

### Gate 1: Shikri

#### Mirror Man

Whenever you deal Training damage to Shikri, he deals that much damage to you.

Defeat: +1 Attribute.

Immediately travel to Gate 2



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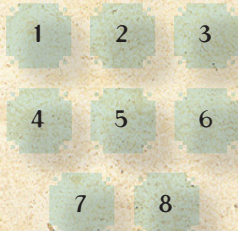
### Gate 2: Asa-Okri

#### Burning Man

Whenever you deal Training damage to Asa-Okri, he deals 1 damage to you.

Defeat: +1 Attribute.

Asa-Okri fully heals if you do not immediately travel to Gate 3



③

### Gate 3: Monuturu

#### Flickering Beast

Whenever you would deal damage to Monuturu, roll 1 D6. 4+: Prevent that damage.

Defeat: +1 Lore.

Monuturu heals 6 if you do not immediately travel to Gate 4



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### Gate 4: Ininokra

#### Hoard of Brutes

X is equal to Ininokra's health. Killing Blow deals 4 damage to Ininokra.

Defeat: +1 to Training.

Ininokra heals 4 if you do not immediately travel to Gate 5



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### Gate 5: Enkili-Monu

#### Soul-Eater

You may have Enkili-Monu deal damage to your Attributes.

Immune to Killing Blow.

Defeat: Heal completely.

Immediately



②

### Gate 6: Todolan-Shri

#### Paralyzing Fear

Lose 1 Attribute per turn if you already have your Enko-Ori.

Immune to Killing Blow.

Defeat: Immediately travel to Gate 7



You must successfully search for your Enko-ori here to defeat Todolan-Shri













④

Locked  
Die

Enki-Ori


ENKI-DES: THE SOUL GATES  
by E. NATE KURTH



						
	<b>Rest</b> Heal 4 Life	<b>Disguise</b> If your Creativity is Level 2, heal 6. Otherwise, heal 3.	<b>Ancestral Memory</b> Roll 1D6. 4+: Add 1 to any Attribute.	<b>Block</b> Prevent up to 3 damage this turn	<b>Desperate Search</b> Roll 3D6. 17+: Find your Enko-ori	<b>Flurry</b> Roll 1D6. Deal that much damage times your Training
	<b>Disguise</b> If your Creativity is Level 2, heal 6. Otherwise, heal 3.	<b>Furious Attack</b> If your Creativity is Level 2, heal 6. Otherwise, heal 3.	<b>Inspiration</b> Add or subtract 1 from any roll next turn	<b>Hide</b> Heal equal to your Training	<b>Quick Search</b> Roll 3D6 + Lore 18+: Find your Enko-ori	<b>Plan Ahead</b> Lock two dice on the numbers of your choice. -1 Attribute
	<b>Ancestral Memory</b> Roll 1D6. 4+: Add 1 to any Attribute	<b>Inspiration</b> Add or subtract 1 from any roll next turn	<b>Vicious Blow</b> Deal damage equal to your Training	<b>Wild Blow</b> Deal 4 damage	<b>Careful Search</b> Roll 3D6 + Lore + Creativity. 20+: Find your Enko-ori	<b>Hunch</b> Choose a number less than or equal to your Creativity. Lock a die at that number
	<b>Block</b> Prevent up to 3 damage this turn	<b>Hide</b> Heal equal to your Training	<b>Wild Blow</b> Deal 4 damage	<b>Measured Strike</b> Deal damage equal to your Training +1	<b>Makeshift Bandage</b> Heal equal to twice your Creativity	<b>Disarm</b> Prevent damage equal to your Training
	<b>Desperate Search</b> Roll 3D6. 17+: Find your Enko-ori	<b>Quick Search</b> Roll 3D6 + Lore 18+: Find your Enko-ori	<b>Careful Search</b> Roll 3D6 + Lore + Creativity. 20+: Find your Enko-ori	<b>Makeshift Bandage</b> Heal equal to twice your Creativity	<b>Improvise</b> Deal damage equal to your Creativity	<b>Recall Weakness</b> Deal damage equal to your Lore
	<b>Flurry</b> Roll 1D6. Deal that much damage times your Training	<b>Plan Ahead</b> Lock two dice on the numbers of your choice. -1 Attribute	<b>Hunch</b> Choose a number less than or equal to your Creativity. Lock a die at that number	<b>Disarm</b> Prevent damage equal to your Training	<b>Recall Weakness</b> Deal damage equal to your Lore	<b>Killing Blow</b> Kill the guardian



Level 1:  
+1 to any die.  
-1 Attribute.



Level 2:  
+1 or +2 to any die.  
-1 Attribute

LORE

1	2
3	4
5	6
7	8
9	10

CREATIVITY

1	2
3	4
5	6
7	8
9	10

TRAINING

1	2
3	4
5	6
7	8
9	10

LIFE

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	