

.. Hunt Roll ..

EXPLORE YOUR ENVIRONMENT

When you press ever deeper in pursuit of a specific and immediate goal, describe how you are exploring your environment.

GATHER YOUR DICE

- ☉ Take a *light die* just for exploring the world and asking the GM questions about it.
- ☉ Take a *light die* if you have a Skill or piece of Equipment that would make your hunt easier.

READ THE HIGHEST DIE

- 1 You lose all your Hunt Tokens and encounter something terrible.
- 2-3 You encounter something terrible.
- 4-5 You gain 1 Hunt Token, but you also encounter something terrible.
- 6 You gain 1 Hunt Token.

GET INFORMATION

The GM will provide answers to your exploration independent of the result of your roll. The immediacy of the terrible thing you encounter scales based on the highest die roll.

.. 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.

.. 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, or if you have useful Equipment.
- ☉ 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.

.. 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

DOES THE PLAYER RE-ROLL?

YES

NO

MARK ONE RUIN

Thanks for helping!

The use of Risk Rolls, ranged weapons, and Rituals in Combat is detailed on pg. 17-18.

.. Combat Roll ..

DECIDE WHO PARTICIPATES

When you attempt to defeat a monster, you join your efforts with your fellow treasure-hunters. Decide who participates.

SAY HOW YOU ARE VULNERABLE

- ☉ First, each of you say how you expose yourself to injury or attack. Then, each of you roll a *light die*.

The number you roll is your Weak Point.

GATHER YOUR DICE

- ☹ Take a *dark die* for each character involved in the attack who has a weapon they can use in combat.

ROLL ALL THE DICE & COMPARE

Did any of the *dark dice* match a treasure-hunter's Weak Point?

YES

NO

RUIN

Mark one Ruin per die that matches your treasure-hunter's Weak Point OR mark a piece of Armor to avoid all Ruin.

READ THE HIGHEST 2 DICE

Is the total of the two highest *dark dice* equal to or higher than the monster's Endurance?

YES

NO

SUCCESS

Success! You defeat the monster! Describe how.

RE-ROLL

☉ +1 *dark die*.

HARVEST TREASURE

Roll a number of dice equal to the final Endurance of the defeated monster. For each 6, harvest one Gold of Treasure. Work with the GM to decide what is harvested.

ADDITIONAL BACKPACK EQUIPMENT — Pick (or roll for) any item when you rummage through your backpack

ITEM	ITEM	ITEM
Air bladder	Drum	Padlock & key
Ale	Face paint (3 uses)	Paint (3 uses)
Animal feed	Fiddle	Pet rat
Bandages (3 uses)	File	Perfume (1 use)
Bear trap	Fishing net, standard	Pickaxe
Bedroll	Fishing rod	Pitons (6)
Bell, small	Flint & steel [extra]	Pliers
Bellows	Flute	Pole (10')
Blanket	Glass marbles (30)	Rations (3 uses) [extra]
Block & tackle	Glue (3 uses)	Rope (60')
Book, blank	Grappling hook	Saw
Book, reading	Grease (3 uses)	Scissors
Bottles, glass (3)	Hammer/mallet	Scroll tube, empty
Bottles, lead (3)	Hammock	Sewing kit
Bucket	Holy symbol	Shovel
Caltrops (30)	Holy water (1 use)	Signet ring
Candles, 2 hrs dim (6)	Honey (3 uses)	Skis
Canvas (10x10')	Hourglass, 30 min. marker	Sleeping potion (1 use)
Chain (12')	Hunting horn	Snowshoes
Chair, folding	Incense	Soap (6 uses)
Chalk, white (6 uses)	Ink, black with quill	Sponge
Chalk, 3 colors (6 uses)	Iron spikes (6)	Spyglass
Charcoal sticks (6 uses)	Jug	Stakes, wooden (6)
Children's toy	Ladder (10')	Tar (3 uses)
Chisel	Lantern (requires oil)	Tent, one-person
Cloak	Lantern oil, 6 hrs	Torches, 3 hrs (3)
Clothing, basic [extra]	Lockpicks	Towel
Clothing, costume	Lute	Twine (150')
Clothing, fine	Magnet	Vermin repellent (3 uses)
Cooking pot	Magnifying glass	Waterskin [extra]
Crampons	Manacles	Wax, 3 uses
Crowbar	Makeup (3 uses)	Wheelbarrow
Crutches	Merchant's scale	Whetstone
Crystal orb	Mirror, small glass	Whistle
Deck of cards	Music box	Whittling tools
Dice (6 normal)	Musk, deer (3 uses)	Wine

Unless you have lost them, your backpack always contains basic clothing, rations, waterskin, and flint & steel.