

Labyrinths & Lycanthropes

Play Summary

1. Create your **Characters**
2. Make a **map**
3. Select **Labyrinth Lord**
4. Set up & layout the **Labyrinth**
5. Forward to adventure! Kill the **Big Bad King**.
6. **Labyrinth's end**. Back to 3.

Combat Options

<i>MANOEUVRES</i>	<i>STEALTHING</i>	<i>MAGICK</i>
MOVE	SNEAK	
FLEE	RIG TRAP	HEAL
HOLD	SPOT	INVOKE

ATTACKS

HACK N SLASH (Melee - close) VS PARRY
SHOOT (Ranged - medium to long) VS DASH
SNEAK ATTACK (close to medium) VS SENSE
BLAST (Magic - medium to long) VS INVOKE
ROB (close) VS SENSE / DASH
SHOVE (close) VS PARRY / DASH

SLAY (As ATTACK)

Fighting with Flair

Jocularity, gimmickry, racial motivation, 'litteration or coolness nets you FLAIR.
Spend a point to:

- Gain a bonus card
- Ignore your wounds
- Cheat death