Summary of Changes

| Rev	Change Made
2	First version uploaded to website
3	Spike Card - description changed to clarify that a door can be closed (or opened) and spiked as a single action
3	Burglar Tools Card - wording simplified
3	Great Sword card - changed yielded to wielded!
3	Double-Handed Sword Card - changed the picture to no longer overlap some of the text
3	Helmet Card - wording simplified

Rope

5 gp

Can be tied and has various uses...

Anyone can use this item.

Burglar Tools

35 gp

Can be used to gain an advantage in opening certain locks or disabling certain traps

Only Burglars and Adventurers can use this item.

Alchemist Fire

5 gp

This chemical mix can quickly set something, or someone, alight.

Anyone can use this item.

Flint and Steel

3 gp

Scraping the flint against the steel causes sparks that can light a torch or anything flammable...

Anyone can use this item.

Candle

1 gp

Provides a small amount of heat and light.

Anyone can use this item.

Rat Poison

4 gp

Can be used to Poisons rats...or other unwary enemies.

Anyone can use this item.

Map

40 gp
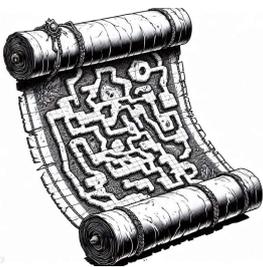
When a hero is within 5 squares of a door or the end of a passage then layout the room behind the door or other passages. The hero knows what is beyond.

Anyone can use this item.

Pole

3 gp

A pole has many uses...

Anyone can use this item.

Wax

1 gc

This soft wax can be put in a hero's ears to avoid hearing unwanted sounds.

Anyone can use this item.

Shrieking Whistle

4 gp

This high pitched whistle can be heard by certain animals, including dogs.

Anyone can use this item.

Hollowed Bamboo

2 gp

This has various uses, including allowing the hero to breath whilst below rwater.

Anyone can use this item.

Cloth

1 gp

Can be held over the hero's mouth and nose to minimise the effects of unwanted smells.

Anyone can use this item.

Spike

3 gp

As a single Action, a door can be closed and the spike driven beneath it to wedge it shut.
Or, a door can be opened and then wedged open as a single Action. Once used, the spike cannot be removed and the door remains wedge closed or open.

Anyone can use a this item.

Healing Potion

Drink this as an Action - Roll D6:
1 = 4 Health recovered
2-5 = 3 Health
6 = 2 Health

Anyone can drink this potion

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Drink this as an Action - Roll D6:
1 = 4 Health recovered
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General Item

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Special Item

Healing Potion

If just 3 heroes start a quest, they
each have this item

Special Item

Healing Potion

If just 3 heroes start a quest, they
each have this item

Special Item

Healing Potion

If just 3 heroes start a quest, they
each have this item

Plate Armour (Small)
Defend Success +15%
220 gp

This heaviest armour provides excellent protection but requires training to use.
This one has been made to be worn by 'the small races'.

The hero must be **Short.**
Can only be worn by a **Fighter or Paladin.**
The hero's speed is reduced by 2

Dagger
Attack Success +0%
25 gp

A cheap, light-weight weapon that can even be used by those untrained in combat.

Anyone can fight with a dagger.

Chain Armour (Small)
Defend Success +10%
140 gp

This armour provides protection but is reasonably heavy.
This one has been made to be worn by 'the small races'.

The hero must be **Short.**
Cannot be worn by a **Wizard or Druid.**
Speed is reduced by 1.

Sword
Attack Success +5%
60 gp

A common weapon, that doesn't require much training to use.

The hero must be **Tall or Heavy.**

Sword (Small)
Attack Success +5%
60 gp

A common weapon that doesn't require much training to use.
This one has been forged to be used by 'the small races'.

The hero must be **Short.**

Great Sword
Attack Success +10%
120 gp

The largest sword that can be wielded in one hand. It requires strength and training to use.

The hero must be **Tall or Heavy.**
Cannot be used by a **Wizard or Druid**

Great Sword (Small)
Attack Success +10%
120 gp

The largest sword that can be wielded in one hand. It requires strength and training to use.
This one has been forged to be used by 'the small races'.

The hero must be **Short.**
Cannot be used by a **Wizard or Druid**

Double-Handed Sword
Attack Success +15%
180 gp

The mightiest of swords, that requires two hands, strength and combat training to use.

The hero must be **Tall or Heavy.**
Can only be used by a **Barbarian, Fighter or Paladin**

Double-Handed Sword (Small)
Attack Success +15%
180 gp

The mightiest of swords, that requires two hands, strength and combat training to use.
This one has been forged to be used by 'the small races'.

The hero must be **Short.**
Can only be used by a **Barbarian, Fighter or Paladin**
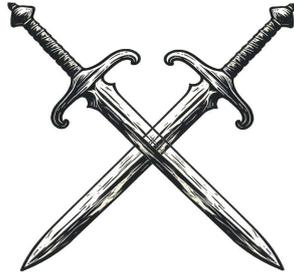
Armour	Weapon	Armour

Weapon	Weapon	Weapon

Weapon	Weapon	Weapon

Wooden Shield (Small)
Defend Success +5%

25 gp

A light-weight wooden shield that will improve the hero's defense.
This one has been crafted to be used by 'the small races'.

The hero must be **Short.**

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12 gp

Sling
Missile Success +0%

A light-weight weapon that comes with round stones to fling at opponents.

Anyone can use a sling

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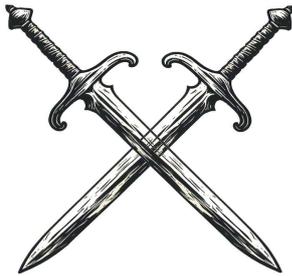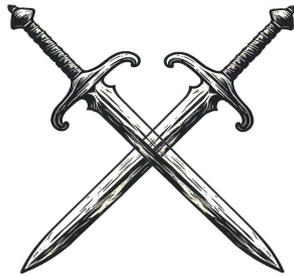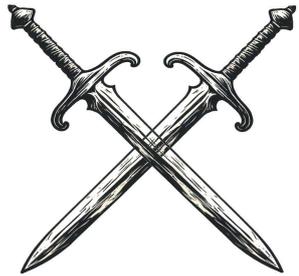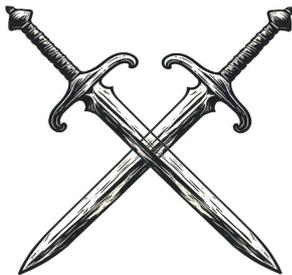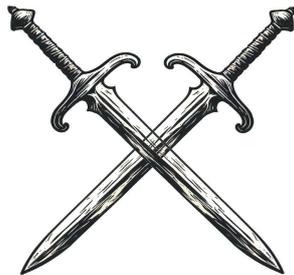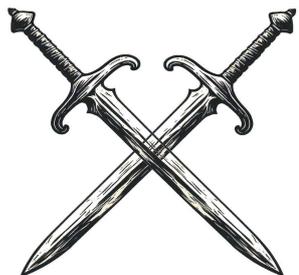
55 gp

Shortbow
Missile Success +5%

A common missile weapon that doesn't require much training to use.

The hero must be **Tall.**

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55 gp

Shortbow (Small)
Missile Success +5%

A common missile weapon that doesn't require much training to use.
This one has been crafted to be used by 'the small races'.

The hero must be **Short.**

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110 gp

Longbow
Missile Success +10%

This largest bow requires training to use.

The hero must be **Tall.**
Cannot be used by a **Wizard.**

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110 gp

Longbow (Small)
Missile Success +10%

This largest bow requires training to use.

The hero must be **Short.**
Cannot be used by a **Wizard.**

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165 gp

Crossbow (Small)
Missile Success +15%

The most accurate bow, that also requires little training.
This one has been crafted to be used by 'the small races'.

The hero must be **Short.**

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165 gp

Crossbow
Missile Success +15%

The most accurate bow, that also requires little training.

The hero must be **Tall.**


Helmet
Defend Success +5%

25 gp

A well-crafted steel helmet with thick cushioning inside to fit the heads of various sizes. However, it cannot be worn by those with horns or elongated heads.

Cannot be worn by a
Dragonborn or Tiefling.
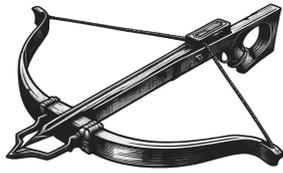
MissileWeapon	MissileWeapon	Armour
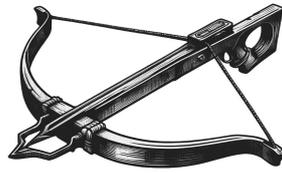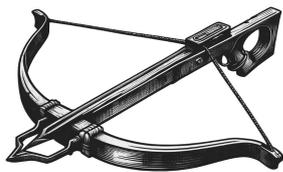
MissileWeapon	MissileWeapon	MissileWeapon
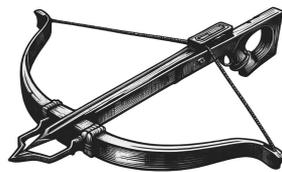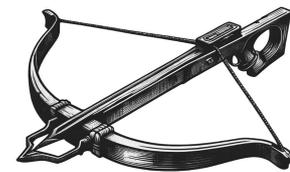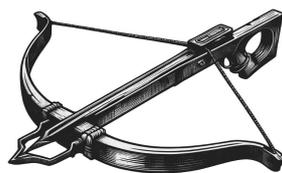
Armour	MissileWeapon	MissileWeapon
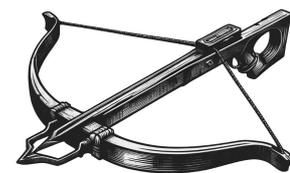
Leather Armour
Defend Success +5%

30 gp
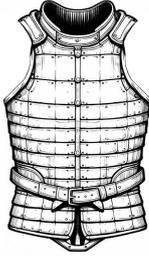
This light armour provides basic protection whilst allowing the hero to remain flexible and nimble.

The hero must be **Tall.**

Wooden Shield
Defend Success +5%

25 gp
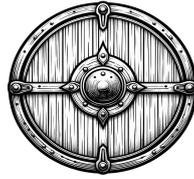
A light-weight wooden shield that improves the hero's defense.

The hero must be **Tall or Heavy.**

Chain Armour
Defend Success +10%

140 gp

This armour provides good protection but is reasonably heavy.

The hero must be **Tall.**
Cannot be worn by a **Wizard or Druid.**
Speed is reduced by 1

Plate Armour Armour
Defend Success +15%

220 gp

This heaviest armour provides excellent protection but requires training to use.

The hero must be **Tall.**
Can only be worn bya **Fighter or Paladin.**
The hero's speed is reduced by 2

Leather Armour (Small)
Defend Success +5%

30 gp

This light armour provides basic protection whilst allowing the hero to remain flexible and nimble.
This one has been made to be worn by 'the small races'.

The hero must be **Short.**

Armour

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