

CONDITIONS:



DEHYDRATED



STUNNED



DISFIGURED



STARVING



BLINDED



INJURED



ENCUMBERED



DEAFENED



WOUNDED



WINDED



MUTE



MAIMED



EXHAUSTED



BLEEDING



SICK



ENSORCELED



KNOCKED OUT



FRIGHTENED



POISONED



CURSED



DYING



DEAD



RETRIEVED



PARALYZED

EQUIPMENT

TREASURE

NOTES