

EXPLORER

IF THE EXPLORER FLIPS OVER ONE OR MORE TILES, HE MAY TAKE A SECOND TURN. HE CANNOT TAKE A SECOND TURN IF HE ENTERS COMBAT.

IF THE EXPLORER FLIPS OVER A TRAP: ROLL A DIE. IF 4,5,6: CAN AVOID TRAP

THE EXPLORER IS A BIT OF A PACKRAT. HE CANNOT SELL ITEMS; HOWEVER, HE CAN STILL SELL GOLD AND ENEMIES' LOOT.