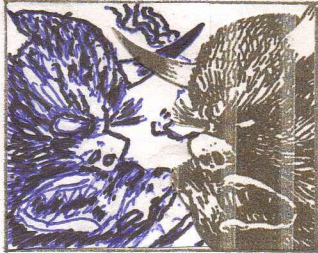


2 Wandering Monsters



As you are searching, 2 Monsters stalk you and attack! Zargon places the Wandering Monsters (listed in the Quest Book) on any 2 squares next to you. The Monsters attack immediately! Return this card to the bottom of the deck.

Cursed Coin



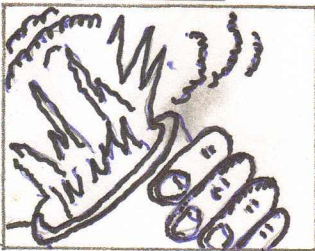
You find a Gold Coin on the floor and put it in your pocket. You don't know why, but suddenly you feel a little ill. This coin has an ancient curse on it and you lose 1 mind point. The next time you drink a healing potion that restores your mind points, you feel better, but your coin has mysteriously disappeared! Return this card to bottom of the deck.

Goblin Thief



As you are searching, a little Goblin runs out from a small hole in the wall and steals an item from you. He then runs back into the hole. The hole is far too small for you to go into. Hero may select which item he loses. A Potion, a throwing weapon, a piece of armor or if Hero has nothing else, his good weapon. Return this card to the bottom of the deck.

Dust Trap

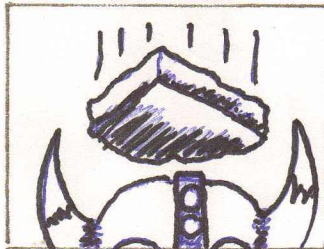


As you are searching, you find a small container. When you open it, dust explodes into your face.

It was a trap!

You breathe in the dust and lose 1 mind point.
Return this card to bottom of the deck.

Falling Debris



LOOK OUT!

As you are searching, a piece of the ceiling comes loose and hits you on the head.

You lose 1 body point.
Return this card to the bottom of the deck.

Acid Slug



As you are searching, an acid slug drops from the ceiling onto your head. You lose one body point if you don't have a helmet. If you do have a helmet then you are saved.

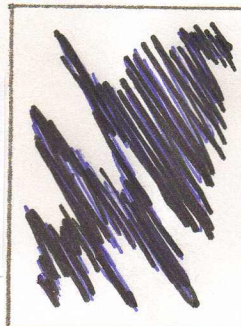
Return this card to the bottom of the deck.

Failed Search



You search, but find nothing of any value. Return this card to the bottom of the deck.

Failed Search



You search, but find nothing of any value. Return this card to the bottom of the deck.