EXPLORATION TEST (according to Dummy's level)

Level 1: Action of your choice.

Level 2 and + : Roll 1D6.

Level 1 & Resting	Level 2	Level 3	Level 4
Heal 1 Wound	1-2 = Resting	1 = Resting	1 = Combat
Cure Paralysis	3-4 = Combat	2-3 = Combat	2-3-4 = Trap
Search 1 Key	5 = Trap	4-5 = Trap	5-6 = Panic!
Combat	6 = Panic!	6 = Panic!	

Sign Bonuses









Corruption Speech: Discard 1 Treasure of the highest value.

Success: Combat canceled, Bard does not gain a Level.

Queen Scream: Inflicts 1 Wound to each combattant.

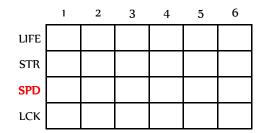
Success: If enemy is defeated and Fortune Teller survives, combat is won.

Bawdy Song: Chance of ignoring Initiative phase.

Success: Pirate has initiative on 1st round, then the enemy for the following rounds.



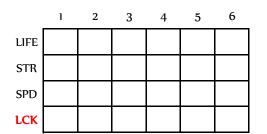




Treasures Bag

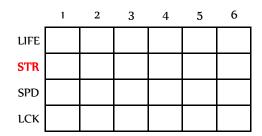






PIRATE





COMBAT SHEET

An enemy attacks you!

Lurking in a dark corner or simply caught looting, a quarrelsome rival faces you. Triumph and you'll gain a level.

2 6 **BOUNCER** LIFE STR **SPD** LCK 6 SPY GIRL 5 LIFE STR SPD LCK 2 3 5 6 4 COOK LIFE STR SPD Moonshine

Frisking: Destroy a key in discard pile, then shuffle all your keys in deck. Pilfer: Discard a Treasure in your bag, of the highest value.

Moonshine: Cook gains +1 max Life and +1 max Speed.

LCK

Danger Levels

(0, 1, 2 or 3 Danger cards)

- 1. Draw a card from Enemies Deck and place the Dummy and its opponent in their slots.
- 2. Draw X Danger cards (X = Dummy Level -1) and place them in the Danger Levels area. Calculate Class and Sign bonuses of the Enemy and Danger cards and place counters on the Characteristic spaces.
- 3. Actions: Roll for Luck for Dummy. Perform the ability if the roll is successful. Then make the Luck Roll for the opponent's ability.
- 4. Initiative: Compare Speed of the two opponents. The higher one has the initiative (1D6 in case of a tie).
- 5. Rounds: Strength Throw for each combatant in turn (Initiative first). On a successful roll, inflict 1 Wound on the opponent. Continue rounds until one fighter's Life drops to 0.
- 6. End of Combat: If Dummy is knocked out he loses his last added Level and his Life is set to 1. If the Enemy is defeated, Dummy gains 1 Level (see gaining a Level).

Enemy

Dummy

Traps sheet

A trap is triggered!

By looking for any precious object, you activate a dreaded ambush. Triumph and you will win a treasure.

- 1. Draw a card from the Dangers Deck to find out the type of trap then place the character card and the Danger card in the Danger Zone.
- 2. Treat the trap according to the Danger Sign.



Heart: A poison dart hits you, to survive it make a **Test** of Life against the value of Danger.

If you fail, the Dummy is paralysed for X turns (X = character's maximum Life). Place the D6 of the paralyzed character on his/her card, on number X. A paralysed character does not make an Exploration Test. From the next turn onwards, deduct 1 point from the D6 at the end of the Exploration phase.

Remove D6 when it reaches 0, signifying the end of the paralysis.



Spike: The ceiling suddenly drops, to resist the crush make a **Test of Strength** against the value of Danger. If you fail, inflict 1 Wound on the Dummy and another character of your choice. A knocked out character loses one level, if possible.

Panic!

The Dummy suffers 2 Wounds.

Destroy a Treasure in your *Treasures Bag*, choosing a Key if possible.



Diamond: A hatch has opened suddenly in the ground, to avoid falling make a **Test of Speed** against the value of Danger.

If you fail, discard X card(s) from the Treasure Deck (X = Dummy's Level).



Club: Lucky star or jinx, to find out make a **Test of Luck** against the value of Danger.

If you fail, Dummy suffers Misfortune. Place his/her D6 on his/her card, on the number 1. All his/her Characteristics Throws and Tests with D6 have an automatic result of 1 (not on an Exploration Test).

Remove D6 from the card when Misfortune is cured.

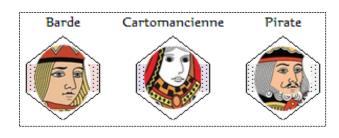
Danger

Dummy

Success! You have found a fabulous treasure!

If you pass the Trap Test (LIFE, STR, SPD or LCK), draw X card(s) from the Treasures Deck (X = Dummy's Level). Choose one and put it in your Treasures Bag. The other cards are discarded.

3 portraits to cut out



Bard Fak

Fake Fortune Teller Pirate

32 characteristic counters to be cut out

