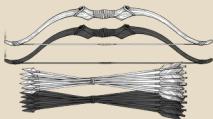


TREASURE CHEST REWARD CARD

WOODEN BOW



A reasonably well-crafted bow with a bundle of 20 arrows. Grants +1 to damage rolls with ranged attacks for the next three encounters.

The wood is light and supple. The string is taut and true. Whoever owned this bow understood the need for precision at a distance.

TREASURE CHEST REWARD CARD STURDY DAGGER



A practical dagger with a sharp edge. A rogue gains advantage on the next attack roll made with this weapon.

Small, efficient, and deadly—exactly as its maker intended. This dagger has been sharpened a thousand times, yet the blade refuses to dull.

TREASURE CHEST REWARD CARD WEATHERED LONGSWORD



A well-maintained longsword with a comfortable grip. A fighter gains a +1 bonus to attack rolls with this weapon for one encounter.

This blade has seen many battles. Its balance suggests a master swordsmith once held the tool that forged it. The leather grip is worn but sturdy—someone loved this weapon once.

TREASURE CHEST REWARD CARD

SEALED BARREL OF SALTED BEEF



A large sealed barrel containing preserved beef. Restore the Meal Meter by 2 points. The party gains +1 to Constitution saves for one floor due to hearty nutrition.

The salt preserves everything—meat, memory, hope. This barrel has survived the dungeon's decay. Whoever packed it knew their craft.

TREASURE CHEST REWARD CARD BLESSED HOLY SYMBOL



A silver holy symbol of exceptional craftsmanship. A cleric gains advantage on the next Healing Word or cure spell they cast.

Worn smooth by generations of prayers, this symbol radiates quiet faith. It has been pressed to foreheads in blessing, clutched in fear, and offered in sacrifice.

TREASURE CHEST REWARD CARD CRACKED STAFF



A staff of darkwood with a visible crack running down its length. A wizard may cast one spell at +1 to the damage roll before the staff crumbles to dust.

This staff once channeled immense magical power. The crack suggests it was pushed beyond its limits—perhaps in a desperate battle, or a final act of defiance.

TREASURE CHEST REWARD CARD

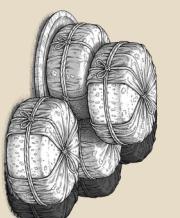
HEALING DRAUGHT



A vial of shimmering blue potion. When consumed, the drinker regains 2d6 + 2 hit points. Can be used once.

The liquid catches the light strangely. Its origin is unknown, but its purpose is clear: to mend what is broken.

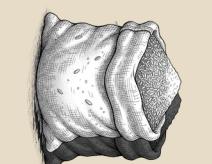
TREASURE CHEST REWARD CARD WHEELS OF HARD CHEESE



Three wheels of aged cheese, wrapped in cloth. Restore the Meal Meter by 2 points. The cheese's sharp flavor grants advantage on the next Charisma check.

The cheese has aged to perfection in this cool, dark place. Its complexity suggests years of careful aging. Eating it feels like tasting history.

TREASURE CHEST REWARD CARD SACK OF GRAN



A sturdy burlap sack filled with dried grain and flour. Restore the Meal Meter by 1 point. The grain can be ground and cooked into a simple but filling meal.

Golden and clean, untouched by mold or rot. This sack represents survival itself—the most basic, most essential resource in any dungeon.

Delicious in
**DUNGEONS
& DRAGONS**

TREASURE CHEST REWARD CARD CELEBRATORY WINE



A bottle of exceptionally fine wine, marked with an ancient vintage. When consumed as a group, the entire party's morale improves. Restore the Meal Meter by 3 points and grant advantage on the next social check.

The label is faded but the wine is perfect—untouched by time, as if the dungeon itself has been preserving it. Drinking it feels like a small defiance of darkness.

TREASURE CHEST REWARD CARD MAP FRAGMENT



An old, water-stained map showing part of the dungeon's layout. The party may re-roll one failed Navigation or Investigation check on the current floor.

The parchment is yellowed but legible. It shows passages and chambers long forgotten. Someone mapped this place before—and left clues for those who came after.

TREASURE CHEST REWARD CARD ROPE AND GRAPPLING HOOK

50 feet of high-quality rope and a sturdy grappling hook. The party gains advantage on the next Athletics or Acrobatics check involving climbing or swinging.



The rope is new, well-maintained, and coiled with expert care. It has never been used. Perhaps it was meant for this very moment.

TREASURE CHEST REWARD CARD (TRAP) POISON GAS TRAP



As you open the chest, noxious purple gas erupts. Each party member must make a DC 14 Constitution save. On a failure, they take 2d6 poison damage and are poisoned for 1 minute. On a success, they take half damage and aren't poisoned.

The chest was a trap all along. Someone, long ago, filled it with death itself—perhaps as a final defense, or perhaps out of pure malice.

TREASURE CHEST REWARD CARD MYSTERIOUS HERB BUNDLE



A bundle of dried herbs tied with cord. When brewed into tea and consumed by the entire party, restore the Meal Meter by 1 point and grant resistance to poison damage for one hour.

The herbs smell strange and wonderful. Their origin is a mystery, but their effect is undeniable. Perhaps they grew in some forgotten corner of the dungeon.

TREASURE CHEST REWARD CARD GOLDEN IDOL(SMALL)

A small golden statuette, finely crafted. It has no magical properties but is worth 150 gold pieces to any merchant. The party may sell it for supplies.



The gold is pure and the craftsmanship exquisite. It was clearly treasured once. Now it sits here, waiting for someone worthy to claim it.

TREASURE CHEST REWARD CARD RESURRECTION FLOWER



A single flower with luminous petals, preserved perfectly. If a party member dies before the end of the next dungeon floor, this flower can be used to restore them to 1 hit point. It crumbles to dust after use.

TREASURE CHEST REWARD CARD (CURSE) CURSED AMULET



A beautiful amulet lies within. Any creature who picks it up must make a DC 13 Wisdom save. On a failure, they are cursed and have disadvantage on all saving throws for the next 24 hours. The curse can be removed with Remove Curse or similar magic.

The amulet is gorgeous—almost hypnotic. But something about it feels wrong. The craftsmanship is perfect, but the intent behind it is twisted.

TREASURE CHEST REWARD CARD (TRAP) EXPLOSIVE RUNES

The chest is inscribed with magical runes that trigger when opened. Each party member within 10 feet must make a DC 15 Dexterity save, taking 3d6 fire damage on a failed save, or half as much on a successful one.

Arcane symbols cover the inside of the chest, glowing faintly. This was a sorcerer's trap—designed to destroy rather than preserve.

Delicious in
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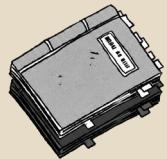
TREASURE CHEST REWARD CARD

KENSUKE



A sword taken from a defeated Living Armor. It seems to be infested by a helpful colony of Living Armor that now considers it your kin. Wielding it provides +3 on initiative rolls, and the player cannot be ambushed or surprised.

The sword's inhabitant, aptly named Kensuke, seems to be able to sense monsters. A soft rattling sound only the wielder can hear is heard when enemies are nearby.



TREASURE CHEST REWARD CARD

ADVENTURER'S JOURNAL

A leather-bound journal filled with notes from previous adventurers.

Reading it grants the party advantage on the next Wisdom (Insight) check and reveals one useful piece of information about dungeon hazards.

Page after page is filled with careful handwriting—observations, warnings, and stories. These words come from those who came before, and they still have power to guide the living.



TREASURE CHEST REWARD CARD

ENCHANTED LANTERN

A brass lantern that burns with a cold, blue flame. It sheds bright light in a 30-foot radius. While lit, all party members gain advantage on Perception checks to spot hidden creatures or objects.

The flame burns without fuel, eternally. Those who pass through its light seem to see things others miss. This lantern was crafted by someone who valued truth above all else.

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