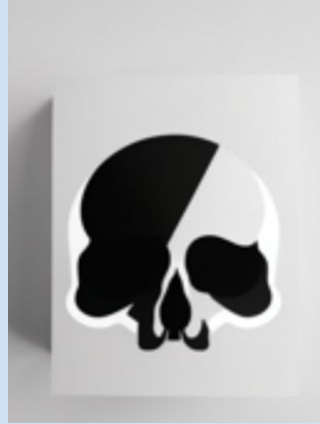




DEHYDRATION

The player is required to roll a die before entering treasure hunting phase, if it is an odd number, the player will continue the treasure hunting stage and remain in a state of dehydration. If it is an even number, the player will give up the treasure hunting stage and remove the state of dehydration.

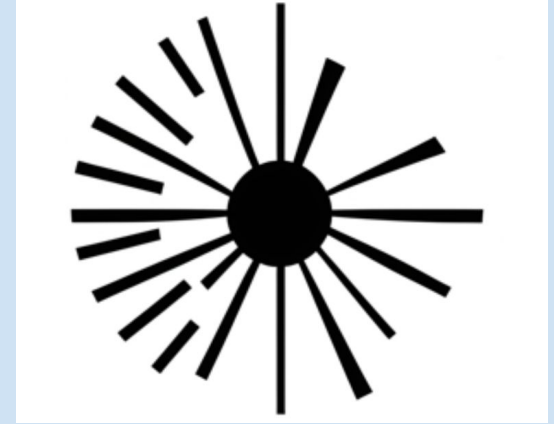
Consuming water also removes this effect.



HUNGER

In the state of hunger, the treasure point obtained during the treasure hunting stage will be reduced by 2.

Consuming food removes this effect.



VIGOROUS

The player will get to roll the die for an additional time during the treasure hunting phase, this doesn't allow the player to obtain treasure points twice, but rather allows the player to be awarded with one of the luckier roll.

Vigorous effect will be automatically removed on the ending phase of each day.