

GOLD BAR



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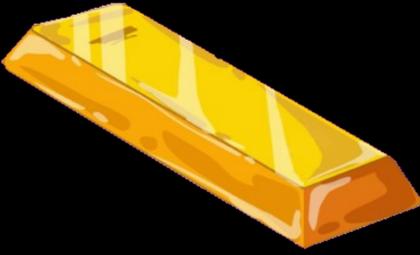
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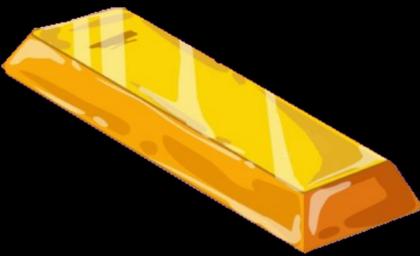
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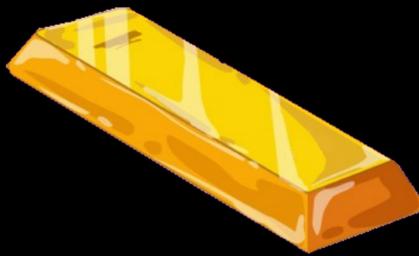
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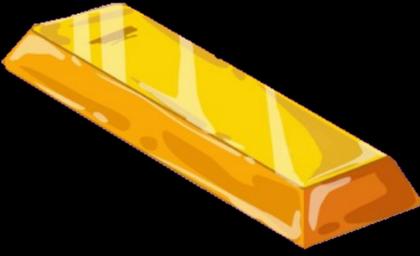
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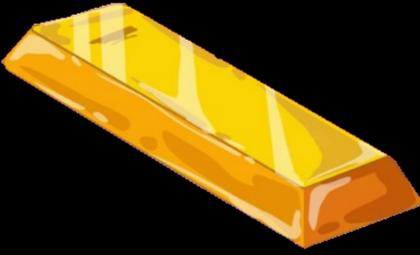
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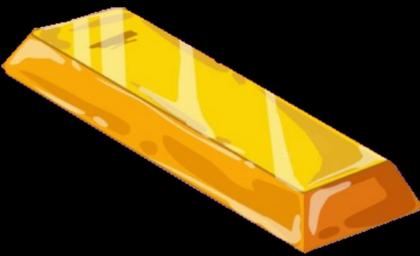
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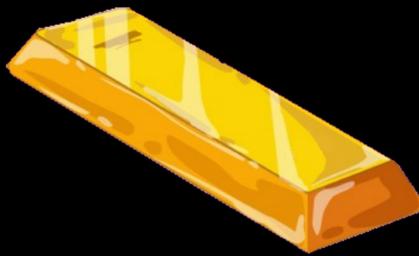
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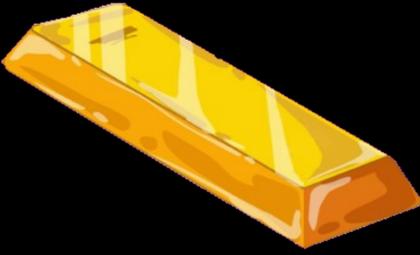
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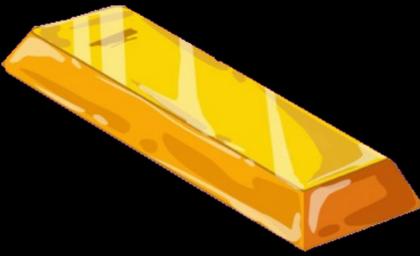
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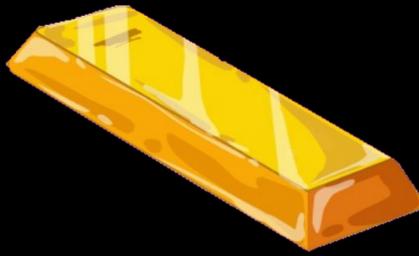
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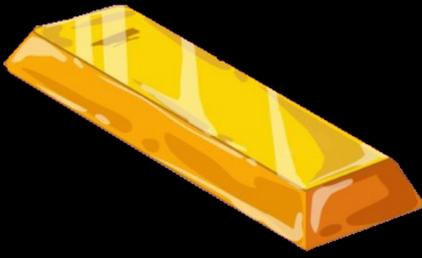
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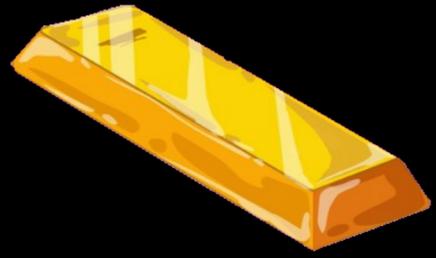
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Jewel



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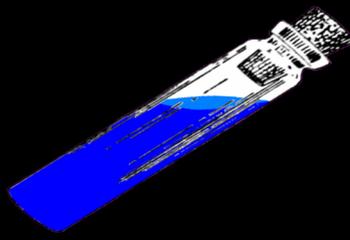
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VIAL

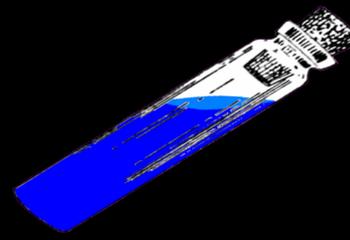


You found a Vial!

When used, roll 2D6:

2-7: Cures 4 Hits
8-10: Cures 6 Hits
11-12: Cures all / Raises Dead
1 Dose

VIAL

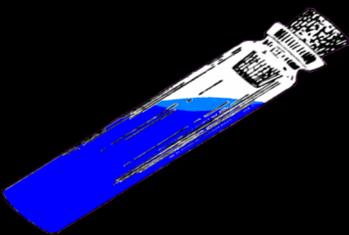


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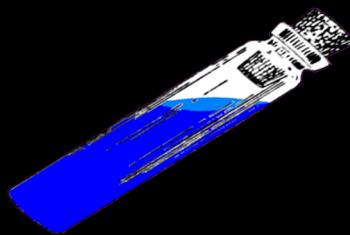


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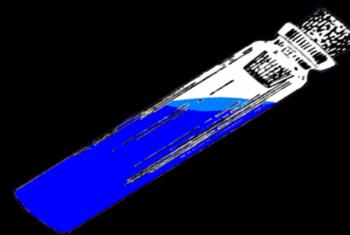


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TREASURES

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