

LOCK TOOLS

Opens any lock as long as it is not magical or the rules state otherwise. On a roll of 1D6, the lock opens on 4+. On a roll of 1, the picks are broken and useless.

HEALING POTION

Brings one Warrior back up to full Wounds.
The potion may only be used once, and is then discarded.

200 G

POTION OF STRENGTH

This potion gives your Warrior +1 Strength for one turn.
In addition, roll 1D6. On a roll of 6, this effect lasts for the remainder of this adventure.

100 G

POTION OF TOUGHNESS

This potion gives your Warrior +1 Toughness for one turn.
In addition, roll 1D6. On a roll of 6, this effect lasts for the remainder of the adventure.

100 G

GOLDEN KEY

This is a golden key which glows faintly, obviously magical.

20 G

BERSERKER SWORD

When used by the Barbarian, this sword adds +1 to the dice roll to see if he becomes berserk.

When used by other Warriors, this sword has no magical effect.

250 G

BLADE OF SEA GOLD

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

150 G

DWARVEN WARHAMMER

This weapon causes +1 Wound every time it hits.
This may only be used by a Dwarf.

150 G

DESTROY MAGIC SCROLL

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

The target may not use the same spell again.

One use, then discard. 350 G

IRON KEY

A rusty iron key hangs on an equally corroded chain.

CANDLE

Illuminates the board section the bearer is in, plus all adjoining board sections for 2D6 turns.
One use, then discard.

TINDERBOX

This metal box contains flint, steel and pieces of tinder.

TORCH

Illuminates the board section the bearer is in, plus all adjoining board sections.
Lasts for the remainder of the adventure, then discard.

ENERGY JEWEL

This jewel contains 1D6 points of Power that the Wizard can use to cast spells.
Once drained, the jewel is useless and worthless.

200 G

BOOK OF NECROMANCY

This flesh-bound spell book contains dark treatises on the powers of Chaos magic.

DISPEL MAGIC SCROLL

This scroll allows the Wizard to render harmless a single spell cast against himself or his companions, whatever its source.

One use, then discard.

150 G

BOOTS OF SWIFTNESS

While wearing these boots, your Warrior gets +1 Movement.

200 G

BLADE OF COURONNE

Any undead Monster adjacent to the user of this sword automatically suffers 1 Wound at the end of each turn, after regeneration, with no modification for Toughness or armor.

200 G

SKELETON KEY

The bronze skull that decorates the key seems to leer at you with sinister glee.

SKELETON KEY

The sinister skull that decorates the bronze key seems to gleefully leer at you.

RELIC BLADE

While your Warrior is using this holy sword he gets +1 on his hit roll.

400 G

CHARM OF LEARNING

The charm makes learning easier for your Warrior, such that it will cost him 300 less gold than usual to train to the next Battle-Level.

One use, then discard.

100 G

GREAT RUBY

When held to the light, this gem seems to glow with an inner fire.

800 G

ORNAMENTAL DAGGER

The dagger, with a jewelled scabbard, has a small jewel in the pommel that seems to glow faintly.

100 G

SWORD OF MIGHT

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

150 G

HELMET OF FARSEEING

This bestows +1 Toughness as a normal helm. In addition, the wearer may move around and see in the dark just as if he had a lantern.

800 G

AMULET OF FURY

This amulet allows a non-magical Warrior to try to cast a spell. Each turn the amulet is used, roll 1D6. If this number is not less than the casting number, the spell is cast and the amulet disintegrates.

200 G

CLOAK OF INVISIBILITY

This cloak makes your Warrior invisible for one whole turn, so that he may not be attacked. He may still fight as normal.

One use per adventure.

200 G

BLACK ROCK

Wrapped in a piece of rag is a lump of blackened, coal-like rock.

DAWNSTONE

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

One use, then discard.

500 G

SKAVENBANE SWORD

The sword does double normal damage against all Skaven.

500 G

MINOTAURBANE SWORD

This sword does double normal damage against all Minotaurs.

500 G

ENCHANTED SHIELD

Gives +3 Toughness, but may not be used with any other armor (except a helmet) until the bearer is Battle-level 4 or above.

800 G

BANDAGE

Restores 3 Wounds.
One use, then discard.
If not used by the end of the adventure, roll 1D6. On 4+, the bandage has perished and is useless.

5 G

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One use, then discard.
If not used by the end of the adventure, roll 1D6. On 4+, the bandage has perished and is useless.

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PROVISIONS

Restores 2 Wounds if eaten. At the end of the adventure, unused provisions must be discarded as they have spoiled.
One use, then discard.

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ENCHANTED FLUTE

The Troubadour may play this flute to enchant a non-magical Monster. The Monster will immediately sit down, oblivious to all, unless attacked.

One use, then discard.



HEALING SALVE

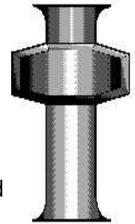
During any turn when no Monsters are present, this salve may be used to heal 1 Wound on all Warriors in the same room. Roll 1D6. On a roll of 6, the salve is used up.



HOLY SYMBOL

This blessed holy symbol may emit a blinding light which paralyzes all undead Monsters in the same room for 1D6 turns.

One use, then discard



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WARPSTONE AMULET

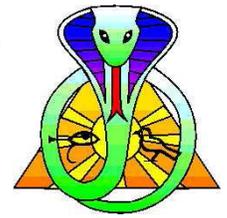
At the end of a turn in which the wearer has been reduced to 0 Wounds, this amulet restores him to full Wounds. Only usable by Skaven.

Use once, then discard.



BLESSED SWORD

This consecrated blade is treated as if magical when fighting Daemons or Undead.



BLACK ARROW

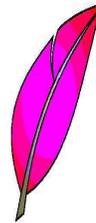
This arrow is not magical, but destined to greatness. It may be used once with a bow, automatically striking and inflicting 3D6 Wounds.



MAGIC FEATHER

This magical feather, plucked from the Warp, can transport the user and all other Warriors in the same board section to a Settlement safely.

Use once, then discard.



HUNTING SPEAR

The hunting spear may be used to inflict Strength + 1D6 Wounds, and to attack in ranks. If thrown, it causes the same damage but can only be retrieved once the dungeon section is cleared of Monsters.

HEALING HERBS

The Druid may try to heal himself or a wounded companion once per turn. Roll 1D6 on the following table:

- 1 The wounded Warrior reacts badly to the salve and takes another 1D6 Wounds.
- 2-3 Nothing happens.
- 4-5 The salve works and the wounded Warrior regains 1D6 Wounds.
- 6 The treatment is even better than expected and the wounded Warrior regains 2D6 Wounds.

The Druid cannot lose his supply of herbs, as he can always collect more.

BEAR CLAW

This crude but effective weapon gives the Shaman +1 Attack with his off hand, but cannot cause a Death Blow. He may not cast spells during any turn that he uses this weapon.

LUCKY CHARM

This lucky charm necklace brings good fortune to its wearer. It may be used once to change the result of any one die roll as desired.

Use once, then discard.

WITCH BLADE

This Dark Elf weapon is coated in a corrosive that inflicts an additional +2 Wounds (Fatal Damage) only if the attack succeeds in doing any damage at all to the target.

BOOK OF MYSTERIES

No one outside the Amethyst College knows this book's contents. The bearer gains +1 to all Willpower and Intellectual Initiative tests.

EQUIPMENT CARD
QUIVER OF ARROWS

The arrows are fletched with dyed feathers, and fitted with sharp steel tips.

The quiver initially contains 12 arrows, and may hold a maximum of 24 arrows. Each arrow may be used once, with a bow.

ARROWS

ONE USE EACH

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The leather quiver holds several sharp crossbow bolts.

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EQUIPMENT CARD
THROWING STARS

These sharp weapons are favored by rogues.

The bag holds 12 throwing stars. Each may be thrown, doing 1D6+1 Wounds, at -1 BS, ignoring armor. As many stars can be thrown per Turn as the Warrior has Attacks.

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THROWING STARS

ONE USE EACH

TREASURE CARD
SCARAB OF LIFE

The jeweled scarab glows faintly as you affix it to your cloak, obviously suffused with protective magicks.

If a blow strikes your Warrior that would reduce him to 0 Wounds or less, the scarab absorbs the damage, but is destroyed in the process.

VALUE
200g
UNUSED

ONE USE, THEN DISCARD

TREASURE CARD
SWORD OF QUALITY

The richly-adorned sword shows no sign of magic, yet it is perfectly weighted, showing unrivalled craftsmanship.

While using this sword, your Warrior adds +3 to Strength.

VALUE
200g

PERMANENT

TREASURE CARD
WARHELM

Wiping away the cobwebs, you discover a helm that must have adorned the head of a great warrior ... and now it shall once more!

The Warhelm offers +2 Toughness while worn. A Wizard or Elf may not wear this item.

VALUE
350g

PERMANENT

TREASURE CARD
BLESSED VIAL

The glass vial's stopper is adorned with a symbol identifying this as a liquid of a holy nature.

The contents of the vial may be thrown at a single Monster in the same board section at any time, inflicting 2D6 Wounds, with no modifier for Toughness or Armor. If used by the Warrior-Priest, it inflicts 3D6 Wounds.

VALUE
100g
UNUSED

ONE USE, THEN DISCARD

TREASURE CARD
DISPEL SCROLL

The parchment of this scroll is crumbling with age, the faint sigils and runes now barely readable.

The scroll allows the Wizard to render harmless a single spell cast against himself or his companions, whatever its source.

The scroll may only be used by a Wizard.

VALUE
150g
UNUSED

ONE USE, THEN DISCARD

TREASURE CARD
RUBY

The ruby seems to glow a fiery red as it catches the torchlight.

This confers no special power, but may be sold as treasure.

VALUE
200g

PERMANENT

TREASURE CARD
SKELETON KEY

The small iron key is decoratively wrought to suggest that it had been made from miniature bones.

This key may be used once to open a single lock of any sort, unless the rules state otherwise.

VALUE
100g
UNUSED

ONE USE, THEN DISCARD

TREASURE CARD
CROWN OF SAPHERY

This bejeweled diadem is obviously of Elven origin, inscribed with numerous magical runes.

The wearer may add +1 to all intellectual Initiative rolls. If worn by the Wizard, he may select an additional spell card, and adds +1 to his Power each turn. This may not be worn with a helm of any sort.

VALUE
600g

PERMANENT

TREASURE CARD

THICK CLOAK

The cloak is an excellent work of craftsmanship, seamless and flawless in design, as well as being extraordinarily sturdy.

The cloak, when worn, adds +1 to your Warrior's Toughness.

VALUE
75g

PERMANENT

TREASURE CARD

BAG OF GEMS

The pouch contains several small gems and baubles that sparkle in the light.

VALUE
150g

PERMANENT

TREASURE CARD

GOLD RING

The wrought ring is an example of exquisite Dwarven craftsmanship, inscribed with runes inlaid with semi-precious stones.

VALUE
100g

PERMANENT

TREASURE CARD

JADE STATUETTE

The statuette, carved from a single block of precious jade, almost seems to glow faintly with a luminosity of its own.

VALUE
300g

PERMANENT

TREASURE CARD

DIADEM

This bejewelled diadem must have rested upon the brow of some great king of ancient times. Wrought from gold, silver and some unidentifiable alloy, and bedecked with jewels, it still radiates an aura of regal authority.

VALUE
700g

PERMANENT

TREASURE CARD

PEARL NECKLACE

A string of pearls, perfect for adorning the neck of a lady, still has its own distinctive luster.

VALUE
100g

PERMANENT

TREASURE CARD

BLUE DIAMOND

You have heard of such a flawless diamond in legends, but never expected something so breathtakingly beautiful as this! It combines the hardness and brightness of a flawlessly-cut diamond with the cool beauty of a sapphire.

VALUE
800g

PERMANENT

TREASURE CARD

TREASURE CACHE

You have certainly struck it rich this time!

This card represents a cache of 1D6 x 100 gold. However, that is not all! Draw 1D3 more treasure cards from the deck to represent the rest of the haul, which represents a single, large treasure.

VALUE
100g
x1D6

PERMANENT

TREASURE CARD

GREAT SWORD

The blade bears the forgesign of a great Dwarven smith of old, and still has a keen edge.

When used, this sword gives +4 Strength, but at -1 Initiative. Due to its exceptional construction, it does not cause the normal -1 penalty to Attacks. A shield cannot be used at the same time, and this weapon cannot be used by the Wizard.

VALUE
100G

PERMANENT

TREASURE CARD

DESTROYER AXE

A faint mist rises from the darkened blade of this battle-axe.

This weapon gives +2 to Strength and cannot be used with a shield. Upon a hit, in addition to any damage, one magical item in the target's possession may be destroyed and "absorbed" by the axe, usable until another power is absorbed or the current one is expended.

VALUE
500G

PERMANENT

TREASURE CARD

EMERALD

As you turn it in your hand, the emerald catches the light with a cool green glow.

VALUE
150G

PERMANENT

TREASURE CARD

LONGBOW

The finely-crafted wooden bow is obviously of Elven origin.

This weapon has Strength 4, and may only be fired once per turn. It initially includes enough arrows to last for the current dungeon. The Barbarian or Elf may use this weapon, but not the Dwarf or Wizard.

VALUE
40G

PERMANENT

TREASURE CARD

FINE ROBES

You find some richly-ornamented robes, finery suitable for nobility.

VALUE
45G

PERMANENT

TREASURE CARD

RING OF BANISHING

The wrought-iron ring is nondescript except for a single unsettlingly black gem.

This item may banish a single creature, removing it from play, though the bearer does not gain any gold or treasure in the monster's possession. This does not kill the creature, and could conceivably be used as a last-ditch method of escape from a dungeon for a Warrior.

VALUE
500G

ONE USE, THEN DISCARD

TREASURE CARD

MITHRIL ARMOUR

Crafted by Elves, the links of chain are exceptionally light, wrought from a magical alloy known as mithril.

While worn, this bestows +2 Toughness, and may be worn by the Barbarian, Dwarf or Elf.

VALUE
450G

PERMANENT

TREASURE CARD

WIZARD'S STAFF

The sturdy staff is embedded with the runes of each of the colleges of magic.

This staff follows the rules for the Wizard's Staff as shown on page 24 of the Roleplay Book. When found, it has 1D3 points of Power stored in it.

VALUE
100G

PERMANENT

TREASURE CARD
BOOK OF SECRETS

The leather cover of this tome is covered in the runes of the Colleges of Magic.

Roll 1D6 and select a spell from the Spell List. The bearer of this book may cast spells as a Wizard, though he does not add his Battle-Level to his power per turn. At the end of each adventure, roll 1D6. On a roll of 1, the book vanishes mysteriously.

VALUE
700g

PERMANENT

TREASURE CARD
ARMOUR OF TAAKAN

This matt black suit of full armour is engraved with dull bronze battle runes.

This armour protects as Heavy Armour and a Warhelm (+5 Toughness, -1 Initiative). Every time an enemy wounds your Warrior, the armour forces its wearer to make an extra attack right away against the one who hit him. If successful, this attack cannot cause a death-blow.

VALUE
1500g

PERMANENT

TREASURE CARD
DAWNSTONE

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

VALUE
500g

ONE USE, THEN DISCARD

TREASURE CARD
CHALICE OF SORCERY

The Chalice of Sorcery acts as a source of power that allows a Wizard to carry on casting spells when his own Power has run out.

The Wizard may draw as many points of power out of the Chalice that he likes. Declare how many points will be drawn, then roll 1D6 per point. On each roll of 1, the Wizard suffers 1D6 Wounds, with no modifiers for Toughness or Armor.

VALUE
700g

PERMANENT

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.

This weapon may only be used by a human bearer.

VALUE
1000g

PERMANENT

TREASURE CARD
CANDELABRA

The finely-wrought brass candelabra holds several candles which give off a flickering light.

The candles provide a source of light, as the lantern, for the remainder of the adventure, and then burn out. The candelabra may still be sold as treasure, however.

VALUE
75g

PERMANENT

TREASURE CARD
AMETHYST

Flashes of light can be seen as the deep purple gem is turned about in the light. It is flawlessly cut, with a luscious violet hue, fit for royalty.

VALUE
100g

ONE USE, THEN DISCARD

TREASURE CARD
ORB OF PROPHECY

Mists swirl within the crystal orb, seeming to suggest the shapes of various monsters and dangers.

The Wizard or Elf may use this item to look into the future and avoid danger. When an Event is encountered, the bearer may pick two cards, and choose which one he must face.

VALUE
100g

ONE USE, THEN DISCARD

TREASURE CARD
MAGIC POTION

The mysteriously-labelled flask contains an equally mysterious liquid of unknown purpose.

When this potion is used, draw a card from the Potion Deck to determine its effects.



VALUE
50G

ONE USE, THEN DISCARD

TREASURE CARD
MAGIC POTION

A curious fluid can be found in the flask, and no label can be found to indicate what its purpose might be.

When this potion is used, draw a card from the Potion Deck to determine its effects.



VALUE
50G

ONE USE, THEN DISCARD

TREASURE CARD
MAGIC POTION

The stoppered flask contains some unidentified liquid, most likely the work of an alchemist.

When this potion is used, draw a card from the Potion Deck to determine its effects.



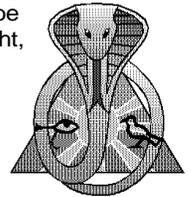
VALUE
50G

ONE USE, THEN DISCARD

TREASURE CARD
HOLY SWORD OF PURITY

This shining blade is inscribed with the Rune of Hysh, and glows with its own light.

When used against a Daemon of Nurgle, this sword inflicts an additional 1D6 Wounds. The bearer is immune to disease, corruption or poison. The blade glows, casting light as a Lantern. This may only be used by a Knight, Templar or Priest.



VALUE
NONE

PERMANENT

TREASURE CARD
TALISMAN OF ERIK

It is said that the bearer of this talisman is rendered invulnerable, and will soon attract great wealth.

See p. 20 (Event #2) of the Roleplay Book for the effects of wearing this talisman.



VALUE
?

PERMANENT

TREASURE CARD
ROGAR'S POTION

This potion is guaranteed to heal the most grievous wounds, restore life and bestow a healthy head of hair.

See p. 20 (Event #5) of the Roleplay Book for the effects of consuming this potion.



VALUE
?

ONE USE, THEN DISCARD

TREASURE CARD
SCOUNDREL'S AMULET

Whoever wears this amulet is said to be invulnerable . . . at his "friends'" expense.

When the wearer of this amulet is struck by a blow that would reduce him to 0 Wounds, he may nominate a fellow Warrior who dies in his stead. This may not be used by a Knight, Templar or Priest.

VALUE
200G

ONE USE, THEN DISCARD

TREASURE CARD
WARPSTONE AMULET

The dark stone imbedded in this amulet seems to radiate darkness, and is surrounded by Skaven runes.

When the bearer is reduced to 0 Wounds, this amulet instantly restores him to his full Wounds, even if he has taken Fatal Damage. Unfortunately, only a Skaven may wear it (and only a Skaven would buy it).



VALUE
500G

ONE USE, THEN DISCARD