

TREASURE CARD FUR CLOAK

You find a thick fur cloak. Rolled up and placed over one arm it offers some protection in place of a shield.

The cloak acts as armour and provides a +1 modifier to your Warrior's Toughness.

Each time it is used, roll 1D6. On a 4, 5 or 6 it remains effective and can be used again. On a 1, 2 or 3 it is ruined and must be discarded.



USE UNTIL DESTROYED, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
TIME FREEZE RING

As you put it on, this ring freezes like ice and bursts into a cold blue flame, yet still feels comfortable to wear.

The Time Freeze Ring may be used at any time, giving the Warriors an additional Warriors' Phase straight away.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD
FLASH POWDER

Hidden in a small alcove in the wall, overgrown by moss, you find a small bag of flash powder.

The flash powder may be set off at any time to confuse the Warriors' enemies. After it has exploded, any Warriors who have not yet fought this Turn get +1 Attack.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD

BOOTS OF SWIFTNESS

You find a pair of dusty boots made of a strange material. As you put them on, everything around you seems to blur and slow down.

While wearing the Boots of Swiftness your Warrior may add +1 to his Movement.



PERMANENT

TREASURE



TREASURE

TREASURE CARD
INVISIBILITY RING

As you slip this ring onto your finger, you fade and vanish from sight.

While wearing the Invisibility Ring your Warrior cannot be attacked. He may fight as normal.

The ring contains enough power to keep your Warrior invisible for one turn.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD

SHIELD OF DELIVERANCE

This shield is of simple yet exquisite craftsmanship. It seems to be made of a substance stronger than steel, yet weighs little more than a sheet of parchment.

The Shield of Deliverance can completely absorb the damage from any two blows. The first time the shield is hit, flip this card over; when it is hit a second time, discard this card.



USE TWICE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
FINGER OF DOOM SCROLL

You find a dusty scroll, on which magical sigils are traced in a spidery scrawl. It is the Finger of Doom spell – ancient and powerful magic.

The Finger of Doom may be taken by the Wizard and used just like any of his other spells.

Casting Number: 6

When cast, the Finger of Doom inflicts 6 Wounds on a single Monster, with no modifiers for armour or Toughness.



PERMANENT

TREASURE



TREASURE

TREASURE CARD
ENCHANTED SHIELD

The surface of this shield gleams as brightly as a mirror. Clouds roll across its surface, and shards of light cut the air around it as you move.

Each time your Warrior is hit he may use this shield to try and absorb the blow. Roll 1D6. On a 5 or 6, the shield absorbs all the damage. On a 1, the shield explodes and your Warrior takes 1D6 Wounds, with no modifiers for Toughness or armour.



LASTS UNTIL DESTROYED

TREASURE



TREASURE

TREASURE CARD
CHALICE OF FATE

The Chalice of Fate has the power to warp time, to change fate, and to alter reality.

The Chalice allows you to re-roll when determining the Wizard's Power during the Power Phase. You may only re-roll once, and you must accept the second roll even if the score is worse.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD QUAKE SCROLL

This dusty scroll is inscribed with magic runes and sigils that contain words of power.

This scroll can be used at any time, and causes a 2 square by 2 square area of any one board section to cave in. Use the Cave-in marker to mark the area affected. Any Warrior or Monster caught in the area covered by the cave-in suffers 2D6 Wounds, with no modifiers for Toughness or armour.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD

DARTING STEEL DAGGERS

You find two daggers of purest steel, forged in the time of the High Elves. Ancient sigils bind powerful spells of destruction to their blades.

While using the Darting Steel Daggers your Warrior gets +1 Attacks and you do not have to roll to see if he hits his opponent; each attack made with the daggers automatically hits.

However, each hit will only do 1D6 Wounds, with no modifier for Strength.



PERMANENT

TREASURE



TREASURE

TREASURE CARD ARROWS OF DEATH

You find a pouch containing a number of jet black arrows. Their shafts are encrusted with golden runes and their tips glow with a pale green light.

These enchanted arrows are magically sharpened. While using the Arrows of Death, your Warrior inflicts +3 Wounds on his opponents with his missile attacks.

The Arrows of Death can only be used by a Warrior with a bow.



1D6 ARROWS; 1 USE EACH

TREASURE



TREASURE

TREASURE CARD DEATHSTONE

The Deathstone is a small black crystal that seems to soak up the light from the lantern, converting it into raw power.

The Deathstone acts as a source of Power for the Wizard. When casting a spell, he may use the Deathstone to increase his chance of success. Roll 1D6. On a 3 to 6, the spell may be cast at a cost of zero Power instead of its normal cost. On a 1 or 2, the spell fails and all the Wizard's Power for the turn is lost.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD

AMULET OF POWER

This ornate amulet throbs dully, and a thick, black liquid appears to flow within its core.

At the start of each Warriors' Phase you may roll 1D6. On a 2 to 6 your Warrior's Strength is increased by +2 for the rest of the turn. On a 1 the Amulet explodes causing 1D6 Wounds on your Warrior, with no modifiers for Toughness or armour.



USE UNTIL DESTROYED, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
LUCKY TALISMAN

In the middle of a pile of rubbish in one corner of the room, you find a Lucky Talisman on a fine chain.

Your Warrior may use the Lucky Talisman at any time. Any attack made while using the Lucky Talisman will automatically hit.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD INCENSE OF HEALING

You find a small, decorative urn in the corner of the room, covered with magical symbols and runes.

When opened, the urn discharges a fragrant cloud of vapour that acts as a healing potion. Every Warrior on the same board section as the urn has 2D6 Wounds restored.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD POTION OF HEALING

This ornate glass bottle contains a blue coloured liquid with a sweet, fruity smell. Testing it with the smallest sip, you realise that it is a Potion of Healing.

There is enough Healing Potion in this bottle to heal two Warriors back to full Wounds. When the first dose is taken, flip this card over; when the second dose is taken, discard this card.



USE TWICE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD

LIGHTNING FIRE RING

As you put it on, this ring shrinks to fit tightly around your finger, and a lightning rune starts to glow coldly on its upper surface.

The Lightning Fire Ring can fire a bolt of lightning on command. Your Warrior may target any Monster that is in his line of sight. The bolt hits automatically and inflicts 5D6 Wounds, with no modifiers for armour.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD
GOLD

After a thorough search of the area, one of the Warriors finds a small cache of coins, gems and other precious items.

The cache contains (1D6 × 100) gold. Record the money on your Warrior's Adventure Record sheet then discard this card.



RECORD AND DISCARD

TREASURE



TREASURE

TREASURE CARD

TALON OF DEATH

This magical artifact sucks all of the light from the surrounding area, creating an aura of darkness around you.

Once your Warrior has finished moving, he may use the Talon of Death to cause 1D6 Wounds against every Monster adjacent to him, with no modifiers for Toughness or armour. Roll for each Monster separately.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD

SPEAR

Leaning against a wall, you find a hefty-looking spear with a wickedly sharp head.

The spear may be thrown at a single Monster on the same board section as your Warrior. It may be used in addition to any other attack, and can be used at any time.

To make the attack, roll 1D6. On a 3, 4, 5 or 6 your Warrior has hit the target and inflicted 3D6 Wounds. On a 1 or 2 he has missed.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD HEALING SALVE

Amongst the debris in the room, you find a black bottle containing a thick, yellow paste. It is a salve of healing.

The healing salve can restore 2D6 Wounds to any single Warrior, or 1D6 Wounds on each of 2 different Warriors.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD ORB OF MIGHT

This black orb glistens dully as you pick it up.

The Orb of Might is a source of Power for the Wizard. Roll 1D6 to determine how much Power is initially stored in it.

Once the Wizard has used 1 or more points of the stored Power, place a D6 on top of this card to show the Orb's current Power.

Once all of the Orb's Power is used up it is discarded. The Orb cannot be recharged.



* 50g per unused Power Point

USE UNTIL EMPTY, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
HEALING POTION

You find a tightly sealed glass jar lying on the ground by the wall. Inside is a small quantity of a glittering liquid that can only be a Healing Potion

The Healing Potion may be used to restore 1D6 Wounds on a single Warrior.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
GOLD

You find 3G hidden under some old rags in one corner of the room. Record the money on your Adventure Record sheet then discard this card.



RECORD AND DISCARD

TREASURE



TREASURE

TREASURE CARD HELL MACE

Sparks fly from the iron-shod head of this mace as you wield it, bathing the area in light.

While using the Hell Mace your Warrior gets +2 Attacks.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD DRAGON SHIELD

This shield is fashioned from the deep-red, sulphurous scales of a Great Fire Dragon.

While wearing the Dragon Shield your Warrior is invulnerable to any one attack, whatever its origin.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD MAGIC POTION

This small glass bottle bears strange inscriptions in some long-forgotten magical language.

When your Warrior drinks the Magic Potion, roll 1D6 to determine what it is:

- 1 Poison; lose 2D6 Wounds.
- 2 Poison; lose 1D6 Wounds.
- 3 Rainbow Potion; your Warrior's flesh becomes rainbow striped.
- 4 Healing Potion, cures 1D6 of your Warrior's Wounds.
- 5 Healing Potion, cures 2D6 of your Warrior's Wounds.
- 6 Healing Potion, restores your Warrior to full Wounds.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD FIREBOMB

On a dirt-encrusted shelf you find a large ball with a fuse in the top. From the rune inscribed on it, and its pungent smell, you realise it is a firebomb.

The firebomb may be thrown at any time and affects an area 2 squares by 2 squares. Any model in the area takes 1D6 Wounds, with no deductions for Toughness or armour.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD ENSORCELLED BLADE

You find a blade of pure iron, tempered to the sound of arcane incantations in ages past. This weapon's magic guides your hand, making it easier to strike your foes.

While using the Ensorcelled Blade, you may add +1 to your Warrior's to hit rolls.



PERMANENT

TREASURE



TREASURE