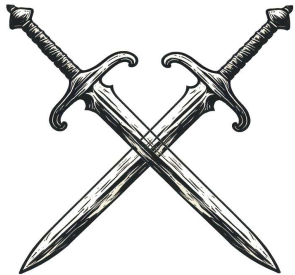




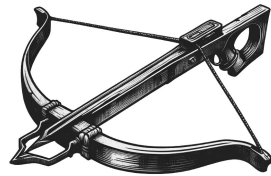
ITEM DECKS



Weapon



MissileWeapon



Armour



General Item



Battle-Axe Item List

| Item | Summary | Cost | Hero Must Be | Hero Must Not Be |
|--------------------------|--|------|--|-----------------------|
| Weapon | | | | |
| Dagger | Attack Success +0% | 25 | (Anyone) | |
| Sword | Attack Success +5% | 60 | Tall or Heavy | |
| Sword (small) | Attack Success +5% | 60 | Short | |
| Great Sword | Attack Success +10% | 120 | Tall or Heavy | Wizard or Druid |
| Great Sword (small) | Attack Success +10% | 120 | Short | Wizard or Druid |
| Two-Handed Sword | Attack Success +15%, takes both hands to use | 180 | Tall or Heavy Barbarian, Fighter or Paladin | |
| Two-Handed Sword (small) | Attack Success +15%, takes both hands to use | 180 | Short Barbarian, Fighter or Paladin | |
| Missile Weapon | | | | |
| Sling | Missile Success +0%, takes both hands to use | 12 | (Anyone) | |
| Short Bow | Missile Success +5%, takes both hands to use | 55 | Tall | |
| Short Bow (small) | Missile Success +5%, takes both hands to use | 55 | Short | |
| Long Bow | Missile Success +10%, takes both hands to use | 110 | Tall | Wizard |
| Long Bow (small) | Missile Success +10%, takes both hands to use | 110 | Short | Wizard |
| Cross-Bow | Missile Success +15%, takes both hands to use | 165 | Tall | |
| Cross-Bow (small) | Missile Success +15%, takes both hands to use | 165 | Short | |
| Armour | | | | |
| Helmet | Defend Success +5% | 25 | | Dragonian or Deviling |
| Shield | Defend Success +5% | 25 | Tall or Heavy | |
| Shield (small) | Defend Success +5% | 25 | Short | |
| Leather Armour | Defend Success +5% | 30 | Tall | |
| Leather Armour (small) | Defend Success +5% | 30 | Short | |
| Chain Armour | Defend Success +10%, Hero's speed reduced by 1 | 140 | Tall | Wizard or Druid |
| Chain Armour (small) | Defend Success +10%, Hero's speed reduced by 1 | 140 | Short | Wizard or Druid |
| Plate Armour | Defend Success +15%, Hero's speed reduced by 2 | 220 | Tall Fighter or Paladin | |
| Plate Armour (small) | Defend Success +15%, Hero's speed reduced by 2 | 220 | Short Fighter or Paladin | |

Battle-Axe Item List

General Items

General items can usually only be used in specific situations, as described in the relevant room's description (in the relevant book).

| Item | Summary | Cost | Hero Must Be |
|-------------------|--|------|--------------|
| Alchemist Fire | This chemical mix can quickly set something, or someone, alight. | 5 | (Anyone) |
| Burglar Tools | Can be used in certain circumstances to gain an advantage in opening certain locks or disabling certain traps. Takes both hands to use. | 35 | (Anyone) |
| Candle | Provides a small amount of heat and light. | 1 | (Anyone) |
| Cloth | Can be held over the hero's mouth and nose to minimise the effects of unwanted smells. | 1 | (Anyone) |
| Flint & Steel | Scraping the flint against the steel causes sparks that can light a torch or anything flammable. Takes both hands to use. | 3 | (Anyone) |
| Hollowed Bamboo | This has various uses, including allowing the hero to breathe whilst below water. | 2 | (Anyone) |
| Map | When a hero is within 5 squares of a door or the end of a passage then layout the room behind the door or other passages. The hero knows what is beyond. | 40 | (Anyone) |
| Pole | A pole has many uses. Takes both hands to use. | 3 | (Anyone) |
| Rat Poison | Use to poison rats...or other unwary enemies. | 4 | (Anyone) |
| Rope | Can be tied and has various uses... | 5 | (Anyone) |
| Shrieking Whistle | This high pitched whistle can be heard by certain animals, including dogs. | 4 | (Anyone) |
| Spikes | As an Action, can be driven beneath a door to wedge it open or closed. Once used, the spike cannot be removed. | 3 | (Anyone) |
| Wax | This soft wax can be put in a hero's ears to avoid hearing unwanted sounds. | 1 | (Anyone) |