

EXPLORATION TEST (according to Dummy's level)

Level 1 : Action of your choice.

Level 2 and + : Roll 1D6.

<i>Level 1 & Resting</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>
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



Life +1



Speed +1



Strength +1



Luck +1

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.

BARD



Corruption Speech

	1	2	3	4	5	6
LIFE						
STR						
SPD						
LCK						

Treasures Bag

FORTUNE TELLER



Queen Scream

	1	2	3	4	5	6
LIFE						
STR						
SPD						
LCK						

PIRATE



Bawdy Song

	1	2	3	4	5	6
LIFE						
STR						
SPD						
LCK						

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.*

BOUNCER



Frisking

	1	2	3	4	5	6
LIFE						
STR						
SPD						
LCK						

SPY GIRL



Pilfer

	1	2	3	4	5	6
LIFE						
STR						
SPD						
LCK						

COOK



Moonshine

	1	2	3	4	5	6
LIFE						
STR						
SPD						
LCK						

Erisking: 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.

Danger Levels

(0, 1, 2 or 3 Danger cards)

Enemy

Dummy

1. Draw a card from Enemies Deck and place the Dummy and its opponent in their slots.
2. Draw X Danger cards ($X = \text{Dummy Level} - 1$) 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 (ID6 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).

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.

Panic!
The Dummy suffers 2 Wounds.
Destroy a Treasure in your *Treasures Bag*, choosing a Key if possible.



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 paralyzed 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.



Spade: *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.



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

Fake Fortune Teller

Pirate

32 characteristic counters to be cut out

