



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 in 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 the bottom of the deck.

Goblin Thief



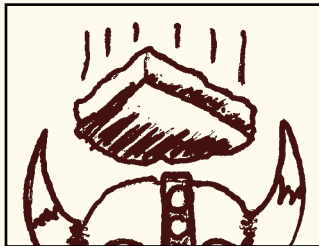
As you are searching, a little Goblin runs out from a small hole in the wall and steals an item from you. He then runs back into the hole. The hole is far too small for you to go into. Hero may select which item he loses. A potion, a throwing weapon, a piece of armor or if Hero has nothing else, his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

Dust Trap



As you are searching, you find a small contained. 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 the 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.

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Potion of Renewal



On a small table in the corner of the room, you discover a bottle of brown, frothy liquid. When you drink it, you regain 1 Body Point and 1 Mind Point. This may only be used once. Do not return this card to the deck.

Potion of Restoration



On a large shelf you find many bottles. All are empty except one. You find a Potion of Restoration. When you drink it, you regain all your Body and Mind Point that you had when you started the Quest. This potion will also cure a Hero who has been turned into a Werewolf. This can only be used once. Do not return this card to the deck.

Poison Throwing Dagger



Hanging on the wall is a Poisoned Throwing Dagger. You take it. This card can only be used once. Do not return it to the deck.

Magical Throwing Star



You find a wooden case. Inside is a Magical Throwing Star. It will never miss. It will inflict 2 Body Point of damage on any monster you throw it at. Except Zargon. It can only be used once. Do not return this card to the deck.

Sapphire



Behind a loose stone in the wall you find a large Sapphire worth 100 gold coins. Record this money on your sheet. Do not return this card to the deck.

X

Warlock

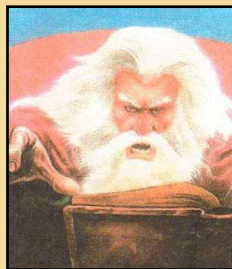


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	4	4	6	6

X

X

Zargon



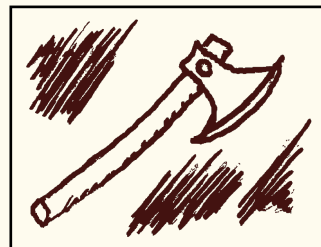
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	6	6	14	8

Notes: Zargon can perform 2 different actions on each of his turns. He may cast 2 spells or cast 1 spell and make 1 attack or he can make 2 attacks.

Spells and any kind of flying weapons are useless against his magic.

X

Throwing Axe



Hanging on the wall you find a good Throwing Axe. You take it. This card can only be used once. Do not return it to the deck.





Uruk-hai



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	6	6	6	3



Iron Skeleton



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	5	5	5	0



Hobgoblin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	2	2	1



Mountain Orc



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	3	3



Big Gargoyle



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	8	4



Ghoul



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	2	3	2	0

