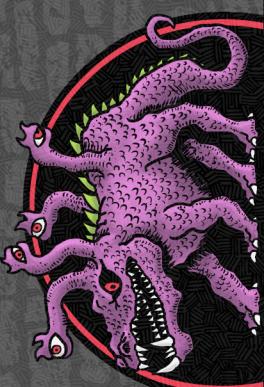


BOSSES



BOSSES



BOSSES



CHARACTERS



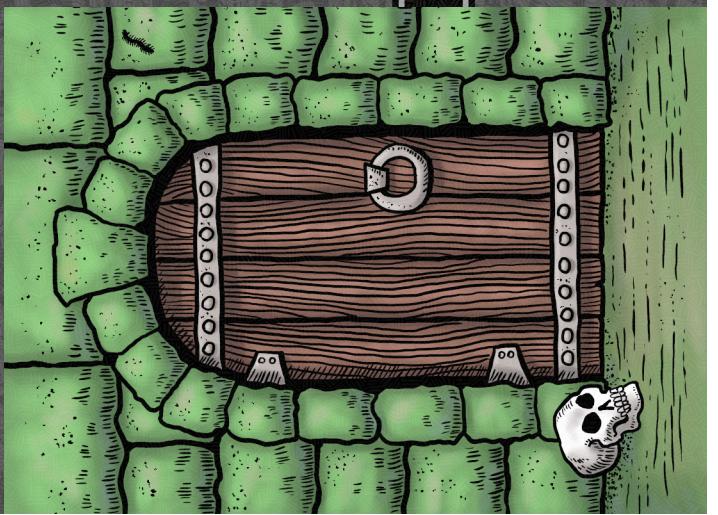
CHARACTERS



CHARACTERS



CHARACTERS





Lich



Lurker



Naga



Fayon



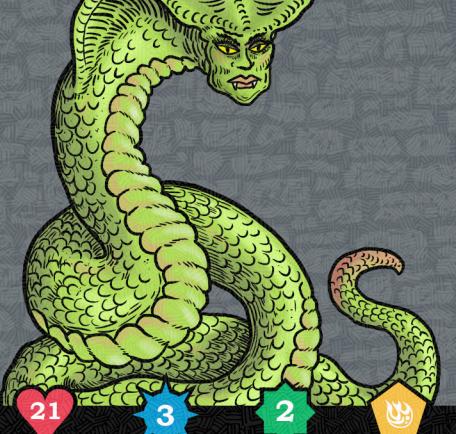
When the Lich hits with his initial attack or counterstrikes, he steals 2 energy.

B3



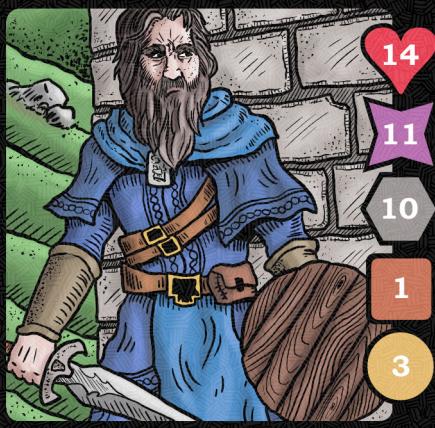
Attacks from the Lurker ignore defensive bonuses gained from shields or bucklers.

B1



Whenever you are hit by the Naga you gain 2 poison tokens.

B2



Trappings: Buckler & Robes

Skill: Dodge

AGILITY



Moliclan



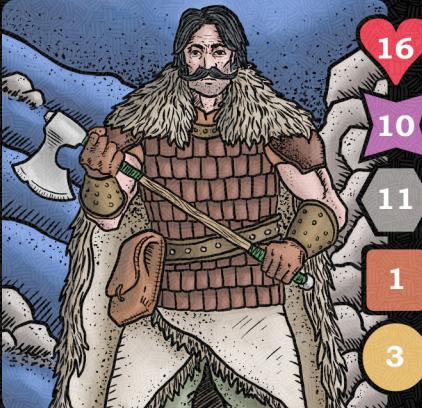
Sortab



Zolla



Altar



Trappings: Axe & Torch

Skill: Parry

BRAWN



Trappings: Wooden Staff & Door Wedge

Skill: Alchemy

MIND



Trappings: Short Bow & Leather Armor

Skill: Conceal

AGILITY



Sometimes a sanctuary is found in the least expected place. You drop at the altar and pray for _____?

A Blessing

Gain 1 blessing token.

-OR-

Healing

Discard d6-d6 poison tokens.

C4

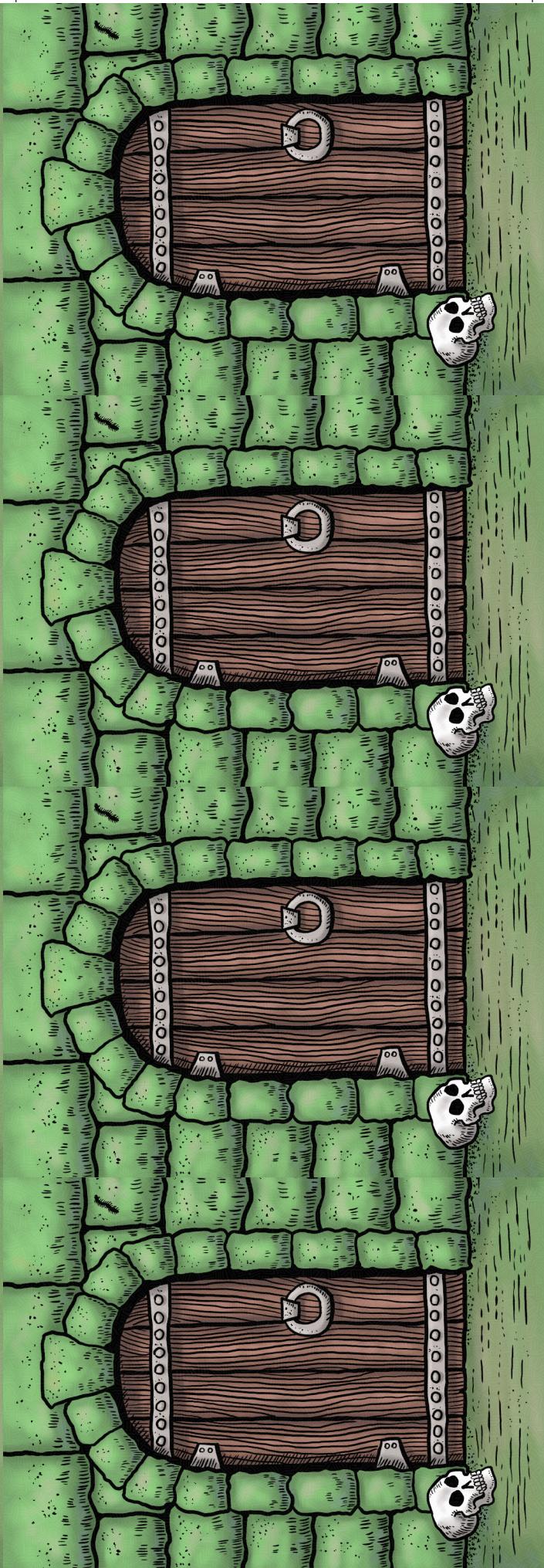
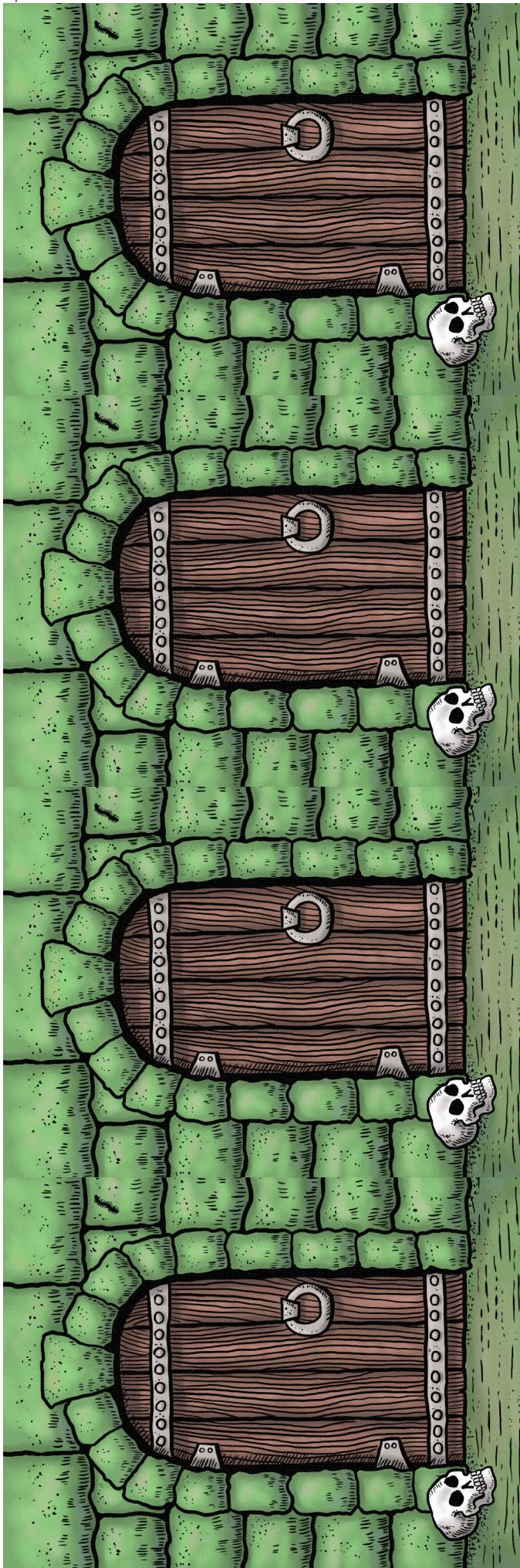
C2

MIND

C3

AGILITY

D9



Ambush



Arrow Trap



Campsit



Clearing



1 You catch your foe by surprise and gain the upper-hand.

Draw an enemy card and ignore their initial damage. Add the dungeon level to their health.



2 Your foe catches you by surprise, gaining the upper-hand.

Draw an enemy card and add the dungeon level to their initial damage. Add the dungeon level +4 to their health.



1 Your curiosity with the ruby-eyed statue comes at a cost.

Gain 1 poison token.

2 Your greed has you walking blindly into a storm of arrows.

Gain 2 poison tokens.



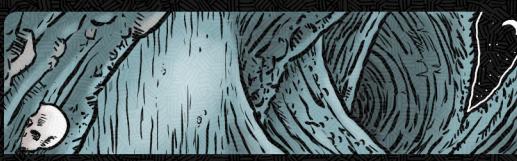
You have spied a relatively quiet location to set up camp. It will not be long before you attract attention to yourself. Choose one of the following actions.

Cook
Spend 1 ration to gain 3 energy.

-OR-

Search
Gain 1 ration.

Rest
Spend 1 ration to gain 2 health and lose 1 poison.



Draw a plot card.

Anything can happen in a clearing...

Labyrinth



Merchant



Mushroom Grove



Skirmish



1 Surely your cunning will see you out of this wizard's maze!

Discard 1 ration. If you have no rations, lose 3 health.



2 Draft! You cannot seem to find your way out!

Discard 2 rations. Lose 3 health for each ration you cannot discard.



Deep in the dungeon seems like a strange place to set up shop, but who are you to question his sanity? You may make a purchase from the merchant.

Buy

Draw loot and potion cards based on the dungeon level you are on to form the shop.



1 You have located a grove of young mushroom.

Gain 1 ration.

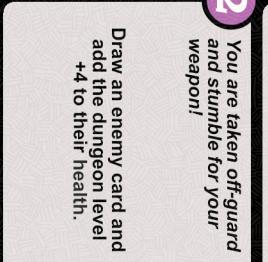
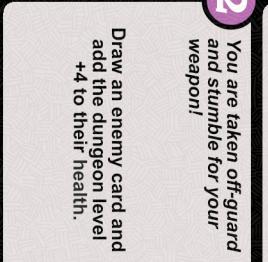


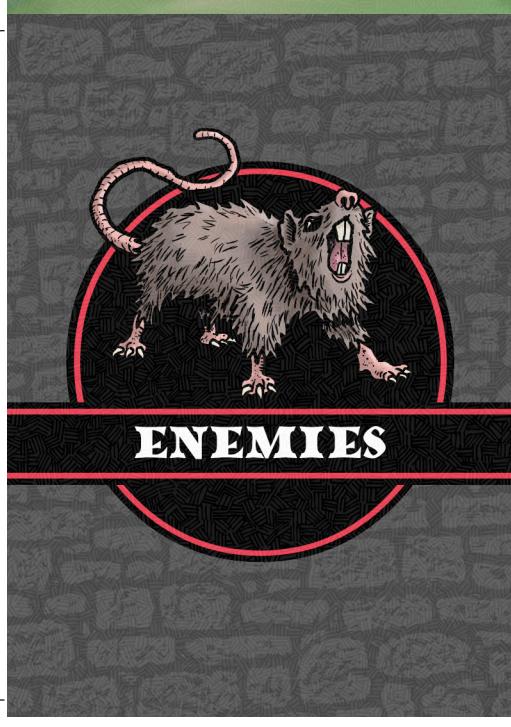
1 You draw your weapon and are ready for battle!

Draw an enemy card and add the dungeon level +2 to their health.

2 You are taken off-guard and stumble for your weapon!

Draw an enemy card and add the dungeon level +4 to their health.







Treasure



1 You find an open chest that has been looted. A single coin remains.

Gain 1 gold.

D2

2 This chest must have been stocked with goods recently.

Draw 1 loot card & 1 potion card.



1 You catch your foe by surprise and gain the upper-hand.

Draw an enemy card and ignore their initial damage.

Add the dungeon level to their health.

D1

2 Your foe catches you by surprise, gaining the upper-hand.

Draw an enemy card and add the dungeon level to their initial damage.

Add the dungeon level +4 to their health.



1 You catch your foe by surprise and gain the upper-hand.

Draw an enemy card and ignore their initial damage.

Add the dungeon level to their health.

D1

2 Your foe catches you by surprise, gaining the upper-hand.

Draw an enemy card and add the dungeon level to their initial damage.

Add the dungeon level +4 to their health.



1 You draw your weapon and are ready for battle!

Draw an enemy card and add the dungeon level +2 to their health.

D6

2 You are taken off-guard and stumble for your weapon!

Draw an enemy card and add the dungeon level +4 to their health.

D6



Skirmish



1 You draw your weapon and are ready for battle!

Draw an enemy card and add the dungeon level +2 to their health.

2 You are taken off-guard and stumble for your weapon!

Draw an enemy card and add the dungeon level +4 to their health.

D6



1 You draw your weapon and are ready for battle!

Draw an enemy card and add the dungeon level +2 to their health.

2 You are taken off-guard and stumble for your weapon!

Draw an enemy card and add the dungeon level +4 to their health.

D6



1 You draw your weapon and are ready for battle!

Draw an enemy card and add the dungeon level +2 to their health.

2 You are taken off-guard and stumble for your weapon!

Draw an enemy card and add the dungeon level +4 to their health.

D6



Your hand weapon is lost if you roll more than two 1s during an attack.

E10



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



Fishman



Flying Snake



Goblin



Orc Warrior



6

2

1



Gain 1 ration when you defeat the fishman. Fish yummy!

E9

3

1

0



You gain 1 poison with initial damage.

E4



2

1

1



You may avoid this conflict by spending 1 gold.

E1



5

2

1



You may avoid this conflict by spending 2 gold.

E7



Skinkling



Cave Troll



Undead Archer



Undead Warrior



1

0

1



When the Skinkling successfully hits gain 1 poison token.

E3

You may avoid this conflict by spending 3 gold.

E12



8

4

2



4

2

1



You may not defend against initial damage.

E6



5

3

1



You lose 1 blessing with initial damage.

E8



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



ENEMIES



Wolf



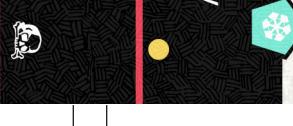
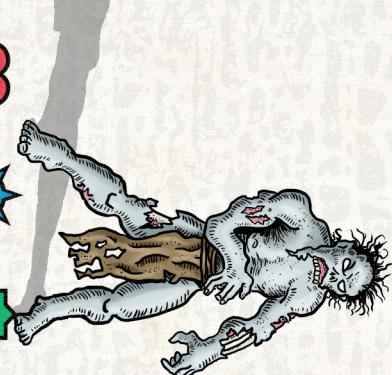
Wraith



Zombie



Goblin



3

1

0

1

1

0

1

1

2

4

2

1

3

2

1

1

You gain 1 poison with initial damage.

When the Skinkling successfully hits gain 1 poison token.

You may not defend against initial damage.

You may avoid this conflict by spending 1 ration.

E4

E3

E2

E5

E6

3

2

1

7

3

2

0

1

2

0

1

2

1

2

1

1

E5

E11

E2

E1

1

3

2

1

7

3

2

0

1

2

1

2

1

2

1

1

1

E6

E11

E2

E1

1

3

2

1

7

3

2

0

1

2

1

2

1

2

1

1

1

E7

E11

E2

E1

1

3

2

1

7

3

2

0

1

2

1

2

1

2

1

1

1

E8

E11

E2

E1

1

3

2

1

7

3

2

0

1

2

1

2

1

2

1

1

1

E9

E11

E2

E1

1

3

2

1

7

3

2

0

1

2

1

2

1

2

1

1

1

E10

E11

E2

E1

1

3

2

1

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2

1

2

1

1

1

E11

E11

E2

E1

1



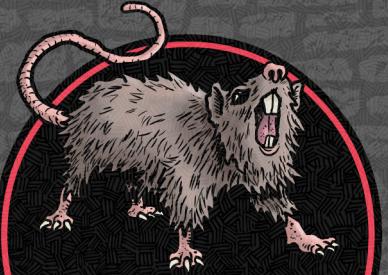
LOOT



LOOT



LOOT



ENEMIES



LOOT



LOOT



LOOT



LOOT



Zombie



Cinderblade



Cookbook



Dagger



5

2

PH

3

1

AS

2

1

PH

Zombies do not inflict initial damage.

E2

Attack results of 6 deal 7 damage.
+3 to the sum of your attack roll vs
enemies weak to fire.

L7

Gain 1 extra energy when you eat
a ration at a campsite.

L13

You must re-roll die results of 6 when
a dagger is used as a primary weapon.

L4



Elven Bow



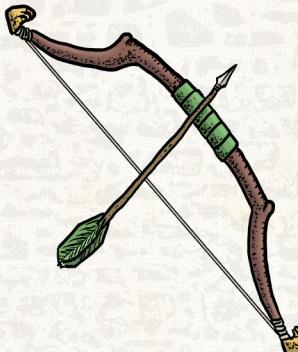
Explorer's Map



Field Guide



Health Potion



5

2

2H

2

1

AS

2

1

AS

1

1

AS

Deal 2 damage to your foe before
taking initial damage.

L9

Lose 1 less ration when lost in the
labyrinth.

L11

Gain an additional ration whenever
you enter the mushroom grove.

L10

You may discard this card to gain
4 health.

L5



LOOT



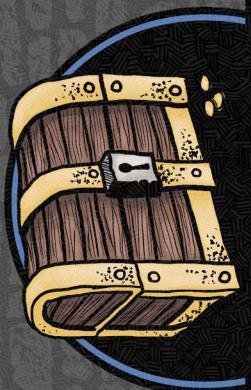
LOOT



LOOT



LOOT



LOOT



LOOT



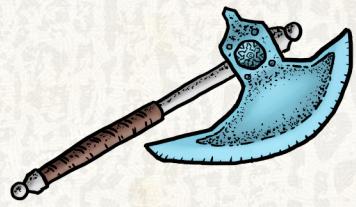
LOOT



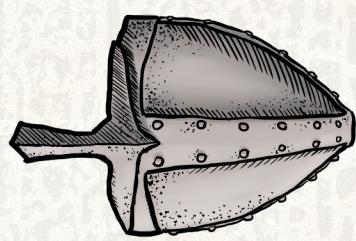
LOOT



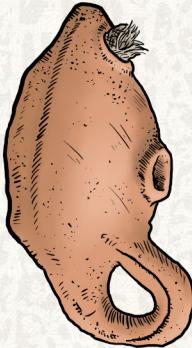
Iceback



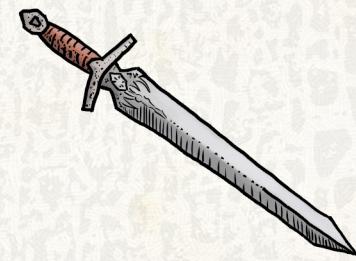
Iron Helm



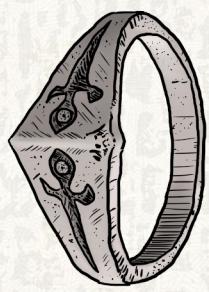
Lamp



Long Sword



Magic Ring



3

1

AS

6

3

0

1

1

AS

5

3

BD

Once per dungeon level you may avoid an ambush.

L8

You may avoid this conflict by spending 1 ration.

L1

You may discard this card to regain 2 energy.

L5



You may discard this card to deal 3d6 damage, while spending zero energy. +3 to the sum of your attack roll vs enemies weak to frost.

L7

Subtract 1 from both initial damage and counterstrikes.

L16

Once per dungeon level you may reveal both dungeon cards and choose one.

L14

Die results of 6 deal an extra point of damage.

PH

5

2

PH

4

2

HD

3

1

AS

4

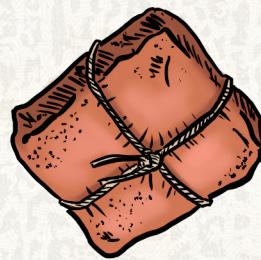
2

PH

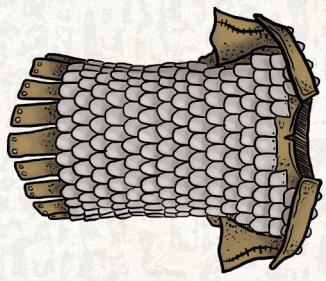
Mimic



Ration



Scale Armor





POTIONS



LOOT



LOOT



LOOT



POTIONS



POTIONS



POTIONS



POTIONS



Shield



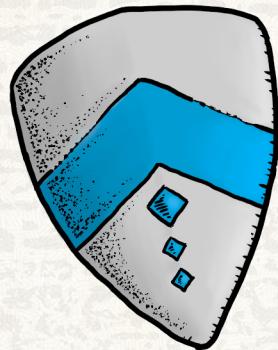
Warhammer



Ration



Health Potion



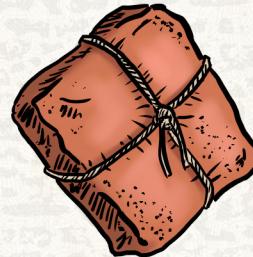
4 **3** OH

Subtract 1 from both initial damage and counterstrikes.



5 **3** 2H

+3 to the sum of your attack roll vs undead enemies.



1 **1** AS

You may discard this card to regain 2 energy.



1 **1** AS

You may discard this card to gain 4 health.

L3

L12

L1

P1



Holy Water



Ice Shard



Spark Bomb



Antidote



1 **1** AS

You may discard this card to deal 2d6 damage.
+5 damage to the undead.

1 **1** AS

You may discard this card to deal 2d6 damage.
+5 damage to foes weak vs Ice.

1 **1** AS

You may discard this card to deal 2d6 damage.
+5 damage to foes weak vs fire.

1 **1** AS

You may discard this card to remove 3 poison.

P5

P3

P4

P2



TRAPPINGS



TRAPPINGS



TRAPPINGS



TRAPPINGS



TRAPPINGS



TRAPPINGS



TRAPPINGS



TRAPPINGS



Axe



Buckler



Circlet



Dagger



2 **2** **PH**
You may discard this card to deal
3d6 damage without spending
any energy.

2 **1** **OH**
Subtract 1 from initial damage.
If you suffer a single hit of 4 or more
damage, your buckler breaks.

3 **1** **HD**
Gain an additional 2 health when
you drink a health potion.

2 **1** **PH**
You must re-roll die results of 6 when
a dagger is used as a primary weapon.

T1

T8

T7

T5



Door Wedge



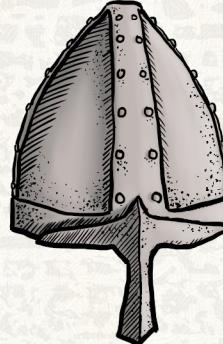
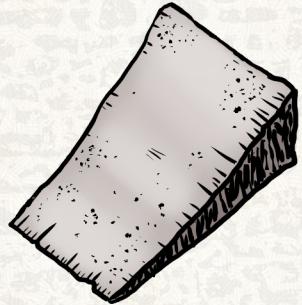
Iron Helm



Leather Armor



Mace



1 **1** **AS**
Discard to avoid an ambush or a
skirmish.

4 **2** **HD**
Subtract 1 from both initial damage
and counterstrikes.

3 **2** **BD**
Subtract 1 when taking
initial damage.

3 **2** **PH**
When fighting an undead enemy you
may re-roll die results of 1 and 2.

T6

T14

T4

T13



TRAPPINGS



TRAPPINGS



TRAPPINGS



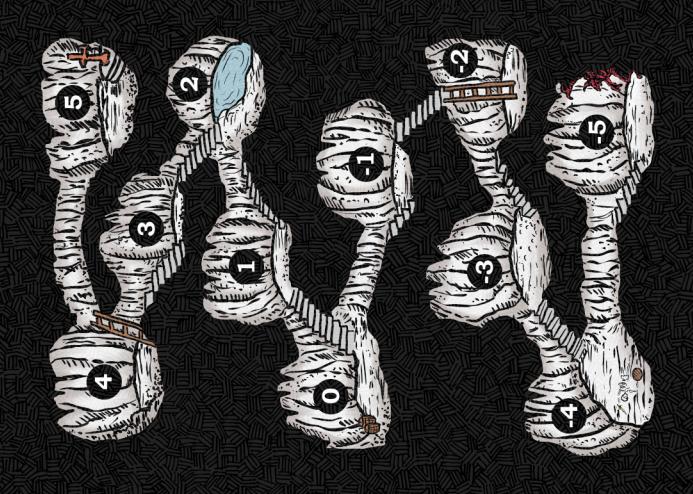
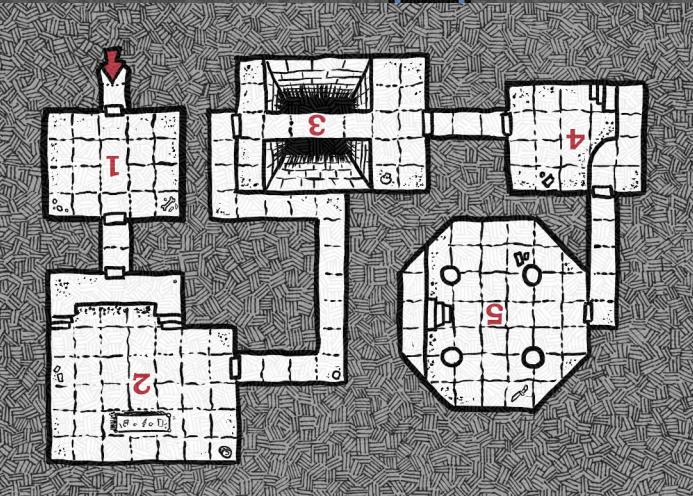
TRAPPINGS



TRAPPINGS



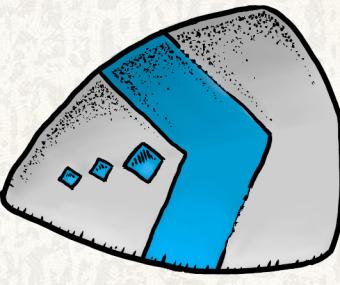
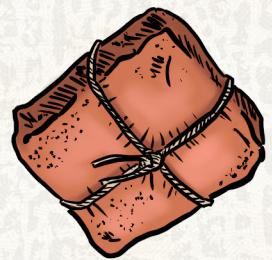
TRAPPINGS



Robes

Shield

Short Bow



Discard immediately and gain 2 additional rations.

T2

You may avoid 1 skirmish per level.

T12

Subtract 1 from both initial damage and counterstrikes.

T11

Deal 2 damage to your foe before taking initial damage. You must re-roll die results of 6.

T10

1

AS

BD

OH

3

2H

0

AS

BD

OH

1

2H

Torch

Wooden Staff

1

AS

2H

1

2H

You may discard this card to reveal both dungeon cards and then choose one to resolve.

T3

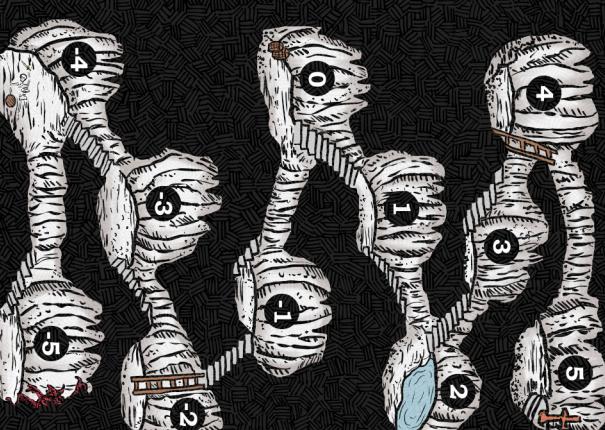
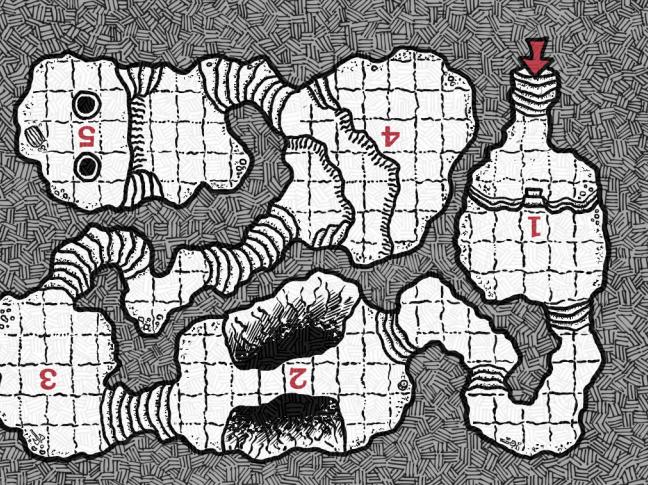
Add an additional 3 damage to all potion attacks.

T9

1

2H

2H





PLOTS



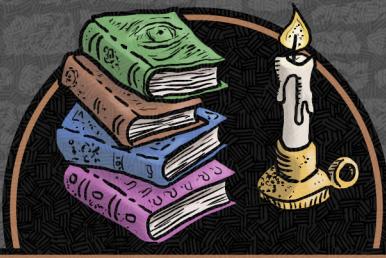
PLOTS



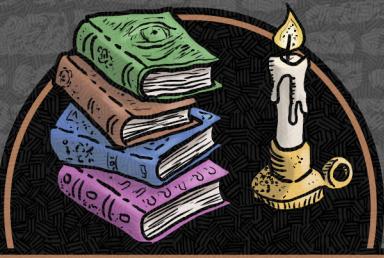
PLOTS



PLOTS



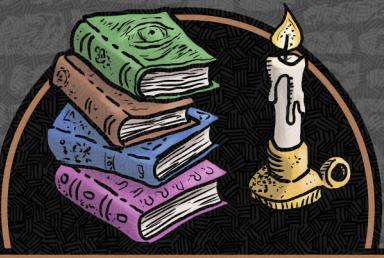
PLOTS



PLOTS



PLOTS



PLOTS



Hidd Inn



You smell roasting meat and hear the sounds of laughter and clanking dishes. Of all the places to find a secret tavern, You enter the small door and are met with friendly gazes.

Eat and rest by the fire?

Pay 1 gold for a meal and gain 2 health and 1 energy. (once only)

Gamble?

Spend 1 gold to gamble.



Lose your gold.



Gain 1 gold.



Gain 2 gold.

If you gain 5 or more gold you are kicked out of the tavern.

PT6



PT9



PT1



PT4



The Pigman



You are drawn to the sounds of a whimpering animal. You are amazed to find a very small pig-like creature with a human likeness caught in a snare trap.

Release the pigman?

The frightened creature looks confused when you release it. It pauses for a moment and then takes off on two feet.

Move up 1 on the morality track.

Carve up the pigman?

Your belly rumbles at the site of the pigman and you get to work preparing a fire.

Move down 1 on the morality track.

Gain 3 energy.

PT2



PT8



PT3



PT5



The Corpse



You trip over the corpse of a fellow adventurer. As you stagger to your feet you realize the body belongs to a friend from years past.

Bury the corpse?

You decide the best way to pay tribute to your friendship is a proper burial.

Lose 1 energy.

Move up 1 on the morality track.

Take the money and run?

You search the corpse for anything that may aid you and you leave the corpse behind.

Move down 1 on the morality track.

Draw 1 treasure card.

PT6



PT9



PT1



PT4



The Prisoner



You find yourself in the threshold of a small prison room. An orc guard is fast asleep at a table where a couple of gold coins rest. The sole prisoner spots you and silently points to the keys on the table.

Free the prisoner?

You slowly make your way towards the table, but as you near it, the orc wakes up. A battle ensues and you are the victor. You free the prisoner and he runs off without even offering a thank you.

Lose 1 energy and 3 health.

Move up 1 on the morality track. Gain 2 gold and 1 treasure card.

Take the money and run?

You dash through the room, picking up the coins as you pass the table. The orc wakes up confused, but you are long gone.

Move down 1 on the morality track and gain 2 gold.

PT6



PT9



PT1



PT4



The Old Woman



You hear a moaning sound from the shadows and discover a lost old woman. She is frail and mutters on about losing something in the darkness.

Help her escape the dungeon?

You spend a good deal of time working your way back out of the dungeon with the woman.

Soon you are at the entrance and she turns to you and blesses you before leaving.

Lose 1 ration and 1 energy.

Gain 1 blessing token and move up 1 on the morality track

Leave her and search instead?

You ignore the old hag and instead look for what she may have lost.

Move down 1 on the morality track.

Gain 1 random treasure card.

PT6



PT9



PT1



PT4



The Shrine



In the clearing you find a towering shrine covered in vegetation. You are overwhelmed by a sense of power just as a gentle breeze rushes past you.

Gain blessing tokens equal to your position on the morality track.

PT6



PT9



PT1



PT4



The Traveler



A cloaked figure approaches you. You place your hand on your weapon, fearing a conflict. However the old man reveals himself as a cleric and makes a gesture of peace. He places his hand on your shoulder and whispers to himself.

Gain either Health or Energy equal to your position on the morality track.

PT6



PT9



PT1



PT4





SKILLS



SKILLS



SKILLS



PLOTS



SKILLS



SKILLS



SKILLS



SKILLS



The Wolf



Your eyes meet those of a frail looking wolf crouched in the cover of shadows. It looks like the wolf is starving as it cannot even muster the strength to growl.

Feed the wolf?

You take one of your rations and give it to the wolf. The frightened creature snaps at you drawing blood, but quickly turns to eating your offering.

Lose 1 ration and 2 health.

Move up 1 on the morality track. Wolves ignore you from now on.

Ignore the wolf?

You turn away and leave the wolf behind to fend for itself.

Move down 1 on the morality track.



Alchemy



PT7



S2

MIND

S1

MIND

S6

AGILITY



Berserk



Conceal



Divinity



Dodge



You may spend 2 health to add an additional die to your attack roll.

&

Add 5 damage if you throw your axe.

S9

BRAWN

S5

AGILITY

S4

MIND

S7

AGILITY

You may attempt to avoid a skirmish

FAIL - Add 2 to initial damage.

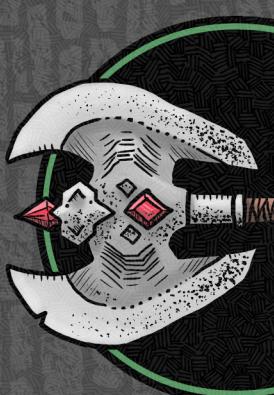
FAIL

SUCCESS - You avoid combat.

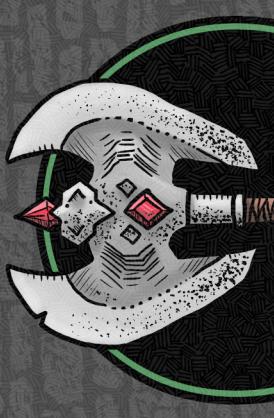
Whenever you gain energy, you may convert it to health.

You gain 2 blessings when you choose to pray at the altar.

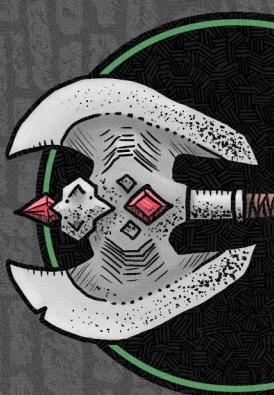
Gain 1 less poison damage from the arrow trap.



SKILLS



SKILLS



SKILLS



SKILLS



SKILLS

Dual Wield



Herbalism



Parry



Shadow



You may equip a dagger in your off-hand, gaining +2 to the sum of your attack rolls.

+1 energy when you cook at a campsite.

Drinking an antidote will cure all poison.

You may attempt to block all initial damage with your primary weapon.

FAL - primary weapon breaks.

FAIL - primary weapon breaks.

SUCCESS - You avoid damage.

With a dagger in your primary hand, you may deal 6 damage before taking any initial damage during phase one of an ambush.

S10

BRAWN

S3

MIND

S12

BRAWN

S8

AGILITY

S9

Shield Block



Subtract an additional 1 point from initial damage when you have a shield or buckler equipped.

Your buckler cannot be broken.

S11

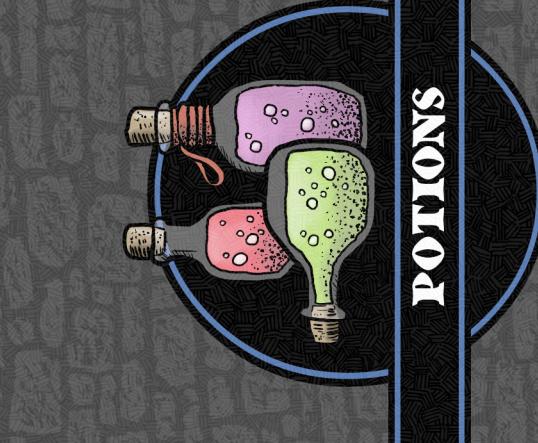
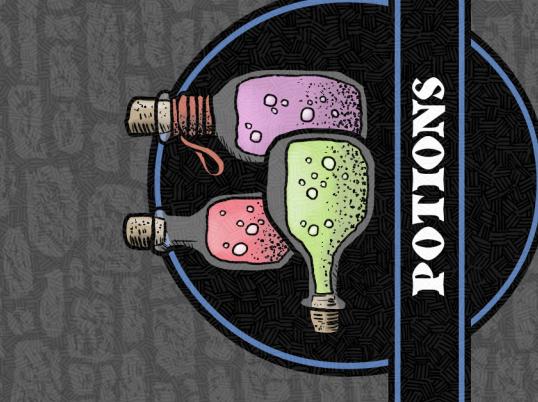
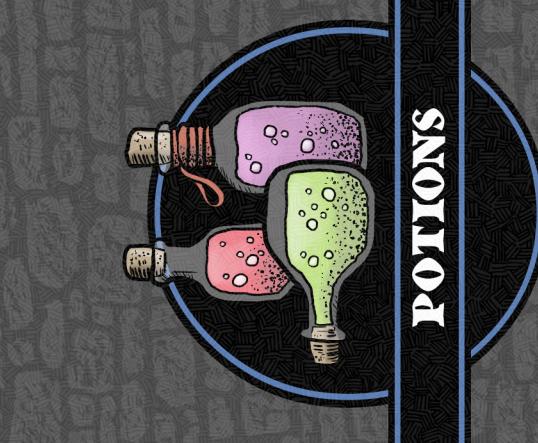
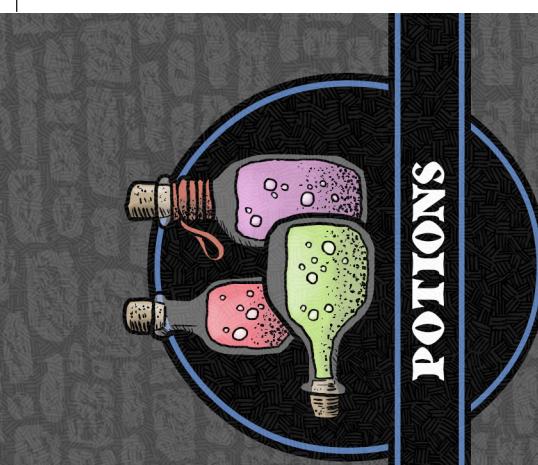
BRAWN

POTIONS

POTIONS

POTIONS

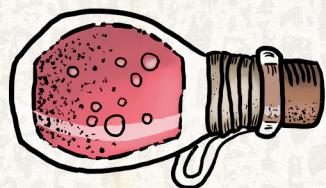
POTIONS



POTIONS



Health Potion



You may discard this card to gain
4 health.

P1

1

AS

Holy Water



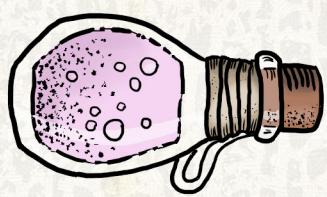
Ice Sbard



Spark Bomb

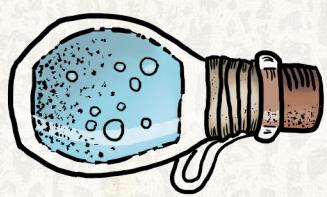


Antidote



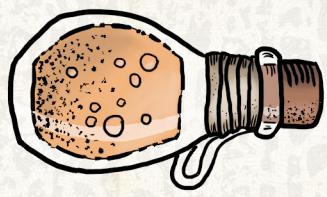
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AS



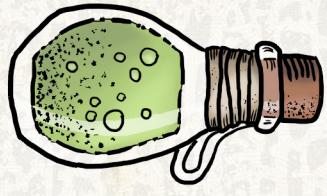
1

AS



1

AS



1

AS

You may discard this card to deal 2d6 damage.
+5 damage to the undead.

You may discard this card to deal 2d6 damage.
+5 damage to foes weak vs Ice.

You may discard this card to deal 2d6 damage.
+5 damage to foes weak vs fire.

You may discard this card to remove
3 poison.

P5

P4

P2