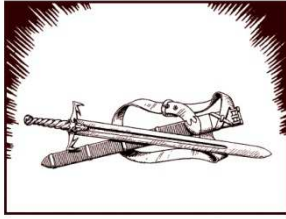


### *Bastard Sword*



The Bastard Sword allows you to roll 5 combat dice in attack. The Bastard Sword may be used to attack diagonally. Two-handed.  
Cost: 825 gold coins

May not be used by a Wizard or Elf

WEAPON

### *Battle Axe*



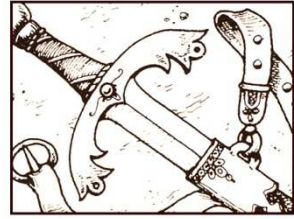
The Battle Axe allows you to roll 4 combat dice in attack. Two-handed.

Cost: 475 gold coins

May not be used by a Wizard or Elf

WEAPON

### *Broadsword*



The Broadsword allows you to roll 3 combat dice in attack.

Cost: 300 gold coins

May not be used by a Wizard

WEAPON

### *Cane*



The Cane allows you to roll one combat die in attack. It allows you to attack diagonally and may be dual wielded.  
Cost: 125 gold coins

May not be used by a Barbarian or Dwarf.

WEAPON

### *Crossbow*



The Crossbow allows you to roll 3 combat dice in attack. Ranged: you may not use the Crossbow against an opponent who is adjacent to you.  
Cost: 350 gold coins

May not be used by a Wizard

WEAPON

### *Dagger*



The Dagger allows you to roll one combat die in attack. It may be dual wielded and thrown at an enemy in your line of sight, but not adjacent.

Cost: 150 gold coins

WEAPON

### *Flail*

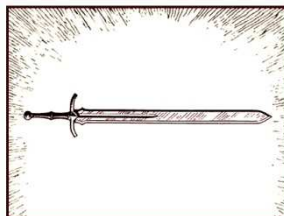


The Flail allows you to roll 3 combat dice in attack. You may attack diagonally with the Flail. It may also be wielded as an offhand weapon.  
Cost: 400 gold coins

May not be used by a Wizard

WEAPON

### *Greatsword*



The Greatsword allows you to roll 4 combat dice in attack. The Greatsword may be used to attack diagonally. Two-handed.  
Cost: 525 gold coins

May not be used by a Wizard or Elf

WEAPON

### *Halberd*



The Halberd allows you to roll 3 combat dice in attack. The Halberd may be used to attack diagonally. Two-handed.

Cost: 325 gold coins

May not be used by a Wizard

WEAPON

### *Hand Axe*



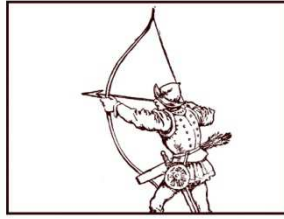
The Hand Axe allows you to roll 2 combat dice in attack. It may be dual wielded and thrown at an enemy in your line of sight, but not adjacent.

Cost: 250 gold coins

May not be used by a Wizard

WEAPON

### *Longbow*



The Longbow allows you to roll 4 combat dice in attack.

Ranged: you may not use the Longbow against an opponent who is adjacent to you. Two-handed.

Cost: 525 gold coins

May not be used by a Wizard or Dwarf

WEAPON

### *Longsword*



The Longsword allows you to roll 3 combat dice in attack. The Longsword may be used to attack diagonally.

Cost: 350 gold coins

May not be used by a Wizard

WEAPON

### *Mace*



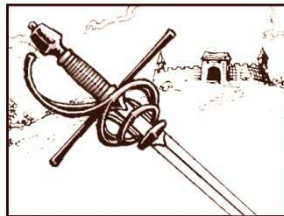
The Mace allows you to roll 3 combat dice in attack. It may be dual wielded.

Cost: 350 gold coins

May not be used by a Wizard

WEAPON

### *Rapier*



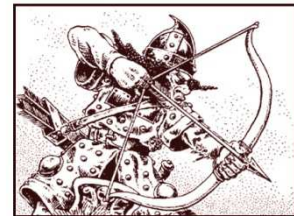
The Rapier allows you to roll 2 combat dice in attack. It allows you to attack diagonally and may be dual wielded.

Cost: 275 gold coins

May not be used by a Wizard

WEAPON

### *Shortbow*



The Shortbow allows you to roll 2 combat dice in attack.

Ranged: you may not use the Shortbow against an opponent who is adjacent to you. Two-handed.

Cost: 200 gold coins

May not be used by a Wizard or Barbarian

WEAPON

### *Shortsword*



The Shortsword allows you to roll 2 combat dice in attack. It may be dual wielded.

Cost: 225 gold coins

May not be used by a Wizard

WEAPON

### *Sling*



The Sling allows you to roll one combat die in attack. Ranged: you may not use the Sling against an opponent who is adjacent to you.

Cost: 125 gold coins

WEAPON

### *Spear*



The Spear allows you to roll 2 combat dice in attack. The Spear may be used to attack diagonally. It may be thrown at an enemy in your line of sight, but not adjacent.

Cost: 250 gold coins

May not be used by a Wizard

WEAPON



### Staff



The Staff allows you to roll 2 combat dice in attack. The Staff may be used to attack diagonally. Two-handed.

Cost: 200 gold coins

WEAPON

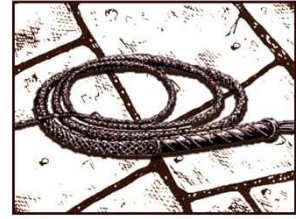
### Torch



The Torch allows you to roll two combat dice in attack and does fire damage. It may be dual wielded. It illuminates any square the hero holding it can see, without being obstructed by heroes or monsters. Lasts only one quest. Cost: 125 gold coins

WEAPON

### Whip



The Whip allows you to roll one combat die in attack. It allows you to attack diagonally and may be dual wielded.

Cost: 175 gold coins

WEAPON

### Bracers



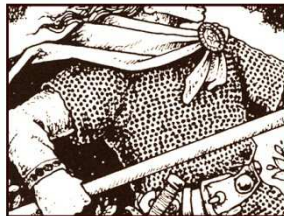
The Bracers allow you to roll one extra combat die in defence.

Cost: 200 gold coins

May only be used by a Wizard

ARMOUR

### Chain Mail



Chain Mail armour allows you to roll one extra combat die in defence.

Cost: 450 gold coins

May not be used by a Wizard

ARMOUR

### Cloak of Protection



The Cloak of Protection allows you to roll one extra combat die in defence.

Cost: 350 gold coins

May only be used by a Wizard

ARMOUR

### Helmet



The Helmet allows you to roll one extra combat die in defence.

Cost: 125 gold coins

May not be used by a Wizard

ARMOUR

### Plate Mail



Plate Mail armour allows you to roll two extra combat dice in defence. While wearing the Plate Mail, you have a 2 square movement penalty. Cost: 850 gold coins

May not be used by a Wizard

ARMOUR

### Shield



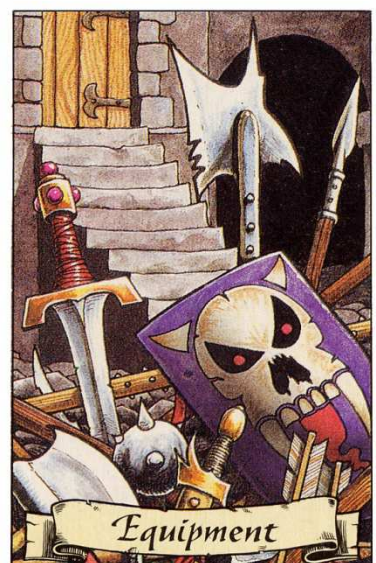
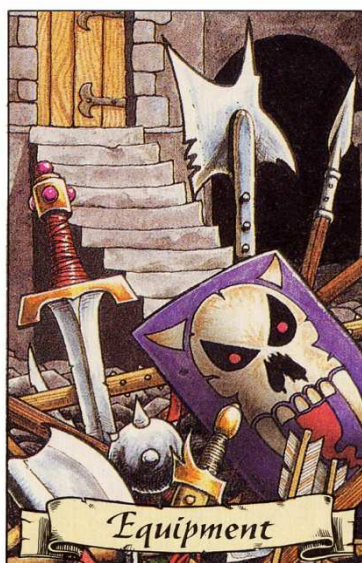
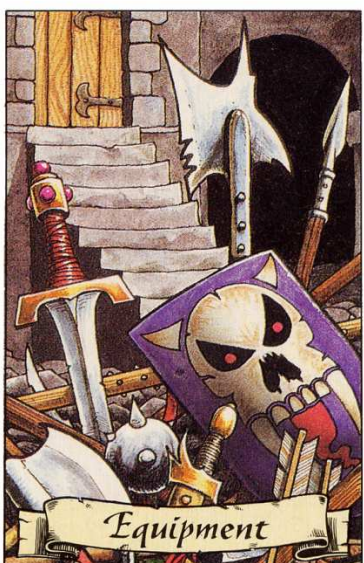
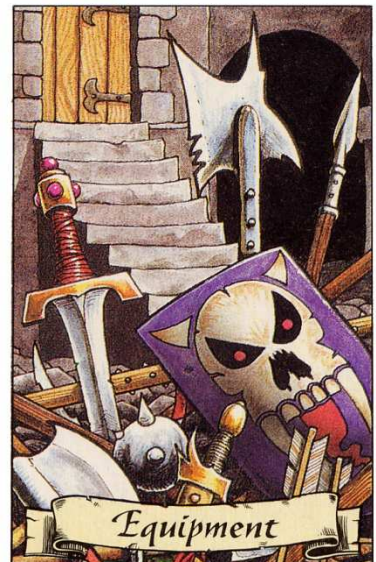
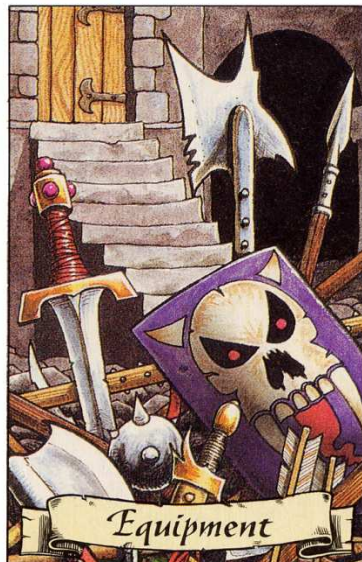
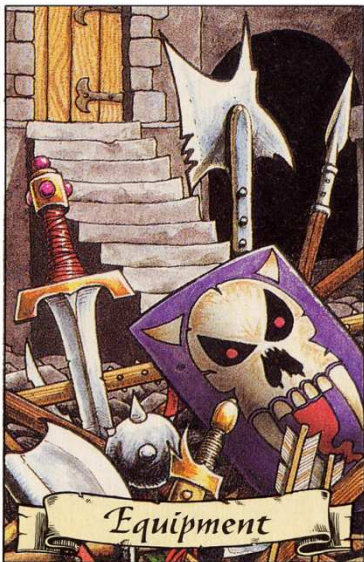
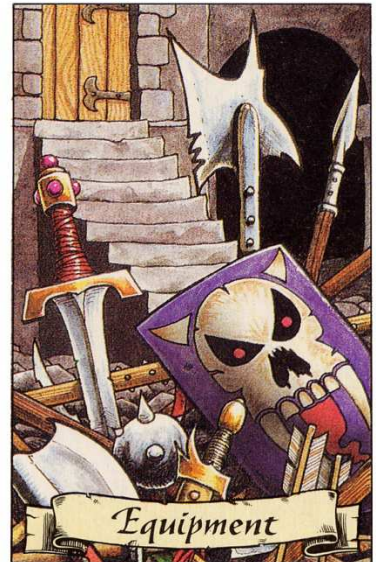
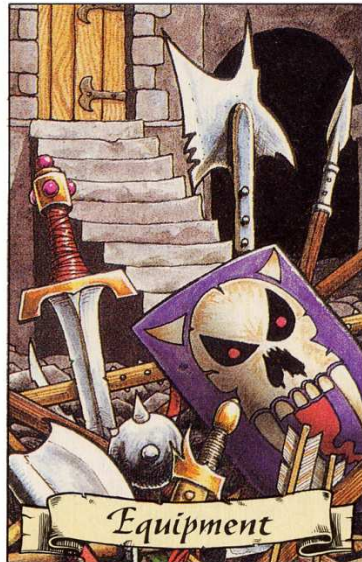
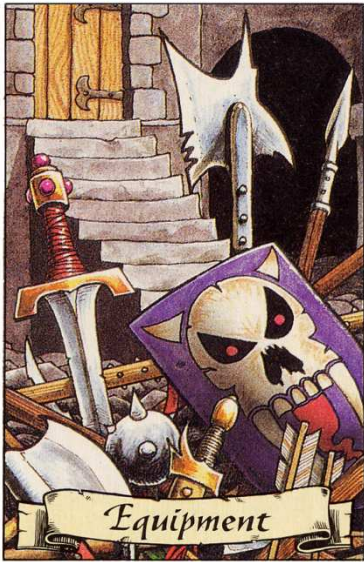
The Shield allows you to roll one extra combat die in defence.

Cost: 125 gold coins

May not be used by a Wizard

ARMOUR





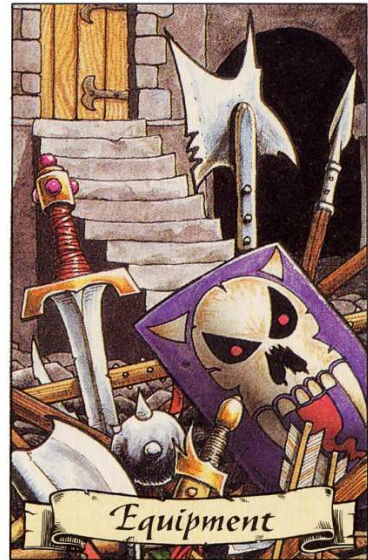


### *Tool Kit*



The Tool Kit allows you to remove any trap that you find. Roll one combat die. On the roll of a skull the trap goes off and you lose one Body Point. Once you have rolled the die, the trap is removed.

Cost: 250 gold coins



I have changed some item costs and functionality, and added a few new rules.

**Ranged:** ranged weapons can be used to attack any enemy in your line of sight, but not adjacent.

**Dual-wielding:** you may use these weapons instead of a shield in your off hand.

**Two-handed:** these weapons require both hands to wield, so they cannot be wielded with a shield or any offhand weapon.



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Print page 4 three times.

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