

# HERO QUEST



The Arden Daredevils  
ARMORY & ALCHEMIST'S SHOP





☞ = spellcasters only

☞ = cannot be used by spellcasters

☞ = nonlethal: target monster blocks on white shield

☞ = two-handed: wielder cannot use shield or dual-wield

## 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 thrown – the Hero must then search the room/corridor for the dagger to retrieve it. The thrown weapon breaks if at least half of its attack roll resulted in black shields.

## Hand Axe

100 Gold Coins  
Weapon

This small axe gives you the attack strength of 2 combat dice. It can also be thrown, using the same throwing rules as the dagger.

## Longbow ☞ ☞

450 Gold Coins  
Weapon

A composite bow with attack strength of 3 combat dice with the same rules as the Crossbow. You may fire twice per turn, but your second shot is only worth 2 dice.

## Twin Blades of Ator ☞

450 Gold Coins  
Weapon

These single-edged blades give you the attack strength of 3 combat dice. If you take no damage when defending, you may immediately counter-attack with 2 combat dice.

## Staff ☞

100 Gold Coins  
Weapon

This long, sturdy wooden staff gives you the attack strength of 2 combat dice, and allows you to attack up to 2 spaces away.

## Broadsword ☞

250 Gold Coins  
Weapon

This wide blade gives you the attack strength of 3 combat dice.

## Battle Axe ☞ ☞

450 Gold Coins  
Weapon

This heavy, double-edged axe gives you the attack strength of 4 combat dice.

## Crossbow ☞ ☞

300 Gold Coins  
Weapon

This long-range weapon gives you the attack strength of 3 combat dice at a distance, and 1 when used as a cudgel. You can fire at any monster you can "see," but cannot fire at a monster that is adjacent to you.

## Longsword ☞ ☞

350 Gold Coins  
Weapon

This long blade gives you the attack strength of 3 combat dice, and allows you to attack up to 2 spaces away.

## Short Sword ☞

100 Gold Coins  
Weapon

This short blade gives you the attack strength of 2 combat dice.

## Spear ☞

200 Gold Coins  
Weapon

This iron-headed spear gives you the attack strength of 2 combat dice, and allows you to attack up to 2 spaces away. It can also be thrown, using the same throwing rules as the dagger.

## Helmet ☞

125 Gold Coins  
Armor

Worn on the head for 1 extra combat die in defense.

## Shield ☞

150 Gold Coins  
Armor

Held in one hand for 1 extra combat die in defense.

## Chain Mail ☞

400 Gold Coins  
Armor

Light armor worn on the body for 1 extra combat die in defense. Cannot be combined with Plate Mail.

## Plate Mail ☞

850 Gold Coins  
Armor

Heavy armor worn on the body for 2 extra combat dice in defense. Cannot be combined with Chain Mail.

## Tool Kit

250 Gold Coins  
Utility

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

## Trap Prod

200 Gold Coins  
Utility

A Tool Kit addition that allows the user to disarm a trap from an adjacent space: if the disarm fails, the trap still activates, but the Hero is (hopefully) unharmed.

## Cloak of Protection ☞

350 Gold Coins  
Magic Item

This enchanted cloak of shimmering fabric gives you 1 extra combat die in defense. Cannot be worn with chain or plate mail.

## Magical Throwing Dagger

200 Gold Coins  
Magic Item

This weapon has the attack strength of 1 combat die, but cannot be used on an adjacent target. If the dagger damages its target, it immediately reappears in the user's hand; otherwise he loses it until the end of his next turn.

## Talisman of Lore

450 Gold Coins  
Magic Item

This medallion increases your Mind Points by 2 as long as you are wearing it.

## Bone Wand ☞

600 Gold Coins  
Magic Item

Once per Quest, this macabre wand enables the user to control all Skeletons in one room for a single turn. He can move them and make them attack any target during that turn.

## Rope

100 Gold Coins  
Utility

This length of rope allows you to climb down into an open pit trap without taking damage, ending your movement. It does not protect you from triggering a pit trap.

## Hand Mirror

400 Gold Coins  
Utility

This small looking-glass allows the user to "look" down corridors from around the corner.

## Armband of Healing

350 Gold Coins  
Magic Item

This enchanted armband can restore 2 Body Points to the wearer once per Quest. If the wearer dies before it is used, it will instantly revive him with 2 Body Points.

## Rabbit Boots

200 Gold Coins  
Magic Item

The Hero may leap over 1 pit trap per turn while wearing these boots. The boots cannot be used if the wearer accidentally triggers a pit trap.

## Orc's Bane

350 Gold Coins  
Magic Item

This enchanted short sword gives you 1 free attack against an Orc. Against all other creatures, it functions as a normal short sword.

## Ancient Elven Staff

500 Gold Coins  
Magic Item

This magical staff enables the user to reflect the effects of a spell back at the spellcaster. If the wielder is an Elf, all enemies in the room suffer the spell's effects instead of the Heroes. 5 uses, then it must be recharged for 1/2 list price. It can also be wielded like a normal staff.

## Iron Claw

125 Gold Coins  
Utility

This grappling hook, when used with the Rope, allows the Hero to jump a trapped space on skull or black shield.

## Mystic Bracers ☞

200 Gold Coins  
Magic Item

These mystic bracers give you 1 extra combat die in defense. Cannot be worn with chain or plate mail.

## Elixir of Life

400 Gold Coins  
Magic Item

This potent elixir will fully restore a Hero's body and mind points. It can also revive a slain Hero if the user stands adjacent to his body. Discard after use.

## Ring of Return

250 Gold Coins  
Magic Item

When used, this ring will return the wearer and any Heroes he can "see" to the starting point of the Quest. One use.

## Spell Ring ☞

450 Gold Coins  
Magic Item

This ring enables the wearer to cast a spell twice. At the start of the Quest, the wearer chooses which spell to store in the ring.

## Wand of Recall ☞

450 Gold Coins  
Magic Item

This wand allows the user to cast two spells on his turn instead of one.

## Banishment Device

200 Gold Coins  
Magic Item

You can throw this sigil at any monster you can "see." That monster teleports to an explored space of your choice. One use only.



### Elven Boots of Speed

**350 Gold Coins**  
*Magic Item*

While wearing these boots, you roll 3 red dice for movement. If the user is an Elf, he/she may change 1 of the dice into a six every time. The boots wear out if all three dice result in the same number.

### Tobias's Mouse

**150 Gold Coins**  
*Magic Item*

When you wind up this magic mouse toy, roll 2 red dice and move it that many spaces. The mouse is used to trigger traps from a distance: the trap is expended without damaging the Heroes. Vanishes when it triggers a trap or runs out of moves. One use only.

### Elven Cloak of Passage

**350 Gold Coins**  
*Magic Item*

This cloak enables the wearer to walk through walls, using the same rules as the Pass Through Stone spell. If you end your movement in solid rock, you are trapped forever! 3 uses, then must be recharged for 1/2 list price. If the user is an elf, it is used once per Quest, and never needs recharge.

### Banishment Device

**200 Gold Coins**  
*Magic Item*

You can throw this sigil at any monster you can "see." That monster teleports to an explored space of your choice. One use only.

### Sky Orb

**250 Gold Coins**  
*Magic Item*

The Hero who possesses this crystal orb may use it to absorb attacks against his Mind Points. When he would lose a Mind Point, the orb instead receives a crack. After 4 cracks, it disintegrates and is discarded.

These potions may be purchased only between Quests.

# Alchemist's Shop

#### Potion of Healing

**Cost: 150 Gold Coins**  
*1st Tier Potion (6)*

A small bottle of bluish liquid. You can drink this potion at any time, restoring 4 Body Points. You cannot, however, exceed your maximum Body Points. One use.

#### Potion of Defense

**Cost: 150 Gold Coins**  
*1st Tier Potion (4,3)*

A vial of clear liquid. You can drink it at any time, giving you 2 extra combat dice when defending. One use.

#### Potion of Strength

**Cost: 150 Gold Coins**  
*1st Tier Potion (2)*

A small purple flask. You can drink this strange-smelling liquid any time, enabling you to roll 2 extra combat dice when attacking. One use.

#### Heroic Brew

**Cost: 150 Gold Coins**  
*1st Tier Potion (5)*

A leather drinking pouch containing a shimmering fluid. If you drink it before you attack, you can make two attacks instead of one. One use.

### Potion of Speed

**Cost: 150 Gold Coins**  
*1st Tier Potion (1)*

A nondescript clay gourd. If you drink it before moving, you double your movement. One use.

### Potion of Airwalk

**Cost: 200 Gold Coins**  
*2nd Tier Potion (5,6)*

A strange-smelling luminescent paste. If you rub it on your boots at the start of your turn, it enables you to walk on a cushion of air for the entire turn. During that turn you can freely walk over pit traps as long as there is a space to stand on the other side. One use.

### Potion of Magic Resistance

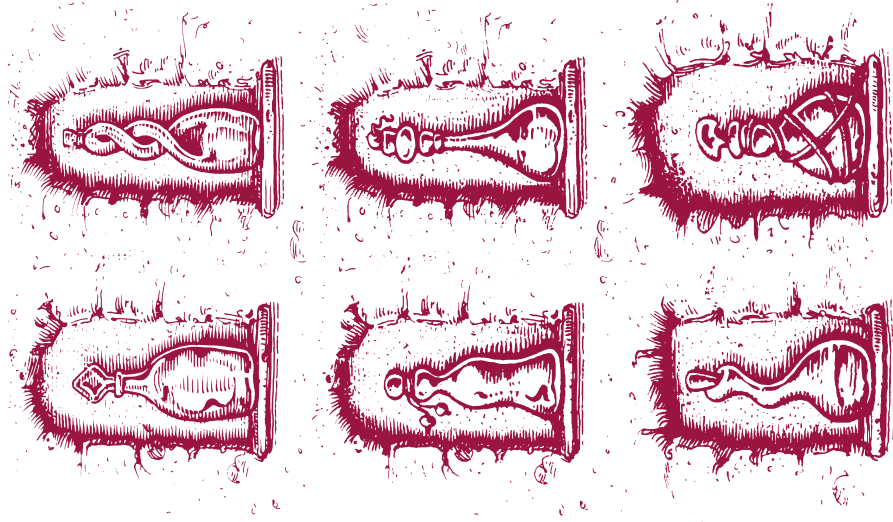
**Cost: 200 Gold Coins**  
*2nd Tier Potion (3,4)*

A palm-sized brown bottle of strong-smelling fluid. Drink it to re-roll your defense against magic. One use.

### Potion of Aptitude

**Cost: 200 Gold Coins**  
*2nd Tier Potion (1,2)*

A vial of silvery liquid. If you drink it at the start of your turn, you can cast 1 extra spell during your turn, even an expended one. One use.



### Potion of Charm

**Cost: 250 Gold Coins**  
*3rd Tier Potion (5,6)*

A gilded bottle filled with a golden brew. You can drink this between quests to reduce your costs by 20%, or during combat to skip a monster's turn. One use.

### Potion of Alchemy

**Cost: 250 Gold Coins**  
*3rd Tier Potion (3,4)*

A worn pot containing a dull-colored paste. If you spread this paste over one item of equipment, that item turns to gold! It can no longer be used, but can be sold between Quests for 125% of its price listing. One use.

### Holy Water

**Cost: 150 Gold Coins**  
*3rd Tier Potion (1,2)*

A small vial of blessed water from a local temple. You may use it instead of attacking normally: if the target is undead, it instantly crumbles to dust. One use.

*Optional: When drawing potions from the treasure deck, Zargon can allow the Hero to keep the potion he drew, or roll 1 red die + 1 combat die to determine the potion's nature. Consult the numbers next to each potion for the result.*

*skull = 1st Tier Potion  
white shield = 2nd Tier Potion  
black shield = 3rd Tier Potion*