

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



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.



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.

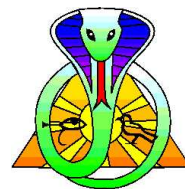
Only usable by Skaven.

Use once, then discard.



BLESSED SWORD

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



BLACK ARROW

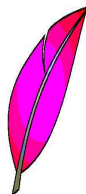
This arrow is not magical, but destined to greatness. It may be used once with a bow, automatically striking and inflicting 3D6 Wounds.



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.