

Battle Axe



This heavy, double-edged axe gives you the attack strength of four Combat Dice. You may *not* use a Shield when using this weapon. *May not be used by the Wizard.*

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Chain Mail



This light metal armor gives you one **extra** Combat Die in defence. May be combined with the Helmet and/or the Shield. *May not be worn by the Wizard.*

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Dagger



This sharp knife gives you the attack strength of one Combat Die. A dagger may also be thrown at any Monster that you can “see”, but is lost once it is thrown.

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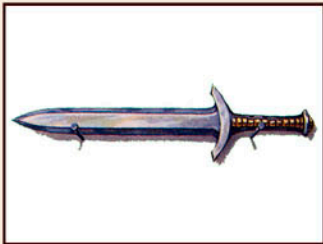
Longsword



This long blade gives you the attack strength of three Combat Dice. Because of its length, the Longsword enables you to attack diagonally. *May not be used by the Wizard.*

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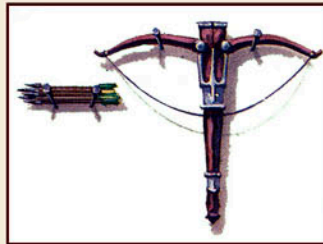
Broadsword



This wide blade gives you the attack strength of three Combat Dice. *May not be used by the Wizard.*

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Crossbow



This long-range weapon gives you the attack strength of three Combat Dice. You may fire at any Monster that you can “see”. However, you cannot fire at a Monster that is adjacent to you. You have an unlimited supply of bolts. *May not be used by the Wizard.*

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Helmet



This protective headpiece gives you one **extra** Combat Die in defence. *May not be used by the Wizard.*

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Plate Mail



This heavy metal armor gives you two **extra** Combat Dice in defence. However, because it is so heavy, you may only roll one Red Die for movement while wearing it. May be combined with the Helmet and/or the Shield. *May not be worn by the Wizard.*

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Shield



This hand-held armour gives you one **extra** Combat Die in defence. *May not be used with the Battle Axe or Staff. May not be used by the Wizard.*

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Staff



This long, sturdy, wooden Staff gives you the attack strength of one Combat Die. Because of its length, the Staff allows you to attack diagonally. You may *not* use a Shield while using this weapon.

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Shortsword



This short blade gives you the attack strength of two Combat Dice. *May not be used by the Wizard.*

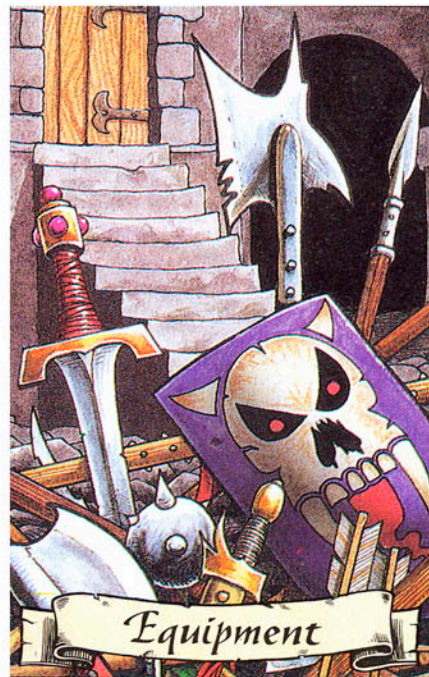
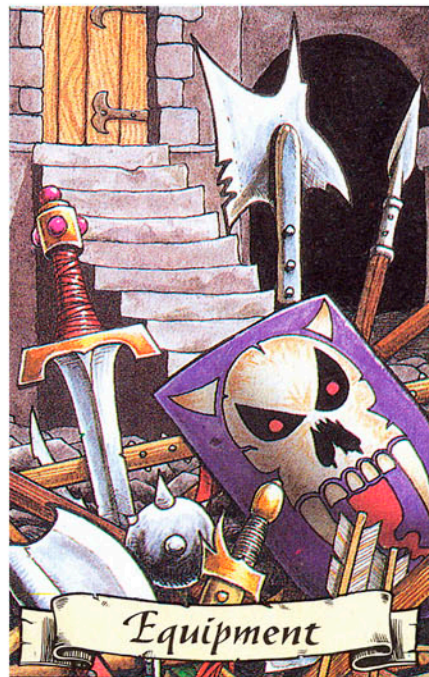
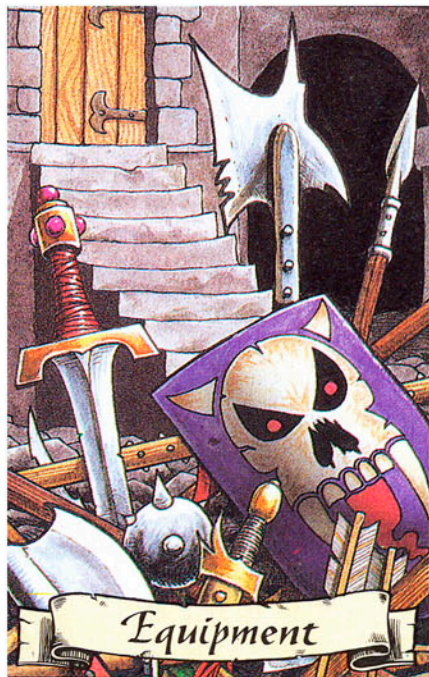
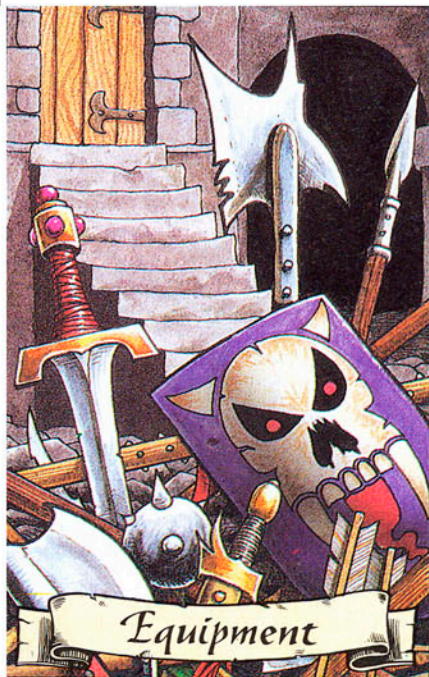
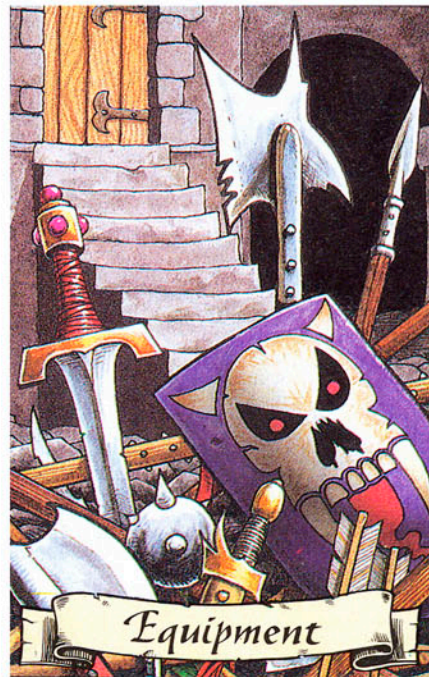
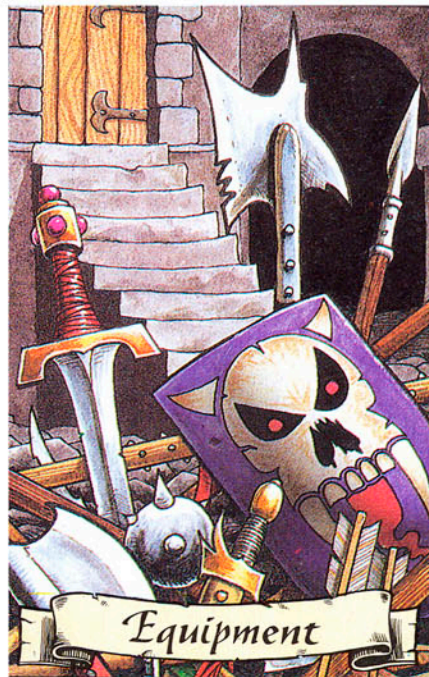
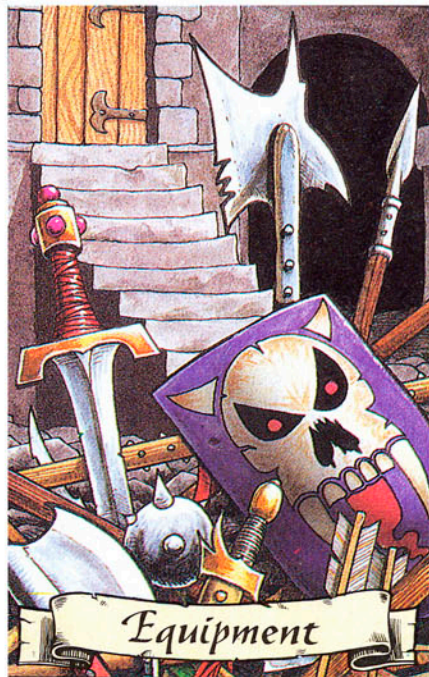
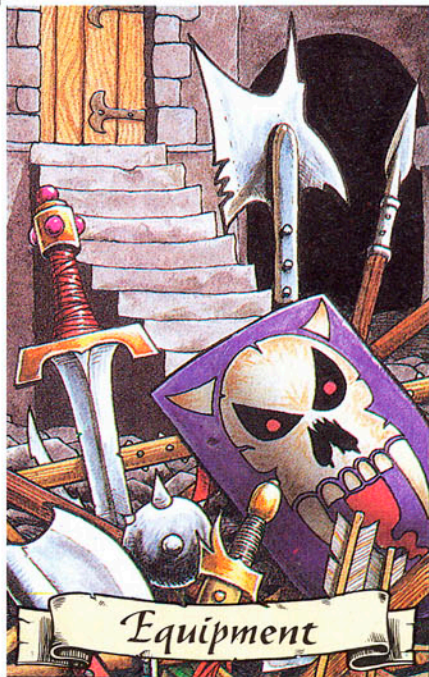
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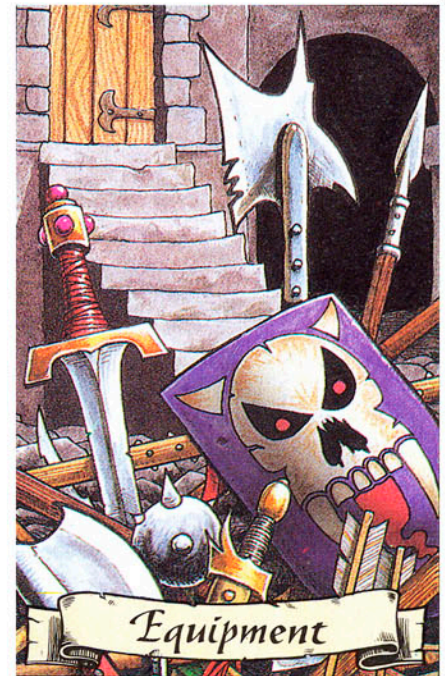
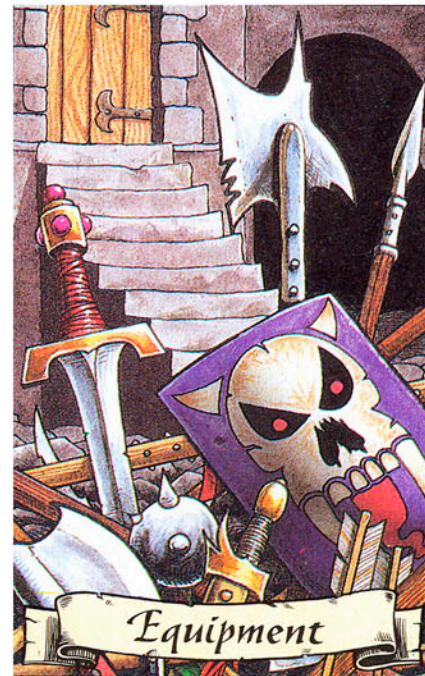
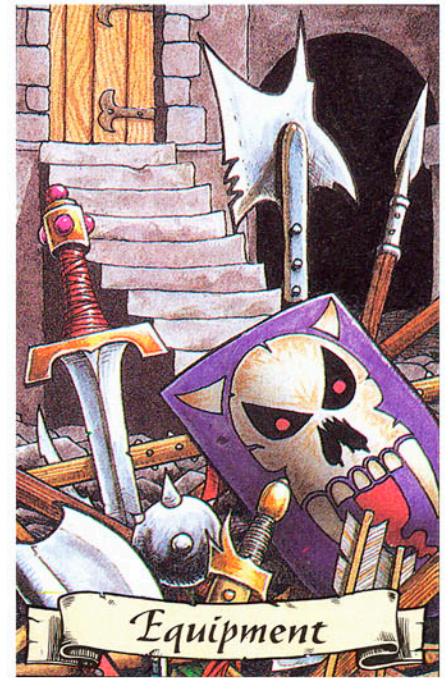
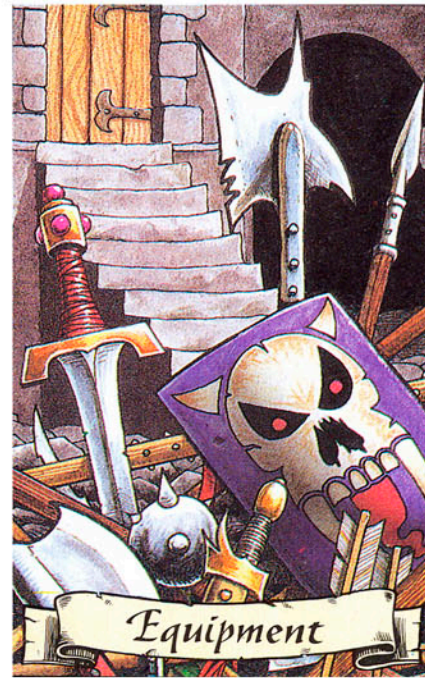
Tool Kit



This Tool Kit gives you a 50% chance to disarm any **searched-for-and-found** (but unsprung) trap. Before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap. Roll one Combat Die. If a Skull is rolled, the trap is sprung. If a White or Black Shield is rolled, the trap is disarmed and gone forever.

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