

OBJECTIVE ROOM TREASURE CARD

EXECUTIONER'S AXE

The Executioner's Axe is a double-handed blade steeped in the black sorcery of destruction.

The weapon is a double-handed axe, and therefore a Warrior cannot hold a shield or a lantern in his other hand. When using the axe, a Warrior gets +2 to his Strength in combat. If a 6 is rolled To Hit, roll 2D6. If a double 6 is rolled the Monster is killed outright.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

GEM OF MADNESS

The Gem of Madness inflicts great insanity in those targeted by its powerful spell.

The Gem can be used on a single Monster on the same board section as the Warrior each turn. The Warrior rolls 1D6 for himself and another for the Monster. If the Monster scores higher it is unaffected this turn. If the Warrior scores higher, he has succeeded in warping the mind of the Monster. Each turn, in the Monsters Phase, the Monster moves at random. If it moves into a square containing another model it will attack, regardless of who it is, otherwise it will attack a random adjacent model. A Monster is not subject to pinning rules while it is insane. Any spell casters turned mad will still cast a spell, but it may affect other Monsters as well - determine at random. The insanity lasts until the Monster is dead.



ONCE PER TURN

OBJECTIVE ROOM TREASURE CARD

WAR CROWN OF SAPHERY

The War Crown was made by the crazed Elven Mage Lords of Saphery for their own use and empowerment.

The War Crown can be used instead of casting any other spell that turn. The user can cast 1 Dark Elf spell. The Wizard rolls 2D6 for the spell he casts.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

CHAOS RUNESWORD OF GRUNGNI IRONHEART

This evil blade was forged by the deluded Dwarf Runesmith Grungni Ironheart, secret and embittered worshipper of the Chaos Gods.

The bearer of this weapon gains +1 Weapon Skill, +1 Strength, and +1 Attacks.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE BLACK HAMMER OF HASHUT

Fashioned by Chaos Dwarf Sorcerers, so hot is the Black Hammer that anything struck by it will burst into flame, flesh will roast, and metal melts.

The wielder of the Black Hammer of Hashut gains +2 to his Strength in combat. Monsters who are vulnerable to fire (eg Mummies, Treemen, etc) will suffer an extra +1D6 Wounds with each successful attack.



Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

DESTROYER

Forged by the dark sorcery of the Witch King of Naggaroth, this blade will steal an enemy's magic and turn it against him.

If the wielder makes a successful attack against a Monster who is able to cast magic, roll 1D6. On a 5 or a 6 the sword has stolen a random spell and cast it itself. Roll for a random spell from the appropriate table and resolve the effects as if the Warrior had just cast it. Any summoned Monsters are under the control of the Warrior.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE SWORD SKABSKRATH

Skabskrath is the blade of Mordini, Captain of the Doomed Legion who was betrayed by the Duke Organza and slain. Mordini did not rest peacefully, but returned to wreak a terrible vengeance. Skabskrath howls and screams with the memory of the agonising and horrific death of the treacherous duke at the hands of the Undead Captain of the Doomed Legion.

The wielder of Skabskrath causes *Terror* at his Battle-Level in all his enemies unless they cause *Fear* or *Terror* themselves. When Monsters are placed on the board, each group must pass a Terror test, rolling 1D6 and adding their Dungeon Level. If they fail, the group of Monsters suffer the normal penalties for Fear.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE MORNINGSTAR OF FRACASSE

This mighty magic weapon consists of a spiked orb on a chain which is swung with one hand. It has a will of its own as well as an enduring distrust of magic inherited from its first owner. Fracasse Langoustine, the Scourge of Araby.

The bearer has a -2 modifier To Hit roll and a +2 modifier to his Strength in combat. If the weapon hits a Monster with a Magic Weapon roll 1D6. On a score of 3, 4, 5 or 6 the Morning Star will wrap itself around the Monster's weapon and pull it from its grasp. A weapon ripped away by the Morning Star cannot be reclaimed. Therefore the Monster will draw his backup sword.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

VENOM SWORD

The Venom Sword is forged from the venom of a thousand malicious serpents. When it strikes venomous poisons flow into the veins of its victim.

For each Wound inflicted by the Venom Sword roll 1D6. For each 6 rolled, the sword causes an extra +1D6 Wounds.




ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

ARMOUR OF ENDURANCE

Armour of Endurance is magically toughened to withstand blows that would pierce ordinary armour.

In addition to giving the Warrior a +2 Toughness bonus, the Warrior wearing this armour may ignore the effects of a single attack which reduces him to zero Wounds once per adventure.

 1200 GOLD


ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

THE BLADE OF COCACILA

Who now remembers the ancient Mage whose name this weapon bears? Only the oldest of the prophecies record how he strove to close the sorcerous gates with the anti-magical powers of a mysterious key.

The Blade of Cocacila is the most powerful and concentrated form of Anti-Magic in the whole world. No spells may be cast by a Monster in base contact with the Warrior who holds this sword, and no magic items or magic armour that a Monster has will work either. It does not affect magic items or spell casting abilities of the bearer or his comrades in any fashion.

 1500 GOLD


PERMANENT

OBJECTIVE ROOM TREASURE CARD

CHAOS ARMOUR

Chaos Armour is the living gift of the Chaos Gods upon a mighty warrior. It grows and becomes part of the wearer's body and cannot be removed.

This armour must be worn immediately and must be discarded if not worn now. Once donned, tendrils spiral into the Warrior, making the armour a part of his body. In addition to supplying a +3 Toughness bonus, roll 1D6 times on the Chaos Warrior Chaos Attributes Table to determine what changes occur to the Warrior. This armour can *never* be removed.

 2000 GOLD


PERMANENT

OBJECTIVE ROOM TREASURE CARD

SHADOW ARMOUR

The wearer of the Shadow Armour is shifted between the real world and that of magic, allowing him avoid the enemies blows.

Each time the Warrior who is using this armour is hit, roll 1D6. On a roll of 1-2 the wearer was not prepared for the hit and takes double the damage. On a roll of 3-4 the Warrior is caught halfway between the real world and the magic world and takes half damage (rounded down). On a roll of 5-6 the Warrior vanishes into the world of magic and may ignore the blow completely.

 1100 GOLD


PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE JADE STATUE OF THE SHADOWLANDS

The Jade Statue is a small jade statue which fits in the palm of a Warriors hand. It was carved by hand from the Elvs of the Shadowlands. Rumours have it that it brings good luck to those who hold it.

A Warrior may use the statue at any time to reverse the effects of anything bad that has just happened to him. Examples include : his counter was chosen, target of spell effect, bad To Hit dice, drew useless treasure card etc. The event/incident is ignored and rerolled/drawn/chosen again. The only exception is death - a Warrior cannot use the statue if an event resulted in him being dead.

 500 GOLD


ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

CHALICE OF SORCERY

This dull metal chalice sits in a small alcove in the wall, covered in verdigris and cobwebs. Rubbing the grime of years from its pitted surface, the Wizard recognises it as a Chalice of Sorcery.

The Chalice of Sorcery acts as a source of Power that allows the Wizard to carry or casting spells when his own Power has run out. The Wizard can try to draw as many points of Power out of the Chalice as he likes. For every point of Power the Wizard draws to cast spells with, roll a D6. All the extra Power must be drawn at once so all the dice are rolled at the same time. For each dice that scores a 1 the Wizard loses 1D6 Wounds, with no modifiers for Toughness or armour.

 700 GOLD

Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD


ENCHANTED JADE AMULET

The amulet of enchanted jade looks like a stone washed up on a beach, worn smooth by the actions of the sea.

The amulet of Enchanted Jade allows your Warrior to attempt to regenerate (1 x his Battle Level) Wounds per turn up to his starting Wounds score. Each turn that your Warrior uses the amulet roll 1D6 on the following table:

- 1 The amulet crumbles to dust, causing 1D6 Wounds on your Warrior, with no modifier for Toughness or armour.
- 2 The amulet fails to work this turn.
- 3-6 The amulet works as usual.

The amulet automatically fails to work while the Warrior wearing it is on zero Wounds.

 600 GOLD


UNTIL DESTROYED

OBJECTIVE ROOM TREASURE CARD

BOOK OF ARCANES KNOWLEDGE

This book has a cracked and aged leather cover, with a rusted metal spine and lock. Upon opening it, the pages rustle with a life of their own.

The Book of Arcane Knowledge contains spells that a Wizard may cast. As soon as the book is found roll 4D6. These dice may be used to buy spells for the book in the same way that the Wizard gains spells when he goes up a Battle Level. Each spell in the book may be cast once automatically at no Power cost. Once a spell has been cast that page of the book crumbles to dust.

 1000 GOLD

Wizard Only


UNTIL DESTROYED

OBJECTIVE ROOM TREASURE CARD

BROOCH OF POWER

This brooch glows too brightly to look at, as if it contained the energy of a fallen star.

At the end of each turn the Wizard may use the brooch to store any unused Power he has left over, up to a maximum of (6 + his Battle Level). This stored Power may then be used at any time to augment his spellcasting. In addition, the bright aura cast by the brooch distracts any Monsters attacking the Wizard, adding +1 to his Toughness.

 1000 GOLD

Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

DAWNSTONE

This crystal-like stone is mounted in a black iron brooch and radiates a pale light like that of the early morning.

The Dawnstone may be used to restore any one Warrior to full Wounds immediately, even if he is at zero Wounds or dead.



ONE USE ONLY

OBJECTIVE ROOM TREASURE CARD

CROWN OF SORCERY

As soon as he puts this crown on, the wearer is plunged into the alien and dark world of magical power familiar to Wizards.

The Crown of Sorcery allows any Warrior who is otherwise non-magical to cast spells and use items of Wizardonly treasure. The Warrior wearing the crown can still wear armour. As soon as your Warrior finds the crown take one c each Spell (Attack, Defence, Healing and Special) at random up to and including Level 7; these are the spells he may cast. Each turn your Warrior gets the same amount of raw Powe as a Battle Level 1 Wizard (roll 1D6+1 in the Power Phase, and may use it to cast one or more of his spells according to the normal rules. However, each time your Warrior casts one of his spells roll 1D6. If the score is 1 the spell fails and you Warrior is immobilised by the backrush of magical Powe and can do nothing for the rest of the turn. While he i immobilised any attacks made against him hit on anything but a 1.



Barbarian, Dwarf and Elf

PERMANENT

OBJECTIVE ROOM TREASURE CARD

TALISMAN OF OBSIDIAN

This black talisman throbs dully with the rhythm of a pulsing wound and the air around it hangs heavy.

This talisman negates the powers of any Wizard or other spellcaster adjacent to the wearer. Any spells cast by such models fail on a 1D6 roll of 4 5 or 6 and the Power used to cast the spell is redirected to heal 1D6 of the wearer's Wounds. If the wearer attempts to cast a spell himself, roll 1D6. On a score of 1 the spell fails.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

TABLET OF ADAIN

This stone tablet weighs surprisingly little and is covered in indecipherable etchings and markings.

When used by a Wizard, the Tablet of Adain allows you to re-roll any or all of his 'spell determining dice' when he goes up a Battle Level. You may only re-roll each dice once and must take the result of the second roll, even if it is worse.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

ARMOUR OF TAAKAN

This matt black suit of full armour - with dull bronze battle runes engraved on the breastplate, arms and helm - is said to be endowed with a life of its own, striking at the enemy no matter what its wearer intends.

While wearing the Armour of Taakan your Warrior gets the benefits of Heavy Armour and Warhelm (+5 Toughness and -1 Movement). Every time an enemy wounds your Warrior the armour immediately retaliates and forces its wearer to strike back straight away. Your Warrior must make a single attack against the enemy that just hit him, in addition to his normal attacks this turn. Note that, even if successful, this attack does not cause a death-blow.



Barbarian and Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

RING OF CHESHNAKK

Cheshnakk was a great wizard from Araby whose expertise was the creation of exquisite flying carpets. The pinnacle of his achievements, however, was forging the Rings of Chessnakk. On command, one of these rings can transport its wearer back to his home, be that a castle, a forest clearing or a humble cottage.

While wearing this ring your Warrior may at any time leave the dungeon and be transported to his home and safety. He is out of this adventure and meets the Warriors at the next Settlement.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

FROSTBLADE

This pale metallic blue weapon exudes a freezing aura and its blade glitters like ice.

When wielding the Frostblade your Warrior may only make 1 Attack per turn. If your Warrior makes a successful attack with the Frostblade that causes at least 1 Wound (after taking into account Toughness, armour, any special abilities such as Ignore Blows, etc) the target is automatically slain. A blow from a Frostblade can cause a death-blow.



ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

RENDING SWORD

The serrated points along the cutting edge of this blade grind and gnash together like teeth, tearing through armour, flesh and bone.

This sword causes an extra 2D6 Wounds upon a successful hit. In addition, the blow ignores 2 points of armour if the To Hit roll was a natural 5 or 6.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

SWORD OF DESTRUCTION

This sword resonates with a deep hum and flickers with lightning.

When drawn from its scabbard, this sword nullifies all magic within 1 square of the wielder. As long as the sword remains drawn, the wielder and any models in adjacent squares cannot use or count the benefits of any magic items or spells. In addition, the sword causes +1 Wound and gives the bearer the *Magic Dispel 6+* special ability.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

GROMRIL BLADE

This mighty two-handed axe is a Dwarf artefact, able to cut through all but the most powerful armour.

This axe ignores all except magical armour and does double damage on a successful hit. However, the axe is partially sentient and refuses to be drawn by a Warrior of Battle Level 2 or below. The Gromril Blade may not be used with a shield.

1200
GOLD

Barbarian and Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

HYDRA SWORD

Steeped in the blood of a hydra as it was forged, this blade has taken on some of the magical properties of these terrible beasts.

On each successful hit, this blade does an extra 6D6 Wounds.

850
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

BLADE OF LEAPING BRONZE

As soon as it is drawn this blade strikes with incredible speed.

This sword gives its wielder +2 Attacks.

450
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

SHIELD OF PTOLOS

This shield throws a shimmering haze around its bearer, making him a difficult target in battle.

This shield gives the bearer +2 Toughness. In addition, when drawing Warrior counters to determine who has been hit by missile fire, the first time the bearer's counter is pulled out you may put it back and draw again. If it comes up a second or subsequent time he is hit as normal.

500
GOLD

Barbarian, Dwarf and Elf

PERMANENT

OBJECTIVE ROOM TREASURE CARD

SPELEATER RUNE

This rune contains powerful spells of negation. Magic in the immediate vicinity arcs as the rune tries to pull it in and absorb it.

When pressed into contact with any bladed weapon, the Spelleater Rune burns a copy of itself into the blade and then vanishes. The Rune on the blade itself is permanent. Any spells cast against the bearer of this magical blade now fail on a 1D6 roll of 5 or 6.

800
GOLD

ONE USE ONLY

OBJECTIVE ROOM TREASURE CARD

THE STAFF OF COMMAND

This staff had runes of command burned into it many centuries ago.

Once per Event the Wizard may use this staff to attempt to control any Monster on the board. The attempt must be made as soon as the Monsters appear. Roll 1D6. On a score of 1, 2, 3 or 4 the magic fails. On a score of 5 or 6 the Wizard may choose one Monster and make it do whatever he wants, as long as the action does not cause harm to itself. The Monster fights in the Warriors' Phase and if it kills another Monster no-one gets the Gold. At the end of the turn, the possessed Monster returns to normal.

900
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

GREAT BOOK OF GRUDGES

The Great Book of Grudges records every deed of infamy ever perpetrated against your Warriors race. Its pages have absorbed the bitterness and anger of its many authors, and the Book radiates righteous indignation and hatred.

When the book is found, it will have 1D6 grudges recorded in it. Roll for Monsters on the appropriate Battle Level for your Warrior. From now on, your Warrior *hates* all Monsters of that type (eg. Skaven Warfire Team would be treated as Skaven.) In addition, every time your Warrior is reduced to zero Wounds, he records the act in the Book of Grudges, and hates that type of Monster from now on.

900
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE ROD OF DIVINATION

Naieth, the Wood Elf Prophetess used to carry this long rod made of willow twigs of many magical trees woven and entwined tightly together.

The rod has the power to tap the flow of magic. If the Wizard is on the same board section as an enemy spell caster he may use this rod. When the Monster attempts to cast a spell, roll 1D6. On a score of 6 the spell has been caught by the rod and may now be used only by the Wizard for the rest of the combat. Treat the spell's power cost as (the number rolled to cast the spell + 2). This spell may be cast exactly like a Wizard's spell at any time for the duration of the combat. If the Monster rolls the spell again, re-roll his result. If all of his spells have been 'caught', he may not cast any spells.

800
GOLD

Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

CEREMONIAL MACE OF MALACHITE

The Mace of Malachite was wielded by the Venerable Lord Kroak, a mummified Slann Mage-Lord, in his lifetime. The Mace has the power to negate magic weapons.

The Mace can be used as a normal weapon (1D6 + Str damage). In addition, the powers emanating from the Mace can nullify all magic items used against the Warrior wielding it. For each weapon/item used against the Warrior by a Monster, roll 1D6. On a roll of 4-6 the power of the item is negated, and is useless for the rest of the combat.

850
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD
**ALDRED'S CASKET
OF SORCERY**

The casket has the power to entrap and contain the power of magic forever.

The bearer of this casket may capture a random spell from any adjacent enemy spell caster. This spell may be cast when the user wishes, and the effects occur against the monsters. Any creatures created due to the capturing and casting of a Summon spell are under the control of the user. While captured, the spell may not be cast by the Monster; if he rolls this spell, he fails to cast this turn. Once the spell has been cast, it is freed from the casket, and the enemy spell caster may once again cast the spell.

650
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
CHAOS TOMB BLADE

The Chaos Tomb Blade is forged in the fire of Chaos. It thirsts for blood and as it slays it radiates raw magic power. The more lives it claims the more magic it releases.

At the end of the Warriors Phase if a Warrior wielding the Chaos Tomb Blade has killed at least one Monster, draw a spell card from the Wizards Deck for every Monster killed that turn. The Warrior must immediately use the spells as if he had just cast them.

1000
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
FELLBLADE

The Fellblade was created by the Skaven Lords of Decay to destroy the evil Necromancer Nagash. It is made from ore smelted from warpstone and mixed with stolen gromril. Its blade is carved with baleful runes of doom and destruction. So deadly is the Fellblade that even its wielder must eventually succumb to its effects.

Once a Warrior with this weapon has hit a Monster and calculated the damage taken, each Wound inflicted causes 1D6 Wounds instead. The wielder must give up all of his attacks this turn to make this one special attack. At the end of the turn in which this attack was made roll 1D6. On a 1 the wielder suffers 1D3 Permanent Wounds from the baneful effects of the sword.

1000
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
THE TALISMAN OF HOETH

The Talisman of Hoeth was created by the warden of Tor Yvresse to preserve the magical knowledge of the Elven Mages.

While a Warrior has the Talisman of Hoeth, he may immediately roll 5D6 and use the result in the same way as the Wizard for selecting spells. These spells may be cast once each before the Talisman crumbles to dust.

1000
GOLD

Elf Only

UNTIL DESTROYED

OBJECTIVE ROOM TREASURE CARD
LIBER BUBONICUS

This foul book is enscribed with the secret of corrupt magic.

The Wizard can use the book to cast Chaos spells. There are 1D6 spells enscribed in the ancient rotting pages, and they may be cast at any time. Roll the appropriate number of dice on the Chaos Magic table to determine what spells are cast. Each one costs power equal to the dice roll. If a Wizard cannot afford to cast the spell, it backfires, causing (1D6 + Battle Level) Wounds with no modifiers to him. Any summoned Monsters are under the control of the Wizard until the end of the battle whereupon they crumble to dust and disappear.

900
GOLD

Wizard Only

UNTIL DESTROYED

OBJECTIVE ROOM TREASURE CARD
CLOAK OF SHADOWS

Woven from the hair of murderers, this wretched cloak is foul with the stench of enchantment, weaving shadows of darkness about its wearer.

Whenever a spell is cast, roll 1D6. A roll of 6 and the wearer of the cloak can not be targeted by the spell. He can still be affected by spells that do not directly target the wearer, though. All Monsters are at -1 to Hit the wearer of the cloak. However, if they score a natural roll of 6, their attack does double damage.

1000
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD
DARK CROWN OF SORCERY

Once owned by Nagash the Lord of the Undead, the Dark Crown of Sorcery is said to be haunted by his dark thoughts.

The wearer of this crown may cast 1 Necromantic spell per turn. Every time a spell is cast, roll 1D6. On a roll of 1, the chaotic thoughts of Nagash cloud the wearer's mind. For the next 1D6 turns, the Warrior is counted as being a Monster. He will attack the other Warriors as if he was a Monster, but he will not use any of his equipment other than his armour and most commonly used weapon.

1500
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD
TALISMAN OF SAPPHIRE

The Talisman of Sapphire is enchanted with anti-magical properties and will nullify the magic of enemy wizards.

Monsters can not cast spells if they are adjacent to the Warrior with this talisman.

900
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD
ROD OF CORRUPTION

The Rod of Corruption seethes with the foul energies of pestilence. Its touch brings corruption and certain death.

The Rod may be used instead of a normal Attack. If a successful hit is made, the Monster is reduced to half of its remaining Wounds. Every turn thereafter, the Monster loses 1D3 Wounds, not modified for anything.

800
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

BLACK AXE OF KRELL

When the Black Axe bites into flesh it leaves behind shards of malevolent black metal that slowly eat their way to the victim's heart.

At the end of each turn, roll 1D6 for each Monster wounded by the Black Axe of Krell this combat. On a 5 or a 6 the Monster loses a further 1D6 Wounds (not modified for Toughness or armour) from the slivers of metal embedded in its flesh.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

GOTREK'S AXE

Where the Slayer Gotrek Gurnisson found his axe remains a mystery. Its edge cannot be blunted and its blade is carved with runes of such archaic form that no Runesmith has succeeded in reading or duplicating them. Its extreme antiquity and potency are irrefutable.

Any Attack from Gotrek's Axe will hit on a roll of 2+ regardless of the user's Weapon Skill. To Hit penalties will still apply. In addition, the axe ignores the Monster's armour. Against Dragons or Daemons, the axe causes an extra 1D6 Wounds. Cannot be used by Warriors below Battle Level 4.



Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE SILVER SEAL

The Silver Seal was made by the Warrior-Magos Frederick von Tarnus during the time of Magnus the Pious and his wars against Chaos.

Any missile attacks at the Warrior suffer a -1 To Hit penalty. Also, any enemy who attacks the Warrior in hand-to-hand combat suffer a -1 To Hit penalty. Finally, if a spell is cast on the Warrior with the seal, it can be dispelled on a roll of 6 on 1D6.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE TOMB BLADE OF ARKHAN THE BLACK

This black rune-etched blade was carried by Arkhan the Black. The evil weapon entraps the souls of those it cleaves, binding their husks in servitude to the blade's master.

If the wielder of the Tomb Blade slays a Monster with less than 6 Wounds remaining, then a Skeleton armed with a sword is created in its place. Each Skeleton created moves and fights directly after its master. At the end of the combat, the Skeleton Warriors crumble to dust.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

MORGOR THE MANGLER

Once belonging to Gorgot, the Orc Warlord. This mighty sword has long been thought lost.

A Warrior wielding Morgor the Mangler has +1 Weapon Skill, +1 Toughness and +1 Strength. He always strikes first in combat, except where the enemy has *Ambush*, in which case he will strike in Initiative order.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

CLOAK OF MISTS AND SHADOWS

This cloak envelops the wearer's body in shadows and endows him with ethereal form.

While wearing this cloak, the Warrior is counted as having the *Ethereal* ability rated at 1. When the cloak is removed, roll 1D6. On a score of 1, the cloak can not be removed, and the wearer is Ethereal until he can find a way to remove the cloak.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

CHAOS DAEMON SWORD

This most deadly of all blades contains a bound Daemon trapped inside. Although powerful the Daemon Sword is fickle and treacherous, and if not guarded it will betray its wielder.

While using the Chaos Daemon Sword, the Warrior has double attacks. However, if he rolls a 1 To Hit, the sword attacks its wielder. Luck or any other ability may not be used to alter the dice roll. Roll for usual damage, but apply it to the Warrior who is using this sword.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

CHAOS FAMILIAR

A Chaos Familiar can take almost any shape, from a tiny midget or a strange beast to a walking tome or a swirl of sulphurous smoke.

The familiar allows the owner to add 1 or subtract 1 from any dice roll during an adventure. He must declare that he is using the familiar before rolling the dice. Once declared, he must use its ability. There is no limit to the number of times the owner can use his familiar, but for each time he does, he loses 1 Permanent Wound. A Warrior may only ever have 1 Familiar. If ever he should draw another, the Chaos Familiar will instantly leap to attack it. Discard any other Familiars he may find.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

BOOK OF ASHUR

This ancient tome is purported to contain the knowledge of all the spells in the world. A Wizard carrying it gains in magical accomplishment.

As soon as the book is found, roll 4D6 and gain spells using the normal rules for learning new spells. While the book is in the possession of the Warrior, he may subtract 1 from the Casting Number of every spell he has. In addition, he may add 1D6 Power to his current store of Power Tokens.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

DRAGON BOW

The Dragon Bow is a bow of swiftness. It is said that Valmir von Raukov the Empire Elector Count once used it to defeat a horde of Undead attacking the city.

A Warrior with the Dragon Bow can use it to attack up to his maximum number of Attacks per turn, but only if he directs all those attacks against the same Monster. He may not attack if he is pinned by Monsters. The Bow Attacks with a Strength of 5. Hits from the bow's arrows are deemed to be magical and so will affect Monsters that have a resistance to normal weapons.

1000
GOLD

Barbarian, Wizard and Elf

PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE BLACK ARMOUR OF NAGASH

The armour of Nagash Supreme Lord of the Undead has gradually fused with the body of its wearer so that the two are now united for all time.

A Warrior must decide to wear the armour now, or drop it on the ground where he stands. Once donned, the armour melds with the Warriors body and can never be removed. The Warrior has +5 Toughness while wearing the armour, and can ignore the effects of magic spells directed on him a roll of 5+. However, due to the dark nature of the armour, whenever a Warrior is reduced to zero Wounds, roll 1D6. On a roll of 1 the armour has drained his life force and he is now at -1 Strength permanently. The minimum Strength a Warrior can have is 1.

1000
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

STAFF OF OSIRIS

The Staff of Osiris contains a spell of great destruction enabling its bearer to cast bolts of searing energy at his enemies.

A bolt of magical fire shoots from the staff. The staff fires directly out in front of the user, in any one direction. The fire has no range and will continue to travel until it hits a wall. Each Monster or Warrior hit suffers 6D6 unmodified Wounds.

1000
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

WAND OF JET

The Wand of Jet fills its wielder with the energy to cast his spells.

When used, the Wand of Jet reduces a spell's casting cost by -1. The Wand can be used any number of times for a spell, but the minimum is 1. Roll 1D6 and subtract -1 for each time the wand is used that turn. On a score of 1, the power of the wand has been exhausted and is useless. For example, a spell costs 6 power to cast. The Wizard uses the wand three times, reducing the cost to 3. He would now roll 1D6 and subtract 3. The Wand would be exhausted on a score of 4 or less.

900
GOLD

Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

STAFF OF LIGHTNING

The Staff of Lightning contains a spell of great destruction, enabling its bearer to cast bolts of lightning at his enemies.

A Monster takes 3D6 unmodified Wounds from the lightning. Roll 1D6. On a roll of 4 to 6, another monster takes 3D6 Wounds. Keep rolling until a 1 to 3 is rolled. The user may choose which Monsters the staff hits.

900
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

DRAGON CROWN OF KARAZ

This crown is made from the scales of an Emperor Dragon. Thorgrim Grudgebearer was said to have worn this in battle with such a Dragon. The magic of the crown protected him from the Dragon's breath. Therefore he soon despatched the Dragon and was a hero to his people.

The Wearer of this crown is immune to all Dragon breath attacks. It cannot be worn with any other crown or a helmet.

900
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

MORTIS, THE GREAT BLADE OF DEATH

The black blade Mortis enhances the strength of its mighty bearer, but it robs the vitality of its victims and passes it to the wielder himself.

The black blade causes normal damage in combat. However, if a 6 is rolled to hit, the blade sucks the life force from the Monster. Roll another D6. If another 6 is rolled the Warrior gains +1 Permanent Wounds. A maximum of 3 Permanent Wounds can be gained per adventure.

1700
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

SKULL WAND OF KALOTH

The Skull Wand is a magical weapon that only a wizard can wield. Its bite sucks at the enemy's soul and drains him dry.

The Wizard may use this instead of another weapon. Each time the Wizard hits with the staff, the enemy must pass a Willpower test or flee the battle. Take the enemy from the board. No gold is gained from Monsters that flee. The Wizard, while using this wand, has only 1 Attack. The wand counts as a sword for purposes of damage.

2000
GOLD

Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

STAFF OF FLAMING DEATH

The Staff of Flaming Death contains a fiery spell of destruction.

When used, the staff causes every Monster on the same board section as the user to lose 6D6 Wounds, unmodified for anything. With each use of the staff, the user loses 2D6 unmodified Wounds himself, as the power of the staff is devastating.

2000
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

WARRIOR FAMILIAR

The Warrior Familiar accompanies its master and fights to protect him. It takes the form of a tiny warrior or monstrous creature.

The Warrior Familiar gives its master another Attack. This Attack is made with +3 Strength and -1 To Hit. This Attack is counted as a separate Attack, not one of the Warriors normal attacks. Therefore, if the Warrior loses all his Attacks, he may still make an Attack with his Familiar. Similarly, if a Warrior gives up all his Attacks to make a special Attack, he may still make a normal Attack with the Familiar. A Warrior may only ever have 1 Familiar.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

SPELL FAMILIAR

A Spell Familiar memorises a spell on its master's behalf, allowing a wizard to carry extra magic into a battle.

The Wizard may instantly choose any spell he wishes from any spell deck and place it with the Spell Familiar. This spell may be cast once per turn with a -2 Casting Number bonus. A Wizard may only ever have 1 Familiar.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

BOOK OF SECRETS

The Book of Secrets contains the secrets of power but the price of power is too often life itself.

The Wizard may immediately gain 1D6 dice worth of spells from any spell deck he wishes. The spells may come from any combination of decks, but may not be evil magic. Once the spells have been chosen, roll 1D6 for each spell gained. On a roll of 1, the Wizard loses 1D6 Permanent Wounds.



PERMANENT

OBJECTIVE ROOM TREASURE CARD

RUNE CROWN OF ZHUFBAR

Those Dwarfs who have glimpsed the awesome crown worn upon the White Dwarf's troubled brow have described what they saw. Runesmiths have identified this as the Lost Rune Crown of Zhufbar, which vanished many years ago when that stronghold was overwhelmed.

The Runes inscribed upon the Rune Crown of Zhufbar have the power to inspire and encourage any Dwarfs who catch sight of its gleaming magnificence. The wearer, and any other Dwarfs in the party will automatically pass all Fear and Terror tests, unless a 1 is rolled.



Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

ROD OF POWER

The Rod of Power absorbs magic power which its bearer can use.

If there are any Monster Spellcasters on the same board section as the Wizard, the staff will absorb his magic. Double the Power roll in the Power Phase. However, if the Power roll is a natural 1, the rod is exhausted. The Wizard can not choose to use the rod. It works automatically when there is at least one spellcaster on the board.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

POWER FAMILIAR

A Power Familiar attracts raw magic power to its owner.

A Power Familiar allows a Wizard to re-roll any single dice when casting a spell that requires a dice roll. This can be done once per Battle-Level per adventure. As a permanent effect, the Wizard's Willpower statistic is increased by 1. A Wizard can only ever have one Familiar.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

ARMOUR OF GLIMRIL SCALES

After the battle of Thragg, in which the White Dwarf slew ten thousand Chaos Warriors to rescue the foolhardy Ungi No-Chance and his folk, a single scale of armour was found clutched in the teeth of the corpse of the Chaos Lord. It was a totally unknown metal. The Runesmiths were completely mystified and called it Glimril, perhaps forged by the Ancestor-Gods themselves.

This armour is made from the magical Glimril Scales. It gives your Warrior the Ignore Blows 4+ skill.



Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

RUNE CLOAK OF VALAYA

The Runes embroidered on the great cloak worn by the White Dwarf clearly say that it was woven by Valaya herself. At least one saga says that Valaya, the Dwarf Ancestor Goddess and protector of the Dwarf folk, fell in love with the White Dwarf on account of his magnificent white beard and gave him the cloak as a token of her esteem.

The Rune Cloak of Valaya protects against magic spells. Any spell which is cast on the Warrior with the cloak is dispelled on a roll of 3+ on 1D6.



Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

RUNE AXE OF GRIMNIR

The mighty axe wielded by the White Dwarf answers the description of the Rune Axe of Grimnir, mentioned in several sagas and legends. Maybe Grimnir has given it to the White Dwarf.

The Rune Axe of Grimnir is a double handed weapon inscribed with a unique Rune said to be made by Grimnir himself. This axe allows the wielder to roll double the damage dice when attacking, and choose the best scores equal to his damage dice. Because this is a two handed weapon the Warrior cannot use a shield or carry the lantern at the same time as wielding this weapon.



Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

SWORD OF CHANGE

The Sword of Change has the power to warp its foes and turn them into vile monstrosities, dribbling mindless creatures known as Chaos Spawn.

Any Monster hit with this sword has the chance of being mutated into a Chaos Creature. Roll 1D6 and add +1 for every 10 Wounds caused in one hit. On a total of six, the Monster has been mutated. Roll 2D6 on the following table.

- 2 Monster gains *Breathe Fire* rated at their Toughness.
- 3 Monster gains +2D6 Wounds, no maximum Wounds.
- 4 Monster gains +2 Strength.
- 5 Monster gains Fly ability.
- 6 Monster grows and gains the *Large Monster* ability.
- 7 Monster loses -1 Toughness.
- 8 Monster loses 1D6 Wounds.
- 9 Monster mutates into a Pink Horror.
- 10 Monster mutates into a Giant Rat
- 11 Monster loses -2 Strength.
- 12 Monster mutates into gibbering ball of jelly and dies.

800
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

SWORD OF DEFIANCE

The Sword of Defiance confers the ability of resistance to its wielder, so that he becomes tougher and able to withstand the most horrific of wounds.

The Warrior who uses this sword gains +3 Toughness.

1500
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

HAIL OF DOOM ARROW

The Hail of Doom Arrow becomes a flight of many arrows in flight, so that a single shot turns into a hail of fire directed upon the target.

When fired from any bow, the arrow splits into 3D6 arrows. These arrows can be divided amongst the original target and any adjacent Monsters as possible. Roll To Hit for each arrow.

800
GOLD

Elf Only

ONE USE ONLY

OBJECTIVE ROOM TREASURE CARD

DRAGON ARMOUR OF AENARION

The Dragon Armour of Aenarion once belonged to the High Elf Prince Tyrion. It was rumoured to have protected him from all but the strongest of blows.

While wearing this armour, the Warrior has the Ignore Blows 4+ Skill. The armour also protects the Warrior who is wearing it from all fire based attacks (flame, warfire, etc). Against these attacks, the Warrior has the *Ignore Blows* 3+ skill. Unfortunately, the Warrior cannot use any other forms of protection, except for rings, etc. as the armour radiates a magical force, rendering all other armour useless.

900
GOLD

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

MOON STAFF OF LILEATH

The Moon Staff draws its power from the moon. Once charged, it holds enormous power, but also drains the user.

The Moons Staff is not currently charged. However, if any event occurs at night, the staff will become charged. The Wizard may then use the staff to draw an extra +1D3 Spell cards to keep for himself as his normal spells. The drain on him is so intense, though, that a random characteristic is halved (rounding up).

1000
GOLD

Wizard Only

ONCE PER CHARGE

OBJECTIVE ROOM TREASURE CARD

BLOODEDGE

This is the dreaded magic sword that Koshei the Immortal made to the bane of the Goblins. Unfortunately, it passes some of the madness of its maker to its user, making him thirst for the blood of his enemies.

At the beginning of the Monster's Phase, roll 1D6 for each Monster standing adjacent to the bearer of this weapon. On a 4+, small wounds and bleeding cuts appear in the Monsters flesh. Each Monster affected immediately loses 1D6 Wounds with no modifiers. It has no effect on Undead, Daemons or any non-living Monster. In addition, Bloodedge causes an extra Wound against any Orcs or Goblins which it hits.

800
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE LION LANCE

The Lion Lance is a mighty relic weapon carried by many kings of Bretonnia in the past.

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. It adds +2 to the Warriors Strength in combat. The Lion Lance attacks relentlessly, as if it had a will of its own, and any model which is hit by the lance suffers a further hit with a Strength of 6.

500
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

THE CRYSTAL CHALICE

The Crystal Chalice holds the magical power distilled from the lilies gathered by the Fay Enchantress on the eve of battle. The power of the chalice depends upon the lilies selected by her and the spells woven over them.

The chalice can be used at the beginning of each adventure. The Warrior pours its contents upon the ground where they vapourise into magical energy. The colour of the potion depends on the effects that the Warrior takes for the rest of the adventure.

- 1 The chalice has run out of lilies and must be discarded.
- 2 Red
The healing effects of the potion cause the Warrior to be able to withstand mighty blows. The first time he is reduced to zero Wounds in this adventure, he regains consciousness immediately and is placed on 1 Wound.
- 3 White
The chalice discharges an enveloping mist which completely surrounds the Warrior. All Monsters attacking the Warrior with missile weapons are at-1 To Hit.
- 4 Yellow
The potion's vapours burn with a pure intensity that dazzle the Warriors enemies. Each Monster attacking the Warrior is at-1 To Hit.
- 5 Violet
The chalice discharges a powerful violet coloured mist which coils around the Warrior like a serpent. Each Monster attacking the Warrior must roll 1D6 at the beginning of each turn. On a roll of 6 it has succumbed to the choking mist and must immediately lose 1D6 Wounds with no modifiers.
- 6 Blue
The chalice discharges a blue mist which drifts throughout the first 1D6 board sections of the dungeon and settles over the Monsters. Each time a Monster attempts any action, it must first roll 2+ on 1D6 to throw the mist off him for this turn, otherwise it may do nothing.

600
GOLD

UNTIL RUNS OUT

OBJECTIVE ROOM TREASURE CARD

REPEATER MUSKET

This unusual weapon has a heavy revolving chamber which has six separate barrels. The chamber is spun round and heavy firing pins ignite the barrels in turn, unleashing a volley of fire against the target.

When the Warrior fires the repeater musket he may keep firing, regardless of whether a shot hits or misses, up to a maximum of six shots. Each shot can be at the same target, or at different targets, or a mixture of both. The only restriction is that the targets must be within 1 square of each other going crosswise across the board. The musket attacks at a Strength of 4. Once all the shots have been fired, the musket must be reloaded, taking 3 turns, during which the Warrior may perform no other actions. It cannot be reloaded if the Warrior is pinned by a Monster. The repeater musket requires gunpowder shot, purchased from the Gunsmith in a Settlement. Each purchase of gunpowder and shot lasts for one round of fire.

600
GOLD

Barbarian and Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
**HOCHLAND
 LONG RIFLE**

The deadly weapon long barrelled rifle is the favoured weapon of hunters in the Hochland forests, and with the addition of a special sniper sight the weapon is lethal in the hands of an expert marksman.

The rifle can be used to fire at any Monster that the Warrior can see even partially. Instead of rolling 1D6 when firing, the Warrior using the Hochland Long Rifle rolls 2D6 to score equal to or over his Ballistic Skill. However, if any of the dice come up with a 1, the Warrior has missed. In order to fire the rifle, the Warrior must have complete concentration and therefore must not have moved this turn. The rifle takes a turn to reload. It requires gunpowder and shot to use.



Barbarian, Dwarf and Elf

PERMANENT

OBJECTIVE ROOM TREASURE CARD
ARMOUR OF ALEXANDR

This armour was made for the tzar Alexandr Njevski by the Dwarfs. It is a chainmail of unrivalled beauty and strength, and every link of the armour is ensigned the words "Gods are with us and thus we cannot fail". Tzar Alexandr was never wounded while wearing this armour.

The Armour of Alexandr gives the Warrior the *Ignore Blows* 4+ ability. If this fails, the Warrior may roll again using *Ignore Blows* 6+.



Barbarian and Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
THE SWORD OF SALADIN

During the Crusades, one Araby general enjoyed victory after victory against the invaders. This general's name was Saladin and he was supposed to be one of the greatest swordsmen to ever live. Much of his reputation came about due to the magical sword that he fought with.

The Sword of Saladin allows the wielder to strike first in combat, regardless of his Initiative. The sword is magically sharp and can ignore normal armour when determining damage. It can also ignore 1 point of magical armour.



Barbarian and Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
THE LAMP OF AL-HA-DEAN

The Lamp of Al-Ha-Dean contains a powerful genie that can be summoned to protect the lamp's bearer from harm.

As soon as the Warrior finds this item, choose a spell a random (from any of the Magic decks.) The Warrior may summon the genie at any time by rubbing the lamp. The Genie appears in a square adjacent to the Warrior and may move and attack immediately. He may also cast the spell once, each time he is summoned. The stats for the Genie are given below. Once the combat is over, the Genie returns to his lamp. If the Genie is killed, he is not dead, but merely returns to his lamp, ready to be summoned again, at full Wounds.

Profile	M	WS	BS	S	T	W	I	A	DD
Genie	4	5	0	5	5	20	5	3	2

The Genie can only be summoned three times. After the third time, the power of the lamp is exhausted.



Barbarian, Elf and Wizard

THREE USES ONLY

OBJECTIVE 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 killed, and no one chooses to use any bandages or provisions on him, he is sent to the flat lands of the One God to be healed. Remove the Warrior from the board for the remainder of the turn. At the end of the next turn, the Warrior returns to life with all of his Wounds healed. However, all of his treasure and items have unfortunately been lost.



ONE USE ONLY

OBJECTIVE ROOM TREASURE CARD
BLOODEDGE

This is the dreaded magic sword that Koshei the Immortal made to the bane of the Goblins. Unfortunately, it passes some of the madness of its maker to its user, making him thirst for the blood of his enemies.

At the beginning of the Monster's Phase, roll 1D6 for each Monster standing adjacent to the bearer of this weapon. On a 4+, small wounds and bleeding cuts appear in the Monsters' flesh. Each Monster affected immediately loses 1D6 Wounds with no modifiers. It has no effect on Undead, Daemons or any non-living Monster. In addition, Bloodedge causes an extra Wound against any Orcs or Goblins which it hits.



PERMANENT

OBJECTIVE ROOM TREASURE CARD
DOPPLEGANGER

This ethereal blade, upon slaying a mortal creature, binds the spirit of the creature within it, creating a replica under the command of the bearer.

If the Warrior using this weapon kills an opponent which has 10 or more Wounds left, a Ghost is raised in the place of the dead Monster. This ghost can be controlled by the user, and has his turn in Initiative order. The Warrior gains gold for any Monsters killed by the Ghost. After the battle, the Ghost dissipates and is removed from the game.



PERMANENT

OBJECTIVE ROOM TREASURE CARD
THE RED GRAIL

The Red Grail supposedly contains the spirit of the Great One herself. When held, the gold-gilded Grail bleeds dark red blood, giving the grail its name. It is said that if the blood is drunk the user will be healed of all his Wounds.

The Grail takes a full adventure to bleed enough for one drink. When a Warrior picks up the Grail there is enough blood to drink it immediately. In a dungeon, the Grail takes 12 turns to refill. In a Settlement it takes one day. In the wilderness, it is refilled after a week's travel (for game purposes). Once the blood is drunk, the Warrior feels refreshed and vitalised. He immediately regains his full Wounds and any diseases he had are cured. If he had any broken or amputated limbs, they too are healed.



ONCE PER DAY

OBJECTIVE ROOM TREASURE CARD
RING OF RED DEATH

This ring once belonged to Herman Glukstein, the Count of the Sylvanian borderlands. It is said that he had command of the plague. With mere gestures he could send whole groups of Monsters convulsing as red sores appeared over their bodies, resulting in intense agony and death spasms.

The wearer of this ring may cast a plague spell at a single Monster on the board once per adventure. The plague will affect the chosen Monster automatically, causing 1D6 Wounds with no modifiers for armour. If the victim dies, the plague moves on to an adjacent Monster, who takes the same damage. The plague will continue to spread until a Monster fails to die.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**THE MALLEUS
VAMPIRICUM**

Though called Hammer of Vampires, the weapon itself is a sword embodied with the most potent runes of purity and banishment.

Against Undead other than Vampires, the blade causes double damage on a To Hit roll of 5+. Against Vampires, the sword will hit automatically. Carrying the sword embodies the Warrior with a strength of mind enabling him to resist the Transfix Special Ability of Vampires.



PERMANENT

OBJECTIVE ROOM TREASURE CARD
THE SUMMONING RING

This ring gives the wearer the power to summon Undead Monsters at his will to do his bidding.

The Ring may be activated over the body of a model slain by the wearer. If a spellcaster is chosen, a Wraith is raised in its place. Otherwise the model is raised as a Wight. The models are placed in approximately the same square as they were killed. There is one exception to this, however. If the model chosen is a Dragon, a Zombie Dragon is raised in its place. These summoned creatures may attack and move immediately after the Warrior has his turn. Any Monsters killed by the summoned Monsters are not counted when determining Gold totals. After the battle, the summoned Monsters are dispelled, and sink back into the ground.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**THE HEART OF
DRAKENHOF**

This blood red crystal is an ancient heirloom of the Von Carsteins. It is infused with all the unholy power of Drakenhof and bestows this power on the bearer.

The Heart of Drakenhof bestows the bearer with excess power. The Warrior immediately gains +1 Strength, +1 Toughness and +1D6 Permanent Wounds. However, it impedes or his spellcasting abilities. The Warrior must immediately lose 1D3 +1 spells chosen at random from his current spells. If he decides to sell the Heart, or give it to another player, he will not get those spells back.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
FIRETHROWER

The Firethrower consists of a tank of ignitable fluid connected to a gun mechanism that can spray fire across the room.

The Firethrower can be used once per turn to create a wall of flame three squares wide emanating from the Firethrower. When fired, no To Hit roll is needed, but roll 1D6. On a roll of 1, the Firethrower misfires, causing 4D6 Wounds on the Warrior using it. The Flame continues until it hits a wall. Each model even partially caught in the flame suffers 3D6 Wounds. If the model takes no damage the fire on it has gone out. At the beginning of each turn, any model still burning must roll 1D6. On a score of 4-6 the fire has gone out. On any other score, the fire continues to burn and the model takes a further 2D6 Wounds. In subsequent turns, the model takes 1D6 Wounds until the next turn when the fire eventually goes out. If a model is still burning and is hit by another burst of fire, it takes no additional damage. There is enough fluid in the Firethrower to last for the rest of the dungeon. A Warrior may attempt to purchase some Firethrower fluid at a City or a Seaport (stock 9) for 200 Gold for enough to last for one adventure.



ONCE PER TURN

OBJECTIVE ROOM TREASURE CARD
**SWORD OF THE
FLAMING HEART**

This wondrous sword has a keen blue steel blade with a sinuous vein of an unknown metal along the edges. When drawn from its scabbard the sword esges spark with a brilliant red flame.

This sword causes an extra damage dice in combat. In addition, if it strikes a Mummy, Treeman, or other Monster affected by fire and causes damage, roll 1D6. On a score of 5 or 6, the Monster is killed instantly as it is consumed by the red flame. Any Monsters with the Regenerate ability cannot regenerate if they have taken Wounds from the Sword of the Flaming Heart.



PERMANENT

OBJECTIVE ROOM TREASURE CARD
TALISMAN OF FORTUNE

This talisman is shaped like a four leaf clover, and is made of what seems like solid gold.

This lucky find grants the wearer +1D3 Permanent Luck points when it is first found. It can't be passed around for everyone to gain Luck points. The wearer is subsequently able to avoid traps more easily. Each time a trap is activated which affects the Warrior, roll 1D6. On a score of 6, the Warrior has managed to avoid the trap, although it still affects other Warriors as normal.



PERMANENT

OBJECTIVE ROOM TREASURE CARD
**ROBE OF THE
SAGACIOUS SORCEROR**

This majestic and unmistakable robe is made from the finest Cathay and Araby silks and satins, with gold threading, scented with cinnamon and frankincense.

The Wizard wearing this robe gains +1 Movement, +1 Weapon Skill and +1 to escape Pinning. There is one drawback however - other wizards become somewhat jealous of the robe wearer. Each time the Wizard requires the services of the Wizard's Guild, they will charge him an extra 100 Gold for each service performed.



Wizard Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
**ARMOUR OF
THE ONE GOD**

This armour is fashioned by long thin strips of stone, interwoven with one another and magically enchanted.

This armour is enchanted to give the Warrior wearing it complete protection from all non magical missiles. If an arrow, crossbow bolt, or other non magical missile hits the Warrior, he takes no damage. If magical missiles hit the Warrior while he is wearing this armour, they are deflected on a roll of 6 on 1D6.



Barbarian and Dwarf Only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
**STENMAN'S DECK OF
ARCANE CARDS**

These cards are charged with a powerful magic, and have been blessed by the Gods of Fate and Luck. Drawing one could mean a glorious victory, or a gory death.

To use this card, the player needs a deck of playing card with the Jokers shuffled in. Before rolling To Hit, a Warrior may draw as many cards as he wants, but they all must be drawn at the same time. Each card causes the amount of extra damage as stated on the card. Each card has a value: Jacks 11, Queens 12, Kings 13 - with the number cards equal to the number on the card. The cards can be used for whatever damage roll is required - spells, missile, melee etc. There are exceptions however. If a Joker is drawn, the Warrior must immediately discard 1D6 cards. If an Ace is drawn, the Monster is killed outright. If a double of an number is drawn, the cards power weaves its magic against the Warrior and he immediately loses the total of all the cards drawn with no modifiers for Toughness or armour. Once all the cards have been drawn, discard this Treasure Card.



UNTIL ALL USED

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
DRAIN LIFE**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. This spell drains the life force out of nearby Monsters. Roll 1D3 for the radius of the spell. All Monsters within the radius of the spell's effect from the Wizard suffer unmodified Wounds stated on the following table if they roll less than 4 on 1D6.

Battle Level	Wounds caused
1	1
2-4	1
5-8	1D3
9-10	1D6

Any Wounds suffered are added onto the Wizard's current total. The Wizard can not gain more Wounds than he has Permanent Wounds in this fashion.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
GAZE OF NAGASH**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. A Bolt of Dark Magic strikes a single Monster on the same board section as the Wizard. It damages the Monster depending on the table below.

Battle Level	Damage sustained
1	2D6
2-4	2D6
5-8	1D3 per Battle-Level
9-10	1D6 per Battle-Level



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
HAND OF DUST**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. The Wizard may cast this spell on any single adjacent Monster. Both roll 1D6 and add their Strength to the result. The Wizard also adds the following bonuses to his score.

Battle Level	Additional Bonuses
1	0
2-4	1
5-8	2
9-10	3

If the Wizard gets the highest score, the Monster is immediately turned into a Wight, which may attack and move after the Wizard has his turn. If the Monster gets higher, the Wizard takes 1D6 unmodified Wound for each of his own Battle-Levels. Because of the power of this spell after every casting, the Wizard loses 1 Permanent Wound, even if the spell did not go his way. Any spell casters who are affected by the spell are turned into Wraiths instead of Wights. After the battle, all Wight and Wraiths dissolve into the ground. The Wizard gains no gold for monsters converted into Wights or Wraiths. The spell does not work against Large Monsters, Demonic Monsters, or Monsters which cause Terror.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
THE DARK MIST**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. This spell may be cast on the Wizard himself only. The Wizard shimmers and forms into a dark mist. All Monsters unless they have a magical weapon, are at -1 To Hit. The Wizard may move 2D6 squares per turn instead of his usual movement. The duration is as shown on the table below.

Battle Level	Duration in turns
1	1
2-4	1
5-8	2
9-10	3

If any Monster hits the Wizard while The Dark Mist is in effect, the spell will immediately terminate, but the Wizard will not take any Wounds for that hit.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
VANHEL'S DANSE MACABRE**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. The Wizard gains a certain number of extra Attacks this turn, as stated on the table below.

Battle Level	Extra Attacks
1	1
2-4	2
5-8	3
9-10	4



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
THE CURSE OF YEARS**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. The power of this spell prevents a Battle Level 1 Wizard from casting it. Roll 1D6 for each Monster on the same board section as the Wizard. If the dice scores a 6, the Monster has aged to the point of death. Remove the Monster from the board. No gold or treasure is gained for any Monsters killed in this way.

After every casting of this spell, the Wizard must lose 1D3 Permanent Wounds.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
SUMMON SKELETONS**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. The Wizard calls upon the powers of Nagash to summon Undead to aid the Warriors in the battle to come. The table shows the number of Skeletons summoned.

Battle Level	Number of Skeletons summoned
1	1
2-4	2
5-8	3
9-10	1D3 + 3

Summoned Skeletons are placed as evenly as possible around the Monsters. They attack and move after the Wizard has had his turn. Monsters will only attack the Skeletons if there is no other Warrior to attack. The Wizard does not get gold for any Monsters killed by the Skeletons. Once the battle is over, the Skeletons dissolve into the ground.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
RAISE THE DEAD**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. The Wizard calls upon the powers of Nagash to summon Undead to aid the Warriors in the battle to come. Only models which are on any Warriors adventure sheet can be returned to life as undead. Place a skeleton if the model is humanoid (ie. Dark Elf, Orc etc.) or a zombie if the model is non humanoid (ie. Giant Rat, Squig etc.) If the model is a Dragon, a Zombie Dragon is raised. The Warrior still gets the Gold for any undead raised. The table shows the number of Undead summoned.

Battle Level	Number of Undead that can be raised
1	1
2-4	2
5-8	3
9-10	1D3 + 3

Summoned Undead are placed as evenly as possible around the Monsters. They attack and move after the Wizard has had his turn. Monsters will only attack the Undead if there is no other Warrior to attack. The Wizard does not get gold for any Monsters killed by the Undead. Once the battle is over, the Undead dissolve into the ground.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**BOOK OF NAGASH :
MALEDICTION OF NAGASH**

The nine Books of Nagash contain the secrets of evil magic discovered and perfected by the greatest Necromancer of all time.

A Wizard can cast the spell in the book once per adventure. This spell affects Monsters depending on the following table.

Battle Level	Number of Monsters affected
1	1
2-4	2
5-8	3
9-10	4

Monsters chosen to be targets of this spell can not move this turn, and are at -1 on all their To Hit rolls.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**COURAGE STONE OF
LE MARQUIS**

Michael d'un Doigt (one finger) was a powerful Wizard from Bretonnia. He laboured long to create a series of enchanted artifacts to be used by the chivalric knights of that realm. Unfortunately, the essential ingredient in the creation of each was powdered bone from a human finger. Michael created nine in all...

This is the fabled Courage Stone of le Marquis. The Warrior may automatically pass one Fear or Terror test once per adventure.



ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**SHIELD STONE OF
LE MARQUIS**

Michael d'un Doigt (one finger) was a powerful Wizard from Bretonnia. He laboured long to create a series of enchanted artifacts to be used by the chivalric knights of that realm. Unfortunately, the essential ingredient in the creation of each was powdered bone from a human finger. Michael created nine in all...

This is the fabled Shield Stone of le Marquis. While the Warrior has possession of it, he may ignore the first 1D6 attacks which hit.



ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
LUCK STONE OF LE MARQUIS

Michael d'un Doigt (one finger) was a powerful Wizard from Bretonnia. He laboured long to create a series of enchanted artifacts to be used by the chivalric knights of that realm. Unfortunately, the essential ingredient in the creation of each was powdered bone from a human finger. Michael created nine in all...

This is the fabled Luck Stone of le Marquis. At the beginning of each adventure roll 1D3. This is the amount of extra luck points the Warrior receives for this adventure only. Any that are not used by the end of the adventure are wasted.



ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**SPELL STONE OF
LE MARQUIS**

Michael d'un Doigt (one finger) was a powerful Wizard from Bretonnia. He laboured long to create a series of enchanted artifacts to be used by the chivalric knights of that realm. Unfortunately, the essential ingredient in the creation of each was powdered bone from a human finger. Michael created nine in all...

This is the fabled Spell Stone of le Marquis. The Wizard may cast a spell at no power cost once per adventure.



Wizard Only

ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**THE FIRST ARTEFACT
OF THE OLD ONES**

In the beginning, the world was almost devoid of life. But then it was visited by a race of travellers from beyond the stars. In their marvellous silver ships came the Old Ones, an ancient and unfathomable race, powerful beyond imagination. The Old Ones held the ultimate knowledge of astrophysics, mystic-philosophy and arcane magic. With them, they brought four unique artefacts, the like of which none had ever seen.

The first artefact of the Old Ones looks similar to a normal pistol, but that is where the similarity ends. The barrel and handle are made from a strange smooth metal which seems warm to the touch. A trigger mechanism does not exist - instead there is a small indentation. If the Warrior presses this, a thin red light beam will emit from the end of the weapon. Any model standing in its way will receive 3D6 Wounds with no modifiers for anything except Ignore Pain. Any heat sensitive Monsters (eg. Mummies, Treemen etc) will ignite and burn to ashes on a roll of 4+ on 1D6. After firing, the weapon will take 1D3 turns to recharge to its full power. The weapon will recharge on its own - the Warrior can perform other actions while it is doing so. It may be fired when it has not recharged, but will only do 1D3 Wounds with no modifiers (except Ignore Pain) and will not set Monsters alight. Unlike normal missile weapons, this one may be fired when the Warrior is pinned.



Barbarian, Dwarf and Elf

PERMANENT

OBJECTIVE ROOM TREASURE CARD
**THE SECOND ARTEFACT
OF THE OLD ONES**

In the beginning, the world was almost devoid of life. But then it was visited by a race of travellers from beyond the stars. In their marvellous silver ships came the Old Ones, an ancient and unfathomable race, powerful beyond imagination. The Old Ones held the ultimate knowledge of astrophysics, mystic-philosophy and arcane magic. With them, they brought four unique artefacts, the like of which none had ever seen.

The second artefact of the Old Ones is a small black box. Or it, there is a red button with some undecipherable writing underneath. If the Warrior presses the button he will instantly begin to dematerialise. The other Warriors will find him at the next Settlement, looking befuddled. The Warrior may use this device to transport himself to the next Settlement at any time during the game. However, each time he does so, roll 2D6. On a double 1, his insides have dematerialised before him, and he collapses in a pile, dead.



ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
**THE THIRD ARTEFACT
OF THE OLD ONES**

In the beginning, the world was almost devoid of life. But then it was visited by a race of travellers from beyond the stars. In their marvellous silver ships came the Old Ones, an ancient and unfathomable race, powerful beyond imagination. The Old Ones held the ultimate knowledge of astrophysics, mystic-philosophy and arcane magic. With them, they brought four unique artefacts, the like of which none had ever seen.

The third artefact of the Old Ones is actually a crate of small silver cylindrical objects with white tops. There are 2D6 of the objects in the crate. Each one, when the white top is turned will explode after a specified number of turns. The Warrior may choose how many turns (up to a maximum of 5) will pass before the canister will explode. The Warrior may place a canister, or throw a canister to any empty square. If he chooses to throw it, he must use his Ballistic Skill. If he misses, it lands on a random adjacent square. When the canister explodes, it causes 2D6 Wounds damage with no modifiers (except for Ignore Pain) to any model on the same square or adjacent squares.



UNTIL ALL USED

OBJECTIVE ROOM TREASURE CARD
**THE FOURTH ARTEFACT
OF THE OLD ONES**

In the beginning, the world was almost devoid of life. But then it was visited by a race of travellers from beyond the stars. In their marvellous silver ships came the Old Ones, an ancient and unfathomable race, powerful beyond imagination. The Old Ones held the ultimate knowledge of astrophysics, mystic-philosophy and arcane magic. With them, they brought four unique artefacts, the like of which none had ever seen.

The fourth artefact of the Old Ones is a small transparent container, about the size of a Gold Piece. If a Warrior opens it, a flat square object will float out, unfolding as it floats through the air. It steadies itself in front of the Warrior, having opened out to its full size, triangle shaped and about 3 feet wide. It seems to be a map of some kind, but the Warriors do not recognise any places at all - Cypra Mundi, Mars, or The Eye of Terror do not mean anything to the Warrior. This artefact is actually a star chart, used by the Old Ones to navigate through the galaxy to this world. If the Warriors ever find some way of travelling to other worlds, then this star chart will come in handy. Until then, although it is worth a substantial amount, no one seems willing to purchase it from the Warrior.



PERMANENT

OBJECTIVE ROOM TREASURE CARD
COIN OF FATE

On one side of this coin there is the head of the current King of Bretonnia. On the other side it has the symbol of the royal insignia. While this coin was being produced, a Bretonnian sorceress blessed it with her supreme power.

This coin can only be used in the Role Playing Game. A Warrior can think of something that he wants the coin to do (eg. Destroy all Monsters on the board, make one attack hit automatically, add an extra 10 to his Gold total, etc). Then he flips the coin. If it scores *Heads*, his action is carried out by the power of the coin. If the coin scores *Tails*, unfortunately for him, the task was too great for the coin to perform at this moment. The Gamesmaster should now devise a punishment for the Warrior, equal to the level of the task the Warrior wished carried out. (If he only wished for Gold, the GM might make him lose an appropriate amount of Gold, if he wished for a +10D6 Weapon (fairly unlikely, but you never know...) the GM might make him lose a huge number of random treasure cards.) There are enough charges in the coin for three wishes. After the last one, the coin spins rapidly, then disappears.



USE THREE TIMES ONLY

OBJECTIVE ROOM TREASURE CARD
**THE AMULET OF
DRAGONHEART**

This amulet was once one of the potent artefacts made by Caldeor the Dragontamer for the Elven Dragon Princes. It is said that the gleaming gem in the amulet is one found by Caledor himself at the heart of a mountain.

The dazzling light of the Amulet of Dragonheart makes the shape of the Warrior appear blurred and disorientated, as if glanced at through a haze. Such is the power of this sorcery that any Monster adjacent to the Warrior will have his Weapon Skill reduced to 1 for the purposes of rolling to hit if they attack the Warrior. However, at the end of each adventure roll 1D6. On a roll of 1-2 the amulet shatters.

1500/0
GOLD

UNTIL DESTROYED

OBJECTIVE ROOM TREASURE CARD
**ARMOUR OF
BRAZEN BRONZE**

This is the very armour which Borgio, Prince of Miragliano was wearing when struck by a cannonball during the siege of Remas. The armour was forged from melted down statues dredged out of the blighted marshes in Miragliano. Who knows what deities were represented or what magic was wrought into the armour?

To represent the effect of the armour, disregard all enemy's Strength when rolling for damage against the Warrior. This even includes things such as Catapults and Bolt Throwers. In addition, whenever something states that the Warrior is wounded with no modifiers, the Armour of Brazen Bronze still protects the Warrior, subtracting -3 from the damage.

2000
GOLD

Barbarian, Dwarf and Elf

PERMANENT

OBJECTIVE ROOM TREASURE CARD
POTION OF PAVONA

This potion is in a small green phial. The potion bubbles inside and as the Warrior shakes the phial, changes colour.

The effect of the potion enhances 1D3 random characteristics by +1 (up to a maximum of 10). Note that the same characteristic cannot be increased twice. However, there is a risk! The potion may prove to be slightly poisonous. After the Warrior has consumed the potion and has increased his characteristics roll 1D6. On a roll of 1 the potion was poison - the Warrior instantly dies and may not be brought back to life!

2000
GOLD

ONE USE ONLY

OBJECTIVE ROOM TREASURE CARD
MYDAS' TREASURE MAP

This treasure map has been marked with the locations of several hiding places of paychests belonging to Mydas the Mean, mercenary paymaster.

There are 1D3 locations marked on the treasure map. At the end of each adventure the Warrior may search out the location of the treasure. Roll 1D6. On a roll of 6 the map has pointed to this exact location (lucky!). The Warrior digs into the floor and finds a chest containing 1D6 x 300 Gold.

0
GOLD

UNTIL ALL TREASURE FOUND

OBJECTIVE ROOM TREASURE CARD
GEM OF LUSTRIA

This gem was acquired by Marco Columbo, famed explorer who discovered Lustria. The gem is made of a polished green stone and shaped in the form of a snake's tongue - the mark of the Lizardmen serpent god, Sotek.

This gem is very rare indeed! The Warrior may sell it at a Settlement for the amount below.

2000
GOLD

SELL THEN DISCARD