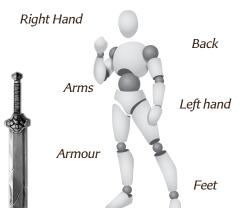
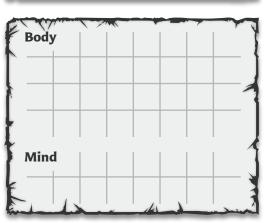
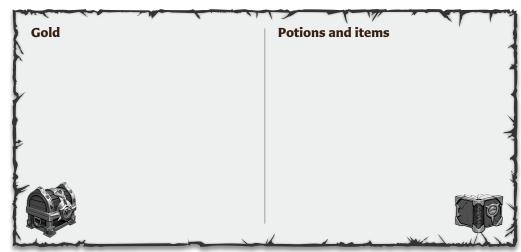


Equipment Head



Attack	Defend	Starting Points	
Dice	Dice	Body	Mind
,			/1





1 2 3 4 5 6 7 8 9 Champion 10 11 12 13 14

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.



Dagger (25)	Staff (100)	
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Broadsword (250)

Battle Axe (450)

Hand Axe (200)

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Crossbow (350)

Shield (150)

†● **

Bracers (550)

Helmet (125)

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Chain Mail (500)

†● ¥¥

Plate Mail (850)

10. 20

Dexterity (100)

Battle (200)

Antidote (300)

Speed (200)

Holy Water (400) A Restoration (500)

Wand (125)

· **③ ※ ★**

Rapier (250)

: **● 🌽 🛂**

Tool Kit (250) Disarm Traps

Shortsword (150)

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Longsword (350)

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 Comabt die for defence

+2 Combat dice for defence

-1 Movement die