

MAKING DUNGEON CARDS

This document contains instructions and tips on how to prepare and create the 80 dungeon cards for your games of Ex Umbra.

DOCUMENT TYPES

There are few different files with cards that you can use to make your own cards with.

One set of documents is meant for single-sided printing and contains no card backs. The other is meant for use with printers with double-sided printing capabilities. It alternates cards with card backs.

Both types of files are available in a full-color version and a black and white printer friendly version that is meant to conserve ink.

Both documents also contain a total of 10 blank cards for you to add your own ideas to your games of Ex Umbra.

CARDS WITHOUT PRINTER

If you don't have access to a printer at all, you could either use a Sharpie and a set of other cards and simply write the card's prompt onto your regular playing or index cards. Doing so you could leave off the inspirational adjectives to make things faster.

Lastly you could just roll a D4 and a D20 on the following table. Roll the D4 to determine the column to use and a D20 to find the entry within that. Then each player writes down their cards on a sheet of paper in front of them.

Note that this method is a lot more cumbersome to use and to track than using cards and it does generate duplicate prompts more frequently.

PRINTING INSTRUCTIONS

Printing the cards comes with its own pitfalls:

If you print them on normal paper the cards will work but are not easy to play with. Stacking, shuffling and holding them becomes harder. There are a few ways to solve this:

You can print on thicker paper or even card stock. That way the cards will hold their shape and be easier to manage.

But if you have only paper available you can either put them all in a bag and draw from there, removing the need to stack and shuffle the cards. And since Ex Umbra doesn't require you to keep your cards a secret you could place them in front of you instead of holding on to them.

You could also print them on regular paper and then put them into plastic card sleeves, preferably with a sturdier regular card behind them. That makes them easy to handle without requiring thicker paper.

CARD TABLE

1 - ARCHITECTURE

Built bits and pieces of a dungeon.

- 1** Spikes
- 2** Stairs
- 3** Bridge
- 4** Corpses & Graves
- 5** Debris & Trash
- 6** Statue & Idol
- 7** Chains & Ropes
- 8** Door & Gate
- 9** Furniture
- 10** Books
- 11** Columns & Arches
- 12** Shaft & Pit
- 13** Cage & Prison
- 14** Projectiles & Arrows
- 15** Blades
- 16** Hooks
- 17** Window & Vista
- 18** Channels & Pipes
- 19** Alchemy & Potions
- 20** Street & Path

2 - NATURE

Natural formations and items.

- 1** River & Lake
- 2** Light & Lamp
- 3** Dark & Shadow
- 4** Fire & Heat
- 5** Ice & Cold
- 6** Boulders & Blocks
- 7** Plants & Trees
- 8** Mushroom & Fungus
- 9** Arachnids & Insects
- 10** Animals & Rodents
- 11** Chasm & Holes
- 12** Slope & Cliff
- 13** Wind & Stench
- 14** Infestation & Corruption
- 15** Rust & Decay
- 16** Skulls & Bones
- 17** Disease
- 18** Food
- 19** Poison
- 20** Steam & Fog

3 - UNNATURAL

Magical and mystical phenomena.

- | | |
|-----------|-------------------|
| 1 | Voice & Word |
| 2 | Face |
| 3 | Hand |
| 4 | Connection |
| 5 | Lock & Key |
| 6 | Circle & Ring |
| 7 | Machinery |
| 8 | Barrier |
| 9 | Puzzle & Riddle |
| 10 | Container & Chest |
| 11 | Artifact |
| 12 | Gemstone |
| 13 | Illusion & Dream |
| 14 | Shrine & Altar |
| 15 | Warning & Omen |
| 16 | Runes & Sigils |
| 17 | Emotions |
| 18 | Music & Song |
| 19 | Portal |
| 20 | Work & Labor |

4 - INHABITANTS

The denizens of the underworld.

- | | |
|-----------|----------------------|
| 1 | Giant |
| 2 | Protector & Guardian |
| 3 | Beast |
| 4 | Horde |
| 5 | Pack |
| 6 | Hive |
| 7 | Cult |
| 8 | Mob |
| 9 | Grotesque |
| 10 | Gatekeeper |
| 11 | Family |
| 12 | Overseer |
| 13 | Ruler |
| 14 | Herald |
| 15 | Prisoner & Slave |
| 16 | Enforcer |
| 17 | Hunter |
| 18 | Butcher |
| 19 | Trickster |
| 20 | Judge |