

HERO QUEST



Adventure 4 – In the King's Service
ARMORY & ALCHEMIST'S SHOP



Wooden Club

100 Gold Coins

Weapon

This heavy club gives you the attack strength of 2 combat dice. Because it is made of wood, this weapon is unaffected by Rust spell. **May not be used by Wizard.**

Torch

25 Gold Coins

Tool

This very useful tool is necessary to have when exploring dark dungeons. Once lit it will last for the length of the Quest



Large Staff

200 Gold Coins

Weapon

This thicker wooden staff gives you the attack strength of 2 combat dice. Because of its length, this staff enables you to attack diagonally. **You may not use a shield when using this weapon.**



Throwing Star

50 Gold Coins

Weapon

This sharp weapon will give you the attack strength of 2 combat dice when thrown at a monster that you can "see" but is lost once it is thrown.



Throwing Axe

100 Gold Coins

Weapon

This sharp axe will give you the attack strength of 3 combat dice when it is thrown at a monster that you can "see" but it is lost once it is thrown. **May not be used by Wizard.**

Mace

350 Gold Coins

Weapon

This weapon gives you the attack strength of 3 combat dice. Because it is made of wood and bone spikes it is unaffected by Rust spell. **May not be used by Wizard.**



Small Bow

250 Gold Coins

Weapon

This long range weapon gives you the attack strength of 2 combat dice. You may fire at a 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 Wizard.**



Spear

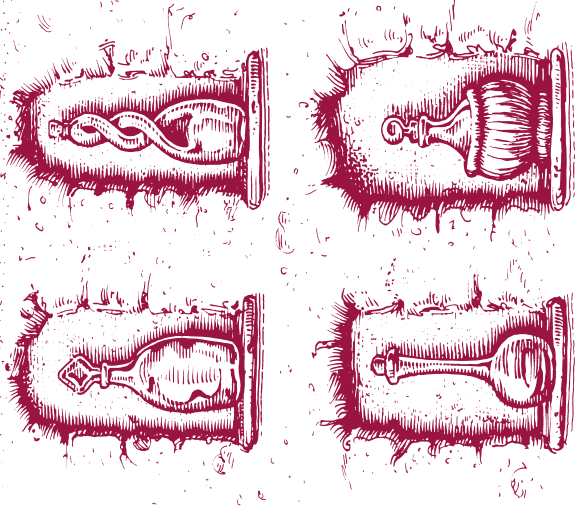
300 Gold Coins

Weapon

This weapon will give you the attack strength of 3 combat dice. Because of its length, the spear enables you to attack diagonally. It can be thrown at a monster that you can "see" but monster must be 6 spaces or closer to you. Spear then can be recovered on Hero's next turn. **You may not use a shield when using this weapon. This weapon can be used by the Wizard.**

These potions may be purchased only between Quests.

Alchemist's Shop



Potion of Frost Skin

Cost: 150 Gold Coins

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 potion's effect wears off.

Shield Potion

Cost: 150 Gold Coins

Only the Dwarf can drink this grainy water. When drank the Dwarf gains 2 extra combat dice in defense against attacks. Effects will last as long as there is a monster in sight.

Potion of Speed

Cost: 250 Gold Coins

When an Elf drinks this syrupy brew, he can move up to 12 squares 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.

Heroic Brew

Cost: 150 Gold Coins

If you drink the contents of this bottle before you attacks, you can make two attacks instead of one.

Potion of Battle Rage

Cost: 200 Gold Coins

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

Potion of Battle

Cost: 100 Gold Coins

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.

Potion of Thunder

Cost: 400 Gold Coins

Only the Dwarf can drink this spicy, pink liquid. When drank, Dwarf has the strength to swing the heavy, double-edged axe with one arm. This allows the Dwarf to carry a shield in the other arm. Giving him an extra combat dice in defense. Effects of this potion will last the length of the Quest.

Potion of Strength

Cost: 50 Gold Coins

A small purple flask, with a strange smelling liquid may be drank at any time. When taken it enables Hero to roll 2 extra combat dice the next time they attack.

Potion of Defense

Cost: 50 Gold Coins

This small vial containing a clear liquid can be drank at any time, giving you 2 extra combat dice the next time you defend.

Potion of Icy Strength

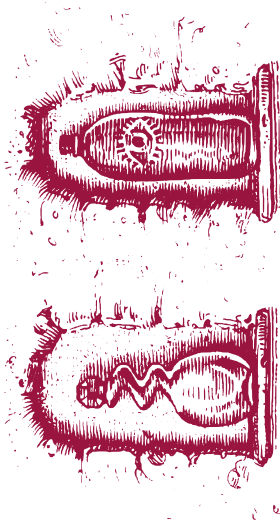
Cost: 100 Gold Coins

This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this 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.

Potion of Renewal

Cost: 50 Gold Coins

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



Potion of Restoration

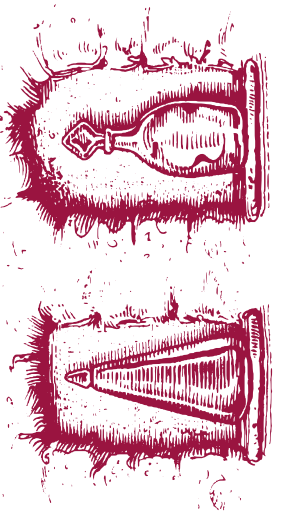
Cost: 400 Gold Coins

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

Potion of Rejuvenation

Cost: 250 Gold Coins

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 Point.



Elixir of Life

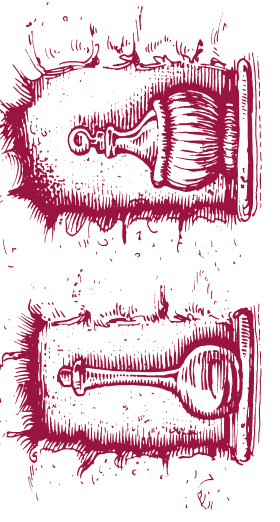
Cost: 800 Gold Coins

This small bottle of pearly liquid will bring a dead Hero back to life, restoring all his Body and Mind Points to their starting number.

Venom Antidote

Cost: 150 Gold Coins

This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison from booby traps, snakes, spiders or weapons.



Potion of Vision

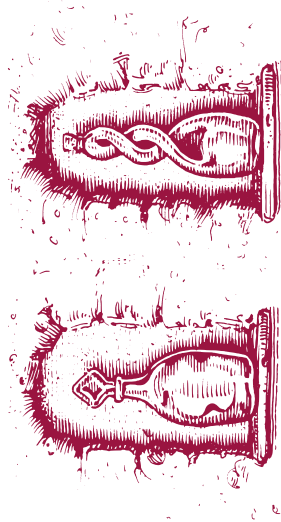
Cost: 25 Gold Coins

Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps within his line of sight. This effect will last until the Elf suffers at least 1 Body Point of damage.

Potion of Recall

Cost: 200 Gold Coins

When an Elf or Wizard drink this greenish mixture, they regain a spell which was cast earlier during the current Quest. Choose wisely which spell to recall.



Potion of Power

Cost: 200 Gold Coins

When Elf or Wizard drink this orange liquid, they can cast the same spell twice. Spells must be cast right away after drinking this potion

Potion of Dexterity

Cost: 10 Gold Coins

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



Water of Vitality

Cost: 150 Gold Coins

Only the Elf or Wizard can drink this blue, sweet tasting brew. When drank Hero may take another turn.

