

DUNGEON ROOM TREASURE CARD

CHAOS RUNEBLADE

This is a black blade encrusted with writhing Chaos runes and radiating dark and malevolent power. Its touch is deadly and its bite will penetrate ordinary armour with ease.

Once per adventure, the Warrior may give up all his attacks to make a single attack that causes normal damage + (1D6 x his Battle-Level) extra Wounds. In addition, the attack ignores the target's armour.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

WEeping BLADE

This weapon weeps a black and corrosive venom which can burn through armour and slay with the merest touch.

If a Warrior wielding this weapon causes at least 10 Wounds to a Monster in one hit then the Monster loses 1 point of armour. If the armour is destroyed, it loses any special abilities gained if the armour was magical and from now on only takes into account its Toughness in combat.



PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD OF UNYIELDING

This weapon's magical property is to imbue its wielder with great resilience and fortitude so that he is more able to withstand wounds.

A Warrior wielding this sword gains +2 Toughness.



PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD OF TECLIS

The Sword of Teclis is charged with crackling energy that rends apart those struck by its shining blade.

Once per adventure the Warrior can release the power of the sword. The sword gives the Warrior an extra 1D6 attacks.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE RUBY CHALICE

The Chalice emits a blinding magical light when anointed with honourable blood.

The magic of the Chalice is activated when the bearer loses 10 or more Wounds from a single attack, trap or spell. All models adjacent to the bearer (Friend and foe) lose 1 Attack and are at -1 to Hit for the next turn.



PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD OF UNHOLY POWER

The Sword of Unholy Power brims with magical power which may be drawn upon by sorcerers.

The Wizard using this weapon can cast one spell per turn without the need to expend power. The power required is provided by the sword. Roll 1D6 each time a spell is cast. If the result is less than the casting level of the spell cast, then the sword is exhausted and is considered just a normal sword, worth 15 Gold.



Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD OF SWIFT SLAYING

This enchanted blade courses with power imbuing its wielder with uncanny speed and agility.

The bearer of the Sword of Swift Slaying may strike first in combat. If Monsters have *Ambush*, roll 1D6. On a 6, the bearer may make an *Ambush* Attack on the Monsters. This counts as his Attack.



PERMANENT

DUNGEON ROOM TREASURE CARD

GOLD SIGIL SWORD

This golden blade is marked with magical sigils of swiftness in pure copper. Magic blades of gold and copper are sorcerously swift and confer great speed and dexterity.

The bearer of the Gold Sigil Sword has +4 to his Initiative.



PERMANENT

DUNGEON ROOM TREASURE CARD

DAGGER OF SOTEK

The dagger of Sotek strikes with the vengeful wrath of the mighty god Sotek who drove the foul Skaven from the lands of Lustria and swallowed them into his great belly. Its touch is despair for that abominable race.

The Dagger of Sotek strikes with +1 Strength against Skaven. If all the Warrior's attacks hit, then the Skaven's Initiative becomes 1, and he attacks last.



PERMANENT

DUNGEON ROOM TREASURE CARD

SILVER SIGIL SWORD

A blade made of silver and inlaid with glowing copper sigils, being free from iron will cut the air more swiftly and enables its bearer to strike with uncanny speed.

The bearer of the Silver Sigil Sword has +3 to his Initiative.

250
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

VAMBRACES OF LIGHTNING

The Vambraces of Lightning are fashioned from enchanted gold and said to originate from the mysterious Isles of Albion beyond the coast of Bretonnia. The wearer gains the uncanny ability to deflect an enemy's shots, dashing aside arrows and other missiles with the vambraces upon his wrists.

The Vambraces of Lightning can deflect any missile attacks. If a Monster fires a bow, shoots a gun, etc. at the Warrior he may attempt to deflect it. Roll 1D6. On a roll of 1 the missile attack causes an extra 1D6 damage. On a roll of 2 the attack is deflected, causing no damage, and on a roll of 3 the Vambraces deflect the attack, and strike back at the attacker with a lightning attack of their own. Make 1D2 immediate attacks against the Monster who fired the shot, using Ballistic Skill to determine if the Warrior hits. However, if any of the To Hit rolls are 1, then the lightning has hit a random model in its path. Apply the damage accordingly. On a roll of 2-4 the attack hits the Warrior as normal.

450
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

THE BLACK AMULET

The Black Amulet not only protects its wearer but wreaks a terrible revenge upon those that would harm its master.

In hand-to-hand combat, when the Warrior is hit, for each damage dice that the Monster has, roll 1D6. If a 6 is rolled, the damage for that attack is rebounded back at the attacker. He takes the damage the Warrior was caused with no modifiers for Toughness or armour. If a 1 is rolled on any of the dice, the Amulet is exhausted and will not work for the remainder of the turn.

800
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

OBSIDIAN FIGURINE

This pitch black statuette is lovingly carved into the visage of a black stallion.

The magic of this figurine can be invoked for journeys in the wilderness. The figurine will turn into a large war horse. It will reduce travel time by 2 weeks. It does not increase Living Expenses and can not be stolen like other horses. In addition, a magical bond is formed between the Warrior and the steed. If the steed is lost or destroyed somehow, at the beginning of the next adventure the Warrior will once again find the steed in his possession. The only way he may get rid of the figurine is to give it away voluntarily. It can not be sold.

300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

DAEMON SLAYER

The Daemon Slayer is enchanted against Daemons. Its touch sears their flesh and causes agonising wounds.

When used against Daemons, a hit from the Daemon Slayer causes an extra 1D6 Wounds.

500
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

DRAGON SLAYER

Dragon Slayer is a long, dark blade etched with red runes of bane to all dragonkind. In ages past many mighty drakes fell to this deadly blade.

When used against Dragons, a hit from the Dragon Slayer causes an extra 1D6 Wounds.

500
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

THE GOLDEN CROWN OF ATRAZAR

This golden circlet studded with rare and magical gems radiates an aura that protects its wearer from harm.

The Golden Crown gives the Warrior protection from *Fear* and *Terror*. Whenever a group of Monsters appear that cause *Fear* or *Terror*, make a test as usual, but if a 6 is rolled, the Warrior is not scared of this type of Monster for the rest of the adventure, and does not need to take *Fear* or *Terror* tests for them.

350
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

FLAIL OF SKULLS

The Flail of Skulls takes the form of a flail with three long chains and suspended upon the end of each one is a gnashing, biting, chattering, skull.

The Flail of Skulls is a flail, and therefore attacks at -2 To Hit. However, if it hits a Monster, each skull adds +1D6 to the Wounds caused. If a 1 is rolled to hit, one of the skulls is destroyed. When all of the skulls are destroyed, the weapon is useless. For each skull destroyed, subtract 100 Gold from the gold value.

400
GOLD

UNTIL DESTROYED

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Orcs and Goblins (and Snotlings).

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

GLYPH OF POTEK

The arcane Glyph of Potec protects the wearer from the supernatural forces of the Undead.

The glyph of Potec can be inscribed onto a single Warrior's skin. It can never be removed - if the skin is cut away, the Glyph magically appears on another part of the body. It protects the wearer from Undead. If an Undead Monster attacks the Warrior rolls a 5 or 6 to hit, the damage caused is halved (rounding down). Unfortunately, the Glyph draws on the strength of the Warrior. At the beginning of each adventure, roll 1D6. On a score of 6 the Warrior loses 1 Permanent Wound, as the Glyph drains his life force.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE PIRANHA BLADE

The Piranha Blade is shaped in the form of a vicious, ravenous piranha fish. The teeth of this fish are set along the edges of the blade, and the hilt is decorated with inlaid fish eyes. The weapon mimics the action of the piranha fish and bites into the flesh of the victim, devouring it.

This blade is used as a normal weapon except it rips into the flesh of the Monster, causing extra damage. When this weapon scores a hit, roll another 1D6. On a score of 5 -6, the weapon causes an extra 1D6 Wounds as it rips the Monsters flesh. Then roll another 1D6. On a score of 6 an additional 1D3 Wounds damage is caused. All extra damage is added to that of the original hit, before taking into account Toughness and armour.



PERMANENT

DUNGEON ROOM TREASURE CARD

COBRA MACE OF MAZDAMUNDI

The Cobra Mace of Mazdamundi is shaped like the gaping mouth of a hooded cobra. The Mace can parry and bite the weapons of any Monsters. The Mace strikes with the lightning speed of a cobra.

If the Warrior is attacked by a magical weapon, roll 1D6 before working out any attacks. On a score of 6, the Mace parries the blow and the magic weapon is broken, bent or mangled by the cobra's jaws and is destroyed. The Monster then draws his backup sword.



PERMANENT

DUNGEON ROOM TREASURE CARD

STAR LANCE

The Star Lance is made from the fiery heart of a fallen comet, its blade is keen and can penetrate any armour.

This weapon can only be used if the wielder is riding a Horse and has a combat in the wilderness. The Warrior using the Lance must have moved at least one space in order to do damage. The Lance ignores armour and does +3 Wounds on a successful hit. If the Monster is hit and is not killed, it falls over. For the remainder of this turn the Monster may not perform any actions and is counted as having a Weapon Skill of 1.



Barbarian and Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

SOUL BLADE

This blade was forged by Chaos Sorcerers over a fire of starving souls. Its edges are worked into a thousand tiny mouths, each studded with spiny teeth and long rasping tongues. When it strikes a target his vitality is drained away by the Blade's dark magic.

For every 10 Wounds caused on a Monster with this weapon in one hit, the Monster loses 1 Toughness. The minimum is 1.



PERMANENT

DUNGEON ROOM TREASURE CARD

WARRIOR BANE

When the Warrior Bane strikes home its victim becomes confused and befuddled, making it hard for him to strike back.

For every 10 Wounds caused on a Monster in a single hit, the Monster loses 1 Attack. This can bring the Monster to zero Attacks.



PERMANENT

DUNGEON ROOM TREASURE CARD

SHRIEKING BLADE

The Shrieking Blade howls and cries with a terrible sound of anger and anguish. Fear grows in the hearts of those who hears it horrible noise.

The wielder of the Blade causes Fear n , where n is his Battle Level. When Monsters are placed on the board, each group must pass a Fear test, rolling 1D6 and adding their Dungeon Level. If they fail, the group of Monsters suffer the normal penalties for Fear.



PERMANENT

DUNGEON ROOM TREASURE CARD

TORMENTOR SWORD

This blade was forged upon the skull of an idiot and inscribed with spells to steal the mind of its enemies. Anyone struck by the Tormentor Sword becomes feeble-minded and confused.

This sword causes its victim to lose 1 Initiative with each successful hit. Minimum is 1.



PERMANENT

DUNGEON ROOM TREASURE CARD

DRAGONBLADE LANCE

This Long Lance was fashioned from the prow of the Dragonship of Finubar the High Elf Seafarer.

This weapon can only be used if the wielder is riding a Horse and has a combat in the wilderness. The Warrior using the Lance must have moved at least one space in order to do damage. The user can give up all of his Attacks in order to make one special attack. The Lance ignores armour and does +3 Wounds on a successful hit. If this attack kills the Monster, the user gets to make another Attack on the Monster behind it. This continues until the attack misses or there are no more enemies in a straight line behind the target. If the Monster is hit and is not killed, it falls over. For the remainder of this turn the Monster may not perform any actions and is counted as having a WS of 1.



Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

SKY ARROWS OF NALOER

The magical Sky Arrows were made by the great Elven artisan Naloer by the ruddy fires of Vul's Anvil in the time of the Phoenix King Caledor I.

There are 1D6 Sky Arrows. When a Monster is struck by a Sky Arrow, as well as being dealt damage, it also loses its *Fly* ability.

50G
EACH

DISCARD WHEN ALL USED

DUNGEON ROOM TREASURE CARD

BANISHER SWORD

This blade was forged in fires kindled from the splintered bones of the damned. It is a sword which is mightily potent against the Undead, destroying them at its touch.

Against Undead, this Sword causes an extra +2 Wounds.

150
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

BLOOD DRINKER

The Blood Drinker was forged by evil sorcerers and quenched in the blood of Vampires. It retains a vampiric ability to sap the strength of its victims by draining their sustenance.

If the bearer inflicts at least 10 Wounds in a single hit upon a Monster, then that Monster loses -1 Strength. Minimum is 1 Strength. This penalty applies until the Monster is dead.

250
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

CHAOS DWARF GOUGER

This wicked and ancient Dwarf weapon was fashioned as the Dwarfs battled to wrest the Worlds Edge Mountains from the Chaos Dwarfs.

Against Chaos Dwarfs, this weapon will cause an extra +2 Wounds.

150
GOLD

Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

MINDWIPE SCROLL

This parchment contains a powerful spell which can be read to wipe all knowledge of magic from an enemy's mind.

This scroll can be used after a Monster has cast a spell. The spell is immediately dispelled. In addition, the spell is destroyed and can not be cast again by that Monster. If the Monster rolls that spell again, it is a failed attempt to cast it.

300
GOLD

Wizard Only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

SWORD OF JUSTICE

The Sword of Justice is studded with Dwarf Runes of retribution and vengeance. Traditionally it is carried by the Emperor's Judicial Champion and is used in trials by combat.

If the Warrior fails to hit when he makes his first attack each turn, he may roll the dice again.

300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

DARK ELF-BITER, THE AXE OF GROM

Grom was the greatest Goblin Chieftan of all time and was so fat he was known as the Paunch of Misty Mountains. His axe carries the bitter curses of the most powerful Orc Shamans of his day.

If a Warrior using the axe rolls a 6 To Hit a Dark Elf, then the damage caused by the attack is doubled.

400
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

THE DARK MACE OF DEATH

Made from black iron and carved with evil runes, the Dark Mace of Death is cursed with destructive power.

Once per adventure, the bearer can release the power of the mace instead of making his ordinary attacks. The mace releases a blast of magic which inflicts 3D6 Wounds on each model adjacent to the wielder with no modifiers for anything.

400
GOLD

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

SKAVEN WARPSROLL

The Skaven Warpscroll contains a destructive spell which is released when the scroll is read aloud.

The spell on this scroll can be used at a cost of no power. When used, every Monster on the board, even those not in line of sight of the reader, suffer 1 Wound per Battle-Level of the reader, with no deductions for anything.

350
GOLD

Wizard Only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

THE RING OF DADAAN

This ring feels unusually heavy for its size and crackles with power.

The Ring of Dadaan allows a Warrior to cast a spell once per adventure. As soon as your Warrior finds the ring take one Spell card at random; this is the spell that is stored in the ring. The bearer of the ring may cast the stored spell automatically at any time. After use, the ring is drained of all magic and becomes worthless.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

POTION OF INVISIBILITY

This vial contains a multi-coloured liquid that swirls sluggishly and gives off heady vapours as the seal is broken.

After drinking this potion your Warrior becomes invisible and therefore cannot be attacked. He may fight as normal, but may not cast spells if he has that ability. The effects of the potion last for one turn.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

POTION OF DISGUISE

This black liquid has no taste and leaves no trace of moisture on the lips.

After drinking this potion your Warrior will not be attacked or pinned as long as he does not initiate a combat. As soon as your Warrior attacks a target in any way the potion's effects wear off.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

ARKAL'S POWDER

This silver dust swirls in its casket as if shifted by an unseen finger.

After your Warrior has consumed this powder his movements speed up and he may immediately move another 3D6 squares, ignoring pinning. Arkal's powder may be consumed at any time.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

CHARM OF LEARNING

As soon as you put on this charm the world seems to have a clearer definition and edge.

This charm allows your Warrior to assimilate the knowledge required for training very quickly indeed. It costs him 300 less Gold than usual to train to the next Battle Level.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

POTION SACRÉ

It is said that a potion prepared from the water where the Lady of the Lake appears has the power to restore vigour and pure of heart.

A Warrior who carries the Potion Sacré can drink it at any time immediately before making a dice roll. He may then add or deduct 1 from the dice result.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

THE CROWN OF BRETONNIA

The Crown of Bretonnia was blessed by the Lady of the Lake before it was placed on the head of the first king of Bretonnia. It has been worn by his successors from that day to this. If worn by the Bretonnian General he represents the king himself.

A Warrior who wears the Crown of Bretonnia may add +1 to any characteristic (except Damage Dice) for one combat per adventure. The Warrior chooses the characteristic and rolls 1D6. If he scores 5+ that characteristic is increased, otherwise he must choose a different characteristic and roll again, needing a 4+ to get his second choice, 3+ his third, 2+ his fourth and, should he fail all rolls so far, his fifth choice is automatically successful. This crown may not be worn at the same time as a helmet.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE TRESS OF ISOULDE

Said to be nothing less than a lock of hair of Isoulde, blessed by the Fay Enchantress and fashioned into a locket in the time of King Gaston after his victory in the War of the False Frail.

The bearer of the Tress of Isoulde can use it once per adventure. His attacks upon a single nominated Monster will hit on a roll of 2+ regardless of his Weapon Skill. The Tress cannot be used in conjunction with any other items which allow a single hit to kill a Monster.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

CLOAK OF FEATHERS

The Cloak of Feathers is woven from the feathers of the sacred Coatl - a magical winged serpentine creature that lives deep in the jungles of Lustria.

This cloak can be worn in addition to armour. It allows the Warrior wearing it to fly. At the end of the dungeon the Warrior can attempt to fly to the next Settlement. Roll 1D6. On a roll of 5 or 6 the Warrior glides gracefully into the next Settlement, and does not need to roll for Hazards along the way. There is some chance that the cloak will fail to work when airborne, so each week that is travelled, roll 1D6. On a score of 1 the cloak has fallen apart and must be discarded. The Warrior loses 2D6 Wounds unmodified as he falls to the ground. He must now roll for Hazards with the other Warriors.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE BIRD OF CHOTEK

The Lizardmen believe that it is possible to beg favours of the sun by the intermediary of birds. The bird of Chotek is a sacred sparrow raised in the temple of Hexoatl and kept in a golden cage. The bird can be released to petition the aid of the sun, carrying a plea for aid inside a golden tube fastened to its leg.

The Bird of Chotek can only be used in the Wilderness. It can be released at any time during a combat. The sun will flare so brightly that all Monsters will immediately suffer 1D6 Wounds with no modifiers from the intense heat. Mummies and other 'fire-sensitive' Monsters will take 2D6 Wounds each. In addition, any Monsters with the *Fly* ability are instantly driven to the ground and lose their *Fly* ability. The bird will then fly away.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

WARPSTONE CHARM

Warpstone Charms are pieces of pure warpstone - the solidified essence of Chaos. It is hammered into the bearer's flesh where it grows and becomes a part of his body.

Once the charm is first used it cannot be removed from the bearer's body forever. It allows the Warrior carrying it to reroll a single dice roll once per adventure. However, if the second dice roll is a 1 then the Warpstone has had a negative effect and causes the Warrior to lose 1D6 Wounds unmodified. The second dice roll cannot be altered with Luck, Faith, etc.



PERMANENT

DUNGEON ROOM TREASURE CARD

HELM OF MANY EYES

This bell-like helm was gifted to the Chaos Champion Caspar the Many-Eyed Madman of Marienburg. The helm has no eye holes, but is covered with eyes wrought over its surface through which, it is said, the wearer sees into the hearts and minds of men.

The wearer of this helmet is immune to any Ambush Attacks as he can see 360 degrees around him at all times. While wearing this helmet, a Warrior cannot enter a Settlement - they would kick him out for worshipping the powers of Chaos.



PERMANENT

DUNGEON ROOM TREASURE CARD

HEART OF WOE

The Heart of Woe is a red ruby that beats like a crystal heart. If its wearer is slain the crystal bursts into a thousand pieces slaying those close by.

If a Warrior is reduced to zero Wounds while carrying the Heart of Woe, it will immediately explode. All Monsters adjacent to the Warrior suffer 1D6 Attacks each, at the Warrior's Strength value.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

FIERY RING OF THORI

The Ring of Thori is set with a dark ruby that has a heart of fire. The ring can be used to create a barrier of flame to protect its bearer.

The Ring of Thori can be used once per adventure to create a barrier of flames around the Warrior using it. Monsters will not attack the Warrior while the fire surrounds him - they will head off after another Warrior. If the Warrior attacks a Monster while the fire ring is around him, the Monster will take a further 1D6 Wounds with each successful attack. The fire lasts for 1 turn.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

MAD CAP MUSHROOMS

Mad Cap Mushrooms grow in the deepest and darkest caves of Night Goblin lairs. A fanatic fed on these fungi turns into a complete and utterly barking mad, crazed, ball and chain wielding death maniac.

There are 1D6 Mad Cap Mushrooms. A Warrior may eat one per turn. If he eats a mushroom, roll 1D6:

- 1 The mushroom causes the Warrior to lose 1D6 Permanent Wounds.
- 2 The Warrior loses 3D6 Wounds with no modifiers as the mushrooms have adverse effects.
- 3 The Warrior collapses in a ball on the ground, frothing at the mouth for 1D3 turns. The Warrior may do nothing for that amount of time. Any Monsters that attack him gain +2 To Hit.
- 4 The mushroom causes the Warrior to go loony. He will immediately Move towards (automatically breaking from all pinning) and make a single Attack (no death blows) against the strongest Monster on the board.
- 5 The Warrior's eyes roll back in his head, and he starts drooling. Gripping his weapon he launches a full scale attack on the closest Monster. If more than one, choose randomly. He gets double attacks on that Monster until it is dead.
- 6 The Warrior immediately regains all his Wounds and as a further bonus receives +1D6 Permanent Wounds.



DISCARD WHEN ALL EATEN

DUNGEON ROOM TREASURE CARD

POISON WIND GLOBES

Poison Wind Globes are spheres of glass filled with the gaseous fumes of burning warpstone.

There are 1D6 Poison Globes. To use one, a Warrior must make a Ballistic Test. Each globe has a range of 6 squares. If the globe hits it causes 1D6 Wounds (no modifiers) to the target. In addition, it also causes 1D3 Wounds (no modifiers) to every adjacent model (friend or foe). The globes also poison all the models which were hit. The Warriors are subject to the *Poison* special rule, while the Monsters lose 1 Strength immediately. If a Monster is reduced to 0 Strength he is killed and removed from the board.



DISCARD WHEN ALL USED

DUNGEON ROOM TREASURE CARD

POTION OF CHANGE

The Potion of Change contains the essence of raw chaos. It is impossible to know what effects it will cause before it is taken.

A Warrior carrying the Potion of Change can drink it at any time. There is sufficient for one dose only. When taken, the Warrior changes into a Monster of Dungeon Level (roll 1D10). This lasts for the rest of the adventure. Use common sense when determining what items he can use, and if he can visit a Settlement. Any permanent points gained to his abilities while he is a Monster are transferred back when he changes into himself at the end of the adventure.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

WHIP OF AGONY

The lash of the Whip of Agony is so painful that its victims must struggle to overcome their agony and stand before it.

The bearer of the Whip of Agony may use one of his Attacks per turn to make a lash attack at -1 To Hit and +1 Strength. The whip can attack up to four squares away, even past intervening models, but only in the Warriors' line of sight. If a 1 is rolled To Hit, the Warrior has entangled himself in the whip and may do nothing further this turn. All hits against him are at +1 To Hit. If a 6 is rolled To Hit, then instead of causing damage, the Warrior may elect to snatch the Monster's weapon away. If the weapon is snatched, a Monster only causes damage equal to his damage dice. If the weapon was magical then any bonuses are lost.



PERMANENT

DUNGEON ROOM TREASURE CARD

WARPSTONE AMULET

The Warpstone Amulet radiates disharmony, hostility and confusion so that anyone who attacks its bearer becomes dazed and bewildered.

Any Monster attacking the wearer in hand-to-hand combat must roll 1D6. On a score of 1 the Monster cannot attack for the remainder of the turn.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE CARSTEIN RING

The Carsteins were the most powerful of the Vampire Counts of Sylvania, the ring enables them to be reborn again and again.

If the Wearer is killed while wearing this ring (not reduced to zero Wounds, but actually killed so that the only means to bring him back into the game is to resurrect him) at the end of the turn he will be restored back to life and placed on the square where he died. All of his Wounds are restored, but he loses any Gold he has accumulated this adventure.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

TOMB KING'S CROWN

The ancient crown of the Tomb King holds power over the Undead and fills them with its wearer purpose.

Any Undead model adjacent to the Warrior wearing this crown at the end of the turn will succumb to its power on a roll of a 6. While under the power of the crown the Warrior may move and attack with the Undead in the Warriors phase immediately after the Warrior has his turn. When the last uncontrolled Monster is killed the remaining Undead will revert back to normal. If a controlled Undead is attacked by another Warrior it will snap out of its trance and Attack the Warrior in the Monsters Phase as usual. Cannot be worn with a helmet.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

TALISMAN OF RAVENDARK

The Talisman of Ravensdark contains a mighty air elemental that stirs wind into a fury of indignation.

If the bearer is attacked by a Monster with the *Fly* ability the Talisman will create a whirlwind. Any flying Monsters attacking the Warrior must roll a 6 To Hit on account of the volatile winds. A rider on a flying creature cannot attack at all and can only hang on in desperation. The effects last for one turn.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

GAUNTLET OF BAZRAKK THE CRUEL

The gauntlet was made by Chaos Dwarf Sorcerer Bazrakk the Cruel and is made of stone endowing its wearer with great strength.

The wearer can make an additional Attack each turn with the gauntlet at -1 To Hit and +2 Strength. However, if the Warrior rolls a 1 To Hit, the blow misses the Monster and strikes a random adjacent Warrior instead.



PERMANENT

DUNGEON ROOM TREASURE CARD

AMBER AMULET

The Amber Amulet has the power to restore a Warrior's Wounds.

At the end of each turn, the Amber Amulet will heal 1D3 Wounds if the Warrior is in need of healing. However, if a 1 is rolled on the dice the Warrior has no Wounds healed and the Amulet becomes exhausted. It is now worthless. The Warrior must be on more than zero Wounds to use the Amulet.



UNTIL EXHAUSTED

DUNGEON ROOM TREASURE CARD

CURSED BOOK

This was written by the Arabian Necromancer Har'ak Iman, said to be the most depraved man to have ever lived. His vileness radiated from the book and sickens all living creatures.

While a Warrior has possession of this book, all models adjacent to the Warrior, whether friend or foe, are at -1 To Hit for missile and hand-to-hand combat.



PERMANENT

DUNGEON ROOM TREASURE CARD

BLACK GEM OF GNAR

The Black Gem of Gnar contains the secrets of time itself and can trap its wearer and his adversary in a temporal stasis.

The Black Gem can be used once, at any time, so long as the Warrior is adjacent to at least one Monster. When activated, the Black Gem traps the Warrior plus one adjacent Monster. Both models are frozen in time and can do nothing until the enchantment wears off. Any other models attacking a frozen model have a +2 To Hit bonus. To determine how long the enchantment lasts, roll 1D6 at the start of the turn. On a roll of 6 the enchantment is ended and both models are freed.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

AMULET OF FIRE

The Amulet of Fire catches enemy spells which are cast upon the wearer and uses the stored energy to hurl fireballs at the foe.

The Amulet of Fire catches spells cast at the Warrior wearing it on a roll of 6+. Record how many spells have been caught by the amulet. Each one can be used to fire a fireball from the amulet at a Monster. Roll to hit for each fireball using the Warriors Ballistic Skill. If the fireball hits, it does (Warrior's damage dice + 6) damage, with an additional +1D6 Wounds against 'fire-sensitive' Monsters (Mummies, Treemen, etc). The Warrior may only 'cast' one fireball per turn.



PERMANENT

DUNGEON ROOM TREASURE CARD

VAN HORSTMANN'S SPECULUM

This tiny mirror hangs around the wearer's neck and has the ability to reflect back the fighting qualities of an enemy during a challenge.

Once per adventure, the Warrior may use the Speculum at any time to 'swap' Strength, Toughness and Initiative values with a Monster on the same board section. These 'swapped' values last for one turn.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

SKAVENBREW

Skavenbrew is a bubbling concoction of warpstone and venom. Sounds tasty then...

A Warrior can drink the Skavenbrew, if he is foolish enough, at any time. If he does, roll 1D6:

- 1 The addition of venom to the potion is not favourable to the Warrior. He dies instantly.
- 2 It must be the venom that causes the Warrior to collapse onto the ground, retching. He loses 2D6 Permanent Wounds.
- 3 The Warrior falls to the ground, a victim to the venom. Fortunately it was such a low concentration that the only effect is he loses 1D6 Permanent Wounds.
- 4 The Warrior doubles up in agony, losing 4D6 unmodified Wounds.
- 5 The Warrior loses 2D6 unmodified Wounds.
- 6 The Warpstone has somehow reversed and enhanced the effects of the venom. The Warrior grows stronger (add +1 Strength) and tougher (add +1 Toughness). He becomes much more alert to his surroundings (add +1 Initiative).



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

SLAANESH'S SCEPTRE OF DOMINATION

The bearer can seduce the minds of his foes, manipulating them to his will.

The Sceptre automatically affects all Monsters as soon as they move adjacent to the Warrior. For each Monster that moves adjacent to the Warrior (or if the Warrior moves adjacent to them, roll 1D6. On a score of 6 they may not perform any actions at all until the end of the turn.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE GOLDEN SCEPTRE OF NORGRIM

The Golden Sceptre is a wondrous piece of Dwarf craftsmanship and a potent magic device and repository of great strength.

A Warrior using the Sceptre may confer one of the following bonuses upon himself at the start of an adventure.

- +1 Movement, or
- +1 Strength, or
- +1 Toughness.

The effects last for an entire adventure.



Dwarf Only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

SKALM

Skalm is a tar-like black substance which the Skaven smear on wounds and stumps to 'fix-quick' serious wounds. It contains warpstone powder which burns and mutates the flesh around the wound leaving ugly twisted scars. Only the strongest Skaven use Skalm... the weak are torn apart and devoured by the kin.

A Warrior cannot use the Skalm unless his Toughness is at least 4. If he chooses to use it anyway, then he is dead - as simple as that! When he consumes it, roll 1D6. On a roll of 1 it kills him anyway - he cannot be regenerated. On a roll of 2-6 the Warrior regains all of his Wounds, including any 'infested' Wounds from various events that cannot be healed normally.



PERMANENT

DUNGEON ROOM TREASURE CARD

CROWN OF COMMAND

The wearer of the Crown of Command gains the authority and charisma of a mighty leader, and the crown radiates a magical aura, hypnotising the enemy.

Once per adventure, a Warrior may attempt to cast the Command Spell on a Monster. Roll 1D6. On a score of 1-3 the spell has no effect. On a score of 4-6 the Monster is under the control of the Warrior. The Monster may move and attack as if controlled by the Warrior, directly after the Warrior has had his turn. If any of the Warriors attack the controlled Monster, or all other Monsters on the board are dead, it will break the Command Spell and be able to Attack in the Monster's phase.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE COLLAR OF ZORGA

The collar of Zorga enables its wearer to overpower the minds of monsters.

If the bearer of the collar is adjacent to a Monster, at the end of the turn the Warrior should roll 1D6. On a 6 he temporarily takes over an adjacent Monster. The Monster may immediately move and fight an additional round of combat, using all of its normal Attacks against any other Monster. After moving and fighting, the Monster regains control and returns to normal.



Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD

CHALICE OF DARKNESS

This device harnesses the power of magic to the service of the dark god Hashut.

As soon as the power of the chalice is invoked, all Monsters on the board lose 1 Magic Attack per turn. However, every time it is used, roll 1D6. On a roll of 1 the Warrior loses 1D3 Permanent Wounds as the chalice draws its power from him.



PERMANENT

DUNGEON ROOM TREASURE CARD

BUGMAN'S TANKARD

The Tankard of Dwarf Master Brewer Bugman has astounding properties of recuperation as well as enhancing the fine qualities of the brew within.

The Tankard may be used only once. When a Warrior drinks from the Tankard, he immediately regains all of his Wounds back, and is cured from any diseases or injuries (poison, broken leg, crushed hand, etc) he may have sustained.



Dwarf Only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

THE FORBIDDEN ROD

The Forbidden Rod writhes and twists with the supernatural energy imbued within it by the treacherous wizard Ferdinand Vlasavor before he finally turned to the evil powers of Chaos. It is one of the most powerful magic items yet one of the most dangerous to its wielder.

While a Warrior has the Forbidden Rod, he is at +2 To Hit all Monsters. However, when placing Monsters on the board, they will always go for the Warrior. Any that don't fit adjacent to him must be placed in a close suitable position. If a Monster becomes pinned by another Warrior it will now attack the Warrior for the rest of the combat.



PERMANENT

DUNGEON ROOM TREASURE CARD

STORM DAEMON

Storm Daemon is a long staff which crackles with the power of its malevolent spell.

Storm Daemon is a double-handed weapon and therefore the Warrior cannot use a shield or carry the lantern while wielding it. When the Warrior casts the spell in the staff (can be cast at any time), a single Monster on the board in the line of sight of the Warrior suffers 1D6 Strength 5 Attacks. These must be rolled To Hit as usual, using the Warrior's Ballistic Skill. After the spell is cast roll 1D6. On a roll of a 1 or 2 Storm Daemon's spell is exhausted and cannot be cast again this combat (until all Monsters on the board are dead). The staff also acts as a weapon, causing (damage dice) + Strength Wounds.



Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD

PLAQUE OF DOMINION

The prophesies of the Slann Mages are recorded on great golden plaques that line the inner walls of their temples. The Plaque of Dominion is a prophesy of great power and destruction, and bound within it is a mighty spell of Dominion.

The bearer of the plaque cannot choose when to use the spell - the prophesy will dictate when it is cast. At the beginning of each Warrior's Phase roll 2D6. On a roll of a double 6 the spell is cast. For one turn, beginning when the spell was cast, all Monsters on the same board section succumb to its power. While affected, all Monsters may not move, although they may still attack and cast spells. Once the spell is cast, the plaque is useless, and is not worth anything.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

THE AMULET OF XAPATI

The Amulet of Xapati is an ancient artifact of incalculable age and power. It will absorb the magic of any spell cast against it, and turn it back upon its enemies.

If a spell is cast upon the Warrior roll 1D6. If a 6 is rolled the spell is rebounded back against the caster. He will immediately suffer any penalties, Wounds, etc. that the spell causes. Summon spells which do not actually affect the Warrior will still be cast as normal.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE MYSTIC SHIELD OF BRAG

This scroll of parchment contains a powerful anti-magic enchantment that may be used to block the spell of an enemy spellcaster.

Once per adventure, the Warrior with this shield may choose to cancel out any one spell cast by an enemy spellcaster. In addition, this shield gives +1 Toughness.



PERMANENT

DUNGEON ROOM TREASURE CARD

BUFO'S HEX SCROLL

This scroll may be used to cancel the spell of an enemy wizard and turn him into a toad.

This scroll may be used against any incoming spell from an enemy spellcaster. Roll 1D6. If the score is equal to 4 or above the spell has been cancelled out. In addition, the spellcaster has been turned into a small toad! He may not cast any spells while he is a toad, and has all of his characteristics reduced to 1. Obviously he has no armour, has a pinning roll of 6+ and causes 1D6-1 total damage. During the Monster's Phase he will attempt to move away from the Warriors, and will not attack them unless he cannot escape from pinning.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

THE HORN OF THE WILD HUNT

This is an enormous hunting horn crafted from the horn of a mighty aurochs, the gigantic wild ox of the forest.

The Warrior may blow the horn at any time. The sound echoes through the dungeon, signalling that the Wild Hunt is on. When the horn is sounded, all groups of Monsters on the board must immediately take a Break test equal to their Dungeon Level. If they fail they flee the combat.



Elf Only

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE SPEAR OF KURNOUS

The spear of Kurnous is said to be blessed by the old Elven God of Nature - Kurnous.

The Spear of Kurnous is a five-pronged spear capable of ripping apart a Monster. The Spear may be thrown once per adventure at any Monster up to 12 squares away in the Warriors line of sight on a successful Ballistic To Hit roll. If the spear hits it causes normal damage. If the To Hit roll was a 6 then the spear has seriously damaged the Monster. He loses a further 1D6 unmodified Wounds, plus at the beginning of each Monster's Phase he takes 1D3 unmodified damage from internal bleeding.



Elf Only

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE CLOAK OF ISHA

The Cloak of Isha was woven from the leaves of the sacred rowan trees of the Grove of Isha by Queen Ariel herself.

The cloak gives the Warrior protection from fatal damage. While wearing the cloak, if the Warrior takes fatal damage at any time during the adventure, roll 1D6. On a roll of a 5 or 6 the cloak protected the Warrior, and although he still takes the damage, it is not considered to be fatal.



Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

STAFF OF VOLANS

The Staff of Volans is a potent heirloom of the Supreme Patriarch of the Colleges of Magic.

A Warrior with the Staff of Volans can use it to make a spell he is casting not be able to be dispelled or resisted., once per adventure. Ignore any *Magic Resistance* special abilities on Monsters when the staff is used. The staff is also a double-handed weapon, and causes (damage dice) + Strength Wounds. It cannot be used while the Warrior uses a shield or carries the lantern.

350
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

HORN OF SIGISMUND

The sound of the Horn of Sigismund strikes terror into the heart of the enemy.

The Horn may be sounded at any time during the adventure, generating *Terror* in the enemy. Make a Terror test for all groups of Monsters on the board, using the Dungeon Level to add to the D6.

300
GOLD

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE TALISMAN OF ULRIC

The Talisman of Ulric radiates the power of healing, slowly revitalising the wounded.

A Warrior with the Talisman of Ulric automatically recovers 1 Wound at the end of his turn. The Warrior must still be alive to recover Wounds. If he is reduced to zero Wounds, the power of the Talisman is broken and it will not heal him.

300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

THE JADE GRIFFON

The Jade Griffon is a small green statuette that protects the Warrior from harm and heals any wounds he suffers.

The Jade Griffon takes effect at the end of the Monster's Phase. All Wounds suffered by the Warrior this turn are instantly healed. The Jade Griffon must have been used before any Monsters dealt their damage for its effects to work. If the Warrior is reduced to zero Wounds then the Jade Griffon will instead heal him and place him on 1 Wound.

250
GOLD

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

FEARFROST

Fearfrost was made by the ancient Khan-queen Miska and is the heirloom of the Tzarinas of Khislev. Only a Tzarina can wield it and any man who attempted to do so would be frozen to death in an instant.

If a male Warrior receives this Treasure Card, then he is instantly frozen. While frozen, he may perform no actions for 1D6 turns, while he thaws out. Any Monsters attacking him a re at +2 To Hit. He instantly drops the weapon on the ground and refuses to touch it ever again. If a female Warrior has the sword, then she can wield it as a weapon in combat. If a 6 is rolled To Hit a Monster, the sword freezes it. The Monster loses 1D3 Attacks this turn and is at -1 To Hit.

400
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

SUNFANG, THE RUNESWORD OF TYRION

Sungang is the legendary sword of the High Elf prince Tyrion. It catches the power of the sun and uses it to project huge firebolts at the enemy.

Sunfang adds +3 to the wielder's Strength when he wields it in combat. Once per adventure, if Sunfang has been in the sun previously, the Warrior may use it to hurl a mighty firebolt. The firebolt travels 6 squares in any direction from the Warrior. For each model in the area that is hit, roll 1D6. On a roll of 4-6 the model takes (1D6 + Warrior's Battle Level) Wounds with no modifiers for armour.

650
GOLD

Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

HEART OF AVELORN

The Heart of Avelorn, a gift from the Everqueen to the High Elf Price Tyrion, protects against hostile magic.

The Heart protects its wearer against enemy spells. Whenever the Warrior is targeted by a spell, or a spell effect, roll 1D6. On a roll of 5-6 the Warrior ignores the effect of the spell.

300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

FANGSWORD OF ELTHARION

The Fangsword has small teeth on the tip of the weapon, biting the enemy whenever a hit is scored.

Whenever the Warrior with the Fangsword hits a Monster, the fangs will also bite it. The Monster takes another 1D3 Wounds on top of the normal damage from the hit. This is added to the damage *before* subtracting Toughness and armour.

400
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

ARMOUR OF SKALDOR

The Armour of Skaldor was once the armour of the Dwarf High King Thorgrim Grudgebearer and was worn whenever he was in battle against the foul Skaven.

The Armour of Skaldor gives the wearer +2 Toughness. It also protects against any Skaven Based Magic. The wearer has a *Magic Resistance* 6+ against Skaven Magic.


850
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
THE WAND OF WYCH ELM

This twisted staff was carried by Ariel, the mage Queen of the Wood Elves.

This wand allows the Wizard to cast a specific spell without expending power. Select a spell by drawing a card from the appropriate deck. This spell may be cast once for no power before the wand ignites and crumbles to dust.


 200/0
GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
THE ACORNS OF THE OAK OF AGES

Ariel collects acorns from the Oak of Ages each autumn. Sometimes she mislays some of them. These end up being found by Monsters and carried to their lairs.

There are 2D6 acorns in the pile the Warriors found. Each acorn may be cast at the ground to create a forest 2 squares by 2 squares anywhere on the same board section. Models may still move through the forest but at -2 Movement. Missile attacks may not be made into, through or out of the forest. Attacks can be made as normal but at -1 To Hit as the trees make it more difficult to wield a weapon accurately.


 50G
EACH

DISCARD WHEN ALL USED

DUNGEON ROOM TREASURE CARD
BERRY WINE

This wine is made from the berries of the Forests of Loren.

If a Warrior drinks the Berry Wine, he will immediately regain 1D6 Wounds. In addition, roll a further dice. On a score of 5 or 6, half of the Wounds healed are added to the Warriors Permanent Wounds.


 300
GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
TALISMAN OF QWARR

This Talisman once belonged to Thalador, a Wood Elf Mage who lost it many years ago on a sojourn into this very dungeon.

If the talisman is hung around the neck of the Warrior, it will deflect any attacks from Flying Monsters on a roll of a 6.


 800
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
SPEAR OF DAITH

The Spear of Daith is made from a rare timber from the Wood Elf Forests and is said to be incredibly strong.

The Spear of Daith can be used as a normal weapon, causing the Warriors Damage Dice + 3 Damage. In addition, if the spear is thrown (using Ballistic Skill) and it hits a Monster, the Monster will be pushed back into any of the three squares behind him. If there are no empty squares then he will remain where he is. The spear causes the damage above, plus an additional +1D6 if thrown. It may be retrieved at the end of the combat once the Monster is dead.

 250
GOLD


Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD
THE DRUM OF ORCSKIN

The drum is made from the skin of an Orc Warboss, killed in battle by Wychwethyl the Wild, Wardancer Champion. When beaten, it quickens the pace of the Warriors with its unearthly rhythm.

A Warrior may beat the drum once per adventure. For one turn, each Warrior gains +1D6 Movement. (Roll for each Warrior separately.)


 150
GOLD

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD
STAFF OF THE SACRED SERPENT

The staff is in the form of a huge golden serpent. Its forked tongue faces the foe and if any enemy approaches, the serpent is awakened and writhes, hisses and spits like a living creature.

The staff can be used as a normal weapon (1D6 + Str damage). In addition, if any Monster has the *Ambush* special ability, the serpent staff hisses and warns the Warrior holding the staff of the Monsters approach. The Monsters attacking the Warrior lose their Ambush ability for this combat.


 450
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
GOLD DEATH MASK

The Death Mask is made from beaten gold and protects the head of the wearer. The most striking features on the mask are two staring eyes made from inlaid white and yellow gemstones which represent the eyes of the wearer.

A mask can be worn in addition to a helmet. The Death Mask gives any Warrior wearing it a hypnotic gaze, causing all Monsters to lose all sense of purpose when they attempt to attack him. This means that any Monsters that attack the Warrior wearing the mask can only hit on a roll of 5 or 6.


 450
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
AMULET OF ITZA

This amulet, carved in the form of a lizard from meteoric crystal, protects the Warrior from harm in battle.

The Amulet of Itza protects the Warrior from harm. If a Monster rolls a 6 to hit, the blow is deflected and the Warrior takes no damage. If the only way a Monster can hit a Warrior is to roll a 6, then there is a 50% chance that the Warrior takes damage.

 400
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

CATSEYE

This ancient amulet imbues its wearer with a potent second sight. The Warrior may use this intuition to avoid any impending danger.

The Warrior may use this amulet once per adventure to ignore an event card when it is drawn. The event card is discarded without encountering it.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

BARLEYCORN WAND

This staff of woven barley enables a Warrior to tap into the veins of the earth and channel feelings of dread to those who would threaten the sanctity of nature.

To use the Barleycorn Wand, the Warrior must be within 2 squares of a Monster. To successfully use, the Warrior must roll 4-6 on 1D6. If used successfully, each Monster within 2 squares of the Warrior must pass an immediate Fear test, at the Warrior's Battle-level. If they fail they are removed from the board and no one gets any Gold for them.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

RAINFOREST LANCE

This beautifully crafted weapon of an unknown metal was forged centuries ago by the Wood Elves of Lustria to protect their home from its greatest enemy, fire.

A Warrior may only use this weapon if mounted on a steed, and has moved at least 1 square in a straight line to reach a Monster. In addition, the lance may only be used outdoors. Upon the first successful hit, the lance causes storm clouds to form in the sky and it begins to rain. Use the large template from the Warhammer Fantasy game to represent the storm. Place the centre over the Monster that was hit. All models underneath the template (even partially) suffer -1 To Hit until the Warrior changes to another weapon. In addition, any models underneath the template who roll a 1 To Hit slip over in the water and may do nothing further that turn. The lance also confers a +2 Strength bonus to the Warrior using it in combat only.



Barbarian and Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

THE PLAQUE OF TEPEC

This is one of the sacred clay plaques of the pyramid of Tepec in Hexoatl.

The plaque can be used to counter the effects of any one spell cast at a Warrior. In addition, roll 1D6 for the Warrior using the plaque and 1D6 for the Monster spellcaster. If the Warriors roll is higher, the spell is destroyed permanently, and the Monster may not cast it again this battle. If he rolls the spell, re-roll the dice. Once used, the plaque shatters into a thousand shards.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

THE PLAQUE OF XOLOC

This is one of the sacred clay plaques of the pyramid of Xoloq in Hexoatl.

The plaque can power one spell cast by the Wizard. Therefore, one of the Wizard's spells can be cast at any time without the need to expend power. The plaque crumbles into dust when used, so it can only be used once. The destruction of the plaque has an additional unpleasant effect on all spellcasters on the board. Roll 1D6 for each spellcaster model. On a roll of 1 the model loses 1D6 unmodified Wounds.



Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD

THE ITXI GRUBS

This is a gourd containing a handful of dried Itxi Grubs. These are very potent grubs which absorb raw power from the ground and transform into large grubs.

There are 1D6 Itxi grubs in the gourd. They can be used at any time during a battle. A grub can be thrown up to 3 squares away, past any intervening models. For each grub thrown to the ground, a large Itxi grub is formed. The grub fights any model, both friend or foe, depending on which is closest. If more than one model is closer, randomly decide. If the grub is attacking a Monster, however, it will not suddenly fight an adjacent Warrior. Only when the Monster is dead will it turn and fight the Warrior, but only if there are no other adjacent Monsters. The Itxi grub will not move away from the square it is on, and will only head towards the dungeon entrance after the battle is over. The Itxi grubs have the same statistics as a Nurgling, but do 1D6 + Str damage and do not have any of the special abilities.



UNTIL ALL USED

DUNGEON ROOM TREASURE CARD

THE BLACK BLADE

The Black Blade is a scimitar of unknown metal, but its potency in combat cannot be denied.

The Black Blade emits black clouds around its wielder, making him more difficult to hit. In hand to hand combat, all Monsters are at -1 to hit the Warrior. In addition, because of its toughness, the Warrior gains +1 Strength in combat.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

WIGHT BLADE

The Wight Blade is a common weapon - amongst the Undead!

As soon as the Warrior picks this weapon up, he has realised his mistake. The Wight Blade draws upon the Strength of its wielder to cause damage in battle. Each turn the Warrior manages to hit a Monster and cause damage, the Wight Blade will drain 1 Permanent Wound. It will also cause an additional 1D6 Wounds upon a hit. If the Warrior is reduced to zero permanent Wounds, he is left a lifeless husk. The Warrior cannot sell or drop this weapon at all. His only hope is visiting a City's healers at the Temple and get them to nullify its power. Unfortunately it will cost the Warrior 2D6 x 500 Gold. The Wight Blade also leaves the Warrior weaker - subtract 1 Strength point permanently.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

CHARMED SHIELD

The Charmed Shield is blessed with good fortune and protective magic.

The first time in each adventure a Warrior is hit while using this shield the attack is automatically deflected. While using the shield a Warrior cannot use a bow or a two-handed weapon of any sort.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

COPPER SIGIL SWORD

A blade made of copper and inlaid with glowing sigils, being free from iron will cut the air more swiftly and enables its bearer to strike faster.

The bearer of the Copper Sigil Sword gains +1 to his Initiative.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE PLAQUE OF CHOTEK K

This is one of the sacred clay plaques of the pyramid of Chotek in Hexoatl.

This plaque represents Chotek, the sun god. If a Warrior reveals this plaque to a Monster, a bright ray of light will burst forth, blinding the Monster. The Warrior may only show the plaque to an adjacent Monster that is attacking him. Roll 1D6. On a roll of 6 the Monster is blinded and may not attack or move for the rest of the turn. Once a monster has been blinded, it will not fall for the same trick again. A Warrior may try to blind a Monster once per turn.



PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD OF FORTITUDE

Those who wield the Sword of Fortitude are filled with a sense of invulnerability and power, steeling them to fight on and face the most terrible dangers.

The bearer of this sword may add +2 to all of his Fear and Terror tests.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE INCANTATION OF XETLIPOCUTZL

The Incantation of Xetlipocutzl is, according to legend, the last recorded thought of Mage Lord Zltep of Tlaxtlan before he finally spoke nor more and was duly mummified to join his predecessors in the great vaults of the pyramid temple of that city. The words, recorded on parchment, are the first part of a prophecy of utter dread for all enemies. Lord Zltep never completed the prophecy, but the first words were enough to instil indescribable despair into the enemy, even though they cannot understand them.

Once the words are uttered, all remaining Monsters on the board must take a *Break* test. If they fail, they are immediately removed from the board as they flee in terror. Once used, the parchment crumbles to dust.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

CHALICE OF CHAOS

The Chalice of Chaos works strange and unpredictable changes on all who drink from it.

When drunk, roll 1D6:

- 1 The Warrior turns instantly into a gibbering Chaos spawn.
- 2-3 The Warrior is confused. He may not cast a spell this turn.
- 4-6 The Warrior gains a Chaos Attribute. Roll on the Chaos Warrior Attribute Table. This is a permanent addition to the Warrior



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

WARPSTORM SCROLL

This scroll contains a powerful spell which summons a devastating warpstorm in the upper atmosphere, scattering all creatures flying high up.

When used, the scroll causes all flying Monsters to suffer 4D6 Wounds. Monsters also lose *Flying* for 1D3 turns each. Roll separately for each Monster.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

ENERGY JEWEL

This glowing jewel, set in a silver clasp, stores powerful magic.

This jewel contains 1D6 points of Power that the Wizard can use to augment his spellcasting ability. Once drained the jewel is worthless.



Wizard Only

UNTIL DRAINED

DUNGEON ROOM TREASURE CARD

CROWN OF NIGHT

This jet black crown is fashioned from bands of iron and engraved with powerful runes that crackle and spit with an incandescent blue light.

While wearing this crown your Warrior may attempt to resist any one spell cast against him per turn, just as if he had the Magic Resistance ability that some Monsters get. Roll 1D6. On a score of 1-5 the crown falls to stop the spell and it affects your Warrior as normal. On a score of 6 the crown works and the spell doesn't affect him.



Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD

CLOAK OF INVISIBILITY

This cloak catches the light in a very strange manner, becoming transparent in places as if it were full of holes.

While wearing this cloak your Warrior becomes invisible and therefore cannot be attacked. He may fight as normal. The cloak contains enough power to keep your Warrior invisible for 1 turn per adventure.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE TABARD OF KINGS

This magnificent Tabard has protected the Bretonnian Kings from foul magic in ages past.

If a spell is cast that would harm the Warrior wearing the tabard, roll 1D6. On a score of 4+, the spell has rebounded back at the caster, causing the original spell effect. The Warrior is unharmed.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

MORGIANA'S MIRROR

Morgiana's Mirror allows the user to peer into the hearts and minds of enemy Monsters so that they can discern their intentions and prepare themselves against them.

The Warrior can use the mirror at the start of the Warriors Phase. He peers into the mirror, after nominating a Monster on the same board section, and sees the actions that the Monster would take this turn. For this turn only, the Warrior can take his turn after the Monster has moved. He does not have to escape from pinning as he knows the Monsters moves and has moved around him.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE GIRDLER OF GOLD

The Girdle of Gold is a shining belt which is worn around the Warrior's waist. It is woven with magical protection.

The Girdle of Gold protects the Warrior from missile attacks. If a Monster fires a missile weapon at the Warrior while he is wearing the Girdle of gold roll 1D6. On a roll of 6+ the girdle's power deflects the missile and the Warrior takes no damage.



Barbarian, Wizard and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD

THE BLACK ARROW

The Black Arrow is tipped with a Dragon's tooth and has black feather flights from a carrion crow.

When fired, The Black Arrow hits automatically, causing 1D6 Wounds with no modifiers. In addition, if the Wounds caused were 6, the arrow poisons the Monster. It loses a further 1 unmodified Wound at the start of each Monster's Phase until it is dead.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

FLAGON OF WINE

This huge flagon contains the finest wine in all of Bretonnia.

There is enough wine in the flagon for a number of uses. Each time a Warrior drinks from it, roll 1D6. On a roll of 1 the flagon is empty - discard this card. The wine may be drunk at any time except during combat. The Warrior becomes exceedingly merry and becomes immune to any Fear and Terror tests for the duration of the adventure. Unfortunately marksmanship is badly affected and the Warrior suffers a -1 To Hit penalty as well.



UNTIL ALL DRUNK

DUNGEON ROOM TREASURE CARD

POISON DAGGER

The poison dagger is coated with a slow acting poison.

The dagger causes (Damage Dice)+1 damage, regardless of the Warriors Strength. If a 6 is rolled To Hit, the poison has been introduced into the Monsters blood stream. At the end of each Monsters Phase the Monster loses 1 unmodified Wound until it is dead. The effects of the poison are not cumulative.



PERMANENT

DUNGEON ROOM TREASURE CARD

DOOM GLAIVE

The Doom Glaive is a huge, wicked looking weapon that is almost twice the height of a man.

Because of its huge size, the Doom Glaive can only be wielded by a Warrior of Strength 6 or more. Even then it takes both hands to do so effectively that the Warrior may not use a shield or any other item in his other hand. The weapon causes an extra +1D6 damage in combat, and if a 6 is rolled To Hit, it causes double damage.



Barbarian Only

PERMANENT

DUNGEON ROOM TREASURE CARD

MAN CATCHER

The Man Catcher is a long pole with a series of hooks in a u-shape on the end.

The Man Catcher can be used to *Attack in Ranks* as it is so long. If the Warrior's To Hit roll is a 6 with the Man Catcher, the Monster has been ensnared by the series of hooks and cannot escape if its Strength is lower or equal to that of the Warrior. Once hooked, the Monster may not move, but may still attack. The Warrior who has caught the Monster may not move or attack either, as he needs to keep the Monster captured. If the Monster's Strength score is higher, he breaks away immediately. This is a useful weapon to catch a Monster who is pursuing a Warrior who is close to death.



PERMANENT

DUNGEON ROOM TREASURE CARD

HOOK HALBERD

The Hook Halberd is used to hook a passing enemy and drag him off his feet before dispatching him with the heavy blade.

The Hook Halberd can be used at the start of the Warriors turn to hook a Monster and bring him closer to him. The Warrior can pick any Monster (not Large Monster) who is up to two squares away and roll 1D6. If the roll is equal to or under the Warriors Strength he has succeeded in dragging the Monster closer. Place the model adjacent to the Warrior. Obviously he can only do this if there are no other models in between. The Warrior can now attack as normal, except his first attack is at -1 To Hit. Note that he does not have to attack the adjacent Monster if he does not wish to. This weapon also *Attacks in Ranks*.



PERMANENT

DUNGEON ROOM TREASURE CARD

BALL AND CHAIN

The Ball and Chain is so heavy that it needs all a man's strength just to hold it.

A Warrior may not carry the Ball and Chain unless his Strength is at least 4. While he wields it, his Strength is increased by +1 in combat. In addition, if he rolls a 6 To Hit, the Monster has been knocked down by the force of the ball and misses out on his turn. If the Warrior still has any attacks left, or if other Warriors wish to attack the fallen Monster they receive a +1 modifier To Hit.

120
GOLD

Barbarian and Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Chaos Dwarfs.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Chaos Warriors.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Dark Elves.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Undead.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Lizardmen.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Skaven.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Trolls.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Dragons.

200
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Giants.



PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Beastmen.



PERMANENT

DUNGEON ROOM TREASURE CARD

RUNEFANG

One of the twelve swords forged by the Runesmith Alaric the Mad as payment for Sigmar's help in reclaiming the Dwarf hold of Zhufbar from marauding Monsters. The Runefangs are held by the Elector Counts of the Empire as treasured heirlooms (all except this one that is...)

A Warrior wielding Runefang is treated as having *Hatred* of Daemons.



PERMANENT

DUNGEON ROOM TREASURE CARD

KNIFE

This small knife can be easily concealed inside a Warriors boots.

The Knife attacks at a Strength of 1. If any event occurs which requires your Warrior to lose any equipment, or if he is captured and thrown in jail, then he will always have his Knife (unless they take his boots as well...)



PERMANENT

DUNGEON ROOM TREASURE CARD

DAGGER

This dagger is made from hard iron, yet feels light in the hand.

The dagger attacks at a Strength of 1. It can be used as a hand to hand weapon or a missile weapon. If it is thrown, it may be retrieved once all the Monsters on the board section are dead.



PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD

This sword is standard issue for most of the Empire's armies.

The sword attacks at the Warrior's Strength value.



PERMANENT

DUNGEON ROOM TREASURE CARD

LONGSWORD

The longsword is slightly longer than a normal sword and slightly larger too. It is an excellent weapon for those able to master it.

The longsword attacks at +1 Strength. Because of its size, the Warrior is at -1 on all of his To Hit rolls when using it.



Barbarian, Elf and Wizard

PERMANENT

DUNGEON ROOM TREASURE CARD

GREAT SWORD

The Great Sword is the largest sword made by the Empire. Its huge size makes sure whoever wields it dispatches with the strongest of Monsters.

A Warrior wielding the Great Sword attacks at +4 Strength. Because of the immense size of the sword, the Warrior is not as agile using it and must therefore lose 1 Attack each turn. He also loses -1 Initiative. It requires two hands to use and thus a shield cannot be used at the same time.



Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD

BROADSWORD

The broadsword is slightly smaller than the mighty great sword, thou not as powerful.

The Warrior using the broadsword attacks at a Strength of +3. The broadsword is difficult to use and therefore the Warrior must subtract -1 from all of his To Hit rolls when using it in combat.



Barbarian Only

PERMANENT

AXE

The Axe is as powerful as a normal sword, but being a weapon made by Dwarfs, Dwarfs are more likely to wield this in battle.

An Axe attacks using the Warrior's Strength value.

15
GOLD

Barbarian and Dwarf Only

PERMANENT

BATTLE-AXE

The Battle-Axe is a mighty two handed weapon capable of slaying even the strongest Monsters.

The Battle-Axe attacks at +2 Strength. Due to it being two handed, a Warrior cannot use a shield at the same time.

35
GOLD

Barbarian and Dwarf Only

PERMANENT

THROWING-AXE

The Throwing-Axe is carefully balanced to allow it to be thrown at great distances and still strike its target.

The Throwing-Axe can be used as either a hand to hand weapon or a missile weapon. It adds +1 to the Warrior's Strength in both circumstances. If it is thrown, it may be retrieved once all the Monsters on the board section are dead.

35
GOLD

Barbarian and Dwarf Only

PERMANENT

SPEAR

The spear is a long thin weapon with a sharp point at the end. It can be thrown or used in close combat.

The spear can be used as a hand to hand weapon or a missile weapon. If used in hand to hand combat, the Warri or may Attack in Ranks. If used as a missile weapon, the Warrior needs a 4+ To Hit. It can be retrieved once all the Monsters on the board section are dead. Whichever way the Warrior uses it, he gains +1 Initiative in the first round of combat.

20
GOLD

Barbarian, Elf and Dwarf

PERMANENT

MACE

The Mace is a strange weapon, but still used in parts of the Old World.

The user of the mace receives -1 on his To Hit rolls. If the To Hit roll is an unmodified 6, the weapon causes an extra +1D6 Wounds damage.

20
GOLD

Barbarian and Dwarf Only

PERMANENT

WARHAMMER

This weapon is thought of as the only weapon for those of a religious background.

If the To Hit roll is a natural 6, the Warhammer causes an extra +1D6 Wounds damage.

100
GOLD

Barbarian, Elf and Dwarf

PERMANENT

THROWING STARS

This bag of throwing stars can be used to pick off Monsters which cannot be attacked normally.

There are as many Throwing Stars in the bag as needed for one adventure. They attack at a Strength of 1 and because of their small size are thrown at -1 Ballistic Skill. When calculating damage, ignore the Monsters armour value, as the stars get in between the joints. The Warrior can throw as many stars per turn as he has Attacks.

35
GOLD

Barbarian, Elf and Wizard

FOR ONE ADVENTURE

FLAIL

The flail consists of a large spiked ball on the end of a chain which is attached to a long wooden pole.

A flail is a difficult weapon to master. As such, the Warrior using it must subtract -2 to his To Hit rolls. If he succeeds in hitting the Monster, it causes an extra +2 damage.

100
GOLD

Barbarian and Dwarf Only

PERMANENT

KNUCKLE DUSTER

This small item made from metal fits snugly in the palm of the Warrior hand around his fingers.

The Knuckle Duster attacks at a Strength of 4. Because to do any damage, the Warrior actually has to punch a Monster, subtract -2 from his To Hit rolls.

25
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

HALBERD

The Halberd is a long pole with a blade on the end - useful for hacking at Monsters through intervening obstacles.

The Halberd attacks at +1 Strength, but causes the Warrior to lose -2 Initiative as he struggles to wield it. With the Halberd, the Warrior can *Attack in Ranks*, but unfortunately cannot use a shield as the weapon requires two hands.



Barbarian and Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

ROPE

The Rope is useful for rescuing Warriors who have fallen down a pit.

The Rope can be used to escape a pit. After each use, roll 1D6. On a roll of 1 or 2 the rope has broken, fortunately after the Warrior has used it, and is of no further use.



UNTIL BREAKS

DUNGEON ROOM TREASURE CARD

BANDAGES

A Warrior is always in need of healing. These bandages will help mend broken limbs, cuts and sores.

There are 1D6 bandages in the pile. Each bandage can be used to restore 3 Wounds. If there are any bandages remaining at the end of the adventure, roll 1D6. On a roll of 1, 2 or 3 the bandage has perished and is of no further use.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

PROVISIONS

This sack of provisions must be newly dropped, as they are still in a consumable state. Among them are a strawberry pie and some muffins.

There are 1D6 provisions in the sack. Each one restores 2 Wounds. If there are any provisions remaining at the end of the adventure, they must be discarded as they will be spoiled.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

DOOR SPIKES

Each door spike is made from a hardened iron alloy, hammered into shape by Dwarf blacksmiths.

There are 1D6 Door Spikes. Each spike keeps a door shut for one turn. To use a spike, the Warrior must be adjacent to the door. Once spiked a door cannot be opened unless it is broken down. To break down a door, a model must be adjacent to it. Roll 1D6 and add the model's Strength. On a score of 9 or more, the door has been bashed in.



UNTIL ALL USED

DUNGEON ROOM TREASURE CARD

CASKS OF BEER

This beer has a hearty taste to it. One drink never seems to be enough.

There are 1D6 casks of beer. Due to their immense size, each Warrior can only carry one cask. A cask may be drunk at any time during the game. It gives the Warrior +1 to Fear rolls, -1 Weapon Skill, -1 Initiative and +1 Strength (+2 if Dwarf). If a Wizard drinks it he can't cast any spells for 2 turns. The effects of the beer last for 1 turn. A Warrior can only drink one cask of beer at a time.



Barbarian, Dwarf and Wizard

UNTIL ALL DRUNK

DUNGEON ROOM TREASURE CARD

FINE ROBES

These robes are made from the finest of Elven silk. They feel soft and smooth against the Warrior's skin.

These robes can be worn over armour.



PERMANENT

DUNGEON ROOM TREASURE CARD

BOOTS

An Alligator gave it's life to make these boots. They are strong, sturdy and waterproof.

These boots are an attractive addition to the wardrobe of any Warrior.



PERMANENT

DUNGEON ROOM TREASURE CARD

TRANCE STONE

This smooth red stone shines dully, even though the only light is that from the torch.

If a Warrior does nothing, including move, for one turn, and there are no Monsters on the board, he enters a trance and regains 1 Wound.



PERMANENT

DUNGEON ROOM TREASURE CARD
**GUNPOWDER
AND SHOT**

After a search of the area, the Warrior finds a box containing some gunpowder and shot - useful for any guns the Warrior might have.

There is enough gunpowder and shot here to last for one adventure.



Barbarian, Dwarf and Wizard

FOR ONE ADVENTURE

DUNGEON ROOM TREASURE CARD
LEATHER ARMOUR

This leather armour is made from the hide of a horse.

This leather armour gives its wearer +1 Toughness. However, it is destroyed by the first hit that scores a natural 6 To Hit, or if the Warrior is reduced to zero Wounds.



Barbarian, Dwarf and Elf

UNTIL DESTROYED

DUNGEON ROOM TREASURE CARD
FURS

These furs look like they have been fashioned from the fur of a Yeti - a horrendous monster from Norsca.

These furs give the Warrior +1 Toughness. In addition, they may be worn over chainmail or light armour, in which case it causes -1 movement and -1 on all To Hit rolls.



Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD
CHAINMAIL ARMOUR

This suit of chainmail armour is constructed by linking many small rings of iron together.

This armour gives its wearer +2 Toughness. Since it is so heavy, the Warrior suffers -1 To Movement.



Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD
LIGHT ARMOUR

The Warrior finds a suit of light armour on a rotting corpse in the corner of the room.

This light armour gives the Warrior +2 Toughness.



Barbarian and Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD
SHIELD

This small shield is expertly made by Empire Craftsmen.

The shield gives its user +1 Toughness. While using it, the Warrior cannot use a bow or any other two handed weapon. The shield does not protect a Warrior from magic attacks.



Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD
GREAT SHIELD

This large shield has a few nicks and scratches in it but is still of use for protection.

This huge shield gives the Warrior +2 Toughness. Since it is so large, the Warrior suffers -1 Movement and -1 To Hit. While using it, the Warrior cannot use a bow or any other two handed weapon. The Great Shield does not protect the Warrior from magic attacks.



Barbarian and Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD
LEATHER HELM

This leather helm fits snugly over the Warrior's head.

This helm gives the Warrior +1 Toughness. However, it is destroyed by the first hit that scores a natural 6 To Hit, or if the Warrior is reduced to zero Wounds. It may not be worn with any other head gear.



Barbarian, Dwarf and Elf

UNTIL DESTROYED

DUNGEON ROOM TREASURE CARD
OPEN HELMET

This open helm is much sturdier than it seems.

This open helm gives its wearer +1 Toughness. It may not be worn with any other head gear.



Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD

WARHELM

The Warhelm is large and bulky and only strong Warriors are able to wear it.

The Warhelm gives its wearer +2 Toughness.



Barbarian and Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

SHORT BOW

The short bow is ideal for firing volleys of arrows at a Monster.

The short bow attacks at a Strength of 1. However, a Warrior may fire as many arrows per turn as he has Attacks.



Barbarian, Elf and Wizard

PERMANENT

DUNGEON ROOM TREASURE CARD

LONGBOW

The longbow is used by the Wood Elves of Loren to hunt.

The longbow attacks at a Strength of 4. A Warrior may only attack once per turn with the longbow.



Barbarian and Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

CROSSBOW

This crossbow looks to be of Elven make.

The Crossbow has a Strength of 5 when attacking. A Warrior may only attack once per turn with the crossbow.



Dwarf and Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD

PISTOL CROSSBOW

The pistol crossbow has provision for three crossbow bolts to be fired at once.

The Pistol Crossbow attacks with a Strength of 3. However it fires three bolts at a time. Once fired, it takes one turn to reload. The Pistol Crossbow has a range of 5 squares.



Dwarf, Elf and Wizard

PERMANENT

DUNGEON ROOM TREASURE CARD

ARROWS

These arrows are constructed from wood from the forests of Loren and have multi-coloured feathers on their ends.

There are enough arrows to last for one adventure.



Barbarian, Elf and Wizard

FOR ONE ADVENTURE

DUNGEON ROOM TREASURE CARD

FIRE ARROWS

These fire arrows are ignited before firing. Upon hitting their target they set it alight.

There are 1D6 Fire Arrows in this quarrel. If an arrow hits a target it may set it alight. Roll 1D6. On a score of 4-6 the target is set on fire and takes an extra 1D6 Wounds with no modifiers for Toughness or armour. Roll for this damage each turn until the damage roll is a 1 or a 2, whereupon the fire goes out.



Barbarian, Elf and Wizard

UNTIL ALL USED

DUNGEON ROOM TREASURE CARD

QUARRELS

These small black quarrels are designed for use with a crossbow or pistol crossbow.

There are enough crossbow quarrels here to last for one adventure.



Dwarf, Elf and Wizard

FOR ONE ADVENTURE

DUNGEON ROOM TREASURE CARD

MUSKET

The Warrior finds a musket hidden underneath some old rags.

This musket needs gunpowder and shot to operate. It fires at a Strength of 8, but with a -2 modifier to Ballistic Skill. The Warrior can fire one shot every other turn as it takes a turn to reload. If the shot kills a Monster, it carries straight on into any monster standing directly behind it, at -1 Strength for each monster killed.



Barbarian, Dwarf and Wizard

PERMANENT

DUNGEON ROOM TREASURE CARD

THE HOLY AXE OF MISKA

This axe was made by Miska the Slaughterer for her second husband, Mihail Gregorov (her first one was killed and eaten by Miska in her fury). It is an exceedingly heavy weapon, and its strikes leaves destruction in their wake.

The Holy Axe of Miska causes an extra +1D3 damage with each hit. Because of its weight, however, the Warrior wielding it may not carry a shield



Barbarian and Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

APPLE OF THE KISLEV

The apple of Kislev is a stunningly beautiful piece of jewellery, and it is the traditional symbol of the ruler of Kislev. The tzar or tsarina may give it to his or her representative, giving the fortunate person an outstanding status.

The Warrior who possesses the Apple of the Kislev may add +1 to all of his Fear rolls, and +2 to all of his Terror rolls.



PERMANENT

DUNGEON ROOM TREASURE CARD

BOOTS OF SEVEN LEAGUES

Young prince Ivan used these boots to escape the dreaded Sorcerer Koshei the Immortal when he rescued Vasilisa the Wise from his clutches.

These boots grant the wearer +2 Movement permanently. In addition, if the wearer ever has to roll to see if he escapes a pit, etc. which opens up underneath him, or to escape a trap, he may add +1 to the roll needed to be made. This does not apply to the Orc Warlord's Lair when rolling to fall in the spiked pit.



PERMANENT

DUNGEON ROOM TREASURE CARD

ICE-ARMOUR OF JEKATERINA

This enchanting armour was fashioned out of pure magic and ice by the Tzarina Jekaterina III. It is enchanted against physical damage, but a very powerful blow may shatter it.

The Warrior wearing this armour has +3 Toughness. In addition, whenever the Warrior is a target of an Ice magic spell which deals him damage, roll 1D6. On a roll of 4+, the damage caused is halved (before being modified). In combat, whenever a Monster rolls a natural 6 To Hit, roll 2D6. If a double 1 is rolled the armour has shattered, and is now worthless.



Barbarian and Dwarf Only

UNTIL DESTROYED

DUNGEON ROOM TREASURE CARD

MAGIC CARPET

This is the most famous of all the Arabian Magic Items.

The Magic carpet may be rolled up and stored in a Warriors pack for later use. Outside the dungeon, up to four Warriors may sit on the carpet and fly to the next Settlement. This subtracts -2 weeks from the travel time (minimum 1 week for a village). In addition, if any hazards call for the Warriors to make alterations to their journey, due to a cliff, mountain, forest, etc. then they may ignore it, and fly over the obstacles.



Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD

THE VEIL OF DISTRACTION

This powerful item is normally worn by the Mistress of the Sultan's Harem. It is enchanted with a spell that distracts the minds of anyone attacking the wearer.

Any Monsters attacking a Warrior wearing the Veil of Distraction are at -1 To Hit. This does not affect Undead or Daemons.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE ROPE OF KADIZAR

When thrown in the air, this rope appears to rise straight into the sky and disappear.

In the Movement phase, a Warrior with the rope may use it to climb up it and disappear into the ether. While at the top of the rope he may not contribute to any battles that occur or give items to other Warriors. Nor may he attack Monsters or be attacked by Monsters. In any of his subsequent turns, he may climb back down the rope, appearing anywhere on the board section in which he disappeared. He may then attack any adjacent Monsters. If he does not climb down before all the other Warriors leave the board he is considered dead.



Barbarian and Elf Only

PERMANENT

DUNGEON ROOM TREASURE CARD

WAR TELESCOPE

This long contraption has a series of glass lenses which allow the user to see long distances away as if he was standing there himself.

With the telescope, the Warriors may scout out a safe route to the next Settlement, but only during the day. If a hazard occurs which they would rather ignore, then they may do just that - they saw the danger ahead with the telescope and took an alternative route - roll again for a different hazard. They must keep this new one though.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

RING OF LIGHT

The Ring of Light cloaks the bearer in a shield of pure light.

The Ring of Light can be used as an alternative light source if a Warrior wishes to split away from the rest of the group and adventure on his own.



PERMANENT

DUNGEON ROOM TREASURE CARD
**GREATER CLOAK OF
COMMITMENT**

Strand by strand, fine worm-spun silk is dipped into the fountain of the temple of Jean the Pios and woven via a complex magic spell known only to the greater priests of the temple.

The Greater Cloak of Commitment is worn as soon as this card is chosen. However, as soon as it is donned, the Warrior feels a sense of commitment, hence the name of the cloak. From now on, he is determined to rid the dungeon of all danger. If there is a choice between fighting, or the possibility of a fight, or not, then the Warrior will always choose the option that will result in a fight. Since he is so committed though, he gains +1 on all of his To Hit rolls. The cloak may be removed, although once it is put on, it cannot be removed for the rest of an adventure.

100
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
**SCROLL OF
RIGHTEOUSNESS**

The spell on this scroll strikes enemies down with a bolt of white fire.

This scroll may be used just after an enemy spell caster has cast a spell, but before any damage is dealt. A white bolt of fire shoots from the scroll and strikes the spell caster. He is covered in a holy white fire, screaming in agony. Roll 1D6 for the number of 1D6 Strength hits he takes (using 1 damage dice). If he is still alive, the spell he had cast takes effect. Otherwise, with his death, the spell is dispelled.

150
GOLD

Wizard Only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
**HOLY SEPULCHRE OF
FORGIVENESS**

The flat lands of the One God are barren but for the souls of those waiting for their turn to enter the gates of the afterlife. A single white path splits across this desert, showing the way to the gates. Depending on the character of the dead, the journey to the gates can take moments or centuries across the parched clay of the path.

If the Warrior is reduced to 0 Wounds, they are sent to the flat lands of the One God to be healed. Remove the model from the table immediately and for the remainder of the next turn. At the beginning of the turn thereafter the Warrior may return to the game on the same board section as the leader, fully healed back to his Starting Wounds score and cured of any diseases he may have had.

500
GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
TOME OF THE WAY

The Tome of the Way glows with a green energy. It crackles and spits around the pages when it is opened.

The Tome of the Way allows the bearer to have additional spells available during the adventure. As soon as this card is drawn, randomly draw two spells from the appropriate deck. These spells are now available for the Wizard to cast as long as he has the tome.

400
GOLD

Wizard Only

PERMANENT

DUNGEON ROOM TREASURE CARD
**BOOTS OF
WATER WALKING**

The Boots of Water Walking are made from a strange waterproof material which has been magically enchanted.

A Warrior with these boots can walk over water at double his normal Movement characteristic.

100
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
THE HOLY SWORD OF STONE

The Holy Sword of Stone is a double handed weapon believed to be crafted from Grail Fire.

The wielder of this sword gains +1D6 damage dice, but strikes at -1 To Hit due to the heaviness of this stone weapon. Because it is double handed, the wielder cannot use a shield at the same time.

350
GOLD

Barbarian and Dwarf Only

PERMANENT

DUNGEON ROOM TREASURE CARD
SPEAR OF HOLDING

The Spear of Holding is made from an olive branch, tipped with a sharp point made from melted gold.

The Spear of Holding is a Strength 4 weapon and may be thrown in combat just like a normal missile weapon, using the Warrior's Ballistic Skill. If the spear is thrown in a line perpendicular to the wall and it hits a Monster in its way, the Monster takes damage as usual, but is also pinned to the wall. While held, a Monster may not Move, but may still cast spells and attack adjacent Warriors. A Warrior cannot be pinned by a Monster held by the spear. At the start of each turn the Monster will try and get free. Roll 1D6 and add the Monster's Strength. If the result is greater than or equal to 10, the Monster has succeeded in freeing himself and may have his turn as normal. Otherwise he is pinned for another turn. An adjacent Warrior may take back the spear when the Monster is dead. If the Warrior missed his throw, then he may retrieve the spear once all the Monsters in the room have been killed.

150
GOLD

Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD
RAT SLAYER

The Sword of Antonious Ratsbane, Rat Slayer, imbues its wielder with extra speed in his attacks against Skaven.

The wielder of Rat Slayer receives +1 Weapon Skill and +1 Initiative against Skaven.

150
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
RING OF LIGHT

The Ring of Light cloaks the bearer in a shield of pure light.

The Ring of Light can be used as an alternative light source if a Warrior wishes to split away from the rest of the group and adventure on his own.

80
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

ROCKBLAST

This stone-like material is produced by the Dwarf Engineer Guild as an explosive substance to aid in the mining of hard stone strata.

There is 1D6 Rockblast here. Any amount of Rockblast may be thrown using the Warriors Ballistic Skill. When thrown, nominate a square to throw it in - this can be an empty square, or one occupied by a model (friend of foe). If the Rockblast hits, roll 1D6 for each one. On a score of 2-6, the Rockblast explodes, causing 1D6 damage with no modifiers for every Rockblast thrown. The surrounding eight squares all take 1D3 damage with no modifiers for each Rockblast thrown. If the roll was a 1, then the Rockblast has not exploded. It bounces to the next square behind the target. If this square is a wall, then treat it as if it exploded on the target. If the square is occupied, the Rockblast hits the new target - roll for the effect as above. If the square is empty, the Rockblast bounces one more square, before exploding. If the Rockblast explodes on a Warrior who has possession of some other Rockblast, they too will explode, causing damage as stated above.



UNTIL ALL USED

DUNGEON ROOM TREASURE CARD

THE EBONY STAFF

An elegant staff, shaped from silver vine and ebony, carved with the symbols of Elven sorcery.

The Ebony Staff allows the user to use an item of equipment more times than its limitations. For example, an item that can be used only once per adventure can now be used another time. An item, such as a potion, which can only be used once, can be kept and used again. The staff can only be used once per adventure itself, and only on an item of treasure which the bearer possesses.



Wizard Only

ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

THE RELIC OF TORTINE

A powerful holy object in the form of a talisman of a silver lion banded by a ring of ivy. The relic emits a powerful aura around any who possess it.

The Warrior carrying the Talisman is immune to all Greater Daemons causing terror.



PERMANENT

DUNGEON ROOM TREASURE CARD

THE ULFEN TOOTH

Leonicer, a ranger of Ulfenwer Forest, found this strange tooth in the forest some time ago and became aware of its magical powers. Unfortunately, he lost it in this very dungeon...

Once per adventure, the Warrior may call upon the power of the tooth to instil fear into a group of Monsters on the same board section. The monsters must not cause *Fear* or *Terror* themselves, and must be normal sized. They must immediately take a Break test. If they fail, the monsters flee - remove the models from the board. Otherwise, the power of the tooth is drained and cannot be used again. The Warriors receive no Gold for any Monsters that flee.



Wizard Only

UNTIL DRAINED

DUNGEON ROOM TREASURE CARD

THE HAND OF GLORY

This powerful talisman is crafted from the purest silver and shaped into an outstretched hand. White flames leap from the tips of the fingers dropping crystal shards upon the ground. The Hand of Glory will fill the wearer with supernatural power, making him utterly fearless and capable of shattering the resolve of lesser opponents.

The Hand of Glory makes the Warrior partially immune to Fear and Terror. Whenever he needs to make a test, roll 1D6. On a roll of 1 or 2 the Hand works the opposite way, instilling fear into the Warrior instead. For this combat, the Warrior must subtract -2 from all of To Hit rolls, and add +2 to any spell costs.



PERMANENT

DUNGEON ROOM TREASURE CARD

AMULET OF DECAY

This amulet is shaped like a small skull, its eyes glowing with an eerie red glow.

Whoever receives this item immediately suffers from its power. The Warrior must lose 1D6 Wounds, only modified for Toughness. Each time the holder is required to make a Fear or Terror test the amulet draws on his strength. Subtract a further 1D6 Wounds modified only for Toughness. If at any time the Warrior fails to take any damage, the amulet will teleport itself to a random Warrior in the group, who immediately takes Wounds as described above. The amulet cannot be dropped at all, as it has power over the Warrior. Only when each Warrior has possessed it at least once will it crumble to dust and be blown away.



PERMANENT

DUNGEON ROOM TREASURE CARD

ALCHEMY KIT

The Alchemy Kit consists of a few brightly coloured potions and powders.

A Wizard may use the Alchemy Kit on an item of equipment that he in an attempt to transform the object into gold. If he chooses to do so, roll 1D6. On a score of 1, the Wizard obviously has no knowledge of such procedures and the potions are wasted. Otherwise, the item is magically turned to Gold. If the Wizard takes this item to a Settlement, they will give him the items Gold value multiplied by:

Village	Town	City	Seaport	Norse
Seaport				
1/2	1	2	1 1/2	1 1/2

If the Alchemist Warrior is travelling in the party, he may take this from any other Warrior who receives it and keep it as his own.



Wizard Only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

BRETONNIAN SAUSAGE

This Bretonnian sausage is well known throughout the kingdom for its specially blended taste.

There is 1 Sausage here which the Warrior can cut up into 1D6 slices (minimum 2). Each slice cures 2 Wounds.



UNTIL ALL EATEN

DUNGEON ROOM TREASURE CARD

HORSE

A pitch black Horse stands in a paddock here. Since no one seems to own it, the Warrior coaxes it over, and takes it as his own.

This card can only be drawn in the Wilderness or in a Settlement. If it is drawn anywhere else which is not suitable, discard it and draw another card. The Horse can carry all of the Warriors gear between dungeons, reducing the travel time by 2 weeks (minimum 1 week for Village). The Horse increases living expenses by 2 Gold per day. Upon departure from a Settlement roll 1D6. On a roll of 1 the Horse has been stolen.



Barbarian, Elf and Wizard

UNTIL STOLEN

DUNGEON ROOM TREASURE CARD

NOTHING

Despite a thorough search, the Warrior finds nothing of interest.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

After a long search, the Warrior fails to find any treasure.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

The Warrior does not find any treasure.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

Despite thoroughly searching the room, the Warrior discovers nothing.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

Frustrated, the Warrior continues on his way, having found no treasure this time.

The Warrior has found no Treasure..



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

A sparkle in the corner of the room looks promising, but is just broken glass.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

The Warriors search yields no results.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

Nothing of any value is found by the Warrior.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

NOTHING

This time, it looks like the Warrior has found nothing.

The Warrior has found no Treasure.



DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

In an old coat, the Warrior discovers a small pouch of gold.

The Warrior has found 1D6 x 5 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

After a long search, the Warrior finds a leather pouch in the corner of the room. It contains gold pieces.

The Warrior has found 1D6 x 10 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

The Warrior finds a pile of gold underneath one of the dead bodies.

The Warrior has found 1D6 x 20 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

Underneath a stinky old mattress the Warrior finds a small box. Hidden inside is a handful of gold.

The Warrior has found (1D6 x 10 x Battle-Level) Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

A dying Monster lies in the corner of the room, its hand clenched tight. The Warrior prizes open its hand and grabs the gold it was holding.

The Warrior has found 2D6 x 20 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

A glitter in the corner of the room alerts the Warrior to a pile of gold hidden underneath some straw.

The Warrior has found 2D6 x 50 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

The room is covered in cobwebs, but that doesn't stop the Warrior from finding a hoard of gold in the midst of the cobwebs.

The Warrior has found 3D6 x 20 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

A quick search of the room scores the Warrior a couple of gold pieces.

The Warrior has found 1D6 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOLD

The Warrior finds a secret compartment in the wall of this room. It contains a large amount of gold.

The Warrior has found 1D6 x 100 Gold.



RECORD, THEN DISCARD

DUNGEON ROOM TREASURE CARD

PAVISE

A pavise is a large shield which can be propped up in front of troops to protect them from missile fire.

If a Warrior is firing a missile weapon himself, he can prop up the pavise in front of him. It protects him from the enemy's missile attacks. In effect, it gives him the *Ignore Blows* 3+ skill against missile attacks or spells aimed directly at him, only spells that have a physical form (eg. Brain Bursta). However, due to its size, the Warrior may not use the pavise in the same turn as he moved.

80
GOLD

Barbarian, Dwarf and Elf

PERMANENT

DUNGEON ROOM TREASURE CARD

DWARF RUM

When unable to get ale, Dwarf pirates brew their own rum. This highly dangerous drink is rum mixed with gunpowder and iron filings.

There are 1D6 bottles of Dwarf Rum here. If a Warrior drinks a bottle of this rum, his intestinal rumblings and gurglings leave an odious mist surrounding him. Any models adjacent to the Warrior except for Undead, Daemons and followers of Nurgle will be overcome with the vile stench and suffer -1 to hit any other model. A Warrior may drink as many bottles as he wants - each one subtracts -1 from the to hit modifier.

90G
EACH

Dwarf only

UNTIL ALL DRUNK

DUNGEON ROOM TREASURE CARD

THE SCIMITAR OF DAKISIR

This scimitar is an heirloom of the tribal Sheiks of the Desert Dogs, mercenaries from Araby. It was forged centuries ago in the Kasbah of Despair, long since sacked and ruined by the Undead. The blade is decorated with magical texts inlaid in gold.

The Warrior with the Scimitar of Dakisir strikes with +2 to his Strength in combat. In addition, roll 1D6. On a roll of 3-6 the scimitar causes an additional 1 Wound damage. Keep repeating this until the dice scores either 1 or 2.

400
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

BEAR FANG TALISMAN

This gigantic and ancient yellowed canine tooth is the sacred talisman of lordship amongst Beorg Bearstruck's tribe. It is said that whoever wears it around his neck will have the power to change into a beast and back again.

The amulet gives the Warrior the special ability of *Transformation* (rules in the Norse Bestiary). However, the Warrior will change into a Black Bear (rules in the Animal Bestiary). At the end of the combat he will revert to normal. Fortunately the Warrior can sense the change and removes his armour beforehand.

300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

GRIMACING DEATH MASK

The mask represents the grimacing face of death.

To represent the scaring effect of the mask, any Monsters (not Undead or Chaos) attacking the Warrior in hand-to-hand combat lose their first attack against him as they are unnerved by the sight of the mask. If the Monster only has 1 Attack however, he suffers a -1 penalty to hit instead.

50
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

MONSTROUS MASK HELM

The Monstrous Mask Helm is a grotesque helmet with a fearful visage sculpted on it.

The Warrior receives +2 Toughness similar to a Warhelm while wearing this helm. In addition, due to the hideous face sculpted onto the front of the helm any Monster attacking the Warrior for the first time in a combat will be at -1 to hit him.

400
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

MACE OF MIGHT

The Mace of Might used to belong to Borgio, Prince of Miragliano. A cannonball once embedded itself in his breastplate so, regarding it as a lucky talisman, Borgio had the cannonball made into a mace.

If the Warrior rolls a 6 to hit while using the Mace of Might the Mace strikes with a Strength of 10.

500
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

PHIAL OF POISON

The Phial of Poison is a small clear phial of a black coloured substance used to smear on weapons.

The Warrior may smear the poison in this phial onto an edged weapon before combat. The first Monster wounded by the Warrior will suffer the effects of the poison. It is slow acting, so the Monster loses 1D3 unmodified Wounds at the end of each turn until he is dead.

100
GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

POISONED STILLETTO

The stiletto is a long sharp dagger which has been dipped in the venom of a toad and used to chop poisonous mushrooms.

Once per combat, just after the Monsters have been placed, but after any Ambush attacks, the Warrior may use the stiletto to make one attack an adjacent Monster. If the attack hits and does damage, the Stiletto's poison causes the victim to lose 1D6 + Battle Level unmodified Wounds.

400
GOLD

ONCE PER COMBAT

DUNGEON ROOM TREASURE CARD

SPHERE OF ALCHEMY

The sphere of Alchemy is a bronze orb containing a mixed up powder. When thrown it explodes, producing devastating effects.

The Warrior may throw the Sphere of Alchemy at a Monster on the same board section at any time during his turn. Use the Warrior's Ballistic Skill to determine if he hits. If the sphere hits, it detonates, causing 1D6 unmodified Wounds to the target and each model adjacent to it. If the sphere misses randomly determine a square that it hits and calculate the same damage as above.



ONE USE ONLY

DUNGEON ROOM TREASURE CARD

PRISM OF POWER

The Prism of Power is a specially shaped glass prism which uses purely physical properties of refraction to diffuse any kind of energy flowing through the dungeon.

The Warrior can use the prism to refract the powers of magic away from enemy spellcasters. Whenever a Monster intends to cast a spell, roll 1D6. On a roll of 5-6 the prism has successfully refracted the winds of magic away from the spellcaster and he does not cast his spell. Make this roll before each spell that is cast by a Monster.



PERMANENT

DUNGEON ROOM TREASURE CARD

COMPASS OF METEORIC SILVER

This compass has a direction arrow made from meteoric silver.

In the wilderness, the compass will always point true. Therefore the Warrior will never become lost - ignore any events stating this and treat them as an Uneventful Week.



PERMANENT

DUNGEON ROOM TREASURE CARD

SWORD OF LUCAN

This short sword is believed to be the actual sword used by Lucan, founder of Luccini.

The short sword is magical and allows the Warrior to ignore any armour bonuses from magical armour. Also, if the armour contains special rules (eg. Arcane Armour of Destruction) the sword will ignore them.



PERMANENT

DUNGEON ROOM TREASURE CARD

RING OF LUCCINA

This ring bears a cameo gem depicting Lucina the sorceress, sister of Lucan, founder of Luccini. The gem contains a spell known as the Glamour of Luccini.

The ring sings out an inspiring battle cry exhorting people to uphold their ancient honour. If the spell in the ring is cast in a Settlement, the citizens of the Settlement will rally to the Warrior's aid. If the Warrior is involved in any event which he wants to ignore he may use the ring to ignore the event.



ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

SHIELD OF MYRMIDIA

This old shield was found during the rebuilding of the temple of Myrmidia on Luccini's acropolis. It dates to the time of the founding of the city or maybe even earlier. The shield bears the sun symbol of the war goddess.

In combat, the shield dazzles Monsters in combat with the Warrior, making them subtract -1 from their to hit rolls. It also gives +1 Toughness to the Warrior



PERMANENT

DUNGEON ROOM TREASURE CARD

GOURD OF LUSTRIAN WINE

This is actually cactus juice! Given to Marco Columbo, the explorer who discovered Lustria, by the Skinks, it has somehow ended up in this dungeon!

A swig from the gourd at the start of the Warriors' Phase increases the Warriors Strength by +1D6 for the remainder of the turn. There is enough 'Lustrian Wine' in the gourd for the Warrior to have 1D6 swigs.



1D6 USES ONLY

DUNGEON ROOM TREASURE CARD

MAP OF ARABY

This map is written on an old scroll with partly obliterated, arcane writing of ancient Khemri on the reverse.

The map actually tells the quickest route to get to Araby. If the Warriors journey to Araby they take 1/2 of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF NORSCA

This map is written on old parchment, barely held together.

The map actually tells the quickest route to get to Norsca. If the Warriors journey to Norsca they take 1/2 of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF CATHAY

This faded map is written on an old scroll.

The map indicates the quickest route to get to Cathay. If the Warriors journey to Cathay they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF TILEA

This map is written on an old scroll with strange writings covering it.

The map indicates the quickest route to get to Tilea. If the Warriors journey to Tilea they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF LUSTRIA

This map is written on an old scroll with strange pictorial glyphs all over the map.

The map indicates the quickest route to get to Lustria. If the Warriors journey to Lustria they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF NIPPON

This map is written on an old scroll with strange symbols drawn all over the parchment.

The map indicates the quickest route to get to Nippon. If the Warriors journey to Nippon they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF NEHEKHARA

This map is written on a piece of parchment, almost worn to dust.

The map indicates the quickest route to get to Nehekhara. If the Warriors journey to Nehekhara they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF KISLEV

This map is written on a piece of parchment, almost faded beyond recognition.

The map indicates the quickest route to get to Kislev. If the Warriors journey to Kislev they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF ESTALIA

This map is written on an old piece of parchment, barely readable.

The map indicates the quickest route to get to Estalia. If the Warriors journey to Estalia they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF BRETONNIA

This map of Bretonnia is drawn on an old piece of parchment.

The map indicates the quickest route to get to Bretonnia. If the Warriors journey to Bretonnia they take $\frac{1}{2}$ of the actual time stated.



PERMANENT

DUNGEON ROOM TREASURE CARD

MAP OF THE OLD WORLD

This map is written on old piece of parchment.

The map indicates the quickest route to get to The Old World. If the Warriors journey to The Old World from another land it will take $\frac{1}{2}$ of the actual time stated.



PERMANENT