

<p><b>Lucky Find</b></p> <p>You find a magic sword on the space you occupy.</p> <p>+2 bonus to physical attack when used against anything other than undead characters and monsters.</p> <p>Retain this card.</p>	<p><b>Lucky Find</b></p> <p>You find a book voucher for \$450 on the space you occupy.</p> <p>Add this value to your inventory and return the card to the pile discard pile,</p>	<p><b>Eat Me / Drink Me</b></p> <p>You come in possession of a magic vial and a bit of magic mushroom.</p> <p>You can now change your size at will.</p> <p>Retain this card in your inventory.</p>	<p><b>Lighting System Failure</b></p> <p>The lighting system on the tile you occupy has failed. All characters on the tile or entering the tile are limited to moving a maximum of 2 spaces each round until clear of the tile. All attacks are at a -6 penalty. Light restored after 3 rounds.</p> <p>Discard card when lighting restored.</p>	<p><b>Lucky Find</b></p> <p>You find a bottle of newt making elixir. Add this to your inventory. Use it as an attack on any other player character or monster. It has a range of eight spaces to throw it.</p> <p>The target character will be turned into a newt for 2 rounds. They can Move at 3 spaces per round. Physical Attack -6 Physical Defense 6 Magical Attack -6 Magical Defense 6</p>
<p><b>Lucky Find</b></p> <p>You find a discarded wallet with \$250 in it on the space you occupy.</p> <p>Add this value to your inventory and return the card to the pile discard pile,</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Rockfall</b></p> <p>A rockfall affects the tile you are on blocking one entrance (roll 1D6 to determine which entrance – role again if tile side does not have an entrance). If it is the only entrance then it will take 3 rounds to dig through. Mark affected entrance with rockpile marker</p> <p>Discard to Returns pile.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Your cellphone goes off.</b></p> <p>All monsters on tile attack you immediately. They are immediately moved to an adjacent space to you. You are at -2 disadvantage to defend while you answer your phone. You cannot attack.</p> <p>Discard to Returns pile.</p>
<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Boring Shield</b></p> <p>There is a boring wooden shield here. Although it is so boring it gives you a +1 bonus to your defense number. You spot it lying on a space against the wall on the opposite side of the tile to you.</p> <p>After putting a shield token on the space, return this card to discards.</p>	<p><b>First Aid Kit</b></p> <p>You find a pack of band-aids and bottle of Savlon. You can patch up yourself or another character to restore one life point. You cannot use it on characters who have just lost their last life point. You must be on an adjacent space to administer first aid to another.</p> <p>After putting a shield token on the space, return this card to discards.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Boring Shield</b></p> <p>There is a boring wooden shield here. Although it is so boring it gives you a +1 bonus to your defense number. You spot it lying on a space against the wall on the opposite side of the tile to you.</p> <p>After putting a shield token on the space, return this card to discards.</p>
<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Spelunker</b></p> <p>A friendly spelunker will help you through one narrow space if you are big.</p> <p>Discard this card when used.</p>	<p><b>Germes</b></p> <p>One other player character has germes. Roll a dice to see who it is. You must never be on the same tile as the infected character for the rest of the game. If you do you will lose one life point.</p> <p>Discard to Returns pile.</p>	<p><b>Germes</b></p> <p>One other player character has germes. Roll a dice to see who it is. No player character can be in contact with the same tile as the infected character for at any time during the next three rounds. If a player character touches the same tile they will immediately lose one life point.</p> <p>Discard to Returns pile once three rounds are up..</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>

<p><b>Heist</b></p> <p>Your character is planning a heist. When the transuniversal shop turns up, you can rob it. Gain \$1500 when you enter the shop and play this card</p> <p>Return this card to discards once played.</p>	<p><b>Swimming Lessons</b></p> <p>You receive a series of free swimming lessons sponsored by your local sporting education trust.</p> <p>This means you can safely cross water for the rest of the game. Keep this card for the remainder of the game.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Boring Shield</b></p> <p>There is a boring wooden shield here. Although it is so boring it gives you a +1 bonus to your defense number. You spot it lying on a space against the wall on the opposite side of the tile to you.</p> <p>After putting a shield token on the space, return this card to discards. pile.</p>	<p><b>Boring Shield</b></p> <p>There is a boring wooden shield here. Although it is so boring it gives you a +1 bonus to your defense number. You spot it lying on a space against the wall on the opposite side of the tile to you.</p> <p>After putting a shield token on the space, return this card to discards. pile.</p>
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<p><b>Lucky Find</b></p> <p>You find a fuel voucher for \$450 on the space you occupy.</p> <p>Add this value to your inventory and return the card to the pile discard pile,</p>	<p><b>Your cellphone goes off.</b></p> <p>All monsters on tile attack you immediately. They are immediately moved to an adjacent space to you. You are at -2 disadvantage to defend while you answer your phone. You cannot attack.</p> <p>Discard to Returns pile.</p>	<p><b>Rockfall</b></p> <p>A rockfall affects the tile you are on blocking one entrance (roll 1D6 to determine which entrance – role again if tile side does not have an entrance). If it is the only entrance then it will take 3 rounds to dig through. Mark affected entrance with rockpile marker</p> <p>Discard to Returns pile.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<p><b>Rockfall</b></p> <p>A rockfall affects the tile you are on blocking one entrance (roll 1D6 to determine which entrance – role again if tile side does not have an entrance). If it is the only entrance then it will take 3 rounds to dig through. Mark affected entrance with rockpile marker</p> <p>Discard to Returns pile.</p>
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<p><b>Exam Results</b></p> <p>If you are a barbarian or orc, you fail. Become depressed. For the next round your movement and attack bonuses are halved. If you are a Mage or Priest you get top marks. For the next round your rolled movement is doubled and you have +2 attack bonus.</p> <p>Discard to Returns Pile</p>	<p><b>Gullible Me?</b></p> <p>You show yourself to be totally gullible. You must do whatever the next player you encounter asks of you. You may not attack them. You must read this card aloud.</p> <p>Discard to Returns Pile.</p>	<p><b>Unexplained</b></p> <p>You wake up on the surface with no idea how you got there. Sore head, no memory, and someone else's underpants.</p> <p>Discard this card to the returns pile.</p>	<p><b>Skeleton</b></p> <p>1 skeleton appears in opposite entrance or encounter space.</p> <p>Movement +2 Physical Attack 0 Physical Defense 8 Magic Attack 0 Magic Defense 8 Size Small</p> <p>Discard once defeated</p>	<p><b>Magical Vortex</b></p> <p>All spells from all players are removed.</p> <p>Discard this card to the returns pile.</p>
<p><b>I Like You</b></p> <p>The nearest player to you become the object of your admiration. You will not attack or harm them for the rest of the game. (Even if they attack you)</p> <p>Discard to returns pile.</p>	<p><b>Goblin</b></p> <p>1 goblin appears in opposite entrance or encounter space.</p> <p>Movement +6 Physical Attack 0 Physical Defense 6 Magic Attack 0 Magic Defense 7 Size Small</p> <p>Discard once defeated</p>	<p><b>Unusual Eloquence</b></p> <p>You receive a free session of speech therapy. You find you can sweet talk much better. You may keep this card and use it to persuade them to give you an item, get an item for you, heal you with a spell, or help you over water.</p> <p>Discard once used.</p>	<p><b>Flood</b></p> <p>The drains back up, flooding the tile. All small characters on this tile lose one life point. (Unless you have had swimming lessons of have an alternative means of not being drowned.)</p> <p>Discard to returns pile.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>
<p><b>Trademe Ripoff</b></p> <p>Your best weapon is crap!</p> <p>Physical attack bonus for that item is permanently halved (round down)</p> <p>Discard this card to the returns pile.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<p><b>3 Legged Race</b></p> <p>You and the nearest player character are locked together for 3 rounds (both move to vacant space midway between your positions). You must agree on your destination for each of your movement turns. Do not draw event cards for this period.</p> <p>Discard to returns once three rounds are over.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<p><b>Instant Plague</b></p> <p>Everyone loses 1 life point.</p> <p>Discard to returns pile.</p>
<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<p><b>She Was a Witch</b></p> <p>You encounter a witch who turns you into a newt for three rounds. Move at 3 spaces per round. Physical Attack -6 Physical Defense 6 Magical Attack -6 Magical Defense 6</p> <p>Discard to returns pile after 3 rounds when you get better.</p>	<p><b>Swimming Lessons</b></p> <p>You receive a series of free swimming lessons sponsored by your local sporting education trust.</p> <p>This means you can safely cross water for the rest of the game. Keep this card for the remainder of the game.</p>	<p><b>Lotto Winner</b></p> <p>You win Lotto!</p> <p>Gain \$1250.</p> <p>You had better install better security now.</p> <p>Discard to Returns</p>	<p><b>Lucky Find</b></p> <p>You find \$550 under a stone on the space you occupy.</p> <p>Add this value to your inventory and return the card to the pile discard pile,</p>

<h2>Nothing Happens</h2> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<h2>Lucky Find</h2> <p>You have found a discarded Matching Chainmail and underwear set. If are a male character they do not fit you so gain no defense bonus. If you are a female character they are comfy and rather fetching. They have a +1 defense bonus. Keep this card.</p>	<h2>Spot Market</h2> <p>A transuniversal shop appears in a wall opposite you. It will remain here for the rest of the game. All purchases are cash only, and non returnable. No guarantee is offered on any purchase.</p> <p>This card remains with the shop counter on the board.</p>	<h2>Nothing Happens</h2> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<h2>Lucky Find - maybe</h2> <p>Pistol You have found a pistol lying on the ground.</p> <p>it's range is limited to one tile. you will need to roll over 10 on 2D6 to hit. Rolling 4or below the pistol misfires and does one life point of damage to you.</p> <p>You will be arrested at the end of the game for carrying illegal firearms and carrying a murder weapon.</p>
<h2>Lucky Find</h2> <p>You find a small flask of glowing liquid.</p> <p>Add this to your stuff. It will restore 1 life point when you use it.</p> <p>Discard to returns pile once used.</p>	<h2>III</h2> <p>The beer and curry from last night are revisiting you. You feel pretty crook. Lose your movement round.</p> <p>Nobody can attack you for this round for fear of being overcome by viscous rancid curry fumes emanating from you.</p> <p>You may attack but are at a -4 disadvantage.</p> <p>Discard this to the returns pile.</p>	<h2>There's No Place Like Home.</h2> <p>You click your heels together inadvertently in just the right way. and are immediately transported to the entrance tile.</p> <p>That was your movement round.</p> <p>Discard to returns pile.</p>	<h2>Food Parcel from Mum</h2> <p>A courier arrives with a food parcel from your Mum. If you decide to share it, no monsters will attack you for this round.</p> <p>Discard card to returns pile.</p> <p>Discard card to returns pile.</p>	<h2>Lively</h2> <p>You are feeling full of vitality right now. Double your movement for this round.</p> <p>Discard card to returns pile.</p>
<h2>Old Mine Shaft</h2> <p>A small rockfall opens up an old mine shaft to the surface. Put a stairs model onto this tile in the location marked for stairs.</p> <p>Return card to discard pile.</p>	<h2>Forced Sale</h2> <p>The player character has a pressing need for cash. You must sell one item from your inventory (if you have anything.)</p> <p>Lose the item to the opposite side of the map, but gain \$750.</p> <p>return card to discard.</p>	<h2>Puppet Master Exposed</h2> <p>The <u>controlling player</u> is experiences a feedback. The player character takes control of them and forces them to do their will. They have decided to take votes from the other players. In lieu of any suggestions the controlling player must rip off their clothes and play the next round naked.</p> <p>Return card to discard pile.</p>	<h2>Joy of Life</h2> <p>The player character is filled with a feeling of how wonderful life is. They will neither attack anyone or be attacked for this round. Monsters will allow them free access to any items they may be guarding.</p> <p>Discard to returns pile.</p>	<h2>Monster Whisperer</h2> <p>You temporarily develop a skill with monsters. You can calm them down and bring them out of their near constant rage. You calm the nearest monster. It will not attack you and will allow you to take any items it is guarding.</p> <p>Discard to the returns pile.</p>
<h2>Union Rules</h2> <p>Your Union has been successful in its negotiations and so all money that you find or acquire will have a bonus \$150 added to it.</p> <p>Return this card to discards pile, but remember that this rule will continue to apply for the rest of the game.</p>	<h2>Tea Lady</h2> <p>You have suddenly been transformed into the office tea-lady (temporarily), you must make all other players a cup of tea or other beverage of their choice. You need not be polite. Your character will not be attacked this round nor be able to move this round.</p> <p>Return card to discard pile.</p>	<h2>Mythbusters on TV</h2> <p>All monsters wander off to watch myth busters on television for the next round. They will not attack no can they be attacked. No further monsters will enter the game during this round.</p> <p>Return card to discard pile.</p>	<h2>Lucky Find</h2> <p>You find a stick of dynamite. Add it to your inventory and use it on your turn as an attack against multiple foes, or to blast a new entrance to another tile (add opening counter to affected walls.)</p> <p>To use as a weapon, you can throw it a distance of five spaces, and the blast affects one space and each of the spaces around it. All characters occupying the affected spaces are subjected to a 2D6 + 6 attack.</p> <p>Return card to discard pile once played.</p>	<h2>Line Dance Fever</h2> <p>You have a sudden attack of line dancing fever and must complete a series of Honky Tonk Stomps right now. All monsters on the same tile will run away during the next monster round. You cannot move nor attack while doing the Honky Tonk Stomp, but your Boot Scootin's Boogie gives you a +6 defence for this round.</p> <p>Put this card back hurriedly.</p>

<p><b>Matrix Botchup</b></p> <p>There has been a botch up in the matrix. Your location is all wrong. Swap places with one other player character. Roll a dice to determine which player character. Continue with your turn.</p> <p>Discard this card to the returns pile.</p>	<p><b>Sucker</b></p> <p>You are sucked in by a phishing email.</p> <p>Loose \$250 (and all credibility)</p> <p>Discard to Returns Pile.</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Your Team Sux!</b></p> <p>All barbarian, half orc, and ninja player characters are in a deep funk because their team lost the NPC finals. Movement reduced to 3 spaces per turn. All bonuses for attack and sneaking are removed. Effect lasts for 2 rounds.</p> <p>Discard after 2 rounds.</p>	<p><b>Wormhole</b></p> <p>A wormhole opens between your position and the centre of a random tile (roll an appropriate sided dice to decide which tile you could go to.) You can choose to go through the wormhole or continue with your original movement. Going through the wormhole only counts as one space. The worm hole remains open for the next round.</p> <p>Discard card to returns pile.</p>
<p><b>Puppet Master</b></p> <p>You find a dropped cellphone which is connected to Monster Dispatch central. You have control over all monsters on the board for the next monster round.</p> <p>Discard card to returns pile.</p>	<p><b>Lucky Find</b></p> <p>You find a discarded wallet with \$450 in it on the space you occupy.</p> <p>Add this value to your inventory and return the card to the pile discard pile,</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns</p>	<p><b>Nothing Happens</b></p> <p>Nothing whatsoever happens to you. Aren't you lucky?</p> <p>Discard to Returns pile.</p>	<p><b>Magic Sponge</b></p> <p>You are very receptive to spells. If you can carry additional spells, draw one additional spell next time you are at a magic draw point.</p> <p>Discard this card once you have drawn your spell.</p>
<p><b>Mail Order Monster</b></p> <p>You have a voucher for one mail order monster. Drop this card off at any stairway, and the courier company will drop off you monster in the next monster round. You will have control of the monster during the monster rounds. Roll 1D6 for the type of monster. 1 or 2 Orc 3 or 4 Skeleton 5 Goatkin 6 Toadstool Monster</p> <p>Discard to returns pile once monster arrives.</p>	<p><b>Rockfall</b></p> <p>A rockfall affects the tile you are on blocking one entrance (roll 1D6 to determine which entrance – role again if tile side does not have an entrance). If it is the only entrance then it will take 3 rounds to dig through. Mark affected entrance with rockpile marker</p> <p>Discard to Returns pile.</p>	<p><b>Lotto Winner</b></p> <p>You win Lotto!</p> <p>Gain \$1500.</p> <p>You had better install better security now.</p> <p>Discard to Returns</p>	<p><b>Boring Shield</b></p> <p>There is a boring wooden shield here. Although it is so boring it gives you a +1 bonus to your defense number. You spot it lying on a space against the wall on the opposite side of the tile to you.</p> <p>After putting a shield token on the space, return this card to discards.</p>	<p><b>Invisible</b></p> <p>You have obtained a magic tea-towel of invisibility. Your character may put this on and walk unobstructed and unobserved by monsters only. If you attack anyone or are attacked by a player character the effect will be lost and so you will be visible to all again.</p> <p>When visibility restored return this card to the discard pile.</p>
<p><b>Parachuting Accident</b></p> <p>Your character is in a cave with a parachute. What were you thinking? They are now hopelessly tangled. Forfeit your movement for this round.</p> <p>You may not attack, but have a +2 defense bonus due to the chance of entangling your attacker.</p> <p>Return card to returns pile.</p>	<p><b>The Voices</b></p> <p>You hear voices. They tell you bad things, evil things! They tell you to attack the nearest player character (over-rules all other cards to the contrary). Your Physical attack is +4 for this time only. Laugh...Hah Hah Hahhh!</p> <p>Discard to returns pile.</p>	<p><b>Drunk</b></p> <p>You get drunk and fall over.</p> <p>Lose next round of movement. You are at -4 to defend and -6 to attack.</p> <p>Discard to Returns Pile.</p>	<p><b>Boring Shield</b></p> <p>There is a boring wooden shield here. Although it is so boring it gives you a +1 bonus to your defense number. You spot it lying on a space against the wall on the opposite side of the tile to you.</p> <p>After putting a shield token on the space, return this card to discards.</p>	<p><b>Spells on your iPod</b></p> <p>You have been fiddling with your iPod and suddenly find that you can store spells on it. Permanently increase your spell carrying capacity by 1.</p> <p>Discard to the returns.</p>