



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

## Armour

<b>Helmet</b> 	125G
<b>Shield</b> 	150G
<b>Chain-Mail</b> 	500G
<b>Bracers</b> 	550G
<b>Plate-Mail</b> 	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.