

TREASURE CARD
GREAT SWORD

The blade bears the forge-sign of a great Dwarfven 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