He came for blood

A Solo Print and Play Adventure by Ikkik
Rules v1

When you came back from the short and disastrous war campaign, you found your clan's hamlet deserted, half burnt, your hut ransacked. An old hag was pillaging the healer's shack, unaware.Your grabbed the crone by her thin grey hair and pressed a blade against her withered neck. She answered your questions with a weary voice betraying more lethargy than fear. The village's folk have fled or been killed. Someone said the beasts came for the golden-eyed child. The foul derelict ignores it but the little one is yours, your only child, from a brave woman, long dead. Out of anger you shoved the toothless intruder in the dirt and kicked her once, in the ribs. She took the blow silently, like a corpse.

Armed with half a sword, provisioned with scraps of dry food and a couple of torches, you headed east for the great, misty forest. The old one speaking about beasts was like pointing a bony finger straight to the dreaded woodland, domain of sinister shrines, treacherous caverns and eerie towers.
You found traces of the creatures, an heterogeneous lot. And with wolves stalking you from afar, you followed the trail. Pushing your way through the night, you spent your torches, praying for the pack to loose interest. When the foggy morning came the stalkers were gone and the eastern fringe of the dark forest was spreading before you, threatening.
If the clan's gods are merciful, your golden-eyed child is still alive, just there, somewhere within the wicked, hellish land. In your throat, despair hardens into cold determination. Your grip on the broken sword's hilt tightens to an iron crush while your gaze survey the wooded skirt, searching for a sign, a clue.
Invited by your stillness, a large ashen-stoat darts from a den straight to your tattered boots, hissing teeth first. Without a side glance, you slice the vile thing in two steaming halves and march toward the looming, thorny forest.

He came for blood is a solo, Roll & Write game of exploration and savage survival. Search the gloomy forest and face off the wicked foe who captured your young one before the night of the red moon falls. Or die trying.
All you will need is 5 printed sheets (player sheet and aid sheets), a pen and 5 standard dice.
Games take 45 to 90min.

He came for blood is inspired by the fantastic serie **XX72** by **Mike Heim**, with his genial idea of mixing Roll & Write mecanics with immersive exploration and adventure systems. Check out his great Print and Play games : 1572 : The Lost Expedition, 1472 : The Lost Samurai, 1972 : The Lost Phantom, 1675 : The Lost Crew and 1872 : The Lost Crows.

Set Up

- Place the Player Sheet and the 4 Aid Sheets in front of you.
- You will need 5 regular dice, a pen and 2 small markers such as small coins or chess pawns for example. If you have only 3 or 4 dice, you will still be able to play the game, in a slightly less comfortable way.
- Write your name or your character's name on the corresponding space on the Player Sheet.
- Create a name for the Child of your character using 4 letters (no less, no more) from the Rune diagram on the Player Sheet. You may use the same letter twice only if that letter is represented twice on the diagram. Write the name on the corresponding space.
- Roll a dice and check for the the corresponding hexagon on the left side of the map. Draw a Path coming from one of the two left sides of that hex leading to any other side of the hex. Place one of your two markers on that hex, this is your starting point on the map.
- Place your second marker on the State box "Determined", this is your starting State of mind.

Goal

To win the game the player must complete the Search track on his sheet before the Doom counter track is fully filled up and then defeat the Boss or escape from it with his child.

Losing the game

There is three different ways to lose the game :

- Player HP reaches 0.
- Player Spirit reaches 0.
- Last Doom counter is filled up.

As soon as any one of those events come up the game is lost.

Turn Order

Each turn is divided into 6 phases :

    1- Lairs rolls
    2- Mapping
    3- Threats and Actions
    4- Runes
    5- Combat
    6- Doom

Phases 2,3 are always played while phases 1, 4, 5 and 6 are often skipped depending of the game situation.

Phase 1- Lair rolls

The player searches the map for any hex marked with the Lair icon "!" without an identified Monster letter. For each of such hex the player rolls 2d6 and compare the sum of the dice to the Monster tab on the Aid Sheet. The player marks the corresponding Monster letter in the hex.

Phase 2- Mapping

The player rolls 3d6 and place them around the Mapping Hexagon on the Aid sheet with the following rules :

- The player starts with the lower dice result. He places that dice on the corresponding corner of the Mapping Hex.
- The player then picks the second lowest dice and does the same. If the second lowest dice has the same value as the first, he must place the dice on the next hex corner (clockwise).
- Then the last dice must be placed, if the corresponding hex corner is already occupied by a dice, the last dice is placed on the next available corner (clockwise).
- There can never be more than one dice per corner.

    Exemple 1 : Player rolls 3-3-5. The first dice goes on corner 3, the second dice cant go on corner 3 so is placed on the next corner, 4. Third dice goes on corner 5.
    Exemple 2 : Player rolls 1-6-6. The first dice goes on corner 1, second dice goes on corner 6. Third dice cant go on corner 6, nor the next one, corner 1, so it goes on corner 2.

Each corner indicates 2 terrain types. The terrain type closer to the dice is called Common Terrain, the farthest one is called Rare Terrain.

The player starts by the corner at the top of the Hex (corner '1') if one dice is placed on this corner, the player adds one of the 2 terrain to the map.

- If the dice placed on the corner is equal to the corner number (ie: 1 for the first corner), the player will add the corresponding Common Terrain on the map.
- If the dice placed on the corner is different than the corner number, the player will add the corresponding Rare Terrain on the map.

The player follows the same rules for each corner of the Hex, going clockwise from corner 1 till 6.

Terrains
There are 6 types of Common Terrain : Lair, Forest, River, Path, Swamp and Thornbush. And there are 6 types of Rare Terrain : Tower, Shrine, Clearing, Hut, Cave and Pit.

The type of Terrain determines the rules to follow when adding it to the map.

- Forest, Swamp, Thornbush, Tower, Shrine, Clearing, Hutt, Cave and Pit must be added to the map as close to the player marker as possible but they cannot cut the way of a River or a Path. **If there is not an available hex withing 2 hexes** of the player marker then the Terrain is not added on the map.

If there is a few different possibilities within the same range the player is free to chose which one is most arranging for him.

- Path Terrain can be added anywhere on the map if its extending an existing Path. The player choose freely the ending side of the path within that hex.
If there is no path to be extended the Path is not added on the map.

If a Path is extended to an hexagon which is already surrounded by terrains (or borders of the map), the path simply ends into the center of that hexagon. That hexagon is still considered a Path.

- River : **Two** River Terrains are added anywhere in the map to extend existing River(s). The player does not choose the ending side of the river and must roll a d6 and follow the guide on the aidsheet to randomly determine the path of the river. If the roll indicate a path leading to an occupied hex, the player roll again until it indicates a valid side.

If a River leads to an empty hex which is fully surrounded by Terrains, the player must draw a Lake on the empty hex.
Lakes follows the other River Terrain's rules.

- Lair Terrain must be added as close as possible to the player marker but cannot cut the way of a River or a Path. There is no range limit to add a Lair. Even if the first valid hex for the Lair is all the way at the other side of the Map, the Lair is still added.

Phase 3- Threats and Actions
The 3 dice positionned around the Mapping Hex also represent the actions that the player may choose to accomplish during this turn.

Each line connecting 2 dice represent an action that may be picked. So the player has a choice of 3 actions.

Before picking any action **the player may choose to spend 1 Spirit point to reroll any number of dice**.
The player is free to spend further Spirit points, each time rerolling dice.
When the player is satisfied with his roll he must place the dice on the Hex following the rules seen in Mapping Phase (no more than one dice per corner, starting with lowest dice, etc..)

Then the player Must pick one dice and moves it on the action word he wishes to pick.
But first the player must apply the Threat (see Aid Sheet) corresponding to the dice number.

Threats :

1- Unknown : Roll a d6 and apply the corresponding Threat. If the result is 1 there is no Threat for this dice.
2- Trap : Player loses 0 to 3HP, check Trap Damages on the Aid Sheet.
3- Illuck : The player chooses between loosing 1 item or 2 Spirit points. If he has no items he must loose 2 Spirit points.
4- Infestation : The player must add a new Lair on an empty hex, as close as possible, following the usual mapping rules.

5- Doom : The player must tick the next doom box.
6- Chaos : First the player must roll a d6 and change his State of mind marker to match the result. He may gain HPs or Rage points this way.

   Then the player must look for the closest undefeated Lair (with or without determined Monster) and write "+3" inside it. This means the monster from that Lair will have 3 extra HPs.

   Lastly the player must skip the following Rune phase.

If a monster already has a +3 notation, then it becomes a +6, and so on.

Once the Threat is applied, the player resolves the action that was picked. The player resolves the chosen action and withdraws the dice from the Mapping Hex to place it by the Phase box on the Aid sheet.

With the 2 dice left on the Mapping Hex, the player is allowed to select a second dice and apply the Threat to accomplish a last action (the one connecting the 2 remaining dice).

Exemple :
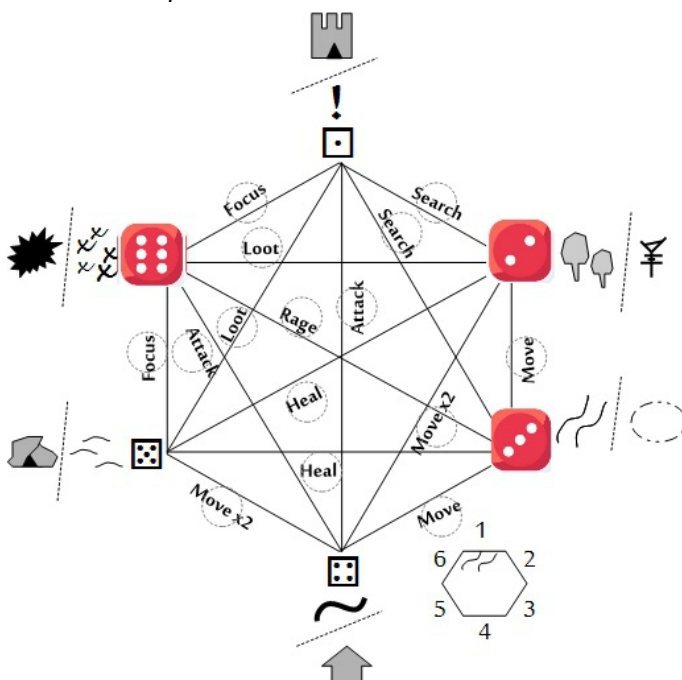
The player rolled 2,3 and 6 during the Mapping phase and so added a Forest, a River extension and a Thornbush on the map.

During the Threats and Actions phase, the player decides to keep those dice without rerolls. He now has 3 possible actions : Loot, Move or Rage.

The player decides to Move first, to accomplish this action he may use the "2" or "3" dice. He choses to use the "2" and so must first apply the Threat for that dice, which is '"Trap". Then the player resolves his move and remove the dice.

With the "6" and "3" left, the player may do a Rage action. He decides to do so using the "6" dice, applies the "Chaos" Threat and then resolves his last action.

There are 8 actions : Heal, Focus, Search, Move, Move double, Loot, Attack and Rage.

Heal : The player gains 2 HPs (he may go over the starting total of 15). If his State is Hopefull he gains an extra point. If his marker is in a Hut he gains an extra HP as well.

Focus : The player gains 2 Spirit points (he may go over the starting total of 12). If his State is Determined he gains an extra point. If his marker is in a Shrine he gains an extra point as well.

Rage : The player gains 1 Rage point.

Loot : This action is effective only if the player marker is in an Hut, Cave or Tower. The player rolls 2d6 and searches the corresponding item on the Loot table. The results are not summed but combined, lower number first. If the corresponding result is an item, the player write it down in his inventory box, otherwise he applies the effect directly (Trap or Clue).

The player marks then the hex with a small "L" indicating the hex has already been looted, it is not possible to Loot again an hex previously looted.

Attack : The player gains a +2 bonus on all his attack results this turn. The +2 applies to the attack total, not to each individual dice in case of the use of Rage dice.
The player may place the action dice near the Combat phase on the AidSheet to remember about that bonus.

Search : The player ticks one new box on the Search track and draws a small magnifying lens on the hex indicating that the hex has been searched already. A search action is only effective on an hex that has not been searched previously.

4 boxes on the search track are linked to Condition Boxes.
The Condition Box on the top is a Rune condition, this means the player must have already circled the Rune matching the corresponding letter of the Child's name (see further, Rune Phase).
The Condition Box below is a Terrain condition, this means the player must Search a specific terrain type to be able to tick the linked box on the Search track.
Both Letter and Terrain conditions must be satisfied to allow the player ticking the linked search box.

When the player ticks a search box immediately before a box linked to Conditions, he rolls a d6 to determine the Terrain Condition of that next box. Comparing the number rolled to the Mapping Hex, the player looks for the matching Rare Terrain. He then draws that Rare Terrain inside the Terrain Condition box (See the special case for the **Pit Terrain condition** at the end of the rules).
The player then checks if the map already contains at least one examplar of this Terrain which as not been searched yet. If the map doesnt contain such Terrain, the player may add one Terrain of that type on a empty hex, no closer than 3 hexes from his position, and not cutting the path of any Path or River.

Move : The player has 1 move point to move his marker on the map. The player has an extra point if his State is "Restless".
The player choses which adjacent hex he wishes to move to and check the Terrain aid to substract the right amount of points to his total. His total of move point may not go below zero. Only the terrain type of the destination hex matters when calculating the movement cost.

Most Terrain cost 1 point to enter, difficult Terrains such as Swamp and Thornbushes cost 2 points to enter, while Path are easier and requiert only 0.5pts to enter.

Entering **Thornbushes** hex also costs the player **-1 HP.**
If the player must **cross a River** drawn on a River hex to reach his destination hex, he **must roll a d6** and check the River crossing table on the Aid Sheet.
In case of a 1 (Fail), the player cannot move anymore this turn.

The player can enter and leave hexes marked with Lairs (with monster attributed or not to the Lair).

The player can never enter an empty hex or a Pit hex.

Double Move : The player has 2 move points to move his marker on the map. The player has an extra point if his State is "Restless". Follow Move action rules.

   Phase 4- Runes :
The player checks the lowest dice number he used from the Mapping Hex during the last Action and Threats phase (IE the dice placed by the Aid Sheet).
That number indicate how many Runepath box the player has to tick :

The first box to tick is the grey box then the player continue clockwise around the Rune diagram.

After ticking the boxes, the player may circle one of the Rune Letter in front of the last Runepath box ticked. Some Runepath box are facing a column of Runes only or a line of Runes only, and some are facing a line and a column. The player may choose any Rune facing horizontally or vertically that last Runepath box ticked. The Rune Letter chosen is circled.

If this Letter matches one of the child name's letter, the player write that letter on the corresponding Condition Letter box on the Search Track, indicating that that specific letter condition is fullfilled.

When the player has already ticked all the Runepath boxes around the Rune diagram he continues his way

the same manner but must now fill the ticked boxes instead of ticking.

Totems
At anytime during the game, the player may spend Rune Letters to buy the corresponding Totem Power. The player marks a cross over each circled letter (the player may only spend circled letters) and then ticks the corresponding Totem on the Aid sheet.

Instead of specifc Totems, the player can also spend a Line of 3 adjacent circled Letters or a Column of 3 adjacent circled Letters to gain the corresponding bonus.

Line of 3 Letters : Skip the doom phase this turn.
Column of 3 Letters : Tick the next search box on the search track (player must still satifsfy conditions if its a box linked to conditions).

Phase 5- Combat :
The player searches the map and checks if any Monster is within attack Reach from the player marker. If there is several monsters within reach, the closest one is the attacking one. If several are as close, the most dangerous one is the one attacking. The Danger score is the number on the top right corner of each monster stats box.
If this monster cant attack the player due to certain items (Dark banner, Blow Horn) then the player still has to look for other monsters able to attack.
The reach of each monster is determined by its own Reach score and terrains type are not taken into account.
Monsters are always considered lurking around their Lair and their exact positions do not matter.

A combat concists of a serie of rounds.
Before each round the player must chose one of the following options :
- **Try to flee :** the player will roll a Flee dice and a Defense dice.
- **Fight :** the player will roll an Attack dice and a Defense dice.
- **Fight Berserk :** the player must spend 1 Rage point (max one per round) and will roll 2 Attack dice and one Defense dice.

The player then roll the corresponding dice. If the player owns dice of different colors he can decide which color is Attack, Defense and Flee. Otherwise, the dice landing the closer to the player is always the Defense dice and the other dice are Flee or Attack dice.

After a roll, the player may spend Spirit points to reroll any of the dice. He may do so as much as he want as long as he as Spirit points to spend.

Once the player is done rerolling dice, he applies his attack or flee and his defense, all are considerer simultaneous. So both the player and the monster can loose HPs or even die during the same round.

Flee dice : If the result (modificator may apply) is equal to 4 or more, the escape is successful, the combat ends and the player adjusts his State of mind. The player may still lose HPs this round if his defense roll was not high enough!

Attack dice : The total of all the attack dice + other bonuses (items, Attack Action, Totem Powers..) minus the defense score of the monster indicate how many HP is losing the monster.

> *Exemple : Player chooses to spend a Rage point to do a Berserk Attack, he rolls 2 and 5, and got a +1 bonus from his Axe item, for a total of 8. The monster DEF stat is 3, so the monster loses 5 HPs.*

Defense dice : The total of the defense dice + bonus, minus the attack score of the monster indicate how many HP points the player loses.
If the player suffers a loss of 3HPs or more in a round, he must adjust his State of mind (see further).

> *Exemple : Player rolls a 2 on his Defense Dice, he got a +1 for being "Scared", the monster ATT is 5, so the player looses 2 HPs.*

The combat ends either when the Monster or the player is defeated or when the player flees successfully the combat.

If the monster has been defeated, the player crosses the corresponding letter on the Lair hex.

If there is a Chest symbol next to the monster Danger score, the player immedialety roll for Loot.

Maximum one monster will attack per combat phase.
At the end of a Combat phase always make sure you correctly adjusted your State of mind.

States of Mind :
The player State of mind is revised when the following events happen :
  – The Threat "Chaos" is applied.
  – The player flees a combat.
  – The player looses 3HP or more in a single round.
  – The player defeats a monster.
  – The player enters a Shrine.
  – The player spends 1 Spirit to become Determined.

Following the diagram on the Aid Sheet the player picks which of the 2 resulting State of mind he wishes to get. One is free while the second option costs 1 Spirit point.
If this results in the player keeping the same State of mind he already was in, he does not get the instant reward only the continuous advantage.

During the Action and Threat phase, the player can always spend 1 Spirit point to become Determined.

In the Determined State of mind, the player may use Move actions as Search actions, Search actions as Move actions and Heal actions may be used as Search or Move actions.

Phase 6 – Doom :
The player ticks the next box on the doom track. If the player ticks the last doom box, the game immediately ends as a loss.

Items
Some items offer a continous advantage while others must be spent to offer a one time advantage. The player may own several exemplars of the same items but the continuous advantage are not doubled.

  Exemple : Owning 2 Axes does not the double the +1 ATT bonus.

Boss
When the player ticks the last Search box of the Search Track, it is time for the final fight against the boss. First the player must determine which is the boss to fight.

If there is at least **3 Towers drawn on the map**, the boss to fight is **The Corrupt King**.
Otherwise, if there is at least **3 Shrines on the map**, the boss to fight is **The Mad Witch**.
Otherwise, if there is at least **one Great Worm** (defeated or undefeated) on the map, the boss is **The Worm Lord**.
Otherwise, the boss is the **Wicked Nymph**.

Then the player changes his State of mind to Enraged and immediately gains 2 Rage (1 for getting Enraged and 1 for starting the fight).

The boss fights follows the same rules as the other fights except that the player cant flee before saving his child (see for each boss).

Also, each time the player inflicts damages to the boss, he must roll 2d6 and pick one number. The damages are inflicted by ticking boxes of the corresponding location. When all the boxes of a location are ticked the player applies the location effect and the location is considered destroyed.
The excess damages are lost.
If the player only get results matching locations that are already fully ticked, he may choose any one of the other locations to apply his damages.

A boss is defeated when all his locations boxes are ticked.

If the boss and the player are killed during the same round, it is still considered a WIN as the Child has been saved.

Precisions

CROW Totem : the free move to a Cave, Tower, Shrine or Hut can be used once any time during the game, during a Threats and Actions phase.

Rerolling powers :Spirit rerolls always come first, and only then the player may reroll from item powers.
Using Spirit to reroll a dice already rerolled from an item power is not allowed.
If the player owns two different items allowing him to do rerolls on 1 or 2 he may be able to reroll twice.

> *Exemple : Player owns Dagger and Gladius. He rolls a 2 on his Attack dice, he declines using Spirit to reroll. Then he rerolls using the Dagger power, getting a 1. He is then able to reroll that 1 once again using the Gladius power.*

Silver Key : When the player resolves a Loot action in a Hut, Cave or Tower he may Spend the Silver key to gain 3 items instead of one.

Pig Leg : When the player spend a Pig Leg to flee a monster, he does not need to roll a flee and a defense dice and automatically flees the fight unharmed. Same goes for the Mugger power of the Troll.

Sorcerer Spell power : The player only loses one Spirit point when his defense fails.

Nymph Charmed power : If the player fails the Charm test, the fight starts normally.

Enraged State : If the player starts a fight Enraged he gains 1 Rage point.

Pit as a Terrain Condition : The player is never allowed to enter a Pit. If Pit is rolled as a Terrain Condition this means the player marker must be on any unsearched hex adjacent to a Pit and execute a Search action to tick the search box.

The Corrupt King

🎶 Hero gains +2 HP for each Executor defeated, Sorcercer defeated and Tower looted or searched.

⇛ ATT 5

◉ DEF 5

Rogue : If the player draws a double 1 on his location dice, the King escapes with the child and the game is lost.

⚀ Great Armor ☐☐☐ : The king gets -1DEF

⚀ King Helm ☐ : Hero gets -1 Spirit

⚁ Iron Shield ☐☐ : The king gets -1DEF

⚂ Sword arm ☐☐ : The king gets -1ATT

⚄ Corrupted Crown ☐ : Hero gets +1ATT +2 Spirit

⚅ Destrier ☐☐☐☐ : The king doesn't attack the next two turns and loses his special habilty.

The Mad Witch

🎶 Hero gain +1 HP and +1 Spirit for each Sorcerer defeated, Cannibal Hunters defeated and Cave looted or searched.

🎶 Hero gain +1 Spirit for each Totem unlocked.

⇛ ATT 4

◉ DEF 4

Witchcraft : The Witch inflicts Spirit damages instead of HP damages.

⚀ Rob ☐☐☐☐ : Hero gains 2 Spirit

⚀ First orb ☐☐ : The witch stops inflicting Spirit Damages, inflict HP damages instead.

⚁ Second orb ☐☐ : Hero gains +1 to flee for the rest of the fight

⚂ Crow ☐ : Witch gets -1DEF

⚄ Dark staff ☐ : Witch gets -1ATT

⚅ Child Shackles ☐☐☐☐☐ : You may try to escape with the child from now on with a malus of -1.

The Wicked Dryad

🎶 Hero gets +1ATT for each defeated Wolf.

🎶 Hero gets +2HP for each Totem unlocked.

⇛ ATT 6

◉ DEF 6

Archer : The Wicked Dryad inflicts 1 damage each round the player fails to inflict her damages.
If the player wants flees, the Dryad inflicts him an extra 3 damages before he can escape, cancelling the flee if the player dies.

⚀ Great Wolf ☐☐ : The Dryad gets -1ATT

⚀ Bear ☐☐☐☐ : The Dryad gets -1ATT -1DEF

⚁ Hawk ☐☐ : Dryad gets -1ATT, -1DEF, Hero +1 Spirit

⚂ Great bow ☐ : The dryad loses her special hability

⚄ Talisman ☐ : Hero gains 3 Spirit

⚅ Child cage ☐☐☐☐☐ : You may try to escape with the child from now on.

The Worm Lord

𝄐 Hero gets +1Rage +5HP +1ATT per Great Worm defeated.

𝄐 Hero gets +1ATT per Cave looted or searched and Hut looted or searched.

⤜➤ ATT 7

◉ DEF 7

Nest : Each time a Warrior Worm or Young Worm is destroyed, roll a d6. If the result is 5 or 6, the destroyed Worm is replaced by a new unarmed one (ATT and DEF malus from destroyed worm still apply).

⚀ Queen Worm ☐☐☐☐☐ : The Lord gets -2ATT, -2DEF

⚁ Warrior Worm ☐☐☐☐ : The Lord gets -1ATT -1DEF

⚂ Young Worm ☐☐☐ : The Lord gets -1DEF

⚃ Nest's throne ☐☐ : Tick 2 boxes of each other location except Lord's Mask.

⚄ Lord's Mask ☐ : Hero gets +2 Spirit +2 Rage

⚅ Child's Egg-cocoon ☐☐☐☐☐ : You may try to escape with the child from now on, if the Queen Worm is destroyed.

① LAIRS ROLLS
② MAPPING
③ THREATS AND ACTIONS
④ RUNES
⑤ COMBAT
⑥ DOOM

Used Action Dice

DETERMINED

SPIRIT POINTS
Use it to reroll.

◆ ACTION DICE
◆ UNKNOWN THREAT
◆ COMBAT DICE
◆ BOSS DMG LOCATION

or to become
DETERMINED

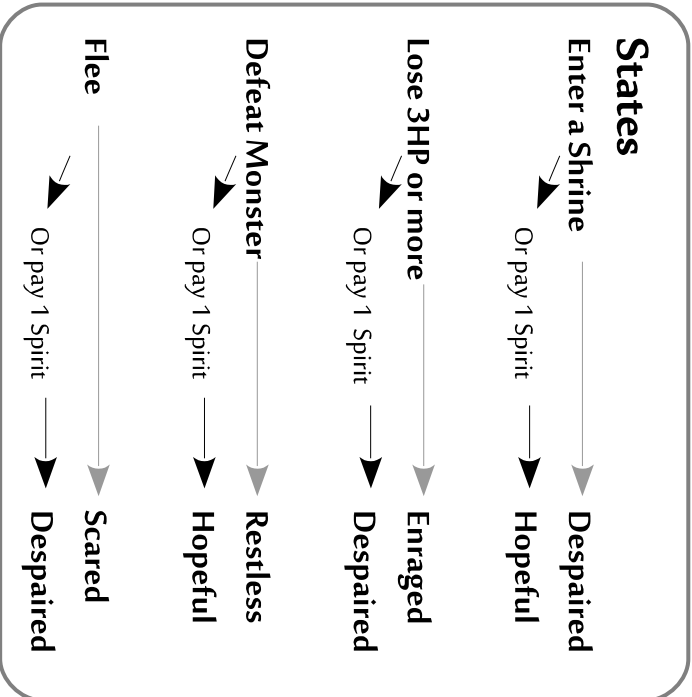|	Move cost	Loot	Trap DMG
Forest	1	✗	1
River	1	✗	1
Path	0.5	✗	1
Swamp	2	✗	1
Thornbush	2	✗	2
Lair	1	✗	3
Shrine	1	✗	2
Clearing	1	✗	0
Hut	1	✓	2
Cave	1	✓	2
Pit	-	-	-
Tower	1	✓	2
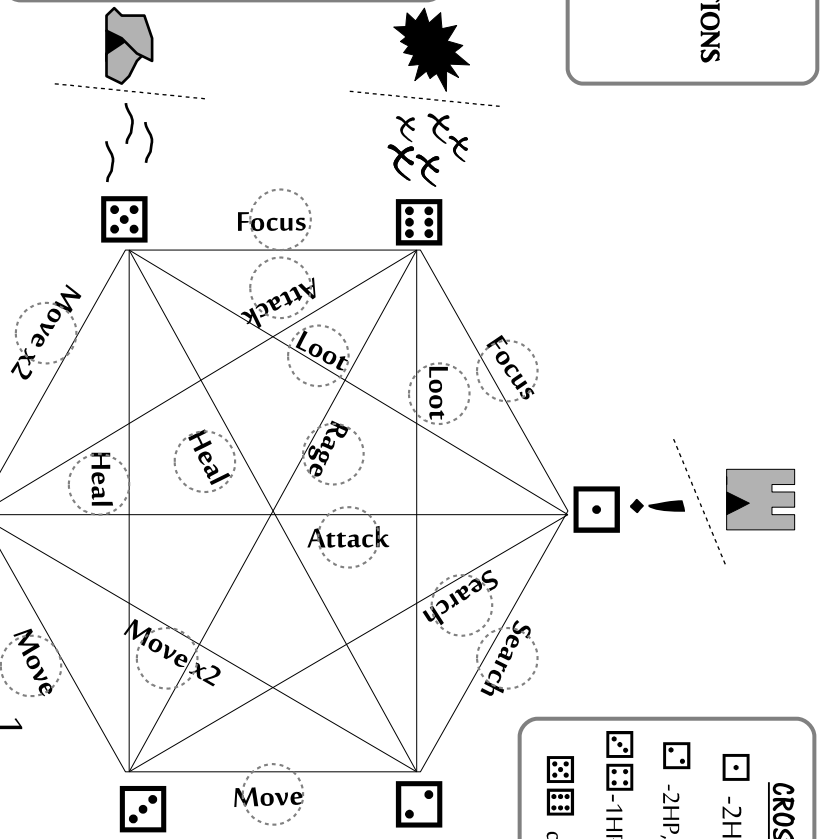
CROSSING RIVERS

⚀ -2HP, crossing fails
⚁ -2HP, crossing successful
⚂ -1HP, crossing successful
⚃ crossing successful

THREATS

⚀ **Unknown** : roll a d6 (1 is safe)
⚁ **Trap** : Lose 0 to 3 HPs
⚂ **Ill luck** : Lose an item or 2 Spirit
⚃ **Infestation** : Add a Lair
⚄ **Doom** : tick a Doom box
⚅ **Chaos** : Roll for State, no Rune,
+3HPs on nearest Lair

States

Enter a Shrine ——→ Despaired
Or pay 1 Spirit ——→ Hopeful

Lose 3HP or more ——→ Enraged
Or pay 1 Spirit ——→ Despaired

Defeat Monster ——→ Restless
Or pay 1 Spirit ——→ Hopeful

Flee ——→ Scared
Or pay 1 Spirit ——→ Despaired

Totems

☐ **EEL** +1 to Flee and gain 1 Spirit everytime you flee. You always cross rivers safely.
☐ **ELK** +3HP. When you are Scared you also gain +1ATT.
☐ **CAT** The cost to pick the alternative State is always 0 Spirit. Ignore "Ill luck" Threat.
☐ **RAT** Roll 3 Loot items and keep one. You can Loot Lairs from now on.
☐ **BAT** Gain 1 Spirit or 1 HP everytime you enter a Cave, Tower, Shrine or Hut.
☐ **OWL** +3 Spirit. You can Loot Shrines from now on.
☐ **DEER** +3HP, Forests, River, Clearings and Thornbushes cost only 0.5pt to enter.
☐ **CROW** +2 Spirit, you can move once to any Tower, Cabin, Shrine or Cave.
☐ **HAWK** +2 Rage +2 Spirit, your State becomes Determined.
☐ **BEAR** +2 Rage, +1ATT.
☐ **LEECH** Gain 2HPs and 2 Spirit each time you defeat a Monster.
☐ **SNAKE** Your Damages are always doubled in combats.
Any **ligne of 3** : Skip next doom phase. ≢ Any **column of 3** : one Search Action.

Focus · Attack · Loot · Focus · Loot · Rage · Heal · Heal · Attack · Search · Search · Move x2 · Move · Move x2 · Move

1 2 3 4 5 6

Monster Table

defeated : ☐☐☐

2-3 : Dark Spy	☐☐☐
4-5 : Sorcerer	☐☐☐
6 : Dire Boar	☐☐☐
7 : Wolf Pack	☐☐☐
8 : Troll	☐☐☐
9 : Executor	☐☐☐
10 : Cannibal Hunters	☐☐☐
11 : Great Worm	☐☐☐
12 : Nymph	☐☐☐

Loot Table

※ = spend item to use power

- 1-1 **Trap** -1HP
- 1-2 **Rune pouch** Gain any Rune ※
- 1-3 **Pig leg** Flee Wolves/Boar/Great Worm (no roll) ※
- 1-4 **Dark banner** Trolls and Executors do not attack you
- 1-5 **Silver Key** Gain 3 items for next terrain loot ※
- 1-6 **Moonshine sack** +1d6 Spirit ※
- 2-2 **Helm** Reroll 1s and 2s on DEF dice
- 2-3 **Shaman mask** +1 ATT vs Sorcerer, Hunters, Nymphs
- 2-4 **Balm** +4HP ※
- 2-5 **Greenfire torch** +1ATT,+1DEF for one full fight ※
- 2-6 **Map** Add 3 Path zones on the map ※
- 3-3 **Shield** +1DEF
- 3-4 **Chainmail** +1DEF
- 3-5 **Dagger** Reroll 1s and 2s on ATT dice
- 3-6 **Potion** +3HP or +3 Spirit ※
- 4-4 **Axe** +1ATT
- 4-5 **Blow Horn** Boars and Wolves do not attack you
- 4-6 **Talisman** +1 Spirit each time a monster is defeated
- 5-5 **Bow** Deal 2DMGs before first round of fights
- 5-6 **Gladius** Reroll 1s and 2s on DEF and ATT dice
- 6-6 **Clue** Tick next Search box, ignore conditions
- **Tusk** Discard when in a Shrine to gain any Rune ※

COMBAT

Each round:

◆ **FLEE:**
1 Defense dice + 1 Flee dice

Or

◆ **FIGHT:**
1 Attack dice + 1 Defense dice

Or

◆ **BERSERK** (cost 1 Rage):
2 Attack dice + 1 Defense dice

FLEE

⚁ or less : FAIL
play next round

⚃ or more : SUCCESS
Fight ends

+1 on dice when Scared

Cannibal Hunters · 7

Reach - 3
ATT – 4
DEF – 2
HP - 8 ☐☐☐☐☐☐☐☐

Clan : +1ATT +1DEF per other Cannibal or Sorcerer within 2 reach.

Mugger : Player can Flee (no roll) by spending 1 item.

Troll · 3

Reach - 2
ATT – 5
DEF – 3
HP - 5 ☐☐☐☐☐

Sorcerer · 8

Reach - 2
ATT – 4
DEF – 4
HP - 4 ☐☐☐☐

Spell : When player fails his DEF he loses 1 Spirit instead of losing HPs.

Executor · 5

Reach - 1
ATT – 4
DEF – 4
HP - 4 ☐☐☐☐

Sentinel : +1ATT, +1DEF, +1Reach if adjacent to a Tower, Pit or Shrine.

Dark Spy · 6

Reach - 3
ATT – 5
DEF – 3
HP - 5 ☐☐☐☐☐

Ploy : If there is an undefeated Dark Spy on the map the player cannot do Search actions.

Great Worm · 9

Reach - 3
ATT – 6
DEF – 2
HP - 8 ☐☐☐☐☐☐☐☐

Shell : The Worm gain +1DEF each time an attack hits it.

Dire Boar · 1

Reach - 1
ATT – 4
DEF – 2
HP - 4 ☐☐☐☐

Trophy : When defeated collect a Pig Leg or a Tusk.

Wolf Pack · 2

Reach - 4
ATT – 4
DEF – 2
HP - 3 ☐☐☐

Stalkers : -1 on the Flee dice.

Nymph · 4

Reach - 3
ATT – 5
DEF – 5
HP - 3 ☐☐☐

Charmed : Before fight roll 2d6 + total Spirit, if the result is equal or greater than 13 the Nymph is defeated and player gains 3 HPs or 3 Spirit.

Foe: _____ DMG: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Foe: _____ DMG: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Foe: _____ DMG: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Foe: _____ DMG: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Foe: _____ DMG: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Foe: _____ DMG: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

¥ Name:

Child's name : _____

HP: 15 ❤ **Spirit: 12** ⚙ ⚡

Rage: 1

State:

☐ **Determined**
Move/Heal = Search
Search/Heal = Move
+1extra SP when Focus

⚅ **Scared**
+1DEF +1FLEE

⚀ **Hopeful**
↳ Gain 1HP
+1extra HP when Heal

⚅ **Restless**
+1MOVE

⚀ **Enraged**
↳ Gain 1Rage
+1extra Rage per fight

⚅ **Desperate**
↳ Gain 1 Rune

Inventory

Search:

Boss

Doom