Gold



Underneath some moss you find a mere 5 gold pieces.

Gold



Underneath a pile of bleached bones you find 10 gold pieces.

Gold



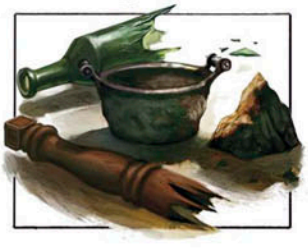
Inside an old urn, while grabbing through the ashes, you find 15 gold coins.

Gold



Going through the pockets of an old waistcoat once belonging to a defeated monster you gather the amount of 20 gold coins.

Gold



Smashing some bottles and jars out of pure boredom, yields you, much to your surprise, 25 gold.

Gold



When you examine a purse which is just lying around 30 gold coins gleam inside.

Gold



Wherever you got those last 35 gold coins...
you are desperately trying to forget that.

Gold



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you are desperately trying to forget that.

Gold



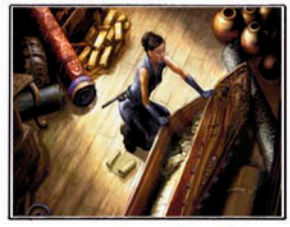
Wherever you got those last 35 gold coins...
you are desperately trying to forget that.

Gold

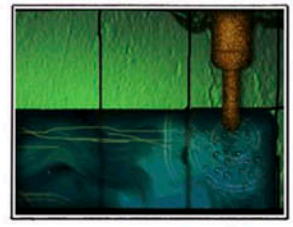


Someone has hidden 40 gold coins in the standard of a torch.

Gold



You loot the remains of a mummy that died a long time ago. It gets you smelly hands but also 45 gold coins.



Rooting in a sink of the sewer (yukk!) begets you 45 stinking gold coins.

Gold



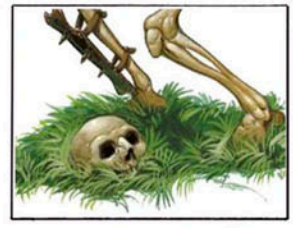
After taking a considerable risk getting to this large jewel, you discover flaws in it. It will yield you not more than 50 gold coins in the city

Gold



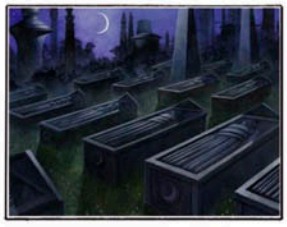
When force open the clenched fist of a defeated enemy you get hold of his purse, containing 60 gold coins

Gold



For reasons you can only guess at, but someone has taken the trouble to hide 75 gold coins inside a skull lying on the floor.

Gold



Pillaging a number of tombs results in the gathering of 85 gold coins.

Gold



Searching for treasure you pull at a ring on the floor. It gives way and you discover a tomb underneath a stone slab. In a hole under the slab you scramble together 100 gold coins.

Gold



Wrenching the stones of a grave in decay you descry an urn. Hmm, this might be filled to the rim with gold. At full stretch you manage to get a grip the urn and you draw it nearer. Looking inside 125 gleaming gold coins make you effort worthwhile.

Gold



The Evil one must read this card out loud and let the warrior decide without knowledge of the consequences.
On a stone slab in a burial chamber you can decipher a warning: "He who has the nerve to desecrate this tomb will unleash my everlasting wrath!". Do you open the grave nonetheless? You find 200 gold coins and nothing ghastly happens (yet)

Gold



Behind a banner, standing in the corner of the room you discover a hidden niche. Further investigation brings forth a small wooden box containing 200 gold coins.

Nothing



Despite thorough investigation you find nothing.

Nothing



Despite thorough investigation you find nothing.

Magic potion



In a corner you spot a bottle that catches your attention.
The bottle contains, roll a d6:
1-3. Potion for immunity
4-5. Holy water
6. Potion for magical strength

Magic potion



In a corner you spot a bottle that catches your attention.
The bottle contains, roll a d6:
1-3. Potion for immunity
4-5. Holy water
6. Potion for magical strength

Magic potion



In an urn you find a phial. Roll a d6 to read the label:

1-2. Potion for strength
3-4. Antidote
5-6. Healing potion (2'D'P)

Magic potion



You pluck a phial from the belt of a slain enemy. Roll 1d6 to read it's label:

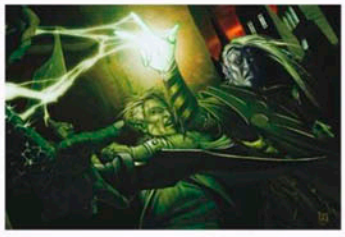
1-2. Potion for strength
3-4. Antidote
5-6. Healing potion (2'D'P)

Healing potion



From the clenched fist of a defeated enemy you rip a phial with a label stating: Healing potion (4'D'P). It seems the last owner didn't manage to take it in time.

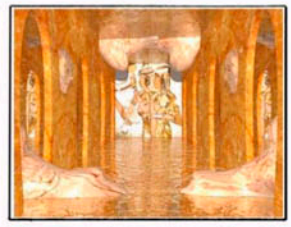
Magic potion



Out of a dark hole filled with water you reluctantly dredge up a bottle filled with:

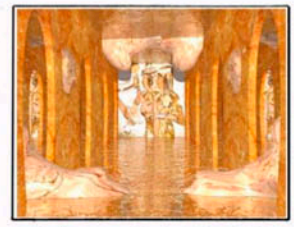
1-3 Lightning potion
4-5. Holy water
6. Potion for magical resistance

Magic potion



Underneath the floor of a chapel you find a cistern with clear water. Pass an intelligence test to recognize it as holy water. Looking around you will find an empty bottle (how convenient) you can use to take along some Holy water.

Magic potion



Underneath the floor of a chapel you find a cistern with clear water. Pass an intelligence test to recognize it as holy water. Looking around you will find an empty bottle (how convenient) you can use to take along some Holy water.

Warning



The Evil one must read this card out loud and let the warrior decide without knowledge of the consequences.

On a stone slab in a burial chamber you can decipher a warning: "He who has the nerve to desecrate this tomb will unleash my everlasting wrath!". Do you open the grave nonetheless? Disturbing a lot of dust you sneeze and therefore must roll a d6. 1-5 Nothing happens. 6. Take a fate card.

Script



On a shelf you discover a book with the speaking, albeit not too cheerful title: Funeral orations for all occasions. Glancing through the book with a certain interest, you never know how an adventure ends, a page flutters down which turns out to be a script. Take a script card

Ingredient



Pass an intelligence test to recognize an ingredient. Then roll 1d6.

1-2. Rat's skull
3-5. Grave dust
6. Shadow moss

Trap



While looking for treasure you are hit by an arrow that flies out of a crack in the wall.

Trap



While looking for treasure you are hit by an arrow that flies out of a crack in the wall.

Trap



While looking for treasure you are hit by an arrow that flies out of a crack in the wall.

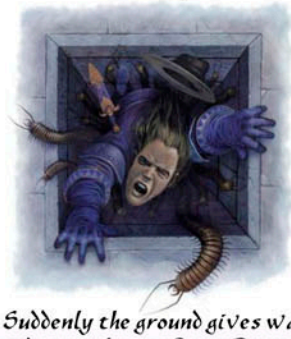
Warning



The Evil one must read this card out loud and let the warrior decide without knowledge of the consequences.

On a stone slab in a burial chamber you can decipher a warning: "He who has the nerve to desecrate this tomb will unleash my everlasting wrath!". Do you open the grave nonetheless? Opening the chamber you are hit by a bolt from a crossbow fixed to the wall.

Trap



Suddenly the ground gives way underneath your feet. Pass an agility test or lose 1 BP by falling in a pit trap. Put a trap marker on the spot the warrior was standing when he got this card.

Disarmed



You suddenly notice that, after the last skirmish, your weapon has suffered severely.
Roll 1D6.
1-4 Damaged beyond repair
5-6 The damage is not so bad as seemed at first glance

Warning



The Evil one must read this card out loud and let the warrior decide without knowledge of the consequences.

On a stone slab in a burial chamber you can decipher a warning: "He who has the nerve to desecrate this tomb will unleash my everlasting wrath!". Do you open the grave nonetheless? Ah, had only you listened... a vengeful ghost attacks all heroes, taking from them 1 BP and 1 IP.

Wandering monster



While you search for treasure a monster sneaks up and attacks immediately. The Evil One puts the monster, as stated in the adventure book, on a spot as close to the warrior as possible and attacks with it.

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Wandering monster



While you search for treasure a monster sneaks up and attacks immediately. The Evil One puts the monster, as stated in the adventure book, on a spot as close to the warrior as possible and attacks with it.

Nothing



Despite your best efforts you find absolutely nothing of the slightest interest in this part of the dungeon.

Nothing



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Fate



Draw a Fate card.

Fate



You don't pay attention to your footing and before you can retract your step you slither somewhat away in a stinking substance. After your comrades have had a good laugh at you a brighter member of the group notices it is troll's shit and its former owner might still be in the neighborhood. The next wandering monster will be a troll.

Trap



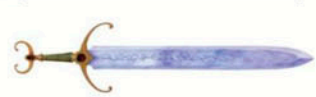
You accidently spring a mechanism that causes all warriors in the room to be shot at by a cloud of arrows. Each warrior is attacked with 2WO, with no defense possible. Only armour is accountable for rolling any dice in defense.

Fate



You search for treasures with such concentration, you are not aware of the separate bones scattered around the room are joining together themselves magically to form skeletons, which attack all warriors in this room at the start of Morcar's turn. There are as many skeletons as there are warriors.

Weapon



In the corner of this room you find a weapon standing. Roll 1D6
1-2. Short sword
3-4. Broad sword
5-6. Long sword (2handed)

Roll again.
1-4. Corroded
5-6. In excellent condition

Shield



Lying under a defeated enemy you spot a usable shield. Not a thing of sheer beauty, but it will allow you to throw 1WO extra on defense.

Armour



In a corner of the room you see a piece of armour which seems to be intact. Roll 1D6
1. Leather helmet
2. Metal helmet
3-4. Shield
5. Great shield
6. Metal wrist-guard
Roll another 1D6:
1-4. Not usable
5-6. In good condition

Warning!



The Evil one must read this card out loud and let the warrior decide without knowledge of the consequences. On a stone slab in a burial chamber you can decipher a warning: "He who has the nerve to desecrate this tomb will unleash my everlasting wrath!". Do you open the grave nonetheless?
1. 1D6x100 gold 2. Hit by a poisonous dart
3. You find a protecting talisman
4. Healing potion (2BP)
5. Chamber is empty
6. Pass an intelligence test or loose 1LP

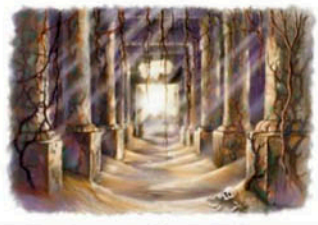
Altar



On an altar you see

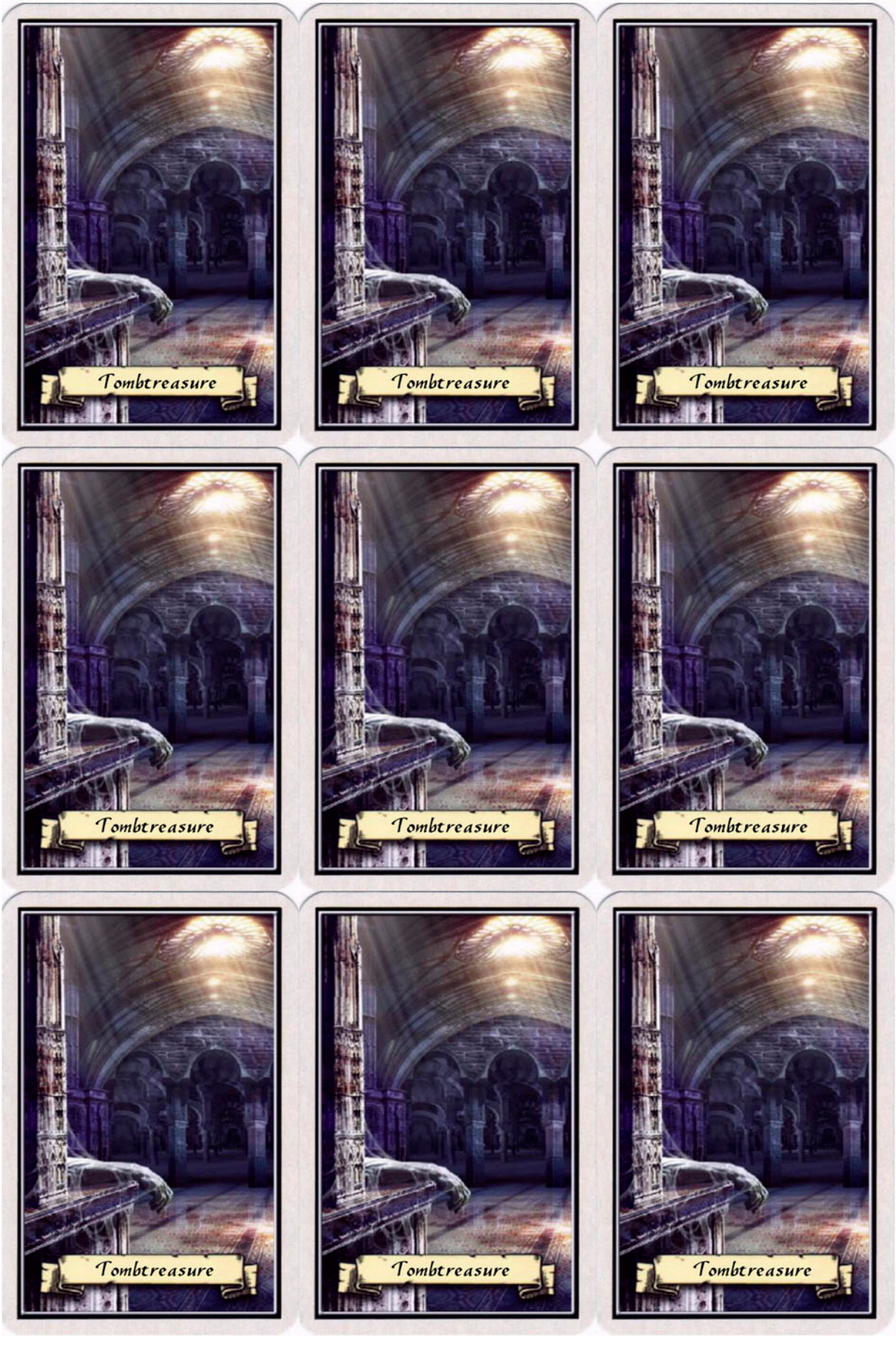
1-2. Nothing of any value
3. A phial containing a magic potion
4. Holy cross or amulet
5. A dagger
6. A lesser artefact

Ingredient



Pass an intelligence test to recognize an ingredient

1-2. A rat's skull
3-5. Grave dust
6. Shadow moss


Tombtreasure
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