

TREASURE CARDS • PACK 3 •



A WARHAMMER QUEST SUPPLEMENT
54 New Treasure cards for use with
Warhammer Quest

Part No. 200104

OBJECTIVE ROOM TREASURE CARD AXE OF BLOOD

Whenever Monsters appear, roll a dice to see how the Warrior with the axe reacts this turn.

- 1 Insane. He attacks the nearest Warrior, ignoring pinning. He is at -1 to all his hit rolls, but at +1 Strength and +1 Attacks. Roll again next turn.
- 2-5 The Warrior attacks the nearest Monster, with +1 to all his hit rolls, but +1 Strength & Attacks. Roll on this table next turn, adding +1 to your dice roll.
- 6 The Warrior regains his self control, and may move and fight as usual, at +1 Strength and +1 Attacks.

VALUE
800
GOLD

Barbarian & Dwarf only

PERMANENT

OBJECTIVE ROOM TREASURE CARD BRACELET OF SAPHERY

This slender, glittering bracelet is said to come from Saphery, created by the Elven Mages who dwelt there in ages past.

When you find the bracelet, randomly select one spell. This spell is stored in the bracelet, and may be cast once automatically during the adventure.

(RPG: Before each adventure, randomly select one spell equivalent to your Warrior's battle-level. Once per adventure, this spell may be cast automatically.)

VALUE
750
GOLD

Barbarian & Elf only

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD BOW OF LOREN

This slender bow was fashioned by the Wood Elves of Loren.

This bow causes 1D6+3 Wounds (RPG: 1D6 Wounds per battle-level of the firer). If this is sufficient to kill the target outright, and there is a Monster directly behind it in the direction the bow was fired, the arrow continues, hitting that Monster too. This process continues until there are no more Monsters in the direct line of fire, or one of them survives.

VALUE
2000
GOLD

Elf only

PERMANENT

OBJECTIVE ROOM TREASURE CARD CHALICE OF BATTLE

When the Warrior drinks from this black chalice, his head is filled with visions of war and conflict.

When drinking from the chalice, the Warrior gains the following benefits for one turn:

- +1 Attacks
- +1 to all to hit rolls
- +1 Strength
- dice for resolving damage

VALUE
1000
GOLD



USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD DRAGON SWORD

This blade is fashioned from the venom fang of a Great Fire Dragon and is ancient beyond all telling.

This sword causes double damage on a successful natural to hit roll of 5 or 6. However, the sword is partially sentient and refuses to be drawn from its scabbard by unworthy Warriors. At the start of each turn you want to use the sword, roll a D6. On a roll of 1-3 the sword refuses to leave its scabbard. (RPG: It will not let itself be used by Warriors of battle-level 3 or below.)

VALUE
1200
GOLD



PERMANENT

OBJECTIVE ROOM TREASURE CARD HELM OF POSSESSION

From within the depths of this ugly helm, the Warrior's eyes stare out with an unworldly intensity.

The wearer gains +1 Toughness. In addition, once per turn, the Warrior wearing the helm may attempt to hypnotise any one model that is within his line of sight. Roll a dice. On a score of a 6, the model is hypnotised for the duration of the turn. Whilst hypnotised, the model loses 1D6 attacks.



Barbarian & Dwarf only

PERMANENT

OBJECTIVE ROOM TREASURE CARD PISTOL & SHOT

After a thorough search, one of the Warriors finds an engraved wooden box, which contains a pistol and shot.

The pistol is a missile weapon with Strength 6. It has a range of 6 squares. It takes one turn to reload after it has been fired.

The pistol comes with enough shot and gunpowder for one adventure.

(RPG: The pistol can be reloaded by visiting the Gunsmith as usual.)



VALUE
1000
GOLD

Dwarf & Wizard only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
RING OF SEEKING

This glittering ring is fashioned from some material that looks like quicksilver. Once placed on the finger, the ring shifts and changes as a shining, liquid-metal band.



This ring allows your Warrior to attempt to avoid a trap he has just activated. Roll 1D6. On a score of 1, 2 or 3 the ring's magic fails to work and the trap goes off as normal. On a score of 4, 5 or 6 the trap is magically disarmed and falls to work.

VALUE
500
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD
SPEED 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 of each was powdered bone from a human finger. Michel created 9 in all...

For one turn only, your Warrior can add +2 to his Movement and automatically break from pinning.

VALUE
500
GOLD

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
SWORD OF HEROES

This sword shines with the undimming fire of righteousness - smiting down evil wherever it may be found.



This sword causes an extra 3D6 Wounds when used against Monsters with a Toughness of 6 or more.

VALUE
900
GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD
TALISMAN OF JET

This glittering black jewel feels warm to the touch.

This talisman allows a Wizard to exchange one of the spells he has learned for a new one.

If you want to exchange one of your spells, roll a D6. On a score of 2 or more you may exchange the spell you don't want for another of the same type. Select the new spell at random.

TRPG: Roll a D6 at the start of the game. If you wish to exchange one of your spells for another, On a score of 1 the talisman's power is exhausted and it crumbles to dust. On a score of 2+ you may exchange one of your spells for one of the same casting number.)

VALUE
600
GOLD

Wizard only

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD
WAND OF DIABOLUM

This wand is pure white, shot through with streaks of diabolium, a bright red substance capable of harnessing magical energy.



While using this wand, all of your Wizard's spells have their Casting Number reduced by -1.

VALUE
500
GOLD

Wizard only

PERMANENT

OBJECTIVE ROOM TREASURE CARD
WAND OF JADE

This wand has strange icons engraved upon its surface.

This wand increases the effect of any spell that requires you to roll dice for its effects, such as Heal Wounds, by adding +2 to the total. The wand does not increase the spell's chance of success.

So, if used to increase the effects of the Finger of Life spell, the spell still succeeds on a roll of 4, 5 or 6, but now heals 6, 7 or 8 Wounds (depending on the success roll).

When found, the wand has 2D6 charges; each use of the wand expends 1 charge.

VALUE
600
GOLD

Wizard only

DISCARD WHEN CHARGES ARE USED UP

OBJECTIVE ROOM TREASURE CARD
WARP JUMP SPELL JEWEL

When they use this arcane jewel, the Warriors vanish with a thundercrack.

The jewel bearer, and all adjacent Warriors are transported to anywhere in the dungeon already explored, appearing in the same order as when they disappeared. If a Warrior that Jumps is carrying the only light source, the remaining Warriors are 'Lost in the Dark' and must roll on the Escaping Table from the Adventure Book. This also happens if Warriors Warp Jump without a light source.

The jewel can be used once per adventure.

VALUE
750
GOLD

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD
AMULET OF VINDICATION

This antiquated porcelain amulet is covered in a layer of cracked and peeling black leather.

This amulet allows the Warrior to cancel out hostile magic. When a spell is cast against the bearer of the amulet, roll a D6. On a roll of 6 the spell is cancelled out and has no effect.

TRPG: The amulet gives the Warrior a magic resistance of 6+. This works in the same way as the Magic Resistance ability that some Monsters possess. See page 83 of the Roleplay book.)

The amulet may be used every time a spell is cast at the Warrior.

VALUE
500
GOLD

Barbarian, Dwarf & Elf only

PERMANENT

DUNGEON ROOM TREASURE CARD
ABANDONED BACKPACK

After searching the area, one of the Warriors finds a scruffy looking backpack of the kind often used by adventurers.

In the backpack there are 1D3 items of treasure. Take this many Treasure cards immediately to see what the Warriors have discovered.

The Warrior who gets this card can keep all 1D3 items for himself, and they count as one item for the purposes of divvying out treasure.



USE THEN DISCARD

DUNGEON ROOM TREASURE CARD
AMULET OF FURY

At the heart of this crystal amulet magical fire rages.

This amulet allows a Warrior who is not a Wizard to cast a spell. If your Warrior gets the amulet take a Spell card at random.

Your Warrior may try to cast the spell once per turn, rolling equal to or over its casting number on 1D6 to do so. After successful use, the amulet disintegrates.



VALUE
200
GOLD

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
BAG OF GOLD

One of the Warriors finds a decaying leather bag, tied with a leather thong.

Opening the bag, he finds it contains a number of gold pieces.

The leather bag contains 1D6x25 gold.



VALUE
1D6x25
GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD
BLESSED SWORD

Cooled in the waters of the Temple of Ulric, this sword is a powerful weapon of purity.

While your Warrior is using this sword he only misses his opponent if his to hit roll is a 1 or a 2.



VALUE
300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
BLOOD PULSE SPELL SCROLL

A dull throbbing fills the room as it becomes suffused with a red glow.

The Warrior bearing the scroll immediately regains 1D6 Wounds.



VALUE
75
GOLD

Dwarf, Elf & Wizard only

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
BONE BLADE

This magical blade is made from a bleached white substance that looks like bone, but is as sharp as steel.

Your Warrior may use this sword once per adventure. If his attack hits, the sword causes 2D6+ his Strength Wounds.

(RPG: For one turn per adventure, the Warrior may trade in all his normal attacks and use this sword to make a single attack that causes normal damage + (1D6 x his battle-level) extra Wounds.)

VALUE
400
GOLD

USE ONCE PER ADVENTURE

VALUE
300
GOLD



PERMANENT

DUNGEON ROOM TREASURE CARD
BOW OF TIRANOC

This mighty bow was crafted by the Elves of Tiranoc from a single Starwood branch. When the land of Tiranoc was engulfed by the sea, the bow was carried to the Old World, a fabled treasure of a kingdom destroyed.

This bow is very powerful and causes an extra 3 Wounds every time it strikes.

VALUE
350
GOLD

Wizard only

ONE USE ONLY

This piece of crisp white parchment rustles and crackles, silver lettering shifting across the page as you try and read it.

This scroll allows the Wizard to automatically dispel and destroy any one spell cast against him or his companions.

(RPG: By destroying the spell the Wizard prevents the target from ever casting it again. If you roll a destroyed spell on a Monster's Spell Table when determining which spell it casts, roll again.)

DUNGEON ROOM TREASURE CARD
DESTROY MAGIC SCROLL

DUNGEON ROOM TREASURE CARD
DESTROY MAGIC SCROLL

This piece of crisp white parchment rustles and crackles, silver lettering shifting across the page as you try and read it.

This scroll allows the Wizard to automatically dispel and destroy any one spell cast against him or his companions.

(RPG: By destroying the spell the Wizard prevents the target from ever casting it again. If you roll a destroyed spell on a Monster's Spell Table when determining which spell it casts, roll again.)

One use, then discard.

VALUE
350
GOLD

Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
DWARF PICK

The Warriors find an old but serviceable pick, as used by Dwarf miners.

You may use the pick to dig your way through a cave-in. It takes 1D6 turns to clear a way through the rubble.

After each successful use, roll a D6. On a roll of a 1 the pick breaks, and must be discarded.

VALUE
125
GOLD

Dwarf only

PERMANENT

DUNGEON ROOM TREASURE CARD
ELTHARION'S BOW

This bow is enchanted with Elf magic that makes it much more accurate.

While your Warrior is using this bow he gets +1 to hit.



VALUE
200
GOLD

Barbarian & Elf only

PERMANENT

DUNGEON ROOM TREASURE CARD
FLESH WORM SCROLL

The scroll bears the words for a Flesh Worm spell. When cast, a small glowing worm appears, huris itself at a Monster and burrows into its flesh.

Pick a Monster on the same board section as the Warrior with the scroll. The Monster is attacked by a Flesh Worm, losing 1 Wound with no modifiers for anything (Toughness, armour) At the start of every further turn, roll 1D6. On a score of 1-4, the Flesh Worm dies. On a score of 5 or 6 it continues to feed and the victim takes another 1 Wound.

VALUE
50
GOLD

Dwarf, Wizard & Elf only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
GLITTERING ROBE SCROLL

The scroll bears the words for the Confuse spell. The Warrior bearing the scroll creates a robe of magical energy that shimmers and glitters about him as he moves.



This spell creates a cloak of magical energy around the Warrior bearing the scroll, which can absorb 1D6 Wounds.

VALUE
150
GOLD

Dwarf, Elf & Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
HOLY WATER

The Warriors find a glass phial of glowing water, probably dropped by a Witch Hunter in the heat of combat.



When thrown at Daemonic, Undead or Chaotic creatures (making a normal BS roll to hit, and assuming the Warrior can see his target), it causes 1D6 Wounds to the Monster it hits, and 1D3 Wounds to any in adjacent squares. No deductions at all may be made.

VALUE
250
GOLD

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
HORN OF RESILIENCE

You find a brass horn in a small wooden casket.

When blown, the magical power of this horn allows all the Warriors to enter a self-induced hypnotic trance and heal themselves.

This horn may only be used if there are no Monsters in the room. Entering the trance takes one turn, during which your Warrior may do nothing else. At the end of the turn your Warrior regains 1D6 Wounds.

The horn may be blown once per adventure.

VALUE
350
GOLD

ONE USE PER ADVENTURE

DUNGEON ROOM TREASURE CARD
ICON OF AGILITY

This sturdy jewelled icon twists and turns in the hand of its bearer.

When used, this icon allows your Warrior to add +1 to his roll to escape from pinning.

VALUE
200
GOLD

USE ONCE PER TURN

DUNGEON ROOM TREASURE CARD
JAVELIN

You find a slender silver javelin concealed behind a pile of old rags. It bears magical sigils and glitters in the darkness.

This javelin may be thrown as a Strength 4 missile weapon. If the target is successfully hit, and is standing directly in front of, and adjacent to, a wall, roll an extra 1D6 after rolling for damage. If the score is 1-4 the javelin simply causes normal damage. On a score of 5 or 6 the javelin causes normal damage and pins the target to the wall. The target may do nothing for the rest of this turn as it struggles to free itself. After combat, the Warrior may retrieve the javelin.

VALUE
200
GOLD

Barbarian & Elf only

PERMANENT

DUNGEON ROOM TREASURE CARD
LUCKSTONE OF ANURANDEL

Anurandel was a Wood Elf Sorceress, renowned for her peaceful demeanour, sunny disposition and hatred of battle. She fashioned many items to aid her followers should they be assailed by dark forces.



This plain, smooth stone bears an Elf rune. It allows the bearer to re-roll any one dice roll once per adventure.

VALUE
150
GOLD

Barbarian, Elf & Wizard only

ONE USE PER ADVENTURE

DUNGEON ROOM TREASURE CARD
MAP

After a thorough search, one of the Warriors finds a tightly sealed wooden tube.

The tube contains an ancient map of the dungeon. From looking at the map, you can see that there is a secret door leading out of the next room you come to. In the next room, place an extra door on one of the free walls. Through the door is a single dungeon room. When the Warriors enter the room, take 2 Event cards. Once the events are completed, the Warriors gain 2 Treasure items on top of any they gain for killing any Monsters in the room.

VALUE
10
GOLD

USE THEN DISCARD

DUNGEON ROOM TREASURE CARD
POTION OF ENDURANCE

Amongst the debris and detritus you find a small but heavy bottle full of a sluggish, orange liquid



When drunk, this potion allows your Warrior to ignore the Wounds from a single blow that might otherwise kill him.

VALUE
300
GOLD

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
POTION OF FLYING

In a corner you find a thick necked bottle, in which a golden liquid can be seen.



When drunk, this potion causes your Warrior to fly for one turn. While airborne, he moves at 1D6+2 squares, can fly over all obstacles, and cannot be pinned. If he is in contact with a Monster at the end of his flight, he may attack it.

VALUE
150
GOLD

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
POTION OF KEENSIGHT

In a dark corner you find a glass bottle decorated with a small magical icon. The bottle is full of a fiery yellow liquid.



When drunk, for one turn only, this potion gives your Warrior the ability to make a number of missile attacks equal to his Attacks characteristic, rather than the standard one shot per turn.

The pot only contains enough potion for one dose.

VALUE
250
GOLD

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
POTION OF LIGHTNING BLADES

You find a tiny glass bottle full of a purple, bitter liquid.



When drunk, this potion gives your Warrior +1 to hit GPG: +1 to hit per battle-level for the duration of one turn.

VALUE
500
GOLD

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
POTION OF WATER WALKING

This effervescent liquid has a salty tang reminiscent of the sea.



After drinking this potion your Warrior can walk over areas of water at a rate of (3 x his normal Movement) squares per turn. The potion is effective for one turn.

VALUE
100
GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
POTION OF TOUGHNESS

In a corner you find a shining bottle full of a thick purple liquid.



When drunk, this potion gives your Warrior +1 Toughness for one turn.

VALUE
75
GOLD

USE ONCE ONLY

DUNGEON ROOM TREASURE CARD
PRECIOUS ICON

After a thorough search, one of the Warriors finds a small metal casket.



The casket contains an icon which belongs to the Elders of a far distant village. After the adventure, you may sell the icon back to the Elders for 1D6x200 gold.

(RPG: Obviously the Warriors must first visit a village to claim their reward!)

VALUE
D6x200
GOLD

AFTER SALE, DISCARD

DUNGEON ROOM TREASURE CARD
PROTECTION RING

This small ring has the image of a shield engraved on its uppermost surface.



While wearing this ring your Warrior gets +1 Toughness.

VALUE
300
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
RAPID FIRE BRACELETS

These bracelets were created by the Elves to complement the fabled Silver Band of Loren.



These bracelets give your Warrior +1 Attacks per turn with a missile weapon.

VALUE
450
GOLD

Barbarian & Elf only

PERMANENT

DUNGEON ROOM TREASURE CARD
RING OF INVISIBILITY

As soon as you slip this ring onto your finger you fade from sight.



While wearing this ring your Warrior is invisible and therefore cannot be attacked. He may fight as normal.

The invisibility lasts for one turn, and the ring may be used once per adventure.

VALUE
200
GOLD

ONE USE PER ADVENTURE

DUNGEON ROOM TREASURE CARD
RUNESTONE OF DEATH

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. Once during each adventure, when using this weapon, you may roll an extra 2D6 when determining damage.



VALUE
250
GOLD

Barbarian, Dwarf & Wizard only

USE ONCE PER ADVENTURE

VALUE
400
GOLD

ONE USE PER ADVENTURE



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. From now on, the rune allows the wielder of the weapon to double his number of Attacks once per adventure.

DUNGEON ROOM TREASURE CARD
RUNE OF DESTRUCTION

VALUE
25
GOLD

PERMANENT



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. The rune glows dully, and keeps the blade sharp. From now on this weapon is treated as being magical.

DUNGEON ROOM TREASURE CARD
RUNESTONE OF MAGIC

DUNGEON ROOM TREASURE CARD
SALVE OF STRENGTH

In a corner you find a stoppered jade-stone phial containing a glittering bronze salve.

This salve gives your Warrior +1 Strength for 1D6 turns.

There is only enough salve in the phial for one application.



VALUE
100
GOLD

Barbarian & Dwarf only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD
STONEBREAD

Dwarf stonebread is exactly what its name suggests – bread with the consistency of stone.

Only a Dwarf would ever consider eating stonebread, and they take a gruff satisfaction in the fact that only they can eat the stuff.

Eating stonebread is obviously no quick task. If a Dwarf does nothing for a turn, except chew his way through a piece of stonebread, at the end of the Warriors' Phase he regains 1D6 Wounds. You find 1D6 pieces.

VALUE
30G
EACH

Dwarf only

PERMANENT

DUNGEON ROOM TREASURE CARD
SWORD OF MIGHT

This sword is imbued with the strength of an Ogre, and any blow struck with it delivers that power to the target.

While your Warrior is using this sword he gets +1 Strength.



VALUE
150
GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD
WINDOW OF THE VOID SCROLL

The scroll creates a dark portal that hypnotically attracts Monsters

The hole is created in any empty square the Warrior can see. Once the hole is active, roll 1D6 for each Monster adjacent to it. On a score of 1-4 that Monster stands its ground and may ignore the hole. On a score of 5-6 the Monster is hypnotically attracted to the hole, steps through it and vanishes. At the end of the turn the hole disappears with a crack.

Warriors are not affected by the hole and can ignore it, but they cannot enter that square.

VALUE
400
GOLD

Dwarf, Wizard & Elf only

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
WINES OF BRETONNIA

The kingdom of Bretonnia is a lordly realm of knights and castles, barons and chivalry.

The Bretonnians are second only to the Elves of Ulthuan when it comes to the creation of fine wines, and their best vintages fetch a high price throughout the world.

The Warriors find 1D6 unopened bottles of 100-year old wine, a spectacular find indeed! Each bottle is worth 100 gold.

VALUE
106x100
GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD
WINGS OF POWER SCROLL

Leathery wings sprout from the Warrior's back, lifting him into the air.

This spell allows the Warrior bearing the scroll to fly. While airborne the Warrior may not make any attacks, and is immune to all attacks except those from missile weapons or of a magical nature. While in the air a Warrior moves normally and may ignore any ground-based obstacles such as chasms or pits.

The spell lasts for one whole turn.

VALUE
100
GOLD

Dwarf, Elf & Wizard only

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD
WIZARD'S STAFF

VALUE
500
GOLD

Wizard only

PERMANENT

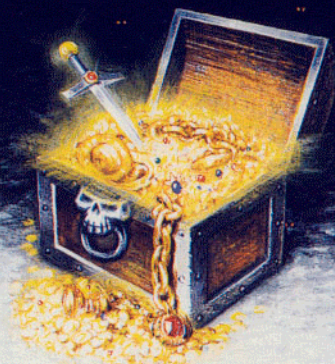
The Wizard may use the staff in hand to hand combat at -1 on his to hit roll. It causes (1D6+the Wizard's Strength) Wounds to the target. It can also be wielded defensively, giving the Wizard +1 Toughness while he carries it.

The Wizard's Staff is inherently magical, and once per adventure you can use it in the Power Phase to re-roll the Wizard's Power (and avoid an Unexpected Event!).

A Wizard's Staff comes with 1 point of Power already stored in it, which the Wizard can use in the same way as his Power tokens.

(PPG: The Wizard may recharge the Staff by visiting the Font of Power.)

TREASURE



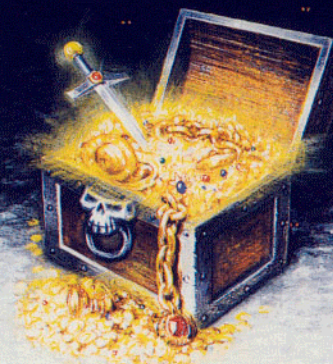
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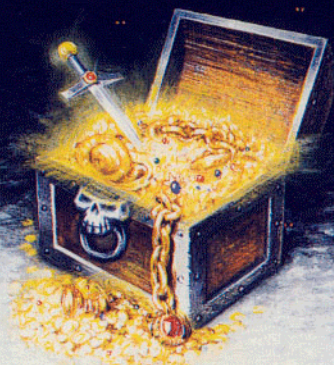
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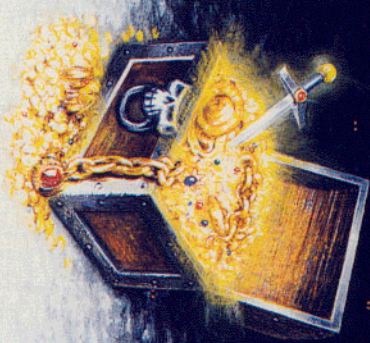
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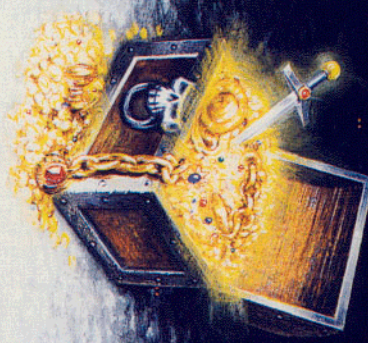
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