

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	

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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)