

Page 20 - Cards

The page contains the following elements:

- TOP LEFT BOX:** A list of four cards with their names, effects, and icons.
 - CYAN PERIL RING:** Icon of a ring with a skull. Effect: Raises DEF when you are in PERIL.
 - INVERTED ASH:** Icon of a bottle with a skull. Effect: Quaffed* potions restores MP instead of HP.
 - LUCKY CUP:** Icon of a heart. Effect: Foes leave hearts to heal you a bit. Rare. (15%).
 - MUFFLING BELL:** Icon of a bell. Effect: Sneak sneak sneak...Foes notice you less.
- TOP RIGHT:** A large stylized character and a list of three items with their respective icons.
- MIDDLE:** A fox character sitting on a well, holding a coin. Next to it is a grid of circles with numbers 2, 3, 4, and 5. To the right is another fox character surrounded by icons of a bell, a bottle, and a shield.
- BOTTOM RIGHT:** The number 20 in a stylized font.

TOP LEFT BOX

CYAN PERIL RING

Raises **DEF** when you are in **PERIL**.

INVERTED ASH

Quaffed* potions restores **MP** instead of **HP**.

LUCKY CUP

Foes leave hearts to heal you a bit. Rare. (15%)

MUFFLING BELL

Sneak sneak sneak...Foes notice you less.

There are many cards! What do they all do? its a secret! p.51

*Drunk or drinking

TOP RIGHT BOX

CARDS

Cards can grant powerful inspiration!
Change them often, depending on the
challenge you face.

1. Open the inventory
2. Choose the slot icon
3. Choose a card to memorize

BOTTOM LEFT BOX

WELLS AND COINS

Granting wishes requires
payment, and further
inspiration requires wishes.
Those who wish enough can be
formidable indeed...but
to whom are you giving payment?

BOTTOM RIGHT

Choose wisely, Ruin Seeker!

Revision #3

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