

# HERO QUEST



Renegade!  
ALCHEMIST'S SHOP



These potions may be purchased only between Quests.

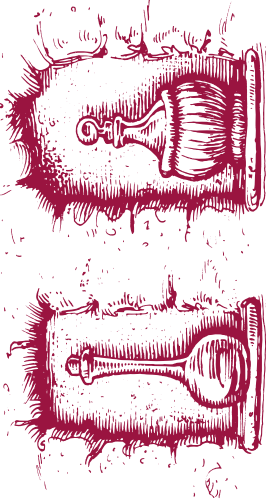
# Alchemist's Shop



## Potion of Minor Restoration

**Cost: 500 Gold Coins**

Restores 1 lost Body Point and 1 lost Mind Point.



## Potion of Major Restoration

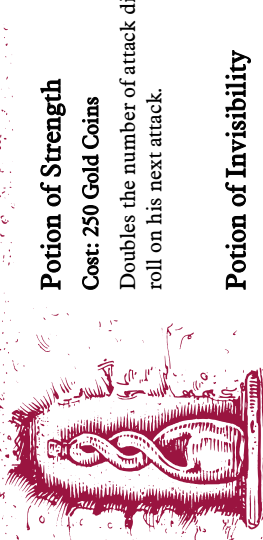
**Cost: 800 Gold Coins**

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

## Potion of Speed

**Cost: 100 Gold Coins**

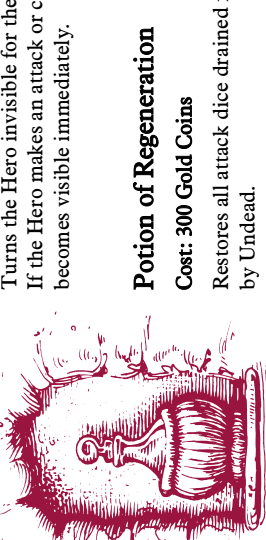
Adds 5 movement squares to the Hero's next movement dice roll.



## Potion of 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.



## 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.

## Potion of Cure

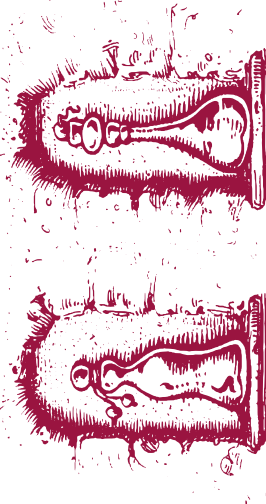
**Cost: 400 Gold Coins**

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

## Potion of Anti-Venom

**Cost: 300 Gold Coins**

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



## 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.

## 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.

