

General Actions



Move: For each Coin here, move your Vagrant a number of spaces equal to your Vagrant's Move value.



Investigate: *May only be taken while in a space with an Event Token.* For each Coin here, roll 1 Bone. Bones with a value equal to or higher than your Investigate value are treated as a success.



Rummage: For each Coin here, draw a Rummage Token from the Bindle, and keep 1 Token drawn. Each Vagrant may only hold a number of Rummage Tokens equal to their Rummage value.



Patch Up: For each Coin here, roll 1 Bone. For each Bone with a value equal to or higher than your Patch Up value, gain 1 Humanity.



Bust: Target an adjacent Haint. For each Coin here, roll 1 Bone. For each Bone with a value equal to or higher than your Bust value, that Haint gains 1 Humanity.

Haint Target Priority

1. Special Priority
2. Action Specific
3. Candles
4. Hurt Vagrant
5. Nearby Vagrant
6. Westbound Vagrant
7. Recent Vagrant

If Vagrants are tied, go to the next available option, choosing only from those Vagrants.

Rummage Tokens



Iron Nails: A Haint within Range 2 gains 2 Humanity.



Candle: Place in an adjacent open space. Haints are drawn to the Candle (for target priority). When a Haint Moves onto a Candle, its Move ends and the Candle is discarded.



Salt: When targeted by a Haint Action, use Salt to ignore the effects of that Action.



Rabbit's Foot: You may use the Rabbit's Foot as an additional Coin during your turn.



Apple: You may use the Apple to Heal a Wounded Skill on yourself.

Breaking the Haint

1. Move Break Token down 1 space.
2. Set Haint Humanity to 0.
3. Vagrants gain 1 Humanity.
4. Skip the next Haint turn.