

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 the gems but wizards might be able to use the blood or 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 haft.

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 gem and gold insets. 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 insets. 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 statuette. As he grabs it, a dart trap is set off.

1D6 S1 darts fly at him and will hit him on 3+. On a 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 statuette 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 S4 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:

D6	Result
1-2	D3 Short bows
3	D3 Daggers
4	Blowpipe
5	Spear
6	Quiver of Hunting Arrows

Four of a Kind

(1 1 1 1) Gold Inlaid plate Armour

The Hero finds an ornate suit of armour inlaid with gold.

The armour counts as heavy armour but can also be sold for 4D6 gc.

(2 2 2 2) Skink Corpse

The Hero finds the body of a long since dead thief.

The body has the following items that you take possession of: a short bow and D3 doses of Dark Venom.

(3 3 3 3) Feather Cloak

You find a heavy cloak decorated with colourful feathers and gold threads. It was most likely worn by a Skink High Priest.

It counts as a Middenheimer Wolfcloak and can be sold for 3D6 gc.

(4 4 4 4) Artisan's Workshop

You find an old museum workshop and uncut gemstones within worth D6x5 gc.

(5 5 5 5) Human Corpse

The Hero finds the body of a long since dead human mercenary

Roll to see what you find that is still usable:

D6	Result
1	A duelling pistol
2-3	A brace of pistols
4	A handgun
5	A blunderbuss
6	A brace of duelling pistols

(6 6 6 6) Tunnel Entrance

You have found a tunnel that leads to the old sewers.

You can use the tunnel you found in the next game you play. You may position up to three warriors (but no large warriors like a Rat Ogre or Ogre) anywhere on the battlefield as long as they are placed on the ground, next to a waterway. Place the warriors at the end of your first turn but they cannot be placed within 8" of any enemy models.

Deer Diaree,

Thee last week haz bin a wundroos and feerfool week. Thee zoo haz bin a terribull place and thee rats iz controlling it now. The visshoos griffon waz horribool to behold, and our feersum leeda, Saint Gilles, was bested by it. His alreddy feersum face was given a terribool skar by thee beesty. We waz over powered by thee big rat then, and we legged it. On our way back we found a chest o treshoor, containing many a shinee piece. Saint Gilles said that he would not run from now on. We should try to fight them at thee dreedfool place neer thee Mooseum where a strange pool o sumthink held many a meestereeos trezshoor. Me and Raynald ran for it and began the search, as thee greedy rats was belting us wif there roks from afar. I found a green stone, which iz wot we waz 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 thee sewers. He had also found an olde Elfy sword, very lite of weight which he's given to Firuz, the Accursed. It wasn't what he was looking for though, this book he's bin arfter is still nowhere to be seen, and its putting ol' Saint Gilles into a dark mood. And thee 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 magiks over them, but to no avail.

When we went back to thee lair thee ghoolies of thee Cold Flesh Clan was also enjoying a spit roast. We went back and joined in the feast. It was a nice meal, butt 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

Five of a Kind

(1 1 1 1 1) 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.

(2 2 2 2 2) 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.

Item	D6 Result Needed
A purse with 2D6 gc	auto
A duelling pistol	5+
A sword	4+
D3 valuables	4+



(3 3 3 3 3) Boulder Race

As the Hero prises a carved jade statue from its place in a temple wall, he suddenly realises that he's triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel he's stood in!

The Hero must roll under his Movement value to escape the boulder or suffer D3 rolls on the Serious Injury table. If the Hero has the *Sprint* skill, he may roll two dice and choose one of them, (i.e. the one that rolled under his Movement value. Remember that a roll of 6 is always a failure no matter what the Hero's Movement value is). If the Hero survives, he at least has the jade statue which will sell for 50 gold that you can add to your treasury.

(4 4 4 4 4) 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 1 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:	wont come back at all

55555 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 himself 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	S	T	W	I	A	Ld
	8	3	0	4	4	2	5	2	6

Special rules

Cause fear, in addition the mother is affected by frenzy.

(6 6 6 6 6) Hidden Door

You stumble upon a hidden door and learn how to recognise these in the tunnels.

You may always re-roll one die when you do Exploration rolls. Make a note of this in your Warband's roster sheet. Second and subsequent Hidden Doors you find do not grant you any additional re-rolls, but you may find further re-rolls from other sources.

Six of a Kind

(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 *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.

(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.

(3 3 3 3 3 3) Dagger of Sotek

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.

(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.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 light armour	4+
Heavy armour	5+
D6 daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+



(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.

Item	D6 Result Needed
3D6x5 gc	Auto
Ithilmar armour	4+
A sword	Auto
A holy relic	5+
An Elf cloak	4+
An Elf bow	4+

(6 6 6 6 6 6) Egg

The Hero finds a small room with a large egg placed on a pillow. 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:

- | | |
|---|----------------------|
| 1 | D3 Ice Arrows |
| 2 | D3 Explosive Arrows |
| 3 | D6+1 Ice Arrows |
| 4 | D3+1 Thunder Arrows |
| 5 | 2D6 Explosive Arrows |
| 6 | 2D6 Lightning Arrows |

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, buckler, 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 an 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 buckler 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.

Minor Artifacts (continued)

13 Staff of Sotec

This staff is shaped like a snake and at the end branches off into two beads. After a bit of work, most magic users learn to channel excess magic into powerful enchanted poison that can destroy even to 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 Sotec, 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 Sotec, 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 Sotec 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 4 Strength. It gives its the model a 4+ save and a 4+ 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. These 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.