

DUNGEON SOLITAIRE: CAMPAIGN MODE

RANDOM EVENTS TABLE

MAJOR ARCANA

0	The Fool	Draw two more cards.
1	The Magician	Wandering magician joins your party.
2	The High Priestess	Choose 1 skill to put in your hand.
3	The Empress	Draw: receive face value x100 for grant.
4	The Emperor	Draw: pay face value x100 for taxes.
5	The Hierophant	Choose 1 skill to put in your hand.
6	The Lovers	Rearrange party order as you like.
7	The Chariot	Win 1 st encounter with any action card.
8	Justice	Start with full party.
9	The Hermit	All party members leave you.
10	Wheel of Fortune	Draw x100: ♠ or ♣ loses gp / ♥ or ♦ gains gp.
11	Strength	Start with Go Berserk in your hand.
12	The Hanged Man	Start with The Hanged Man in your hand.
13	Death	Lose party member on the right.
14	Temperance	Unaffected by corruption this expedition.
15	The Devil	Start with The Devil in the doom track.
16	The Tower	All supplies lost, repeat campaign turn.
17	The Star	Start with 1 gem in hand.
18	The Moon	Start with 1 gem in hand.
19	The Sun	Start with 1 gem in hand.
20	Judgement	On 1 st turn, put 1 st card to bottom if you want.
21	The World	Start with The World in your hand.

HOUSE OF CUPS

Page of Cups	Wandering cleric joins your party.
Queen of Cups	Put card of choice on top of deck.
King of Cups	Put tomb hoard on top of deck.
Knight of Cups	Start with Dodge Blow in your hand.

HOUSE OF COINS

Page of Coins	Wandering thief of traps joins your party.
Queen of Coins	Put card of choice on top of deck.
King of Coins	Put tomb hoard on top of deck.
Knight of Coins	Start with Disarm Mechanism in your hand.

CUPS

A♥	1 torch to doom track	A♠	1 torch to bottom of deck
2♥	Lose 1 hit point	2♠	Wilderness encounter
3♥	Lose 1 hit point	3♠	Wilderness encounter
4♥	Lose 1 hit point	4♠	Wilderness encounter
5♥	Lose 2 hit points	5♠	Wilderness encounter
6♥	Lose 2 hit points	6♠	Wilderness encounter
7♥	Lose 2 hit points	7♠	Wilderness encounter
8♥	Lose 3 hit points	8♠	Wilderness encounter
9♥	Haunted by fear of death	9♠	Hear sounds in the night
10♥	Haunted by fear of death	10♠	Hear sounds in the night

SWORDS

COINS

A♦	1 torch to doom track	A♣	1 torch to bottom of deck
2♦	Gain 200 gp	2♣	1 ration to bottom of deck
3♦	Lose 300 gp	3♣	2 rations to doom track
4♦	Gain 400 gp	4♣	1 ration to doom track
5♦	Lose 500 gp	5♣	1 ration to doom track
6♦	Gain 600 gp	6♣	1 ration to doom track
7♦	Lose 700 gp	7♣	1 ration to doom track
8♦	Gain 800 gp	8♣	1 ration to doom track
9♦	Bad signs and omens	9♣	Dreams of success
10♦	Bad signs and omens	10♣	Dreams of success

WANDS

HOUSE OF SWORDS

Page of Swords	Wandering fighter joins your party.
Queen of Swords	Put card of choice on top of deck.
King of Swords	Put tomb hoard on top of deck.
Knight of Swords	Start with Go Berserk in your hand.

HOUSE OF WANDS

Page of Wands	Wandering thief of doors joins your party.
Queen of Wands	Put card of choice on top of deck.
King of Wands	Put tomb hoard on top of deck.
Knight of Wands	Start with Pick Lock in your hand.