

Rules Changes

1. Death and Resurrection

Slain heroes do not return to town. Their corpses stay in the square where they fell, with all of their equipment and gold. Another adjacent hero may spend 2 movement and use two Healing Potions to return a slain hero to life with 1 health and 0 fatigue, or spend 1 movement and use a Crystal of Tival or Amulet of Healing to return a slain hero to life with full health and fatigue. Alternatively, an adjacent hero may simply spend 2 movement to loot the corpse for any equipment or gold the dead hero was using or carrying.

A dead hero's player may choose to abandon the hero to take a new hero from town into the dungeon, following all the normal rules for starting a new hero. Once a player has abandoned a hero, that hero may no longer be resurrected.

2. Multiple Targets

Certain abilities, such as Sweep, Breath, or Blast, cause a single attack to target multiple creatures. When performing such an attack, make a single die roll for all dice except for the red, blue or white die. This die is rolled separately, along with any appropriate Stealth dice, for each creature affected by the attack. If any of these dice come up as a miss, only that creature is missed by the attack.

3. Gold, Treasure and Items

When treasure is awarded, Treasure and gold are only given to the hero who opens the chest. If there is not room in that hero's inventory, the remaining Treasure cards remain inside the chest, and may be picked up by anyone adjacent to the chest marker. Treasure cards may not be exchanged for gold immediately, but must be sold in town. Feat cards and other cards are awarded immediately, and do not need to be picked up.

Likewise, when gold is awarded for killing a monster, the gold drops in a square the monster occupied. When a hero touches any money marker, that hero gets all gold awarded by that marker. Consequently, heroes may now share gold, following the same rules as giving any other equipment to adjacent heroes.

Dropping items and picking up tokens now costs 1 movement. When a hero drops an item, that item is not destroyed; instead, place a token in the square the item was dropped in to represent its location.

4. Glyphs

A hero may not use a glyph to travel to or from town so long as any monsters have line of sight to that glyph. The heroes must first clear out the area around the glyph before they may use it. This rule does not apply to the first glyph in the dungeon.

Whenever a glyph is activated, the overlord places one treasure of the appropriate level (Bronze, Silver or Gold) face-up; this treasure may subsequently be purchased in town for the standard amount. These are the only treasures that may be purchased in-town; heroes may not pay gold to draw random cards from any of the Treasure decks.

5. Trait Dice

Each character pays a different cost for training new Trait dice, depending on their starting Skills. When purchasing new Trait dice, the hero must begin and end their turn in town, and may make no other purchases. The price for one new or replaced Trait die is noted on each hero's sheet.

6. Skill Cards

Skill Cards are no longer drawn randomly. Instead, each character starts with the Skill cards specified, and may pay the price listed to choose and draw a new Skill card while training in town. A character may never possess more than one of any given Skill card.

Each character pays a different cost for training new Skills, depending on their starting Skills. When purchasing new Skill Cards, the hero must begin and end their turn in town, and may make no other purchases. The price for new Skill cards is noted on each hero's sheet.

6. Feat Cards

Whenever a hero earns the ability to draw a Feat card, they may draw a number of cards equal to the number of Skill cards they possess in the Skill chosen, keep one of the Feat cards drawn, and shuffle the rest back into the appropriate Feat deck.

The image is a full-page illustration of a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible on the left, wearing a helmet with a red plume. The background is a dark, smoky or misty environment. Overlaid on the top half of the image is the title 'DARK SILENT' in a large, stylized, gothic font with a blue and white gradient. Below it, in a smaller, simpler font, is 'IN THE DARK'. The entire image is framed by a thin black border. The bottom half of the image is divided into a grid of sections for a collection book. The top row has two sections labeled 'Armor' and 'Other'. The bottom row has two sections labeled 'Potion Belt' and 'Coin Purse'. Each section contains a small, empty rectangular box for a drawing or note. The overall style is that of a classic fantasy role-playing game illustration.

Choose 2

You may start play with any two Skill cards from the Subterfuge Skill deck.

Training Costs

New Trait Die:



300



300



500

New Skill Card:



1,500



1,500



3,000

Starting Items: Dagger, Bow, Leather Armor, 150 gold

Armor

Other

Potion Belt

Coin Purse



The image is a background for a character inventory sheet. It features a character in ornate armor holding a sword, with the text "STRENGTH IN THE DARK" at the top. The inventory is organized into a grid of sections: two large sections at the top for general items, a section for "Armor", a section for "Other", a section for "Potion Belt", and a section for "Coin Purse". The bottom row contains four small, empty slots for specific items.

The background image shows a character in detailed armor, including a helmet with a crest, holding a large sword. The text 'STRENGTH IN THE DARK' is visible in a stylized font at the top. The image is used as a background for a character sheet template.

A collection of items from the game 'Secret of the Mana' (Secret of Mana) arranged in a grid. The items include: a large sword (top left), a shield (top right), a helmet (middle left), a sword (middle right), a potion belt (bottom left), and a coin purse (bottom right). The background is a faded image of the game's title screen, showing the text 'SECRET OF THE MANA' and 'IN THE DARK'.

The image is a full-page illustration of a fantasy character, likely a knight or warrior, wearing highly detailed, ornate armor with gold and red accents. The character is holding a large, broadsword. The background is a soft, hazy landscape. At the top, the title 'QUEST IN THE DARK' is written in a large, stylized, gothic-style font with a blue and purple gradient. The entire image is overlaid with a grid of boxes for inventory management. The top row has two large boxes, each with a hand icon. The middle row has two boxes labeled 'Armor' and 'Other'. The bottom row has two boxes labeled 'Potion Belt' and 'Coin Purse'. Below these are several smaller, empty boxes for additional inventory slots.

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The image shows a video game cover for 'Sword of the Dragon'. The title is at the top in a large, stylized, blue and white font. Below the title, a knight in full plate armor is shown holding a large sword. The background is a light blue gradient. The cover is overlaid with a grid of 10 slots for inventory items. The slots are arranged in a 2x5 grid. The top two slots are labeled 'Armor' and 'Other'. The bottom two slots are labeled 'Potion Belt' and 'Coin Purse'. The middle slot is empty. The bottom slot is also empty. The background image is slightly faded to show the grid and labels.

The background image is a composite of several elements. At the top, the word 'DARK' is partially visible on the left, and 'STENT' is prominently displayed in a large, stylized, glowing font with a blue and purple gradient. Below 'STENT', the words 'IN THE DARK' are written in a smaller, similar font. The central part of the image shows a character in armor holding a sword, with the sword's blade pointing upwards. In the bottom right corner, there is a close-up of a character's face, looking upwards. The entire image is overlaid with a grid of rounded rectangular boxes, some of which are labeled with text or icons.

Sword of the Stars

IN THE DARK

Armor

Other

Potion Belt

Coin Purse

Sword of the Stars

IN THE DARK

Armor

Other

Potion Belt

Coin Purse

Sword of the Stars

IN THE DARK

Armor

Other

Potion Belt

Coin Purse

Sword of the Stars

IN THE DARK

Armor

Other

Potion Belt

Coin Purse

Elia Windrunner

8
 2
 0
 7

Traits

Hero Ability

When Elia declares a **Run** action, she may spend 1 fatigue to place a **dodge** order during her turn.

Starting Skills

1
 1
 0

2

Spry

Your maximum fatigue is increased by 1. In addition, your speed is increased by 1. Any speed reduction from Armor is applied before this bonus.

Swift

Your speed is increased by 2. Any speed reduction from Armor is applied before this bonus.

Training Costs

New Trait Die: 400 400 500

New Skill Card: 2,000 2,000 3,000

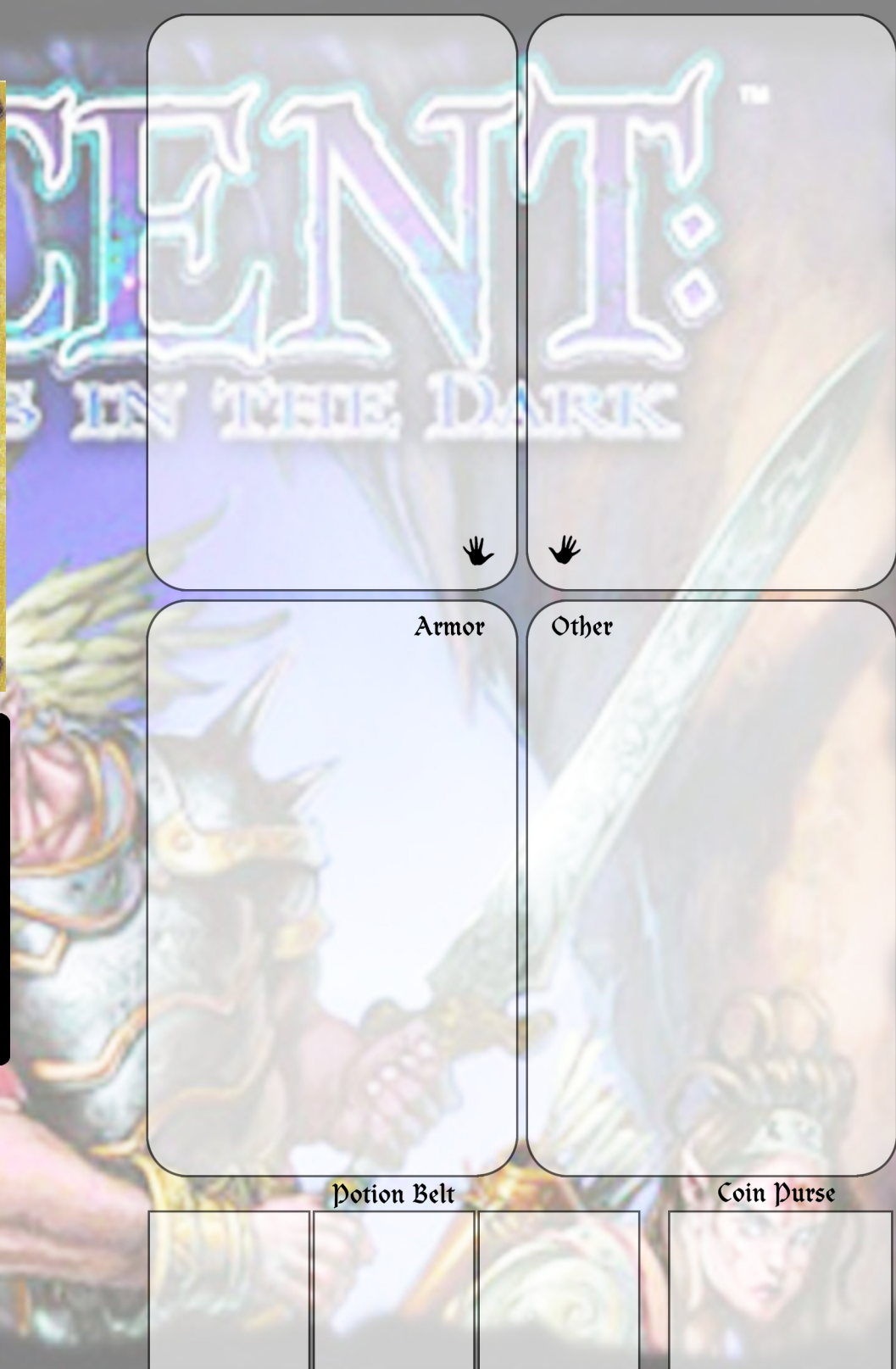
Starting Items: Bow, Leather Armor, 175 gold

Armor

Other

Potion Belt

Coin Purse



The image is a full-page illustration of a fantasy character, likely a knight or warrior, wearing highly detailed, ornate armor with gold and red accents. The character is holding a large, broadsword. The background is a soft, hazy landscape. At the top, the title 'SILVER IN THE DARK' is written in a large, stylized, serif font with a metallic, glowing appearance. Overlaid on the image is a grid of boxes for organizing items. The top row has two boxes, each with a hand icon. The second row has two boxes labeled 'Armor' and 'Other'. The bottom row has two boxes labeled 'Potion Belt' and 'Coin Purse'. The bottom-most row consists of four empty boxes. The entire page is framed by a dark border.

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The image is a background for a character inventory sheet. At the top, the title "DARK STALKER" is written in a large, stylized, glowing font. Below the title, a character in ornate armor and a crown is visible, holding a large sword. The image is overlaid with a grid of boxes for inventory tracking. The grid is divided into four main sections: "Armor" (top left), "Other" (top right), "Potion Belt" (bottom left), and "Coin Purse" (bottom right). Each section contains a grid of boxes for tracking items. The "Armor" section has a grid of 10 boxes (2 rows of 5). The "Other" section has a grid of 10 boxes (2 rows of 5). The "Potion Belt" section has a grid of 10 boxes (2 rows of 5). The "Coin Purse" section has a grid of 10 boxes (2 rows of 5). The background image is a character in ornate armor and a crown, holding a large sword.



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The image is a full-page illustration for a character sheet. It features a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible on the left. The background is a dark, atmospheric scene with a large, glowing sword or staff. The title 'DARK STALKER' is written in a large, stylized font at the top, with 'IN THE DARK' below it. The character sheet layout includes a header section with two empty boxes for a name and a title, followed by two columns labeled 'Armor' and 'Other', and a bottom section with two columns labeled 'Potion Belt' and 'Coin Purse'. The entire sheet is set against a background of the character and the game's title.

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The image is a character sheet template for a game, featuring a background illustration of a warrior in ornate armor holding a large sword. The title 'SILVER IN THE DARK' is prominently displayed at the top in a stylized, metallic font. The character sheet is divided into several sections: a top section with two large empty boxes for character art or stats, each with a hand icon; a middle section with two columns labeled 'Armor' and 'Other'; and a bottom section with a 'Potion Belt' and a 'Coin Purse' section, each containing multiple small empty boxes for item tracking.



The image is a background for a game inventory sheet. At the top, the title 'DARK STALKER' is written in a large, stylized, glowing font. Below the title, a character in ornate armor and a crown is visible, holding a large sword. The image is overlaid with a grid of boxes for inventory tracking. The grid includes a 'Potion Belt' section with three boxes, a 'Coin Purse' section with one box, and a larger section for 'Armor' and 'Other' items. There are also two small hand icons for moving items between sections.

The image is a full-page illustration for a character sheet. It features a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible, showing a determined expression. The background is a dark, atmospheric scene with a large, glowing sword or staff. The title 'DARK STALKER' is prominently displayed in a stylized, gothic font at the top, with 'IN THE DARK' written below it in a smaller, similar font. The overall color palette is dark, with highlights on the armor and the glowing elements.

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Karnon

16
 4
 1
 4

Ctraits

Hero Ability

Karnon has the **Tread Ice** ability, and is immune to **Frost** and **Fear**.

Starting Skills

2
 0
 0

4

Mighty

Whenever you make a **Melee** attack, you gain +2 Damage.

Berserker

You gain +2 Damage to all of your attacks whenever you have lost half or more of your wounds.

This bonus increases to +4 Damage whenever you have one quarter of your wounds or fewer remaining.

Training Costs

New Trait Die: 300 500 500

New Skill Card: 1,500 3,000 3,000

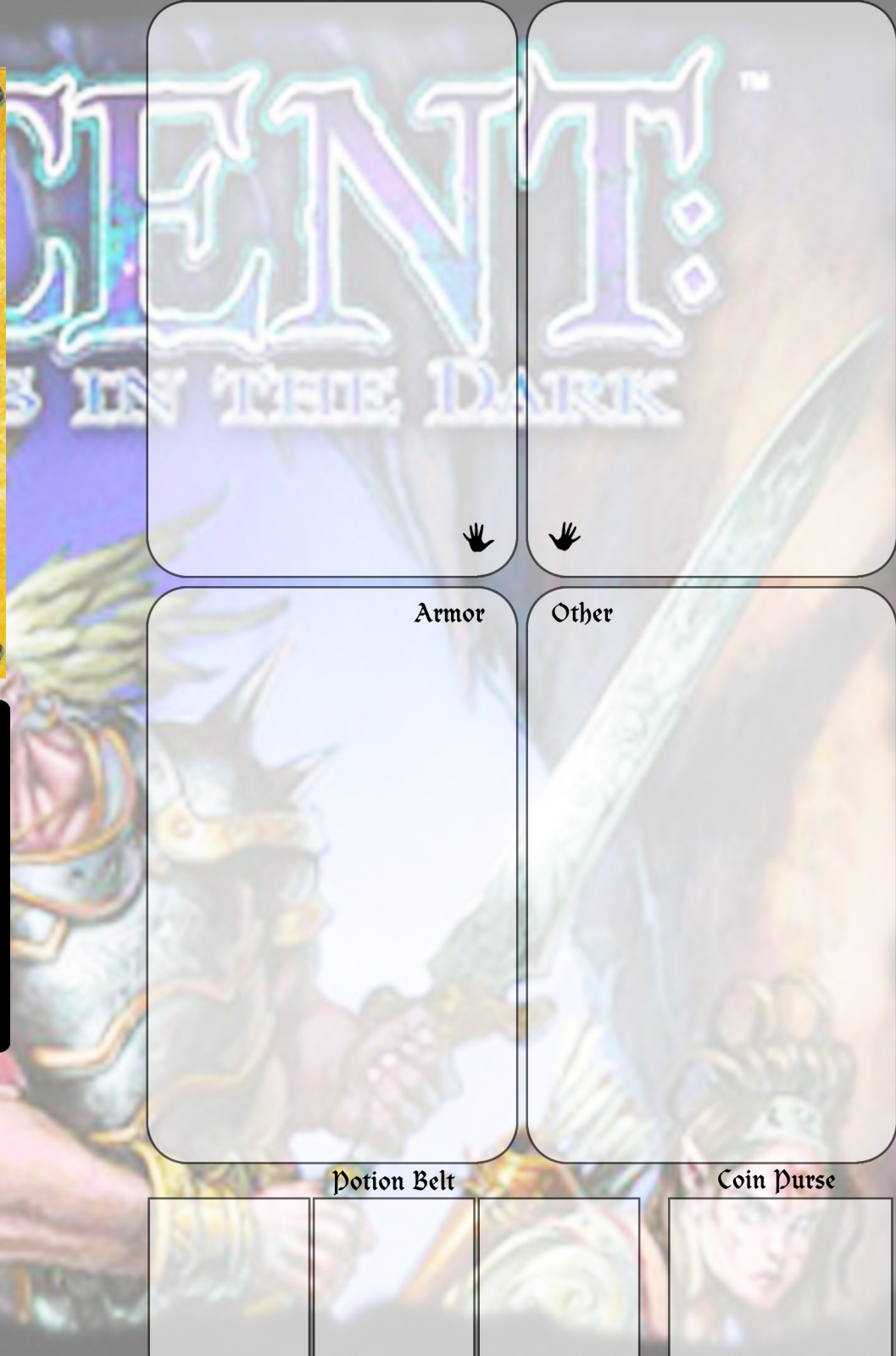
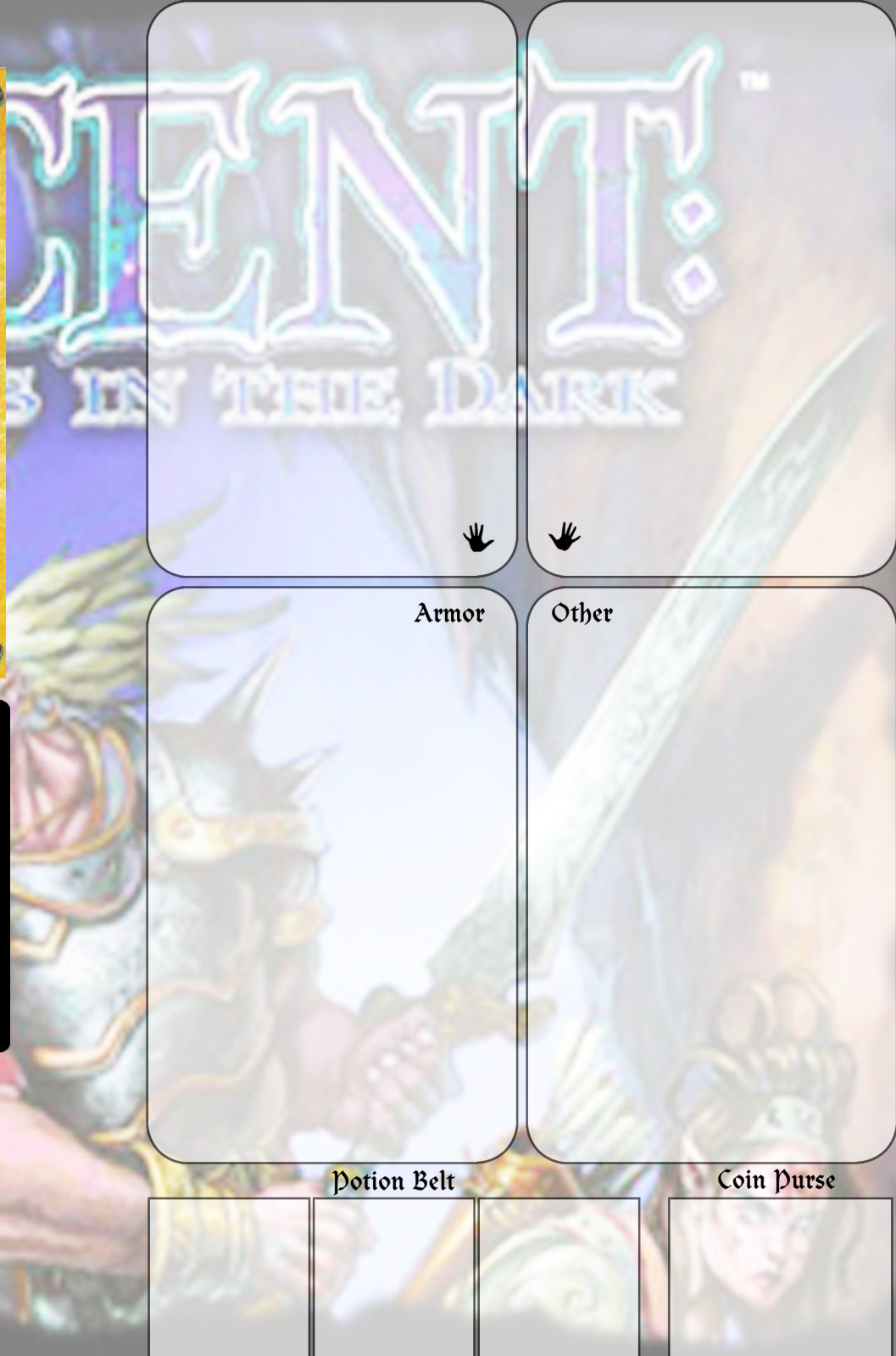
Starting Items: Hammer, Ghost Armor, 50 gold

Armor

Other

Potion Belt

Coin Purse



The image shows a video game cover for 'Sword of the Stars' with a character in armor holding a sword. Overlaid on the cover is a grid of 10 empty rectangular boxes for organizing items. The top row has two boxes. The middle row has two boxes, the left one labeled 'Armor' and the right one labeled 'Other'. The bottom row has four boxes, the first two labeled 'Potion Belt' and the last two labeled 'Coin Purse'. The background image is a faded version of the game cover.

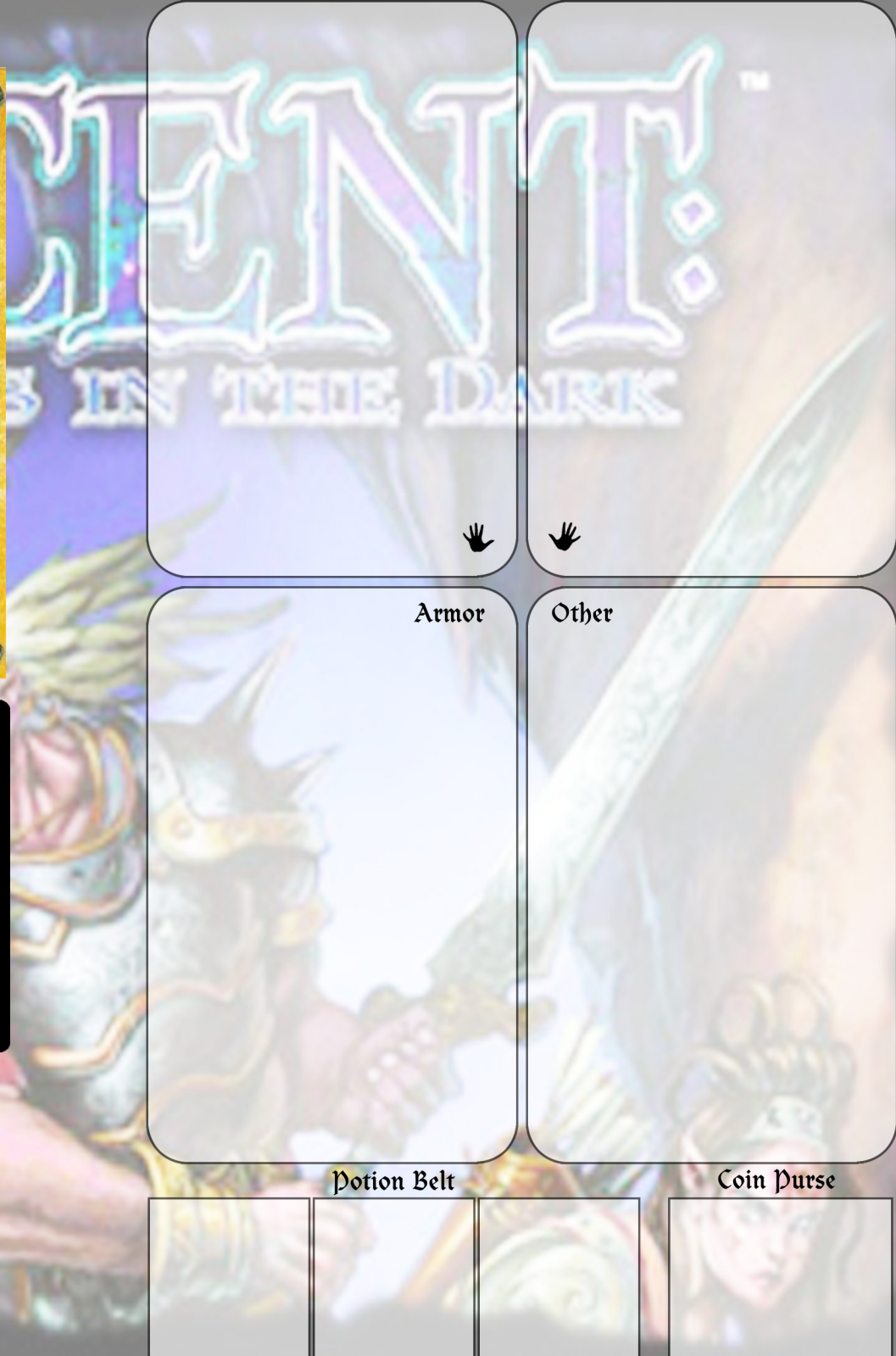
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The image is a background for a character inventory sheet. It features a character in ornate armor holding a sword, with the text "STRENGTH IN THE DARK" at the top. The inventory is organized into a grid of sections: two large sections at the top for "Armor" and "Other", and two smaller sections at the bottom for "Potion Belt" and "Coin Purse". The "Armor" and "Other" sections each have a hand icon indicating where to place items. The "Potion Belt" and "Coin Purse" sections are divided into smaller slots for specific items.

The image is a background for a game inventory system. It features a character in ornate armor holding a sword. The title 'DUNGEON MASTER' is prominently displayed at the top in a stylized, glowing font, with 'IN THE DARK' written below it in a smaller, similar font. The background is divided into a grid of sections for inventory management. The top row has two large sections, each with a hand icon. The middle row has two sections labeled 'Armor' and 'Other'. The bottom row has two sections labeled 'Potion Belt' and 'Coin Purse'. The bottom-most row consists of four smaller, empty slots. The entire interface is overlaid on the game's background art.



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The image is a full-page illustration for a character sheet. The background features a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible on the left. In the upper right, the text 'DARK STALKER' is written in a large, stylized, metallic font, with 'IN THE DARK' in a smaller font below it. The character sheet itself is overlaid on the right side, consisting of a grid of boxes for character information. The top row has two boxes for 'Name' and 'Race'. The second row has two boxes for 'Class' and 'Level'. The third row has two boxes for 'Armor' and 'Other'. The bottom row has two boxes for 'Potion Belt' and 'Coin Purse'. The character sheet is white with black borders and text.

The image is a full-page illustration of a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible on the left, wearing a helmet with a red plume. The background is a dark, moody landscape. At the top, the title 'SILENT! IN THE DARK' is written in a stylized, gothic font. The entire image is overlaid with a grid for inventory management. The grid consists of a 2x2 grid of large slots at the top, a 2x2 grid of smaller slots in the middle, and a 2x2 grid of even smaller slots at the bottom. The top-left slot is labeled 'Armor' and the top-right slot is labeled 'Other'. The bottom-left slot is labeled 'Potion Belt' and the bottom-right slot is labeled 'Coin Purse'. The middle-left slot is labeled 'Potion Belt' and the middle-right slot is labeled 'Coin Purse'. The grid is designed to allow players to manage their inventory, including armor, other items, a potion belt, and a coin purse.

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The background image is a collage. At the top, the word 'DARK' is partially visible on the left, and 'STENT!' is prominently displayed in a large, stylized, multi-colored font with a white outline. Below this, the words 'IN THE DARK' are written in a smaller, similar font. The central part of the image shows a character in detailed armor holding a large sword. In the bottom right corner, there is a close-up of a character's face with blonde hair and a headband.

The background image is a promotional art for the game 'Dark Stalker'. It features a character in elaborate, dark armor with gold accents and a crown, holding a large, ornate sword. The title 'DARK STALKER' is prominently displayed at the top in a stylized, glowing font. The overall theme is dark and fantasy-oriented.

The image is a full-page illustration for a character sheet. The background features a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible on the left. In the upper right, the text 'DARK STALKER' is written in a large, stylized, metallic font, with 'IN THE DARK' in a smaller font below it. The character sheet itself is overlaid on the image, consisting of a grid of boxes for character information. The top row has two large boxes for 'Name' and 'Class'. The second row has two boxes for 'Race' and 'Gender', each with a small icon of a hand. The third row has two boxes for 'Armor' and 'Other'. The bottom row has two boxes for 'Potion Belt' and 'Coin Purse'. The entire sheet is framed by a dark border.

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The image is a full-page illustration of a fantasy character, likely a knight or warrior, wearing highly detailed, ornate armor with gold and red accents. The character is holding a large, broadsword with both hands. The background is a soft, hazy landscape. At the top, the title 'SILVER IN THE DARK' is written in a large, stylized, serif font with a metallic, glowing appearance. Overlaid on the image is a grid of boxes for inventory management. The top row has two large boxes, each with a hand icon. The middle row has two boxes labeled 'Armor' and 'Other'. The bottom row has two boxes labeled 'Potion Belt' and 'Coin Purse'. Below these are four smaller, empty boxes for additional inventory slots.

The image is a full-page illustration of a character in elaborate, dark armor with gold accents and a large, curved sword. The character's face is partially visible on the left, wearing a mask. The background is a mix of dark and light tones, suggesting a dramatic scene. At the top, the title 'SILENT! IN THE DARK' is written in a stylized, gothic font. The entire image is overlaid with a grid of rounded rectangular boxes, some of which are labeled with text: 'Armor' and 'Other' in the middle row, and 'Potion Belt' and 'Coin Purse' in the bottom row. There are also small hand icons in the top row of boxes. The grid is designed to be used as a collection book for items from the game.

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The image shows a collection book template overlaid on a video game cover. The game cover features a character in ornate armor holding a large sword, with the title 'SWORD OF THE STARS' in a stylized font at the top and 'IN THE DARK' below it. The collection book has a grid of boxes. The top row has two boxes, each with a hand icon. The middle row has two boxes labeled 'Armor' and 'Other'. The bottom row has two boxes labeled 'Potion Belt' and 'Coin Purse'. The bottom-most row consists of four empty boxes.

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The image shows a video game cover for 'Sword of the Stars' with a character in armor holding a sword. The title 'SWORD OF THE STARS' is at the top, and 'IN THE DARK' is below it. The image is overlaid with a grid of boxes for organizing items. The grid consists of a top row with two large boxes, a middle row with two boxes labeled 'Armor' and 'Other', and a bottom row with four boxes labeled 'Potion Belt' and 'Coin Purse'. The background image is a faded version of the game cover.

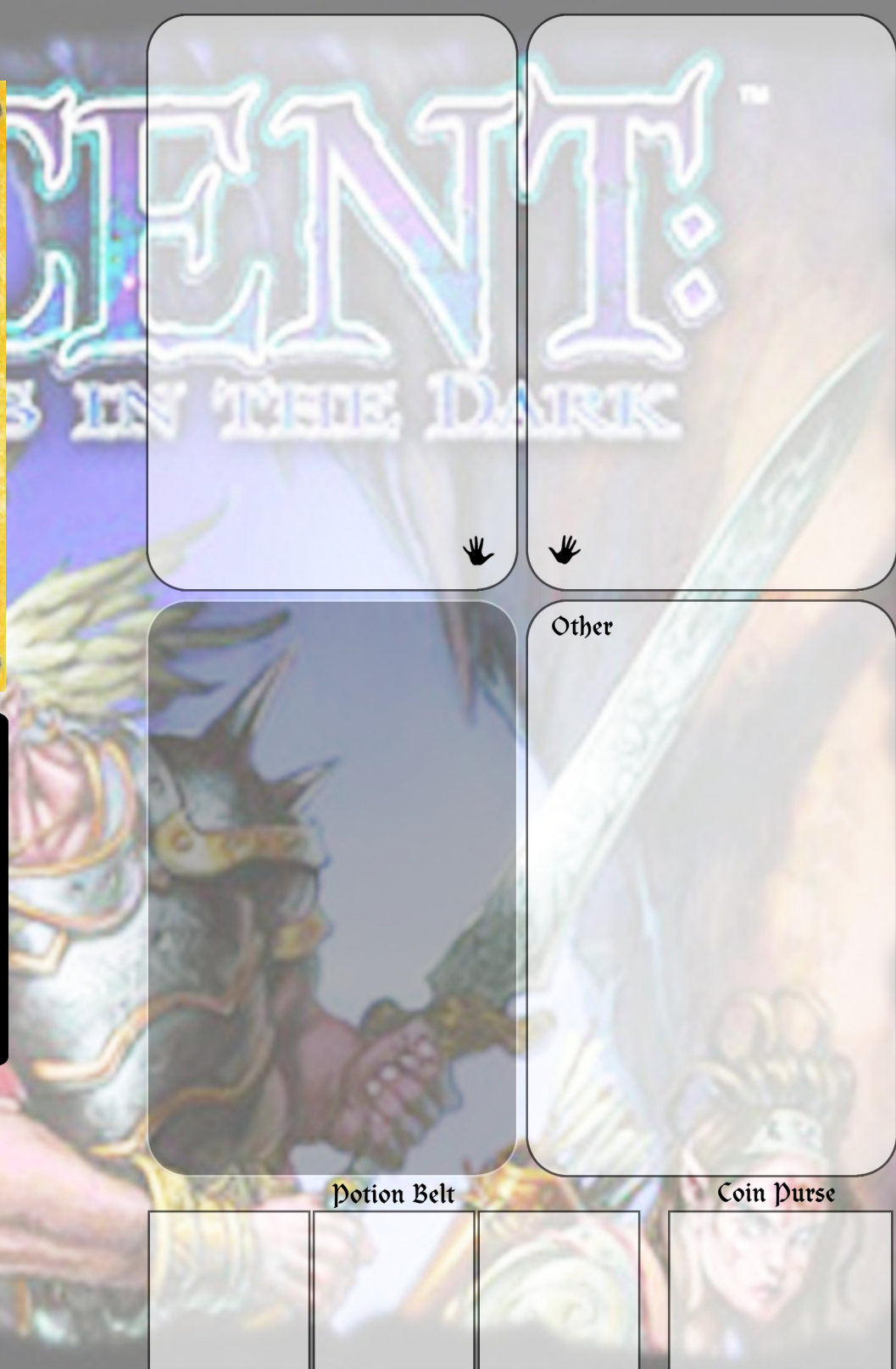
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The image is a character sheet template for a game titled "QUEST IN THE DARK". The background is a detailed illustration of a character in ornate, dark armor with gold and red accents, holding a large, curved sword. The character has long, flowing blonde hair. The title "QUEST IN THE DARK" is written in a large, stylized, gothic font at the top. The character sheet is divided into several sections by black borders. At the top, there are two large, empty rectangular boxes. Below these, there are two smaller boxes, each containing a hand icon. The middle section is divided into two columns: "Armor" on the left and "Other" on the right. At the bottom, there are two rows of boxes. The first row has two boxes labeled "Potion Belt" and "Coin Purse". The second row has four empty boxes. The entire character sheet is overlaid on the background illustration.

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Ranged and Magic attacks suffer a -3 penalty to range when targeting you. Attacks that target more than one space ignore this ability.

Training Costs

New Trait Die:



300



400



500

New Skill Card:



1,500



2,000



3,000

Starting Items: Sword, Dagger, Ghost Armor, 50 gold

The background image is a composite of several elements. At the top, the word 'DARK' is partially visible on the left, and 'STENT' is prominently displayed in a large, stylized, glowing font with a blue and purple gradient. Below this, the words 'IN THE DARK' are written in a smaller, similar font. The central part of the image shows a character in armor holding a sword, with the sword's blade pointing upwards. In the bottom right corner, there is a close-up of a character's face, looking upwards. The entire image is overlaid with a grid of rounded rectangular boxes, some of which are labeled with text or icons.

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Armor	Other
	

3,000

New Skill Card:  1,500  2,000  3,000

Starting Items: Dagger, Dagger, Leather Armor, Ghost Armor, 50 gold

One fist

12
 3
 2
 4

Traits

Hero Ability

One Fist only has one hand for the purposes of equipping items. He may always make one **Melee** attack, rolling 1 Red and 1 Green die, in addition to his normal action.

Starting Skills

1
 2
 0

4

Mighty

Whenever you make a **Melee** attack, you gain +2 Damage.

Alertness

When an enemy figure moves into a space adjacent to you, you may spend 2 fatigue to immediately make 1 attack against that figure. You may do this once each time an enemy figure moves into an adjacent space.

Cautious

The overlord receives 1 fewer threat token each turn. In addition, **Trap** cards always deal 1 less wound to you (minimum 0).

Training Costs

New Trait Die: 400 300 500

New Skill Card: 2,000 1,500 3,000

Starting Items: Sword, Chain Mail, 125 gold

Hook

Weapon
Melee

Armor

Other

Potion Belt

Coin Purse



500

3,000

Starting Items: Sword, Crossbow, Leather Armor, 25 gold

Armor

Other

Armor	Other
	

Potion Belt			Coin Purse

The image is a full-page illustration of a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible, showing a determined expression. The background is a dark, atmospheric setting. At the top, the title 'SILENT!' is written in a large, stylized, gothic font, with 'IN THE DARK' in a smaller font below it. The entire image is overlaid with a grid for inventory management. The grid consists of several rectangular slots. The top row has two large slots, each with a hand icon. The middle row has two large slots labeled 'Armor' and 'Other'. The bottom row has four smaller slots, with the first two labeled 'Potion Belt' and the last two labeled 'Coin Purse'. The grid lines are thin and white, contrasting with the darker background.

The image is a full-page illustration of a fantasy character, likely a knight or warrior, wearing highly detailed, ornate armor with gold and red accents. The character is holding a large, broadsword diagonally across the frame. At the top, the title 'SILVER IN THE DARK' is written in a large, stylized, gothic-style font with a light blue and purple gradient. The background is a soft, hazy landscape. Overlaid on the image is a grid of labels for inventory slots. In the center, there are two labels: 'Armor' on the left and 'Other' on the right, each with a small black hand icon above it. At the bottom, there are two labels: 'Potion Belt' on the left and 'Coin Purse' on the right. Below these labels are four empty rectangular boxes, two under 'Potion Belt' and two under 'Coin Purse'. The entire image has a slightly faded, ethereal quality.

The image is a full-page illustration of a character in elaborate, dark armor with gold accents and a large sword. The title 'SILENT! IN THE DARK' is at the top in a stylized, outlined font. Overlaid on the image is a collection book grid. The grid has a header row with two large empty boxes. Below this are two columns: 'Armor' and 'Other'. At the bottom are two rows of smaller boxes, labeled 'Potion Belt' and 'Coin Purse'. The background image is slightly faded to show the grid clearly.

The image is a full-page illustration of a character in elaborate, dark armor with gold and red accents, holding a large, ornate sword. The character's face is partially visible, showing a determined expression. The background is a mix of dark and light tones, suggesting a dramatic setting. At the top, the title 'SILENT! IN THE DARK' is written in a stylized, gothic font. The entire image is overlaid with a grid of rounded rectangular boxes, some of which are labeled with text: 'Armor', 'Other', 'Potion Belt', and 'Coin Purse'. There are also small hand icons in some of the boxes, indicating where to place items. The grid is designed to look like a collection book or a display case for the items mentioned in the labels.

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Silhouette

12
 5
 1
 5

Traits

Hero Ability

While Silhouette has a readied order, she may spend 2 fatigue to exchange it for a different order at any time.

Starting Skills

0
 3
 0

3

Dead Eye

Your **Ranged** attacks gain +2 Damage and cannot be dodged.

Piercing Shot

Exhaust this skill before making a **Ranged** attack to make that attack an aimed attack and give it **Pierce 10**. This skill only refreshes when you (and only you) activate a glyph.

Ranger

All **Ranged** attacks you make using one-handed weapons gain +1 Damage. All ranged attacks you make using two-handed weapons gain +2 Damage.

Training Costs

New Trait Die: 500 250 500

New Skill Card: 3,000 1,000 3,000

Starting Items: Throwing Knives, Dagger, Leather Armor, 175 gold

Armor

Other

Potion Belt

Coin Purse



The background image is a promotional art for the game 'Dark Stalker'. It features a character in elaborate, dark armor with a crown-like headpiece, holding a large, ornate sword. The title 'DARK STALKER' is prominently displayed at the top in a stylized, glowing font. The overall theme is dark and fantasy-oriented.

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The image is a full-page illustration of a fantasy game cover. At the top, the title "Sword of the Dragon: The Legend of the Dragon King" is written in a large, ornate, glowing font. Below the title, a knight in full plate armor, including a red plumed helmet, is shown holding a large sword. To the left, a dragon's head is visible, and to the right, a woman in a blue dress is shown. The background is a dramatic, cloudy sky. The bottom of the image features a grid of inventory slots with labels: "Potion Belt" and "Coin Purse".



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[illegible]

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The image is a full-page illustration of a fantasy game cover. At the top, the title "Sword of the Dragon" is written in a large, ornate, blue and white font. Below it, in a smaller, simpler font, is "by T. A. Matheson". The central figure is a knight in detailed armor, holding a large sword. The background features a dragon and a castle. The bottom of the image is divided into a grid for inventory items, with labels like "Armor", "Other", "Potion Belt", and "Coin Purse".

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The image is a full-page illustration of a character in elaborate, dark armor with gold accents and a large, ornate sword. The character's face is partially visible on the left, wearing a helmet with a red plume. The background is a dark, moody landscape. At the top, the title 'SILENT! IN THE DARK' is written in a stylized, gothic font. The entire image is overlaid with a semi-transparent grid for inventory management. The grid consists of a 2x2 grid of large slots at the top, a 2x2 grid of smaller slots in the middle, and a 2x2 grid of the smallest slots at the bottom. The top-left slot is labeled 'Armor' and the top-right slot is labeled 'Other'. The bottom-left slot is labeled 'Potion Belt' and the bottom-right slot is labeled 'Coin Purse'. The middle-left slot is labeled 'Potion Belt' and the middle-right slot is labeled 'Coin Purse'. The grid is designed to allow users to manage their inventory while playing the game.

The image is a full-page illustration of a fantasy game cover. At the top, the title "Sword of the Dragon" is written in a large, ornate, blue and white font. Below the title, in a smaller, simpler font, is "by T. A. Mathers". The central figure is a knight in detailed armor, including a helmet with a plume, holding a large sword. The background is a dramatic, cloudy sky. The bottom of the image features a grid of inventory slots. The first row has two slots labeled "Potion Belt" and "Coin Purse". The second row has four slots, each containing a different item: a potion, a scroll, a sword, and a coin purse. The overall style is classic fantasy art.

The image is a full-page illustration of a character in elaborate, dark armor with gold accents and a large, ornate sword. The character's face is partially visible on the left, wearing a helmet with a red plume. The background is a dark, moody landscape. At the top, the title 'SILENT! IN THE DARK' is written in a stylized, gothic font. The entire image is overlaid with a grid for a collection book. The grid has four main sections: 'Armor' (top left), 'Other' (top right), 'Potion Belt' (bottom left), and 'Coin Purse' (bottom right). Each section has a small icon of a hand pointing to it. The grid lines are white and the text is in a simple, sans-serif font.

Training Costs						
New Trait Die:		400		500		300
New Skill Card:		2,000		3,000		1,500
Starting Items:	Ghost Armor, Mage Staff					

This image is a collage of items from the video game Final Fantasy IX. At the top, the game's title 'FINAL FANTASY IX' is displayed in a large, stylized, multi-colored font. Below the title, on the left, is a close-up of the character Zidane Tribal's face, wearing his signature silver and gold armor. To the right of Zidane's face is a large, ornate sword, likely the Masamune. Below the sword, there is a small, dark, spiky object, possibly a piece of equipment or a summon. At the bottom of the image, there are two rows of smaller, rectangular images. The first row shows a 'Potion Belt' and a 'Coin Purse'. The second row shows a 'Potion Belt' and a 'Coin Purse'. The background of the entire image is a soft, hazy blue and white gradient.

This image is a collection of various items from the game Final Fantasy VIII. At the top, the title 'FINAL FANTASY VIII' is displayed in a large, stylized, multi-colored font, with 'IN THE DARK' written below it in a smaller, similar font. Below the title, there are two hand icons, one on the left and one on the right. In the center, there is a large, ornate sword with a green blade and a gold hilt. Below the sword, there are two smaller items: a 'Potion Belt' and a 'Coin Purse'. The 'Potion Belt' is a dark, spiked accessory, and the 'Coin Purse' is a small, round, gold-colored item. At the bottom, there are four small, square images showing different characters or items, likely related to the game's story or mechanics.

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The image shows a character sheet template for the game "Secret of the Mana: The Dark". The background is a faded illustration of a character in armor holding a sword. The sheet is divided into several sections:

- Top Section:** A large, stylized title "SECRET OF THE MANA" in a blue and white font, with "THE DARK" in a smaller font below it.
- Character Information Section:** A large, empty rectangular box with a black border, intended for a character's name and other identifying information.
- Equipment Section:** Two columns of boxes for listing equipment. The left column is labeled "Armor" and the right column is labeled "Other". Each column has a large, empty rectangular box for listing items.
- Inventory Section:** A row of four small, empty rectangular boxes at the bottom, labeled "Potion Belt" and "Coin Purse".

The image shows a character sheet template for the game 'Secret of the Mana: The Dark'. The background is a faded illustration of a character in armor holding a sword. The title 'SECRET OF THE MANA' is at the top in a stylized font, with 'THE DARK' below it. The character's name 'LUCAS' is visible on the sword. The sheet is divided into sections for 'Armor' and 'Other' (top right), and 'Potion Belt' and 'Coin Purse' (bottom right). The character's name 'LUCAS' is visible on the sword.

The image shows a character sheet template for the game 'Secret of the Mana: The Dark'. The background is a faded illustration of a character in armor holding a sword. The sheet is divided into several sections: a large top section for the character's name and title, two middle sections for 'Armor' and 'Other' items, and a bottom section for 'Potion Belt' and 'Coin Purse'. The 'Potion Belt' and 'Coin Purse' sections are further divided into smaller slots for individual items. The text 'Secret of the Mana' is written in a large, stylized font at the top, and 'The Dark' is written in a smaller font below it. The character's name and title are written in a smaller font at the top right. The 'Armor' and 'Other' sections are labeled with their respective names. The 'Potion Belt' and 'Coin Purse' sections are labeled with their respective names. The 'Potion Belt' section has four slots, and the 'Coin Purse' section has four slots.

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The image shows a character sheet template for the game "Secret of the Mana: The Dark". The background is a faded illustration of a character in armor holding a sword. The sheet is divided into four main sections: "Armor" and "Other" at the top, and "Potion Belt" and "Coin Purse" at the bottom. The title "SECRET OF THE MANA" is at the top, and "THE DARK" is below it. The character's name "SHEILA" is visible on the right side of the armor section.

This image is a collage of items from the video game Final Fantasy IX. At the top, the game's title 'FINAL FANTASY IX' is displayed in a large, stylized, multi-colored font. Below the title, on the left, is a close-up of the character Zidane Tribal's face, wearing his signature red and white headgear. To the right of Zidane's face is a large, ornate sword, likely the Masamune. Below the sword, there is a close-up of a hand holding a small, glowing green gem. In the bottom right corner, there is a close-up of a character's face, possibly a member of the Black Mages. The background is a soft, hazy blue and white gradient.

New Trait Die:		400		400		500
New Skill Card:		2,000		2,000		3,000
Starting Items: Axe, Crossbow, 50 gold						

