

HERO QUEST



Carlos's New Character Starter Quest Pack

ARMORY & ALCHEMIST'S SHOP



Tool Kit

150 Gold Coins

Item

Disarm traps. Roll 1 die. Skull means the trap goes off and you lose 1 BP. Shield is successful.

Boots of Lightfoot

500 Gold Coins

Item

Wearer gets +2 to their movement roll total.

Lucky Charm

50 Gold Coins

Item

This charm can be used once to force a re-roll of any 1 die. It must then be discarded.

Wand of Recall

1500 Gold Coins

Item

This wand allows you to cast the same spell twice instead of only once at no extra cost but it must be used the same turn.

Talisman of Lore

1500 Gold Coins

Item

+2 Mind Points while the talisman is in your possession.

Ring of Vitality

1500 Gold Coins

Item

+2 Body Points while the ring is on a finger.

Ring of Regeneration

2500 Gold Coins

Item

An extremely powerful magical item. While the character remains absolutely still, the ring will restore 1BP every 2 turns.

Helmet

120 Gold Coins

Armor

+1 extra defense die, max mind of 3 allowed.

Shield

100 Gold Coins

Armor

+1 extra defense die, 1 handed, min body of 6 req'd.

Large Shield

170 Gold Coins

Armor

+2 extra defense die, 1 handed, min body of 7 req'd.

Magical Bracers

100 Gold Coins

Armor

+1 extra defense die, min mind of 7 req'd.

Cloak of Protection

350 Gold Coins

Armor

+1 extra defense die, min mind of 8 req'd.

Chain Mail

450 Gold Coins

Armor

3 defense dice, min body of 6 req'd.

Plate Mail

850 Gold Coins

Armor

4 defense dice, min body of 7 req'd, roll only 1 D6+1 move.

Mithril Chain

1500 Gold Coins

Armor

4 defense dice, min body of 6 req'd.

Wooden Staff

100 Gold Coins

Weapon

2 attack dice, attack diagonally, 2 handed.

Spear

150 Gold Coins

Weapon

2 attack dice, attack diagonally, may be thrown no. of squares equal to BP's (straight line only), may be recovered. **May not be used by the Wizard.**

Short Sword

75 Gold Coins

Weapon

2 attack dice. **May not be used by the Wizard.**

Bastard Sword

150 Gold Coins

Weapon

2 attack dice, attack diagonally. **May not be used by the Wizard.**

Broad Sword

250 Gold Coins

Weapon

3 attack dice, 2 handed. **May not be used by the Wizard.**

Tree Axe

75 Gold Coins

Weapon

2 attack dice. **May not be used by the Wizard.**

Hand Axe

150 Gold Coins

Weapon

2 attack dice, may be thrown no. of squares equal to BP's, may be recovered. **May not be used by the Wizard.**

Short Bow

250 Gold Coins

Weapon

Fires arrows 8 squares, 2 handed.
May not be used by the Wizard.

Long Bow

500 Gold Coins

Weapon

Fires arrows 12 squares, +1 attack
die, 2 handed. **May not be used by
the Wizard.**

Standard Arrow

3 Gold Coins

Used together with Bows

2 attack dice, does not affect
creatures not made of flesh.

Fire Arrow

10 Gold Coins

Used together with Bows

3 attack dice or 4 against
Mummies, does not affect creatures
not made of flesh or flammable
material.

Crossbow

350 Gold Coins

Weapon

Fires bolts 16 squares, no attack
adjacent target, 2 handed. **May not
be used by the Wizard.**

Standard Bolts

5 Gold Coins

Used together with Crossbow

3 attack dice, does not affect
creatures not made of flesh.

War Hammer

250 Gold Coins

Weapon

2 attack dice or 4 against Skeletons
and Gargoyles. **May not be used by
the Wizard.**

Bow of Speed

2000 Gold Coins

Weapon

Allows 2 attacks per turn, 2
handed. **May not be used by the
Wizard.**

Battle Axe

400 Gold Coins

Weapon

4 attack dice, 2 handed. **May not be
used by the Wizard.**

Halberd

450 Gold Coins

Weapon

4 attack dice, 2 handed, attack
diagonally. **May not be used by the
Wizard.**

Orc's Bane

300 Gold Coins

Weapon

2 attack dice, attack twice if
attacking Orcs, attack diagonally.
May not be used by the Wizard.

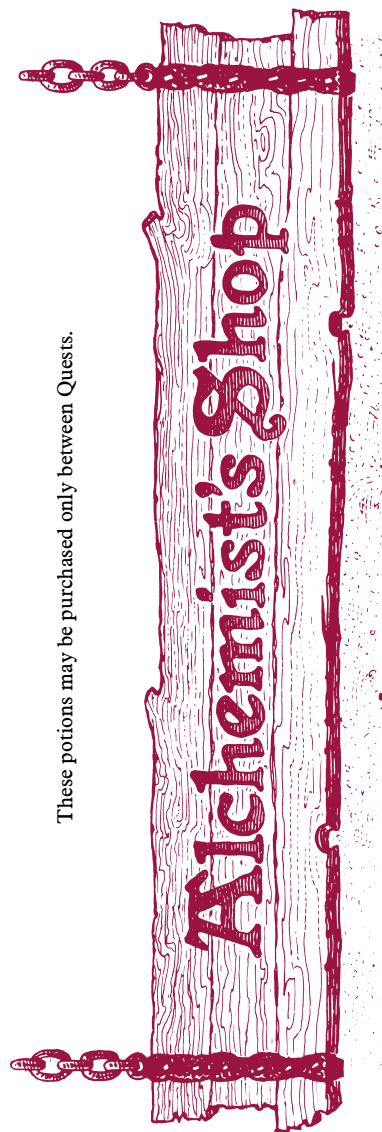
Spirit Blade

600 Gold Coins

Weapon

3 attack dice or 4 if attacking
Undead, attack diagonally. **May
not be used by the Wizard.**

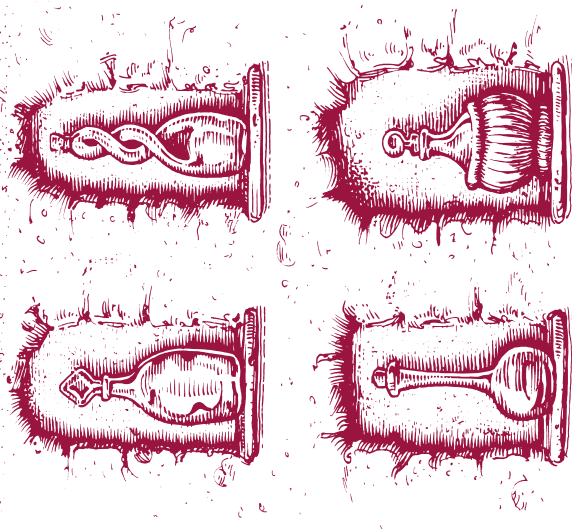
These potions may be purchased only between Quests.



Potion of Healing

Cost: 100 Gold Coins

Restores 4BP's.



Holy Water

Cost: 100 Gold Coins

Instantly kills any Undead creature.

Note

As a rule any item above 1000g is only available once, not multiple times like the rest. Also, any character wishing to sell items can do so at half listed price.