

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**  
UNUSED

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**  
UNUSED

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**  
UNUSED

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**  
UNUSED

PERMANENT