

**OBJECTIVE ROOM TREASURE CARD**  
**ARMOUR OF DARGAN**

The glow from this deep red armour lights up the dungeon.



This armour makes the wearer harder to hit: he gets +4 Toughness and any Monster attacking him is at -1 on its to hit roll unless using a magic weapon.

VALUE  
1000  
GOLD

Barbarian & Dwarf only

**PERMANENT**

**OBJECTIVE ROOM TREASURE CARD**  
**ARROWS OF LOREN**

These arrows were cut from the greatest trees in the forest of Loren, carefully crafted so that their flight is the truest of all.

These arrows add +2 to the BS roll of any Warrior using them. In addition, they ignore 1 point of armour and cause an extra Wound when they strike.



There are 3D6 arrows. Each arrow may only be used once.

VALUE  
100 PER  
ARROW

Elf & Barbarian only

**DISCARD WHEN ALL ARROWS ARE USED**

**OBJECTIVE ROOM TREASURE CARD**  
**BANE SWORD**

As soon as it is drawn in the presence of its hated foe this blade snarls and growls, eager to spill blood.

When your Warrior finds this sword take a random Event card to determine what sort of Monsters the sword hates (RPG: Roll on the Monster Table that is the same level as your Warrior's battle-level). The sword does 2 x normal damage against all Monsters of that race. (If you roll Skaven Assassins, for instance, the Bane Sword affects all Skaven.)



VALUE  
500  
GOLD

**PERMANENT**

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

Michel d'un Dolgt (one finger) was a powerful Bretonnian Wizard. 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. Michel created nine in all...

This is the fabled Battle Stone of the Marquis. Any one of your Warrior's attacks (but not a death-blow) automatically hits the target. The stone may be used once per adventure.

VALUE  
500  
GOLD

**USE ONCE PER ADVENTURE**

**OBJECTIVE ROOM TREASURE CARD**  
**BLOOD SWORD**

This longsword is perpetually dripping blood onto the cold floor of the dungeon.

On top of any other attacks the Warrior using the sword makes, roll 1D6 for each model (Warriors as well as Monsters) in a square adjacent to him. On a score of 6, the sword lashes out and strikes the model of its own volition, which takes Wounds as per any other hit.



VALUE  
800  
GOLD

Barbarian only

**PERMANENT**

**OBJECTIVE ROOM TREASURE CARD**  
**BOOTS OF FLIGHT**

These elegant boots float an inch or so off the ground, their outline shimmering with magical energy.

While wearing these boots your Warrior may levitate a few inches above the ground while moving. While airborne your Warrior may pass over chasms, pits, etc. unhindered and anyone who attacks him is at -1 on his to hit roll.

The boots last for one adventure, then they lose their magic and must be discarded.



VALUE  
750  
GOLD

**USE FOR ONE ADVENTURE ONLY**

VALUE  
750  
GOLD

Elf only

**PERMANENT**

**OBJECTIVE ROOM TREASURE CARD**  
**ELF HELM**

While worn, an Elf helm adds +1 to your Warrior's Toughness. In addition, when your Warrior is hit he may elect to take the blow on his head. If he chooses to do so, roll 1D6 on the following table:

1 The Elf helm absorbs all the damage from the blow, but it is destroyed in the process.

2-4 Resolve the blow as normal. The Elf helm bestows +1 Toughness on your Warrior as usual.

5-6 The blow glances off the Elf helm, causing no damage.

VALUE  
2000  
GOLD

Barbarian & Dwarf only

**PERMANENT**

**OBJECTIVE ROOM TREASURE CARD**  
**THE HAMMER OF SIGMAR**

This weapon was given to the legendary hero Sigmar by King Kurgan Ironbeard, to cement an alliance between Dwarfs and Men. It is perhaps the most ancient and revered of all the magic weapons in the Empire.

The Hammer of Sigmar ignores all except magical armour when rolling for damage. In addition, if the to hit score for the attack was a natural 6 it causes 4 x normal damage.

There can only ever be one Hammer of Sigmar in the party.

OBJECTIVE ROOM TREASURE CARD  
**HAMMER OF SPITE**

This Hammer seeks a certain Monster as its hated foe, to be slain at all costs.

Choose a Monster as it is placed on the board as the Warrior's most hated foe. If there is a space empty adjacent to that Monster, the Warrior may be placed in that space, no matter how far away or what Monsters intervene, as he barges determinedly towards his foe. He gets an immediate Ambush Attack against that Monster, and gains an extra Attack every turn against that Monster until it is dead. If he kills the Monster, he gains double gold.

VALUE  
600  
GOLD

Dwarf & Barbarian only

ONE USE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD  
**HELLFIRE SWORD**

Flames leap and burn along the length of this other-worldly sword. As it swings through the air it leaves a trail of spitting magma in its wake.

If your Warrior hits his opponent with a natural to hit roll of 6, as well as causing normal damage the target and all adjacent models, both friend and foe (including the wielder!) burst into flames and take an extra 1D6+1 Wounds (RPG - 1D6+1/battle-level), with no modifiers for Toughness or armour.

VALUE  
1500  
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD  
**HORN OF VENCEANCE**

As this horn is blown a howling wind blows the Monsters to the ground.

Roll a D6 for every Monster on the board section - if you score above its Toughness it is hurled to the ground. A score of 6 is always successful, no matter what the Monster's Toughness. If a Monster is hurled to the ground, it suffers 1D6 Wounds with no armour deductions, and is prone. It will take a Monster a whole turn to get up. During this time it may do nothing else.

VALUE  
1000  
GOLD

Barbarian & Dwarf only

USE ONCE PER ADVENTURE

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

Michel d'un Dolgt (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. Michel created nine in all...



This is the fabled Power Stone of the Marquis. Your Warrior can add 1D6 to his Strength for one turn.

VALUE  
500  
GOLD

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD  
**SHIELD SPELL SCROLL**

Shouting words of power, the Warrior bearing the scroll is surrounded with a glowing screen of magical energy.

For this turn the the Warrior bearing the scroll is immune to all attacks except those made with either a natural 6 to hit or that are magical in nature. The Warrior can move and fight as usual.

Once used, the scroll is destroyed.



VALUE  
500  
GOLD

Dwarf, Elf & Wizard only

DISCARD AFTER USE

OBJECTIVE ROOM TREASURE CARD  
**SWORD OF VENGEANCE**

The blade shines with a pure light and never dulls.

This sword ignores the Monster's Toughness and all except magical armour when determining damage. In addition, the wielder can re-roll one miss per turn.



VALUE  
1000  
GOLD

Barbarian & Wizard only

PERMANENT

OBJECTIVE ROOM TREASURE CARD  
**WARNINGSTONE OF ASURAN**

This sky-blue jewel imparts lightning-fast reactions in the wearer by some mystical link with the god Asuryan himself.

When ambushed, the wearer rolls a dice. On a score of 6, he senses the danger and warns the other Warriors, so the attackers do not get their ambush attack. The Warrior may try this once per event which generates Monsters with the Ambush ability.

VALUE  
1100  
GOLD

Elf, Wizard & Barbarian only

PERMANENT

DUNGEON ROOM TREASURE CARD  
**ANCIENT VASE OF LUSTRIA**

Lustria is a land of the unknown, the undiscovered continent, a realm of Giants and Daemons and powers beyond all telling.

This vase is of strange design, unsuitable for use by Humans, Elves or Dwarfs. Its purpose can only be guessed at, as can its age, but its beauty and value is beyond question.

The vase is worth 175 gold.

VALUE  
175  
GOLD

RECORD THEN DISCARD

### DUNGEON ROOM TREASURE CARD ARMOUR OF FORTUNE

This armour gleams in a rainbow array of never-ending carnage and war.

This armour can absorb Wounds inflicted on the Warrior. Initially it is discharged, with no Wounds stored. Once put on, the armour cannot be removed for the rest of the adventure. It absorbs 30 Wounds, then explodes, taking the wearer to zero Wounds (and death if no healing is possible).

VALUE  
500  
GOLD

Barbarian, Dwarf & Elf only

LASTS UNTIL EXPLODES!

### DUNGEON ROOM TREASURE CARD ARROW OF SLAYING

A thick black light drips from the end of this arrow, chilling the air. The magical venom of this arrow can fell even the toughest Monster.



If your Warrior hits a Monster with this arrow, roll 1D6. On a score of 1, 2 or 3 the arrow does normal damage. On a score of 4, 5 or 6 the Monster is immediately slain.

Use once, then discard.

VALUE  
500  
GOLD

Barbarian & Elf only

ONE USE ONLY

### DUNGEON ROOM TREASURE CARD AXE OF SLAUGHTER

This axe was forged by the Dwarf Runesmith Garvan Surehammer, who honed its blade to an impossible sharpness.



This axe causes 1D6 extra Wounds every time it hits.

VALUE  
200  
GOLD

Dwarf only

PERMANENT

### DUNGEON ROOM TREASURE CARD BAND OF MAGIC

This slender gold band glitters with a clear light.

When your Warrior finds this ring, randomly select two Attack Spells (RPG: randomly select two Attack spells appropriate to the Warrior's battle-level). These two spells are stored in the magic band.

Each spell may be cast once, automatically, whenever the wearer wishes. When both spells have been cast, the magic power of the band has been used up and it is useless and worthless.

VALUE  
500  
GOLD

Barbarian, Dwarf & Elf only

DISCARD AFTER USE

### DUNGEON ROOM TREASURE CARD BANE SCROLL OF THE UNDEAD

The Warriors find a dusty old scroll underneath a pile of rubbish.

Reading aloud the words on this scroll will kill any single Undead creature worth up to 400 gold on a dice roll of 4, 5 or 6.



VALUE  
150  
GOLD

Wizard, Dwarf & Elf only

ONE USE ONLY

### DUNGEON ROOM TREASURE CARD BLADE OF SEA GOLD

Forged from gold taken from the depths of the sea when the world was young, this blade is covered in runes so ancient and worn that they can no longer be read.

While your Warrior is using this sword each attack he makes ignores the first point of his opponent's armour.

VALUE  
150  
GOLD

PERMANENT

### DUNGEON ROOM TREASURE CARD BLADE OF SLICING

This sword moans softly as it is drawn from its scabbard. In eager anticipation of the blood it is about to spill.

While your Warrior is using this sword he causes +2 Wounds on each successful attack.



VALUE  
300  
GOLD

PERMANENT

### DUNGEON ROOM TREASURE CARD BLADED BOOTS

The Warriors find an unusual pair of boots that have stiletto blades concealed in the toes.

The Warrior wearing the boots gains an extra kick Attack, at -1 to hit but +1 to his Strength.

VALUE  
200  
GOLD

Barbarian & Dwarf only

PERMANENT

DUNGEON ROOM TREASURE CARD  
**BOOTS OF TZCHAK**

The long dead sorcerer Baalga the All-Seeing created these boots to enable his long suffering henchman Tzchak to walk long distances carrying immensely heavy loads.

These boots allow the Warrior to ignore any armour-based movement penalties. Furthermore, the Warrior gains +1 to his movement.

VALUE  
100  
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD  
**BOW OF TOR ALESSI**

This white bow was captured by the Dwarfs at the fall of the Elf city of Tor Alessi. Its accuracy is beyond compare, and it was considered a prize worthy of the bloodshed and slaughter that won it.

With this bow, a Warrior may fire BEFORE or during moving. This uses up his Attacks as usual.

VALUE  
250  
GOLD

Barbarian & Elf only

PERMANENT

DUNGEON ROOM TREASURE CARD  
**CLOAK OF DECEPTION**

This cloak swirls around the Warrior as he moves, deceiving the eye as to his precise location, and causing his opponents to become ensnared in its all enveloping folds.

While he wears the cloak, all Attacks against the Warrior are at -1 to hit. If an attacker scores a 6 to hit, however, the power of the cloak is exhausted.

(RPG: On a roll of a 6, the power of the cloak is exhausted until the next adventure).

VALUE  
350  
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD  
**CLOAK OF LOREN**

This cloak is made of a fine, silk-like material that, although extremely light, is very, very strong.

Every time your Warrior is hit while wearing this cloak, he can ignore the first Wound caused by the blow. However, each time the cloak absorbs damage like this, roll a D6. On a score of 1 the cloak rips and is useless.

VALUE  
75  
GOLD

Barbarian, Elf & Wizard only

PERMANENT

DUNGEON ROOM TREASURE CARD  
**CLOAK OF STEALTH**

This cloak is made of an odd material that is slippery to the touch.

While your Warrior is wearing this cloak, he may automatically break from pinning once per adventure.

VALUE  
100  
GOLD

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD  
**COUGHING SPELL JEWEL**

This jewel contains the power for the Coughing spell. When used, the Warrior's opponent suddenly bursts out in a hacking cough of such violence that he looks as if he may drop his weapon.

Pick any Monster on the same board section as the Warrior with the Jewel and roll 1D6. On a score of 6 the target collapses in a coughing spasm and is at -1 on his to hit rolls for the rest of the turn.

VALUE  
50  
GOLD

Dwarf, Wizard & Barbarian only

ONE USE PER ADVENTURE

DUNGEON ROOM TREASURE CARD  
**DISPEL MAGIC SCROLL**

The Warrior bearing the scroll raises his hand and shouts the words of warding, diffusing his opponent's magic.

The Dispel Magic may be cast against an incoming spell. Roll 1D6. If you score 4, 5 or 6 the target spell is prevented from working.

VALUE  
100  
GOLD

Dwarf, Elf & Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD  
**DOMES OF POWER**

White power streams from the eyes of the Warrior bearing the scroll, forming a protective dome around the Warriors.

This spell allows the Warrior bearing the scroll to protect up to 4 squares of the board with an impenetrable magic shield. The squares must be linked together, but the dome can be of any shape. Models inside the dome may not move, fight or cast any other magic, but are immune to all forms of attack.

VALUE  
250  
GOLD

Dwarf, Elf & Wizard only

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**FANGED DEATH HELM**

This helm is fashioned into the likeness of the gaping maw of a ravenous beast.

The Warrior may nominate one of his Attacks each turn. If that Attack hits its target, then the Warrior gains an extra bite attack from the helm: which hits automatically, doing 1D6 Wounds. The target may not deduct anything from these Wounds at all.

VALUE  
250  
GOLD

Barbarian & Dwarf only

USE ONCE PER TURN

DUNGEON ROOM TREASURE CARD  
**1D6 FIREBOMBS**

The Warriors find a wooden box, marked with a skull. When the lid is prised off, the Warriors see that they have discovered a box full of firebombs!

Each 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.

Each firebomb may only be used once. When they have all been used, discard this card.

VALUE  
750  
EACH  
GOLD

Wizard, Dwarf & Barbarian only

DISCARD WHEN ALL USED

DUNGEON ROOM TREASURE CARD  
**GLORY! SPELL SCROLL**

The Warrior bearing the scroll sends out tendrils of force that pierce the hearts of the Warriors, filling them with great valour and courage beyond measure.



All of the Warriors are suddenly enthused with great bravery and each gains +1 Attack this turn.

VALUE  
400  
GOLD

Dwarf, Wizard & Elf only

DISCARD AFTER USE

DUNGEON ROOM TREASURE CARD  
**GLOWSTONE**

This small crystal orb holds the light of the dawn, giving off the same light as the lantern.

The Orb glows brightly, and the carrier can explore just as the leader with the lantern. How long its glow will last is unsure, however, and if a 1 is rolled in the Power Phase, roll a further dice. On a score of 1, 2 or 3 the glow dies.

VALUE  
400  
GOLD

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**GOLD**

After a thorough search, one of the Warriors finds a leather bag hidden behind a stone.

The bag contains 1D6x50 gold.



VALUE  
1D6x50  
GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**HIDDEN ALCOVE**

After a thorough search, one of the Warriors finds a secret panel which opens, revealing a hidden alcove.

To see what the alcove contains, roll as many dice as you like. If any score a 1 you have found nothing, and managed to make a lot of noise – take an Event card immediately. If any come up with a 2-5, you gain gold equal to the total of those dice multiplied by 10. For each dice that scores 6, take a Treasure card.



USE THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**HOLY ARTEFACT**

You find a dusty religious artefact that you recognise as belonging to one of the temples of the Empire.

At the end of the adventure roll a D6 to see whether you find a temple. On a score of 4+ you find a temple and can sell the artefact for 1D6x100 gold.

Roleplay: You may find a temple in any Settlement. If you return this artefact, the temple priests will reward you with 1D6x100 gold. If you roll a 1 when seeing how much gold you receive, then you actually get nothing – it is not an artefact they recognise. You will have to try again in the next Settlement you come to.

VALUE  
1D6x100  
GOLD

AFTER SALE, DISCARD

DUNGEON ROOM TREASURE CARD  
**LIFEBRINGER SPELL SCROLL**

Blazing fire leaps from the Warrior's eyes, striking the Warriors and bathing them in a corona of energy that closes up their wounds.

Pick any number of Warriors on the board, including the Warrior bearing the scroll. Roll 1D6 for each Warrior chosen. Each Warrior gets that number of his Wounds healed.

If any two or more of the dice rolled come up with the same number the spell fails, and none of the Warriors get any Wounds back.

VALUE  
150  
GOLD

Dwarf, Elf & Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD  
**LIFESTEALER TALISMAN**

This skull-headed talisman is imbued with the properties of the dreaded Lifestealer spell.



The Warrior with the talisman can steal Wounds from a nearby Monster to heal himself.

One Monster adjacent to the Warrior suffers 1D6 Wounds, with no modifiers for anything.

The Warrior bearing the talisman gains these Wounds, up to a maximum of his Starting Wounds score.

VALUE  
450  
GOLD

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD  
**PEARL NECKLACE**

The Warriors find a long pearl necklace hidden behind a stone in the wall.

The necklace is worth 1D6x10 gold.

(RPG: You may try and sell the pearl necklace to the General Store. Roll a D6 and multiply the result by 10 to see how much the trader will offer you for it. However, if you roll a 1, the necklace is fake, and the trader refuses to buy it. You will have to try and sell it at another Settlement.)

VALUE  
1D6x10  
GOLD

DISCARD AFTER SALE

DUNGEON ROOM TREASURE CARD  
**PIT OF DESPAIR SCROLL**

White light pours from the mouth of the Warrior bearing the scroll. Where it hits the stone a bottomless pit opens with a loud crack.

Place the Pit of Despair marker on any 2 square by 2 square area on the board. Roll 1D6 for each model standing in the pit area. On a 1 or 2 it falls into the pit and is killed. On a 3-6 it scrambles out of the way - put it in any empty square on this or any adjacent board section. If there are no empty squares available the model falls into the pit anyway. Once the pit is in place, no model may enter the squares it covers.

VALUE  
300  
GOLD

Dwarf, Elf & Wizard only

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**POTION OF ALCHEMY**

After a careful search, one of the Warriors finds a small glass bottle full of a fizzing pink liquid.



At the end of the adventure, you may sell this potion to an Alchemist for 1D6x40 gold.

(RPG: You must find an Alchemist first! The Alchemist's Laboratory is a Special Location - see p19 of the Roleplay book for more details.)

VALUE  
1D6x40  
GOLD

AFTER SALE, DISCARD

DUNGEON ROOM TREASURE CARD  
**POTION OF FLIGHT**

The contents of this bottle bubble and hiss. As your Warrior drinks the potion, the effervescent liquid sears his tongue and burns his throat.

After drinking this potion your Warrior levitates a few inches above the ground while moving. While airborne your Warrior may pass over chasms, pits, etc. unhindered and anyone who attacks him is at -1 on their to hit roll.

The effects of the potion last for one turn.

VALUE  
250  
GOLD

DISCARD AFTER USE

DUNGEON ROOM TREASURE CARD  
**POTION OF INSTABILITY**

In a corner you find a crystal decanter full of a glowing orange liquid.



When drunk, this potion shifts the dimensional position of your Warrior, making him ethereal and insubstantial. He cannot be pinned, make an attack, cast magic or be attacked for one turn.

VALUE  
200  
GOLD

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**POTION OF WEAPON MASTERY**

In amongst a huge pile of broken crates and packing material you find a stoppered glass phial containing a warm amber liquid.



When drunk, this potion gives your Warrior +2 to hit, and he causes an extra 2D6 Wounds. The potion lasts for one turn.

VALUE  
150  
GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD  
**RELIC BLADE**

This holy blade is an artefact of great religious significance within the Empire, and was reputed to have been used by the realm's mightiest heroes in numerous battles.



While your Warrior is using this sword he gets +1 on his to hit rolls.

VALUE  
400  
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD  
**RING OF SURE SEEING**

This ring has a large gem set in its surface that, in times of danger, warns the Warriors of what is to come.



If you take an Event card that you don't like, you may choose to swap it for another. Shuffle ALL the Event cards together (including any you have used already) to make a new Event deck. Take the top card and carry on as usual.

VALUE  
200  
GOLD

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD  
**RUNESTONE OF SLAYING**

The Warriors find an ancient item of Dwarf construction, a Stone inscribed with a glowing rune.

This rune can be burned onto a single blade by touching the stone to the metal. For one attack (RPG: for one attack per adventure) this weapon will now inflict double damage when it strikes. The damage is doubled up then the Warrior's Strength is added to the score. He does not roll the damage, add his Strength and then double the score.

VALUE  
300  
GOLD

Barbarian, Dwarf & Wizard only

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD  
**SPELL RING**

Any Wizard recognises this as a potent magical ring, capable of storing magical knowledge



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.

RPG: The ring will slowly recharge itself. At the start of the next adventure take another Spell card to represent the spell stored in the ring.

VALUE  
500  
GOLD

ONE USE PER ADVENTURE

DUNGEON ROOM TREASURE CARD  
**TANKARD**

Whilst looking in a darkened corner, you find a fine metal tankard covered in verdigris.

This is a Dwarf tankard, specially designed for the drinking of Bugmans beer.

Tankards like this are much valued by Dwarfs. If a Dwarf finds this tankard, he will never sell it!

VALUE  
20  
GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**UNDEAD BANE**

The Warriors find a small pot full of a thick and foul smelling unguent

When smeared on a sword or other weapon, this unguent causes an extra Wound

(RPG: 1 extra Wound per battle-level) against all Undead.

The bane lasts for 1 turn before its effects wear off. There is only enough to coat one weapon.

VALUE  
50  
GOLD

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD  
**WALL OF STEEL**

This cool blue steel blade flickers as if alive, creating a deadly shimmering blur through which none may pass.

In a corridor or doorway, no Monster may pass the Warrior while he uses this sword, whether they are flying Monsters or even Monsters who are never pinned. The only way the Monsters can pass is to kill the Warrior in order to stop his whirling blade.

VALUE  
200  
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD  
**ANCIENT VASE OF LUSTRIA**

Lustria is a land of the unknown, the undiscovered continent, a realm of Giants and Daemons and powers beyond all telling.

This vase is of strange design, unsuitable for use by Humans, Elves or Dwarfs. Its purpose can only be guessed at, as can its age; but its beauty and value is beyond question.

The vase is worth 175 gold.

VALUE  
**175**  
GOLD

**RECORD THEN DISCARD**

TREASURE



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TREASURE



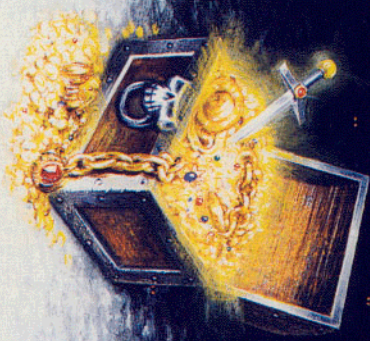
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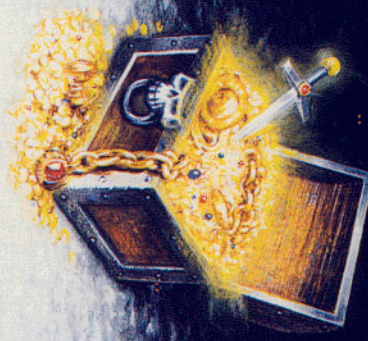
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