

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

High Roller consults table below:

tie: -1 life each per die rolled

≤2: disaster -2 life attacker

3: mishap -1 life attacker

4: trading blows* -1 life each

5: well struck: -1 life defender

6: palpable hit: -2 life defender

7-11: crushing blow: -3 life defender

12+: slaughtered: defender is LOST

*only applies to fairies in range

REMINDERS

You can put items in traps

Traps spring on 4+, or when stepped on

Traps end your turn

Random item drop on 6s

Wild magic on 1s

Potent magic on 10+

You can heal a dead fairy

A lost fairy is lost forever

If attacked, other fairies of your troupe may join the fight if they are in range.

DEATH & DYING

1. 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.
2. 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.
3. 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.
4. The fairy melts rapidly, creating a bog. The fairy is lost.
5. The fairy is dead. Their dying breath reveals fairy wisdom. Say something profound or oxymoronic; better yet, recite a poem.
6. 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	right	opponent chooses