

# Final Project - Cards

## Motivation Cards

<p style="text-align: center;"><b>Krik the Saboteur</b></p> <hr/> <p><b>Desc:</b> Betrayed all of his life, there is little Krik enjoys more than seeing those of a more privileged class bend to his whims. He will do whatever it takes to see other Divers fail.</p> <hr/> <p><b>Motivations:</b> +1: Sabotage another player +2: Anytime a full round goes by without players killing an enemy (enemies must be alive)</p>	<p style="text-align: center;"><b>Jeel the Hoarder</b></p> <hr/> <p><b>Desc:</b> Having been pretty average most of her life, Jeel saw little prospects for herself outside the riches of a Diver. Despite her best intentions, once she got a taste of the gold...she just couldn't stop.</p> <hr/> <p><b>Motivations:</b> +1: Gain loot from a monster +2: If you own the most items at the end of each room.</p>
<p style="text-align: center;"><b>Danzana the Champion</b></p> <hr/> <p><b>Desc:</b> An odd, armor clad figure that doesn't speak much. No one has ever seen this imposing tank's face, and they intend to keep it that way. All they care for is the thrill of the fight.</p> <hr/> <p><b>Motivations:</b> +1: Deal the finishing blow to a monster +2: Deal 10+ damage to a monster with 10+ HP and kill it</p>	<p style="text-align: center;"><b>Amka the Cadet</b></p> <hr/> <p><b>Desc:</b> With professional training to back her up, Amka is one of the brightest new Divers on the market. Though her kind heart and naivety can get her in trouble, she makes a lot more friends than enemies.</p> <hr/> <p><b>Motivations:</b> +1: Assist a player in combat +2: Assist a player in delivering the final blow to a monster (Mutually Exclusive)</p>
<p style="text-align: center;"><b>Chigg the Unstable</b></p> <hr/> <p><b>Desc:</b> This twitchy looking fellow struggles to find anything that will get his adrenaline pumping. He became a Diver to wildly throw himself into danger, trying desperately to find a cure for his itch.</p> <hr/> <p><b>Motivations:</b> +1: Fail to kill a monster +2: Fail to kill a monster because you were sabotaged</p>	<p style="text-align: center;"><b>Veelo the Selfish</b></p> <hr/> <p><b>Desc:</b> A man that finds that reserving his trust is better for survival. He cares little for the feelings of others and simply goes through the dungeons for his own personal glory.</p> <hr/> <p><b>Motivations:</b> -1: If a card has been played on you this round. +3: Everytime you play a card on yourself.</p>

(mutually exclusive)	
<p><b>Koki the Quickster</b></p> <hr/> <p><b>Desc:</b> A very tall, slender woman that has been running all of her life. Not even from anything, she just loves running. Moving like the wind, she enjoys flying through dungeons and taking on monsters with her outstanding dexterity.</p> <hr/> <p><b>Motivations:</b>  +1: If during a room clear a monster is killed during every players turn  +2: If a room is cleared in a single round</p>	<p><b>Uetelyt the Pompous</b></p> <hr/> <p><b>Desc:</b> A rather fancy and young individual, always ready to put on a show. They fight with a certain flair and will only keep the most ornate treasure to match their colorful, gaudy outfits.</p> <hr/> <p><b>Motivations:</b>  +1: Every time you discard an item  +2: Obtain a legendary card</p>

## Room Cards

<p style="text-align: center;"><b>Desolate Mire</b></p> <hr/> <p><b>Desc:</b> The toxic waters present a sense of urgency while providing a veil to the monsters that await below.</p> <hr/> <p><b>Monsters:</b> 2</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. If a Plant enemy is present, it has +2 health.</li> </ol>	<p style="text-align: center;"><b>The Horde</b></p> <hr/> <p><b>Desc:</b> A gathering hall where monsters store their spoils. They are rather protective of their treasure trove and will fight to the death for it.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. Each monster gives one extra loot when defeated.</li> </ol>
<p style="text-align: center;"><b>Forgotten Arena</b></p> <hr/> <p><b>Desc:</b> The bodies and weapons that lay around the room make it clear that there are no alliances while in this domain.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. No items are drawn when this room is cleared(monsters still drop loot)</li> </ol>	<p style="text-align: center;"><b>Crypt of an Ancient Era</b></p> <hr/> <p><b>Desc:</b> Lifeless bodies inhabit this room. The air and construction seems to be of another time. Be wary. Old, evil magic still pulses throughout this area.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. If an undead enemy is present, it has +2 health.</li> </ol>
<p style="text-align: center;"><b>Silent Grove</b></p> <hr/> <p><b>Desc:</b> A rather peaceful place that catches many a diver off guard. All kinds of mischievous creatures will jump from the foliage to toy with unsuspecting explorers.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. Any damage rolls against spirit type monsters are reduced by 1</li> </ol>	<p style="text-align: center;"><b>The Library of K'alla</b></p> <hr/> <p><b>Desc:</b> A place built by the deity of study and knowledge, these libraries can end up anywhere, and those who enter it feel their minds sharpen just by remaining there.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. Any damage-altering items played against Beast type enemies are given an additional +1 strength.</li> </ol>

<p style="text-align: center;"><b>The Dread Pits</b></p> <hr/> <p><b>Desc:</b> A desolate arena covered in loose, sinking sand. It is rather difficult to keep one's footing here and anything that is dropped is gone for good.</p> <hr/> <p><b>Monsters:</b> 2</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. If the room is not cleared within a single round, every player must discard 1 random item (chosen face-down from hand by player on left)</li> </ol>	<p style="text-align: center;"><b>Fees Nesting Grounds</b></p> <hr/> <p><b>Desc:</b> A beautiful, almost oasis like place that is said to be blessed by the celestials above. Divers praise these sacred areas and feel their bodies strengthen from its auras.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. +1 to all dice rolls.</li> </ol>
<p style="text-align: center;"><b>Dookle the Jester's Hall</b></p> <hr/> <p><b>Desc:</b> A rather cruel deity that enjoys panic and confusion has designed this ever warping and changing hallway, making direction lose its meaning.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. The first player to put a card face down after the combat die roll is the only card that can be played</li> </ol>	<p style="text-align: center;"><b>Baak</b></p> <hr/> <p><b>Desc:</b> And empty place. There is...nothing.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. No cards can be played at all during this room.</li> </ol>
<p style="text-align: center;"><b>Nimphie's Foyer</b></p> <hr/> <p><b>Desc:</b> Though it appears to be the entrance to some strange mansion, these rooms have been scattered about by a rather playful faerie. The foyer is covered in fog and swamp like plants, giving it an oddly calming feel, but making it impossible to see.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. -1 to all dice rolls in this room.</li> </ol>	<p style="text-align: center;"><b>Ritual Chamber</b></p> <hr/> <p><b>Desc:</b> Chambers left behind by Akk' T'sha's followers. Though dilapidated, Divers have found ways to harness their dark magics.</p> <hr/> <p><b>Monsters:</b> 3</p> <hr/> <p><b>Conditions:</b></p> <ol style="list-style-type: none"> <li>1. Players can sacrifice one item each before combat when this room is entered. If three items are sacrificed this way, all monsters</li> </ol>

	are instantly defeated, leaving no loot and fulfilling no motivations.

## Item Cards

<div><b>A Rock</b></div> <div><b>Rarity:</b> Common</div> <div><b>Desc:</b> Yup.</div> <div><b>Uses:</b><ul style="list-style-type: none"><li>• Sabotage: -1 to a player's attack roll.</li></ul></div>	<div><b>Feea Feather</b></div> <div><b>Rarity:</b> Common</div> <div><b>Desc:</b> A green or pinkish feather valued for its beauty and as a good luck charm. It is said to have fallen off of a celestial being on a visit to the mortal plane.</div> <div><b>Uses:</b><ul style="list-style-type: none"><li>• Assist: Add +1 to a player's attack roll.</li></ul></div>
<div><b>Copprass Knuckles</b></div> <div><b>Rarity:</b> Common</div> <div><b>Desc:</b> Metal knuckles that are cheap to make. Found strewn about dungeons from fallen Divers. They don't hold up very well.</div> <div><b>Uses:</b><ul style="list-style-type: none"><li>• Self: Add +1 to your next attack roll.</li></ul></div>	<div><b>Akk' T'sha's Knife</b></div> <div><b>Rarity:</b> Rare</div> <div><b>Desc:</b> A ritual weapon dropped by a follower of the infamous deity. It has a wicked serrated edge and a deep, black color. It's hard to even look at.</div> <div><b>Uses:</b><ul style="list-style-type: none"><li>• Self: +2 damage to your next attack roll.</li><li>• Sabotage: -2 damage to a player's attack roll.</li></ul></div>

<p style="text-align: center;"><b>Elixir of Fortitude</b></p> <hr/> <p><b>Rarity:</b> Rare</p> <hr/> <p><b>Desc:</b> Though many potion brewers offer this powerful item, it is said that it was originally harvested from Leviathans.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>• Self: Add +3 to your next dice roll.</li> <li>• Assist: Give the same effect to another player.</li> </ul>	<p style="text-align: center;"><b>The World Builder</b></p> <hr/> <p><b>Rarity:</b> Legendary</p> <hr/> <p><b>Desc:</b> A mighty sledge hammer that is hot to the touch. The fire of the forge burns within it. Only the most tenacious of Divers can lay hands upon it, let alone wield it.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>• Assist: Allow a player to re-roll the lower value die(either on tie) and take the higher roll.</li> <li>• Self: Re-roll the lower value die(either on tie) and take the higher roll.</li> </ul>
<p style="text-align: center;"><b>Ooze of a Slime</b></p> <hr/> <p><b>Rarity:</b> Common</p> <hr/> <p><b>Desc:</b> A small, snotty ball than completely destroys the idea of friction and hand grip.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>• Sabotage: make the attacking player discard a card</li> </ul>	<p style="text-align: center;"><b>Orphie's Flower</b></p> <hr/> <p><b>Rarity:</b> Common</p> <hr/> <p><b>Desc:</b> A shimmering flower given the blessing of the deity of charity. Her flowers have special properties that allow them to manifest into completely different objects.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>• Assist: Allow the attacking player to draw a card.</li> </ul>

<p style="text-align: center;"><b>Metamorphosis Vial</b></p> <hr/> <p><b>Rarity:</b> Common</p> <hr/> <p><b>Desc:</b> A vial full of a strange liquid that when poured over an object, can cause it to randomly change form. These vials are often dropped by travelling alchemists.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>Self: Discard 1 card, draw 1 card.(cannot be played if this is your only card)</li> </ul>	<p style="text-align: center;"><b>Shield of Daet'ta</b></p> <hr/> <p><b>Rarity:</b> Rare</p> <hr/> <p><b>Desc:</b> Though old, this shield of the deity of light has some power left in it and can help a wandering Diver defend themselves. It is unknown who made these shields.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>Self: the next sabotage played against you is nullified (Leave this on the table until then.)</li> </ul>
<p style="text-align: center;"><b>Smoke Orb</b></p> <hr/> <p><b>Rarity:</b> Rare</p> <hr/> <p><b>Desc:</b> A glass orb full of a magic substance that, when thrown, creates a black plume, giving the user ample opportunity to pilfer some items from their target.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>Self: Steal from 1 card from a Player.</li> </ul>	<p style="text-align: center;"><b>The World Breaker</b></p> <hr/> <p><b>Rarity:</b> Legendary</p> <hr/> <p><b>Desc:</b> A sinister, icy blade that causes whatever matter it touches to decompose. Though it rarely materializes, it has led to serious scuffles between Divers.</p> <hr/> <p><b>Uses:</b></p> <ul style="list-style-type: none"> <li>Sabotage: Force the player to re-roll the higher valued die (either on tie) and then take the lower roll.</li> <li>Self: Divide the Monster's health by 2, rounding up.</li> </ul>



## Monster Cards

<p><b>Bonesly</b> <i>undead</i></p> <hr/> <p><b>Desc:</b> A corpse back from the viel for revenge. It talks a big talk, but these monsters are rather pathetic.</p> <hr/> <p><b>Health:</b> 5hp <b>Loot:</b> 1</p>	<p><b>Mouldlus</b> <i>plant</i></p> <hr/> <p><b>Desc:</b> A tree that stinks to the high heavens. It's even got a face! Its bark is definitely worse than its bite.</p> <hr/> <p><b>Health:</b> 7hp <b>Loot:</b> 1</p>
<p><b>Jeffery the Goblin King</b> <i>Beast</i></p> <hr/> <p><b>Desc:</b> Big, tough, and mean, this is one goblin that you don't wanna mess with! And he'll get extra mad if you make fun of his naming convention.</p> <hr/> <p><b>Health:</b> 10hp <b>Loot:</b> 3</p>	<p><b>Jeff</b> <i>Beast</i></p> <hr/> <p><b>Desc:</b> A typical goblin. They don't care much for names so they all called each other Jeff for simplicity. It...kinda backfired.</p> <hr/> <p><b>Health:</b> 5hp <b>Loot:</b> 1</p>
<p><b>Haverticus the Strong</b> <i>Beast</i></p> <hr/> <p><b>Desc:</b> A minotaur of great muscular proportion that has been the end of many a Diver if they aren't careful.</p> <hr/> <p><b>Health:</b> 11hp <b>Loot:</b> 3</p>	<p><b>Enchanted Diver</b> <i>Human</i></p> <hr/> <p><b>Desc:</b> A Diver that was too weak willed to survive the dungeon they challenged. They have been reanimated or charmed to fight alongside the monsters they once desired to kill.</p> <hr/> <p><b>Health:</b> 9hp <b>Loot:</b> 2</p>
<p><b>Magus Kablamicus</b> <i>Spirit</i></p> <hr/> <p><b>Desc:</b> A strange, little, magical creature that hides itself in a cloak and flies around, taunting Divers with their magic spells.</p> <hr/> <p><b>Health:</b> 8hp <b>Loot:</b> 2</p>	<p><b>Rogue Looter</b> <i>Human</i></p> <hr/> <p><b>Desc:</b> Divers that have forsaken the silent agreement between each other to turn to a life of trying to ambush and pilfer other Divers in dungeons.</p> <hr/> <p><b>Health:</b> 4hp <b>Loot:</b> 1</p>

<p style="text-align: center;"><b>Sentinel of Rok' Sha</b> <i>Spirit</i></p> <hr/> <p><b>Desc:</b> A physically enhanced knight that is a soldier to one of the lords of Tekton. They often devolve into madness and will get lost, wandering dungeons and attacking all Divers in sight.</p> <hr/> <p><b>Health:</b> 10hp <b>Loot:</b> 2</p>	<p style="text-align: center;"><b>Weapon Swarm</b> <i>Spirit</i></p> <hr/> <p><b>Desc:</b> A whirlwind of various abandoned weapons held up and thrown through the air by a burst of wild magic. Talk about shark tornadoes, this is ridiculous!</p> <hr/> <p><b>Health:</b> 5hp <b>Loot:</b> 1</p>
<p style="text-align: center;"><b>Bonesly Jr.</b> <i>Undead</i></p> <hr/> <p><b>Desc:</b> A revived skeleton that's missing a few bones. Always jealous of its bigger sibling.</p> <hr/> <p><b>Health:</b> 3 <b>Loot:</b> 1</p>	<p style="text-align: center;"><b>Night Pyre</b> <i>Undead</i></p> <hr/> <p><b>Desc:</b> A fanged, pale skinned creature that can take on many different forms and actively hunts Divers for their blood. They've been struggling to eat a more varied diet.</p> <hr/> <p><b>Health:</b> 10 <b>Loot:</b> 3</p>
<p style="text-align: center;"><b>Vengeful Nymphis</b> <i>Plant</i></p> <hr/> <p><b>Desc:</b> A child of Nymphie that has been hurt by the developing world and now seeks revenge against anyone that wanders too close.</p> <hr/> <p><b>Health:</b> 9 <b>Loot:</b> 2</p>	<p style="text-align: center;"><b>Writhing Vines</b> <i>Plant</i></p> <hr/> <p><b>Desc:</b> Enchanted, woody appendages that sprout up through the walls and in the ground of dungeons, attempting to pull divers to their doom.</p> <hr/> <p><b>Health:</b> 4 <b>Loot:</b> 1</p>
<p style="text-align: center;"><b>Ancient Evil</b> <i>???</i></p> <hr/> <p><b>Desc:</b> Something from the world of old has awakened. It remains from the wars between the deities, waiting for someone to stumble upon it.</p> <hr/> <p><b>Health:</b> 11 <b>Loot:</b> 4</p>	<p style="text-align: center;"><b>Nameless Wanderer</b> <i>Human</i></p> <hr/> <p><b>Desc:</b> An individual that has never identified themselves to anyone that seems to have a vendetta against all Divers. They constantly disappear and reappear in many different dungeons.</p> <hr/> <p><b>Health:</b> 11</p>

	<b>Loot: 3</b>
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**NOTE:**

- 3-18 HP = an average of 3 players per kill
  - Each round, an average of 1.5 revs
  - Each game an average of 30-40 mins
- Max loot: 3 (hand can only hold 7)
- Only one ancient evil in the deck