



Curiosity Killed the Cat

You have spent the last half an hour stumbling through a dark dungeon. You remember how to get out, but you don't want to leave yet, you just *know* that there are some items and loot down here...

The player starts the game knowing where the exit room is and where the door to it is.

- A. *The player starts here.* You hear a noise from beyond the door. Maybe you've been in here too long.
- B. *If a player searches for treasure.* On the tomb is the legendary blade Reinhart's Rapier.
- C. *If a player searches for treasure.* On the desk is a book of spells that you know can be sold for 100 gold coins once you leave the dungeon.
- D. *If a player searches for treasure without disarming traps.* The rack flips a bar down hard, smashing what you recognize as a Helmet of

Auditory Excellence. *If a player disarms the trap first.* You discover on the rack a Helmet of Auditory Excellence.

- E. *If a player searches for treasure.* Inside the chest you find two lesser healing potions.
- F. *If a player searches for treasure.* Inside the chest you find 50 gold coins.
- G. *If a player searches for treasure.* The cupboard contains a healing potion and 25 gold coins

Reinhart's Rapier: While in use, it allows the player to attack twice a turn and diagonally.

Helmet of Auditory Excellence: Usable only by Scouts, a player can see enemies three spaces around them at all times, including through walls. Players cannot see furniture or Gargoyles this way. This does not restrict the scout's movement.

Lesser Healing Potion: When consumed heals 2 points of damage.

Wandering Monster: Goblin