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## ABANDONED BACKPACK

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*Other adventurers have come this way. Their long abandoned possessions hint at their fate. But maybe they left something useful behind...*

Roll a d6 to see what you find

- 1 - Take a TRAP card.
- 2 - A rat at the bottom of the pack bites you causing 1 wound.
- 3 - You find nothing.
- 4 - Provisions restore 1d6 wounds.
- 5 - 1d10 x 10 gold pieces.
- 6 - 1 Treasure card

	Yes	No	1-3
Another Treasure?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Another Event?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

