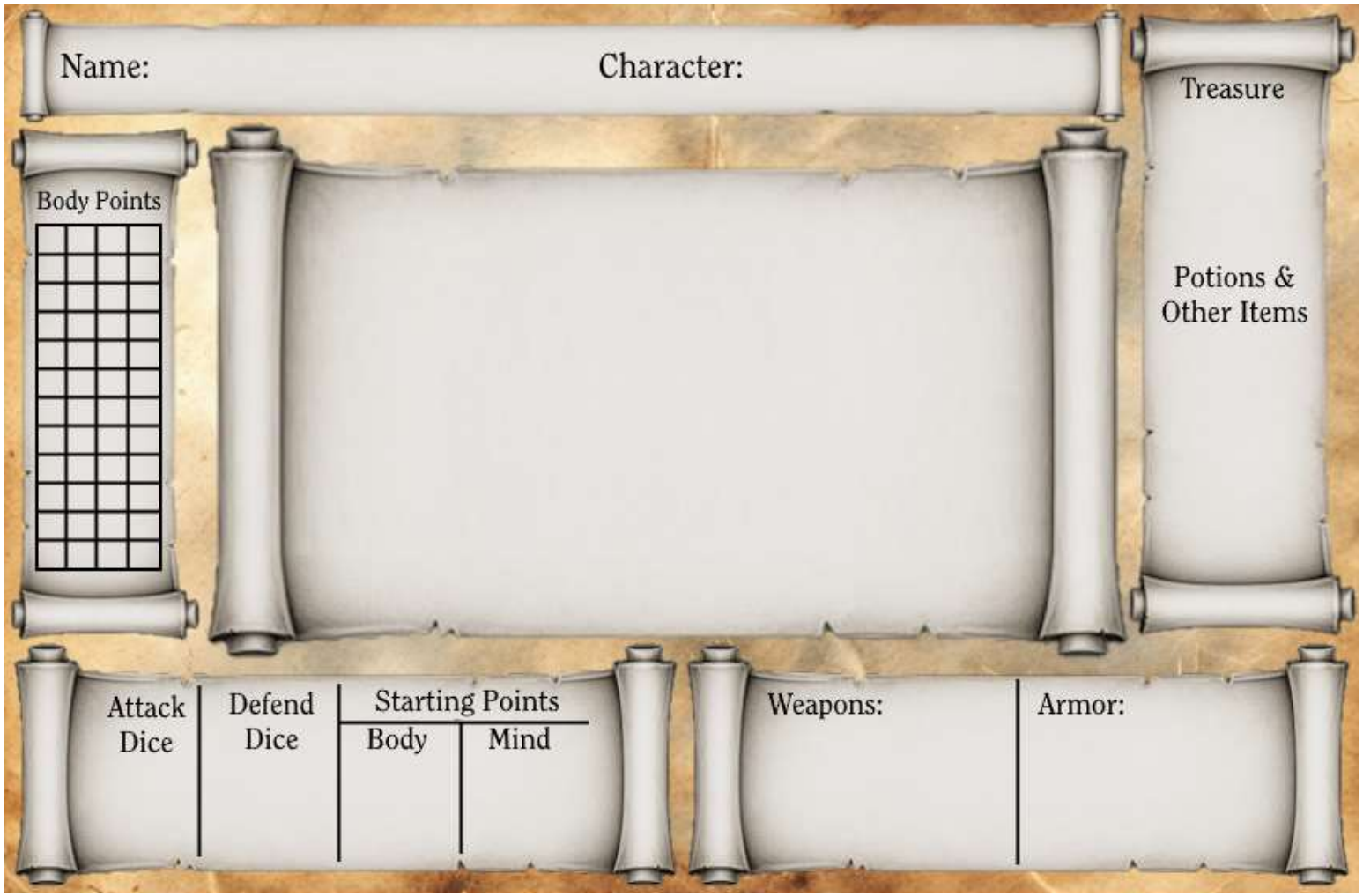
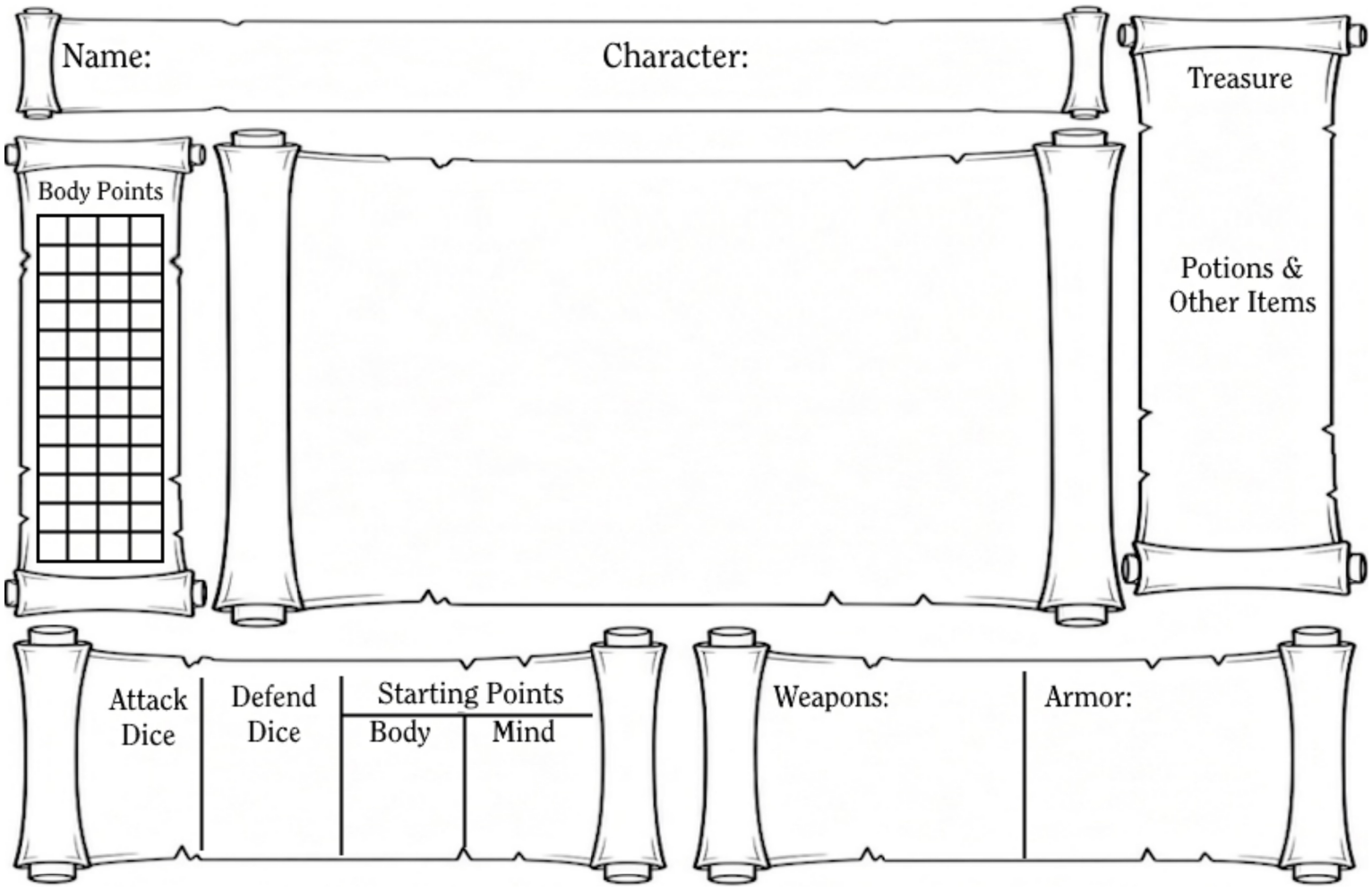

Name:
Character:
Treasure
Body Points
Potions &
Other Items
Attack
Dice
Defend
Dice
Starting Points
Body
Mind
Weapons:
Armor:


Name:
Character:
Treasure
Body Points
Potions &
Other Items
Attack
Dice
Defend
Dice
Starting Points
Body
Mind
Weapons:
Armor:

Name:

Character: **Barbarian**

Treasure

Body Points



You are the Barbarian, the greatest warrior of all. But beware of magic, for your sword is no defense against it.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	8	2

Weapons:
Broadsword

Armor:

Name:

Character: **Barbarian**

Treasure

Body Points



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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
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Weapons:
Broadsword

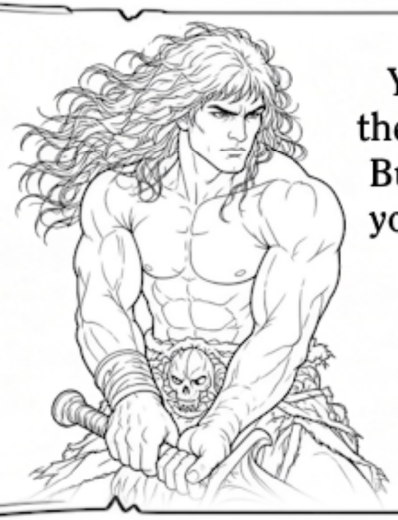
Armor:

Name:

Character: **Barbarian**

Treasure

Body Points



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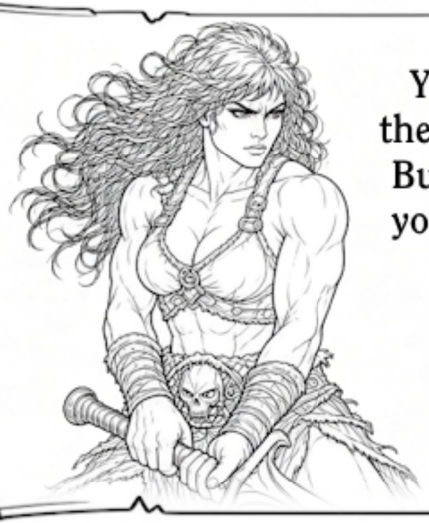
Armor:

Name:

Character: **Barbarian**

Treasure

Body Points



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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	8	2

Weapons:
Broadsword

Armor:

Name:

Character: **Dwarf**

Treasure

Body Points



You are the Dwarf. You are a good warrior and have the unique ability to disarm traps without a tool kit. To do so, you must avoid rolling a black shield(⛨) on a combat die.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Dwarf**

Treasure

Body Points



You are the Dwarf. You are a good warrior and have the unique ability to disarm traps without a tool kit. To do so, you must avoid rolling a black shield(🛡) on a combat die.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

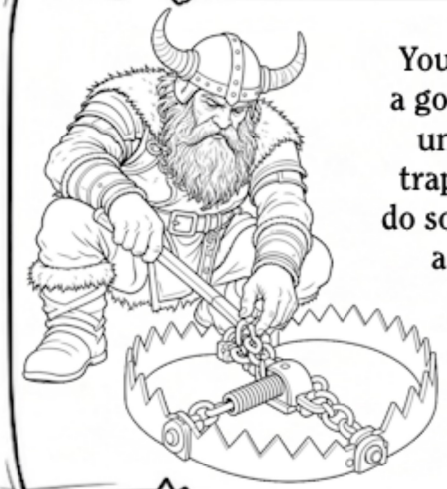
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Character: **Dwarf**

Treasure

Potions & Other Items

Body Points



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		Body	Mind
2	2	7	3

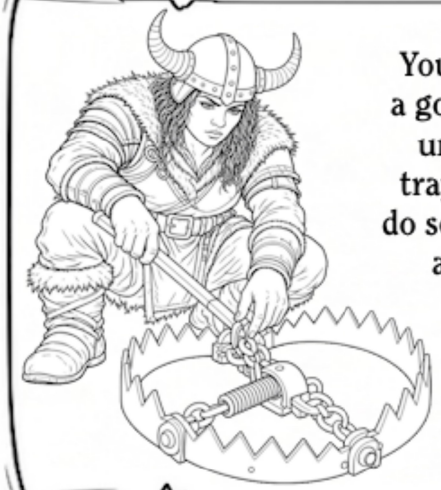
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Shortsword

Armor:

Name:

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Body Points



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Treasure

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Elf**

Treasure

Body Points



You are the Elf, a master of both magic and the sword. You must use both well if you are to triumph. You have the power to cast 3 magical spells, all relating to either one natural element OR 3 of the 8 Elf Spells. The Elf cannot mix and match Elemental and Elf spells.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Elf**

Treasure

Body Points



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Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

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Treasure

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Attack Dice	Defend Dice	Starting Points	
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Weapons:
Shortsword

Armor:

Name:

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Treasure

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Elemental Spells

- Air Spells -

GENIE: Conjures a genie that can either open any door on the board and reveal what lies inside, OR use 5 Attack dice to attack any monster that the caster can see.

SWIFT WIND: Target hero doubles their movement (either dice or squares) the next time they move. Target: You or any one hero you see.

TEMPEST: Creates a whirlwind that envelops one monster, causing that monster to miss its next turn.

- Earth Spells -

HEAL BODY: Restores up to 4 Body Points not exceeding maximum Body Points. Target: You or any one hero.

PASS THROUGH ROCK: Target may move through as many walls as they can on their next move as the dice allow. If they end their turn outside of a valid room, they are trapped forever! Target: You or any one hero.

ROCK SKIN: Grants 1 additional Defend die. Spell is broken when target hero suffers 1 Body Point of damage. Target: You or any one hero.

- Fire Spells -

BALL OF FLAME: Inflicts 2 Body Points of damage. Target rolls 2 red dice. For each 5 or 6 rolled, damage is reduced by 1 point.

COURAGE: Target hero rolls 2 extra Attack dice the next time they roll Attack dice. Spell is broken if target can no longer see a monster. May be cast on self or any one hero the caster can see.

FIRE OF WRATH: Inflicts 1 Body Point of damage. Target rolls 1 red die. If a 5 or 6 is rolled, the damage is negated.

- Water Spells -

SLEEP: Target monster falls asleep and cannot defend themselves or take any action. Target rolls a red die for each of their Mind Points each turn. If a 6 is rolled or if the target is damaged, the spell is broken. Does not work on any monster with a Mind Point score of 0.

VEIL OF MIST: Target may move through spaces occupied by monsters on their next move. May target self or any one hero that you can see.

WATER OF HEALING: Restores up to 4 Body Points not exceeding maximum Body Points. Target: You or any one hero.

Elemental Spells

- Air Spells -

GENIE: Conjures a genie that can either open any door on the board and reveal what lies inside, OR use 5 Attack dice to attack any monster that the caster can see.

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WATER OF HEALING: Restores up to 4 Body Points not exceeding maximum Body Points. Target: You or any one hero.

Elf Spells

- Illusion Spells -

DISAPPEAR: Target hero moves unseen but can only move and open doors. They cannot attack, search, disarm or spring traps, or cast spells. They are unaffected by spells unless the hero chooses to cancel the spell. Spell is broken if hero rolls movement higher than 8. Target: You or any other hero that you can see.

DOUBLE IMAGE: Creates a decoy image. If the hero is damaged, roll 1 red die. If the roll is less than 4, the decoy is hit rather than the hero. The decoy lasts until the hero cannot see any monsters. Target: You or any hero you can see.

HYPNOTIC BLAZE: All figures in a room other than the caster cannot attack, defend, or move for 3 turns unless they roll 1 red die and roll less than their current Mind Points score.

TWIST WOOD: Destroy target wooden weapon, such as a staff, bow, crossbow, etc.

- Time Spells -

FLASHBACK: Target hero replays their entire turn. All results of their first turn are cancelled. Casting this spell does not count as your action this turn: Target: You or any other hero you choose.

DEEP SLEEP: If target monster has between 1 and 3 Mind Points, they fall asleep and cannot defend themselves or take any action until their next turn. Target: Any monster you can see, but does not work on monsters with no Mind Point score.

SLOW: Reduces target monster's movement to 1 square and reduces that monster's Attack and Defend dice by 1, but cannot lower Attack or Defend dice to 0. Spell lasts until target monster is killed or when they can no longer be seen by the caster.

TIMESTOP: Target hero may take an additional turn after their current turn. You may cast this spell on yourself or any other hero that the caster chooses.

Elf Spells

- Illusion Spells -

DISAPPEAR: Target hero moves unseen but can only move and open doors. They cannot attack, search, disarm or spring traps, or cast spells. They are unaffected by spells unless the hero chooses to cancel the spell. Spell is broken if hero rolls movement higher than 8. Target: You or any other hero that you can see.

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Name:

Character: Wizard

Treasure

Body Points



You are the Wizard. You have the power to cast 9 spells from up to 3 natural elements and schools of magic. However, you are weak in combat. You cannot wear armor, or use large weapons. Therefore, you must cast your spells wisely and avoid physical combat. The Wizard may mix and match Elemental spells and schools but only up to a total of 3.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons: Dagger

Armor:

Name:

Character: Wizard

Treasure

Body Points



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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:
Dagger

Armor:

Name:

Character: Wizard

Treasure

Body Points



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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:
Dagger

Armor:

Name:

Character: Wizard

Treasure

Potions &
Other Items

Body Points



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Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:
Dagger

Armor:

Schools of Magic



- Darkness (Dark Arts) Spells -

ARROWS OF THE NIGHT: You make a ranged attack roll against any monster you see using 2 Attack dice. The monster rolls to defend using their Mind Points, not their Defend Dice. Monsters with no Mind Points score cannot defend at all.

CHAINS OF DARKNESS: Target monster cannot move or attack during their next turn, but may defend and cast spells. Target: any one monster you see.

CLOAK OF SHADOWS: Caster places a 2x3 darkness tile on the board that blocks sight and all attacks by both heroes and monsters within it. Place 3 "shadow tokens". At the start of the turn of the caster, remove a token. The spells ends when the last token is removed.

- Detection (Divination) Spells -

CLAIRVOYANCE: May request that the GM lay out the contents of any one room anywhere on the board. If the room is empty, you may not try again.

FUTURE SIGHT: May be cast at any time and does not take an action. You may force a re-roll of any dice for any one attack, defense, or movement roll.

TREASURE HOARD: Cast when drawing a treasure card. You instead draw the top 3 treasure cards. You may shuffle any undesired cards back into the treasure deck and keep the rest.

- Protection (Abjuration) Spells -

INVISIBILITY: Until the start of your next turn, you cannot attack, be attacked, or be targeted by spells. Target: self only.

UNLEARN: Target enemy spellcaster is forced to discard one random spell card which cannot be restored this quest. Target: Any one enemy spellcaster that you can see.

WALL OF STONE: Creates a 1x2 tile of stone on any 2 adjacent unoccupied squares that the caster can see. The wall blocks all movement, but can be destroyed. The wall has 1 Body Point and 6 Defend Dice.

Schools of Magic



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Schools of Magic

- Enchantment Spells -

POSSESS: Target enemy can be moved by the caster on its next turn. Possessed enemy cannot attack, search, disarm, or cast spells. A monster with no Mind Point score cannot be affected by this spell.

RUST: Destroy target non-artifact metal equipment or item. Destroying weapons lowers enemy Attack Dice to a minimum of 1. Destroying armor lowers enemy Defend Dice to a minimum of 1. Helmets, shields, and worn armor are considered separate pieces of equipment.

STRANDS OF BINDING: Target cannot move or attack until cut free from tendrils. The tendrils have 1 Body Point and 4 Defend Dice. Target may defend themselves from attacks while bound.

- Necromancy Spells -

DEATH BOLT: Inflicts 1 Body Point of damage onto a target you can see, OR restores 1 Body Point to a target undead you control and can see, which cannot exceed maximum Body Points.

RAISE THE DEAD: Cast after a monster has been slain (no action required). The monster is replaced with a skeleton that you control which can move and attack. Skeletons cannot perform complex tasks such as searching for or disarming traps.

SUMMON UNDEAD: Summons either 1 Mummy OR 2 Skeletons anywhere you can see, which can move and attack. Undead cannot perform comlex tasks such as searching for or disarming traps.

- Ice Spells -

BLINDING SHEET: All characters in target room can't move, make ranged attacks, or cast spells until the caster's next turn. Affected characters may attack or defend only against adjacent enemies.

THIEVING WIND: Caster targets one enemy. That enemy loses one piece of equipment chosen at random. Losing weapons lowers enemy Attack Dice to a minimum of 1. Losing armor lowers enemy Defend Dice to a minimum of 1. Helmets, shields, and worn armor are considered separate pieces of equipment. Lost equipment may be recovered if reached and is not destroyed.

WALL OF ICE: Create a 1x2 tile of ice on 2 adjacent unoccupied squares that you can see. The wall blocks all movement but can be destroyed. The wall has 1 Body Point and 6 Defend Dice.

Schools of Magic

- Enchantment Spells -

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WALL OF ICE: Create a 1x2 tile of ice on 2 adjacent unoccupied squares that you can see. The wall blocks all movement but can be destroyed. The wall has 1 Body Point and 6 Defend Dice.

Schools of Magic



- Evocation Spells -

EARTHQUAKE: you split the ground in a straight 1x6 line. Lay the Earthquake piece on the board. Inflicts 1 Body Point of damage on any characters affected as if they had fallen into a pit trap.

HURRICANE: Target is forced back in a straight line until they hit a wall, another figure, fall down a pit, or trigger another trap. Target: Any character who is in a straight line in front of the caster that they can see.

LIGHTNING STRIKE: You channel lightning in a straight 1x6 line. Use the lightning storm piece to determine who is hit. All affected figures are attacked using 3 Attack Dice rolled by the caster. Resolve each attack and defense roll separately.

- Artificer Spells -

CONJURE GOLEM: Summons a Golem on any space you can see. Golems cannot perform complex tasks such as searching for or disarming traps.

LEECH LIFE: Roll 1 red die for each other figure in the same room or corridor that you control. If the rolls is equal to or greater than the target's Mind Point, they lose 1 Body Point and the caster recovers 1 Body Point not to exceed their maximum Body Points.

SUMMON DREADSHIFTER: Summons a Dreadshifter on any space you can see. Dreadshifters may perform some complex tasks such as searching for traps and secret doors due to their Mind Point score, but can't disarm traps due to lack of arms.

- Spirit Spells -

BERSERKER: Target ally the caster can see moves and attacks twice on this turn only. Cannot be used on an ally that has already moved or attacked this turn. Caster cannot cast this spell on themselves.

SHIELD OF PROTECTION: The caster and all allies in the same room roll 1 additional Defend die until the start of the caster's next turn. May only be cast in a room.

SPIRIT OF VENGEANCE: Caster makes a ranged Attack roll against any monster on the board using 4 Attack dice. The target defends as normal. The spirit will vanish after it has made its attack.

Schools of Magic



- Evocation Spells -

EARTHQUAKE: you split the ground in a straight 1x6 line. Lay the Earthquake piece on the board. Inflicts 1 Body Point of damage on any characters affected as if they had fallen into a pit trap.

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Name:

Character: **Bard**

Treasure

Body Points



HEALING SONG: Restores up to 2 Body Points not exceeding maximum Body Points. Target: You and all allies you can see.

INSPIRING TALE: Target ally hero rolls 1 additional Attack die on their next attack. Regain this spell when any hero you can see rolls two white shields (🛡) while defending, except self. Target: Any allied hero. Cannot cast on self.

LULLABY: Target monster falls asleep and cannot defend themselves or take any action. Target rolls a red die for each of their Mind Points each turn. If a 6 is rolled or if the target is damaged, the spell is broken. Does not work on 0 MP monsters.

Potions & Other Items

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

Weapons:
Rapier

Armor:

Name:

Character: **Bard**

Treasure

Body Points



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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
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Weapons:
Rapier

Armor:

Name:

Character: **Bard**

Treasure

Potions & Other Items

Body Points



HEALING SONG: Restores up to 2 Body Points not exceeding maximum Body Points. Target: You and all allies you can see.

INSPIRING TALE: Target ally hero rolls 1 additional Attack die on their next attack. Regain this spell when any hero you can see rolls two white shields (🛡) while defending, except self. Target: Any allied hero. Cannot cast on self.

LULLABY: Target monster falls asleep and cannot defend themselves or take any action. Target rolls a red die for each of their Mind Points each turn. If a 6 is rolled or if the target is damaged, the spell is broken. Does not work on 0 MP monsters.

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

Weapons:
Rapier

Armor:

Name:

Character: **Bard**

Body Points



HEALING SONG: Restores up to 2 Body Points not exceeding maximum Body Points. Target: You and all allies you can see.

INSPIRING TALE: Target ally hero rolls 1 additional Attack die on their next attack. Regain this spell when any hero you can see rolls two white shields (🛡) while defending, except self. Target: Any allied hero. Cannot cast on self.

LULLABY: Target monster falls asleep and cannot defend themselves or take any action. Target rolls a red die for each of their Mind Points each turn. If a 6 is rolled or if the target is damaged, the spell is broken. Does not work on 0 MP monsters.

Treasure

Potions & Other Items

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

Weapons:
Rapier

Armor:

Name:

Character: **Berserker**

Treasure

Body Points



ENRAGE: Once per quest. Lose up to 2 Body Points to make an immediate attack, and add Attack dice equal to the number of Body Points you lost.

FRENZY: Once per quest. Make a single sweeping attack against all monsters both adjacent and diagonal to you. May only be used if you have 3 or less Body Points.

RETALIATION: Once per quest. Upon being damaged by an adjacent monster, you may immediately attack that monster. May only be used if you have 5 or less Body Points.

Potions & Other Items

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

Weapons:
Broadsword

Armor:

Name:

Character: **Berserker**

Treasure

Body Points



ENRAGE: Once per quest. Lose up to 2 Body Points to make an immediate attack, and add Attack dice equal to the number of Body Points you lost.

FRENZY: Once per quest. Make a single sweeping attack against all monsters both adjacent and diagonal to you. May only be used if you have 3 or less Body Points.

RETALIATION: Once per quest. Upon being damaged by an adjacent monster, you may immediately attack that monster. May only be used if you have 5 or less Body Points.

Potions & Other Items

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

Weapons: Broadsword

Armor:

Name:

Character: **Berserker**

Treasure

Potions &
Other Items

Body Points



ENRAGE: Once per quest. Lose up to 2 Body Points to make an immediate attack, and add Attack dice equal to the number of Body Points you lost.

FRENZY: Once per quest. Make a single sweeping attack against all monsters both adjacent and diagonal to you. May only be used if you have 3 or less Body Points.

RETALIATION: Once per quest. Upon being damaged by an adjacent monster, you may immediately attack that monster. May only be used if you have 5 or less Body Points.

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

Weapons:
Broadsword

Armor:

Name:

Character: **Berserker**

Body Points



ENRAGE: Once per quest. Lose up to 2 Body Points to make an immediate attack, and add Attack dice equal to the number of Body Points you lost.

FRENZY: Once per quest. Make a single sweeping attack against all monsters both adjacent and diagonal to you. May only be used if you have 3 or less Body Points.

RETALIATION: Once per quest. Upon being damaged by an adjacent monster, you may immediately attack that monster. May only be used if you have 5 or less Body Points.

Treasure

Potions & Other Items

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

Weapons:
Broadsword

Armor:

Name:

Character: **Druid**

Treasure

Body Points



LIFEFORCE: Restores up to 4 Body Points not exceeding maximum Body Points.
Target: You or any one hero you can see.

PIXIE: Conjures a woodland pixie that may either restore 2 Body Points to any hero, including yourself, OR reveal all traps and secret doors in any location you can see.

SHAPESHIFT: Grants 1 additional Defend die and 1 additional Attack die when attacking adjacent targets. Spell ends if you suffer any damage. Spell restored if your Body Points are restored to full.
Target: Usable only on self.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	6	4

Weapons:
Dagger

Armor:

Name:

Character: **Druid**

Treasure

Body Points



LIFEFORCE: Restores up to 4 Body Points not exceeding maximum Body Points.
Target: You or any one hero you can see.

PIXIE: Conjures a woodland pixie that may either restore 2 Body Points to any hero, including yourself, OR reveal all traps and secret doors in any location you can see.

SHAPESHIFT: Grants 1 additional Defend die and 1 additional Attack die when attacking adjacent targets. Spell ends if you suffer any damage. Spell restored if your Body Points are restored to full.
Target: Usable only on self.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	6	4

Weapons:
Dagger

Armor:

Name:

Character: **Druid**

Treasure

Potions & Other Items

Body Points



LIFEFORCE: Restores up to 4 Body Points not exceeding maximum Body Points.
Target: You or any one hero you can see.

PIXIE: Conjures a woodland pixie that may either restore 2 Body Points to any hero, including yourself, OR reveal all traps and secret doors in any location you can see.

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Target: Usable only on self.

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	6	4

Weapons:
Dagger

Armor:

Name:

Character: **Druid**

Treasure

Potions & Other Items

Body Points



LIFEFORCE: Restores up to 4 Body Points not exceeding maximum Body Points.
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PIXIE: Conjures a woodland pixie that may either restore 2 Body Points to any hero, including yourself, OR reveal all traps and secret doors in any location you can see.

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Target: Usable only on self.

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	6	4

Weapons:
Dagger

Armor:

Name:

Character: **Explorer**

Treasure

Body Points



DANGER SENSE: Once per turn, when you draw a hazard from the treasure deck, you may return that card to the bottom of the deck and draw again.

TRAPSMITH: Once per turn, when you move adjacent to one or more traps, the Game Master will alert you, but will not place trap tiles on the board as the traps are still concealed and not triggered by the sense alone.

TREASURE HUNTER: Whenever you draw a card that rewards you with Gold Coins from the treasure deck, you find an additional 25 Gold Coins.

Potions & Other Items

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

Weapons:

Handaxe

Armor:

Name:

Character: **Explorer**

Treasure

Body Points



DANGER SENSE: Once per turn, when you draw a hazard from the treasure deck, you may return that card to the bottom of the deck and draw again.

TRAPSMITH: Once per turn, when you move adjacent to one or more traps, the Game Master will alert you, but will not place trap tiles on the board as the traps are still concealed and not triggered by the sense alone.

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Potions & Other Items

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

Weapons:

Handaxe

Armor:

Name:

Character: **Explorer**

Body Points



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Treasure

Potions & Other Items

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

Weapons:

Handaxe

Armor:

Name:

Character: **Explorer**

Treasure

Body Points



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Potions & Other Items

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

Weapons:

Handaxe

Armor:

Name:

Character: **Knight**

Treasure

Body Points



KNIGHT'S CHALLENGE: Once per quest, when a Wandering Monster is revealed in the same room as you, you are attacked instead of the treasure seeker who triggered the hazard.

SHIELD BLOCK: Once per quest, if a hero next to you takes damage on an enemy's turn, negate that damage. Requires shield.

STALWART: Once per quest, when you are reduced to 0 Body Points, you are instead reduced to only 1 Body Point. Requires shield.

Potions & Other Items

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

Weapons: Shortsword

Armor: Shield

Name:

Character: **Knight**

Treasure

Body Points



KNIGHT'S CHALLENGE: Once per quest, when a Wandering Monster is revealed in the same room as you, you are attacked instead of the treasure seeker who triggered the hazard.

SHIELD BLOCK: Once per quest, if a hero next to you takes damage on an enemy's turn, negate that damage. Requires shield.

STALWART: Once per quest, when you are reduced to 0 Body Points, you are instead reduced to only 1 Body Point. Requires shield.

Potions & Other Items

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

Weapons: Shortsword

Armor: Shield

Name:

Character: **Monk**

Treasure

Body Points



The Monk uses Elemental Styles

Each Elemental Style contains two techniques. Once per turn, choose one technique to activate. After you use that technique, that Elemental Style is exhausted.

The Elemental Style of Fire cannot be used until you have exhausted Air, Earth, and Water. If there are no monsters in your line of sight at the start of your turn, recover all exhausted Elemental Styles.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1(2*)	3	6	4

Weapons:

*when unarmed, roll an additional Attack die

Armor:

Name:

Character: **Monk**

Treasure

Body Points



The Monk uses Elemental Styles

Each Elemental Style contains two techniques. Once per turn, choose one technique to activate. After you use that technique, that Elemental Style is exhausted.

The Elemental Style of Fire cannot be used until you have exhausted Air, Earth, and Water. If there are no monsters in your line of sight at the start of your turn, recover all exhausted Elemental Styles.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1(2*)	3	6	4

Weapons:

*when unarmed, roll an additional Attack die

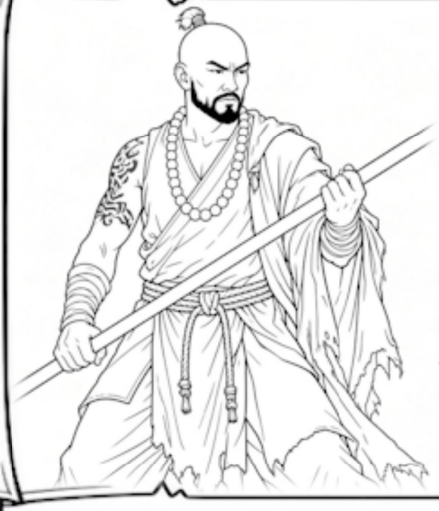
Armor:

Name:

Character: **Monk**

Treasure

Body Points



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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1(2*)	3	6	4

Weapons:

*when unarmed, roll an additional Attack die

Armor:

Name:

Character: **Monk**

Treasure

Body Points



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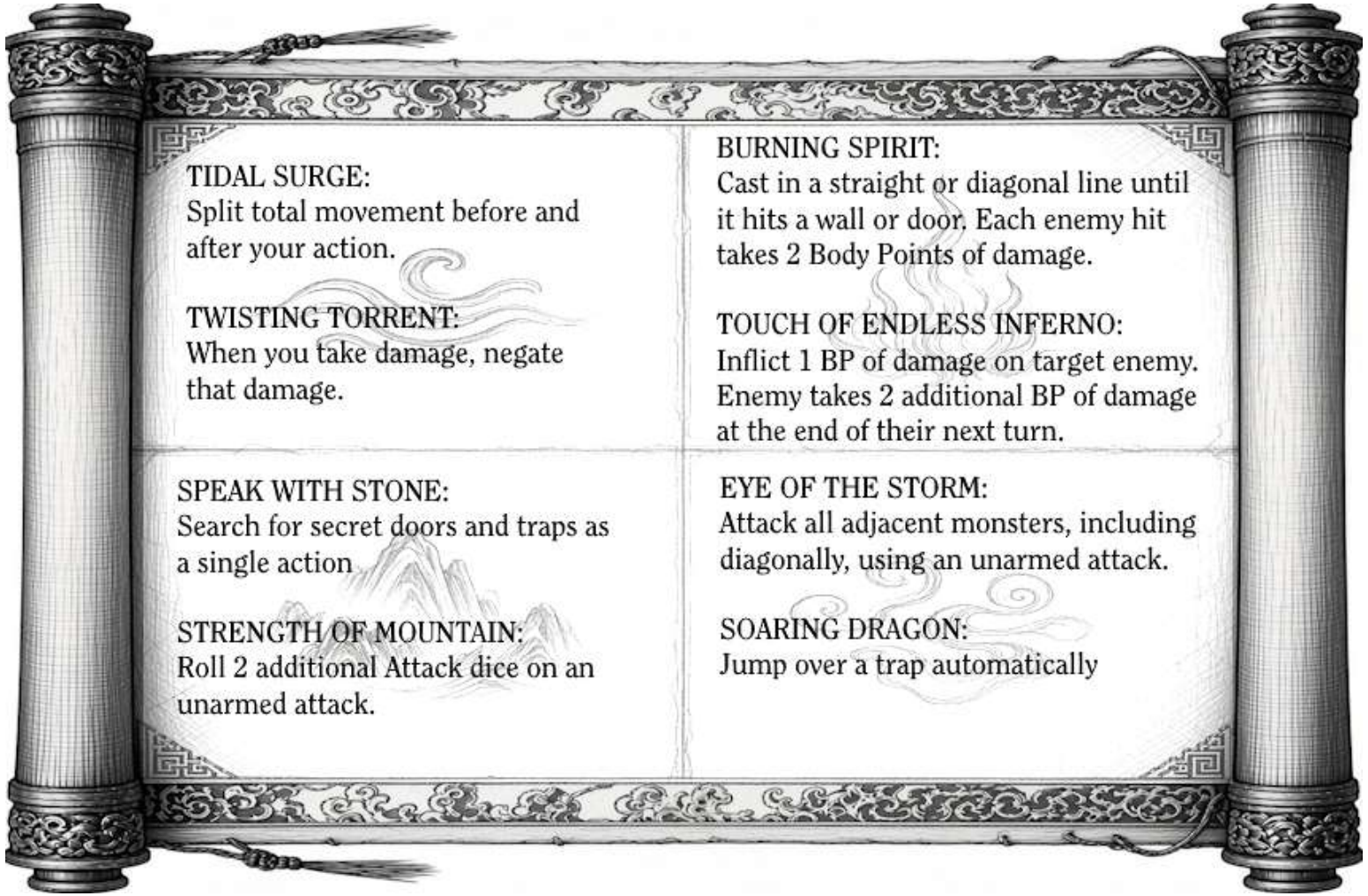
Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1(2*)	3	6	4

Weapons:

*when unarmed, roll an additional Attack die

Armor:



TIDAL SURGE:
Split total movement before and after your action.

TWISTING TORRENT:
When you take damage, negate that damage.

BURNING SPIRIT:
Cast in a straight or diagonal line until it hits a wall or door. Each enemy hit takes 2 Body Points of damage.

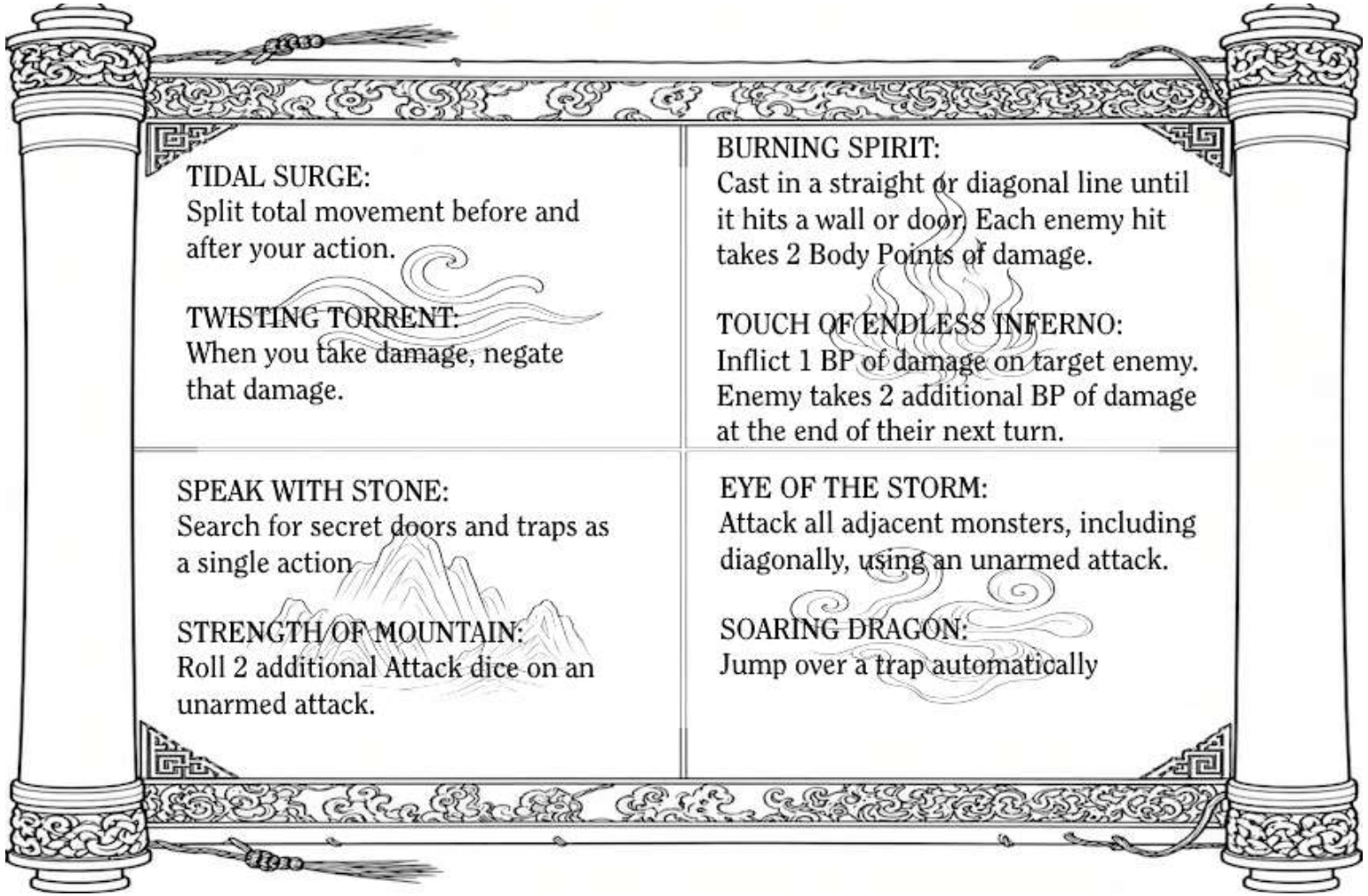
TOUCH OF ENDLESS INFERNO:
Inflict 1 BP of damage on target enemy. Enemy takes 2 additional BP of damage at the end of their next turn.

SPEAK WITH STONE:
Search for secret doors and traps as a single action

STRENGTH OF MOUNTAIN:
Roll 2 additional Attack dice on an unarmed attack.

EYE OF THE STORM:
Attack all adjacent monsters, including diagonally, using an unarmed attack.

SOARING DRAGON:
Jump over a trap automatically



TIDAL SURGE:
Split total movement before and after your action.

TWISTING TORRENT:
When you take damage, negate that damage.

BURNING SPIRIT:
Cast in a straight or diagonal line until it hits a wall or door. Each enemy hit takes 2 Body Points of damage.

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Roll 2 additional Attack dice on an unarmed attack.

EYE OF THE STORM:
Attack all adjacent monsters, including diagonally, using an unarmed attack.

SOARING DRAGON:
Jump over a trap automatically

Name:

Character: **Rogue**

Treasure

Body Points



AMBIDEXTROUS: Once per turn, you may make one additional attack with a dagger once per turn whenever you attack with a shortsword or a dagger. Do not discard after use.

COMBAT MOBILITY: May freely move through spaces occupied by monsters. Do not discard after use.

OPPORTUNISTIC STRIKER: Once per turn, you may add 1 additional Attack die is attacking a monster who is adjacent to another hero. Do not discard after use.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	5	4

Weapons:
Dagger

Armor:

Name:

Character: **Rogue**

Treasure

Body Points



AMBIDEXTROUS: Once per turn, you may make one additional attack with a dagger once per turn whenever you attack with a shortsword or a dagger. Do not discard after use.

COMBAT MOBILITY: May freely move through spaces occupied by monsters. Do not discard after use.

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Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	5	4

Weapons:
Dagger

Armor:

Name:

Character: **Rogue**

Body Points



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Treasure

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	5	4

Weapons:
Dagger

Armor:

Name:

Character: **Rogue**

Treasure

Potions & Other Items

Body Points



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COMBAT MOBILITY: May freely move through spaces occupied by monsters. Do not discard after use.

OPPORTUNISTIC STRIKER: Once per turn, you may add 1 additional Attack die is attacking a monster who is adjacent to another hero. Do not discard after use.

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	5	4

Weapons:	Armor:
Dagger	

Name:

Character: **Warlock**

Treasure

Body Points



DARK WINGS: Cast on an enemy's turn upon taking damage to negate the damage and move to any unoccupied square you can see.

DEMONFORM: Grants an additional Attack die and you automatically ignore pit traps as you fly. The spell is broken upon taking damage. Spell regained upon killing any monster. Can only be cast on yourself.

FEAR: Target monster may only roll 1 Attack die. To break, the monster must roll a 6 on a red die for each of their Mind Points on future turns.

Potions & Other Items

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

Weapons:
Wand

Armor:

Name:

Character: **Warlock**

Treasure

Body Points



DARK WINGS: Cast on an enemy's turn upon taking damage to negate the damage and move to any unoccupied square you can see.

DEMONFORM: Grants an additional Attack die and you automatically ignore pit traps as you fly. The spell is broken upon taking damage. Spell regained upon killing any monster. Can only be cast on yourself.

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Potions & Other Items

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

Weapons:
Wand

Armor:

Name:

Character: **Warlock**

Body Points



DARK WINGS: Cast on an enemy's turn upon taking damage to negate the damage and move to any unoccupied square you can see.

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Treasure

Potions & Other Items

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

Weapons:
Wand

Armor:

Name:

Character: **Warlock**

Body Points



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Treasure

Potions & Other Items

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

Weapons:
Wand

Armor:

Name:

Character: **Samurai**

Treasure

Body Points



EARTH STANCE: Default stance. Gains 1 additional Defend die. May return to this stance at any time.
FIRE STANCE: Once per quest, deal 2 Body Points of damage to adjacent monster. Monster rolls 2 red die and lowers damage by 1 for each 5 or 6. +1 Attack die versus green monsters.
WATER STANCE: Once per quest you recover 2 lost Body Points or may negate next damaging attack if not damaged. +1 Attack versus undead.
WIND STANCE: May split total movement before and after action while active. +1 Attack versus gray Dread monsters while active.

Potions & Other Items

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

Weapons:
Katana

Armor:

Name:

Character: **Samurai**

Treasure

Body Points



EARTH STANCE: Default stance. Gains 1 additional Defend die. May return to this stance at any time.
FIRE STANCE: Once per quest, deal 2 Body Points of damage to adjacent monster. Monster rolls 2 red die and lowers damage by 1 for each 5 or 6. +1 Attack die versus green monsters.
WATER STANCE: Once per quest you recover 2 lost Body Points or may negate next damaging attack if not damaged. +1 Attack versus undead.
WIND STANCE: May split total movement before and after action while active. +1 Attack versus gray Dread monsters while active.

Potions & Other Items

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

Weapons:
Katana

Armor:

Name:

Character: **Samurai**

Treasure

Potions & Other Items

Body Points



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

Weapons:
Katana

Armor:

Name:

Character: **Samurai**

Treasure

Potions &
Other Items

Body Points



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WIND STANCE: May split total movement before and after action while active. +1 Attack versus gray Dread monsters while active.

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

Weapons:
Katana

Armor:

Name:

Character: **Paladin**

Treasure

Body Points



LAY ON HANDS: Once per quest, heal adjacent non-Warlock ally for 1D6 BP OR inflict 1D6 BP of damage on an adjacent monster or Warlock who may roll red dice based on their Mind Points and lower damage by 1 for each 5 or 6.
PURIFY: Once per quest, heal all allies in a room for 1 BP except the Warlock. All demons and undead monsters suffer 1 Body Point of damage. Monsters with a Mind Point score may roll a red die to negate by rolling a 5 or 6 for each MP.
AURA OF VALOR: Once per quest grant all allies you can see +1 Defend Die as long as you maintain the aura with your action. The Warlock does not benefit.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Paladin**

Body Points



LAY ON HANDS: Once per quest, heal adjacent non-Warlock ally for 1D6 BP OR inflict 1D6 BP of damage on an adjacent monster or Warlock who may roll red dice based on their Mind Points and lower damage by 1 for each 5 or 6.
PURIFY: Once per quest, heal all allies in a room for 1 BP except the Warlock. All demons and undead monsters suffer 1 Body Point of damage. Monsters with a Mind Point score may roll a red die to negate by rolling a 5 or 6 for each MP.
AURA OF VALOR: Once per quest grant all allies you can see +1 Defend Die as long as you maintain the aura with your action. The Warlock does not benefit.

Treasure

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Ogre Slayer**

Treasure

Body Points



You are the Ogre Slayer, a Dwarf Berserker seeking death in honorable combat. You may enter a FRENZY and subtract up to 2 dice from your Defend Dice and add them to your Attack Dice. The FRENZY lasts until you cannot see any active monsters. However, unlike other Dwarfs, you disarm traps normally and require a tool kit.

Potions & Other Items

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

Weapons:
Handaxe

Armor:

Name:

Character: **Ogre Slayer**

Treasure

Body Points



You are the Ogre Slayer, a Dwarf Berserker seeking death in honorable combat. You may enter a FRENZY and subtract up to 2 dice from your Defend Dice and add them to your Attack Dice. The FRENZY lasts until you cannot see any active monsters. However, unlike other Dwarfs, you disarm traps normally and require a tool kit.

Potions & Other Items

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

Weapons:
Handaxe

Armor:

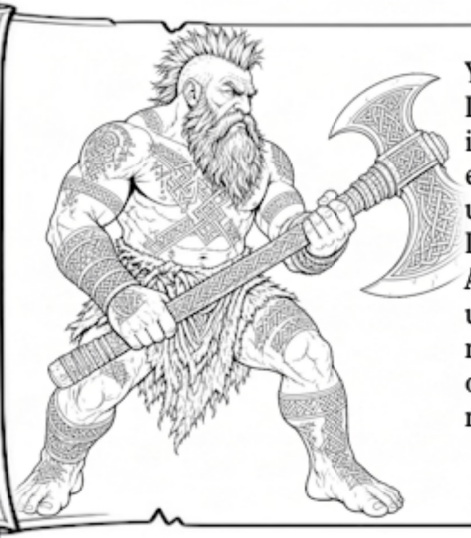
Name:

Character: **Ogre Slayer**

Treasure

Potions &
Other Items

Body Points



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

Weapons:
Handaxe

Armor:

Name:

Character: **Ogre Slayer**

Treasure

Potions &
Other Items

Body Points



You are the Ogre Slayer, a Dwarf Berserker seeking death in honorable combat. You may enter a FRENZY and subtract up to 2 dice from your Defend Dice and add them to your Attack Dice. The FRENZY lasts until you cannot see any active monsters. However, unlike other Dwarfs, you disarm traps normally and require a tool kit.

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

Weapons:	Armor:
Handaxe	

Name:

Character: **Ninja**

Treasure

Body Points



DUEL DAGGERS: You may attack twice per turn against the same or two adjacent monsters, but cannot move that turn, or use if you've already moved. Dagger only.

PRECISE STRIKE: Target monster loses all remaining Body Points if damaged with an Attack that hits on a Black Shield (⓿) not skull (☠).

SCORPION STING: Thrown dagger may be used to pull non-large target to nearest nonoccupied space. You recover your thrown dagger.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	5

Weapons:
Dagger

Armor:

Name:

Character: **Ninja**

Treasure

Body Points



DUEL DAGGERS: You may attack twice per turn against the same or two adjacent monsters, but cannot move that turn, or use if you've already moved. Dagger only.

PRECISE STRIKE: Target monster loses all remaining Body Points if damaged with an Attack that hits on a Black Shield (🛡) not skull (💀).

SCORPION STING: Thrown dagger may be used to pull non-large target to nearest nonoccupied space. You recover your thrown dagger.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	5

Weapons:
Dagger

Armor:

Name:

Character: **Ninja**

Treasure

Potions & Other Items

Body Points



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SCORPION STING: Thrown dagger may be used to pull non-large target to nearest nonoccupied space. You recover your thrown dagger.

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	5

Weapons:
Dagger

Armor:

Name:

Character: **Ninja**

Body Points



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PRECISE STRIKE: Target monster loses all remaining Body Points if damaged with an Attack that hits on a Black Shield (🛡) not skull (💀).

SCORPION STING: Thrown dagger may be used to pull non-large target to nearest nonoccupied space. You recover your thrown dagger.

Treasure

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	5

Weapons:
Dagger

Armor:

Name:

Character: **Wardancer**

Treasure

Body Points



WHIRLWIND ATTACK: When wielding two daggers or shortswords, may attack twice per turn against the same or two adjacent monsters. Daggers impose a -1 Defense penalty. Shortswords impose a -2 Defense penalty on combat rolls.

LEAP: May leap, without turning, to an unoccupied space you can reach with your movement over monsters.

DAZZLING DANCE: Paralyzes enemies in line of sight who do not roll under their Mind Point on a red die once per quest. Paralysis is maintained for as long as the dance is maintained.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Wardancer**

Treasure

Body Points



WHIRLWIND ATTACK: When wielding two daggers or shortswords, may attack twice per turn against the same or two adjacent monsters. Daggers impose a -1 Defense penalty. Shortswords impose a -2 Defense penalty on combat rolls.

LEAP: May leap, without turning, to an unoccupied space you can reach with your movement over monsters.

DAZZLING DANCE: Paralyzes enemies in line of sight who do not roll under their Mind Point on a red die once per quest. Paralysis is maintained for as long as the dance is maintained.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Wardancer**

Body Points



WHIRLWIND ATTACK: When wielding two daggers or shortswords, may attack twice per turn against the same or two adjacent monsters. Daggers impose a -1 Defense penalty. Shortswords impose a -2 Defense penalty on combat rolls.

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DAZZLING DANCE: Paralyzes enemies in line of sight who do not roll under their Mind Point on a red die once per quest. Paralysis is maintained for as long as the dance is maintained.

Treasure

Potions & Other Items

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

Weapons:
Shortsword

Armor:

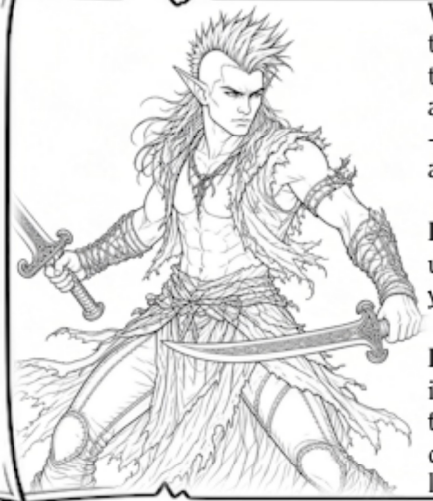
Name:

Character: **Wardancer**

Treasure

Potions &
Other Items

Body Points



WHIRLWIND ATTACK: When wielding two daggers or shortswords, may attack twice per turn against the same or two adjacent monsters. Daggers impose a -1 Defense penalty. Shortswords impose a -2 Defense penalty on combat rolls.

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DAZZLING DANCE: Paralyzes enemies in line of sight who do not roll under their Mind Point on a red die once per quest. Paralysis is maintained for as long as the dance is maintained.

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

Weapons:
Shortsword

Armor:

Name:

Character: **Battlemage**

Treasure

Body Points



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 may also use some weapons and armor normally prohibited to a Wizard.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Battlemage**

Treasure

Body Points



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 may also use some weapons and armor normally prohibited to a Wizard.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Battlemage**

Treasure

Body Points



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 may also use some weapons and armor normally prohibited to a Wizard.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Battlemage**

Treasure

Potions & Other Items

Body Points



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 may also use some weapons and armor normally prohibited to a Wizard.

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

Weapons:
Shortsword

Armor:

Name:

Character: **Noble**

Treasure

Body Points



You are the Noble. You have the ability to "inspire" any henchmen adjacent to you, giving them an additional combat die when Attacking and Defending. You cannot wear armor, use shields or large weapons, and refuse to use any weapon that costs less than 250 Gold Coins

Potions & Other Items

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

Weapons:
Rapier

Armor:

Name:

Character: **Noble**

Treasure

Body Points



You are the Noble. You have the ability to "inspire" any henchmen adjacent to you, giving them an additional combat die when Attacking and Defending. You cannot wear armor, use shields or large weapons, and refuse to use any weapon that costs less than 250 Gold Coins

Potions & Other Items

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

Weapons:
Rapier

Armor:

Name:

Character: **Noble**

Treasure

Body Points



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Potions & Other Items

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

Weapons:
Rapier

Armor:

Name:

Character: **Noble**

Treasure

Body Points



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Potions & Other Items

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

Weapons:
Rapier

Armor:

Name:

Character: **Ranger**

Treasure

Body Points



SET TRAP: Place a trap on any space adjacent to you. If a monster steps on the space, they suffer 1 Body Point of damage and lose the rest of their turn. Monsters free themselves next turn. Ethereal monster cannot be trapped. Requires unused Monster Trap to use.
RANGER TRACKING: You can search for monster tracks similarly to traps and secret doors. The GM reveals the direction of the nearest unrevealed monster from your current location.
HUNTER'S MARK: Designate a single monster type at the start of a quest. You roll an additional Attack die vesus that specific monster type that quest.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Ranger**

Treasure

Body Points



SET TRAP: Place a trap on any space adjacent to you. If a monster steps on the space, they suffer 1 Body Point of damage and lose the rest of their turn. Monsters free themselves next turn. Ethereal monster cannot be trapped. Requires unused Monster Trap to use.
RANGER TRACKING: You can search for monster tracks similarly to traps and secret doors. The GM reveals the direction of the nearest unrevealed monster from your current location.
HUNTER'S MARK: Designate a single monster type at the start of a quest. You roll an additional Attack die vesus that specific monster type that quest.

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Ranger**

Body Points



SET TRAP: Place a trap on any space adjacent to you. If a monster steps on the space, they suffer 1 Body Point of damage and lose the rest of their turn. Monsters free themselves next turn. Ethereal monster cannot be trapped. Requires unused Monster Trap to use.
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Treasure

Potions & Other Items

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

Weapons:
Shortsword

Armor:

Name:

Character: **Ranger**

Treasure

Potions & Other Items

Body Points



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HUNTER'S MARK: Designate a single monster type at the start of a quest. You roll an additional Attack die vesus that specific monster type that quest.

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

Weapons:
Shortsword

Armor:

Name:

Character: **Cleric**

Treasure

Body Points



You are the Cleric, a pious and humble servant of Light. You cannot wear any armor, use shields, or any weapon other than the Tome Hammer. You must also donate 25% of the treasure your party finds to the Church. In return, you have access to 6 powerful Light spells that can heal and resurrect your allies, except the Warlock.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:
Tome Hammer

Armor:

Name:

Character: **Cleric**

Treasure

Body Points



You are the Cleric, a pious and humble servant of Light. You cannot wear any armor, use shields, or any weapon other than the Tome Hammer. You must also donate 25% of the treasure your party finds to the Church. In return, you have access to 6 powerful Light spells that can heal and resurrect your allies, except the Warlock.

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:
Tome Hammer

Armor:

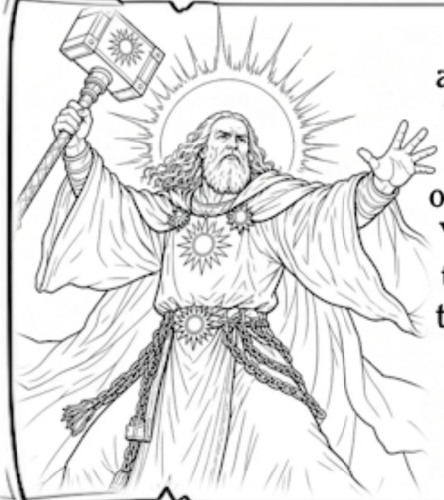
Name:

Character: **Cleric**

Treasure

Potions &
Other Items

Body Points



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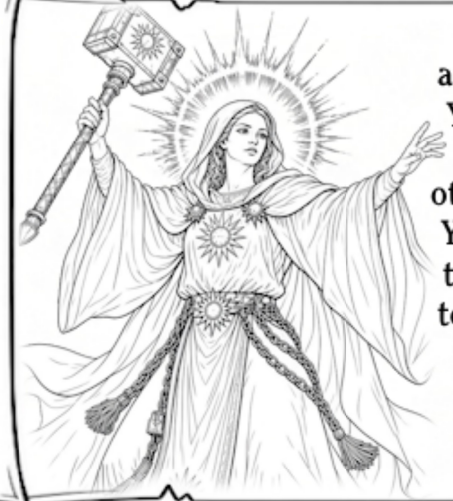
Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:	Armor:
Tome Hammer	

Name:

Character: **Cleric**

Body Points



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Treasure

Potions & Other Items

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
1	2	4	6

Weapons:
Tome Hammer

Armor:

Cleric Spells



BLESS: Usable once per quest. The Cleric heals all non-Warlock heroes inside a room, including themselves, for 2 Body Points.

CURE DISEASE: Usable once per quest. This spell may be cast on any non-Warlock hero, including yourself. The Cleric cures the target of any disease or the effects of poison or venom, restoring any lost Body Points caused by them.

LIGHT SHIELD: Usable once per quest. The Cleric summons a floating shield of light, that does not hinder visibility, to defend a target. The target may throw an additional Defend die while defending. The spell lasts until the target suffers 1 Body Point of damage, at which point the spell is broken.

REMOVE CURSE: Usable once per quest. This spell may be cast on any non-Warlock hero, including yourself. The Cleric cures the target of any curse effects such as Fear, Sleep, Command, Mind Freeze, Mind Blast, Stone, and Werewolf's Curse. This spell cannot remove Possession, and does not cure the Warlock or the bearer in the Prophecy of Telor.

RESURRECTION: Usable once per quest. This spell may be cast on any non-Warlock hero adjacent to the Cleric. The spell restores the slain hero to life, restoring their Body and Mind Points to their starting levels. Does not repair damaged or lost equipment. Any used spells or skills remain exhausted.

TURN UNDEAD: Usable once per quest. This spell may be cast on one undead target. Undead with only 1 BP are resurrected as a friendly mercenary that will serve the Cleric for free for the remainder of the quest then depart. Undead with 2 BP are affected as if by the spell FEAR, and reduced to 1 Attack die. Undead with 3 or more Body Points are affected as if by the spell TEMPEST and miss their next turn.

Cleric Spells



BLESS: Usable once per quest. The Cleric heals all non-Warlock heroes inside a room, including themselves, for 2 Body Points.

CURE DISEASE: Usable once per quest. This spell may be cast on any non-Warlock hero, including yourself. The Cleric cures the target of any disease or the effects of poison or venom, restoring any lost Body Points caused by them.

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Name:

Character: **Witch Hunter**

Treasure

Body Points



You are the Witch Hunter, a zealous inquisitor and monster hunter. You have no access to magic, but can use your Faith Talisman to automatically succeed on failed combat rolls at the cost of 1 Mind Point per use. You may also access exclusive Witch Hunter equipment which allows you to resist evil magic.

Potions & Other Items

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

Weapons:
Shortsword

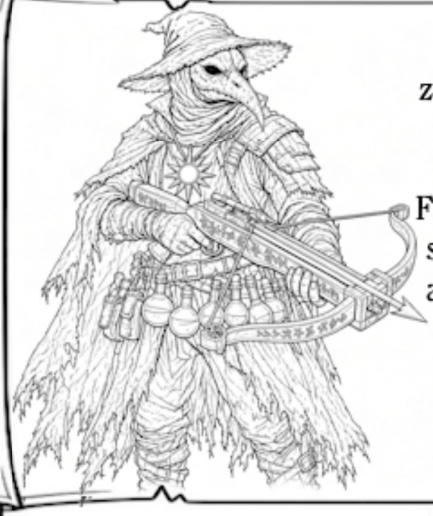
Armor:

Name:

Character: **Witch Hunter**

Treasure

Body Points



You are the Witch Hunter, a zealous inquisitor and monster hunter. You have no access to magic, but can use your Faith Talisman to automatically succeed on failed combat rolls at the cost of 1 Mind Point per use. You may also access exclusive Witch Hunter equipment which allows you to resist evil magic.

Potions & Other Items

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

Weapons:
Shortsword

Armor: