

Assassin



Hero In Use
 Soul Lost

Dodge

★ Dexterity (👍) -1D6
Foe Hp

ST:3 W:3 DX:4

All In One Hero Sheet



40 HP Max

Warrior



Hero In Use
 Soul Lost

Dodge

★ Strength (👍) +1 St
Until End Of Combat

ST:4 W:1 DX:4

Berserker



Hero In Use
 Soul Lost

Dodge

★ Strength (👍) Hits
Against Foe Do x2 Damage

ST:4 W:2 DX:3

Damage Chart

= No Damage

Full Damage or 0 Hp =

(Combat Cycle on p21)

Shaman

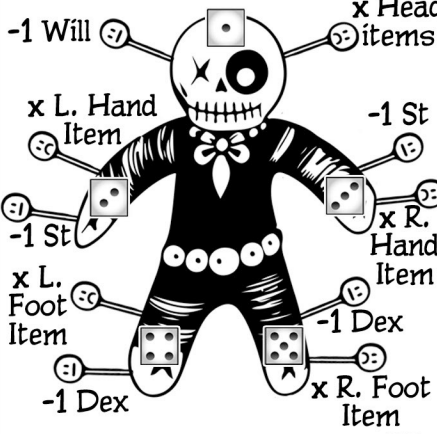


Hero In Use
 Soul Lost

Dodge

★ Will (👍) +2 Hp
For Each Spell Owned

ST:2 W:4 DX:3



Thief



Hero In Use
 Soul Lost

Dodge

★ Dexterity (👍) May
Flee Non-Boss Foe

ST:3 W:2 DX:5

Mage



Hero In Use
 Soul Lost

Dodge

★ Will (👍) May
Recharge One Used Spell

ST:2 W:5 DX:2

After Selecting A Hero:

(& ★★ if using Mage/Shaman)

Active Encounters Lists

Act 1				
Act 2				
Act 3				

Inventory

(Item Selection on p16)

Item Grade	A	B	C
Head			
Left Hand			
Right Hand			
L & R Feet			
Backpack (2 Items)		A	B
		C	

Spells

(Mage/Shaman or Spell Book User only)

Lightning	Dexterity Boost
<input type="checkbox"/> owned <input type="checkbox"/> used	<input type="checkbox"/> owned <input type="checkbox"/> used
Fireball	Strength Boost
<input type="checkbox"/> owned <input type="checkbox"/> used	<input type="checkbox"/> owned <input type="checkbox"/> used
Wound	Will Boost
<input type="checkbox"/> owned <input type="checkbox"/> used	<input type="checkbox"/> owned <input type="checkbox"/> used
Mend	Re-roll
<input type="checkbox"/> owned <input type="checkbox"/> used	<input type="checkbox"/> owned <input type="checkbox"/> used
Heal	Defend
<input type="checkbox"/> owned <input type="checkbox"/> used	<input type="checkbox"/> owned <input type="checkbox"/> used
Stun	Special Defence
<input type="checkbox"/> owned <input type="checkbox"/> used	<input type="checkbox"/> owned <input type="checkbox"/> used

Doors of Destiny (Acts 1-3)

How To Use: Roll 2D6, and add that square's door reference to the Active Encounters List for the Act you are attempting (e.g. if it was Act 1 and you rolled 1 and 5 you would add door B1 to the list, as it's in square 1.5).

Repeat this 3 more times for the same Act, and then attempt to complete the Encounters in the order rolled (the Encounter pages appear in alphabetical order to make them easier to find). If you survive all 4 Encounters, repeat the same action for the next Act's Doors Of Destiny.

If the door rolled is *already* on the Active Encounters List, or has previously been completed, you may choose *any* unencountered door in the row of either dice rolled (e.g. if B1 had been completed, you would choose a door in either row 1 or row 5). Failing that, roll 2D6 and choose again.

If you manage to complete 12 Encounters in a row (from Act 1, 2 and 3) and defeat the Boss, put an 'X' in the tick boxes in the top right corner of those door squares completed (so that you don't accidentally select them again).

Act 1 Doors of Destiny

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1.1	1.2	1.3	1.4	1.5	1.6
A1	A2	A3	A4	B1	B2
2.1	2.2	2.3	2.4	2.5	2.6
B3	B4	C1	C2	C3	C4
3.1	3.2	3.3	3.4	3.5	3.6
D1	D2	D3	D4	E1	E2
4.1	4.2	4.3	4.4	4.5	4.6
E3	E4	F1	F2	F3	F4
5.1	5.2	5.3	5.4	5.5	5.6
G1	G2	G3	G4	H1	H2
6.1	6.2	6.3	6.4	6.5	6.6
H3	H4	I1	I2	I3	I4

Act 1 Active Encounters List

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Act 2 Doors of Destiny

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1.1	1.2	1.3	1.4	1.5	1.6
A5	A6	A7	A8	B5	B6
2.1	2.2	2.3	2.4	2.5	2.6
B7	B8	C5	C6	C7	C8
3.1	3.2	3.3	3.4	3.5	3.6
D5	D6	D7	D8	E5	E6
4.1	4.2	4.3	4.4	4.5	4.6
E7	E8	F5	F6	F7	F8
5.1	5.2	5.3	5.4	5.5	5.6
G5	G6	G7	G8	H5	H6
6.1	6.2	6.3	6.4	6.5	6.6
H7	H8	I5	I6	I7	I8

Act 2 Active Encounters List

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Act 3 Doors of Destiny

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1.1	1.2	1.3	1.4	1.5	1.6
A9	A10	A11	A12	B9	B10
2.1	2.2	2.3	2.4	2.5	2.6
B11	B12	C9	C10	C11	C12
3.1	3.2	3.3	3.4	3.5	3.6
D9	D10	D11	D12	E9	E10
4.1	4.2	4.3	4.4	4.5	4.6
E11	E12	F9	F10	F11	F12
5.1	5.2	5.3	5.4	5.5	5.6
G9	G10	G11	G12	H9	H10
6.1	6.2	6.3	6.4	6.5	6.6
H11	H12	I9	I10	I11	I12

Use a *pencil* to note 4 Encounters down. If you are defeated before completing all 12 Encounters (Acts 1, 2 & 3) or the Boss Fight after Act 3, erase all Active Encounters Lists, choose a new Hero and try again. Encounters are only considered *complete* if you defeat the *Boss* at the end.

Act 3 Item Dropbox Before you start Act 3 you may leave 1 standard item in the dropbox here for another Hero to collect.

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Act 3 Active Encounters List

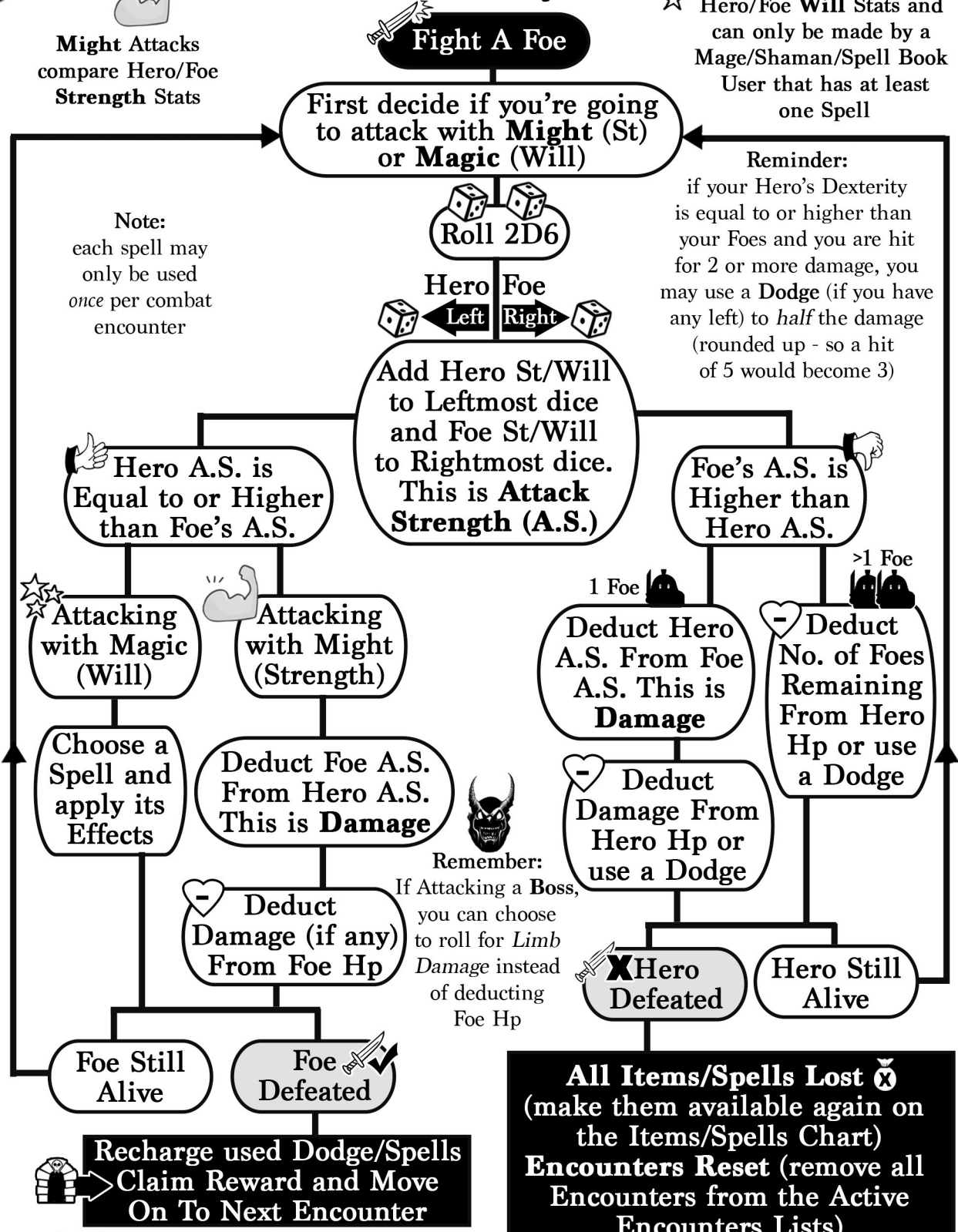
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If you complete the 12th Encounter, you must face 1 of 9 Bosses. To do so, turn to the 'Boss Fights' section (p151) and follow the instructions.

Combat Cycle

Might Attacks compare Hero/Foe **Strength** Stats

Magic Attacks compare Hero/Foe **Will** Stats and can only be made by a Mage/Shaman/Spell Book User that has at least one Spell



Standard Combat Round Example:
The Hero (a Warrior) decides to attack with Might (Strength). He rolls 2D6 (two six sided dice) and gets 5 and 3. The Hero takes the leftmost dice (5) and the Foe takes the rightmost dice (3). The Hero adds his Warrior's Strength (4) to 5, giving him an **Attack Strength (A.S.)** of 9. His Foe adds his Strength (2) to 3, giving him an A.S. of 5. As the Hero's A.S. is higher than his Foes, he deducts the Foe A.S. (5) from the Hero's (9). This leaves 4 **Damage** to be deducted from the Foe's Hp. If the Foe is still alive, the next round of combat will begin (more examples on p174).

All Items/Spells Lost ✖
(make them available again on the Items/Spells Chart)
Encounters Reset (remove all Encounters from the Active Encounters Lists)
♥ **Refill Hero HP and Dodge**
Fix Hero Limb Damage 🗡️
Select A Hero & Try Again

Item Selection

Roll 2D6 and claim the item in either of those squares below (e.g. for a roll of 1 and 5 you would claim the item in either square 1.5 or 5.1, by putting an X in its tick box and writing it on your Hero Sheet inventory). If the item's already been claimed, roll again.

ABC Claim any item of the same grade or lower (e.g. **B** means you may claim any item of Grade B or C, by putting an X in its tick box).

If an item has been discarded, lost, traded, or fully used (e.g. a single use potion) don't forget to make it available again below (erase the X in its box). The 'Items Glossary' on the next page lists their features.

1.1 Defence Amulet A ∞	1.2 Bandage C 1x	1.3 Bomb A 1x	1.4 Dagger B ∞	1.5 Shield B ∞	1.6 Bucket C 1x	
2.1 Small Health Potion C 1x	2.2 Magic Staff A ∞	2.3 Pointy Hat B ∞	2.4 Sword B ∞	2.5 Buckler C ∞	2.6 M. Health Potion B 1x	
3.1 Mystery Meat Sarnie C 1x	3.2 Crucifix B ∞	3.3 L. Health Potion A 1x	3.4 Wooden Stake B 1x	3.5 Dexterity Potion C 1x	3.6 Rusty Spoon C 1x	
4.1 Plaster C 1x	4.2 Windup Teeth C 1x	4.3 Armoured Shoes B ∞	4.4 Reroll Amulet A ∞	4.5 Binoculars B ∞	4.6 Will Potion C 1x	
5.1 Spear A ∞	5.2 Winged Shoes B ∞	5.3 Running Shoes B ∞	5.4 Chair leg of smiting C 1x	5.5 Spell Book A ∞	5.6 Stick C 1x	
6.1 Strength Potion C 1x	6.2 Helmet B ∞	6.3 Apple C 1x	6.4 Sword & Shield A ∞	6.5 Bow B ∞	6.6 Ring Of Power A ∞	

Monster Combat Encounter Tables

Transferring Stats

When a fight occurs, transfer the Foe's stats from the Encounter to one of the tables below, using a pencil.

Put a straight line through any hearts beyond the Foe's Max Hp (there are 10 hearts per row).

STRENGTH:2 **WILL:2** **DEXTERITY:3**

8 HP | ♥♥♥♥♥♥♥♥♥♥

Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:	Goblin					

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Foe Damage

When your attack damages a Foe, use an X to record the damage on the hearts, from left to right. When the Foe has no hearts left it has been defeated.

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Fighting Multiple Foes

When fighting more than 1 Foe, you'll need to copy across the line separators between hearts. Use vertical lines, as below.

8 HP | ♥♥♥♥♥♥♥♥♥♥

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Foe Type

Although not essential, there's room for you to record the type of Foe that you're fighting, should you wish to do so.

Foes With Special Attacks

Some Foes have a star ☆ in place of a heart at certain points in their Hp, where a Special Attack activates. To remind yourself, draw an asterisk inside the heart at the same point.

15 HP | ♥♥♥♥♥♥♥♥♥♥☆♥♥♥

♥♥♥♥♥♥♥♥♥♥☆♥♥♥

Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats

Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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Standard Monster Stats


Strength:	1	2	3	4	5	6
Will:	1	2	3	4	5	6
Dexterity:	1	2	3	4	5	6
Foe Type:						

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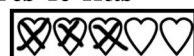
Boss Monster Combat Encounter Tables

Transferring Stats


 Boss stats have already been circled on the tables. Stats may change as the fight progresses (due to limb damage, etc) - if so, use a pencil to record any changes.

STRENGTH:3 WILL:5 DEXTERITY:3

F	Nosferatu Boss Stats
Strength:	0 1 2 ③ 4 5 6
Will:	0 1 2 3 4 ⑤ 6
Dexterity:	0 1 2 ③ 4 5 6
Max Hp:	30
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	♥☆♥♥♥♥♥♥♥☆♥
	♥♥♥♥☆♥♥♥♥♥♥

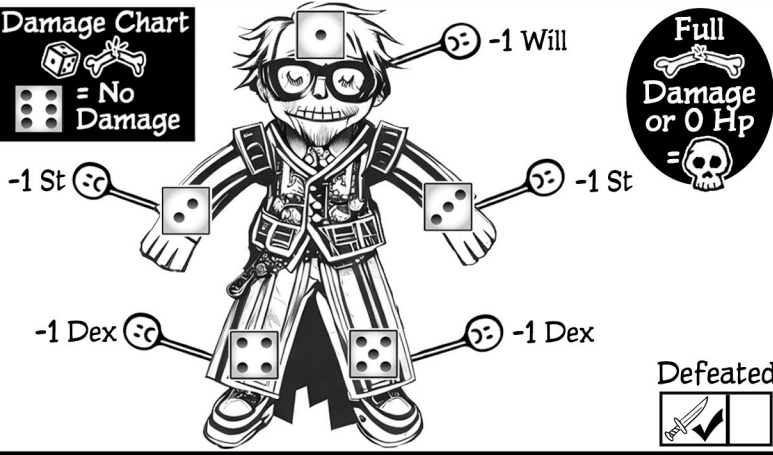
Boss Damage
When your attack damages a Boss, use an X to record the damage on the hearts one row at a time, from left to right. When any Boss (other than the Barrow King) has run out of hearts it has been defeated. 

Bosses With Special Attacks
Some Bosses have a *star* in place of a heart at certain points in their Hp where a Special Attack activates, whilst others may have a special weapon or conditions. Remember to examine the 'Special' box during the fight to see if anything has been triggered. Each Special Attack star is only ever triggered once.

Damaging a Boss' Limbs
Whenever your attack would damage a Boss by at least 1 Hp you may instead choose to target a limb. Roll 1D6 to see which limb you hit (on a 6 it's a miss, unless fighting the Dragon Lord). Record the damage on the Boss Voodoo Doll by putting an X through the leftmost pin in that limb (some limbs have more than 1 pin), and alter the Boss' stats if affected. 

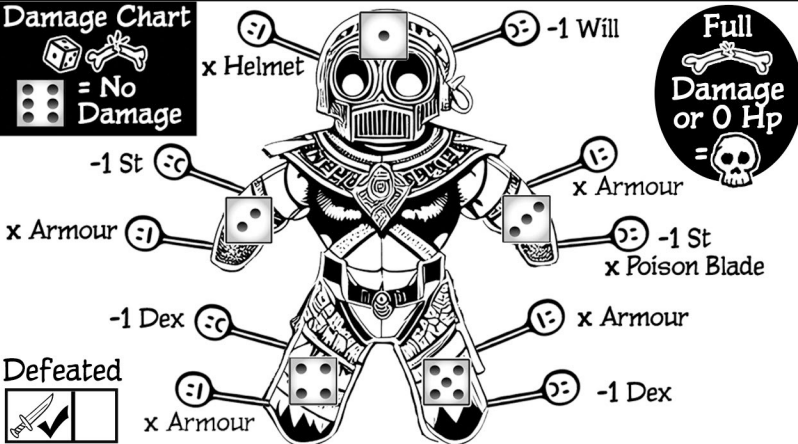
T	Kenny Senior Boss Stats
Strength:	0 1 ② 3 4 5 6
Will:	0 1 ② 3 4 5 6
Dexterity:	0 1 ② 3 4 5 6
Max Hp:	12
	♥♥♥♥♥♥♥♥♥♥♥♥
	♥♥

Damage Chart
 = No Damage
 = Damage



POLLEN DAMAGE -1 Hero Hp per turn

Damage Chart
 = No Damage
 = Damage



A Bandit Leader Boss Stats

Strength:	0 1 2 3 ④ 5 6
Will:	0 1 ② 3 4 5 6
Dexterity:	0 1 2 3 ④ 5 6
Max Hp:	30
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	♥♥♥♥♥♥♥♥♥♥♥♥
	♥♥♥♥♥♥♥♥♥♥♥♥

POISON BLADE -1 Hero Hp per turn after Boss Attack first hits Hero

Boss Monster Combat Encounter Tables B-E

B Goblin Queen Boss Stats

Strength:	0 1 2 3 ④ 5 6
Will:	0 1 2 ③ 4 5 6
Dexterity:	0 1 2 3 4 ⑤ 6
Max Hp:	34

Damage Chart

= No Damage

-1 Will (Head)

-1 St (Shoulders)

-1 Dex (Hips)

-1 Dex (Legs)

x The Impaler (Right Arm)

Full Damage or 0 Hp

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Defeated

THE IMPALER Hero when Boss Attack hits for 3+ Damage

C Kung Thulhu Boss Stats

Strength:	0 1 2 3 4 5 ⑥
Will:	0 1 2 3 4 5 ⑥
Dexterity:	0 1 2 3 4 5 ⑥
Max Hp:	40

Damage Chart

= No Damage

-1 Will (Head)

-1 St (Shoulders)

-1 St (Hips)

-1 Dex (Hips)

-1 Dex (Legs)

-1 Dex (Legs)

Full Damage or 0 Hp

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Defeated

D Witch King Boss Stats

Strength:	0 1 2 3 ④ 5 6
Will:	0 1 2 3 ④ 5 6
Dexterity:	0 1 2 3 ④ 5 6
Max Hp:	26

Damage Chart

= No Damage

-1 Will (Head)

-1 St (Shoulders)

x Thick Hide (Left Arm)

-1 Dex (Hips)

x Thick Hide (Right Arm)

x Thick Hide (Legs)

-1 Dex (Legs)

Full Damage or 0 Hp

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Defeated

★ **Special:** Will 3 times Each -2 Hero Hp and +2 Boss Hp

E Necromancer Boss Stats

Strength:	0 1 2 ③ 4 5 6
Will:	0 1 2 3 4 ⑤ 6
Dexterity:	0 1 2 ③ 4 5 6
Max Hp:	30

Damage Chart

= No Damage

-1 Will (Head)

x Transference Helm (Head)

-1 St (Shoulders)

-1 St (Hips)

-1 Dex (Hips)

-1 Dex (Legs)

Full Damage or 0 Hp

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Defeated

TRANSPERANCE HELM Boss gains +2 Hp on Boss Limb Damage

Boss Monster Combat Encounter Tables F-I

F Nosferatu Boss Stats		Damage Chart = No Damage = Full Damage or 0 Hp	
Strength:	0 1 2 ③ 4 5 6		
Will:	0 1 2 3 4 ⑤ 6		
Dexterity:	0 1 2 ③ 4 5 6		
Max Hp:	30		

★ Special: REGENERATION Boss If limb already +2 Boss Hp

Full Damage or 0 Hp = skull		G Dragon Lord Boss Stats	
		Strength:	0 1 2 3 4 5 ⑥
		Will:	0 1 2 3 ④ 5 6
		Dexterity:	0 1 2 3 ④ 5 6
		Max Hp:	40

★ Special: SLASH AND BURN Dexterity -2 Hero Hp & Boss Hp

H Cerberus Boss Stats		Damage Chart = No Damage = Full Damage or 0 Hp	
Strength:	0 1 2 3 4 ⑤ 6		
Will:	0 1 ② 3 4 5 6		
Dexterity:	0 1 2 3 ④ 5 6		
Max Hp:	40		

Takes Max 1 Hp damage per turn with 3 heads, Max 2 Hp with 2 heads

Damage Chart = No Damage = Full Damage or 0 Hp	Deceased 		I Barrow King Boss Stats	
			Strength:	0 1 2 ③ 4 5 6
		Will:	0 1 2 3 ④ 5 6	
		Dexterity:	0 1 ② 3 4 5 6	
		Max Hp:	40	
SLOW FADE -2 Boss Hp per turn. Only defeated when all limbs				

★ Special: DAMAGE TRANSFER Boss Hero's same limb