

# 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.**

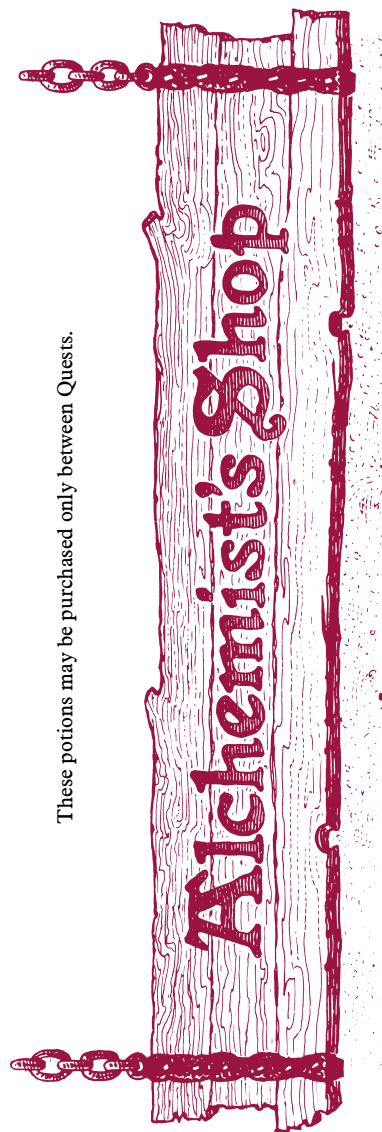
### Spirit Blade

**600 Gold Coins**  
*Weapon*

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



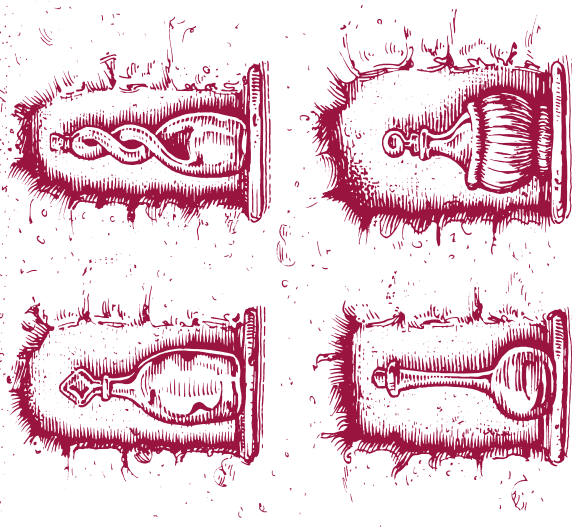
These potions may be purchased only between Quests.



### 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.