

# HERO QUEST



Return of the Witch Queen  
ARMORY & ALCHEMIST'S SHOP





## Ring of Fire

2500 Gold Coins  
Magical Jewellery

This unusual ring creates a roomful of fire that inflicts 3 Body Points of damage on all Heroes and Monsters in the same room with the wielder of the ring. The wearer is unaffected. All victims immediately roll 3d6. For each 5 or 6 rolled, the damage is reduced by 1 point. *Cannot be used in corridors. May only be used once per Quest. Also protects wearer from 1 Body Point of damage caused by any fire spells or traps.*



## Bracers

300 Gold Coins  
Armor

These armlets gives you 1 extra Combat Die in defense. **May only be used by the Wizard.**

## Boots of Speed

450 Gold Coins  
Magical Clothing

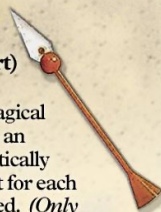
When wearing these boots you may double your Movement Dice roll, if you can successfully roll a Skull on 1 Combat Die.



## Spirit Darts

100 Gold Coins (per Dart)  
Ammunition

When one of these magical darts successfully hits an opponent, he automatically loses one Body Point for each Skull successfully rolled. *(Only works on regular Mummies, Zombies and Skeletons.) Requires a Blow Gun.*



## Blowgun

500 Gold Coins  
Weapon

This long-range weapon gives you the attack strength of 2 Combat Dice. You may fire at any Monster not adjacent to you and less than 12 squares away. You have an unlimited supply of normal darts. *You may also use Poison Darts and Spirit Darts for different effects.*



## Poison Darts

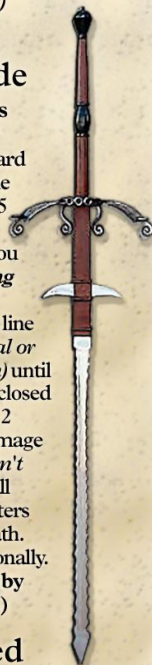
650 Gold Coins (10 Darts)  
Ammunition

When one of these successfully hits an opponent, he takes one Body Point of damage and his Defend Dice are automatically reduced to one. *(Does not work on Undead or Stone Monsters) Requires a Blow Gun.*

## Death Blade

2000 Gold Coins  
Magical Weapon

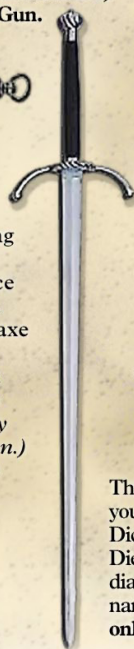
This magical bastard sword gives you the attack strength of 5 Combat Dice. *Once per Quest, you may cast Lightning Bolt. The bolt will travel in a straight line (horizontal, vertical or diagonal direction) until it strikes a wall or closed door. It will inflict 2 points of Body damage (for every 6 that isn't rolled on 2d6) to all Heroes and Monsters that stand in its path. May be used diagonally. (May not be used by the Elf or Wizard.)*



## Two-Handed Sword

1200 Gold Coins  
Weapon

This massive 2-handed sword gives you the attack strength of 4 Combat Dice and also gives you 1 Combat Die in defense. May be used diagonally. **Cannot be used in narrow passages or pit traps. May only be used by the Barbarian.**



## Dwarven Axe

1100 Gold Coins  
Magical Weapon

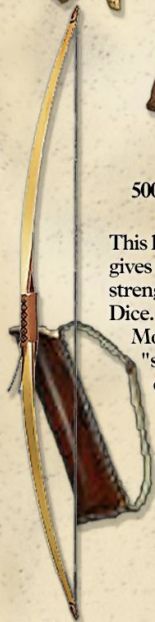
This light-weight throwing axe gives you the attack strength of 4 Combat Dice in hand-to-hand combat. You may also throw this axe up to 15 spaces away to strike a distant opponent with 2 Combat Dice *(axe will return automatically at the end of the next turn.) May only be used by the Dwarf.*



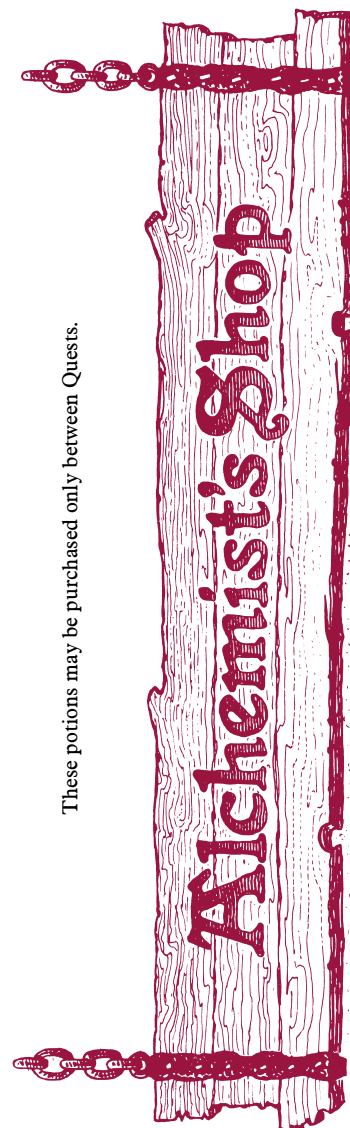
## Bow

500 Gold Coins  
Weapon

This long-range weapon gives you the attack strength of 4 Combat Dice. You may fire at any 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 the Wizard.**



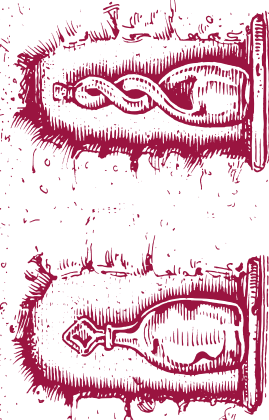
These potions may be purchased only between Quests.



## Venom Antidote

Cost: 300 Gold Coins

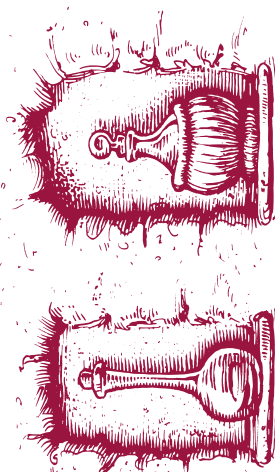
This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



## Potion of Battle

Cost: 500 Gold Coins

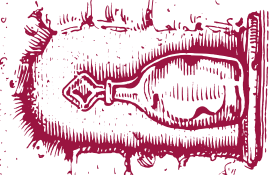
If you have a really "weak" roll of the Attack dice, you may drink this blood-red potion. It allows you 1 re-roll of your Attack dice.



## Potion of Restoration

Cost: 500 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 Dexterity

Cost: 100 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.

