

<p>Bugbear There is a Bugbear here.</p> <p>Movement +2 Physical Attack +3 Physical Defence 9 Majick Attack 0 Majick Defence 8 Size Big</p>	<p>Cash There is \$250 here</p>	<p>The Particularly Ugly Crown There is a particularly ugly crown here.</p> <p>It once belonged to the Goblin King Sprinklenut the XIV and became lost when he put it down beside a bowl of fruit at a party and it was mistakenly discarded by the catering company who thought it was a pile of fruit and leftover chicken bones that had gone off.</p>	<p>Goatkin There is a Goatkin Warrior here.</p> <p>Movement +4 Physical Attack +1 Physical Defence 9 Majick Attack 0 Majick Defence 8 Size Big</p>
<p>Buttercup the Helpful Pixie</p> <p>Buttercup is your friend for ever. She can run errands for you to other areas on the board. She is not stopped by water or small passages, and can help you over water if you are small. She will not fight and cannot be attacked.</p>	<p>The Quite Good Shield Thing The "Quite Good Shield Thing" is here.</p> <p>Add +2 to your base physical defense number while it is in your possession.</p>	<p>Kind of Flickery Wand Thing There is a kind of flickery wand thing here.</p> <p>The flickery Wand thing will add +2 to your majical attack ability while it is in your possession. It cannot be used at the same time as any other magical item. You can boost your maximum spell capacity by one even If your character could not previously carry any spells.</p>	<p>Minataur There is a Minatour here.</p> <p>Movement +3 Physical Attack +5 Physical Defence 8 Majick Attack 0 Majick Defence 8 Size Big</p>
<p>Dragon Prepare to Die</p> <p>Movement +3 Physical Attack +6 Physical Defence 14 Majick Attack +6 Majick Defence 14 Size Big</p>	<p>Trap There is a trap present in this tile. It affects the whole tile and any player character who enters unless they are a dwarf or ninja character.</p> <p>Roll on 2D6. If you roll a 2 or a 3 the trap will not go off. If the trap goes off you will lose one life point. If the trap fails to go off, it will remain in the tile and be indicated by leaving the card on the tile.</p> <p>Once the trap has been triggered remove the card from the board.</p>	<p>Bugbear There is a Bugbear here.</p> <p>Movement +2 Physical Attack +3 Physical Defence 9 Majick Attack 0 Majick Defence 8 Size Big</p>	<p>Slimy Frog Monster There is a Slimy Frog Monster here.</p> <p>Movement +2 Physical Attack +1 Physical Defence 8 Majick Attack 0 Majick Defence 8 Size Big</p>

<p>Goatkin There is a Goatkin Warrior here.</p> <p>Movement +4 Physical Attack +1 Physical Defence 9 Majick Attack 0 Majick Defence 8 Size Big</p>	<p>The Great Jewel of ARGH! There is a spectacularly huge jewel here.</p> <p>The legends tell a story about this jewel. A terrifying a ghastly tale that is told to small children to make them eat all their greens. It is a very and involved long tale, much too long to fit on a small card like this one. If it were made into a movie the special effects would be fantastic.</p>	<p>The Styley Amulet Thing There is a really styley amulet here.</p> <p>This item boosts your majick defense by +2. It is a really styley amulet and all your friends will be really impressed. Too bad you don't have any.</p>	<p>The Lawyer's Rapier There is a shiny sword here.</p> <p>This sword will give you a +4 bonus to your physical attack. Except when used against; undead creatures and characters, large creatures and characters, creatures with fur, orcs, part orcs, and humans, This sword cannot be used in conjunction with any other items. To Begin using this sword the carrier must agree with the binding terms and conditions of its use.</p>
<p>Slimy Frog Monster There is a Slimy Frog Monster here.</p> <p>Movement +2 Physical Attack +1 Physical Defence 8 Majick Attack 0 Majick Defence 8 Size Big</p>	<p>Bugbear There is a Bugbear here.</p> <p>Movement +2 Physical Attack +3 Physical Defence 9 Majick Attack 0 Majick Defence 8 Size Big</p>	<p>Trap There is a trap present in this tile. It affects the whole tile and any player character who enters unless they are a dwarf or ninja character.</p> <p>Roll on 2D6. If you roll a 2 or a 3 the trap will not go off. If the trap goes off you will lose one life point. If the trap fails to go off, it will remain in the tile and be indicated by leaving the card on the tile.</p> <p>Once the trap has been triggered remove the card from the board.</p>	<p>Toadstool Monster There is a Toadstool Monster here.</p> <p>Movement +0 Physical Attack +4 Physical Defence 10 Majick Attack 0 Majick Defence 8 Size Big</p>
<p>The Super Ginzu Sword It slices. It dices, but wait there's more...</p> <p>The Super Ginzu Sword gives you a +2 bonus to your physical attack. It cannot be used with any other physical weapon.</p>	<p>Stairs There is a staircase and trapdoor to the outside here.</p> <p>Place the staircase on the space marked for the purpose on this tile. In the event that two stair cases have been drawn for this tile, place the second staircase on the space marked with the encounter dots.</p>	<p>Trap There is a trap present in this tile. It affects the whole tile and any player character who enters unless they are a dwarf or ninja character.</p> <p>Roll on 2D6. If you roll a 2 or a 3 the trap will not go off. If the trap goes off you will lose one life point. If the trap fails to go off, it will remain in the tile and be indicated by leaving the card on the tile.</p> <p>Once the trap has been triggered remove the card from the board.</p>	<p>Orc There is an Orc here.</p> <p>Movement +3 Physical Attack +4 Physical Defence 10 Majick Attack 0 Majick Defence 8 Size Big</p>

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