

**SCARAB OF  
INVULNERABILITY**  
(IGNORE WOUNDS)

**TEMPORARY  
TREASURE GLYPH**

This figure may use this scarab whenever it receives 1 or more wounds. Roll the 20-sided die. If you roll a 1–15, ignore one of the wounds just received. If you roll a 16 or higher, ignore all wounds just received.

*Keep this card handy as a reference for the Scarab of Invulnerability Treasure Glyph.*

Rules for Treasure Glyphs can be found in the Heroscape D&D Master Set: Battle for the Underdark. Or go to [www.heroscape.com](http://www.heroscape.com).



Moltenclaw's Invasion  
**VALKRILL'S  
LEGION**

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