

Gold Ingots

1D6 gold ingots are found!
Roll 3D6 for each one.
if any of the 1D6 rolls
results in doubles,
they are painted lead,
but otherwise multiply
the dice roll result
by 25 for the gold value

Abandoned Backpack

What happened to the
owner wearing it?
Roll 1D12 (x10)
for gold coins in the pack.
If you roll a 12,
you may draw
another treasure card!

Holy Artifact

At a temple,
the priests will pay
1D6 x 100 gold
for the artifact,
but if a 1 is rolled,
they give you nothing.

Treasure Map

A partially destroyed map
indicates great treasure!
As each room is entered,
roll a 1D6:
1-5 = No treasure ;
6 = You've found Treasure!
After all encounters
Draw 3 more treasure cards.

Precious Icon

Worth 1D6 x 50 gold
to elders in a Village
(not a town or city)

Rare Books

Various books and bound
leaves of writing are here,
none magical, but valuable
none the less!
Worth 1D12 x 25
gold coins.

Uncut Gems

One of the adventurers
recognizes some pebbles
as uncut gems, worth
1D6 x 40 gold

Sealing Potion

Seals 1D6
worth of wounds.

Potion of Levitation

Lasts one turn.
Ignore pits, chasms etc.,
all attacks are -1 to hit



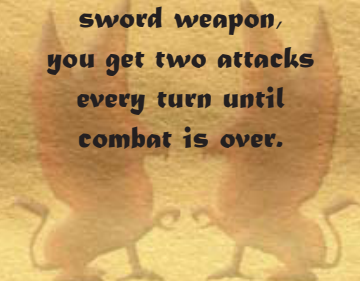
Potion of Strength

Adds 1D6 to Strength
for 1 turn



Potion of Lightning Blades

If you have a
sword weapon,
you get two attacks
every turn until
combat is over.



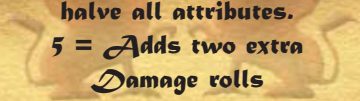
Potion of Keen Sight

Add one extra BS to
your ranged attack until
combat is over.



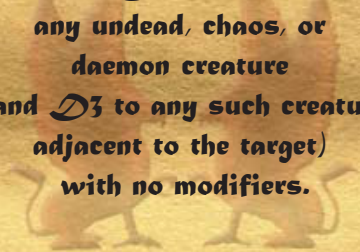
Magic Potion

When imbibed, roll 1D6:
1 = Resistant to all Magic
(Including healing spells!)
2 = Grow to twice your height,
double all attributes.
3 = Skin is rainbow striped!
4 = Shrink to half your height,
halve all attributes.
5 = Adds two extra
Damage rolls
6 = Adds two extra
to Toughness
Lasts entire adventure



Vial of Holy Water

Roll to hit with BS,
does 1D6 wounds to
any undead, chaos, or
daemon creature
(and D3 to any such creature
adjacent to the target)
with no modifiers.



Potion of Battle

Add one extra WS
to your normal attack until
combat is over.



Potion of Fortitude

Negates fear and terror
for one encounter with a
fearsome monster



Runestone of Magic

*Bonds to a weapon.
Makes the weapon magical
permanently.*



Rune of Parrying

*Bonds to Weapon.
If the Hero's attack misses,
removes 1 attack from the
opponent.*



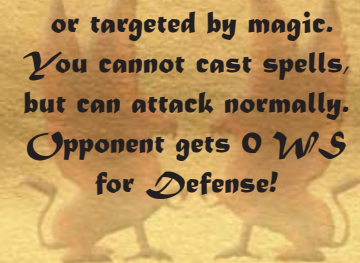
Boots of Swiftness

*These magical boots
add +1 move
during combat turns*



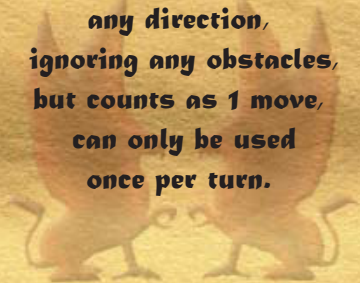
Potion of Invisibility

*For one turn,
cannot be pinned, attacked,
or targeted by magic.
You cannot cast spells,
but can attack normally.
Opponent gets 0 WS
for Defense!*



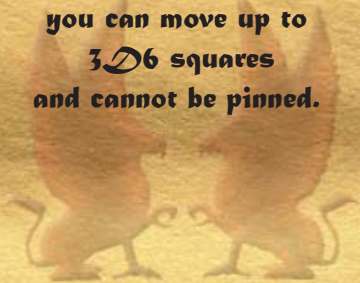
Boots of Leaping

*Leap 1 square in
any direction,
ignoring any obstacles,
but counts as 1 move,
can only be used
once per turn.*



Arkal's Powder

*For one turn,
you can move up to
3D6 squares
and cannot be pinned.*



Boots of Agility

*Allows wearer to
ignore any opponent's
Death Zone during
combat movement.*



Magic Scroll Of Protection

*Dispels any one spell
cast by an opponent.
Discard after use.*



Flash Powder

Blinds all opponents, allowing a free turn to escape.

May only be used by a Wizard character.

Rune of Chance

Bonds to Weapon. Re-roll any one missed attack per turn, must take the second result.

Cloak of Stealth

Vs. a roll against an opponent's intelligence allows wearer to be hidden in nearby surroundings. If wearer moves or attacks, they lose hidden status.

Lucky Talisman

Re-roll any one die roll once per adventure

Icon of Bravery

+1 to all fear and terror rolls to bearer

Rune of Magical Protection

Negates one spell attack against the bearer of this rune. Discard after use

Codex of the Magus

Roll 1D6 to learn that many new spells. You are still limited by your level the number of spells you may cast during any adventure.

Arrow of Fire

1 arrow, does the damage of a fireball in a 2x2 area of five damage dice.

Arrows of Piercing

Enough arrows to last the adventure.
Each hit, roll a 1D6:
1-4 = no special effect,
5-6 = ignores all armor

Fire Arrows

1D6 arrows found.
If it hits, roll 1D6:
1-3 = Has no special effect,
4-6 = Does 1D6 extra wounds

Elven Bow

Elven warriors only.
You may make two ranged attacks per combat turn with this bow.

Staff of Command

Once per event, a spell caster can attempt to control one monster for a turn.
Roll a 1D6:
1-4 = No effect,
5-6 = Monster is controlled. Controlled monsters fight in warrior phase and will do anything ordered except harm its self.

Bag of Holding

Allows you to carry twice the gold coin limit (up to 500) without penalty.

Caltrops

Hinder pursuing foes by dropping these small spiked objects.
Slows pursuers combat movement by 1/2.
Discard after use

Greek Fire

Range = Eight squares.
Roll BS to hit.
Does 5 damage dice in one square.
Discard after use.

Pebble of Distraction

When thrown, will cause 1D6 Monsters to investigate for 1D6 turns the direction it was thrown.
Discard after use.

Potion Of Disguise

Once per adventure, the wearer can take the appearance of any monster. They will not be attacked by any monster or spell. The disguise disappears once any monster is attacked.

Boots of Tzchak

These magical boots add a +3 move during combat turns

Ring of Seeking

Adds +1 to intelligence rolls when looking for hidden doors

Cloak of Deception

All attacks on the wearer are -1 to hit, but if a natural 12 is rolled, the hit is taken and the magic is exhausted until the next adventure

Staff of Lighting

Does 1D6 +6 damage to the first target in a line, with no modifiers for armor. Each time it is used, roll a 1D6. On a roll of 1, all the charges are used up.

Bell of Warning

On a 1D6 roll of 3-6 any ambush or trap is foiled.

Dancing Sword

This sword may be let go to fight by itself! The sword has a WS of 7 and does 2 dice of damage when fighting by itself. If it sustains more than 1 points of damage from a single attack, it falls to the ground inert.

Potion of Recovery

This potion will cure the ill effects of any disease or poison