The Wizards’ Garden Appendix

Doubles

(1 1) Metal Axe
The hero has found a metal axe, a rare item among the Lizardmen but not very impressive to anyone else. The axe is decorated with lizardmen glyphs and its handle is clad in salamander skin and inlaid with a few valuable gems.
The axe is worth 10 gc and can be sold for half this price.

(2 2) Stone Mace
The hero has found an obsidian mace, slightly damaged on one side. Looks to have been put to good use. The mace head is shaped in the form of a bird with emerald for eyes.
The mace can be sold for 1D6 gc.

(3 3) Sacrificial Dagger
This is one of the dreaded sacrificial daggers that the Lizardmen priests use to sacrifice their captured enemies. The blade is dark brown in colour and the handle is inlaid with blood red gems. It will fetch a good price for gems but wizards might be able to use the blood and life-force absorbed by the blade for their own uses.
It can be sold for 1D6 gc.

(4 4) Onyx Spear
This is a spear with an onyx tip and strips of exotic animal skin or fur tied around the spear shaft.
It’s worth 20 gc and can be sold for half this price.

(5 5) Obsidian Shield
This is a round shield and is made from obsidian with gems and gold inlays. It might have been made to fit a Saurus.
The shield can be sold for 2D6 gc.

(6 6) Obsidian Buckler
This is a small round shield and is made from obsidian with gem and gold inlays. This might be a shield for the small Skinks but it will fit a human as a buckler.
It can be sold for 2D6 gc.

Triples

(1 1 1) Dart Trap
The hero finds a niche with a beautiful gold statue. As he grabs it, a dart trap is set off.
1D6+3 darts fly at him and will hit him on 3+. On a 3 to hit roll of 6, the darts will automatically wound. If the hero has the Dodge skill, he may try to save against each dart that hits. The statue can be sold for 2D6 gc.

(2 2 2) Stegadon Bone Armour
The hero finds a suit of armour made from a stegadon skeleton.
The bones weigh so much that unless he is an 84 they may not be worn. The armour is accompanied by a stegadon bone helmet.
The armour is a suit of heavy armour. It is so heavy that it confers a -1 movement penalty to the wearer and -2 if combined with a shield.

(3 3 3) Cranium Helmet
This is a helmet made from the cranium of a large beast, these are often worn by Saurus Totem Warriors or Skink Priests.
This counts as a helmet but can be sold for 2D6 gc.

(4 4 4) Exotic Fur
Your hero chances upon a Skink hunter, cleaning and preparing the fur of an exotic animal. The Skink is swiftly dispatched.
The fur can be sold for 2D6 gold.

(5 5 5) Beads
You find a string of exotic beads.
These are worth 2D6 gc.

(6 6 6) Marketplace
The hero finds what looks to be a Skink marketplace and among the broken tables you find the following items.

<table>
<thead>
<tr>
<th>D6</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>D3 Short bows</td>
</tr>
<tr>
<td>3</td>
<td>D3 Daggers</td>
</tr>
<tr>
<td>4</td>
<td>Blowpipe</td>
</tr>
<tr>
<td>5</td>
<td>Spear</td>
</tr>
<tr>
<td>6</td>
<td>Quiver of Hunting Arrows</td>
</tr>
</tbody>
</table>
Deer Diaree,
The last week has been a wonderful and foolish week. The zoo has been a terrible place and the rats are controlling it now. The vicious griffon was horrid to behold, and our fearful leader, Saint Gilles, was bested by it. His already fearful face was given a terrible scar by the beast.
We were overpowered by the big rat then, and we legged it. On our way back we found a chest of treasure, containing many a shiny piece. Saint Gilles said that he would not run from now on. We should try to fight them at the foolish place near the Museum where a strange pool of something held many a mysterious treasure. Me and Raynald ran for it and began the search, as the greedy rats were belting us with their rocks from afar. I found a green stone, which was what we were looking for, then we ran for it.

We later found out that Saint Gilles had given the rats a sound belting and was enjoying a cup of some red stuff when we settled back down in the sewers. He had also found an old Elfy sword, very light in weight which he’s given to Firuz, the Accursed. It wasn’t what he was looking for though, this book he’s bin after is still nowhere to be seen, and its putting ol’ Saint Gilles into a dark mood. And the bugs in the water is nasty, I’ve suffered many a sting about my face and arms. My hands now shake uncontrollably. Firuz has cast some magic over them, but to no avail.
When we went back to the fair lieu of the Cold Flesh Clan was also enjoying a spit roast. We went back and joined in the feast. It was a nice meal, but there was a lot o’ hair on the short leg I was eating.

Page from Albert of Aix’s Diary, found in the Trolls Gut Tavern by Eric – burned by the Barkeep
(111111) Map Room
The Hero enters an oval room with a very high ceiling, the ceiling is set with gems that form star constellations.

The Hero manages to pluck the lower gems for a total value of D6x10 gold to add to your treasure.

(222222) Snake Pit
As the Hero is making his way around a hole in the floor, he notices that it’s a nest of venomous snakes; obviously a Lizardman sacrificial pit. There are several corpses in the pit and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

<table>
<thead>
<tr>
<th>Item</th>
<th>D6 Result Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>A purse with 2D6 gc</td>
<td>auto</td>
</tr>
<tr>
<td>A duelling pistol</td>
<td>5+</td>
</tr>
<tr>
<td>A sword</td>
<td>4+</td>
</tr>
<tr>
<td>D3 valuables</td>
<td>4+</td>
</tr>
</tbody>
</table>

555555 Cold One Nest.
The Hero stumbles upon a nest and finds a baby cold one. Unfortunately, the mother has just returned and it’s not happy to see the intruder.

The Hero must fight the beast to escape. It is a small Cold One. Place the Hero and the Cold One 6” away from each other, the Cold One automatically gets first turn and charges. If the Hero wins the fight, the baby Cold One will attach itself to him. Treat it as a Warhound and mark this on the Hero’s equipment. In addition, he earns +1 exp for the fight, and another +1 exp if he kills the Cold One.

Profile M WS BS ST WI A Ld
8 3 0 4 2 2 6

Special rules
Cause fear in addition the mother is affected by frenzy.

(44444) Maze like Structure
On the way into the ruined museum

tunnel. In the darkness he is separated and now the Hero is well and truly lost.

The Hero will miss the next game and possibly others after that too. At the start of the second game roll a D6 and on a 5+ your adventurer has found his way out and joins the battle. Each time you roll the dice you may add one to the roll as it is more likely that he will have found his way out by now. But after three rolls of the dice, if he still hasn’t returned something has befallen him and he isn’t coming back at all. However the Hero will find 4 artifact per game that he misses.

1st game: must miss
2nd game: comes back on 5+
3rd game: comes back on 4+
4th game: comes back on 3+
5th game: won’t come back at all
\textbf{(1 1 1 1 1 1) Pool of Insight}

The Hero enters a room with a pool set in the floor. The surface of the pool is moving slightly like clouds in a spring breeze. As the Hero gazes into the pool, the clouds fade away and he is presented with images from the future.

The Hero gains +D6 experience points, but he also gains the \textit{Old Battle Wound} injury. Roll a D6 before a battle. On a roll of 1, the Hero recognises this battle from the pool and refuses to take part in it as he is afraid that he will be killed. The insight from the pool is not always beneficial. The Hero is likely to be driven insane. A decade of remembering haunting images of death and destruction of your friends will do that. In addition to the experience points, the Hero can now learn from the Academic Skill list and may learn Lesser Magic if he is already a wizard or if he later learns the arcane lore skill.

\textbf{(2 2 2 2 2 2) Gold Plaque}

The Hero stumbles upon one of the Lizardmen's sacred plaques. It is still on the body of a dead mercenary that had been caught in a vicious trap.

The plaque is worth 100+D6x10gc. Word of the plaque will reach the Lizardmen, who will hate this Warband for eternity. If a Lizardmen Warband finds the Plaque they will earn 200 gc worth of rewards by the high priests.

\textbf{(3 3 3 3 3 3) Dagger of Sotck}

The Hero enters a room that has walls lined with rat skulls and severed rat tails. A dagger rests on a podium, surrounded by rat skulls. The hilt is in the shape of a twin tongued snake and the blade is serrated.

The dagger always wounds Skaven on a roll of 2+ and causes critical hits on the roll of 5+. The Hero that wields this dagger is immune to all alone tests caused by Skaven. Giant Rats and Rat Ogres do count as being Skaven. A Skaven hero can wield the dagger and it is a potent weapon in fighting for higher positions in the Skaven society. But, on a roll of 1 to wound the Skaven hero takes a wound himself.

\textbf{(4 4 4 4 4 4) Slaughtered Warband}

You find the remains of an entire Warband. Bodies lay scattered among the ruins, ripped apart by the beasts that dwell in The Gardens.

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

<table>
<thead>
<tr>
<th>Item</th>
<th>D6 Result Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>3D6x5 gc</td>
<td>Auto</td>
</tr>
<tr>
<td>D3 light armour</td>
<td>4+</td>
</tr>
<tr>
<td>Heavy armour</td>
<td>5+</td>
</tr>
<tr>
<td>D6 daggers</td>
<td>Auto</td>
</tr>
<tr>
<td>D5 Halberds</td>
<td>5+</td>
</tr>
<tr>
<td>D3 Swords</td>
<td>3+</td>
</tr>
<tr>
<td>D3 Shields</td>
<td>2+</td>
</tr>
<tr>
<td>D3 Handguns</td>
<td>5+</td>
</tr>
<tr>
<td>D3 Helmets</td>
<td>2+</td>
</tr>
<tr>
<td>D6 Pistols</td>
<td>4+</td>
</tr>
</tbody>
</table>

\textbf{(5 5 5 5 5 5) Expert Thief}

Deep under the ruins you are exploring you find the body of a long dead Elven explorer.

You find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

<table>
<thead>
<tr>
<th>Item</th>
<th>D6 Result Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>3D6x5 gc</td>
<td>Auto</td>
</tr>
<tr>
<td>Ithilmar armour</td>
<td>4+</td>
</tr>
<tr>
<td>A sword</td>
<td>Auto</td>
</tr>
<tr>
<td>A holy relic</td>
<td>5+</td>
</tr>
<tr>
<td>An Elf cloak</td>
<td>4+</td>
</tr>
<tr>
<td>An Elf bow</td>
<td>4+</td>
</tr>
</tbody>
</table>

\textbf{(6 6 6 6 6 6) Egg}

The Hero finds a small room with a large egg placed on a pile. It has been left here for some unknown purpose.

It can be sold for 2D6x10 gc to a wizard or collector.
Minor Artifacts (Roll 4D6)

4 Sacrificial Heart Cloth of Chotec
The heart used in this artifact was of a ruthless Saurus Hero that was blessed with intelligence (to a degree). He turned on his fellow Lizardmen and went off into the jungle, only to be caught in a clever trap, setup by Priest of Chotec, Tinci-Winci. He was sacrificed, as the Priest feared he was possessed.

This cloth may be used as a sling that has a +1 Strength modifier.

5 Jaguar Mace
This bronze club was enchanted by a powerful Mage-Priest to grant its wielder the quickness of the totem animal. It seems to dart out with preternatural speed, blocking incoming attacks.

This weapon counts as a mace but can Parry like a sword.

6-8 Magic Arrows
The Mage-Priests often give their most important Skinks magical arrows that will help them protect their temples. Sometimes, the Skinks are slaughtered before they have a chance to use them.

Roll a D6 and check the following chart:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D3 Ice Arrows</td>
</tr>
<tr>
<td>2</td>
<td>D3 Explosive Arrows</td>
</tr>
<tr>
<td>3</td>
<td>D6 +1 Ice Arrows</td>
</tr>
<tr>
<td>4</td>
<td>D3 +1 Thunder Arrows</td>
</tr>
<tr>
<td>5</td>
<td>2D6 Explosive Arrows</td>
</tr>
<tr>
<td>6</td>
<td>2D6 Lightning Arrows</td>
</tr>
</tbody>
</table>

Any of the arrows may be shot from a short bow, a bow, a long bow, or an Elven bow. Look below to see what each does.

Ice Arrows: When fired, these arrows freeze anything they hit. Any enemy wounded by an Ice Arrow cannot move in their next movement phase.

Explosive Arrows: These arrows explode in a bright light of magic once they hit something. They count as having Strength 5 and anyone within 2" of the model will be hit at Strength 3.

Lightning Arrows: These arrows call down a huge bolt of lightning to hit the target. These arrows have a Strength of 3, but once they hit they do an additional strength 4 hit, with +1 Strength if the model is carrying a shield, bucket, or is wearing light armour, and +2 Strength if the model is wearing heavy armour.

9 Shield of Feather Iron
This shield is made out of ore called Feather Iron that is only found in the middle of the jungle. It was actually a meteorite that fell from the sky. It’s as hard as iron, while as light as a feather.

This shield counts as a bucket but gives +1 armour save. In addition, you do not have to roll for drowning if the Hero falls into the water for this shield.

10-11 Armour of the Swamp Drake
This suit of armour is made of the hide of an elusive Swamp Drake. Some explorers make it their life’s work to hunt these rare beasts down for their skins. It is so light that it actually makes the wearer float in water.

This suit of armour counts as heavy armour but doesn’t suffer from penalties for being in Lustria. In addition, if the warrior wearing the armour falls into water, he doesn’t have to test to see if he drowns for wearing armour.

11-12 Chameleon Skink Skin
Chameleon Skinks are a dying race that are about the same size as Skinks but have skin like a chameleon which changes to match its surroundings. The skins of dead Chameleon Skinks are very valuable as they offer protection as well as camouflage.

This skin can be worn by a Hero and gives him a 6+ unmodified armour save. The armour still offers no save from weapons that allow no save. Also the Hero has the Infiltration skill. In addition, enemies may only spot Hidden models wearing a Chameleon Skink Skin at half their Initiative value.
15 **Staff of Sotec**

This staff is shaped like a snake and at the end branches off into two heads. After a bit of work, most magic users learn to channel excess magic into powerful enchanted poison that can destroy even the toughest opponents.

This staff counts as a club and may be used by a magic user. In addition to normal club rules, it may be shot in the shooting phase. It has a range of 6" and hits on the D6 roll of 3+. It has a strength of 5, but if the target is immune to poison then the Strength is only 2.

**14-15: Water of Eternal Youth**

In a small pouch on a dead Amazon's body you find some Water of Eternal Youth. This rare item can cure even the most powerful illness: time.

This vial of water may be drunk by a Hero who went out of action at the end of a battle. That Hero doesn't have to roll on the serious injury table. One use only.

16 **Statue of Sotec**

This is one of a few very rare statues of Sotek that were hand crafted from gold, and encrusted with many gems. The Lizardmen see this as a type of Holy Icon.

This statue may be carried by any Hero. It makes all Skinks enraged with jealousy that the Hero has such a holy artifact, although they will be extra careful not to destroy it. All Skinks strike last against the bearer of the Statue of Sotek, and no Skink Shaman will cast an offensive spell that will affect the bearer. All Skinks in an enemy warband hate all members of the warband other than the bearer of the statue. If the bearer gets taken out of action by an enemy Skink, the Statue of Sotek will be lost. Lizardmen warbands may re-roll this artifact.

17-18 **Blood Blade**

Witch Elves often carry blades that have been dipped in special blood cauldrons. These magical blades have the power to drain the very life force of a victim and transfer it to the person wielding the sword.

This sword can be wielded by any Hero except for any of the High Elf race. If the Hero wounds an enemy who fails his armour save, the Hero gains a wound. If this brings the Hero to more wounds than his maximum number, roll a D6. On a 4+, the Hero still gains a wound.

19 **Cold One Armour**

This cloak is made of the skin of a large Cold One. Although Cold Ones are very common in the jungles of Lustria, Cold One armour is rare because the Cold One that supplies the skin must be enormous to provide the appropriate protection.

This suit of heavy armour may be worn by any Hero who can normally wear heavy armour. It provides a 5+ save. In addition, the save can never be worse than 6+.

20 **Stegadon Armour**

Lizardmen are very adept at using the exceptionally tough leathery hide of the massive Stegadon and fashioning armour from it.

This armour counts as a suit of heavy armour and a helmet and may be worn by any Hero who can normally wear armour and has at least 3 Strength. It gives its wearer a +1 save and a +1 save against being stunned, just like a normal helmet. It can be used with a shield.

21-23 **Elven Greatsword**

Only the best Swordsmen of Hoeth are given these majestic weapons. Those weapons are so well balanced that they can even be used to parry attacks effectively.

This sword may be carried by any Hero with a Strength of at least 3. It is a double handed sword that may Parry.

24 **Spider Amulet**

While searching the remains of a group of Forest Goblin warband, the Hero notices a small, black jewel in a necklace on a Goblin Shaman. This amulet gifts the wearer with uncanny abilities; making him immune to almost all poisons.

This amulet may be worn by any Hero. It makes its bearer immune to all poisons.