



## 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

|                       |      |
|-----------------------|------|
| <b>Dagger</b><br>     | 25G  |
| <b>Staff</b><br>      | 100G |
| <b>Wand</b><br>       | 125G |
| <b>Shortsword</b><br> | 150G |
| <b>Hand Axe</b><br>   | 200G |
| <b>Broadsword</b><br> | 250G |
| <b>Rapier</b><br>     | 250G |
| <b>Longsword</b><br>  | 350G |
| <b>Crossbow</b><br>   | 350G |
| <b>Battle Axe</b><br> | 350G |

## Armour

|                       |      |
|-----------------------|------|
| <b>Helmet</b><br>     | 125G |
| <b>Shield</b><br>     | 150G |
| <b>Chain Mail</b><br> | 500G |
| <b>Bracers</b><br>    | 550G |
| <b>Plate Mail</b><br> | 850G |
| <b>Tool Kit</b>       | 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.