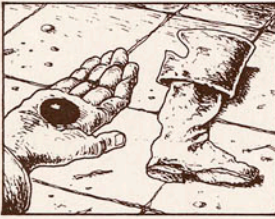
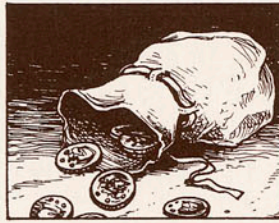


Gem!



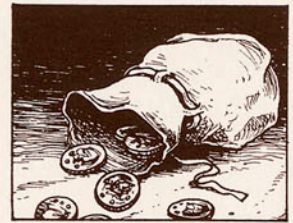
Tucked into the toe of an old boot you find a valuable Gem. The stone is worth 50 gold coins. Record the money on the back of your character sheet.

Gold!



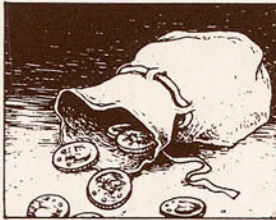
You search and find small amounts of gold hidden in several places. But you lose track of time. Roll one die and multiply the result by ten to see how many gold coins you find. Miss your next go. Record the money on the back of your character sheet.

Gold!



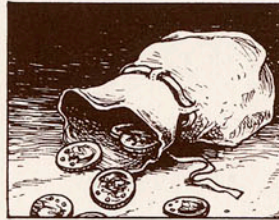
A meagre haul of just 10 gold coins is found in the pocket of a smelly, worn jerkin. Record the money on the back of your character sheet.

Gold!



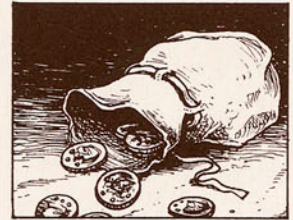
A rummage through several items of clothing reveals 20 gold coins. Record the money on the back of your character sheet.

Gold!



Amidst the clutter, the old rags, the greasy fur robes and soiled blankets, you find 25 gold coins. Record the money on the back of your character sheet.

Gold!



Foolishly left unhidden lies a small box containing 25 gold coins. Record the money on the back of your character sheet.

Gold!



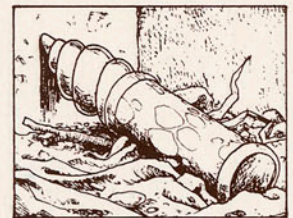
You find a loose stone behind which is hidden a small leather pouch wrapped in an old rag. You look inside the pouch and find 50 gold coins. Record the money on the back of your character sheet.

Heroic Brew



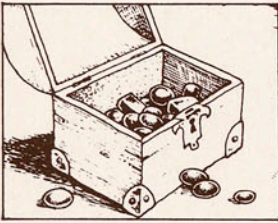
A leather bag hanging on the wall contains a potion. It is a Heroic Brew. The potion may be taken just before you are about to attack. Any player who drinks the potion will be able to make two attacks instead of one, for one turn only. The card is then discarded.

Holy Water



Discarded and forgotten in a corner of the room you find a vial of Holy Water. You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

Jewels!



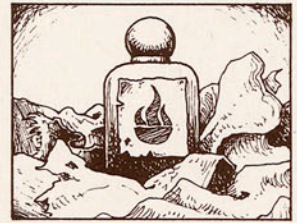
You find a small wooden box. The box is plain and old but within ... it is lined with velvet and contains 50 gold coins' worth of jewels. Record the money on the back of your character sheet.

Nothing



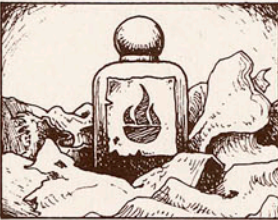
Despite a thorough search you find nothing.

Potion of Healing



Enveloped in a bundle of rags you find a small bottle of liquid. You recognise it as a healing potion. You may drink the potion at any time. It will restore up to four lost Body points. The card is then discarded.

Potion of Healing



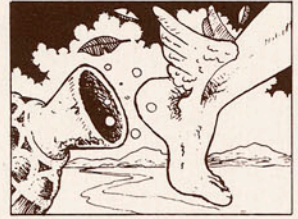
Enveloped in a bundle of rags you find a small bottle of liquid. You recognise it as a healing potion. You may drink the potion at any time. It will restore up to four lost Body points. The card is then discarded.

Potion of Resilience



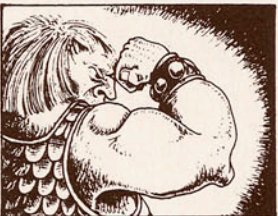
Amidst a collection of old bottles and earthen jugs you find a small clear vial, a Potion of Resilience. It may be taken at any time. You may then roll two extra combat dice in defence when you next defend. The card is then discarded.

Potion of Speed



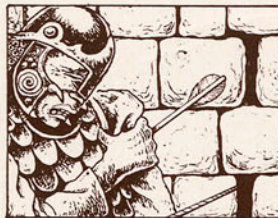
Standing on a shelf you see a dusty bottle. As you wipe it clean, you realize it is a potion of speed. You may drink the potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

Potion of Strength



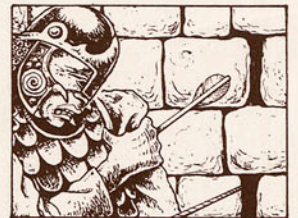
You find a small purple bottle. It is a Potion of Strength. You may drink the potion at any time. It will enable you to roll two extra combat dice in attack in your next attack. The card is then discarded.

Trap!



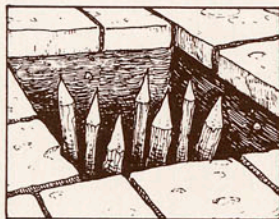
As you search you unwittingly set off a trap. An arrow shoots out from the wall. You must lose one body point. Return this card to the treasure pile.

Trap!



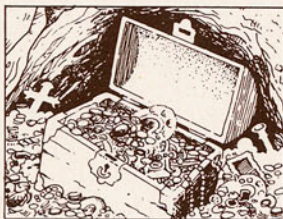
You feel the gentle pressure of a trip wire against your leg, you spin round ... but it is too late. You lose one body point from the crossbow bolt that shoots from the wall. Return this card to the treasure pile.

Trap!



The stone beneath your foot begins to give way and all too late you realize it is a trap. You fall into a pit and lose one Body point. You may climb out and move as normal on your next turn. The pit then closes. Return this card to the treasure pile.

Treasure Horde!



Luck is with you. A small treasure chest you find, hidden under an old fur, contains 100 gold coins.

Record the money on the back of your character sheet.

Wandering Monster



As you are busy searching, a monster stalks up on you and attacks. The Evil Wizard player may place the wandering monster shown in the Quest Book for this adventure in any square next to you. The monster attacks immediately. Return this card to the treasure pile.

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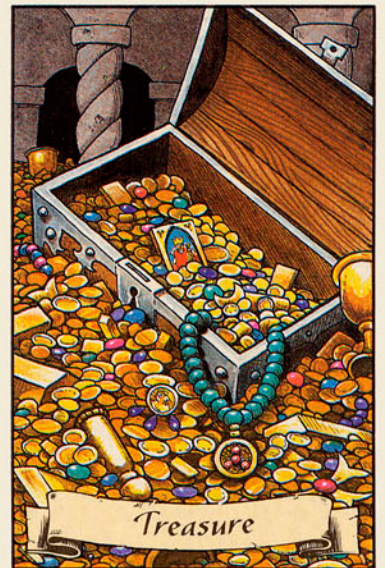
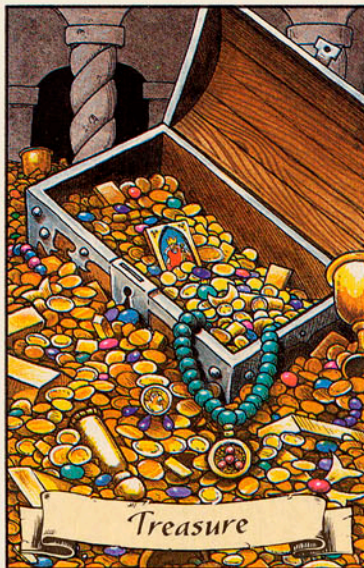
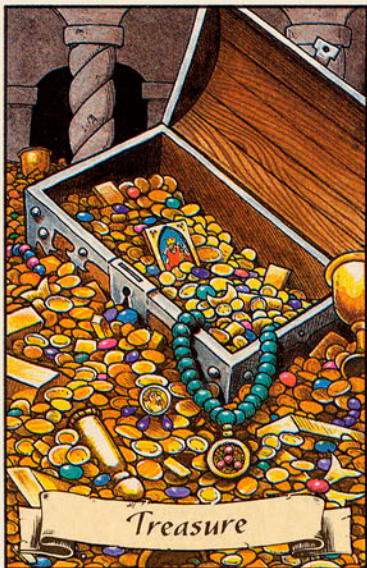
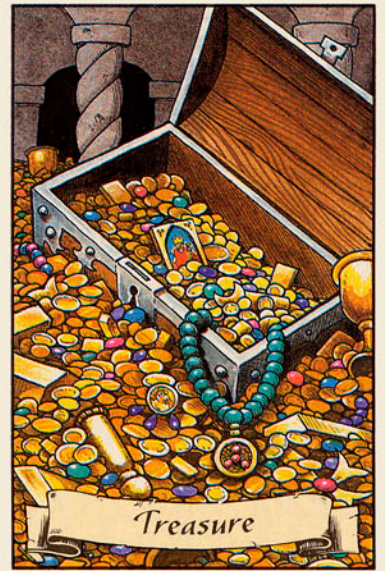
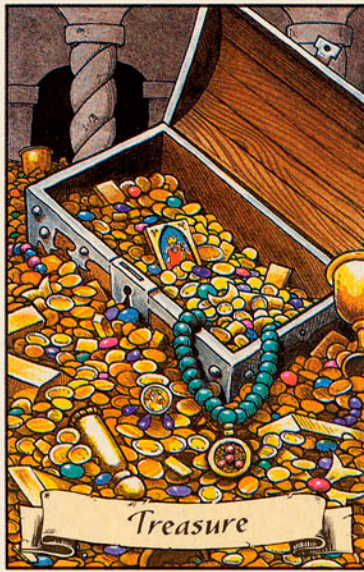
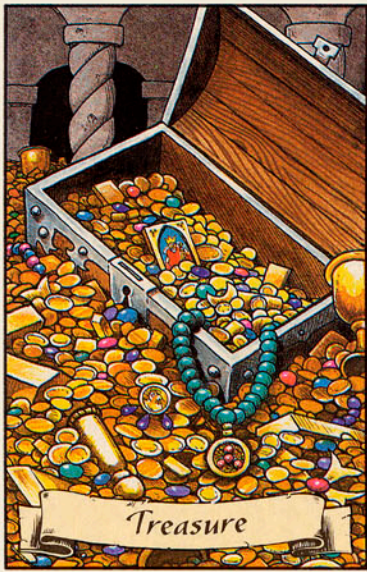


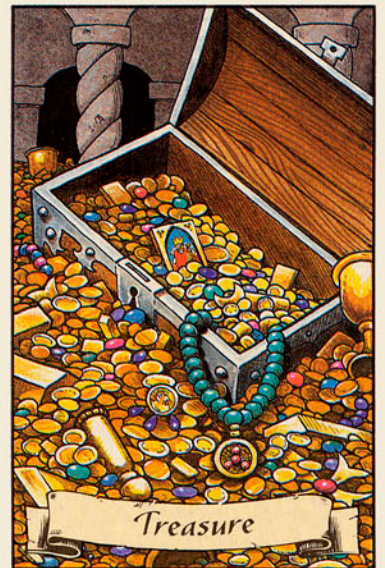
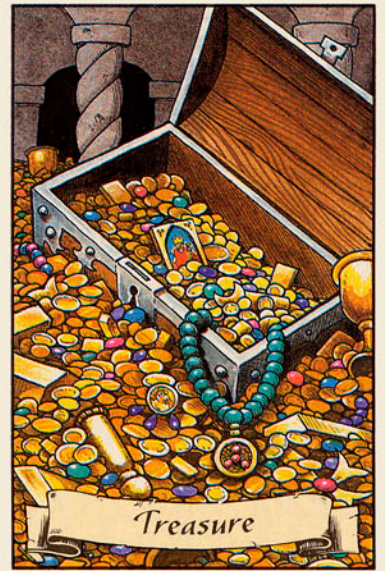
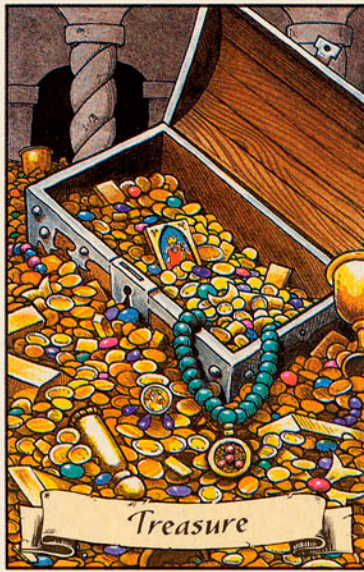
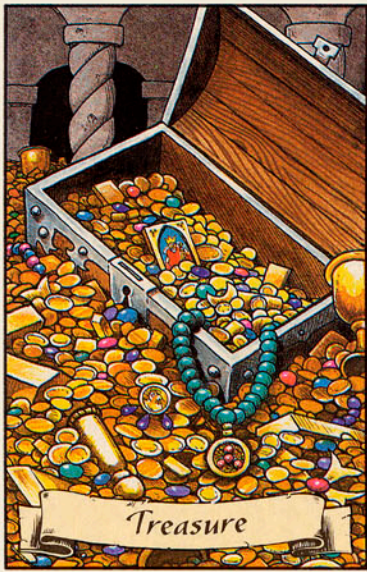
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