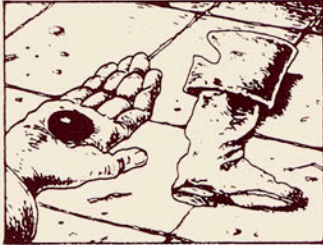


Gem!



Tucked into the toe of an old boot you find a small gem worth 35 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

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Gold!



Amidst old rags, tattered fur robes and soiled blankets, you find a collection of 15 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

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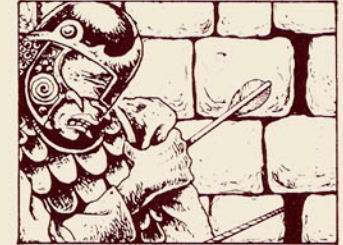
Gold!



You find a loose stone and tear it from the wall. Behind it you discover a small leather pouch wrapped in an old rag. Peering inside, you find 25 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

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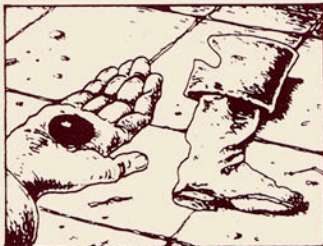
Hazard!



While you are searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over. Return this card to the bottom of the deck.

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Tucked into the toe of an old boot you find a small gem worth 35 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

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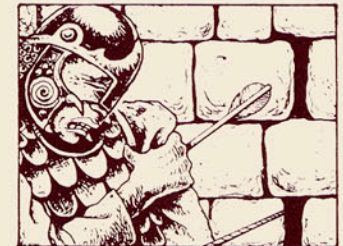
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Hazard!



While you are searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over. Return this card to the bottom of the deck.

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Hazard!



Suddenly, the stone beneath your feet gives way. You fall into a shallow hole, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn. Return this card to the bottom of the deck.

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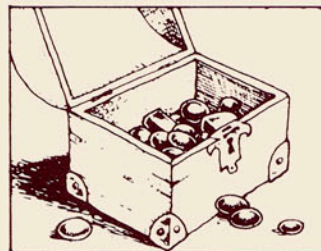
Heroic Brew



You are surprised to find a leather bag hanging on the wall. If you drink its contents before you attack, you can make two attacks instead of one. This may only be used once. Do *not* return this card to the deck.

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Jewels!



You find a small wooden box. It is simple-looking and very old. Within you discover that it is lined with velvet and contains very small jewels worth 50 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

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Potion of Healing



In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

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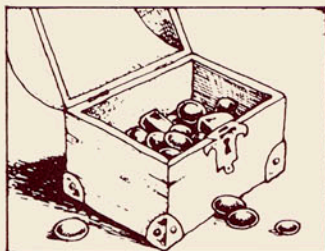
Hazard!



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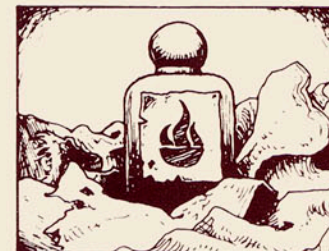
Potion of Defense



Amidst a collection of old bottles, you find a small vial containing a clear liquid. You can drink this potion at any time, giving you two extra combat dice the next time you defend. This may only be used once. Do *not* return this card to the deck.

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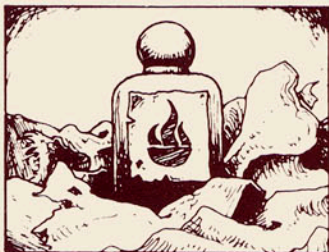
Potion of Healing



In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

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Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately! Return this card to the bottom of the deck.

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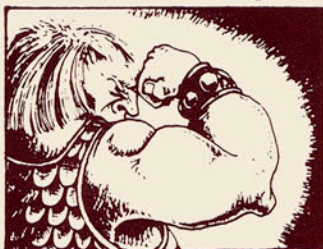
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Potion of Strength



You find a small purple flask. You can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack. This may only be used once. Do *not* return this card to the deck.

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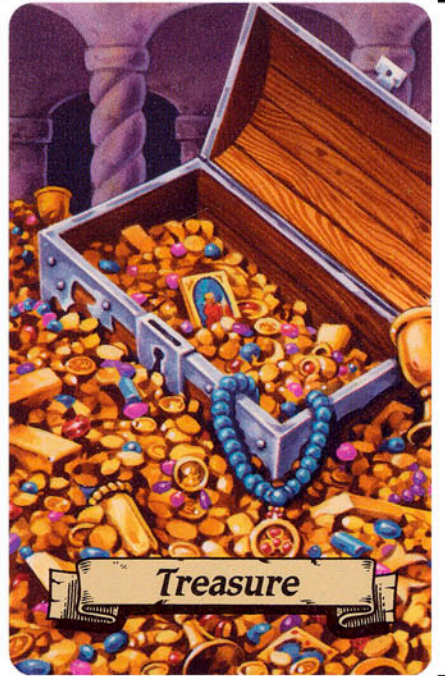
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