

QUICK REFERENCE

ACTIONS: Run, Use Item, Set Trap, Pick-a-Pocket, Use Magic, Fight

STITCHES: Drop an Item, Pick up an Item, Eat an Item (+ 1 life, or +1 die)

FIGHTING TABLE	REMINDERS
High Roller consults table below:	You can put items in traps
tie: -1 life each per die rolled	Traps spring on 4+, or when stepped on
<2: disaster -2 life attacker	Traps end your turn
3: mishap -1 life attacker	Random item drop on 6s
4: trading blows* -1 life each	Wild magic on 1s
5: well struck: -1 life defender	Potent magic on 10+
6: palpable hit: -2 life defender	You can heal a dead fairy
7-11: crushing blow: -3 life defender	A lost fairy is lost forever
12+: slaughtered: defender is LOST	If attacked, other fairies of your troupe
*only applies to fairies in range	may join the fight if they are in range.

DEATH & DYING

- The fairy is dead. Place a ghost in a surrounding space. You control the ghost. It can move 2 spaces at the end of the round. Any fairy the ghost touches is bumped along in the same direction. If this fairy's corpse is healed, the ghost remains in play.
- The fairy splits in half. Each half has 1 life. They have the same name. You now have an extra fairy. The extra fairy has no magic.
- The fairy is dead. Trumpets resound from all corners. All other fairies skip their actions for the remainder of the round in a moment of silence. Fairies may still move.
- The fairy melts rapidly, creating a bog. The fairy is lost.
- The fairy is dead. Their dying breath reveals fairy wisdom. Say something profound or oxymoronic; better yet, recite a poem.
- The fairy is dead. Choose an opponent. If they guess the fairy's name incorrectly, they must sacrifice one of their fairies in homage.

RANDOM MOVEMENT

1	2	3	4	5	6
back where you started	up	down	left	5 right	opponent chooses

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