## STANDARD SPREAD Expert & Advanced Advanced Torches Corruption Rations Doom Track Delve > Trn 2 Turn-Around Point Dungeon Current 11t 7**∳** Q**♥** Turn < Retreat Area 9**♦** 7**♦** N**♠** N**♠** 20t K♠ 4♦ 18t 2♦ Discards Hit Points Companions / Party The Hand Expert & Advanced Dungeon Solitaire + Labyrinth of Souls

## Quick Reference

## **BASIC CARDS**

DASIC CARDS	
2-10 of Swords (♠)	Monsters / Actions
2-10 of Cups (♥)	Hit Points
2-10 of Coins (♦)	Traps / Actions / Treasure
2-10 of Wands (♣)	Sealed Doors / Actions
Knight of Swords (N♠)	Go Berserk
Knight of Cups (N♥)	Dodge Blow
Knight of Coins (N♦)	Disarm Mechanism
Knight of Wands (N♣)	Pick Lock
Queens (Q)	Divine Favors
Kings (K)	Tomb Hoards
Aces (A)	Torches
The Fool (0t)	Scroll of Light
EXPERT CARDS	
Page of Swords (P♠)	Fighter
Page of Cups (P♥)	Cleric
Page of Coins (P♦)	Thief of Traps
Page of Wands (P♣)	Thief of Doors
The Magician (1t)	Magic-User
2-10 of Trumps (t)	Mazes / Actions
Strength (11t)	Potion of Giant Strength
The Hanged Man (12t)	Blessing of the Murdered God
Death (13t)	Foul Rotting (Corruption)
Temperance (14t)	Potion of Healing
The Devil (15t)	Demonic Possession (Corruption)
The Tower (16t)	Shifting Terrain
The Star, Moon & Sun (17-19t)	Heavenly Gems
Judgement (20t)	Potion of Prescience
The World (21t)	Blessing of the High Goddess
ADVANCED CARDS	
Death's Door (1e)	Extra Hit Point
Alchemist Fire (2e)	Extra Torch
3-7 of the Extra Arcana (e)	Rations / Sanity
Holy Water (8e)	Sanctify Body and Mind
The Lich (9e)	Lord of the Undead
The Dragon (10e)	Dragon / Dragon Hoard
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