

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.
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5 G

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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HEALING POTION

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

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