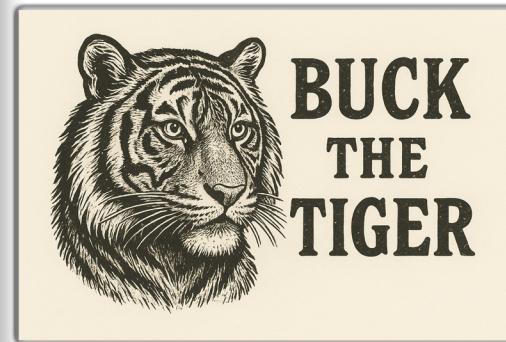


1st die	2nd die	Name	Method	Detection difficulty	Suspicious clue	Consequence if caught (first attempt)
1	1	Coffee mill	A double-deal box feeds two cards at once; all bets on one side vanish unfairly.	Hard DC 16	Two cards flash almost at once; dealer's hand stiff.	Dealer accused of foul play; armed muscle steps in.
	2	Horse box	A crooked dealing shoe signals upcoming cards to the banker.	Hard DC 17	Dealer's eyes flick down before each reveal.	Banker claims 'latest model' and bluffs.
	3	Tongue tell	A tiny spring plate in the box "talks" when a sanded card arrives, secretly cueing the dealer.	Very hard DC 18	Faint metallic click as card passes.	Players demand to inspect the box.
	4	Sand tell	The box reveals roughed/sanded cards by how they slide through.	Hard DC 16	Cards drag or hesitate in the shoe.	Banker insists cards are 'sticky from sweat.'
	5-6	Honest deal	Against all odds, this hand is straight—everyone sighs with relief.	N/A	Nothing suspicious at all.	N/A
2	1	Sanded deck	Cards prepped with grit so they cling or handle differently, allowing rigged deals.	Easy DC 12	Cards feel rougher than normal.	Players demand a new deck; banker delays.
	2	Roughed/stripped deck	Cards shaved or cut for easy manipulation in shuffles.	Medium DC 14	Corners misaligned; cards slip oddly.	Banker shrugs, 'factory error.'
	3	Rounds	Specially rounded cards let the dealer stack and spot them with ease.	Medium DC 14	Some cards don't square up flush.	Banker swaps to a crooked 'new' deck.
	4	Snow out	Dealer dramatically scatters the deck, but it reforms into a stacked order.	Hard DC 15	Scattered cards fall back too neatly.	Dealer accused of witchcraft; reshuffle demanded.
	5-6	Honest deal	Against all odds, this hand is straight—everyone sighs with relief.	N/A	Nothing suspicious at all.	N/A
3	1	Squared sights	Microscopic dots or scratches on card edges give away their identity.	Very hard DC 18	Tiny dots visible on edges in light.	Banker blames printer's marks.
	2	Tie-ups	Selected ranks frictioned together, guaranteeing paired falls.	Hard DC 16	Pairs of cards stick together often.	Dealer tosses deck, claims 'glue spill.'
	3	Odd card trick	An extra card ensures the final turn can never favor the players.	Easy DC 12	Casekeeper's count doesn't add up.	House rules argued; shouting ensues.
	4	Dropping hard	The dealer palms or drops a card to break the stock and skew the sequence.	Hard DC 15	Card flashed slipping under sleeve.	Dealer ejects accuser for slander.
	5-6	Honest deal	Against all odds, this hand is straight—everyone sighs with relief.	N/A	Nothing suspicious at all.	N/A
4	1	Put up first turn	The opening win/loss is arranged to snare big wagers.	Medium DC 14	Dealer unusually eager to start.	Banker shrugs: 'Luck of the draw.'
	2	Put up splits	The dealer rigs two matching ranks to fall together, forcing a split result that lets the house seize half of all bets on that card.	Hard DC 16	Two matching ranks appear often.	Banker insists 'splits happen all the time.'
	3	Put up to win out	The dealer rigs the deck so a chosen rank wins every time it appears, creating an early "hot streak" that lures players to bet on it just as its cards are exhausted.	Medium DC 13	One card rank 'runs hot'.	Arguments about 'house streaks.'
	4	Put up to lose out	The dealer rigs the deck so a chosen rank loses every time it appears, ensuring it never pays out and steadily drains anyone betting on it.	Medium DC 13	One rank never pays.	Banker says, 'You should've seen it coming.'
	5-6	Honest deal	Against all odds, this hand is straight—everyone sighs with relief.	N/A	Nothing suspicious at all.	N/A
5	1	Chopping out	The dealer rigs the sequence so wins and losses alternate in a fixed pattern, slowly bleeding players while looking like normal chance.	Hard DC 16	Wins/losses alternate precisely.	Banker accuses counter of cheating.
	2	Breaking even	Big stacks mysteriously "push" while the bank rakes smaller wins.	Medium DC 14	Big bets push, small bets resolve.	Banker calls it 'house generosity.'
	3	Last turn fix	The final three cards are manipulated to rob the last bettor.	Easy DC 12	Dealer lingers before final reveal.	Banker ejects complainers before payout.
	4	Corked checks	Weighted or hollowed chips slip off/on stacks without obvious handling.	Hard DC 15	Chips wobble or slide strangely.	Player claims 'just lucky fingers.'
	5-6	Honest deal	Against all odds, this hand is straight—everyone sighs with relief.	N/A	Nothing suspicious at all.	N/A
6	1	Horsehair trick	A nearly invisible thread lets a player whisk a bet onto or off a card.	Medium DC 14	Bet shifts slightly without hands.	Player blames 'static cling.'
	2	Marked cards	Hidden pencil dots or ink cues tell a conspirator what's coming next.	Easy DC 12	Tiny marks/smudges on card backs.	Banker claims 'printer's smudge.'
	3	Dealer's collusion	The banker works with a confederate "player" to bait the table.	Hard DC 15	Same player always 'lucky'.	Confederates melt into the crowd.
	4-6	Honest deal	Against all odds, this hand is straight—everyone sighs with relief.	N/A	Nothing suspicious at all.	N/A



Instructions

Roll two 6-sided dice, keeping track of which you will consider the "1st die" and which will be the "2nd die".

Find the corresponding table entry to discover if cheating is happening.

Have the player roll for discovery & see what happens from there!

The consequences listed are only applicable for the 1st time cheating is caught. Second attempts almost always end in violence!