



Legend

- Combat dice amount
- Diagonal attack
- Ranged weapon
- Throwable
- Can't be used with a shield
- Only for a specific hero
- Certain heroes can't use
- +1 Combat die for defence
- +2 Combat dice for defence
- 1 Movement die

Weapons

Dagger 	25G
Staff 	100G
Wand 	125G
Shortsword 	150G
Hand Axe 	200G
Broadsword 	250G
Rapier 	250G
Longsword 	350G
Crossbow 	350G
Battle Axe 	350G

Armour

Helmet 	125G
Shield 	150G
Chain Mail 	500G
Bracers 	550G
Plate Mail 	850G
Tool Kit	250G



Potions

- Dexterity (100)**
+5 movement to next move or successful pit jump
- Battle (200)**
Reroll 1 attack combat die
- Speed (200)**
Roll twice as many movement dice
- Antidote (300)**
Heals 2 body points caused by poison needle/dart
- Holy Water (400)**
Use instead of attacking. Kills undead creature
- Restoration (500)**
Heal 1 body and 1 mind point



On a turn, a hero does one of the following:

Moves and then performs an action or performs an action and then moves

Movement

A hero moves by rolling red dice. They cannot move diagonally. They cannot take part of their move, perform an action, and then resume their move

Attack

An adjacent monster. Some weapons allow diagonal attacks or ranged (line of sight) attacks.

Cast a spell or ability

On yourself, another hero or monster that you can see (line of sight).

Search for treasure

In the room you're in and with no monsters present.

Search for secret doors

In the room or corridor you're in with no monsters present.

Search for traps

In the room or corridor you're in with no monsters present.

Disarm a trap

On the square you're standing on.