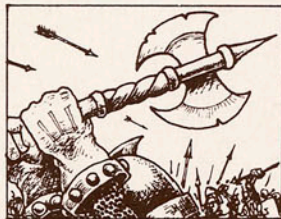


Battle axe



The Battle axe allows you to roll four combat dice in attack. You may not use a shield when using the Battle axe.

Cost 400 gold coins.

May not be used by Wizard

WEAPON

Bracers



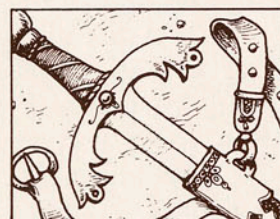
The Bracers allows you to roll one extra combat die in defence.

Cost 200 gold pieces

May only be used by Wizard

ARMOUR

Broadsword



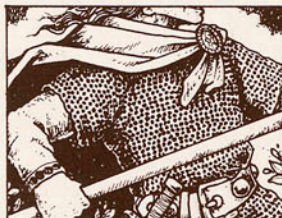
The Broadsword allows you to roll three combat dice in attack.

Cost 250 gold coins.

May not be used by Wizard.

WEAPON

Chain Mail



Chain mail armour allows you to roll three combat dice in defence.

Cost 450 gold coins.

May not be used by Wizard.

ARMOUR

Cloak of Protection



The cloak allows you to roll one extra die in defence

Cost 350 gold coins

May only be used by Wizard

ARMOUR

Crossbow



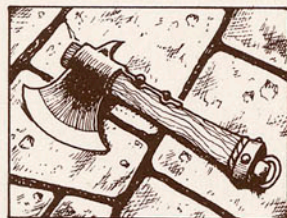
The Crossbow allows you to roll three combat dice in attack. You may not use the Crossbow against an opponent who is adjacent to you.

Cost 350 gold coins.

May not be used by Wizard.

WEAPON

Hand axe



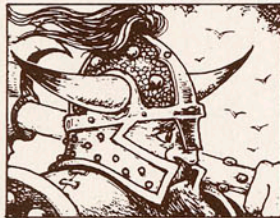
The Hand axe allows you to roll two combat dice in attack. You may also throw the Hand axe but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

The Helmet



The helmet gives you one extra combat die in defence.

Cost 120 gold coins.

May not be used by Wizard.

ARMOUR

Plate armour

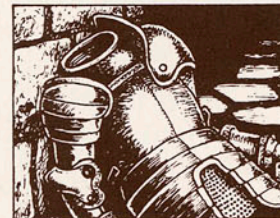


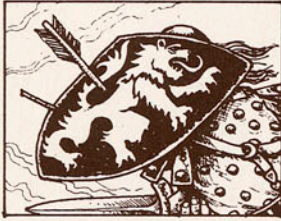
Plate armour allows you to roll four combat dice in defence, BUT You may only roll one die for movement whilst wearing plate armour.

Cost 850 gold coins.

May not be used by Wizard.

ARMOUR

The shield



The shield gives you one **extra** combat die in defence.

Cost 100 gold coins.

May not be used by Wizard.

ARMOUR

Short sword



The Short sword allows you to roll two combat dice in attack. The Short sword may be used to attack diagonally.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

Spear



The Spear allows you to roll two combat dice in attack. The Spear may be used to attack diagonally. You may also throw the Spear but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard

WEAPON

Staff



The Staff allows you to roll two combat dice in attack. The Staff may be used to attack diagonally.

Cost 100 gold coins.

WEAPON

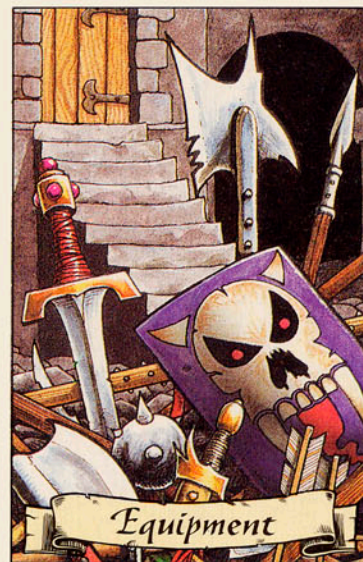
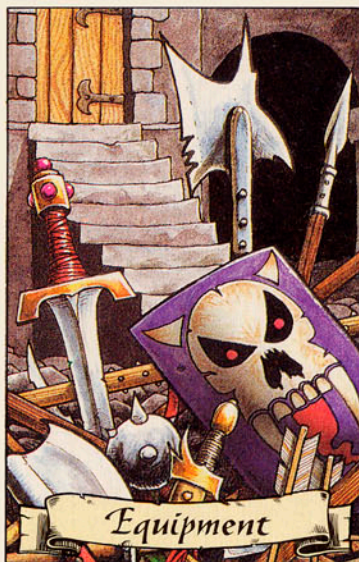
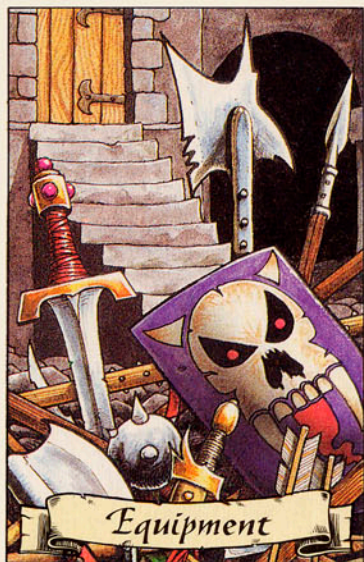
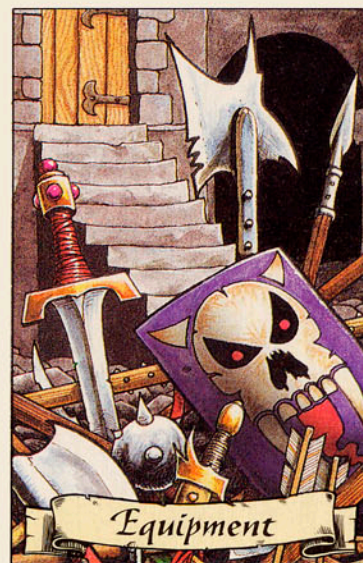
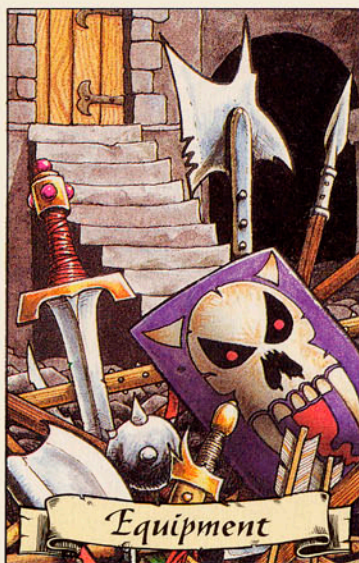
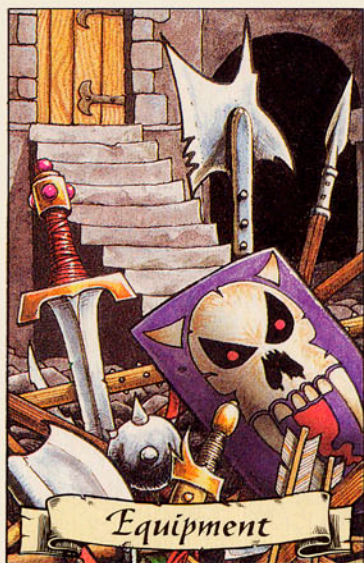
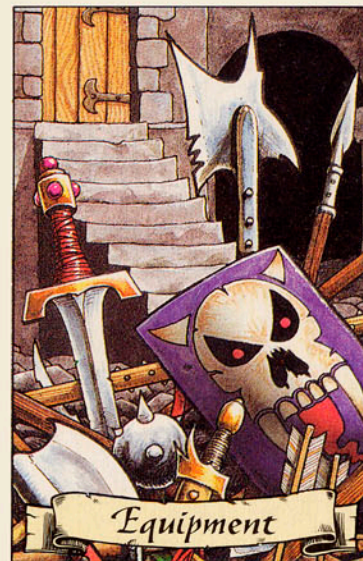
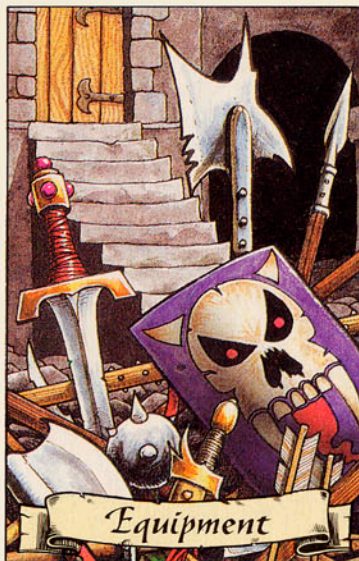
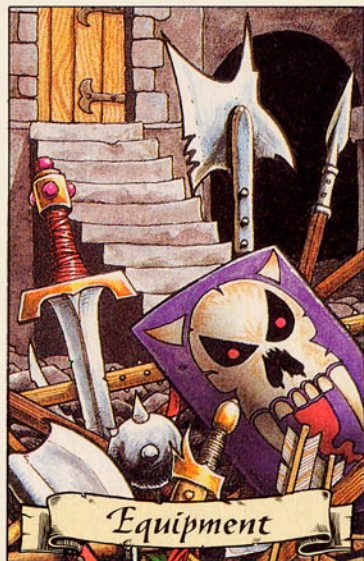
Tool kit

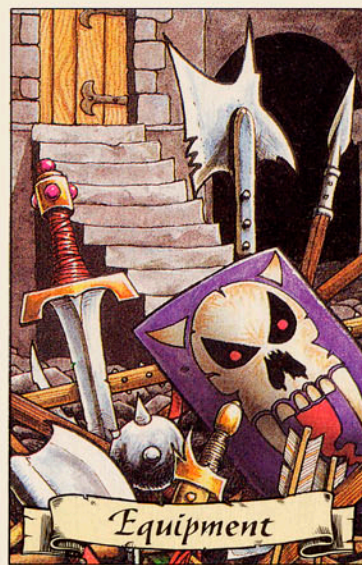
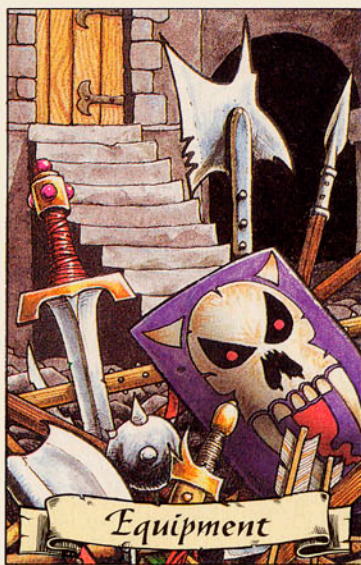
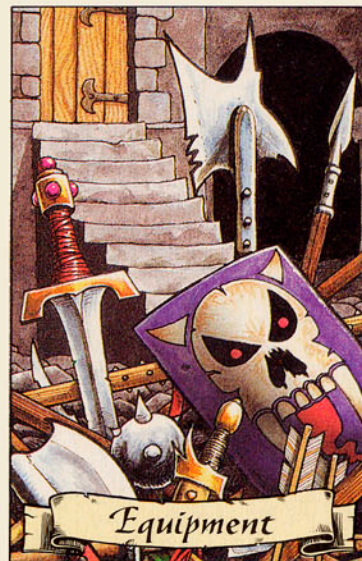
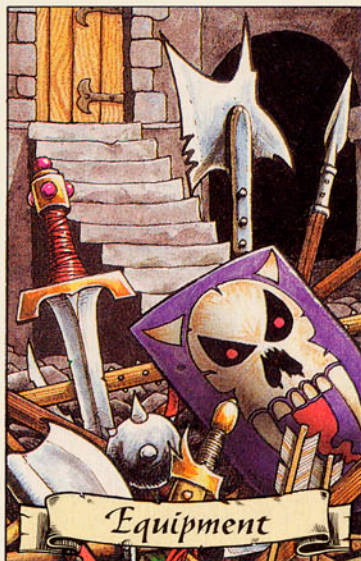
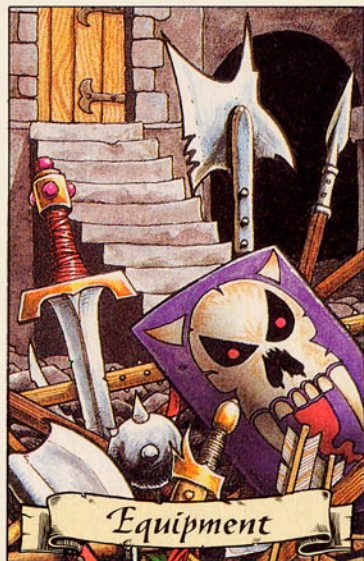


The tool kit enables you to remove any trap that you find. Roll one combat die. On the roll of a skull the trap goes off and you lose one Body point.

Once you have rolled the die the trap is removed.

Cost 250 gold coins.







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