

ADVENTURE JOURNAL

STRENGTH

(start Strength = 4)

4 5 6 7
8 9 10

To fight, roll a die and add your Strength to the roll.

Then roll a die and add your opponent's Strength. If your result is higher, you have defeated them.

HEARTS

(start maximum Hearts = 4)

0* 1 2 3 4
5 6 7 8 9

* If you have 0 Hearts, you can remove a Fatestone from your Inventory to gain 2 Hearts.

You cannot go above your maximum Hearts. Levelling up can increase your maximum Hearts.







EXPERIENCE

1 2 3 4 5 6 7
8 9 10 11 12 13
14 15 16 17 18 19
20 21 22 23 24 25
26 27 28 29 30

When your Experience reaches a black circled number, you level up. You can either:

Increase Strength: Add 1 Strength

Increase Hearts: Add 1 to maximum Hearts, then restore all Hearts.

LUCKY CHARM: Pay 1 Gem and roll a die    = 0   = 1  = 2

INVENTORY

1: _____ 6: _____
2: _____ 7: _____
3: _____ 8: _____
4: _____ 9*: _____
5: _____ 10*: _____

* You can only carry items in these slots if you have 7 or more Strength.

NOTES

PURSE

INGREDIENTS



SHELL



PEARL



FISH SCALE



FEATHER



COPPER ORE



YETI CLAWS



BONES



GLOW DUST



FIREFLY TAIL



FAIRY DUNG



TOADSTOOL



ELF EAR



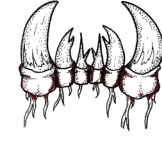
DWARF BEARD



IRON ORE



DRAGON HEART



DEMON TEETH

RECIPE BOOK



WHALE



SCAVENGER



UNLOCK



DIVINER

Reroll a lucky charm die once per fight.



RANGER

Before a fight, roll a die. 4-6: Deduct 1 from opponent's Strength.



BANISH



MIGHT

Immediately add 1 to your Strength.



ROCK SKIN

When you lose a Heart in a fight, roll a die: 5-6: Lose no Hearts.



WISDOM

Immediately add 1 Experience.



DEMON BANE



CAJOLER

When you buy equipment, pay 1 less gem.



FLEETFOOT



DRAGONFIRE



WEALTH
Immediately add 6 Gems.