

## Card List

- **Minor** (Total value 1) (D6 Dice 1-2)
  - Good
    - **(1) Coins:** Gain 1 loot, lose 1 Stamina
    - **(2) Health potion:** Gain 1 health, lose 1 Stamina
    - **(3) Coins:** Gain 1 loot, lose 1 Stamina
    - **(4) Health potion:** Gain 1 health, lose 1 Stamina
  - Split
    - **(5) Funky beverage:** Gain 1 health, lose 1 loot, lose 1 Stamina
    - **(6) Bejewelled crab:** Gain 1 loot, Lose 1 health, lose 1 Stamina
    - **(7) Funky beverage:** Gain 1 health, lose 1 loot, lose 1 Stamina
    - **(8) Bejewelled crab:** Gain 1 loot, Lose 1 health, lose 1 Stamina
- **Medium** (Total Value 2) (D6 Dice 3-4)
  - Good
    - **(1) Bandage:** Gain 2 Health, lose 1 Stamina
    - **(2) Purse:** Gain 2 Loot, lose 1 Stamina
    - **(3) Bandage:** Gain 2 Health, lose 1 Stamina
    - **(4) Purse:** Gain 2 Loot, lose 1 Stamina
  - Split
    - **(5) Spikey Necklace:** Gain 2 Loot and lose 1 health, lose 1 Stamina
    - **(6) Chug Jug:** Gain 2 health, lose 1 loot, lose 1 Stamina
    - **(7) Spikey Necklace:** Gain 2 Loot and lose 1 health, lose 1 Stamina
    - **(8) Chug Jug:** Gain 2 health, lose 1 loot, lose 1 Stamina
  - Bad
    - **(9) Rock spider Bite:** Lose 1 health, lose 1 Stamina
    - **(10) Pocket Hole:** Lose 1 Loot, lose 1 Stamina
    - **(11) Rock spider Bite:** Lose 1 health, lose 1 Stamina
    - **(12) Pocket Hole:** Lose 1 Loot, lose 1 Stamina
- **Large** (Total Value 3) (D6 Dice 5-6)

- Good
  - **(1) Splint:** Gain 3 Health, lose 1 Stamina
  - **(2) Magik Idol:** Gain 3 Loot, lose 1 Stamina
  - **(3) Splint:** Gain 3 Health, lose 1 Stamina
  - **(4) Magik Idol:** Gain 3 Loot, lose 1 Stamina
- Split
  - **(5) Thorn Crown:** Gain 3 Loot and lose 2 health, lose 1 Stamina
  - **(6) Ghoul Juice:** Gain 3 health, lose 1 loot, lose 1 Stamina
  - **(7) Thorn Crown:** Gain 3 Loot and lose 2 health, lose 1 Stamina
  - **(8) Ghoul Juice:** Gain 3 health, lose 1 loot, lose 1 Stamina
- Bad
  - **(9) Bear Trap:** Lose 2 health, lose 1 Stamina
  - **(10) Snapped Backpack:** Lose 2 Loot, lose 1 Stamina
  - **(11) Bear Trap:** Lose 1 health, lose 1 Stamina
  - **(12) Snapped Backpack:** Lose 1 Loot, lose 1 Stamina