

# GAME COMPONENTS

## 4 Books

Rulebook; Adventure; Wilde Horde; Campaign book: Dragonholt

## 1 Terminology Sheet

## 1 Actions Summary Sheet

## 1 Controlling Enemies Summary Sheet

## 8 Character Blocks for the Ready-To Play Heroes

**Human**  
Thomas and Lucilla  
Human Paladin



|                   |       |
|-------------------|-------|
| Health            | 7     |
| Speed (D6 +)      | 6     |
| Luck              | 3     |
| Number of Attacks | 2     |
| Attack Success    | 55%   |
| Missile Success   | 45%   |
| Defend Success    | 35%   |
| Height            | Tall  |
| Weight            | Heavy |

**Starting Equipment**  
Sword  
Sling  
Leather Armour



**Starting Spells**  
1 Holy spell

**Human Traits**  
A Backing Flurry (see individual trait details).  
When Fighting, you get 1 extra attack for 1 Turn.  
You can only use this trait once per Quest.

**Run for It** - adrenaline surges through your veins and you get ahead to your speed.  
You add +50 to your speed for 1 Turn.  
You may apply this after rolling the Die for movement.  
You can only use this trait once per Quest.

## 8 Race Starting Blocks

**Starting Block: Human**

|                 |       |
|-----------------|-------|
| Health          | 6     |
| Speed (D6 +)    | 6     |
| Luck            | 1     |
| Attacks         | 1     |
| Attack Success  | 45%   |
| Missile Success | 45%   |
| Defend Success  | 25%   |
| Height          | Tall  |
| Weight          | Heavy |

**Spell Notes**  
No starting notes

## 1 Role & Equipment Starting Block

|                           | Adventurer                           | Barbarian      | Buglar                               | Druid              | Fighter                                       | Paladin  | Priest          | Wizard             |
|---------------------------|--------------------------------------|----------------|--------------------------------------|--------------------|---|--|-----------------|--------------------|
| <b>Health</b>             | +1                                   | +3             | +1                                   | +0                 | +2  | +1   | +1              | +0                 |
| <b>Speed (+D6)</b>        | +1                                   | +0             | +2                                   | +1                 | +0  | +0   | +0              | +0                 |
| <b>Luck</b>               | +2                                   | +0             | +2                                   | +1                 | +0  | +2   | +1              | +1                 |
| <b>Attacks</b>            | +1                                   | +2             | +1                                   | +1                 | +2  | +1   | +0              | +0                 |
| <b>Attack Success</b>     | -10%                                 | -15%           | -5%                                  | 0%                 | -10%  | -10%   | -5%             | 0%                 |
| <b>Missile Success</b>    | -10%                                 | -5%            | -15%                                 | 0%                 | -10%  | 0%   | -5%             | 0%                 |
| <b>Defend Success</b>     | -10%                                 | -10%           | -5%                                  | 0%                 | -15%  | -10%   | -5%             | 0%                 |
| <b>Starting Spells</b>    | None                                 | None           | None                                 | 4 Nature spells    | None  | 1 Holy spell<br>However, can't use a spell card with an X in the corner. | 4 Holy spells   | 4 Arcane spells    |
| <b>Starting Equipment</b> | Dagger<br>Shortbow<br>Leather Armour | Sword<br>Sling | Dagger<br>Shortbow<br>Leather Armour | Dagger<br>Shortbow | Sword<br>Shortbow<br>Leather Armour<br>Shield | Sword<br>Sling<br>Leather Armour   | Dagger<br>Sling | Dagger<br>Shortbow |

## 4 Consoles with Green and Red Pegs 1

**CONSOLE**

**Hitting Left Hand**

|             |   |   |   |   |   |   |   |   |   |    |
|-------------|---|---|---|---|---|---|---|---|---|----|
| 0           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Health      | x | x | x | x | x | x | x | x | x | x  |
| Speed (+D6) | x | x | x | x | x | x | x | x | x | x  |
| Luck        | x | x | x | x | x | x | x | x | x | x  |
| Attacks     | x | x | x | x | x | x | x | x | x | x  |

**Chance of Success**

|         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 10      | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| Attack  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |
| Missile | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |
| Defend  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |

**Hitting Right Hand**

|             |   |   |   |   |   |   |   |   |   |    |
|-------------|---|---|---|---|---|---|---|---|---|----|
| 0           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Health      | x | x | x | x | x | x | x | x | x | x  |
| Speed (+D6) | x | x | x | x | x | x | x | x | x | x  |
| Luck        | x | x | x | x | x | x | x | x | x | x  |
| Attacks     | x | x | x | x | x | x | x | x | x | x  |

**Chance of Success**

|         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 10      | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| Attack  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |
| Missile | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |
| Defend  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |

**WEAPONS**

|       |  |
|-------|--|
| Head  |  |
| Body  |  |
| Hands |  |
| Legs  |  |
| Feet  |  |

**Spells to Cast**

|        |   |   |   |   |   |   |
|--------|---|---|---|---|---|---|
| 0      | 1 | 2 | 3 | 4 | 5 | 6 |
| Arcane | x | x | x | x | x | x |
| Holy   | x | x | x | x | x | x |
| Nature | x | x | x | x | x | x |

**Trait** (x) **Heavy** (x) **Light** (x)

**Gold Pieces**

|              |    |
|--------------|----|
| Yes          | No |
| Trait 1 Used | x  |
| Trait 2 Used | x  |

**See Value Green** (●) **Current Value (Red)** (●)

## 1 Game Mat with 1 Green & 1 White Dice

**GAME MAT**

**Rooms Completed**

Move Quest Room Dice along each time a room is completed

Q

1

2


3

4


5

→ New Room - Quest Room?

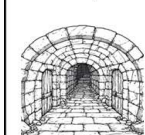
Once 5 rooms have been completed, whenever a new door is opened - Roll Quest Room Dice:  
Q = Quest Room Found!  
Blank = Turn a Room Card as Normal




Room




Passage



Event!





## 1 Item Deck Mat

**ITEM DECKS**

Weapon



Missile Weapon



Armour



General Item



## Sets of Cards

Game Mat Cards: Room; Passage; Event

Item Deck Cards: Weapon; Missile Weapon; Armour; General Item

Other Cards: Monster; Spell (Arcane, Holy and Nature)

Dice

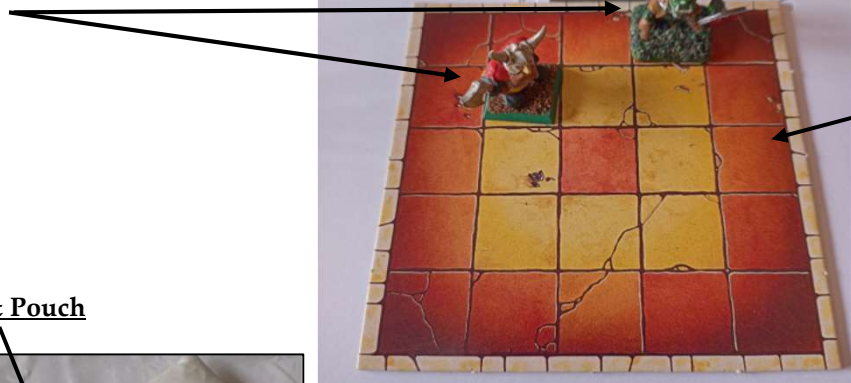


Passage Tiles



Doors

Minis



Room Tiles

Stick Tokens

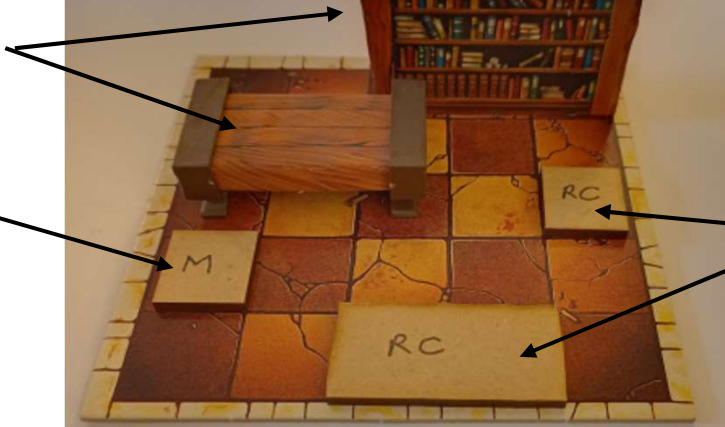


Coins & Pouch



Flagstone Tiles  
(Number & Letter)

Room Content Pieces



Mini Tokens



Room Content Tiles

(Use a Mini Token to represent an Enemy where there is not a specific Mini)  
(Use a RC Tile to represent a Room Content where there is not a specific Piece)

Sand Timer