

Enter the Forest.

.. Help Roll ..

OFFER TO HELP

When another player is making a Risk Roll that includes at least one *dark die*, you may offer to help either before or after they roll.

SAY HOW YOU ARE VULNERABLE

☰ If the player accepts your offer, say how you expose yourself to danger, then roll a *light die*.

The player may use your *light die* in their roll.

COMPARE DICE

Does your *light die* match any of the *dark dice* in the player's roll?

YES

NO

MARK ONE RUIN

DOES THE PLAYER RE-ROLL?

NO

Thanks for helping!

.. Contest Roll ..

DECIDE WHO PARTICIPATES

When treasure-hunters act against each other, they must agree on what is at stake.

GATHER YOUR DICE

Each competing player:

☰ Take a *light die* if you have a Skill or Equipment that makes the Contest easier.

☰ Take one *light die* for each mark of Ruin you currently have.

☰ Take a *dark die* if the Contest itself is inherently deadly or dangerous. Take as many additional dark dice as you are willing to risk.

ROLL ALL THE DICE AND COMPARE

Count all 6s you roll. Whoever has the most 6s wins the Contest.

In case of a tie, whoever has the most 5s wins. If there is still no winner, count the 4s, then 3s, then 2s, then 1s, until a winner is determined.

☰ For each *dark die* in your roll that shows a 1, mark one Ruin.

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.. Risk Roll ..

BEFORE TRYING SOMETHING RISKY

Ask the GM and the other players what could go wrong.

GATHER YOUR DICE

☰ Take a *light die* if the task is something you are skilled at because of either your Occupation or your Background.

☰ Take a *light die* for accepting a Devil's Bargain from another player or the GM.

☰ Take a *dark die* if you are risking your mind or body. You must include this die whenever you perform a Ritual or if the GM says you must.

ROLL ALL THE DICE AND COMPARE

Did you roll a *dark die* equal to or higher than the highest *light die* in your roll?

YES

NO

RUIN

Is the *dark die* higher than your current Ruin?

YES

NO

MARK ONE RUIN

RISK

Will you risk your mind or body for a better result?

NO

YES

RE-ROLL

☰ +1 *dark die*.

READ THE HIGHEST DIE

1-3 You fail; the GM describes how. If the GM allows you to succeed at the task, things will get worse in some other way.

4-5 You succeed, but there's a complication. The GM describes the complication, then you describe how you succeed, or vice versa.

6 You succeed; describe how, or ask the GM.

.. Ruin Roll ..

WITNESS SOMETHING DISTURBING

☰ When you witness or undergo something disturbing, roll a *dark die*.

RUIN

Is the *dark die* higher than your current Ruin?

YES

NO

MARK ONE RUIN.

GAIN ONE CONDITION.

You are unaffected.

.. Reduction Roll ..

Remember that your current Ruin cannot go below your starting Ruin.

ACT IN THE FOREST'S INTEREST

You may try to reduce your Ruin once you have marked 5 Ruin by acting in the Forest's interest (e.g.: destroy treasure; prevent Rituals; sabotage fellow treasure-hunters).

ROLL A DIE AND COMPARE

☰ Declare your intentions and how you will act in the Forest's interest. Then, roll a *light die*.

Is the *light die* less than your current Ruin?

YES

NO

YOUR BETRAYAL GOES UNNOTICED.

REMOVE ONE RUIN.

MAKE A CHOICE

Will you remove one Ruin anyway?

YES

NO

YOU ARE NOTICED

Remove one Ruin. Your attempted betrayal is noticed by at least one of your fellow treasure-hunters.

YOU ARE UNNOTICED

Your attempted betrayal is not noticed.



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