

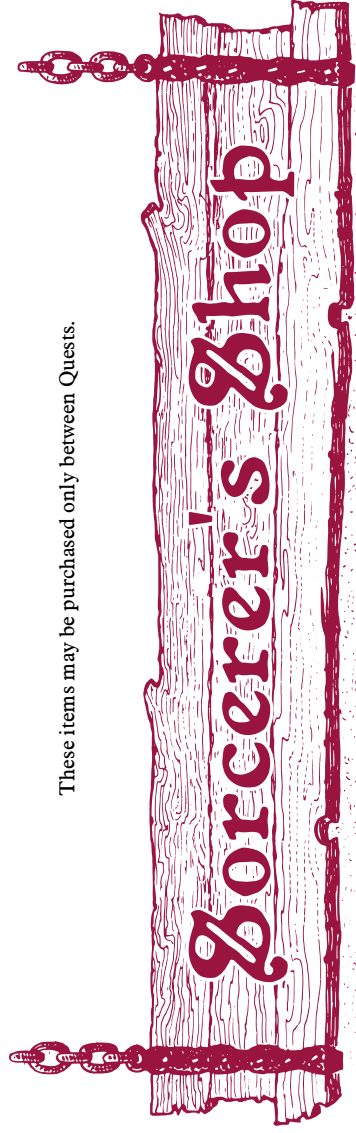
# HERO QUEST



The Chaos Twins  
SORCERER'S SHOP



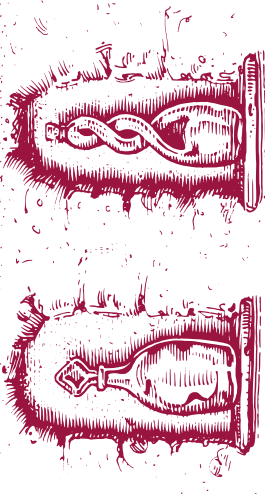
These items may be purchased only between Quests.



### Magical Throwing Dagger

**Cost: 150 Gold Coins**

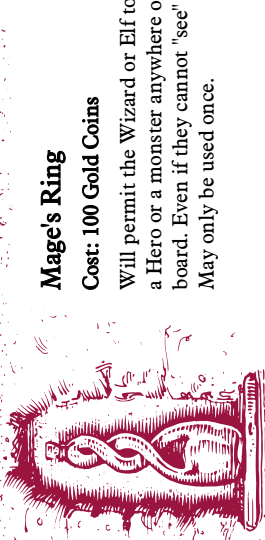
May be used to attack any monster a Hero can "see". The Monster loses 1 Body Point. Monster cannot defend. The dagger is lost after 1 use. May only be thrown.



### Mage's Ring

**Cost: 100 Gold Coins**

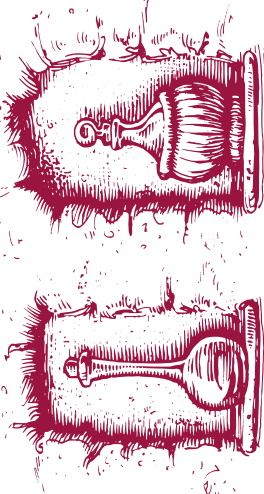
Will permit the Wizard or Elf to cast a spell on a Hero or a monster anywhere on the game board. Even if they cannot "see" their target. May only be used once.



### Haste Amulet

**Cost: 250 Gold Coins**

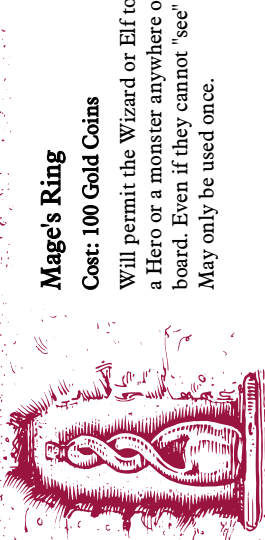
This jewel is to be used just before a Hero's turn. It will allow him to move and then perform 3 actions, or perform 3 actions and then move. May only be used once. Note, the Hero is not forced to move or perform all 3 allowed actions.



### Trap Ring

**Cost: 100 Gold Coins**

The ring automatically disarms the next trap that you step on. It will not work for traps that have already been sprung. The ring breaks after it disarms the trap.



### Hover Potion

**Cost: 200 Gold Coins**

After you drink this silver liquid, you will roll 1 extra die when attacking, and 1 extra die when defending. The potion wears off after you lose a Body Point.



### Battle Potion

**Cost: 300 Gold Coins**

Drink this clear potion, and no enemy may hurt you on Zargon's next turn. A Hero may only use one of these potions each Quest.



### Knight's Ale

**Cost: 200 Gold Coins**

This blood-red drink will heal 1 lost Body Point. Will also permit you to roll with 5 combat dice the next time you attack an adjacent monster. May not be used be Wizard.



### Dragon's Alchemy

**Cost: 400 Gold Coins**

This potion is thick, black, and tastes foul. If consumed, you will be allowed to teleport back to any room that has already been explored. You are allowed to place yourself on any tile in that room, however if you place yourself on a trap tile, you must suffer that damage. Monsters must not currently occupy the target room. Using this potion counts as an action.

