

This quiver contains 20 Arrows; they are required to fire the Short Bow and Long Bow. You may carry only one quiver at a time. Place 20 markers on this card and remove one each time the bow is fired. All Arrows are lost when fired.

Cost 25 Gold Coins.  
May not be used by the Wizard.  
**MISSILE**

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Illustration by:  
Michael Kelly



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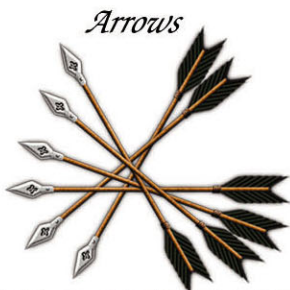


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Cost 25 Gold Coins.  
May not be used by the Wizard.  
**MISSILE**

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Michael Kelly

### Battle Axe



This heavy, double-edged axe allows you to roll 4 Combat Dice in attack. This two handed weapon does not allow the use of a shield or other hand held item.

Cost 450 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**

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US Armory Sheet

### Bracers



These wrist guards allow you to roll an extra 1 Combat Die in defense.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**WRIST ARMOR**

©2003 The Ferret

Illustration by:  
US Armory Sheet

### Bracers



These wrist guards allow you to roll an extra 1 Combat Die in defense.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**WRIST ARMOR**

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US Armory Sheet

### Broadsword



This wide blade allows you to roll 3 Combat Dice in attack.

Cost 250 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**

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US Armory Sheet

### Chain Mail



This light metal armor allows you to roll an extra 1 Combat Die in defense. May not be combined with other Body Armor.

Cost 500 Gold Coins.  
May not be used by the Wizard.  
**BODY ARMOR**

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### *Chain Mail*



This light metal armor allows you to roll an extra 1 Combat Die in defense. May not be combined with other Body Armor.

Cost 500 Gold Coins.  
May not be used by the Wizard.  
**BODY ARMOR**

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### *Cloak of Protection*



This heavy cloak allows you to roll an extra 1 Combat Die in defense. May be combined with the Helmet, Shield and/or Bracers. May not be combined with other Body Armor.

Cost 350 Gold Coins.  
**Magical Armor**

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### *Crossbow*



This long-range weapon allows you to roll 3 Combat Dice in attack at any Monster you can "see," but you may not fire at a Monster that is adjacent to you. This weapon requires the use of 1 Crossbow Bolt per attack.

Cost 350 Gold Coins.  
May not be used by the Wizard.  
**MISSILE WEAPON**

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### *Crossbow Bolts*



This quiver contains 24 Crossbow Bolts; they are required to fire the Crossbow. You may carry only one quiver at a time. Place 24 markers on this card and remove one each time the Crossbow is fired. All bolts are lost when fired.

Cost 35 Gold Coins.  
May not be used by the Wizard.  
**MISSILE**

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### *Crossbow Bolts*



This quiver contains 24 Crossbow Bolts; they are required to fire the Crossbow. You may carry only one quiver at a time. Place 24 markers on this card and remove one each time the Crossbow is fired. All bolts are lost when fired.

Cost 35 Gold Coins.  
May not be used by the Wizard.  
**MISSILE**

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### *Crossbow Bolts*



This quiver contains 24 Crossbow Bolts; they are required to fire the Crossbow. You may carry only one quiver at a time. Place 24 markers on this card and remove one each time the Crossbow is fired. All bolts are lost when fired.

Cost 35 Gold Coins.  
May not be used by the Wizard.  
**MISSILE**

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US Armory Sheet

### *Dagger*



This sharp knife allows you to roll 1 Combat Die in attack. You may also throw the Dagger at any Monster you can "see," but if you do so you lose it.

Cost 25 Gold Coins.  
**MELEE/MISSILE WEAPON**  
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Illustration by:  
US Armory Sheet

### *Dagger*



This sharp knife allows you to roll 1 Combat Die in attack. You may also throw the Dagger at any Monster you can "see," but if you do so you lose it.

Cost 25 Gold Coins.  
**MELEE/MISSILE WEAPON**  
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Illustration by:  
US Armory Sheet

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This sharp knife allows you to roll 1 Combat Die in attack. You may also throw the Dagger at any Monster you can "see," but if you do so you lose it.

Cost 25 Gold Coins.  
**MELEE/MISSILE WEAPON**  
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### *Dagger*



This sharp knife allows you to roll 1 Combat Die in attack. You may also throw the Dagger at any Monster you can "see," but if you do so you lose it.

Cost 25 Gold Coins.  
**MELEE/MISSILE WEAPON**  
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### *Dagger*



This sharp knife allows you to roll 1 Combat Die in attack. You may also throw the Dagger at any Monster you can "see," but if you do so you lose it.

Cost 25 Gold Coins.  
**MELEE/MISSILE WEAPON**  
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### *Hammer*



This heavy hammer allows you to roll 2 Combat Dice in attack. The Hammer allows you to roll 3 Combat Dice in attack against Skeletons.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**  
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Ron Shirtz

### *Hand Axe*



This small, single-edged axe allows you to roll 2 Combat Dice in attack. You may also throw the Hand Axe at any Monster you can "see," but if you do so you lose it.

Cost 100 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**  
©2003 The Ferret *Illustration by:*  
Ron Shirtz

### *Hand Axe*



This small, single-edged axe allows you to roll 2 Combat Dice in attack. You may also throw the Hand Axe at any Monster you can "see," but if you do so you lose it.

Cost 100 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**  
©2003 The Ferret *Illustration by:*  
Ron Shirtz

### *Hand Axe*



This small, single-edged axe allows you to roll 2 Combat Dice in attack. You may also throw the Hand Axe at any Monster you can "see," but if you do so you lose it.

Cost 100 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**  
©2003 The Ferret *Illustration by:*  
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### *Hand Axe*



This small, single-edged axe allows you to roll 2 Combat Dice in attack. You may also throw the Hand Axe at any Monster you can "see," but if you do so you lose it.

Cost 100 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**  
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Ron Shirtz

### *Helmet*



This protective headpiece allows you to roll an extra 1 Combat Die in defense.

Cost 125 Gold Coins.  
May not be used by the Wizard.  
**HEAD ARMOR**  
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### *Helmet*



This protective headpiece allows you to roll an extra 1 Combat Die in defense.

Cost 125 Gold Coins.  
May not be used by the Wizard.  
**HEAD ARMOR**  
©2003 The Ferret *Illustration by:*  
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### *Helmet*



This protective headpiece allows you to roll an extra 1 Combat Die in defense.

Cost 125 Gold Coins.  
May not be used by the Wizard.  
**HEAD ARMOR**

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Illustration by:  
US Armory Sheet

### *Lock Pick Kit*



This tool kit enables you to attempt to unlock any locked item you find. You must have learned to Pick Locks before using the Lock Pick Kit.

Cost 250 Gold Coins.  
**LOCK PICK TOOLS**

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Illustration by:  
Michael Kelly

### *Long Bow*



This long-range weapon allows you to roll 2 Combat Dice in attack at any Monster you can "see," but you may not fire at a Monster that is adjacent to you. This weapon requires the use of 1 Arrow per attack. Elves gain 1 additional Combat Die when using a Long Bow.

Cost 300 Gold Coins.  
May not be used by the Wizard.  
**MISSILE WEAPON**

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Illustration by:  
Michael Kelly

### *Long Sword*



This long blade allows you to roll 2 Combat Dice in attack. Because of its length, the Long Sword enables you to attack diagonally.

Cost 350 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**

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Illustration by:  
US Armory Sheet

### *Plate Mail*



This heavy metal armor allows you to roll an extra 2 Combat Dice in defense. However, due to its weight you may only roll 1 Red Die for movement. May not be combined with other Body Armor.

Cost 850 Gold Coins.  
May not be used by the Wizard.  
**BODY ARMOR**

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US Armory Sheet

### *Potion of Battle*



If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 re-roll of your attack dice.

Cost 200 Gold Coins.  
**POTION**

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Illustration by:  
Michael Kelly

### *Potion of Battle*



If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 re-roll of your attack dice.

Cost 200 Gold Coins.  
**POTION**

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Illustration by:  
Michael Kelly

### *Potion of Battle Rage*



Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are Monsters in sight. As soon as there are no Monsters in the Barbarian's line of sight, this potion's effect wears off.

Cost 400 Gold Coins.  
May only be used by the Barbarian.  
**POTION**

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Illustration by:  
Michael Kelly

### *Potion of Dexterity*



This sparkling liquid adds 5 movement squares to your next die roll or guarantees 1 successful Pit jump. If you purchase more than 1 of these potions, you may use only 1 potion per turn.

Cost 100 Gold Coins.  
**POTION**

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Illustration by:  
Michael Kelly



### *Potion of Dexterity*



This sparkling liquid adds 5 movement squares to your next die roll or guarantees 1 successful Pit jump. If you purchase more than 1 of these potions, you may use only 1 potion per turn.

Cost 100 Gold Coins.  
**POTION**

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Illustration by:  
Michael Kelly

### *Potion of Frost Skin*



Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra Combat Dice when defending against attacks. As soon as there are no Monsters in the Barbarian's line of sight, this potions effect wears off.

Cost 300 Gold Coins.  
May only be used by the Barbarian.  
**POTION**

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Michael Kelly

### *Potion of Icy Strength*



This bubbling orange liquid grants the Barbarian superhuman strength for one turn. After the Barbarian drinks the potion, his next attack causes twice as many Body Points of damage as are rolled on the Combat Dice. No other Hero can use this potion.

Cost 200 Gold Coins.  
May only be used by the Barbarian.  
**POTION**

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Michael Kelly

### *Potion of Recall*



An Elf who drinks this greenish mixture regains a Spell which was cast earlier during the current Quest. Choose wisely which Spell to recall!

Cost 400 Gold Coins.  
May only be used by the Elf.  
**POTION**

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Illustration by:  
Michael Kelly

### *Potion of Rejuvenation*



Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 Red Die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Cost 500 Gold Coins.  
**POTION**

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### *Potion of Rejuvenation*



Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 Red Die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Cost 500 Gold Coins.  
**POTION**

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Michael Kelly

### *Potion of Restoration*



Drink this brown frothy liquid to regain 1 lost Body Point and 1 lost Mind Point. It's refreshing after a tough battle!

Cost 500 Gold Coins.  
**POTION**

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Illustration by:  
Michael Kelly

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Drink this brown frothy liquid to regain 1 lost Body Point and 1 lost Mind Point. It's refreshing after a tough battle!

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Michael Kelly

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Cost 500 Gold Coins.  
**POTION**

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### *Potion of Restoration*



This refreshing concoction restores any Hero's Mind and Body Points to the level they were at when the Hero started the Quest. This potion may be used to cure a Hero who has been turned into a Werewolf.

Cost 800 Gold Coins.  
**POTION**

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Illustration by:  
Michael Kelly

### *Potion of Restoration*



This refreshing concoction restores any Hero's Mind and Body Points to the level they were at when the Hero started the Quest. This potion may be used to cure a Hero who has been turned into a Werewolf.

Cost 800 Gold Coins.  
**POTION**

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### *Potion of Speed*



When an Elf drinks this syrupy brew, he can move up to 12 spaces per turn instead of rolling the Red Dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.

Cost 500 Gold Coins.  
May only be used by the Elf.  
**POTION**

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Michael Kelly

### *Potion of Vision*



Drinking the contents of this clear bottle enables the Elf to see all Secret Doors and regular Traps (coded in gold on the Quest Map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

Cost 500 Gold Coins.  
May only be used by the Elf.  
**POTION**

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Michael Kelly

### *Ring of Protection*



This magical jewelry allows you to roll an extra 1 Combat Die in defense. Only two rings may be worn at any time.

Cost 1150 Gold Coins.  
**MAGICAL ARMOR**

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Michael Kelly

### *Rope*



This length of rope enables you to attempt to climb down into a pit without harm. On a roll of a Black Shield you fall inflicting the pit's consequences upon you.

Cost 50 Gold Coins.  
**EQUIPMENT**

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Michael Kelly

### *Rope*



This length of rope enables you to attempt to climb down into a pit without harm. On a roll of a Black Shield you fall inflicting the pit's consequences upon you.

Cost 50 Gold Coins.  
**EQUIPMENT**

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### *Shield*



This hand-held armor allows you to roll an extra 1 Combat Die in defense.

Cost 350 Gold Coins.  
May not be used by the Wizard.  
**HAND HELD ARMOR**

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Illustration by:  
US Armory Sheet



### *Shield*



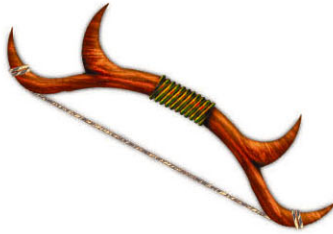
This hand-held armor allows you to roll an extra 1 Combat Die in defense.

Cost 350 Gold Coins.  
May not be used by the Wizard.  
**HAND HELD ARMOR**

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### *Short Bow*



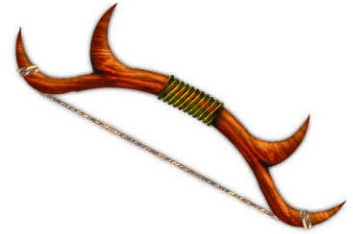
This short-range weapon allows you to roll 1 Combat Die in attack at any Monster you can "see," but you may not fire at a Monster that is adjacent to you. This weapon requires the use of 1 Arrow per attack.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**MISSILE WEAPON**

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Michael Kelly

### *Short Bow*



This short-range weapon allows you to roll 1 Combat Die in attack at any Monster you can "see," but you may not fire at a Monster that is adjacent to you. This weapon requires the use of 1 Arrow per attack.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**MISSILE WEAPON**

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### *Short Sword*



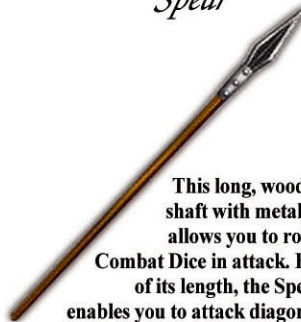
This short blade allows you to roll 2 Combat Dice in attack.

Cost 150 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**

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### *Spear*



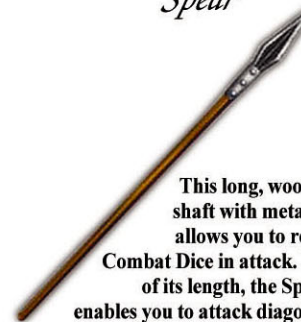
This long, wooden shaft with metal tip allows you to roll 2 Combat Dice in attack. Because of its length, the Spear enables you to attack diagonally. This two handed weapon does not allow the use of a shield or other hand held item. You may also throw the Spear at any Monster you can "see," but if you do so you lose it.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**

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Illustration by:  
Ron Shirtz

### *Spear*



This long, wooden shaft with metal tip allows you to roll 2 Combat Dice in attack. Because of its length, the Spear enables you to attack diagonally. This two handed weapon does not allow the use of a shield or other hand held item. You may also throw the Spear at any Monster you can "see," but if you do so you lose it.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**

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Illustration by:  
Ron Shirtz

### *Spear*



This long, wooden shaft with metal tip allows you to roll 2 Combat Dice in attack. Because of its length, the Spear enables you to attack diagonally. This two handed weapon does not allow the use of a shield or other hand held item. You may also throw the Spear at any Monster you can "see," but if you do so you lose it.

Cost 200 Gold Coins.  
May not be used by the Wizard.  
**MELEE/MISSILE WEAPON**

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Ron Shirtz

### *Staff*



This long, sturdy, wooden staff allows you to roll 1 Combat Die in attack. Because of its length, the Staff enables you to attack diagonally. This two handed weapon does not allow the use of a shield or other hand held item.

Cost 100 Gold Coins.  
**MELEE WEAPON**

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### *Trap Tool Kit*



This tool kit enables you to attempt to disarm any trap you find. On a roll of a Skull the trap goes off inflicting the trap's consequences upon you.

Cost 250 Gold Coins.  
**DISARM TRAP TOOLS**

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### Trap Tool Kit



This tool kit enables you to attempt to disarm any trap you find. On a roll of a Skull the trap goes off inflicting the trap's consequences upon you.

Cost 250 Gold Coins.  
**DISARM TRAP TOOLS**

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### Two Handed Sword



This huge blade allows you to roll 3 Combat Dice in attack. Because of its length, the Two Handed Sword enables you to attack diagonally. This weapon does not allow the use of a shield or other hand held item. Due to its size it allows you to make an "Arc" Attack. See special Rules in Rule Book.

Cost 550 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**

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Illustration by:  
Ron Shultz

### Venom Antidote



This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.

Cost 300 Gold Coins.  
**WEAPON**

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Illustration by:  
Michael Kelly

### Venom Antidote



This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.

Cost 300 Gold Coins.  
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Michael Kelly

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Cost 300 Gold Coins.  
**WEAPON**

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Illustration by:  
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### War Hammer

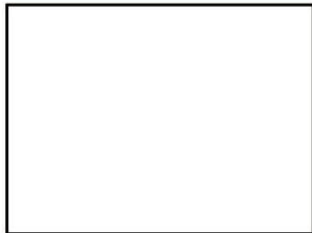


This huge hammer allows you to roll 3 Combat Dice in attack. The Hammer allows you to roll 4 Combat Dice in attack against Skeletons. This two handed weapon does not allow the use of a shield or other hand held item.

Cost 300 Gold Coins.  
May not be used by the Wizard.  
**MELEE WEAPON**

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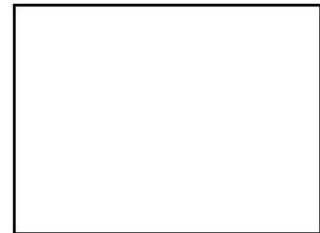
Illustration by:  
Michael Kelly



Cost      Gold Coins.

©

Illustration by:



Cost      Gold Coins.

©

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