TREASURE CARDS • PACK 2 •



A WARHAMMER QUEST SUPPLEMENT

54 New Treasure cards for use with Warhammer Quest

Part No 200103

OBJECTIVE ROOM TREASURE CARD

ARMOUR OF METEORIC IRON

This armour looks pitted and dull, but it glows with a dim radiance that betrays its true nature.

This armour gives its wearer +3 Toughness, with no deductions for movement. However, once worn it fuses to the Warrior's flesh and cannot be removed. Unfortunately, given its weight, it cannot be carried. It must be donned immediately or left where it is found.

VALUE 1000 GOLD

Barbarian & Dwarf only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

AXE OF SLAYING

This axe was once wielded by the Dwarf Giant Slayer Umgrul Grunnson at the final battle of Karak Azgal.

This axe automatically hits its target – the wielder does not have to make a to hit roll. In addition, instead of a normal damage roll, to work out the axe's damage roll 1D6: if the score is a 1 the axe causes 1D6 (+ Strength) Wounds, if the score is a 2 the axe causes 2D6 (+ Strength) Wounds, and so on.

Use for a single turn once per adventure.

VALUE 500 GOLD

Dwarf only

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

BLADE OF LEAPING GOLD

This blade is superbly balanced and moves in a swift golden arc with almost no effort on the wielder's part, slicing through the enemy ranks with ease.

While wielding this weapon your Warrior gets +3 Attacks.



VALUE 1000 GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

CROWN OF THOUGHTS

This battered crown is a powerful magical artefact.

The Warrior can pick up hostile vibrations in the atmosphere, and is seldom surprised. When Monsters appear who would normally ambush the Warriors, the wearer of the crown should roll a D6.

1-3 Ambushed as normal.

4-5 The Warrior parries any blows made against him. The Monsters' ambush attacks have no effect on him.

6 As 4-5, and the Warrior gets an extra Attack before the Monsters strike, in addition to any others he may have that turn.

All the other Warriors are ambushed as usual.

VALUE 800 GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

DRAGON STONE OF LE MARQUIS

Michel d'un Doigt (one finger) was a powerful Wizard from Bretonnia. He laboured long to create a series of enchanted artifacts to be used by the chivalric knights of that realm. Unfortunately, the essential ingredient in the creation of each artifact was powdered bone from a human finger. Michel created nine in all...



This is the fabled Dragon Stone of the Marquis. For one turn, your Warrior can add 1D6 to his Toughness.

VALUE 500 GOLD

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

ELF SHIELD

This finely crafted shield glitters with an unearthly sheen.



While using an Elf shield, your Warrior can ignore the first blow inflicted on him each turn unless the roll to hit was an unmodified 6, in which case the shield has no effect.

VALUE 500 GOLD

Elf only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

FIRESTORM ICON

This red shard of crystal has a raging fire burning at its core, which flares up to a blazing wall of fire at the wielder's command.



Pick a 2 square by 2 square area of a board section that the Warrior with the icon can see. All Monsters on the targeted area suffer 6D6 Wounds (roll once for all the Monsters), with no modifiers for Toughness, armour, or anything else.

The icon may be used once per adventure

VALUE 2000 GOLD

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

GAUNTLETS OF SOUL RENDING

These cold steel gauntlets have been steeped in powerful magic, and are able to tear the life essence from their victim.

With these gauntlets, a Warrior may make an extra attack every turn, which must be made before the Warrior makes any other attacks. The attack with the gauntlets is at -1 to hit, but causes normal damage.

(RPG: The first time that the Warrior kills a Monster with these gauntlets in every adventure, roll a dice. On a score of 4-6 he gains an extra Wound to be added to his Starting Wounds score permanently.)

VALUE 800 GOLD

Barbarian & Dwarf only

PERMANENT

OBJECTIVE ROOM TREASURE CARD

HORN OF DEFIANCE

The Warriors find a bronze horn in a dark corner.

When blown, the magical power of this horn allows all the Warriors to parry incoming blows. When a Warrior is attacked roll 1D6. On a score of 1-5 he must take the blow as normal. On a score of 6 he turns the blow and it causes no damage.

The effect lasts until the combat ends, or the Wizard rolls a 1 in the Power Phase.

The horn may be blown once per adventure.

VALUE 750 GOLD

Barbarian, Dwarf & Elf only

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

LIFESTONE OF ASHRAAZ



Ashraaz was one of the insane sorcerers of Araby. Fables tell that he created mystical stones which sucked the essence of life from the air itself.

The Lifestone allows the wearer to regain 1D3 Wounds per turn, so long as the bearer is himself on 1 or more Wounds when he uses the stone.

VALUE 1500 GOLD

USE ONCE PER TURN

OBJECTIVE ROOM TREASURE CARD

LIFE STONE OF LE MARQUIS

Michel d'un Doigt (one finger) was a powerful Wizard from Bretonnia. He laboured long to create a series of enchanted artifacts to be used by the chivalric knights of that realm. Unfortunately, the essential ingredient in the creation of each was powdered bone from a human finger. Michel created nine in all...

This is the fabled Life Stone of the Marquis. When your Warrior is reduced to 0 Wounds this magical stone deflects the killing blow and it causes no damage.

VALUE 500 GOLD

USE ONCE PER ADVENTURE

OBJECTIVE ROOM TREASURE CARD

RING OF REGENERATION

This stone band holds the power of life itself, healing even the most grievous of wounds.



At the end of any turn in which the Warrior has been hit by one or more foes,he may attempt to heal Wounds by regenerating with the ring.

To do this, he rolls a dice. If he is currently above zero Wounds, then on a dice roll of 6 he will regain 2D6 Wounds.

If he is on zero Wounds or less (ie about to die) then on a 6 he will regenerate 1D6 Wounds.

VALUE 650 GOLD

USE ONCE PER TURN

OBJECTIVE ROOM TREASURE CARD

RING OF THE WARP

This black ring constantly moves from finger to finger, blinking and shimmering with an unholy light.

Each turn, the wearer of the ring may, instead of moving normally, teleport instead. He must declare that he is using the ring *before* he moves. Roll a dice. This shows how many squares the Warrior may move by teleporting. When teleporting, the Warrior ignores any obstacles and the rules for pinning. He must move to an empty square. If there is no eligible empty square, the Warrior must stay where he is and can do nothing for the rest of the turn. Remember the rules for being lost in the dark!

VALUE 1000 GOLD

USE ONCE PER TURN

OBJECTIVE ROOM TREASURE CARD

SUREFIRE BOW

This elegant bow has a single rune of Surefire carved on it. Ancient stories tell of a bow that never misses and this may be that very weapon...

This bow has Strength 4 and adds +2 to the wielder's to hit roll.



VALUE 900 GOLD

PERMANENT

OBJECTIVE ROOM TREASURE CARD

SWORD OF HOETH

This sword was forged in Hoeth, in the realm of the High Elves. It is lightning fast and, once mastered, the wielder is all but unstoppable in battle.

When using the sword, the Warrior must roll a dice. On a score of 5 or 6, he gains double attacks. On a score of 2, 3 or 4, he attacks as normal. On a score of 1 the Warrior trips up and falls over. He may do nothing at all for the rest of the turn and is treated as prone.

VALUE 750 GOLD

Barbarian, Elf & Wizard only

PERMANENT

DUNGEON ROOM TREASURE CARD

ARROWS OF PIERCING

These magically sharpened white arrows are able to pierce the toughest armour at a thousand paces.

When your Warrior successfully hits his target with one of these arrows roll an extra 1D6. On a 1 to 4 the arrow has no special affect and you determine damage as normal. On a score of 5 or 6 (6 if the armour is magical) the arrow goes through the target's armour as if it wasn't there – its armour is not counted against the hit.

There are enough arrows to last one adventure.

VALUE 300 GOLD

Barbarian, Wizard & Elf only

USE FOR ONE ADVENTURE ONLY

DUNGEON ROOM TREASURE CARD

ARROWS OF SURE FLIGHT

While using Arrows of Sure Flight, your Warrior may add +1 to his missile combat to hit rolls. Each arrow is good for one shot only and once used it is discarded.

Arrows of Sure Flight may only be used to their full effect by an Elf. When used by any other Warrior treat them as normal arrows.



You find 2D6 arrows. When you have used them all discard this card.

VALUE 100G EACH

DISCARD AFTER USE

DUNGEON ROOM TREASURE CARD

BACKPACK

The Warriors come across a hastily discarded backpack, lying amongst a pile of bones in a far corner.

The backpack contains 1D6 sets of provisions. Each set of provisions cures 2 Wounds.

(*RPG*: At the end of each adventure, any remaining provisions in the backpack are lost. However, at the start of the next adventure, the backpack will have magically replenished itself, and will contain 1D6 provisions again!)

VALUE 150 GOLD

1D6 PROVISIONS PER ADVENTURE

DUNGEON ROOM TREASURE CARD

BAUBLE OF ANURANDEL

Anurandel was a Wood Elf Sorceress of Loren, renowned for her soft voice, peaceful demeanour and hatred of battle. This innocuous looking bauble is in fact an item of great power.

This bauble flashes with energy, and its bearer may add +1 to all dice rolls to escape from pinning.

VALUE 200 GOLD

Barbarian, Wizard & Elf only

PERMANENT

DUNGEON ROOM TREASURE CARD

BOOTS OF BATTLE

These sturdy iron-shod boots are magically made to be an exact fit for whoever wears them.

While wearing these boots your Warrior gets an extra kick attack at -1 to hit and +1 Strength.

VALUE 250 GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

BOOTS OF LEAPING

These boots are fashioned from the tough leather of a Wyvern's wings.

These boots allow your Warrior to leap 1 square in any direction as part of his move, landing in the square beyond. Any obstacle in the square being leaped is ignored, though it still counts as 1 square of movement.

These boots may be used once per turn.

VALUE 400 GOLD

USE ONCE PER TURN

DUNGEON ROOM TREASURE CARD

BUGMAN'S XXXXXX

After lifting a loose flagstone, one of the Warriors finds a sturdy wooden barrel.

This is a barrel of the fabled Bugman's XXXXX beer, and is worth 200 gold.

If a Warrior drinks a quarter of the beer, he regains 1D6 Wounds, but is at -3 to hit for the next 1D3 turns. What is left is only worth 150 gold, and so on.

VALUE 200 GOLD

Barbarian & Dwarf only

DISCARD WHEN ALL DRUNK

DUNGEON ROOM TREASURE CARD

CHAOS BANE

The Warriors find a small pot full of a thick and foul smelling unguent.

When smeared on a sword or other weapon, this unguent causes 1 extra Wound (*RPG*: 1 extra Wound per battle-level) against all Chaos creatures.

There is enough of the bane to coat one weapon for one turn.

VALUE 200 GOLD

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD

CONFUSE SPELL SCROLL

The scroll bears the words for the Confuse spell. The arcane words create confusing images around the Monster's head, and it stumbles around in confusion.

Pick any Monster on the same board section as the Warrior bearing the scroll. This turn it loses 1 Attack.

VALUE 75 GOLD

Dwarf, Elf & Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

CROWN OF MADNESS

This crown engulfs the wearer in a world of insane lunacy.



This valuable gold crown is worth 250 gold.

(*RPG*: Cackling and giggling to himself at his own macabre jokes, the Warrior wearing the crown finds the death and carnage of the dungeon most amusing. He is now at +1 to all psychology based tests such as fear and terror.)

VALUE 250 GOLD

Barbarian & Wizard only

PERMANENT

DUNGEON ROOM TREASURE CARD

CURE SMALL WOUNDS SCROLL

This scroll bears the words for the Cure Light Wounds spell.



When the Warrior uses the scroll, pick any Warrior on the board and roll a dice. On a score of 6, the spell heals 1 of his Wounds.

VALUE 15 GOLD

Dwarf, Wizard & Elf only

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD

EXOTIC FOODS OF TILEA

Preserved in tightly sealed stone containers, the Warriors come across a store of exquisite sweetmeats from far distant Tilea.

These foodstuffs are a rare delicacy, and are worth 50 gold.

VALUE 50 GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD

FINE CLOTHES

After a thorough search, one of the Warriors finds a large wooden chest.



Once the lid is prised off, you find that the chest contains carefully stored fine clothes made of silk and inlaid with gold and jewels.

There are 1D6 items, and each is worth 1D6x25 gold.

VALUE 1D6x25 GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD

FINE ELF WINE

After stubbing his toe, one of the Warriors discovers a loose flagstone. Under the flagstone he finds a case of exquisite golden wine bottles.

There are 1D6 bottles of wine. Each is worth 100 gold.

If a Warrior drinks a bottle of wine, he regains 1D3 Wounds, but is at -1 to hit for the next 1D3 turns.

VALUE 1D6x100 GOLD

USE THEN DISCARD

DUNGEON ROOM TREASURE CARD

FLEET OF FOOT SCROLL

This scroll bears the words for the Fleet of Foot spell.

Upon using this scroll the Warrior gets +1 Move for one turn.



VALUE 25 GOLD

Dwarf, Wizard & Elf only

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD

GOBLET OF VITALITY

This goblet is suffused in a brilliant golden aura, which expands to fill the area, flooding it with bright light.



Each Warrior on the board section regains 3 Wounds.

VALUE 200 GOLD

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

HALO OF VENGEANCE SCROLL

The Warrior bearing the scroll casts a glowing halo around himself.

This spell surrounds the Warrior with a protective shield. At the start of each turn roll 1D6. This turn that many Attacks can be absorbed by the halo and may be ignored.

The halo remains until the Warrior moves or you roll a 1 on the dice roll to see how many Attacks are absorbed.

After one use, the scroll dissolves into a puddle of slime.

VALUE 350 GOLD

Wizard, Dwarf & Elf only

ONE USE, THEN DISCARD

DUNGEON ROOM TREASURE CARD

HEALING HANDS JEWEL

This jewel contains the power for the Healing Hands spell. When used, the Warriors feel a soothing calmness descend upon them.



When the power of this jewel is used, every Warrior on the board has 1 Wound healed.

VALUE 250 GOLD

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

HORN OF SHIELDING

You find a large rusty warhorn hanging from the wall.

When blown, The mystical power of the horn puts up a magical shield around each Warrior, cloaking them in a near impenetrable cowl of raw magic. The Warriors can only be hit by Monsters scoring a 6 to hit.

The horn may be blown once per adventure, and its effect lasts for one turn.



VALUE 500 GOLD

Barbarian & Dwarf only

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

ICON OF COMBAT

This redstone icon is chillingly cold to the touch.

When used, this icon allows your Warrior to shove a Monster out of his way. Roll 1D6 and add your Warrior's Strength. If the total is less than or equal to the Monster's Strength it is too big to move and your Warrior fails. If the total is greater than the Monster's Strength it is pushed back into any one of the three squares behind it that is unoccupied. Having pushed his foe back, your Warrior moves into the square that was occupied by the Monster and may now make his normal attacks.

VALUE 150 GOLD

ONE USE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

ICON OF DETERMINATION



This small jewelled icon gleams with a cold light.

This small icon may be placed upon a shield, melding itself with the surface.

When used, this icon allows your Warrior to catch the impact of a single blow on his shield, deflecting all the damage that may have been caused.

VALUE 300 GOLD

Dwarf, Elf & Barbarian only

USE ONCE PER ADVENTURE

DUNGEON ROOM TREASURE CARD

INVISIBILITY SPELL SCROLL

With a shimmer of light, the Warrior's outline slowly fades until he is completely invisible.

This spell allows the Warrior bearing the scroll to become invisible for one turn. While invisible the Warrior may carry out any action except attack an opponent: moving, healing, etc. are therefore valid actions, while firing a bow, pushing a Monster into a pit, casting offensive spells, etc. are not.

VALUE 150 GOLD

Dwarf, Elf & Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

IRON SKIN SPELL SCROLL



The Warrior bearing the scroll is protected by a magical second skin created by the Iron Skin spell.

For one turn, the Warrior with the scroll is at +2 to his Toughness.

VALUE 100 GOLD

Dwarf, Elf & Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

LIGHT OF COURAGE

This phial is filled with a glowing white liquid, which lights the way in the darkness just as the lantern does.

The Warrior may move around and explore just as if he carried the lantern. The power of the phial will be exhausted after one adventure, or if the Warrior carrying the phial is knocked to zero Wounds.

VALUE 300 GOLD

USE FOR ONE ADVENTURE ONLY

DUNGEON ROOM TREASURE CARD

OBSIDIAN BLADE

This sword is made from the solidified blackness of the void, explaining its ability to destroy any armour it touches.



After your Warrior has made an attack using this sword which actually wounded his opponent, roll a D6. On a score of 1-4 the sword has no extra effect. On a score of 5 or 6 the sword ignores and destroys the target's armour.

VALUE 450 GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

OGRE SLAYER

This brutal, broad-bladed axe is a powerful weapon, almost certainly of Dwarf origin.



While using this axe your Warrior gets +2 Strength (+3 if he is a Dwarf).

VALUE 400 GOLD

Barbarian & Dwarf only

PERMANENT

DUNGEON ROOM TREASURE CARD

OGRE STRENGTH SCROLL

Calling on the forces of magic, the Warrior bearing the scroll uses the power to increase the target's strength fourfold.

Pick any Warrior on the board. This turn the chosen Warrior is at +2 to his Strength for the purpose of resolving damage.

VALUE 150 GOLD

Wizard only

ONE USE ONLY

DUNEGON ROOM TREASURE CARD

ORB OF POWER

You find a glittering silver orb, which exudes a distinctive magical aura.



This orb comes charged with 1D6 points of Power. These points of Power are used to augment the Wizard's spellcasting ability as normal. Once used, the Orb is useless and worthless.

(*RPG*: The Wizard can recharge the Orb at the Font of Power, just like the Wizard's Staff.)

VALUE 500 GOLD

Wizard only

USE ONCE, THEN RECHARGE

DUNGEON ROOM TREASURE CARD

POTION OF BATTLE

In a corner you find a small bottle full of a sparkling yellow liquid.



When drunk, this potion gives your Warrior +1 Attack for one turn.

VALUE 75 GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

POTION OF HEALING

This green bottle contains a sweet smelling liquid with a treacly consistency.

Upon drinking this potion your Warrior regains 1D6 Wounds.



VALUE 100 GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

POTION OF PAIN

Amongst the debris and detritus you find a large bottle full of a bubbling orange liquid.



When drunk, this potion allows your Warrior to ignore the Wounds from a single blow that might otherwise kill him. In addition, it heals 2D6 of the Warrior's Wounds.

VALUE 300 GOLD

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD

POTION OF STRENGTH

An intoxicating liquid flows from this bottle, bringing a sense of power and might to whoever drinks it.



After drinking this potion your Warrior gets +1D6 Strength.

The effects of the potion last for one turn.

VALUE 150 GOLD

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

QUARG HORN

The Warriors find a very unusual, baroque-looking horn, covered with thin gold leaf.

This horn can only be used during the 'Hunting' Settlement Event.

Alone in the forest, and feeling rather lonely, the Warrior remembers the strange horn he has stored in his backpack. As no-one else is around, he blows the horn. Roll a D6.

1-5 The horn makes an awful noise, like a flatulent ogre. Nothing happens.

6 The horn makes a beautiful, clear sound. A fabulous beast bounds out of the bushes and fawns at the Warrior's feet. He has captured a Quarg! He can sell the Quarg for 1000G, but no-one will buy the horn off him...

ROLEPLAYING GAME ONLY

PERMANENT

DUNGEON ROOM TREASURE CARD

RING OF POWER

This simple band of stone slips easily onto your finger, contracting until it is a perfect fit.

While wearing this ring, one of your Warrior's characteristics is increased by +1. Choose which characteristic is affected the first time your Warrior puts on the ring.

VALUE 500 GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

SPICES FROM ARABY

Araby, scorched land of sand and blazing sun, is home to some of the most learned men in the Warhammer World.

The Warriors find an earthenware pot full of rich spices, and their pungent tang fills the air.

The spices are worth 1D3x100 gold.

VALUE 1D3x100 GOLD

RECORD THEN DISCARD

DUNGEON ROOM TREASURE CARD

STONE OF BRAVERY

This stone gives great confidence to the bearer, such that fear seems but a dream.

This valuable semi-precious stone is worth 250 gold.

(*RPG*: The bearer of the stone is largely unaffected by fear and terror, and gains +1 to Fear rolls, and +1 to Terror rolls.)

VALUE 250 GOLD

PERMANENT

DUNGEON ROOM TREASURE CARD

STONE OF TRANSMUTATION

This small, plain stone hangs from a delicate copper chain.

The item may be used to transmute a single Monster into stone, killing it. To determine whether the stone works roll a D6 and add 1 (*RPG*: roll a D6 and add your Warrior's battle-level). If the total is greater than the target Monster's current Wounds it becomes a statue. If the total is equal to or less than the target Monster's current Wounds the spell fails.

VALUE 200 GOLD

USE ONCE, THEN DISCARD

DUNGEON ROOM TREASURE CARD

STRENGTH SPELL SCROLL

The scroll bears the words for the Strength spell. When cast, the targeted Warrior feels renewed energy surging through his aching muscles.

When the scroll is used, pick any Warrior on the board. This turn he is at +1 Strength.

VALUE 50 GOLD

Wizard only

ONE USE ONLY

DUNGEON ROOM TREASURE CARD

SWORDS OF DOOM SCROLL

Instead of wielding one sword, a great many blades suddenly start to whirl and slash the air before the Warrior bearing the scroll.

This turn the Warrior bearing the scroll gets 2 extra Attacks.

After it has been used, the scroll crumbles into dust and is destroyed.



VALUE 200 GOLD

Dwarf, Elf & Wizard only

DISCARD AFTER USE