

# HERO QUEST



Masters' Series Adventure 1  
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

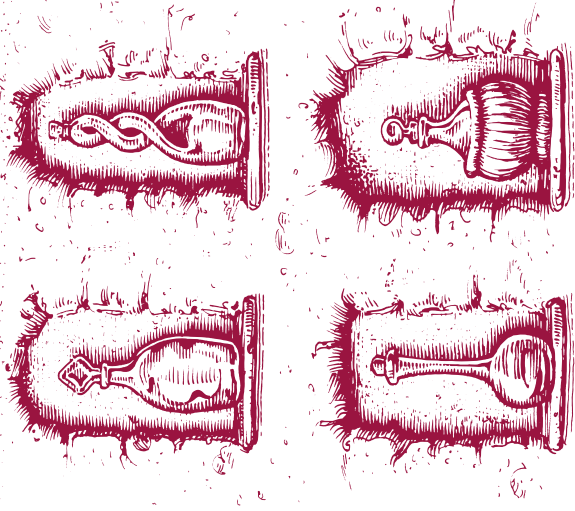
300 Gold Coins

*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**

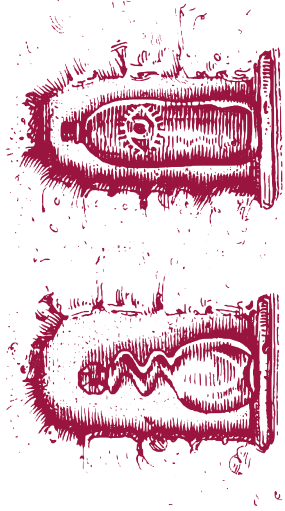
This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the combat dice. No other Hero can use this potion.



### 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

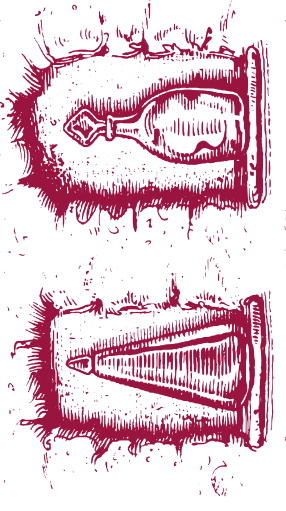
**Cost: 400 Gold Coins**

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

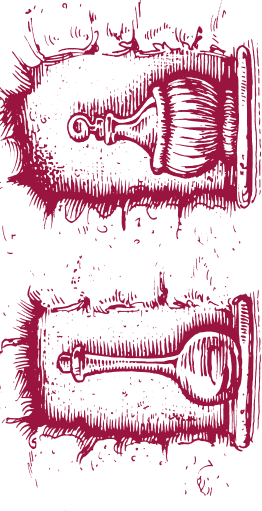
**Cost: 800 Gold Coins**

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

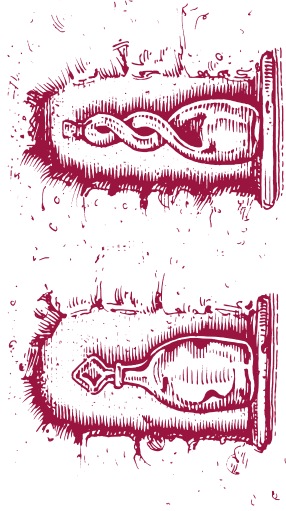
**Cost: 25 Gold Coins**

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**

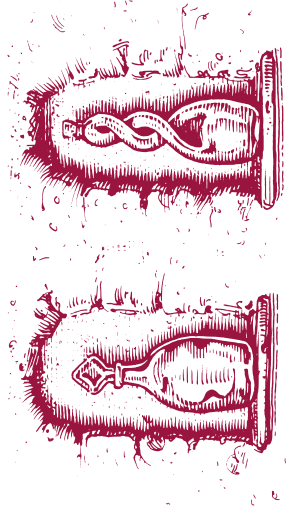
When an Elf or Wizard drink this greenish mixture, they regain a spell which was cast earlier during the current Quest. Choose wisely which spell to recall.



### 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.

