



Artifact Cards

FOR USE WITH FANTASY ROLE-PLAYING GAMES

DunDraCon Inc.

Set no. 1



DUNDRACON, Inc.
386 Alactraz Ave.
Oakland, Calif. 94618

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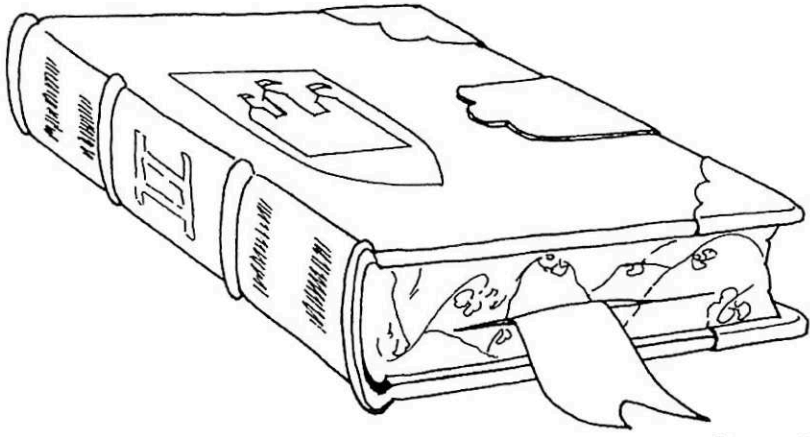
HOW TO USE THESE CARDS

These treasure cards are for use in representing artifacts in fantasy role-playing games. Color in the cards as desired (we suggest using colored pencils or water colors, because they shade and blend together better). Then fill in the power(s), intelligence, ego, special characteristics, etc., on the reverse side.

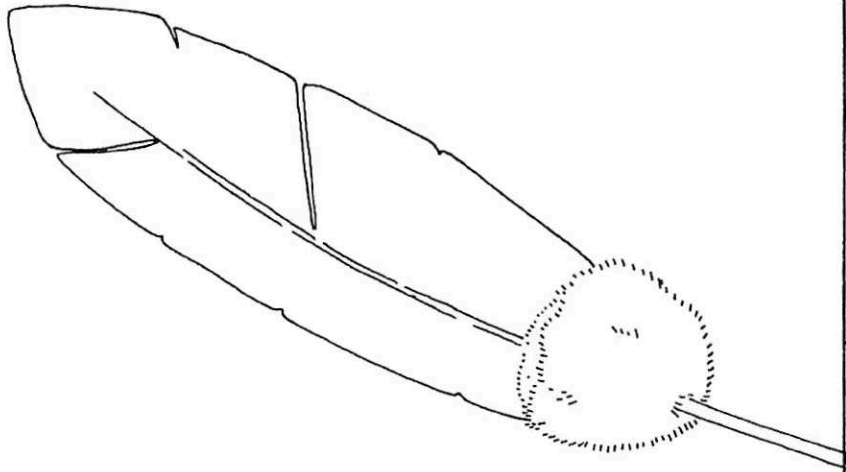
Those facts should be kept hidden from the players until the artifact is picked up by a character. Once the power(s), etc., are revealed, you may give the card to that character's player for future reference and use.

It is our experience that the use of such depictive cards will greatly enhance the playability and enjoyment of roleplaying games. The players get to show off their character's possessions, as well as brag about the character itself. Also, the referee will often find it quite fun to hold up a card, comment "your characters see this!", and watch the looks of delight, surprise and/or consternation spread across the faces of the players.

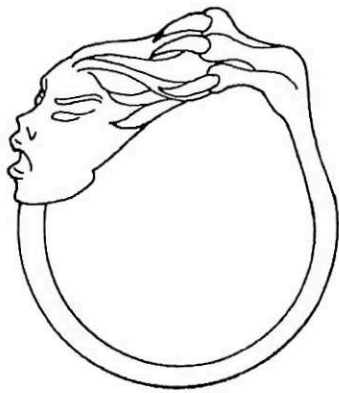
Have Fun!



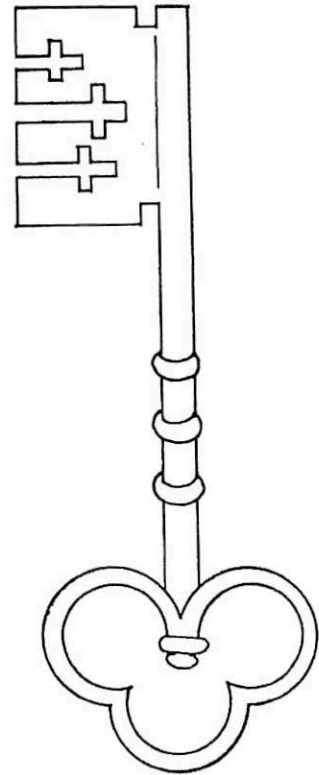
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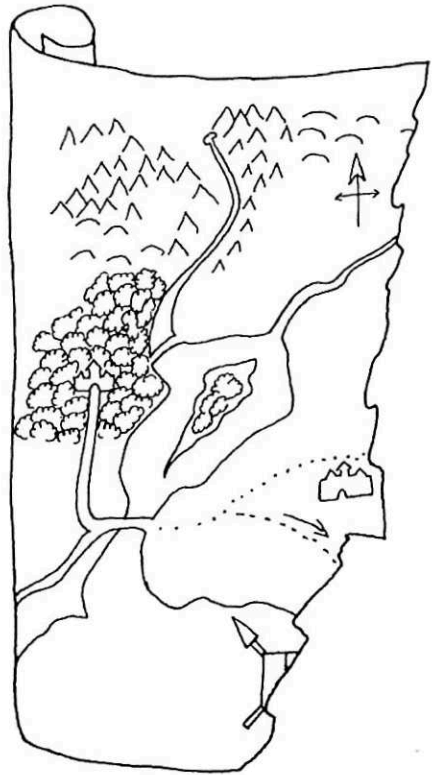
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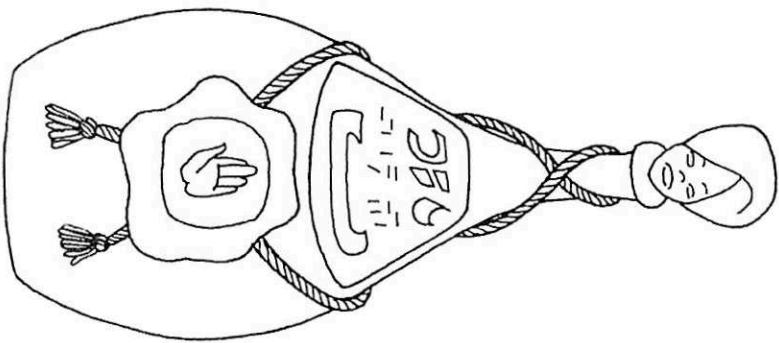
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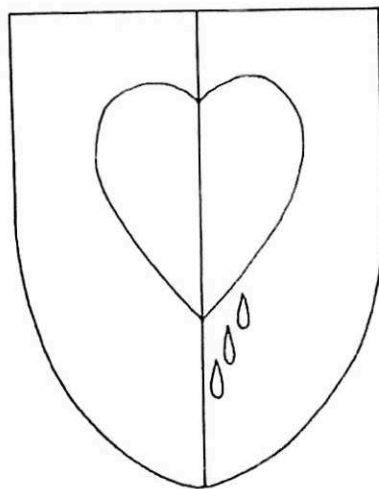
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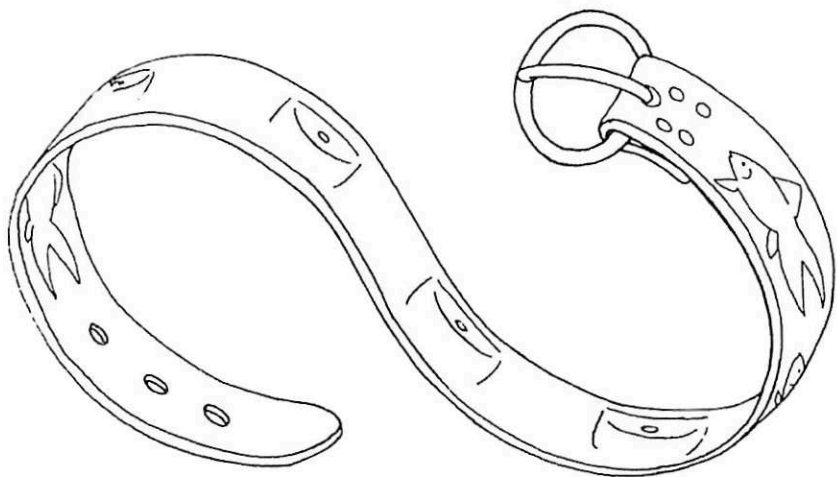
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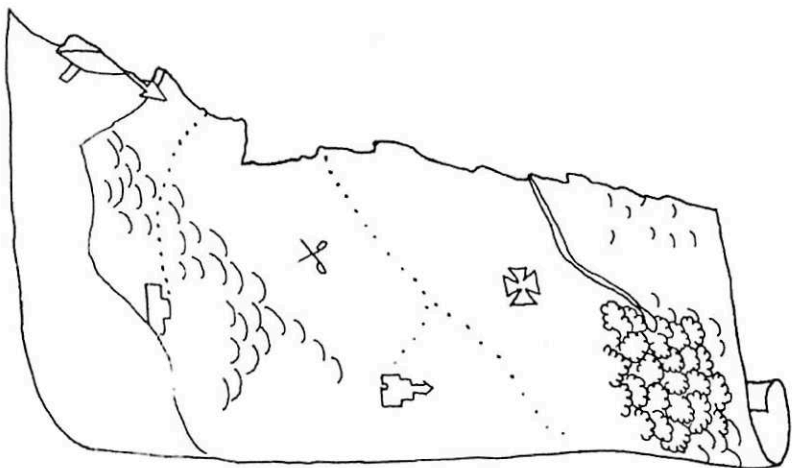
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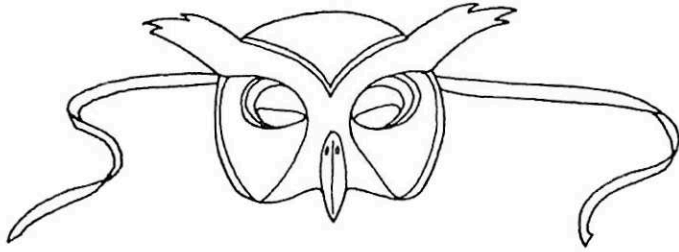
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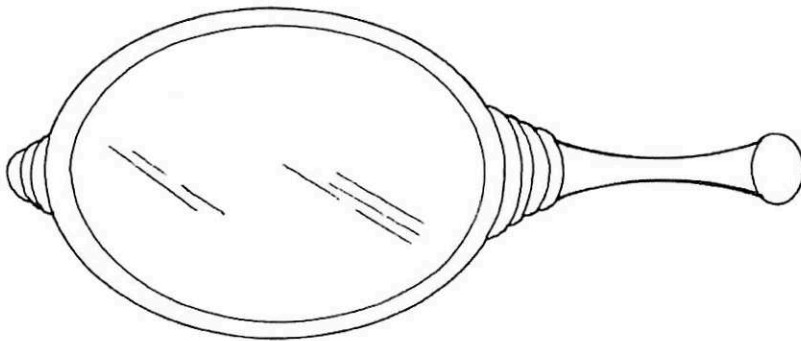
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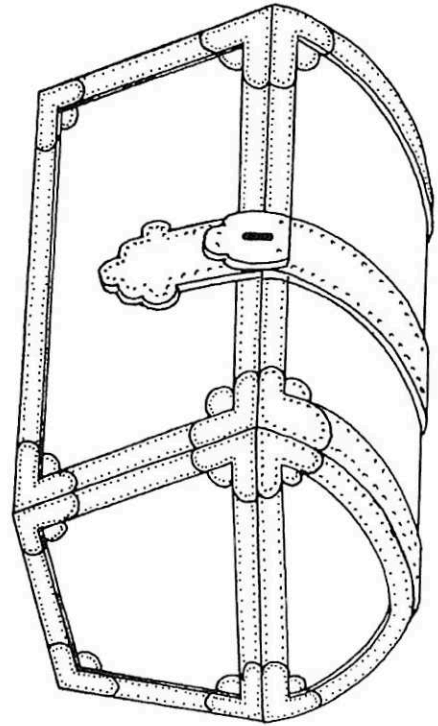


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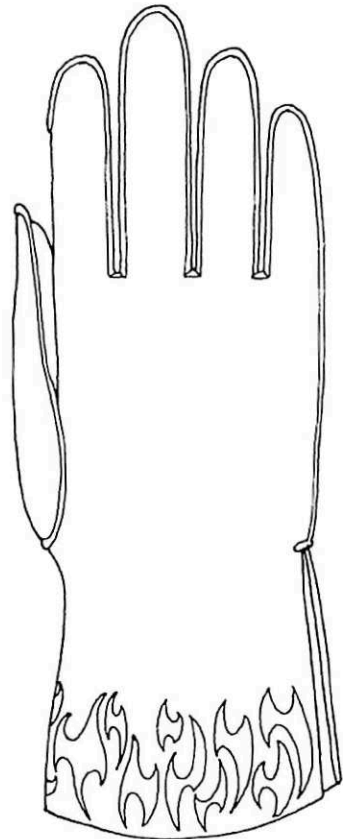


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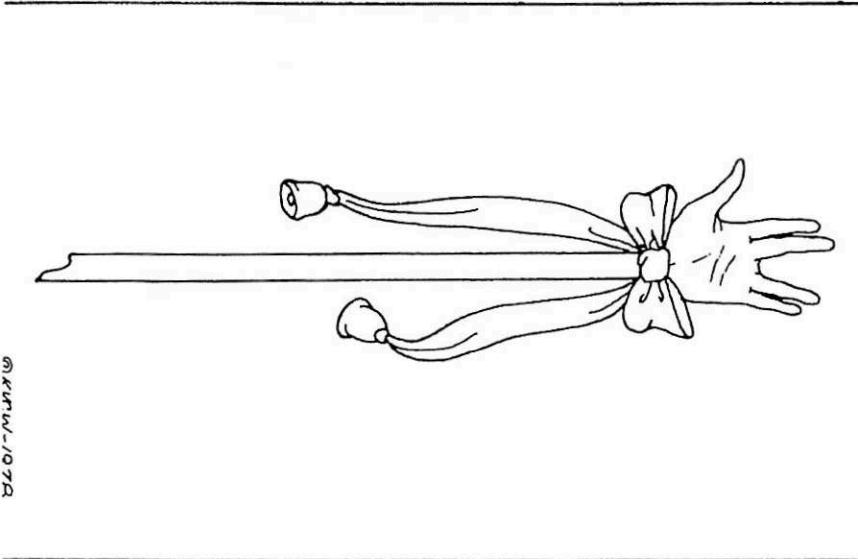
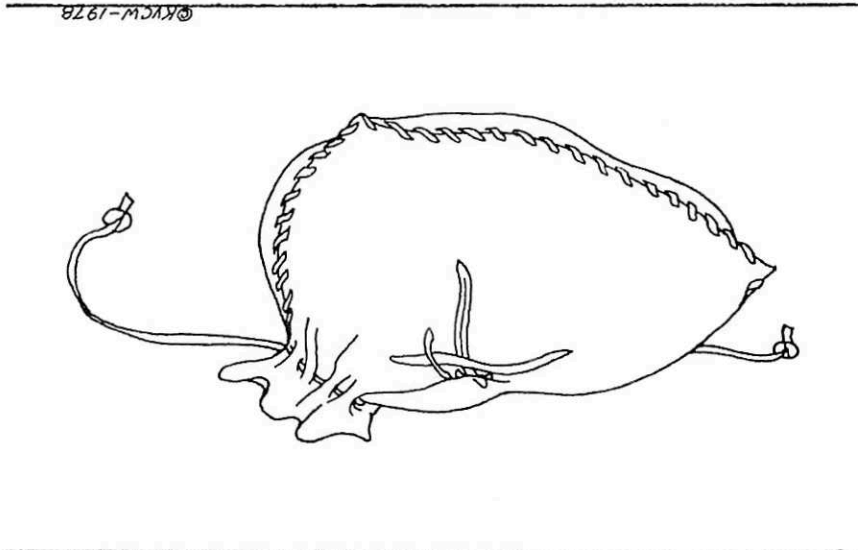
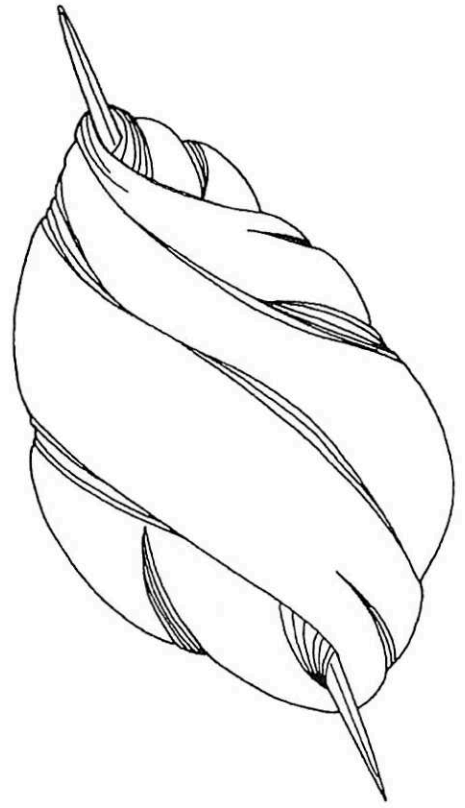
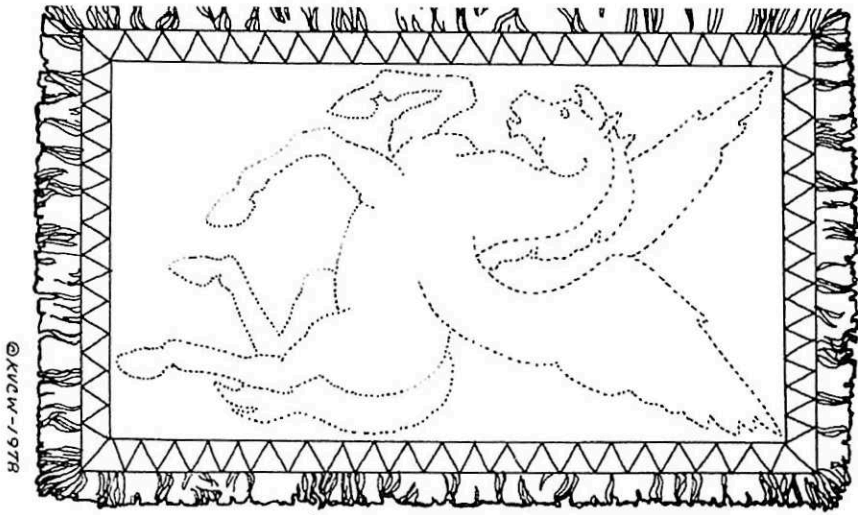
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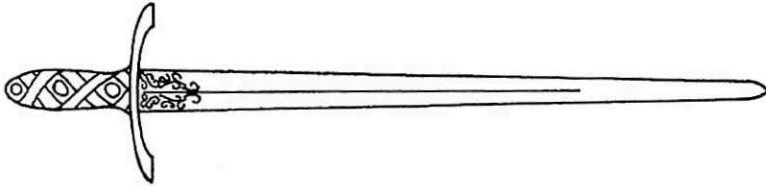


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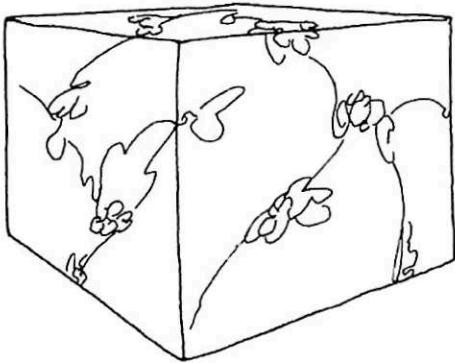


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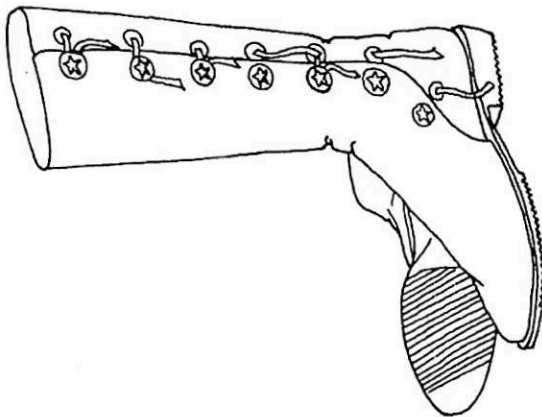




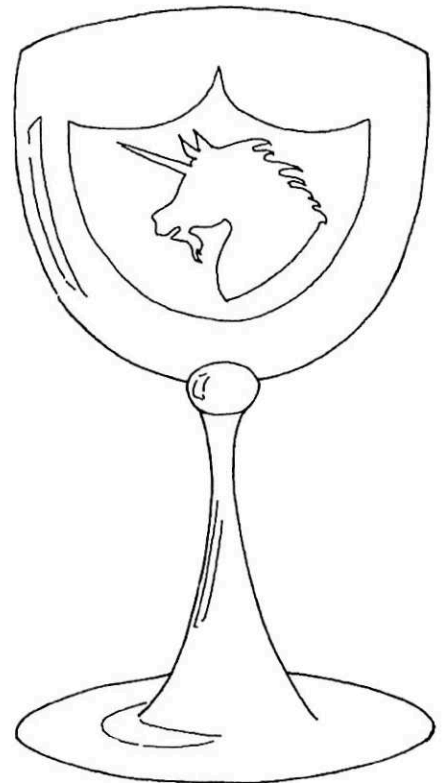
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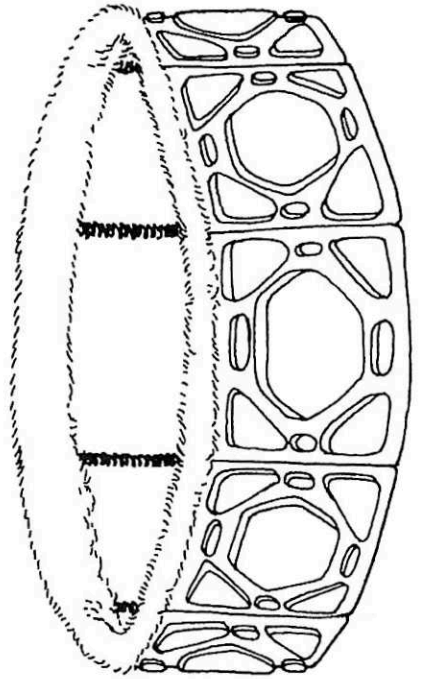
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