

HERO QUEST

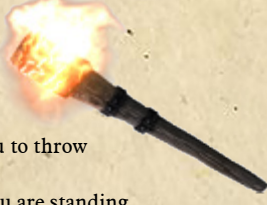


The Labyrinths of Muroidea
ARMORY & ALCHEMIST'S SHOP



Torch

50 Gold Coins
Armor



This one-handed shield allows you to throw one extra combat die in defense.

A Torch illuminates the square you are standing on and all 8 adjacent squares for five turns. Each time you use your Torch as a shield, decrease that number by one.

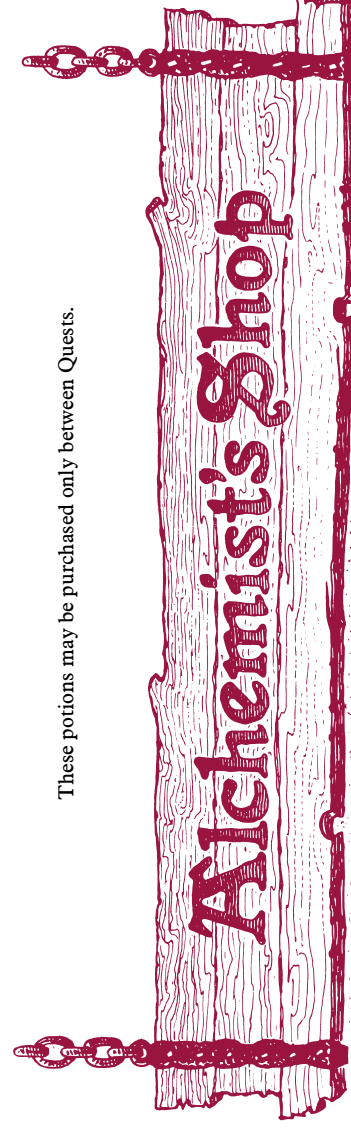
Lantern

150 Gold Coins
Armor



This one-handed shield subtracts one combat die from your defense roll.

A Lantern illuminates completely the room you are in while in caves. Once a Lantern is lit, it may not be put down.



These potions may be purchased only between Quests.

Potion of Battle

Cost: 100 Gold Coins

The drinker may re-roll his attack or defense dice immediately after drinking. The drinker must accept the results of this second roll.

Potion of Dexterity

Cost: 100 Gold Coins

The drinker adds 5 spaces to his next movement roll and is guaranteed one successful pit jump. Only one such potion can be consumed per turn.

Potion of Fortitude

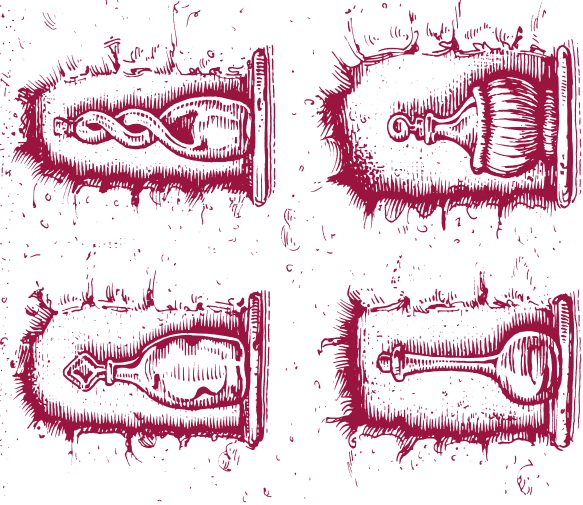
Cost: 500 Gold Coins

The drinker can roll 2 extra Defense dice when defending against attacks. These effects end as soon as the drinker can no longer see a possible attacker.

Potion of Invisibility

Cost: 200 Gold Coins

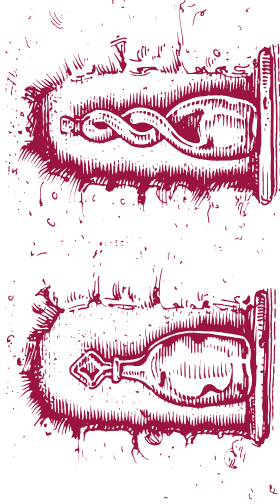
The drinker cannot be detected by non-magic using monsters. These effects last until the drinker performs an action or rolls a 9-12 while moving.



Potion of Vision

Cost: 500 Gold Coins

The drinker can see all the traps and secret doors he would normally be able to by searching *without* searching. These effects end as soon as the drinker suffers one Body Point of damage.



Essence of Fungus

Cost: 25 Gold Coins

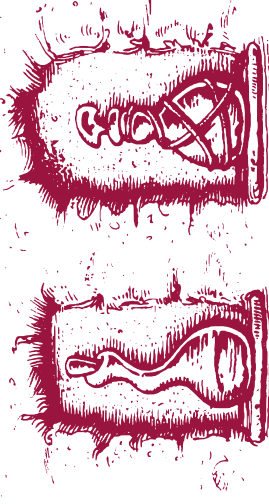
This essence will cure a Hero from being plagued.



Anti-Venom

Cost: 25 Gold Coins

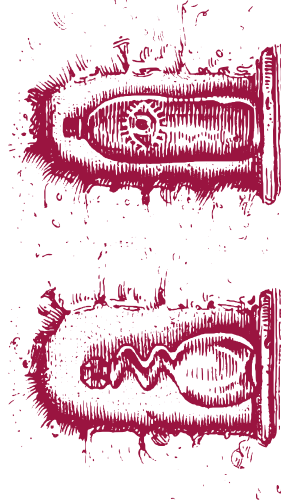
This anti-venom will cure a Hero from being poisoned.



Potion of Might

Cost: 200 Gold Coins

Any skulls landed in the drinker's next attack deal one extra damage.



Potion of Rejuvenation

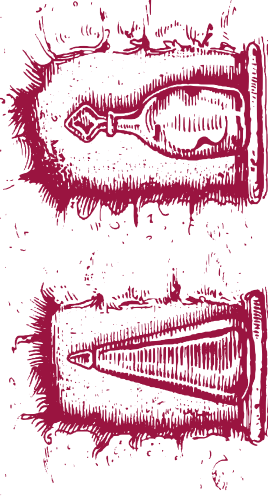
Cost: 600 Gold Coins

The drinker restores up to 6 lost Body Points, not exceeding his starting number. The drinker must roll one movement dice to see how many Body Points are restored.

Potion of Rage

Cost: 500 Gold Coins

The drinker, provided he does not move between attacks, can attack twice per turn. These effects end as soon as the drinker can no longer see a possible target.



Potion of Restoration

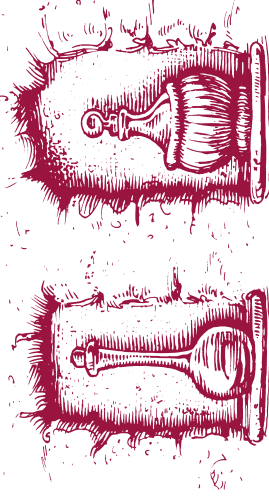
Cost: 800 Gold Coins

The drinker's mind and Body Points are completely restored. The potion can also be used as anti-venom or to cure various physical ailments, including the plague, concussions, and broken limbs. In these cases, however, the drinker's Mind and Body Points are otherwise unaffected.

Potion of Recall

Cost: 600 Gold Coins

The drinker reclaims a spell cast earlier in the current Quest. Such a spell cannot be cast at the same moment the potion is consumed.



Potion of Speed

Cost: 500 Gold Coins

The drinker can move up to 12 squares instead of rolling movement dice. The drinker gets 2 attacks per turn. These effects end as soon as the drinker suffers one Body Point of damage.