

Dungeon Roll Score Sheet

Achievements

- Dragon Slayer** – Defeat two dragons in a single delve.
- Dragon Master** – Defeat three dragons in a single delve.
- Never Tell Me the Odds!** – Roll all seven dungeon dice at once and live to tell the tale.
- Last Stand** – Enter a level with one party dice (or fewer) and defeat a dragon on that level.
- Ringers** – Have a party consisting of 5 or more Champions (Viking/Undead Viking and Knight/Dragon Slayer don't count!).
- We're Gonna Need a Bag of Holding!** – Score 15 points from treasure tokens at the end of the game.
- Dungeon Master** – Finish a delve with the level die showing 10.
- Natural 20** – Score 20+ points without using a Hero card.
- Critical Hit** – Clear an entire dungeon level (5 or higher) without using any Companions, Paladin Ultimate, or Battlemage Ultimate.
- Guild Leader** – Play the game with every Hero.
 - Crusader/Paladin
 - Enchantress/Beguiler
 - Half-Goblin/Chieftain
 - Knight/Dragon Slayer
 - Mercenary/Commander
 - Minstrel/Bard
 - Occultist/Necromancer
 - Spellsword/Battlemage
- Magic Vortex** – Score 20+ points without using a treasure token.
- Dragon Bait** – Roll 3 dragon faces at once.

Scores

<u>Date</u>	<u>Score</u>	<u>Date</u>	<u>Score</u>	<u>Date</u>	<u>Score</u>	<u>Date</u>	<u>Score</u>	<u>Date</u>	<u>Score</u>	<u>Date</u>	<u>Score</u>

- ❖ **0 – 15 points** – Dragon Fodder
- ❖ **16 – 23 points** – Village Hero
- ❖ **24 – 29 points** – Seasoned Explorer
- ❖ **30 – 34 points** – Champion
- ❖ **35+ points** – Hero of Ages