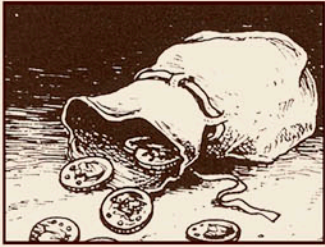


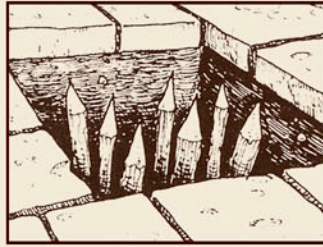
Gold!



You search and find small amounts of gold hidden in several places. But you lose track of time. Roll one Red Die and multiply the result by ten to see how many gold coins you find. You miss your next turn. Record the money on your sheet. Do *not* return this card to the deck.

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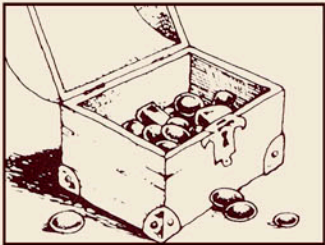
Hazard!



Suddenly, the stone beneath your feet gives way. You realise it is a trap, but all too late. You fall into a spike filled pit, 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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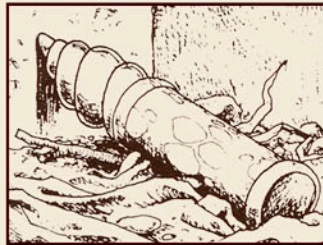
Gold!



Foolishly left unhidden lies a small box containing 25 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

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Holy Water



Discarded and forgotten in a corner of the room you find a vial of Holy Water. You may use this liquid instead of attacking to destroy one regular Skeleton, Zombie, or Mummy. Do *not* return this card to the deck.

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