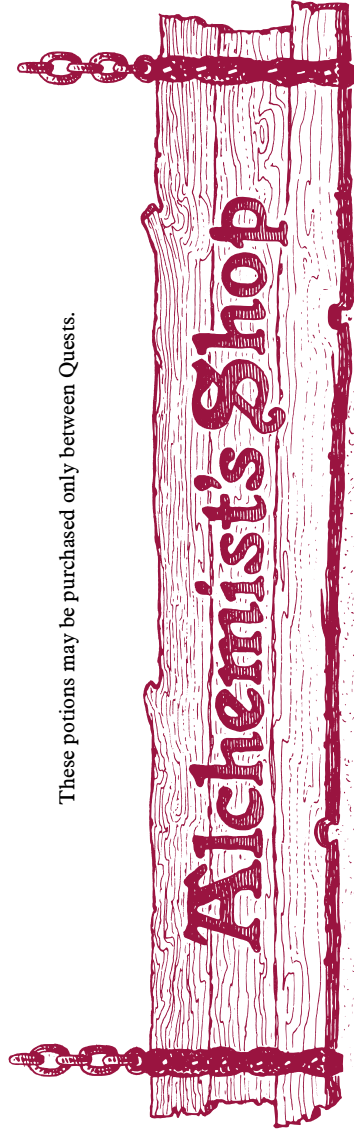


HERO QUEST



Summons of the Wizards' Council
ALCHEMIST'S SHOP

These potions may be purchased only between Quests.



Potion of Swiftness

Cost: 500 Gold Coins

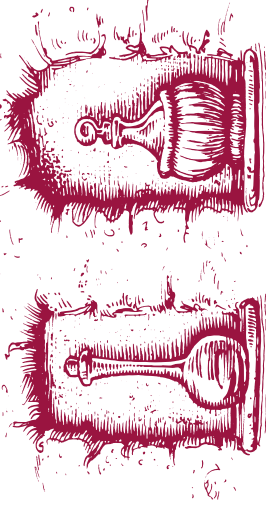
When a Wizard drinks this syrupy brew, he can move up to 12 spaces per turn instead of rolling the red dice. The Wizard also gets 2 attacks per turn. These effects end as soon as the Wizard suffers at least 1 Body Point of damage.



Potion of Foresight

Cost: 800 Gold Coins

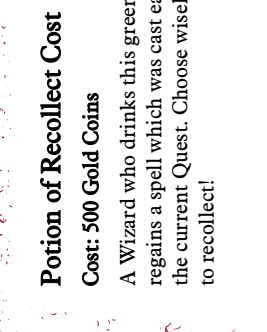
Drinking the contents of this clear bottle enables a Wizard to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Wizard suffers at least 1 Body Point of damage.



Potion of Recollect Cost

Cost: 500 Gold Coins

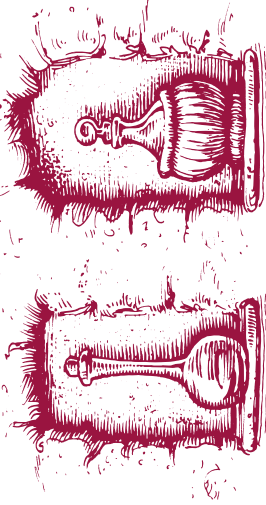
A Wizard who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recollect!



Potion of Revival

Cost: 800 Gold Coins

This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest.



Three of the above potions can be used only by the Wizard. Different potions may also be purchased from the Alchemist's Shop in other Quest Packs.