

<p>CAVE ENTRANCE DRAW 1 CARD Do not draw a card if there is already one in this space</p>	<p>ROCK QUARRY DRAW 1 CARD Do not draw a card if there is already one in this space</p>	<p>GOBLIN CITY DRAW 2 CARDS If there are any cards in this space, draw only enough to bring the total to two cards.</p>	<p>LABYRINTH Roll 1D less than your own craft or lose 1 follower (to the discard pile).</p>	<p>As your next move you may move to the Underground River. 6: You have found a forgotten treasure chamber. Take one Troll Treasure Card.</p>	<p>FLAMING CHASM You may search the halls of fire. Roll 1D. 1: You have awakened a Fire Demon, strength 9. 2: A horde of goblins storms up to battle you. Roll 1D to see how many strength 3 goblins attack you. Fight them</p>
<div data-bbox="783 821 1377 1129" style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>TREASURE HALL DRAW 1 TREASURE CARD As your next move you must go to the same space as you came from when you entered the Treasure Chamber.</p> </div>			<p>UNDERGROUND RIVER DRAW 1 CARD Always draw a card at this space, even if there is already one or more cards in this space.</p>		
<p>ESCAPE ROUTES DRAW 1 CARD Do not draw a card if there is already one in this space</p>	<p>MINES DRAW 1 CARD Do not draw a card if there is already one in this space</p>	<p>TROLL TOWN DRAW 2 CARDS If there are any cards in this space, draw only enough to bring the total to two cards.</p>	<p>DARK HALLS Roll 1D less than your own strength or lose 1 item (to the discard pile).</p>	<p>FUNGI FOREST You may eat a fungi Roll 1D. 1: Poisonous, lose 2 lifes. 2: Disgusting, lose 1 life. 3-4: No taste. 5: Good taste, heal 1 life. 6: Excellent food, heal 2 lifes</p>	