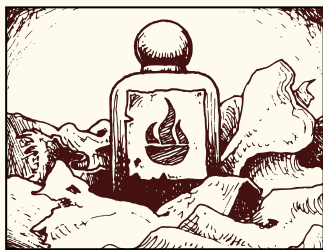


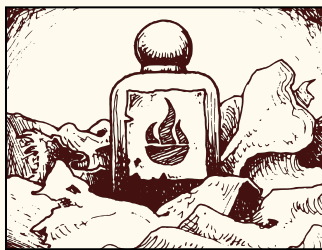


Potion of Healing



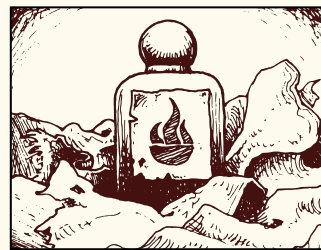
In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the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

Potion of Healing



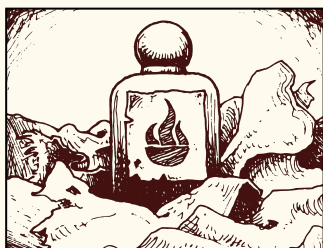
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Gold!



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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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.

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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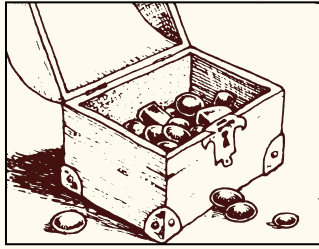


Wandering Monster



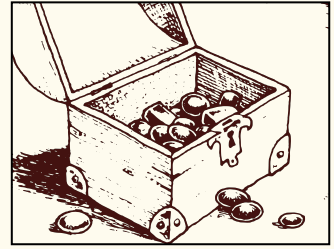
As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately! Return this card to the bottom of the deck.

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.

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.

Hazard!



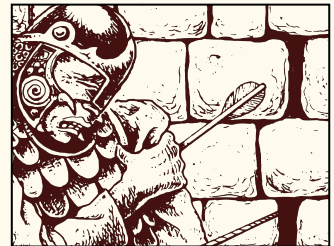
Suddenly, the stone beneath your feet gives way. You fall into a shallow hole, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn. Return this card to the bottom of the deck.

Hazard!



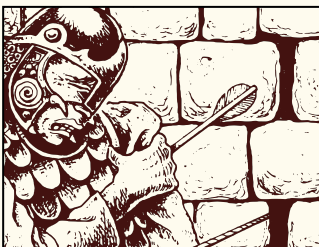
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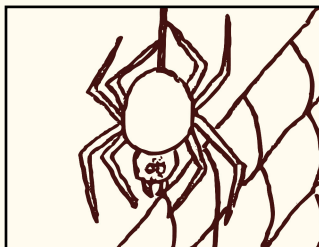
While you are searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over. Return this card to the bottom of the deck.

Hazard!



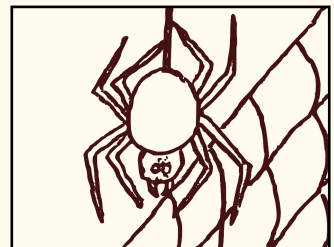
While you are searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over. Return this card to the bottom of the deck.

Spider



A Spider bites you and you lose 1 Attack die and 1 Defense die until you drink a healing potion. If your attack is a 0 you are too sick for any further fighting and searching.

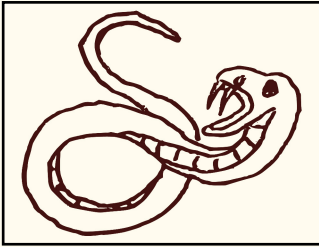
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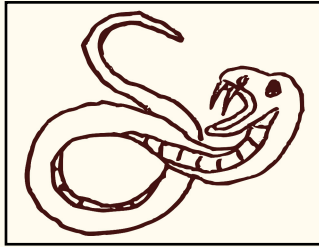


Snake



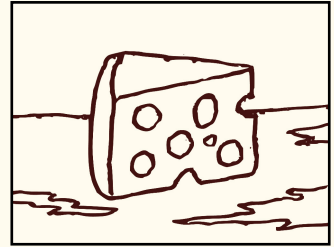
A Snake bites you and you must drink a healing potion now or be healed by the Wizard or Elf, else you will die.

Snake



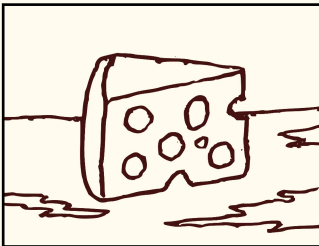
A Snake bites you and you must drink a healing potion now or be healed by the Wizard or Elf, else you will die.

Food



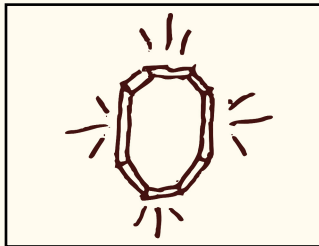
You find some food. When eaten, it will restore 1 Body Point of damage.

Food



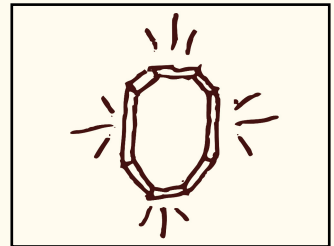
You find some food. When eaten, it will restore 1 Body Point of damage.

Ruby



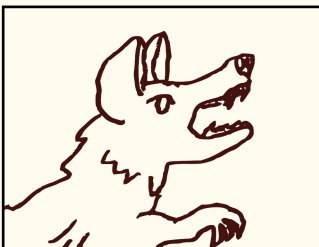
Under a loose stone in the floor you find a large ruby worth 100 gold pieces.

Ruby



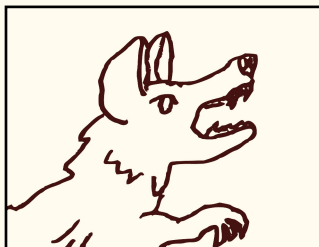
Under a loose stone in the floor you find a large ruby worth 100 gold pieces.

Rat



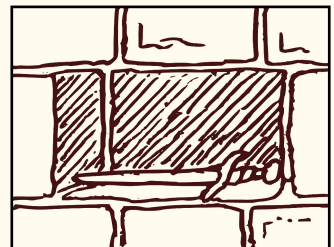
A Rat attacks you, refer to Rat monster card for statistics.

Rat



A Rat attacks you, refer to Rat monster card for statistics.

Dagger



You find a magical never miss throwing Dagger. It will inflict 1 Body Point of damage.

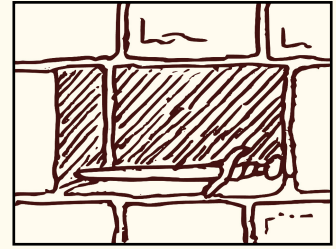


Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS

Dagger



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