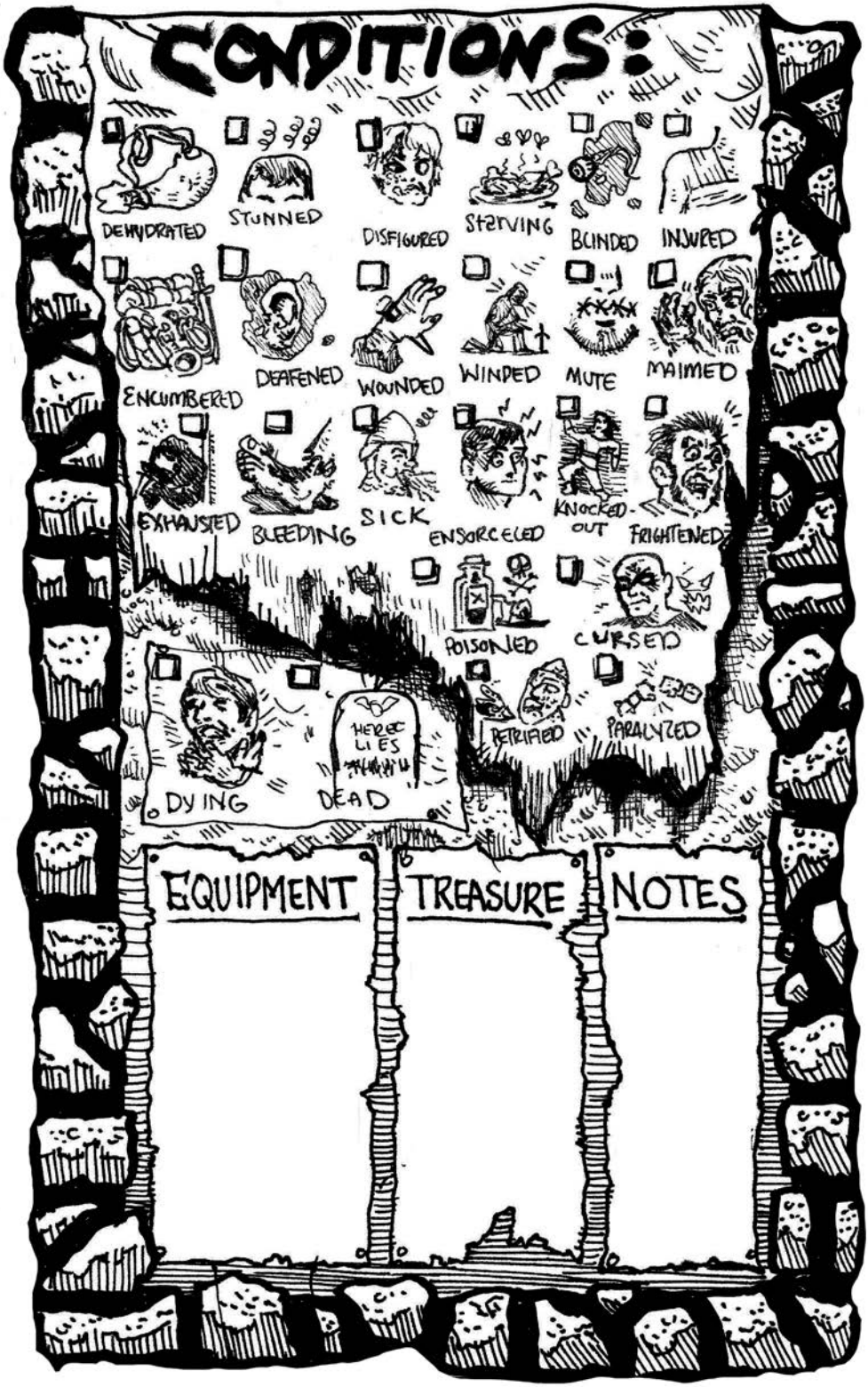

CONDITIONS:
DEHYDRATED
STUNNED
DISFIGURED
STARVING
BLINDED
INJURED
ENCUMBERED
DEAFENED
WOUNDED
WINDED
MUTE
MAIMED
EXHAUSTED
BLEEDING
SICK
ENSORCELED
KNOCKED-OUT
FRIGHTENED
POISONED
CURSED
DYING
HERE LIES
DEAD
PETRIFIED
PARALYZED
EQUIPMENT
TREASURE
NOTES