

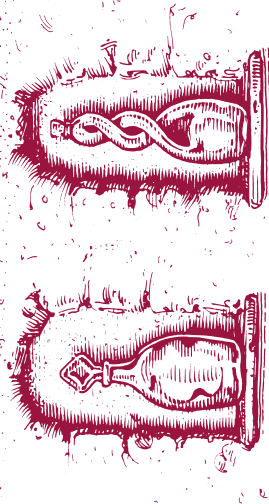
HERO QUEST



Chaos Wars II
ALCHEMIST'S SHOP

These potions may be purchased only between Quests.

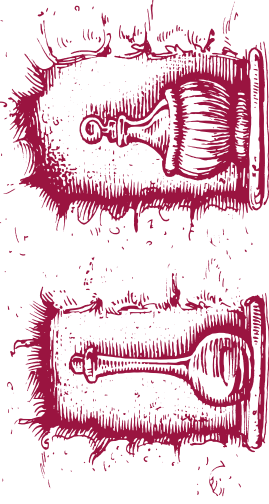
Alchemist's Shop



Potion of Minor Restoration

Cost: 500 Gold Coins

Restores 1 lost Body Point and 1 lost Mind Point.



Potion of Major Restoration

Cost: 800 Gold Coins

Restores a Hero's Body or Mind Points to original levels.

Potion of Speed

Cost: 100 Gold Coins

Adds 5 movement squares to the Hero's next movement dice roll.



Potion of Cure

Cost: 400 Gold Coins

If a Hero drinks a Potion of Cure, he is cured of any disease or diseases that infect him.

Potion of Spell Casting

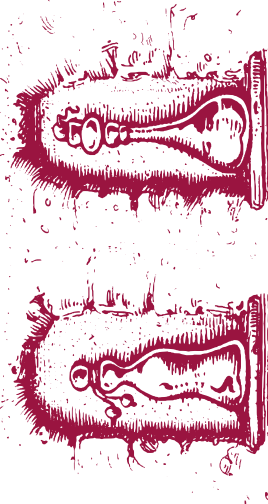
Cost: 600 Gold Coins

A Spell Caster may drink this potion to relearn a spell that he has just cast. He may pick up the spell card of the last spell he cast and put it back in his hand.

Potion of Anti-Venom

Cost: 300 Gold Coins

Removes poison from the Hero's body, but does not restore lost Body or Mind Points.



Potion of Fire Resistance

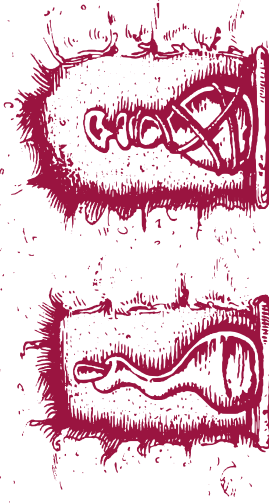
Cost: 400 Gold Coins

After a Hero drinks this potion, he is immune to the effects of the next Chaos fire spell cast on him, or suffers no damage the next time the Hero is burned by fire.

Blade Venom

Cost: 200 Gold Coins

This potion is used to coat a bladed weapon or arrow. The first monster hit by this weapon (at least one skull rolled) loses an extra Body Point in damage due to the venom.



Potion of Strength

Cost: 250 Gold Coins

Doubles the number of attack dice a Hero can roll on his next attack.

Potion of Invisibility

Cost: 300 Gold Coins

Turns the Hero invisible for the next 5 turns. If the Hero makes an attack or casts a spell, he becomes visible immediately.

Potion of Regeneration

Cost: 300 Gold Coins

Restores all attack dice drained from the Hero by Undead.