

De Olde Labyrinths & Lycanthropes Cheate Sheet - courtesy of Stokemon

Encounters

Spades - Monsters (p40). Total level of monsters equals the encounter level. Highest monster level equals value of the card.

Clubs - Magic Monsters (Acolytes p41). As above, only the monsters may be magical.

Hearts - NPCs (p41)

Diamonds - Treasure (p43)

Combat

INITIATIVE - All characters make a Senses check. Initiative is in the order of the result. Characters get to act once per round.

STARTING RANGE - Character with the highest Initiative gets to choose the starting range. That character's allies may choose to hang back and be at a range one further away (but not beyond Long range)

MANOEUVRES

- **Move** - Move one range band. Enemies at Close range can try to block (Dash vs Dash)
- **Flee** - Dash vs Dash of closest enemy. +2 if the closes enemy is at Long range. Success removes you from the fight.
- **Hold** - Wait and take your action later in the turn. You cannot interrupt another character's action.

STEALTH

- **Sneak** (Sneak vs closest opponent's Sense) - If you succeed you become all hidden and cannot be targeted by anyone.
- **Rig Trap** - Set a trap which attacks at Close or Medium range on any subsequent turn, exactly as a Sneak Attack.
- **Spot** - (Senses vs Sneak) Try to spot Hidden characters or Traps

ATTACKS

- **Hack n' Slash** (Hack n' Slash vs Parry) - Close range only
- **Sneak Attack** (Sneak vs Sense) - Close or Medium range. You must be Hidden (as above) to make a Sneak Attack, and you stop being hidden after you make the Sneak Attack.
- **Shoot** (Shoot vs Dash) - Medium or Long, but defender gets a +1 to defence if at Long range.
- **Blast** (Blast vs Invoke) - Medium or Long range
- **Rob** (Sneak vs best of Sense or Dash) - Close range only. A hit does one damage but you also get to Loot on a hit!
- **Shove** (Hack n' Slash vs best of Parry or Dash) - Close range. Does no damage, but pushes the opponent away by one range. You may follow to the same range for free.
- **Slay** - Make any attack against a Ko'd opponent. If you do more damage than the target's level, he is Slain!

MAGICKALNESS

- **Heal** (Heal vs Target's level) - Close range only
- **Invoke** (Invoke vs enemies best Invoke) - Each success grants one Magic Point, which can be traded in for an extra card at any point during this combat, or to reduce an opponent's hand. Magic Points do not stack.

DAMAGE - Net successes by attacker is the amount of Damage done to the target. Target loses levels from the classes of his choice. A Player Character or Big Bad who reaches Level 0 in all Classes is KO'd and cannot fight until healed. Normal monsters who reach level 0 just die though.

GANGING UP - Identical monsters can make a single attack, but multiply the damage by the number of monsters present.

SPLITTING ATTACKS - PCs and BBs can split an attack among a number of enemies up to their level.

BIG BAD MINION DRAW - (pg 49)

Rewards

XP - Awarded for kills only, equal to the level of the monster killed.

LEVELLING UP - when XP collected is greater than 3 x current level. Excess XP is lost! You only level up between encounters.

LOOT - Player who kills the monster gets first chance to loot it. Draw Monster Level vs number of items already owned. Each success is one items as per suit (hearts are any type). A player cannot find more than 3 items at one time. Each monster can only be looted once.

Flair Points - Awarded by players for:

- Being funny or cool
 - Alliteration
 - Playing up to Gimmicks
- Spend **Flair Points** to gain extra cards in tests, to ignore wound penalties for one attack or for cheating death!