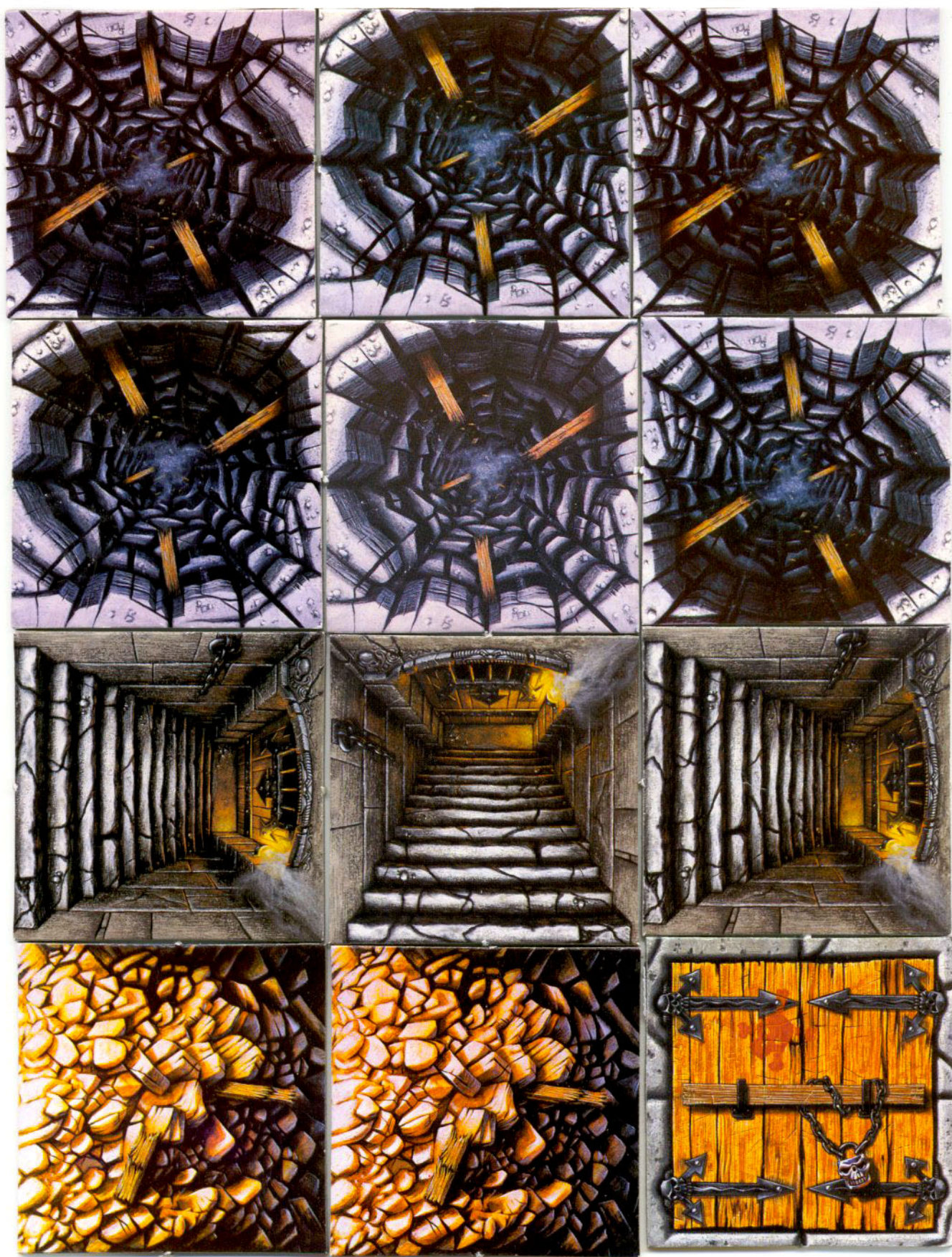
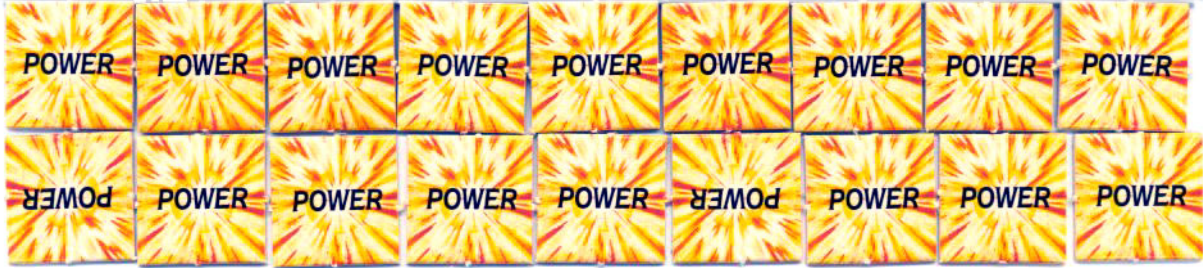








LUCK



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BARBARIAN

Wounds: 1D6+9
 Move: 4
 Weapon Skill: 3
 Ballistic Skill: 5+
 Strength: 4
 Toughness: 3 (4)
 Initiative: 3
 Attacks: 1 (+1*)



Equipment: Lantern.

Weapon: Sword, causing 1D6+4 Wounds.

Armour: Thick furs, giving him +1 Toughness.

Pinning: Breaks from pinning on a roll of 6+.

Special Rules

Each turn, before he fights, there is a chance the Barbarian may go berserk. Roll a dice and add +1 to the score for every slain Monster model on his Adventure Record sheet. If his total score is 6 or more, the Barbarian goes berserk until the combat is over. While berserk, he gets 1 extra attack every turn.

However, if he rolls a 1, then regardless of how many Monsters he has on his Adventure Record sheet, disaster strikes! The Barbarian is so maddened with bloodlust that all he does this turn is slash wildly about him, causing 1 Wound on every adjacent Warrior (no modifiers).

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

BARBARIAN ADVANCED PROFILES

Battle Level 2	Wounds: 2D6+9	Wpn./Bal. Skill: 3/5+	Strength/Dice: 4/1	Toughness: 4 (5)	Initiative: 3	Attacks: 1
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 1	TO HIT	2 3 4 4 4 4 5 5 5 6	Willpower: 3	Pinning: 6+
SKILLS: 1						

Battle Level 3	Wounds: 3D6+9	Wpn./Bal. Skill: 4/4+	Strength/Dice: 4/1	Toughness: 4 (5)	Initiative: 3	Attacks: 2
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 1	TO HIT	2 3 3 4 4 4 4 4 5 5	Willpower: 3	Pinning: 6+
SKILLS: 2						

Battle Level 4	Wounds: 4D6+9	Wpn./Bal. Skill: 4/4+	Strength/Dice: 4/1	Toughness: 4 (5)	Initiative: 4	Attacks: 2
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 2	TO HIT	2 3 3 4 4 4 4 4 5 5	Willpower: 3	Pinning: 6+
SKILLS: 3						

Battle Level 5	Wounds: 5D6+9	Wpn./Bal. Skill: 5/4+	Strength/Dice: 4/2	Toughness: 4 (5)	Initiative: 4	Attacks: 3
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 2	TO HIT	2 2 3 3 4 4 4 4 4 4	Willpower: 4	Pinning: 5+
SKILLS: 4						

THE BARBARIAN

The land of Norsca lies to the north of the Empire, across the Sea of Claws. It is a bleak realm of frozen fjords and towering snow-capped mountains, scoured by blizzards and freezing winds. This inhospitable expanse of rock and ice is inhabited by the Norse, some of the hardest and most fearsome men in the Known World.

The Norse are violent barbarians who are feared throughout the civilised world. The harsh conditions of their homeland have made them exceptionally tough and fierce, and they enjoy their drink almost as much as a good fight! To prove their valour the Norse warriors hunt the wolves and bears that prowl the icy wastes, and wear their pelts as protection against the cold.

Norse Barbarians are big, muscular, hardy fighters. They make great Warriors and sea-faring adventurers, and their exploits are famous the world over. Their love of battle makes the Norsemen excellent companions when venturing into danger. They are stalwart allies, unwilling to flee in even the most dangerous of situations.

The Barbarian in the Warhammer Quest game is a Berserker, feared even by other Norsemen. Berserkers are insanely dangerous warriors who attack their enemies in a raging, uncontrollable frenzy, oblivious to their own pain and danger. The Barbarian finds himself in the Worlds Edge Mountains, lured partly by the stories of immense treasure hoards, and partly by the opportunity to kill hundreds of Orcs, Goblins and other hideous creatures that he knows will be found in dungeons deep below the earth.

BARBARIAN ADVANCED PROFILES

Battle Level 6	Wounds: 6D6+9	Wpn./Bal. Skill: 5/3+	Strength/Dice: 4/2	Toughness: 4 (5)	Initiative: 5	Attacks: 3
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 2	TO HIT	2 2 3 3 4 4 4 4 4 4	Willpower: 4	Pinning: 5+
SKILLS: 4						

Battle Level 7	Wounds: 7D6+9	Wpn./Bal. Skill: 5/3+	Strength/Dice: 4/2	Toughness: 4 (5)	Initiative: 5	Attacks: 3
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 3	TO HIT	2 2 3 3 4 4 4 4 4 4	Willpower: 4	Pinning: 5+
SKILLS: 5						

Battle Level 8	Wounds: 8D6+9	Wpn./Bal. Skill: 6/3+	Strength/Dice: 4/2	Toughness: 4 (5)	Initiative: 5	Attacks: 4
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 3	TO HIT	2 2 3 3 3 4 4 4 4 4	Willpower: 4	Pinning: 5+
SKILLS: 6						

Battle Level 9	Wounds: 9D6+9	Wpn./Bal. Skill: 6/2+	Strength/Dice: 4/3	Toughness: 4 (5)	Initiative: 6	Attacks: 4
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 3	TO HIT	2 2 3 3 3 4 4 4 4 4	Willpower: 4	Pinning: 5+
SKILLS: 6						

Battle Level 10	Wounds: 10D6+9	Wpn./Bal. Skill: 6/2+	Strength/Dice: 4/3	Toughness: 4 (5)	Initiative: 6	Attacks: 4
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 3	TO HIT	2 2 3 3 3 4 4 4 4 4	Willpower: 4	Pinning: 5+
SKILLS: 7						

EQUIPMENT

LANTERN

Illuminates the board section the leader is in, plus all adjoining board sections.



DWARF

Wounds:	1D6+8
Move:	4
Weapon Skill:	4
Ballistic Skill:	5+
Strength:	3
Toughness:	4 (5)
Initiative:	2
Attacks:	1



Equipment: Rope.

Weapon: Great axe (for damage, see Special Rules).

Armour: Chainmail, giving him +1 Toughness.

Pinning: Breaks from pinning on a roll of 5+.

Special Rules

With the great axe, the Dwarf rolls an extra dice for Wounds, and chooses the highest score. He adds his Strength as normal.

If he rolls a double, he adds the dice together, and then adds his Strength to the total score.

If he rolls a double 1, his attack goes horribly wrong and he trips over his beard. He must spend the rest of the turn getting up, and while he's doing so any Monsters attacking him add +2 to their to hit rolls.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

DWARF ADVANCED PROFILES

Battle Level 2	Wounds: 2D6+8 Strength/Dice: 3/1 Initiative: 2	Wpn./Bal. Skill: 5/5+ Toughness: 4 Attacks: 2
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 0
TO HIT	2 2 3 3 4 4 4 4 4 4	Willpower: 4
SKILLS: 1		Pinning: 5+

Battle Level 3	Wounds: 3D6+8 Strength/Dice: 3/1 Initiative: 3	Wpn./Bal. Skill: 5/5+ Toughness: 5 Attacks: 2
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 1
TO HIT	2 2 3 3 4 4 4 4 4 4	Willpower: 5
SKILLS: 2		Pinning: 5+

Battle Level 4	Wounds: 4D6+8 Strength/Dice: 4/1 Initiative: 3	Wpn./Bal. Skill: 5/4+ Toughness: 5 Attacks: 2
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 1
TO HIT	2 2 3 3 4 4 4 4 4 4	Willpower: 5
SKILLS: 2		Pinning: 5+

Battle Level 5	Wounds: 4D6+8 Strength/Dice: 4/2 Initiative: 3	Wpn./Bal. Skill: 6/4+ Toughness: 5 Attacks: 3
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 1
TO HIT	2 2 3 3 3 4 4 4 4 4	Willpower: 5
SKILLS: 3		Pinning: 4+

THE DWARF

The Dwarfs are an ancient race, and have lived in the Old World for thousands of years. They build their cities beneath the ground, tunnelling under the rocks and through the mountainsides to create a vast empire under the earth. Through the centuries the Dwarfs' power grew, and as their tunnels delved ever deeper, the mountains yielded up their most precious treasures – gold, silver, jewels and precious stones to swell the coffers of the Dwarf kings.

Hundreds of years ago, disaster struck when vast armies of Orcs and Goblins assaulted the Dwarf homeland. City after city fell in desperate battle, and today the Dwarfs retain only a tiny fraction of their great kingdom and the power they held in ages past.

The Dwarfs are a long-lived people, who bear grudges for many years. They are immensely strong and resilient, but above all else they are proud.

The Dwarfs cherish the glorious memories of their past and yearn for the days when their greatest cities will ring again to the sound of Dwarf voices, and the Orcs and Goblins have been driven back to their squalid homes in the Darklands.

The Dwarf has joined the rest of the Warriors in the journey back to the lands of his ancestors in search of glory, lost treasures and vengeance. Every Orc killed, and every Goblin sent fleeing into the darkness, is a step towards the deliverance of his ancient birthright.

DWARF ADVANCED PROFILES

Battle Level 6	Wounds: 4D6+8 Strength/Dice: 4/2 Initiative: 3	Wpn./Bal. Skill: 7/4+ Toughness: 5 Attacks: 3
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 2
TO HIT	2 2 2 3 3 3 4 4 4 4	Willpower: 5
SKILLS: 3		Pinning: 4+

Battle Level 7	Wounds: 5D6+8 Strength/Dice: 4/2 Initiative: 3	Wpn./Bal. Skill: 7/3+ Toughness: 5 Attacks: 3
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 2
TO HIT	2 2 2 3 3 3 4 4 4 4	Willpower: 5
SKILLS: 4		Pinning: 4+

Battle Level 8	Wounds: 5D6+8 Strength/Dice: 4/2 Initiative: 4	Wpn./Bal. Skill: 7/3+ Toughness: 5 Attacks: 4
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 2
TO HIT	2 2 2 3 3 3 4 4 4 4	Willpower: 5
SKILLS: 4		Pinning: 4+

Battle Level 9	Wounds: 6D6+8 Strength/Dice: 4/3 Initiative: 4	Wpn./Bal. Skill: 7/2+ Toughness: 5 Attacks: 4
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 3
TO HIT	2 2 2 3 3 3 4 4 4 4	Willpower: 6
SKILLS: 5		Pinning: 4+

Battle Level 10	Wounds: 7D6+8 Strength/Dice: 4/3 Initiative: 5	Wpn./Bal. Skill: 7/2+ Toughness: 5 Attacks: 4
ENEMY'S WS	1 2 3 4 5 6 7 8 9 10	Luck: 3
TO HIT	2 2 2 3 3 3 4 4 4 4	Willpower: 6
SKILLS: 6		Pinning: 4+

EQUIPMENT

ROPE

Can be used to escape from the pit. Each time it is used, roll 1D6. On a result of 1 or 2 the rope breaks after use and is destroyed.



ELF

Wounds: 1D6+7
Move: 4
Weapon Skill: 4
Ballistic Skill: 4+
Strength: 3
Toughness: 3
Initiative: 6
Attacks: 1



Equipment: Healing Potion.

Weapons: Sword and bow (each causes 1D6+3 Wounds).

Armour: None.

Pinning: The Elf can never be pinned.

Special Rules

Whenever an opponent hits him, the Elf can attempt to dodge the blow, causing it to miss completely. Roll 1D6. On a score of 6 the Elf dodges the incoming blow.

Each Turn, the Elf may either shoot with his bow, or attack in hand-to-hand combat with his sword. The sword and bow each cause 1D6+3 Wounds when they strike.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

THE ELF.

The Dwarfs and the Elves enjoyed the golden age of their civilisations long before the empires of Man arose, and both are long-lived and noble races. There the similarity ends, however, as where the Dwarfs are gruff and serious, Elves are joyous, frivolous, haughty and disdainful of other races. It was inevitable that the differences that lie between them should lead to a terrible and bitter war.

Though the war has ended, neither the Elves nor the Dwarfs will ever truly forgive nor forget, and an enduring mistrust now exists between their two races.

Elves are tall, slender, pale-skinned and of haughty demeanour. Their slender build belies their strength and toughness, for Elves are powerful creatures, and deadly in battle. Their weapons and armour are the finest in the Warhammer World, crafted out of exquisite materials, using techniques unknown to Man, and encrusted in precious gems.

Elves generally keep themselves apart from the world of Men. Most of the Elves have abandoned the Old World and now make their home in the Elf kingdom of Ulthuan.

A few Elves still live in the forests of Loren. These Wood Elves are not as far distanced from the realms of humans as their High Elf kin. In times of dire threat to the Empire or the Kingdom of Bretonnia, the Wood Elves will even send mighty armies to fight alongside the human Warriors in battle.

Wood Elf adventurers are rare but not unheard of. The Elves' passion for bright jewels and gems, and their hatred of evil races such as Orcs and Goblins can lead even them to undertake the most hazardous of adventures. The Elf in Warhammer Quest is just such a Warrior - determined to recover lost treasures, experience new realms and rid the world of the hideous monsters who deface its beauty.

ELF ADVANCED PROFILES

Battle Level 2	Wounds:		2D6+7		Wpn./Bal. Skill:		5/4+					
	Strength/Dice:		3/1		Toughness:		3					
	Initiative:		6		Attacks:		2					
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	1
TO HIT	2	2	3	3	4	4	4	4	4	4	Willpower:	2
SKILLS: 1											Pinning:	Auto

Battle Level	3	Wounds:	2D6+7		Wpn./Bal. Skill:	5/4+							
		Strength/Dice:	4/1		Toughness:	3							
		Initiative:	7		Attacks:	2							
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	2	
TO HIT	2	2	3	3	4	4	4	4	4	4	Willpower:	3	
SKILLS: 1											Pinning:	Auto	

Battle Level 4	Wounds:		3D6+7		Wpn./Bal. Skill:		5/3+						
	Strength/Dice:		4/1		Toughness:		4						
	Initiative:		7		Attacks:		2						
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	2	
TO HIT	2	2	3	3	4	4	4	4	4	4	Willpower:	3	
SKILL S: 2											Pinning:	Auto	

Battle Level 5	Wounds: 3D6+7		Wpn./Bal. Skill: 5/3+								
	Strength/Dice: 4/2		Toughness: 4								
	Initiative: 8		Attacks: 3								
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck: 2
TO HIT	2	2	3	3	4	4	4	4	4	4	Willpower: 3
SKILLS: 2	At Battle-level 5 an Elf gets +1 Movement, taking it to 5.										Pinning: Auto

At Battle-level 5 an Elf gets +1 Movement, taking it to 5.

ELF ADVANCED PROFILES

Battle Level	6	Wounds: 4D6+7		Wpn./Bal. Skill: 6/3+										
		Strength/Dice: 4/2		Toughness: 4										
		Initiative: 8		Attacks: 3										
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	3	
TO HIT		2	2	3	3	3	4	4	4	4	4	Willpower:	3	
SKILLS: 3													Pinning:	Auto

Battle Level	7	Wounds: 4D6+7		Wpn./Bal. Skill: 6/2+										
		Strength/Dice: 4/2		Toughness: 4										
		Initiative: 9		Attacks: 3										
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	3	
TO HIT		2	2	3	3	3	4	4	4	4	4	Willpower:	3	
SKILLS: 3													Pinning:	Auto

Battle Level 8	Wounds: 5D6+7										Wpn./Bal. Skill: 6/2+	
	Strength/Dice: 4/2										Toughness: 4	
	Initiative: 9										Attacks: 4	
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	3
TO HIT	2	2	3	3	3	4	4	4	4	4	Willpower:	3
SKILLS: 4											Pinning:	Auto

Battle Level	9	Wounds:		5D6+7		Wpn./Bal. Skill:		7/2+						
		Strength/Dice:		4/3		Toughness:		4						
		Initiative:		9		Attacks:		4						
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	3	
TO HIT		2	2	2	3	3	3	4	4	4	4	Willpower:	4	
SKILLS: 5													Pinning:	Auto

Battle Level 10	Wounds: 6D6+7										Wpn./Bal. Skill: 7/1+	
	Strength/Dice: 4/3										Toughness: 4	
	Initiative: 9										Attacks: 4	
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	4
TO HIT	2	2	2	3	3	3	4	4	4	4	Willpower:	4
SKILLS: 6											Pinning:	Auto

EQUIPMENT

HEALING POTION

Brings one Warrior back up to full Wounds.
The potion may only be used once, and is then discarded.



WIZARD

Wounds: 1D6+6
Move: 4
Weapon Skill: 2
Ballistic Skill: 6+
Strength: 3
Toughness: 3
Initiative: 3
Attacks: 1



Equipment:
Hand of Death Scroll.

Weapon: Sword,
causing 1D6+3
Wounds

Armour: None

Pinning: Breaks from
pinning on a roll of 4+.

Special Rules

See the *Spellcasting*
section of the Rule
Book for full details of
the Wizard's powers.

POWER STORE

CURRENT
POWER

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

THE WIZARD

There is a power in the world that lies beyond the understanding of most mortal men, a power that can level mountains and destroy cities: the raw power of magic.

The great High Elf Sorcerers have studied the lore of magic for thousands of years, and their sorcery goes far beyond the understanding of any other race. Their homeland, Ulthuan, is the most magical part of the Warhammer World, and in the far distant past the Elf mages taught some of their magic to men.

Since that time, the Wizards of mankind have established the Colleges of Magic and have been developing their skills. Magic is recognised as a potent force that can be used for good and for evil purposes.

All armies have powerful Battle Wizards who are skilled in spells of warfare and destruction. As men-at-arms clash on the field of battle, and as cannons roar and arrows fly, another battle is fought out between the rival spellcasters of the opposing armies. Magical energies surge and crackle above the battlefield as the enemy Wizards strive for supremacy.

The Wizard seeks adventure in the dungeons and caves below the world. Not much is known about the evil creatures the Warriors will meet, but it is certain that there will be times when swords are of no use, and only magic will prevail. The Wizard will have to call on all his guile and wisdom to bring the Warriors to safety, and for their part the Warriors would be well advised to protect him.

WIZARD ADVANCED PROFILES

Battle Level	2	Wounds:	2D6+6		Wpn./Bal. Skill:	2/6+							
		Strength/Dice:	3/1		Toughness:	3							
		Initiative:	4		Attacks:	1							
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	0	
TO HIT		3	4	4	5	5	6	6	6	6	Willpower:	4	
POWER: 2D6	CURRENT POWER: (1D6+2)											Pinning:	4+

Battle Level	3	Wounds:	2D6+6										Wpn./Bal. Skill:	3/6+
		Strength/Dice:	3/1										Toughness:	3
		Initiative:	4										Attacks:	2
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	1		
TO HIT		2	3	4	4	4	4	5	5	6	Willpower:	4		
POWER: 3D6	CURRENT POWER: (1D6+3)										Pinning:	4+		

Battle Level	4	Wounds:	3D6+6										Wpn./Bal. Skill:	3/5+
		Strength/Dice:	3/1										Toughness:	3
		Initiative:	4										Attacks:	2
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	1		
TO HIT		2	3	4	4	4	4	5	5	6	Willpower:	4		
POWER: 4D6	CURRENT POWER: (1D6+4)										Pinning:	4+		

Battle Level	5	Wounds:	3D6+6										Wpn./Bal. Skill:	3/5+
		Strength/Dice:	3/2										Toughness:	4
		Initiative:	4										Attacks:	2
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	2	
TO HIT		2	3	4	4	4	4	5	5	5	6	Willpower:	4	
POWER: 5D6		CURRENT POWER: (1D6+5)										Pinning:	3+	

WIZARD ADVANCED PROFILES

Battle Level	6	Wounds:		4D6+6		Wpn./Bal. Skill:		4/5+					
		Strength/Dice:		4/2		Toughness:		4					
		Initiative:		4		Attacks:		2					
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	2
TO HIT		2	3	3	4	4	4	4	4	5	5	Willpower:	5
POWER: 6D6		CURRENT POWER: (1D6+6)										Pinning:	3+

Battle Level	7	Wounds:		4D6+6		Wpn./Bal. Skill:		4/5+					
		Strength/Dice:		4/2		Toughness:		4					
		Initiative:		4		Attacks:		3					
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	2
TO HIT		2	3	3	4	4	4	4	4	5	5	Willpower:	5
POWER: 7D6		CURRENT POWER: (1D6+7)										Pinning:	3+

Battle Level	8	Wounds:	5D6+6								Wpn./Bal. Skill:	4/5+	
		Strength/Dice:	4/2								Toughness:	4	
		Initiative:	5								Attacks:	3	
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	3	
TO HIT		2	3	3	4	4	4	4	4	5	5	Willpower:	5
POWER: 8D6	CURRENT POWER: (1D6+8)											Pinning:	3+

Battle Level	9	Wounds:		5D6+6		Wpn./Bal. Skill:		4/4+					
		Strength/Dice:		4/3		Toughness:		4					
		Initiative:		5		Attacks:		3					
ENEMY'S WS		1	2	3	4	5	6	7	8	9	10	Luck:	3
TO HIT		2	3	3	4	4	4	4	4	5	5	Willpower:	5
POWER: 9D6												CURRENT POWER: (1D6+9)	
												Pinning:	3+

Battle Level	10	Wounds:		6D6+6		Wpn./Bal. Skill:		4/4+					
		Strength/Dice:		4/3		Toughness:		4					
		Initiative:		6		Attacks:		3					
ENEMY'S WS	1	2	3	4	5	6	7	8	9	10	Luck:	3	
TO HIT		2	3	3	4	4	4	4	4	5	Willpower:	5	
POWER: 10D6		CURRENT POWER: (1D6+10)										Pinning:	3+

EQUIPMENT

HAND OF DEATH SCROLL

The *Hand of Death* spell may be cast against any one Monster, and causes 3D6 Wounds, with no modifier for armour. The spell costs no Power to cast

The scroll may only be used once, and is then discarded



M

6 ORCS

M

Wounds: 3

Move: 4

Weapon Skill: 3

Strength: 3

Toughness: 4

Attacks: 1

Opponent's WS

1 2 3 4 5 6 7 8 9 10

To Hit Foe

2 3 4 4 4 4 5 5 5 6



EVENT



EVENT

M

ID6 ORCS & ID6 ORC ARCHERS

M

Wounds: 3

Move: 4

Weapon Skill: 3

Strength: 3

Toughness: 4

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	4	4	4	4	5	5	5	6

Special Rules

When shooting with their bows, Orc archers need to roll 4 or more to hit. An Orc's bow has Strength 3, and causes 1D6+3 Wounds.



VALUE
55G
EACH

EVENT



EVENT

M

6 GOBLIN ARCHERS

M

Wounds: 2
 Move: 4
 Weapon Skill: 2
 Strength: 3
 Toughness: 3
 Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Goblins	3	4	4	4	5	5	6	6	6	6

Special Rules

When shooting with their bows, Night Goblin archers need to roll 5 or more to hit. A Goblin's bow has Strength 1, and causes 1D6+1 Wounds.

Before fighting the Night Goblin archers, take another Event card.



EVENT



EVENT

M

2D6 GIANT SPIDERS

M

Wounds: 1

Move: 6

Weapon Skill: 2

Strength: Special

Toughness: 2

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6

Special Rules – Web Attack

If a Spider attacks a Warrior who is already webbed, the Spider automatically bites him inflicting 1D3 Wounds with no modifiers for Toughness or armour.

If the Warrior wasn't already webbed, make a roll to hit. If the Spider hits, the Warrior is now webbed and may do nothing until he gets free. Put a Webbed counter next to him.

At the start of each turn roll 1D6 for each webbed Warrior and add his Strength. If the total is 7 or more, he frees himself and may act normally.

VALUE
15G
EACH

EVENT



EVENT

M

1 MINOTAUR

M

Wounds: 15

Move: 6

Weapon Skill: 4

Strength: 4

Toughness: 4

Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Minotaur	2	3	3	4	4	4	4	4	5	5

Special Rules

When a Minotaur hits a Warrior, roll 2 dice to see how many Wounds it causes, adding its Strength of 4 to the total.

Before fighting the Minotaur, take another Event card. If this is an Event, resolve it before fighting the Minotaur. If it reveals more Monsters, fight them all at once.



EVENT



EVENT

E

PORTCULLIS

E

Once all the Warriors have entered this board section, a portcullis slams shut behind them, cutting them off. They can only retrace their steps if they have the key.

Place the portcullis marker across the doorway the Warriors entered by to show that it is blocked.



Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

M

2D6 SNOTLINGS

M

Wounds: 1

Move: 4

Weapon Skill: 1

Strength: 1 (Special)

Toughness: 1

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	4	4	5	6	6	6	6	6	6	6

Snotlings make an immediate attack as soon as they are placed on the board and then attack as normal in the Monsters' Phase.

Draw a Warrior counter and place as many Snotlings as you can around that Warrior. Repeat until all the Snotlings have been placed.

For each Snotling above one in contact with a Warrior, add +1 to their to hit roll and increase their Strength by +1: e.g., 4 Snotlings make a single Strength 4 attack with +3 on the to hit roll.

Snotlings do not switch attacks unless their target dies, and will fight until killed.



EVENT



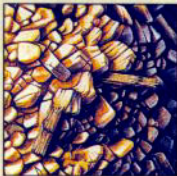
EVENT

E

CAVE-IN

E

Place the Cave-in marker in the board section where this card was triggered to show that all exits except the one the Warriors entered by are now blocked.



Any Warriors still in this board section at the end of the next turn are crushed by rubble and killed. Any Monsters in the room are crushed by falling masonry.

Warriors attempting to escape are not subject to the rules for pinning whilst in this room.

The room is now impassable and may not be re-entered.

If this card is drawn in the first room in the dungeon, ignore it and draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

E

OLD BONES

E

The floor of this room is littered with bones and skulls, with the glint of gold underneath. As the Warriors collect the gold, roll 1D6:

- 1 Trap! Cackling laughter echoes around the room and lightning flashes. Take a Warrior Counter to determine which Warrior is hit by a magical bolt that inflicts 1D6 Wounds, with no modifiers for Toughness or armour.
- 2-3 Illusion. In a bright flash of light, the bones and gold vanish. Draw another Event Card immediately.
- 4-5 Each Warrior on this board section finds $(1D6 \times 10)$ Gold. Draw another Event Card immediately.
- 6 Each Warrior on this board section finds $(2D6 \times 10)$ Gold. In addition, draw one Treasure Card.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

E

TRAP

E

Roll 1D6 for each Warrior. The Warrior with the lowest score has set off a trap. Roll 1D6 on the following table:

- 1 There is a loud explosion and the room is filled with fire and smoke. Every model on this board section takes 1D6 Wounds, with no modifiers for Toughness or armour.
- 2-5 A pit opens in the floor and your Warrior plummets onto the rocky floor below. He takes 2D6 Wounds, and can only escape if the party has the rope or a Levitation spell.
- 6 A stone slab slides back in the wall, revealing the glint of gems and gold. Draw one Treasure Card.

Roll 1D6. On a 1,2 or 3 draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

M

6 GOBLIN SPEARMEN

M

Wounds: 2

Move: 4

Weapon Skill: 2

Strength: 3

Toughness: 3

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6

To Hit	3	4	4	4	5	5	6	6	6	6
--------	---	---	---	---	---	---	---	---	---	---

Special Rules

Goblins armed with spears may attack from 2 squares away, even past intervening Monsters or Warriors.



VALUE
20G
EACH

EVENT



EVENT

M

2D6 GIANT BATS

M

Wounds: 1

Move: 8

Weapon Skill: 2

Strength: 2

Toughness: 2

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Fo	3	4	4	4	5	5	6	6	6	6

Giant Bats make an immediate attack as soon as they are placed on the board and then attack as normal in the Monsters' Phase.

After the first Turn, the combat sequence returns to normal.

Bats are never pinned and will change target each turn if possible.



EVENT



EVENT

M

2D6 GIANT RATS

M

Wounds: 1

Move: 6

Weapon Skill: 2

Strength: 2

Toughness: 3

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	3	4	4	4	5	5	6	6	6	6

Special Rules – Deathleap

When a Giant Rat hits your Warrior, roll 2 dice to see how many Wounds it causes, and add its Strength (2) to the score.

Once a Giant Rat has attacked your Warrior, roll 1D6. On a 3+ the Giant Rat's suicidal, frenzied attack has opened it up to your Warrior's attacks and he kills it automatically.



EVENT



EVENT

E

DEAD BODY

E

Before the Warriors lies a dead Barbarian, lying in a pool of blood. Clutched tightly to his chest is a bag. Roll 1D6 for each Warrior. The Warrior with the lowest score must take the bag. Roll 1D6 on the following table to see what happens when he does:

- 1 Poison Gas! Every model on this board section takes 1D6 Wounds with no modifiers for Toughness or armour. The bag is empty.
- 2-3 Trap! A spear shoots out of the wall and inflicts 2D6 Wounds on the Warrior who took the bag. The bag turns out to be empty.
- 4-6 Treasure. The bag contains $(1D6 \times 100)$ Gold, to be given to the Warrior who took it.

Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

E

SCORPIONS

E

A scorpion swarm is a special form of Monster and its attack is resolved immediately. Randomly determine which Warrior is attacked by the swarm.

There are 12 scorpions in the swarm, but they are very small, and are not represented by miniatures on the board.

Roll your Warrior's normal damage dice ($1D6 + \text{Strength}$) to see how many scorpions he kills with his attack – the number rolled is the number of scorpions he kills. Each scorpion killed is worth 5 Gold.

Any scorpions that are left inflict 1 Wound each, with no modifiers for Toughness or armour.

The scorpion swarm then scuttles away and this card is discarded.

Roll 1D6. On a 1, 2 or 3 draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

M

2D6 SKAVEN

M

Wounds: 3

Move: 5

Weapon Skill: 3

Strength: 3

Toughness: 3

Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	6



EVENT



EVENT

E

ENCOUNTER

E

Slumped against the wall the Warriors find a dying Dwarf prospector, riddled with Orc arrows. As they approach he growls a warning, threatening them with a huge axe. When he sees that they are not Orcs or evil creatures he calms down and gives them a key. With his dying breath he says:

*"This is the key to the portcullis.
Without it you will never get
through."*

One of the players should keep this card to remind you that his Warrior has the key.

Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

EVENT



EVENT

M

ID6 GOBLIN SPEARMEN & ID6 GOBLIN ARCHERS

M**Wounds:** 2**Move:** 4**Weapon Skill:** 2**Strength:** 3**Toughness:** 3**Attacks:** 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	3	4	4	4	5	5	6	6	6	6

Special Rules

When shooting with their bows, Night Goblin archers need to roll 5 or more to hit. A Goblin's bow has Strength 1, and causes 1D6+1 Wounds.

Goblins armed with spears may attack from 2 squares away, even past intervening Monsters and Warriors.

**EVENT****EVENT**

M

ID3 MINOTAURS

M

Wounds: 15

Move: 6

Weapon Skill: 4

Strength: 4

Toughness: 4

Attacks: 2

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit	2	3	3	4	4	4	4	4	5	5

Special Rules

When a Minotaur hits a Warrior, roll 2 dice to see how many Wounds it causes, adding its Strength of 4 to the total.



EVENT



EVENT

SPELL



SPELL

5

PIT OF DESPAIR

A stream of blinding white light pours from your open mouth, cascading across the floor. Where it hits the stone a fissure opens with a loud crack, and then rapidly expands until it becomes a bottomless pit.

Pick any 2 square by 2 square area on the board and place the Pit of Despair Marker on it. Roll 1D6 for each model standing in the four squares covered by the pit. On a score of 1 or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way – place it in any empty square on this or adjacent board section.

Once in place, no model may enter any of the squares covered by the Pit Marker. The pit is permanent.

Target: Any 2 square by 2 square area on the board

Duration: Immediate

ATTACK

SPELL



SPELL

5

FIREBALL

Furrowing your brow in concentration, you stretch out your arms in front of you, clasping your hands tightly together. Your eyes glow red, and smoke curls from between your fingers. Moments later, fire begins to flicker around your hands and a ball of plasma shoots across the room, engulfing your foes in blazing flames.

Pick a 2 square by 2 square area of a board section that the Wizard can see. Each Monster on the targeted area suffers 1D6+2 Wounds, only modified for Toughness.

Target: All Monsters on a 2 square by 2 square area within the Wizard's line of sight

Duration: Immediate

ATTACK

SPELL



SPELL

5

FREEZE!

A freezing wind swirls through the room, chilling the Monsters to the bone, yet leaving the Warriors magically unharmed.

Roll 1D6. The number you roll shows two things:

- 1 The number of Monsters affected by this spell this turn.
- 2 The number of Wounds each Monster affected suffers, with no modifiers for anything (Toughness, armour, etc.).

The targets of this spell must be on the same board section as the Wizard. The Wizard player chooses which Monsters are affected.

Target: Any Monsters on the same board section as the Wizard

Duration: Immediate

ATTACK

SPELL



SPELL

3

OGRE STRENGTH

Chanting strange words in a guttural tongue, you start to make convoluted gestures in the air, causing a ball of glittering energy to gather between your fingers. By naming one of the Warriors aloud, you channel the energy towards him, sending it coursing through his veins and infusing him with power.

Pick any Warrior on the board (including the Wizard). This turn the chosen Warrior is at +2 to his Strength for the purpose of resolving damage. Each individual Warrior may only have this spell cast on him once per turn.

Target: Any Warrior on the board
Duration: This Turn

ATTACK

SPELL



SPELL

5

LIFE FORCE

Stretching out your right hand, a stream of pure energy flows from your fingertips into a Warrior of your choice. As the affected Warrior strikes at his foes, their life-force is channelled down the magical pathway into you, from where you may redirect it to heal one of your companions.

Pick any Warrior who has not attacked yet this Turn. Use a dice to record how many Wounds that Warrior causes this Turn (remembering to deduct the Monsters' toughness and armour). Just before the end of the Turn, the Wizard can use the Wounds on the dice to heal the Warriors, sharing them out as he sees fit. Any unused points are lost.

Target: Any Warrior on the board
Duration: This Turn

HEALING

SPELL



SPELL

6

RESURRECTION

You shout a long forgotten invocation of great power passed down from generation to generation that can raise the dead.

You may pick any dead Warrior in the game and bring him back to life. Place him on the same board section as the Wizard. He is restored to full Wounds, but loses any of the treasure and gold he has earned in this dungeon.

This spell may be cast even if the Warrior died several turns ago.

Target: Any dead Warrior

Duration: Immediate

HEALING

SPELL



SPELL

5

LIFEBRINGER

Blazing fire leaps from your eyes, striking the Warriors and bathing them in a corona of supernatural energy that closes up their wounds, knitting flesh and bone back together.

Pick any number of Warriors on the board, including the Wizard. Roll 1D6 for each Warrior chosen. Each Warrior gets that number of his Wounds healed.

If any two or more of the dice rolled come up with the same number the spell fails, and none of the Warriors get any Wounds back.

Target: Any or all Warriors on the board

Duration: Immediate

HEALING

SPELL



SPELL

5

IRON SKIN

From a leather bag at your belt you withdraw a handful of enchanted meteoric iron dust, that sparkles even in the darkness of the dungeon. Hurling it at one of the Warriors, you coat him in a fine layer of powder that quickly sets into a magical second skin.

Pick any Warrior on the board (including the Wizard). This turn the chosen Warrior is at +2 to his Toughness.

Target: Any Warrior on the board
Duration: This Turn

DEFENCE

SPELL



SPELL

4

LIGHTNING BOLT

Raw power sizzles and flashes from your fingertips as you utter the words of this powerful spell. Static electricity fills the chamber, and a crackling aura of magic forms around you. Suddenly, a deafening thunderclap splits the dank air, and a bolt of white power streaks from your eyes, striking your chosen victim.

Pick any Monster that the Wizard can see. The targeted Monster suffers 2D6 Wounds, modified for Toughness and armour.

Target: Any Monster within the Wizard's line of sight

Duration: Immediate

ATTACK

SPELL



SPELL

4

HEAL WOUNDS

Muttering soothing words, you make a complicated pattern in the air with a small glowing sphere. As it moves, a beam of light darts from its core, suffusing one of the Warriors in a golden glow.

Pick any Warrior on the board (including the Wizard) and heal 1D6 of his Wounds.

Target: Any Warrior on the board

Duration: Immediate

HEALING

SPELL



SPELL

6

SHIELD

Shouting words of power, you point a finger at one of your companions, surrounding him with a glowing screen of magical energy.

Pick any Warrior on the board (including the Wizard). For this turn the chosen Warrior is immune to all attacks except those made with either a natural 6 to hit or those that are magical in nature. The Warrior can move and fight as usual.

Target: Any Warrior on the board
Duration: This Turn

DEFENCE

SPELL



SPELL

4

REBOUND

As you chant the words of this spell, your voice drops to a barely heard murmur. Seconds later, a shimmering mirror of power surrounds one of the Warriors, protecting him from harm.

Pick any Warrior on the board (including the Wizard). Each time he is attacked this turn roll 1D6. On a score of 6 all the Wounds that the attack inflicted are rebounded onto whoever caused them. Note that this spell does not rebound spells.

Target: Any Warrior on the board
Duration: This Turn

DEFENCE

SPELL



SPELL

3

CONFUSE

The whirling gestures you make create a spinning pattern of blurred pictures. Even when you stop moving your hands, the pictures continue to spin, drifting across the chamber to enmesh your victim in a maze of confusing images.

Pick any Monster on the same board section as the Wizard. This turn it loses 1 attack.

Target: Any Monster on the same board section as the Wizard

Duration: Immediate

DEFENCE

SPELL



SPELL

4

LEVITATE

A crackling sound fills the room as one of the Warriors rises to the ceiling, carried aloft by a column of coruscating power.

Pick any Warrior on the board (including the Wizard) and levitate him. A levitating Warrior can only be attacked with missile weapons or spells. He cannot move, however, and may not fight in hand-to-hand combat. He may fire missile weapons as normal. His square remains impassable, just as if he were standing in it normally. He may levitate out of the pit.

Target: Any Warrior on the board

Duration: One Whole Turn

DEFENCE

SPELL



SPELL

2

HEALING HANDS

You mutter under your breath, and a deathly silence descends on the area. Each Warrior, including yourself, feels a feather-light wave fall across his shoulders, and a revitalising force flow through him.

Every Warrior on the board has 1 Wound healed.

Target: All Warriors on the board
Duration: Immediate

HEALING

TREASURE CARD FUR CLOAK

You find a thick fur cloak. Rolled up and placed over one arm it offers some protection in place of a shield.

The cloak acts as armour and provides a +1 modifier to your Warrior's Toughness.

Each time it is used, roll 1D6. On a 4, 5 or 6 it remains effective and can be used again. On a 1, 2 or 3 it is ruined and must be discarded.



USE UNTIL DESTROYED, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
TIME FREEZE RING

As you put it on, this ring freezes like ice and bursts into a cold blue flame, yet still feels comfortable to wear.

The Time Freeze Ring may be used at any time, giving the Warriors an additional Warriors' Phase straight away.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD
FLASH POWDER

Hidden in a small alcove in the wall, overgrown by moss, you find a small bag of flash powder.

The flash powder may be set off at any time to confuse the Warriors' enemies. After it has exploded, any Warriors who have not yet fought this Turn get +1 Attack.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD

BOOTS OF SWIFTNESS

You find a pair of dusty boots made of a strange material. As you put them on, everything around you seems to blur and slow down.

While wearing the Boots of Swiftness your Warrior may add +1 to his Movement.



PERMANENT

TREASURE



TREASURE

TREASURE CARD
INVISIBILITY RING

As you slip this ring onto your finger, you fade and vanish from sight.

While wearing the Invisibility Ring your Warrior cannot be attacked. He may fight as normal.

The ring contains enough power to keep your Warrior invisible for one turn.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD

SHIELD OF DELIVERANCE

This shield is of simple yet exquisite craftsmanship. It seems to be made of a substance stronger than steel, yet weighs little more than a sheet of parchment.

The Shield of Deliverance can completely absorb the damage from any two blows. The first time the shield is hit, flip this card over; when it is hit a second time, discard this card.



USE TWICE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD

FINGER OF DOOM SCROLL

You find a dusty scroll, on which magical sigils are traced in a spidery scrawl. It is the Finger of Doom spell – ancient and powerful magic.

The Finger of Doom may be taken by the Wizard and used just like any of his other spells.

Casting Number: 6

When cast, the Finger of Doom inflicts 6 Wounds on a single Monster, with no modifiers for armour or Toughness.



PERMANENT

TREASURE



TREASURE

TREASURE CARD
ENCHANTED SHIELD

The surface of this shield gleams as brightly as a mirror. Clouds roll across its surface, and shards of light cut the air around it as you move.

Each time your Warrior is hit he may use this shield to try and absorb the blow. Roll 1D6. On a 5 or 6, the shield absorbs all the damage. On a 1, the shield explodes and your Warrior takes 1D6 Wounds, with no modifiers for Toughness or armour.



LASTS UNTIL DESTROYED

TREASURE



TREASURE

TREASURE CARD
CHALICE OF FATE

The Chalice of Fate has the power to warp time, to change fate, and to alter reality.

The Chalice allows you to re-roll when determining the Wizard's Power during the Power Phase. You may only re-roll once, and you must accept the second roll even if the score is worse.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD QUAKE SCROLL

This dusty scroll is inscribed with magic runes and sigils that contain words of power.

This scroll can be used at any time, and causes a 2 square by 2 square area of any one board section to cave in. Use the Cave-in marker to mark the area affected. Any Warrior or Monster caught in the area covered by the cave-in suffers 2D6 Wounds, with no modifiers for Toughness or armour.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD

DARTING STEEL DAGGERS

You find two daggers of purest steel, forged in the time of the High Elves. Ancient sigils bind powerful spells of destruction to their blades.

While using the Darting Steel Daggers your Warrior gets +1 Attacks and you do not have to roll to see if he hits his opponent; each attack made with the daggers automatically hits.

However, each hit will only do 1D6 Wounds, with no modifier for Strength.



VALUE
350G

PERMANENT

TREASURE



TREASURE

TREASURE CARD

ARROWS OF DEATH

You find a pouch containing a number of jet black arrows. Their shafts are encrusted with golden runes and their tips glow with a pale green light.

These enchanted arrows are magically sharpened. While using the Arrows of Death, your Warrior inflicts +3 Wounds on his opponents with his missile attacks.

The Arrows of Death can only be used by a Warrior with a bow.



1D6 ARROWS; 1 USE EACH

TREASURE



TREASURE

TREASURE CARD DEATHSTONE

The Deathstone is a small black crystal that seems to soak up the light from the lantern, converting it into raw power.

The Deathstone acts as a source of Power for the Wizard. When casting a spell, he may use the Deathstone to increase his chance of success. Roll 1D6. On a 3 to 6, the spell may be cast at a cost of zero Power instead of its normal cost. On a 1 or 2, the spell fails and all the Wizard's Power for the turn is lost.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD

AMULET OF POWER

This ornate amulet throbs dully, and a thick, black liquid appears to flow within its core.

At the start of each Warriors' Phase you may roll 1D6. On a 2 to 6 your Warrior's Strength is increased by +2 for the rest of the turn. On a 1 the Amulet explodes causing 1D6 Wounds on your Warrior, with no modifiers for Toughness or armour.



USE UNTIL DESTROYED, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
LUCKY TALISMAN

In the middle of a pile of rubbish in one corner of the room, you find a Lucky Talisman on a fine chain.

Your Warrior may use the Lucky Talisman at any time. Any attack made while using the Lucky Talisman will automatically hit.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD INCENSE OF HEALING

You find a small, decorative urn in the corner of the room, covered with magical symbols and runes.

When opened, the urn discharges a fragrant cloud of vapour that acts as a healing potion. Every Warrior on the same board section as the urn has 2D6 Wounds restored.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD POTION OF HEALING

This ornate glass bottle contains a blue coloured liquid with a sweet, fruity smell. Testing it with the smallest sip, you realise that it is a Potion of Healing.

There is enough Healing Potion in this bottle to heal two Warriors back to full Wounds. When the first dose is taken, flip this card over; when the second dose is taken, discard this card.



USE TWICE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
LIGHTNING FIRE RING

As you put it on, this ring shrinks to fit tightly around your finger, and a lightning rune starts to glow coldly on its upper surface.

The Lightning Fire Ring can fire a bolt of lightning on command. Your Warrior may target any Monster that is in his line of sight. The bolt hits automatically and inflicts 5D6 Wounds, with no modifiers for armour.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD
GOLD

After a thorough search of the area, one of the Warriors finds a small cache of coins, gems and other precious items.

The cache contains (1D6 × 100) gold. Record the money on your Warrior's Adventure Record sheet then discard this card.



RECORD AND DISCARD

TREASURE



TREASURE

TREASURE CARD
TALON OF DEATH

This magical artifact sucks all of the light from the surrounding area, creating an aura of darkness around you.

Once your Warrior has finished moving, he may use the Talon of Death to cause 1D6 Wounds against every Monster adjacent to him, with no modifiers for Toughness or armour. Roll for each Monster separately.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD

SPEAR

Leaning against a wall, you find a hefty-looking spear with a wickedly sharp head.

The spear may be thrown at a single Monster on the same board section as your Warrior. It may be used in addition to any other attack, and can be used at any time.

To make the attack, roll 1D6. On a 3, 4, 5 or 6 your Warrior has hit the target and inflicted 3D6 Wounds. On a 1 or 2 he has missed.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD HEALING SALVE

Amongst the debris in the room, you find a black bottle containing a thick, yellow paste. It is a salve of healing.

The healing salve can restore 2D6 Wounds to any single Warrior, or 1D6 Wounds on each of 2 different Warriors.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD ORB OF MIGHT

This black orb glistens dully as you pick it up.

The Orb of Might is a source of Power for the Wizard. Roll 1D6 to determine how much Power is initially stored in it.

Once the Wizard has used 1 or more points of the stored Power, place a D6 on top of this card to show the Orb's current Power.

Once all of the Orb's Power is used up it is discarded. The Orb cannot be recharged.



* 50g per unused Power Point

USE UNTIL EMPTY, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
HEALING POTION

You find a tightly sealed glass jar lying on the ground by the wall. Inside is a small quantity of a glittering liquid that can only be a Healing Potion

The Healing Potion may be used to restore 1D6 Wounds on a single Warrior.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD
GOLD

You find 3G hidden under some old rags in one corner of the room. Record the money on your Adventure Record sheet then discard this card.



RECORD AND DISCARD

TREASURE



TREASURE

TREASURE CARD HELL MACE

Sparks fly from the iron-shod head of this mace as you wield it, bathing the area in light.

While using the Hell Mace your Warrior gets +2 Attacks.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD DRAGON SHIELD

This shield is fashioned from the deep-red, sulphurous scales of a Great Fire Dragon.

While wearing the Dragon Shield your Warrior is invulnerable to any one attack, whatever its origin.



USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE CARD MAGIC POTION

This small glass bottle bears strange inscriptions in some long-forgotten magical language.

When your Warrior drinks the Magic Potion, roll 1D6 to determine what it is:

- 1 Poison; lose 2D6 Wounds.
- 2 Poison; lose 1D6 Wounds.
- 3 Rainbow Potion; your Warrior's flesh becomes rainbow striped.
- 4 Healing Potion, cures 1D6 of your Warrior's Wounds.
- 5 Healing Potion, cures 2D6 of your Warrior's Wounds.
- 6 Healing Potion, restores your Warrior to full Wounds.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD FIREBOMB

On a dirt-encrusted shelf you find a large ball with a fuse in the top. From the rune inscribed on it, and its pungent smell, you realise it is a firebomb.

The firebomb may be thrown at any time and affects an area 2 squares by 2 squares. Any model in the area takes 1D6 Wounds, with no deductions for Toughness or armour.



USE ONCE, THEN DISCARD

TREASURE



TREASURE

TREASURE CARD ENSORCELLED BLADE

You find a blade of pure iron, tempered to the sound of arcane incantations in ages past. This weapon's magic guides your hand, making it easier to strike your foes.

While using the Ensorcelled Blade, you may add +1 to your Warrior's to hit rolls.



PERMANENT

TREASURE



TREASURE