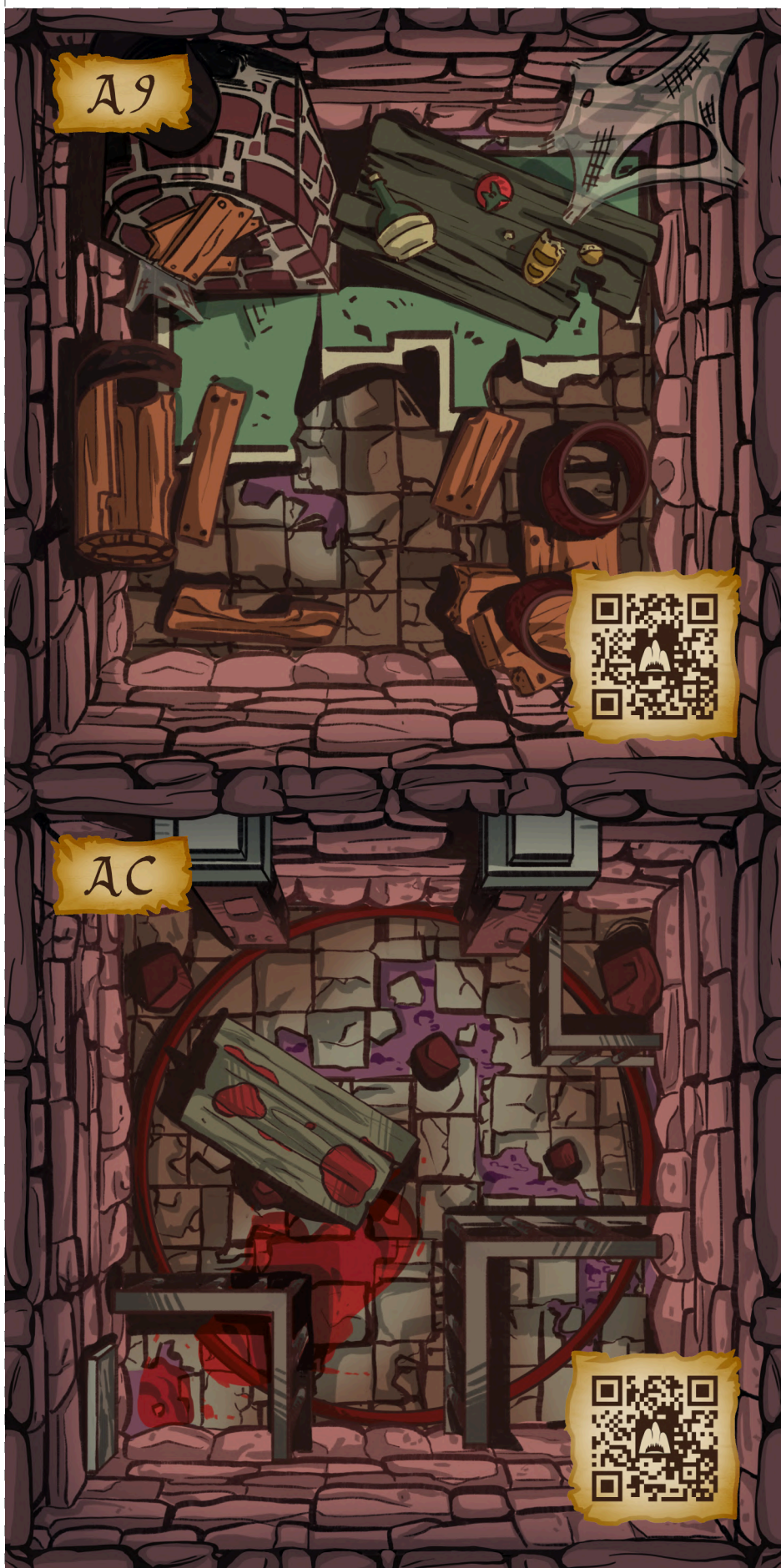


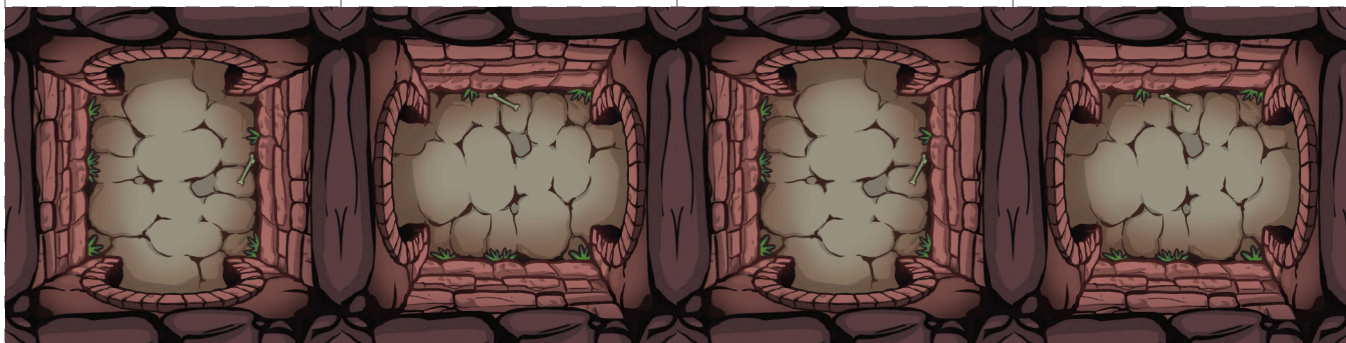












Glue Here

Glue Here

Glue Here

Glue Here

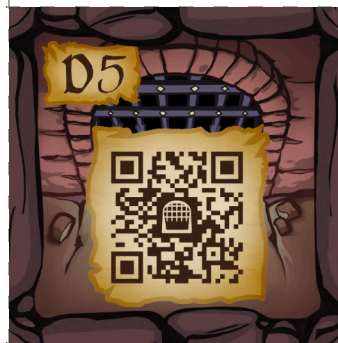
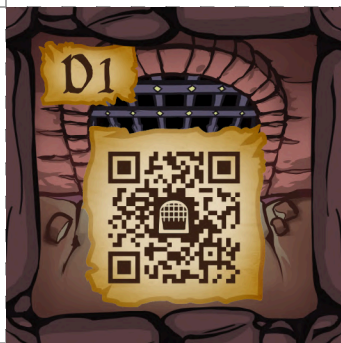


Glue Here

Glue Here

Glue Here

Glue Here



HACK
BASIC BARBARIAN ABILITY



f1

6 damage

62 speed

armor

target

Deal 6 damage.



SLASH
BASIC BARBARIAN ABILITY



f3

7 damage

50 speed

armor

target

Deal 7 damage.

SLASH
BASIC BARBARIAN ABILITY



f4

7 damage

50 speed

armor

target

Deal 7 damage.

HACK
BASIC BARBARIAN ABILITY



f2

6 damage

62 speed

armor

target

Deal 6 damage.

SLASH

BASIC BARBARIAN ABILITY



7
damage

F5



50
speed



Deal 7 damage.

WILD SWING

BASIC BARBARIAN ABILITY



9
damage

F6



38
speed



Deal 9 damage to a random enemy and 3 to yourself.

WILD SWING

BASIC BARBARIAN ABILITY



9
damage

F7



38
speed



Deal 9 damage to a random enemy and 3 to yourself.

KNEECAP

BASIC BARBARIAN ABILITY



4
damage

F8



44
speed



Deal 4 damage and reduce the target's damage by 2.

DEFEND

BASIC BARBARIAN ABILITY



damage

F9



92
speed



Gain 5 armor.

DEFEND

BASIC BARBARIAN ABILITY



damage

FA



92
speed



Gain 5 armor.

MACE

BASIC CLERIC ABILITY



4
damage

FH



38
speed



Deal 4 damage.

MACE

BASIC CLERIC ABILITY



4
damage

FJ



38
speed



Deal 4 damage.

PROTECTION

BASIC CLERIC ABILITY



damage

FK



94
speed



Grant 9 armor to your lowest health ally.

PROTECTION

BASIC CLERIC ABILITY



FM



Grant 9 armor to your lowest health ally.

SHELTER

BASIC CLERIC ABILITY



FN



Grant 4 armor to all allies.

BLESS

BASIC CLERIC ABILITY



FP



Add 2 damage to the attacks of your highest damage ally.

MEDITATE

BASIC CLERIC ABILITY



FQ



Discard any number of cards, then draw that many.

MEDITATE

BASIC CLERIC ABILITY



FR



Discard any number of cards, then draw that many.

CLEANSE

BASIC CLERIC ABILITY



FS



Remove any negative effects from all allies.

CONDEMN

BASIC CLERIC ABILITY



FT



Change all allies' targets to the highest damage enemy this turn.

STAB

BASIC ROGUE ABILITY



H1



Deal 4 damage and apply 1 poison.

STAB

BASIC ROGUE ABILITY



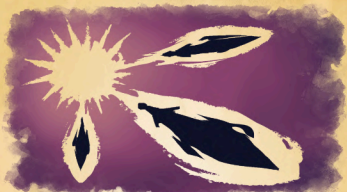
H2



Deal 4 damage and apply 1 poison.

THROWING KNIFE

BASIC ROGUE ABILITY



3
damage

H3



70
speed

2
poison

target

Deal 3 damage and apply 2 poison.

EVADE

BASIC ROGUE ABILITY



damage

H4



90
speed

3
armor

target

Gain 3 armor and prevent death blows to you this turn.

EVADE

BASIC ROGUE ABILITY



damage

H5



90
speed

3
armor

target

Gain 3 armor and prevent death blows to you this turn.

GAS GRENADE

BASIC ROGUE ABILITY



4
poison

H6



50
speed

armor

target

Apply 4 poison.

GAS GRENADE

BASIC ROGUE ABILITY



4
poison

H7



50
speed

armor

target

Apply 4 poison.

FLASHBANG

BASIC ROGUE ABILITY



damage

H8



76
speed

armor

target

Stun a random enemy.

BACKSTAB

BASIC ROGUE ABILITY



7+
damage

H9



46
speed

armor

target

Deal 7 damage, or 14 if the target has its damage reduced.

BIND

BASIC ROGUE ABILITY



damage

HA



84
speed

armor

target

Reduce the target's damage by 4 and increase damage to it by 3 this turn.

MYSTIC MISSILE

BASIC WIZARD ABILITY



7
damage

HH



28
speed

armor

target

Deal 7 damage.

MYSTIC MISSILE

BASIC WIZARD ABILITY



HJ



Deal 7 damage.

FIREBALL

BASIC WIZARD ABILITY



HK



Deal 7 damage to all enemies.

SCRY

BASIC WIZARD ABILITY



HM



Draw 3 cards, then discard 2 of them.

SCRY

BASIC WIZARD ABILITY



HN



Draw 3 cards, then discard 2 of them.

SCRY

BASIC WIZARD ABILITY



HP



Draw 3 cards, then discard 2 of them.

BUBBLE

BASIC WIZARD ABILITY



HQ



Gain 8 armor for this turn only.

BUBBLE

BASIC WIZARD ABILITY



HR



Gain 8 armor for this turn only.

SULFURIC CLOUD

BASIC WIZARD ABILITY



HS



Deal 4 damage to all enemies and add 2 damage to attacks targeting them.

DISPEL

BASIC WIZARD ABILITY



HT



Remove any positive effects from all enemies.

BRUTALIZE

ADVANCED BARBARIAN ABILITY



8
damage

FB



26
speed



armor



target

Deal 8 damage to the lowest health enemy.

DIRTY TRICK

ADVANCED BARBARIAN ABILITY



damage

FC



74
speed



armor



target

Force the highest damage enemy to attack a random target.

INTIMIDATE

ADVANCED BARBARIAN ABILITY



damage

FD



70
speed



armor



target

Reduce damage from all enemy attacks by 2.

BERSERK

ADVANCED BARBARIAN ABILITY



damage

FE



10
speed



armor



target

The effects of your next action are doubled, but the target is random.

OVEREXTEND

ADVANCED BARBARIAN ABILITY



12
damage

FF



86
speed



armor



target

Deal 12 damage, but take +4 damage per enemy attack this turn.

SANCTUARY

ADVANCED CLERIC ABILITY



damage

FV



92
speed



armor



target

Grant 6 armor to all allies.

CEASEFIRE

ADVANCED CLERIC ABILITY



damage

FX



98
speed



armor



target

Prevent all damage to EVERYONE this turn.

HOLY GUARDIAN

ADVANCED CLERIC ABILITY



damage

FY



88
speed



armor



target

Prevent death blows to all allies this turn.

DIVINE FAVOR

ADVANCED CLERIC ABILITY



damage

FZ



86
speed



armor



target

Double the effects of a random ally's next action.

DEADLY REAGENT

ADVANCED ROGUE ABILITY



x2
poison

HD



12
speed



Double the poison on all enemies.

CALTROPS

ADVANCED ROGUE ABILITY



HC



98
speed



Make enemies attack last this turn.

STEALTH

ADVANCED ROGUE ABILITY



HF



90
speed



Prevent all damage to you until your next action, which gains 4 damage.

EXECUTE

ADVANCED ROGUE ABILITY



7
damage

HG



68
speed

4
poison



Deal 7 damage and apply 4 poison to the lowest health enemy.

LIGHTNING

ADVANCED WIZARD ABILITY



11
damage

HU



14
speed



Deal 11 damage to a random enemy.

ACID TOUCH

ADVANCED WIZARD ABILITY



3
poison

HV



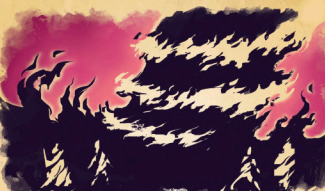
64
speed



Apply 3 poison to and remove all armor from the target.

FIRESTORM

ADVANCED WIZARD ABILITY



12
damage

HX



6
speed



Deal 12 damage to EVERYONE - both enemies and allies!

RECALL

ADVANCED WIZARD ABILITY



HY



4
speed



Put a card from your discard back into your hand.

MORTAL VAPOR

ADVANCED WIZARD ABILITY



4
poison

HZ



18
speed



Apply 4 poison to all enemies.