

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