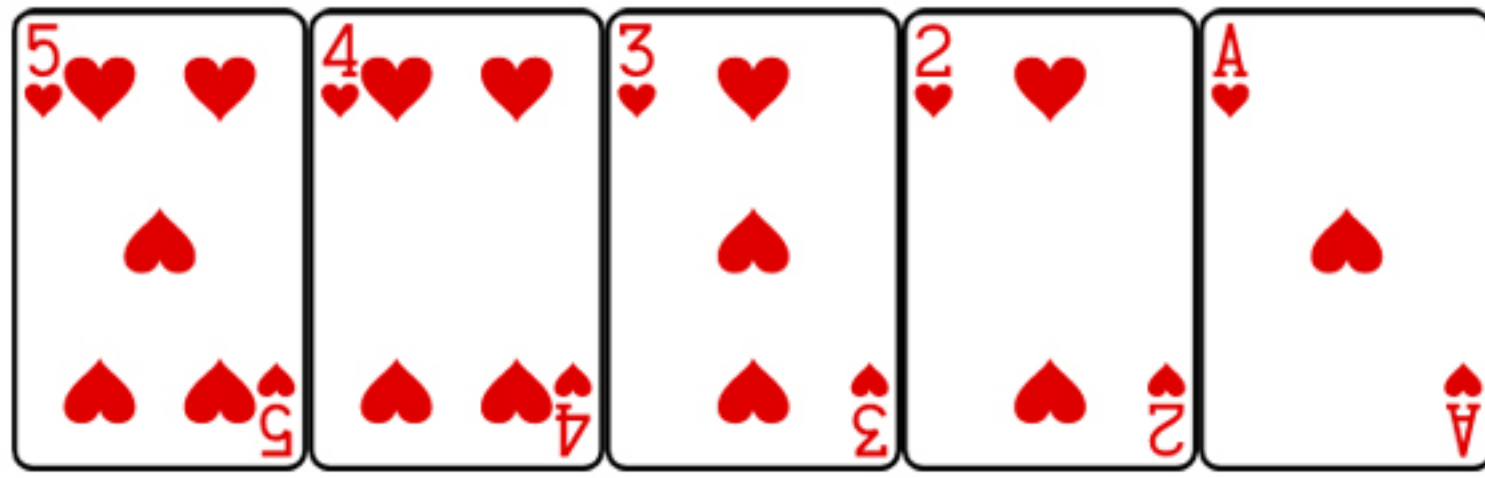


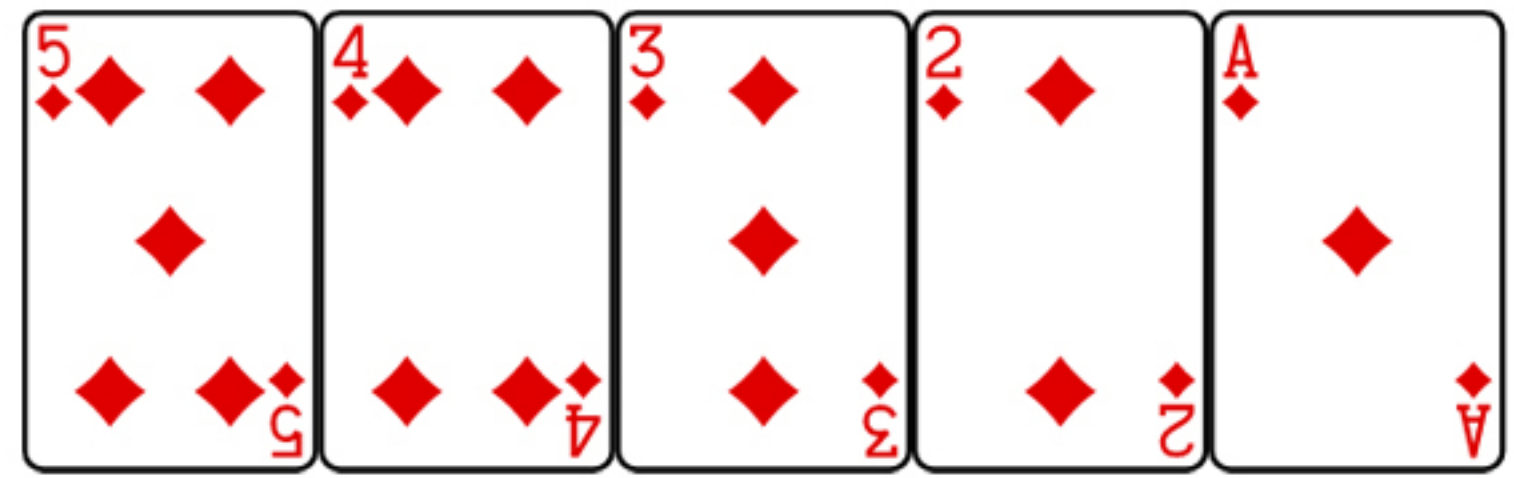
STANDARD DECK DUNGEON | QUICK REFERENCE SHEET

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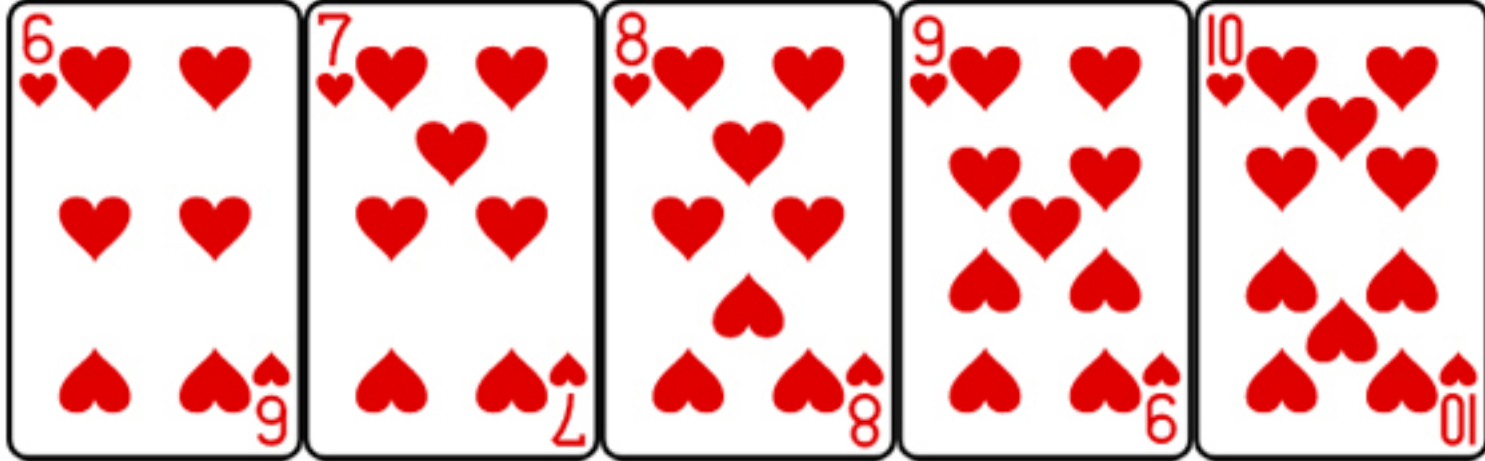
PLAYER 1 HP DECK



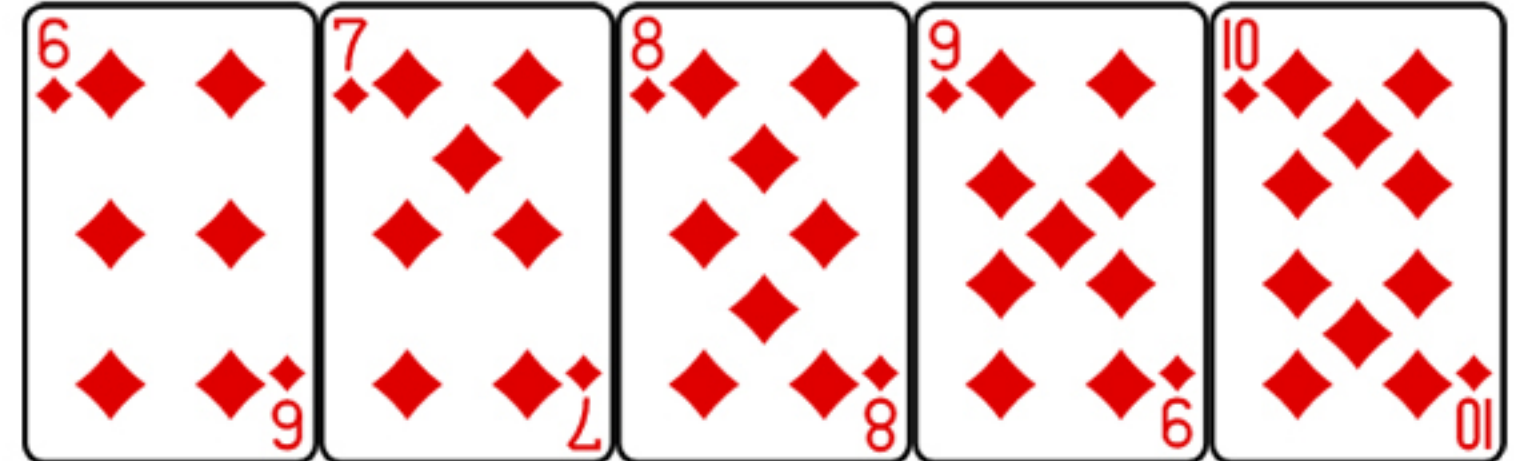
PLAYER 2 HP DECK



PLAYER 1 FATE DECK



PLAYER 2 FATE DECK



RUSTY KEY

Used to Resolve Locked Doors.



MAGIC ROPE

Used to Resolve Pit Traps.



RETRY POTION

Used to re-roll one Fate Check.

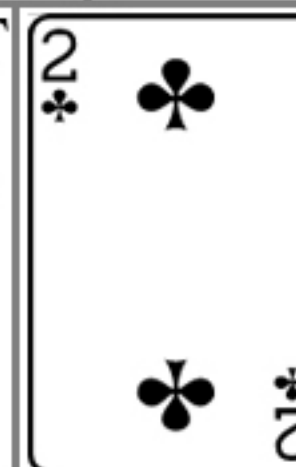


DUNGEON EXIT

Auto-Resolves

SPELL SCROLL MERCHANT

Auto-Resolves | Spend a Gem to buy one:
Defeat Scroll (Not Undead Dragon / Player.)
Disable Spike Trap Scroll (Resolves.)
Foresight Scroll (Reveal any card.)
Health Scroll (+2 to Player HP.)
Swap Scroll (Swap any 2 Dungeon Cards.)



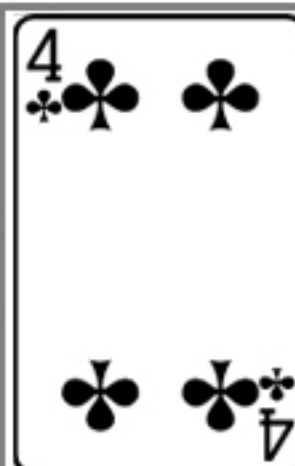
SPIKE TRAP

Resolves via Fate Check or Disable Spike Trap Scroll.
FC: Draw 2 Fate Cards and add total. Odd = Resolved. Even = -2 HP then Resolved.



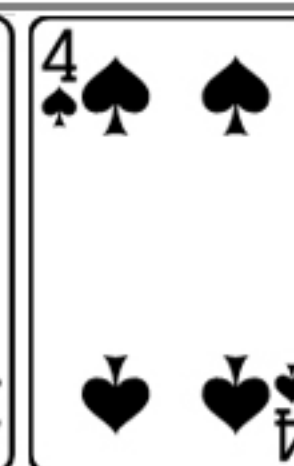
PIT TRAP

Requires Magic Rope to Resolve.
Player can spend -2 HP to cross.



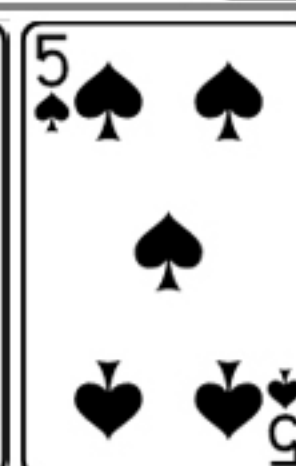
DEAD END

Never Resolves
No move through.



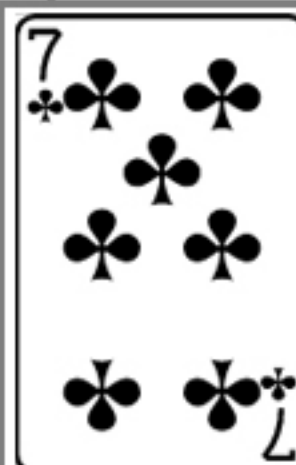
TREASURE CHEST

Auto-Resolves
If opened, do a Fate Check.
FC: 6 = Rusty Key
7 = Magic Rope
8 = Retry Potion
9 = Explosion Trap -2 HP
10 = Health Scroll + 2 HP



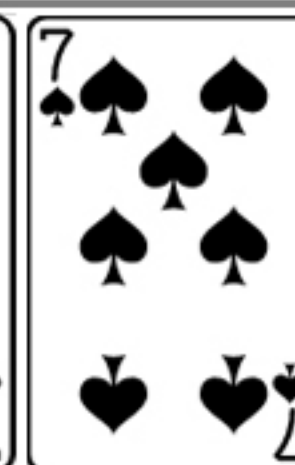
LOCKED DOOR

Requires Rusty Key to Resolve.



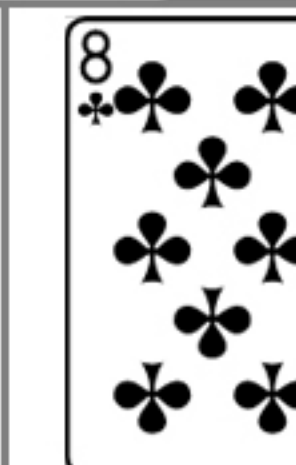
FICKLE FOUNTAIN

Auto-Resolves
Drink = Fate Check
FC: Draw 1 Card
7, 9 = +2 HP
6, 8, 10 = -1 HP



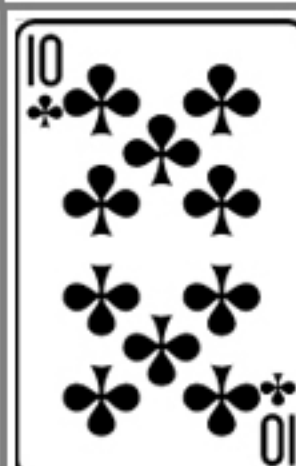
SECRET PASSAGE

Auto-Resolves
Requires both Secret Passage cards Revealed to use.



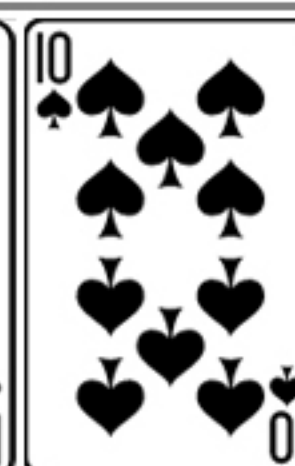
GEM

Auto-Resolves
Can be spent to buy Spell Scrolls.



SLIME

Requires Fate Check to Resolve.
FC: Draw 1 Fate Card
6, 8, 9, 10 = Resolved.
7 = -1 HP



SKELETON

Requires Fate Check to Resolve.
FC: Draw 1 Fate Card.
7, 9 = Resolved
6, 8, 10 = -1 HP



SWAMP TROLL

Requires Fate Check to Resolve.
FC: Draw 1 Fate Card
6, 8, 10 = Resolved + Bonus Treasure Chest
7, 9 = -2 HP



UNDEAD DRAGON

Requires Fate Check to Resolve.
FC: Draw 1 Fate Card
7 = Resolved + Bonus Blessing (All HP restored.)
6, 8, 9, 10 = -3 HP



MAGIC SHIELD

Auto-Resolves
Can be taken into HP deck to absorb HP damage for one instance. Discard after use.

