

Identification Guide

Black and white illustrations are Quest Book symbol references.

Falling Block Tiles



Blocked Square Tiles



Skull Tiles



Furniture



Bookcase



Cupboard



Sorcerer's Table



Tomb



Treasure Chest



Table



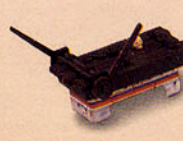
Alchemist's Bench



Door



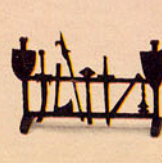
Throne



Rack



Fireplace



Weapons Rack

Pit Trap Tiles

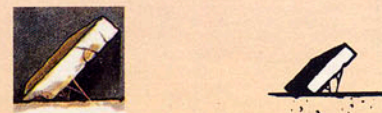


Spear Trap

No tile is used



Secret Door Tiles



Stairs Tile



Tool Kit

250 Gold Coins
Disarm Traps

This tool kit gives you a 50% chance to disarm any **searched-for-and-found** (but unsprung) trap. See rule-book for correct procedure.



Shortsword

150 Gold Coins
Weapon

This short blade gives you the attack strength of 2 combat dice. **May not be used by the Wizard.**



Helmet

125 Gold Coins
Armor

This protective headpiece gives you 1 extra combat die in defense. **May not be worn by the Wizard.**



Dagger

25 Gold Coins
Weapon

This sharp knife gives you the attack strength of 1 combat die. A dagger can also be thrown at any monster you can "see," but is lost once it is thrown.



Broadsword

250 Gold Coins
Weapon

This wide blade gives you the attack strength of 3 combat dice. **May not be used by the Wizard.**



Shield

150 Gold Coins
Armor

This hand-held armor gives you 1 extra combat die in defense. **May not be used with the Battle Axe or the Staff. May not be used by the Wizard.**



Staff

100 Gold Coins
Weapon

This long, sturdy, wooden staff gives you the attack strength of 1 combat die. Because of its length, the staff enables you to attack diagonally. **You may not use a shield when using this weapon.**



Longsword

350 Gold Coins
Weapon

This long blade gives you the attack strength of 3 combat dice. Because of its length, the longsword enables you to attack diagonally. **May not be used by the Wizard.**



Chain Mail

500 Gold Coins
Armor

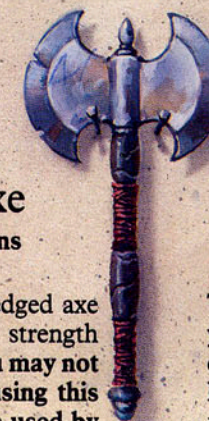
This light metal armor gives you 1 extra combat die in defense. **May be combined with the Helmet and/or Shield. May not be worn by the Wizard.**



Crossbow

350 Gold Coins
Weapon

This long-range weapon gives you the attack strength of 3 combat dice. You may fire at any monster that you can "see." However, you **cannot** fire at a monster that is adjacent to you. You have an unlimited supply of arrows. **May not be used by the Wizard.**



Battle Axe

450 Gold Coins
Weapon

This heavy, double-edged axe gives you the attack strength of 4 combat dice. **You may not use a shield when using this weapon. May not be used by the Wizard.**



Plate Mail

850 Gold Coins
Armor

This heavy metal armor gives you 2 extra combat dice in defense. However, because it is so heavy, you may only roll 1 red die for movement while wearing it. **May be combined with the Helmet and/or Shield. May not be worn by the Wizard.**



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