

REFERENCE



POTION

One time use at any time during turn.

ROLL TO IDENTIFY

1. HEALING: fully restore health
2. POISON: lose 1 health each turn for 3 turns
3. STRENGTH: +1 to attack roll
4. WEAKNESS: -1 to attack roll
5. TELEPORTATION: move to any pathing tile and end turn
6. PARALYSIS: lose turn or end turn.



ARTIFACT

Pick up when found.



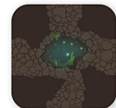
SCROLL

One time use at any time during turn.



SHOP

Sell items and buy items (2x sell price).



FOUNTAIN OF HEALING

Roll for effect. See rulebook.



STANDARD TURN SEQUENCE

1. Apply any turn-based effects and reduce their turn-counter
2. Flip adjacent face-down cards -If card is enemy, enter combat
3. Move onto an adjacent tile
4. Interact with POTION or SHOP
5. Interact with adjacent players
6. Place adjacent face-down cards



COMBAT TURN SEQUENCE

1. Roll for attack roll -Player may instead roll to flee
 2. Roll for an enemy if needed
 3. Enemy attacks the player
- Once the enemy is slain, resume standard turn sequence at step 2.



TRAP

Trigger if flipped-over or moved onto.



SPIKE TRAP: lose 2 health.



PARALYSIS TRAP: end turn, lose an additional turn.



POISON TRAP: lose 1 health each turn for 2 turns.