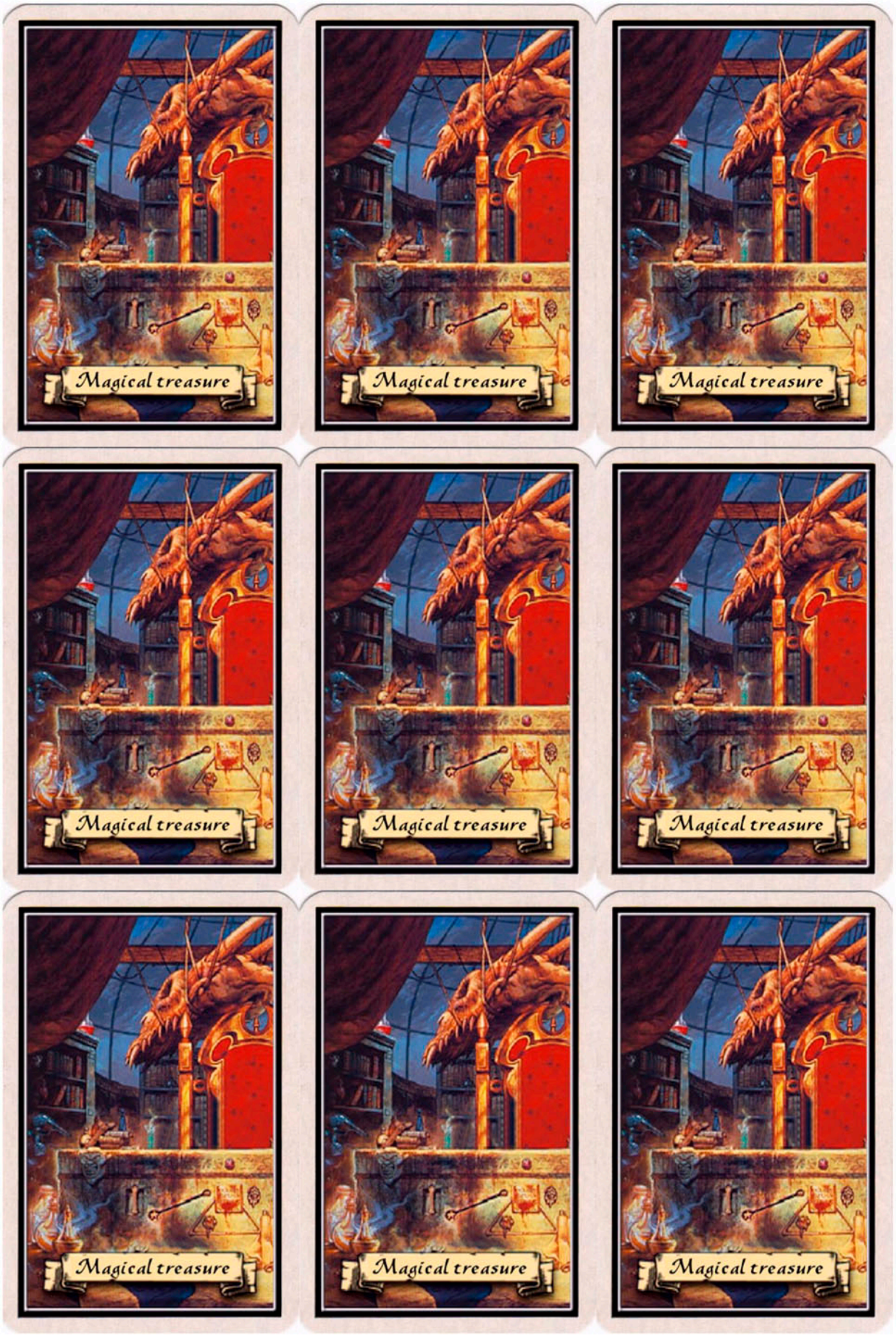
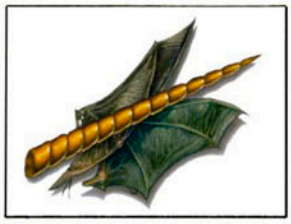

Magical treasure
Magical treasure
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Magical treasure

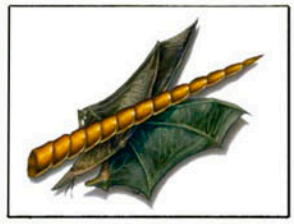
Ingredient



If you successfully endure an intelligence test you find an ingredient.

1-4. Batwing
5. Dragonbowelsnail
6. Phoenix feather

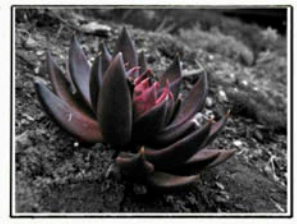
Ingredient



If you successfully endure an intelligence test you find an ingredient.

1-4. Batwing
5. Dragonbowelsnail
6. Phoenix feather

Ingredient



If you successfully endure an intelligence test you find an ingredient.

1-4. Mandragora
5. Scale of a basilisk
6. Black lotus

Ingredient



If you successfully endure an intelligence test you find an ingredient.

1-4. Mandragora
5. Scale of a basilisk
6. Black lotus

Scripture



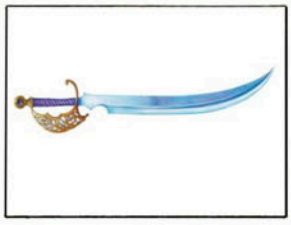
On a shelf you find a loose piece of parchment. Closer examination leads to the conviction this is a magical parchment.

Scripture



In the belt of a dead enemy you find a magical parchment.

Weapon



Hanging on a nail in the wall you see a weapon, which seems fairly usable. Roll on the table of the weapon smith to see what kind of weapon you have found.
Roll again to find out in what condition the weapon is.
1-4. Rusted
5-6. As good as new

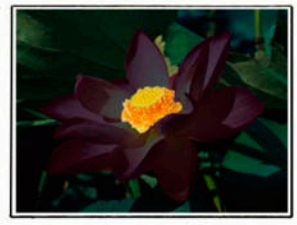
Ingredient



If you stand an intelligence test you recognize an ingredient for a magical potion:

1-4. Mandragora
5. Scale of a basilisk
6. Black lotus

Ingredient



If you stand an intelligence test you recognize an ingredient for a magical potion:

1-4. Mandragora
5. Scale of a basilisk
6. Black lotus

Equipment



At a coat hanger in the room you see a piece of armour. Fate determines what it is. Roll a d100 on the table of the armourer.

You then roll a d6 to determine its condition.
1-3. Old and worthless
4-6. As good as new

Equipment



Against the wall you a ballistic weapon or projectiles. Fate determines what you find. Roll d100 on the fletcher table.

You then roll a d6 to establish its state.
1-3 Too old to be of any use
4-6 Fairly usable

Equipment



In the backpack of a slain enemy you find some equipment you can use.

Roll a d100 on the table of the peddler.

Nothing



Despite your best efforts, you find nothing at all.

Nothing



Despite your best efforts, you find nothing at all!

Nothing



Despite your best efforts, you find nothing at all!

Nothing



Despite your best efforts, you find nothing at all.

Nothing



Despite your best efforts, you find nothing at all.

Nothing



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Nothing



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Nothing



Despite your best efforts, you find nothing at all!

Gold



In the boot of a dead enemy you find a meagre 5 gold coins

Treasure



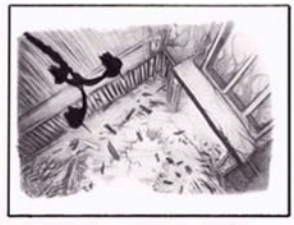
The ring you remove from the finger of a slain enemy proofs to be of silver. Its worth: 10 gold coins

Gold



Out of a mug of modest appearance you dig a fistful of coins, with a worth of 15 gold.

Gold



If you brush over a wooden shelf, you gather 20 gold coins.

Gold



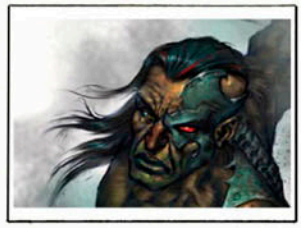
In the purse of a beaten enemy you find 25 gold coins

Gold



When you shatter some bottles, just out of boredom, you unexpectedly find gold en jewels worth 50 gold coins between the splinters. You lose your next turn, because you have to be very cautious.

Gold



You pick the glass eye out of the skull of a beaten enemy, convinced as you are that it will be worth at least 45 gold in the next city.

Gold



On a writing-table, you see a gilded monocle. You estimate its' worth on 100 gold if you could sell it to a trader in a city.

Jewels



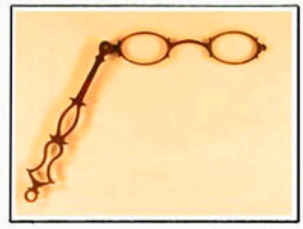
A glittering chandelier catches your eye. With some effort you manage to pluck the stones with some worth out of it. Together they represent a value of 70 gold.

Brooche



Fastened to the belt of a slain adversary you see a filigrain brooch. It might bring you 60 gold in the next city.

Pince-nez



The rightful owner of this pince-nez will not miss this item as you have just slain him. It has a value of 65 gold in the city.

Silk gloves



The brute you have just slain was apparently not without good taste after all. He wears brand-new silk gloves! There should be some interest for these in the city, hmm a merchant could easily give 90 gold for this pair.

Instrumentarium



On a red pillow, in the corner of the room, you see a strange wristband which seems to incorporate a kind of instrumentarium. However the working puzzles you, selling it to a trader should bring in approximately 110 gold.

Unexpected find



When you, against better judgment, inspect a shabby waistcoat, one of the pockets appears to contain a jewel the size of a fist. Ahh, that should be worth at least 120 gold.

Bracelet



This bracelet, worn by a slain enemy will, at the jewel store in the city, get you a gain of 30 gold

Purse



Behind a painting you find a secret vault which contains a well filled purse. Counting you find a value of 150 gold inside the purse.

Silver statuette



Under a pile of junk you discover a silver statuette with a value of 40 gold

Invisible chest



When you concentrated study the wall, you stumble over an invisible treasure chest. Sensing with your hands you find the lock. Opening the now visible chest 150 gold coins dazzle you.

Illusional wall



After a futile search of the room you lean, tired, against the wall. To your surprise you tumble backwards as the wall appears to be an illusion. After checking your limbs for injuries you find yourself in a hidden treasury. You gather 250 gold there.

Potion



You see a number of flasks, one of them attracts your attention. You study the label, it says (roll a d6)
1. Magical potion
2-3. Potion of magical resistance
4-6. Potion of resistance against fire.

Potion



An abandoned bag contains a flask with a magical potion:
1-3. Healing potion (2 LP)
4. Antidote
5-6. Healing potion (4 LP)

Potion



On a shelf you discover a bottle. The label says:

1. Magical potion
2-3. Potion of magical resistance
4-6. Potion of resistance against fire.

Tools



In the backpack of a slain enemy you discover some useful tools :
1. Wedge
2. Fine leather boots
3. Protecting talisman
4. Alchemist tools
5. Grappling hook
6. Lesser artefact

Equipment



On a chair in the corner of the room you discover a useful tool. Roll a d6:

1. Wedge
2. Nice leather boots
3. Protecting talisman
4. Alchemist tools
5. Grappling hook
6. Lesser artifact

Infernal trap



You touch, without knowing, a magical ribbon which causes a real inferno. Morcar unleashes a firestorm in an adjacent square. It causes damage equal to a fire trap.

Infernal trap



You touch, without knowing, a magical ribbon which causes a real inferno. Morcar unleashes a firestorm in an adjacent square. It causes damage equal to a fire trap.

Tempest trap



You notice a rising turbulence in the air, but before you can react there is an enormous squall, which blows you away 1d6+2 squares in a random direction. If you hit an obstacle you loose 1 LP. Other heroes or traps on your track can cause further complications.

Ice trap



Suddenly a chunk of ice flies in your direction which causes 3 WO damage. You may defend, but without the use of your armour. Alternatively you may choose to perform a steeper agility test (you must throw 2 monster shields). If you do and you fail, you cannot defend. The ice causes "freeze"-damage.

Wandering monster



While looking for treasure a monster sneaks up on you and attacks immediately. Place the monster mentioned in the book of quests on a square adjacent to the warrior.

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Wandering monster



While looking for treasure a monster sneaks up on you and attacks immediately. Place the monster mentioned in the book of quests on a square adjacent to the warrior.

Purse



Behind a painting you discover a hidden vault in which a nice filled purse rests. Good arithmetic teaches you it contains 150 gold.

Silver statuette



Underneath a pile of junk you unexpectedly find a silver statuette, worth 40 gold.

Wandering monster



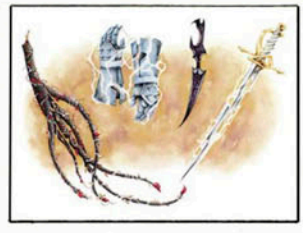
While searching for treasure a monster sneaks up on you and lashes out. The GM puts a monster as described in the Quest book adjacent to your hero (or as close as possible) and attacks immediately.

Event



When you, all too careful, pick up a bottle with an indefinable liquid it slips from your grip and breaks. The fluid runs over your equipment. Roll 1D6:
1-2. Your weapon
3-4 Your armour
5-6. A random piece of equipment
The hence hit gear is destroyed.

Equipment



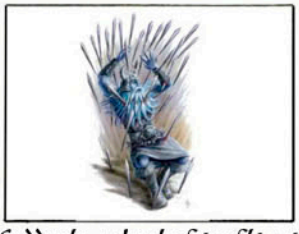
Behind a piece of furniture you perceive an object wrapped in red silk. Closer observation learns you have found a lesser artifact.

Event



Pull a Fate card.

Ice trap



Suddenly a chunk of ice flies in your direction which causes 3WD damage. You may defend, but without the use of your armour. Alternatively you may choose to perform a steeper agility test (you must throw 2 monster shields). If you do and you fail, you cannot defend. The ice causes "freeze"-damage.

Lightning trap



You trigger, unwillingly, a mechanism and a lightning flash soars through your limbs. All creatures you can see and the creatures they can see, etc, are attacked with one dice. Defense and armour are (of course) useless.

Wandering monster



While searching for treasure a monster sneaks up on you and lashes out. The GM puts a monster as described in the Quest book adjacent to your hero (or as close as possible) and attacks immediately.

abbreviations:

CO= combat dice

BP= body point

MP= mind point

FP=fate point

d3=dice roll for 1, 2 or 3

d6=dice roll on a normal 6-sided dice

scatter dice= dice with arrows on it as used by Games Workshop (WH40K for instance)

Tests:
Strength test:you roll the amount of Combat Dice equal to the actual amount of Body Points at that moment. The roll of one black (or monster) shield is sufficient to pass the test. An aggravated test requires the roll of 2 black shields.

Intelligence test: See above, but equal to the actual amount of Mind Points at that moment. Aggravated means 2 black shields required.

Agility test: Roll quantity of Combat dice equal to the starting level of Body Points. Roll of 1 black shield required.



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