



MOVEMENT Quick Reference

MEETING TABLE

Die Roll	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	INSULT	Price x 4	OPPORTUNITY	OPPORTUNITY	BOON (x 1)
2	CHALLENGE	NO DEAL	Price x 3	Price x 2	Price x 1
3	Block / Battle	NO DEAL	Price x 4	Price x 2	Price x 2
4	Block / Battle	INSULT	NO DEAL	Price x 3	Price x 3
5	Block / Battle	CHALLENGE	NO DEAL	Price x 4	Price x 4
6	Block / Battle	Block / Battle	TROUBLE	NO DEAL	Price x 4

CHALLENGE: lose 5 FAME INSULT: lose 5 NOTORIETY

COMMERCE TABLE

Die Roll	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	DEMAND GOLD -10	OFFER GOLD -5	OPPORTUNITY	OPPORTUNITY	OFFER GOLD +10
2	DEMAND GOLD -15	OFFER GOLD -10	OFFER GOLD	OFFER GOLD +5	OFFER GOLD +5
3	DEMAND GOLD -20	OFFER GOLD -10	OFFER GOLD -5	OFFER GOLD	OFFER GOLD +5
4	DEMAND GOLD -30	DEMAND GOLD -5	OFFER GOLD -10	OFFER GOLD	OFFER GOLD
5	Block / Battle	DEMAND GOLD -10	OFFER GOLD -15	OFFER GOLD -5	OFFER GOLD
6	Block / Battle	DEMAND GOLD -20	TROUBLE	OFFER GOLD -10	OFFER GOLD -5

Bashkars, Company, Rogues: GOLD + NOTORIETY (+ FAME price)
Lancers, Patrol, Soldiers, Woodfolk: GOLD + FAME + NOTORIETY (+ FAME price)
Guard, Order: GOLD + FAME (+ FAME price)

LOCATE

Die Roll	Result:
1	Choice
2	Passages and Clues
3	Passages
4	Discover chit(s)
5	Nothing
6	Nothing

PEER

Die Roll	Result:
1	Choice
2	Clues and Paths
3	Hidden enemies and Paths
4	Hidden enemies
5	Clues
6	Nothing

MAGIC SIGHT

Die Roll	Result:
1	Choice
2	Counters
3	Treasure cards
4	Perceive spell
5	Discover chit(s)
6	Nothing

LOOT

Die Roll	Result:
1	Take top treasure
2	Take 2nd treasure
3	Take 3rd treasure
4	Take 4th treasure
5	Take 5th treasure
6	Take 6th treasure

READING RUNES

Die Roll	Result:
1	Learn and awaken spell
2	Learn and awaken spell
3	Learn and awaken spell
4	Awaken spell
5	Curse!
6	Nothing

LOST

Die Roll	Individual must move:
1	to clearing "1"
2	to clearing "2"
3	to clearing "3"
4	to clearing "4"
5	to clearing "5"
6	to clearing "6"

VIOLENT STORM

Die Roll	Upon first entering the tile:
1	cancel 4 phases
2-3	cancel 3 phases
4-5	cancel 2 phases
6	cancel 1 phase

HIDE

Die Roll	Effect on individual:
1-5	Hide!
6	no effect



COMBAT Quick Reference

Die Roll	WISHES	
1	"I wish I were elsewhere"	You teleport to any clearing
2	"I wish you were elsewhere"	Character, monster, or native teleports
3	"I wish for a vision"	Look at Treasure cards on SET UP CARD
4	"I wish for peace"	Combat ends in your clearing
5	"I wish for health"	All action chits are rested
6	"I wish for STRENGTH"	Tremendous harm next hit

Die Roll	CURSES	
1	EYEMIST	Cannot SEARCH; may do enhanced PEER
2	SQUEAK	Cannot be hidden
3	WITHER	Action chits with asterisks become fatigued
4	ILL HEALTH	Cannot REST
5	ASHES	Recorded GOLD is worthless and cannot be spent
6	DISGUST	Recorded FAME is worthless

Die Roll	POWER OF THE PIT	
1	FIERY CHASM OPENS	All unhidden individuals are killed
2	CARRIED AWAY	Target is instantly killed
3	TERROR	All Light & Medium wounded or killed
4	BLIGHT	Target's active chits with asterisks are wounded
5	FORGET	Target's MAGIC chits are fatigued
6	RUST	Target's armor counters are damaged

ACTIONS		Chit	Restricted by attacker's move time
Action			
Run out of clearing	MOVE	Yes	Yes
Turn over weapon counter	FIGHT	Yes	Yes
Activate one belonging and/or inactivate one belonging			
Abandon belongings			
Charge character	MOVE		
Cast spell	MAGIC	Yes	
Activate <i>Phase</i> spell			
Fly out of clearing	FLY	Flying	
Play <i>color</i> chits (you may play any number in addition to one action)			
Pick up dropped belonging in front of character			
Pick up dropped belonging elsewhere in clearing	MOVE FLY	Yes	

STUMBLE	
Die Roll	Effect on action:
1-6	completed
7-10	cancelled

Add your move time
Subtract fastest attacker's move time
Add number of attackers

TRANSFORM							
Die Roll	Target becomes:	Attack Values	Strength	Movement Type	Move Time	Special Movement	Vulnerability and Weight
1	DRAGON	T4	T	flying	4	must fly	T (armored)
2	LION	H3	H	move	4	walk woods	H
3	EAGLE	M2	M	flying	2	must fly	M
4	BIRD	cannot attack	L	flying	1	must fly	L
5	SQUIRREL	cannot attack	L	move	2	walk woods	L
6	FROG	cannot attack	L	move	3	walk woods	L

MISSILE					
Die Roll	Basic harm inflicted				
	L	M	H	T	T+
1	H	T	Kill	Kill	Kill
2	M	H	T	Kill	Kill
3	L	M	H	T	Kill
4	—	L	M	H	T
5	—	—	L	M	H
6	—	—	—	L	M

FUMBLE					
Die Roll	Basic harm inflicted				
	L	M	H	T	T+
1	H	T	T+	T+	T+
2-3	M	H	T	T+	T+
4-6	L	M	H	T	T+
7-8	—	L	M	H	T
9	—	—	L	M	H
10	—	—	—	—	—

Add attack time
Subtract target's move time
Undercut target: +4

OPTIONAL MISSILE					
Die Roll	Basic harm inflicted				
	L	M	H	T	T+
-2	T	Kill	Kill	Kill	Kill
-1	H	T	Kill	Kill	Kill
0-1	M	H	T	Kill	Kill
2-4	L	M	H	T	Kill
5-6	—	L	M	H	T
7	—	—	L	M	H
8	—	—	—	L	M

Alerted Fiery Blast/Lightning Bolt:
subtract one sharpness star



VARIETIES OF SPELLS

<i>Instant</i>	Effect is immediate. Spell expires as soon as it is resolved.
<i>Attack</i>	Attacks like a weapon, but no weapon or FIGHT chit is played. Attack time is equal to the completion time of the spell.
<i>Fly</i>	MAGIC chit becomes FLY chit and may be played like an active horse. Spell expires after one use.
<i>Phase</i>	No immediate effect. Activate for use during one phase or round of combat.
<i>Combat</i>	Immediate effect. Spell expires at <i>Midnight</i> .
<i>Day</i>	Immediate effect. Spell expires at <i>Sunset</i> of the next day.
<i>Permanent</i>	Immediate effect. Spell falls inert at <i>Midnight</i> ; is energized by the presence of the appropriate <i>color</i> magic.

SPELL DISTRIBUTION

	Type I	Type II	Type III	Type IV	Type V	Type VI	Type VII	Type VIII
ALTAR		1	1					
SHRINE	1				1			
STATUE							2	1
CRONE					1			1
SHAMAN		1	1					
WARLOCK				1		1		
SACRED STATUE I	1							
EYE OF THE IDOL II		1						
GLIMMERING RING III			1					
ENCHANTER'S SKULL IV				1				
BLASTED JEWEL V					1			
HIDDEN RING VI						1		
GLOWING GEM VII							1	
BEAST PIPES VIII								1
GOOD BOOK I	2						2	
SCROLL OF NATURE II		2	2					
BOOK OF LORE IV				4				
BLACK BOOK V					2			2
SCROLL OF ALCHEMY VI						4		

ALTERING MAGIC CHITS

	Type I	Type II	Type III	Type IV	Type V	Type VI	Type VII	Type VIII
WITCH'S BREW II / GREY		IV						III
FAERIE LIGHTS III / GOLD			II				VI	
ELEMENTAL SPIRIT IV / PURPLE				VIII		V		

MAGIC CHITS

Type I	Righteous invocations
Type II	Pagan rites
Type III	Elvish lore
Type IV	Energy-binding alchemy
Type V	Diabolic ceremonies
Type VI	Conjuring techniques
Type VII	Good Luck knacks
Type VIII	Malicious tricks

COLOR MAGIC

<i>WHITE</i>	Power from On High, working beneficial magic
<i>GREY</i>	Natural Laws, controlling nature
<i>GOLD</i>	Woods Sprites, working elvish magic
<i>PURPLE</i>	Elemental Energies, twisting and reshaping reality
<i>BLACK</i>	Demonic power, working infernal magic



MONSTER APPEARANCE

Map Chit:	MOUNTAIN TILES		CAVE TILES		WOODS TILES	
	MONSTER ROLL	Monster	MONSTER ROLL	Monster	MONSTER ROLL	Monster
BONES	4	Giants	4	Trolls	3	Ogres
	6	Giant Bats				
DANK	5	Spiders	2	Serpents	2	Vipers
FLUTTER	1	Flying Dragons	1	Flying Dragons		
	6	Giant Bats	6	Giant Bats		
HOWL	6	Giant Bats	3	Goblins		
PATTER	5	Spiders	3	Goblins		
ROAR	4	Giants	1	Dragons		
			4	Trolls		
RUINS	6	Giant Bats	3	Goblins	3	Wolves
SLITHER	1	Dragons	1	Dragons		
	2	Serpents	2	Serpents		
SMOKE	1	Flying Dragons	1	Dragons		
STINK	4	Giants	4	Trolls		
	5	Spiders				

NATIVES	GOLD wage	Weapon Length	Vulnerability	Armored	Bashkars	Company	Guard	Lancers	Order	Patrol	Rogues	Soldiers	Woodfolk
Archer	2	16/14	M								1		3
Assassin	1	3	M								2		
Crossbowman	2	12	M	●		1						1	
Great Axeman	4	5	H								2		
Great Swordsman	4	8	H	●		1	3					1	
Knight	8	7	T	●					4				
Lancer	2	10	L					4					
Pikeman	2	10	M	●		3						2	
Raider	2	3	L		6								
Short Swordsman	2	3	M	●		2				3	1		
Swordsman	1	4	M								2		

HIRE costs 12 16 12 8 8 6 1 10 6

Die Roll	PROBABILITIES					
	Roll Exact Number			Roll Number or Less		
	2D	2D -1	1D	2D	2D -1	1D
1	2.8	11.1	16.7	2.8	11.1	16.7
2	8.3	13.9	16.7	11.1	25.0	33.3
3	13.9	19.4	16.7	25.0	44.4	50.0
4	19.4	25.0	16.7	44.4	69.4	66.7
5	25.0	30.6	16.7	69.4	100.0	83.3
6	30.6	—	16.7	100.0	100.0	100.0

8
8
8
2
2
4
4
1

WEAPONS	Length	Missile	Harm		Hands*	GOLD Price
			Alerted	Unalerted		
LIGHTNING BOLT	18	●	M★★★			
ROOF COLLAPSES <i>Smash - all</i>		H				
Demon or Imp	17		varies			
Medium Bow	16	●	M★★1	M	2	8
Dragon Head**	15	●	T4	H4		
STONES FLY <i>4 attacks minimum</i>		●	L★			
Light Bow	14	●	L★★1	L	2	6
FIERY BLAST <i>multiple targets</i>	13	●	L★★★			
Flying Dragon Head**		●	T3	M3		
Crossbow	12	●	H★1	H	2	10
ALCHEMIST'S MIXTURE	11	●	M★★★		1	4
Spear	10		M★	n6	2	6
Dragon Head	9		T4	H4		
Staff		L	L	2	1	
BANE Great Sword	8		T★2	T★8	2	20
Giant's Club		T4	H6			
Great Sword			H★	H★6	2	10
Broadsword	7		M★	M★5	1	8
DEVIL Broadsword		H★3	H★4	1	20	
Flying Dragon Head			T3	M3		
TRUESTEEL Broadsword			M★★	M★★	1	25
Morning Star	6		H3	H6	1	8
Great Axe	5		H★4	H★	2	8
LIVING Thrusting Sword	4		L★2	L★3	1	25
Thrusting Sword		L★	L★4	1	6	
Short Sword	3		L★	L★	1	4
Axe	2		M★	M★5	1	4
Mace	1		M3	M	1	6
Dagger (FIGHT chit)	0		n★		1	
tooth/claw (monster)			varies			

*House rules only ** Fire-breathing, Optional Rule 10.B.3