

Card List

- **Minor** (Total value 1) (D6 Dice 1-2)
 - Good
 - **(1) Coins:** Gain 2 loot
 - **(2) Health potion:** Gain 2 health
 - Split
 - **(3) Funky beverage:** Gain 2 health, lose 1 loot
 - **(4) Big ol' piece of cake:** Gain 2 health, lose 1 stamina
 - **(5) Bejewelled crab:** Gain 2 loot, Lose 1 health
 - Bad
 - **(6) Spiky ball:** Lose 1 health
 - **(7) Memory Loss:** Lose 1 loot
 - **(8-10) Re-roll**
- **Medium** (Total Value 2) (D6 Dice 3-4)
 - Good
 - **(1) Bandage:** Gain 3 Health
 - **(2) Chicken Dinner:** Gain 2 Stamina
 - **(3) Purse:** Gain 3 Loot
 - Split
 - **(4) Old Bread:** Gain 3 health, lose - 1 stamina OR gain 2 stamina and lose 2 health
 - **(5) Spikey Necklace:** Gain 3 Loot and lose 2 health, OR lose 2 health and gain 2 stamina
 - **(6) Chug Jug:** Gain 2 Stamina, lose one health, lose one loot
 - Bad
 - **(7) Rock spider Bite:** Lose 2 health
 - **(8) Viscous Slime:** Lose 1 Stamina
 - **(9) Pocket Hole:** Lose 2 Loot
 - **(10) Reroll!**

- **Large** (Total Value 3) (D6 Dice 5-6)
 - Good
 - **(1) Splint:** Gain 4 Health
 - **(2) Gold Cricket:** Gain 3 Stamina
 - **(3) Magik Idol:** Gain 4 Loot
 - Split
 - **(4) Rotten Fish:** Gain 4 health, lose - 2 stamina OR gain 3 stamina and lose 3 health
 - **(5) Thorn Crown:** Gain 4 Loot and lose 3 health, or lose 3 health and gain 3 stamina
 - **(6) Ghoul Juice:** Gain 3 Stamina, lose two health, lose one loot
 - Bad
 - **(7) Bear Trap:** Lose 3 health
 - **(8) Sleep Poison:** Lose 2 Stamina
 - **(9) Snapped Backpack:** Lose 3 Loot
 - **(10) Re-Roll**