COMBAT

I II III

STATS

I II III

INVENTORY

I II III

DECK BUILDER

I II III



Top effects affect enemies

Bottom effects affect your hero

COMBAT

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Drag one of your skills over an enemy to attack it!

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Drag your skill or object on your stats
if it has no effects on enemies

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LIFE

When it reaches 0 you're dead



STAMINA

Allows you to use physical skills.
Regenerates by 2 every turn



MANA

Allows you to cast spells.
Regenerates by 1 every turn



DEFENSE

Absorbs the damage you would take.
Gets back to its base value by 1 every turn



GOLD

Allows you to use potions in combat and buy equipment from the shop

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PHYSICAL AND MAGICAL DAMAGE

Damages one opponent and is mitigated by defense



POISON

Damages one opponent at the end of their turn by its value



FIRE

Damages one opponent at the end of their turn by its value. Decreases by 1 every turn



ICE

Permanently decreases the base defense of the opponent

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AREA OF EFFECT

Affects all enemies







SWARM EFFECT

Its value is multiplied for each moster of the same type on the field

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Here you can equip what you loot in your adventures!

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Switch between categories to see all your gear and equip it or sell what you don't need

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You can take a look at the vendor's stuff to see if there's something interesting to buy

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Here you can unlock new skills and choose how many copies to hold in your deck

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When you level up you earn a skillpoint that you can spend to unlock new skills.


LOST IN THE DUNGEON
HOW TO PLAY