



### Obelisk

Adventure: Item



D6: 1-2, Exploring unit(s) are immediately teleported D6 random direction for D6 hexes from Obelisk. Units ending up in a Sea hex are destroyed, 3-4; No effect, 5-6; Exploring units gain two steps. After effect resolved Obelisk disappears and is removed from the game.

© BattlePlay, 2001. Illus. Luis Vidal (5)



### Kegs of Powder

Adventure: Item



Carrying unit may "drop" Kegs of Powder or "dummy" counter on map. When enemy unit(s) enters Kegs hex it detonates and all units lose 2 steps.

© BattlePlay, 2001. Illus. Saladin (1)



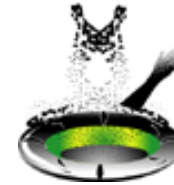
### Treasure Map

Adventure: Item



When exploring a hex, discard treasure map to look at the top 3 cards in the adventure deck. If one is the treasure you may take it into possession. Otherwise reshuffle the deck and draw as normal.

© BattlePlay, 2001. Illus. Luis Vidal (1)



### Portal to Aggerak

Adventure: Item



D6: 1-2; No effect, 3-6; exploring unit(s) teleported to underworld, remove unit(s) from play. Any items carried by units remain. After effect is resolved portal closes and is removed from the game.

© BattlePlay, 2001. Illus. Luis Vidal (0)



### Kreth's Treasure

Adventure: Item



*Riches beyond a man's wildest dreams usually end up his worst nightmare.*

© BattlePlay, 2001. Illus. Luis Vidal (5)