

These potions may be purchased only between Quests.

Alchemist's Shop

Potion of Renewal

Cost 50 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.



Venom Antidote

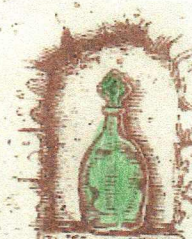
Cost 150 Gold Coins

This bubbling brew tastes foul, but heals up to 2 body points of damage caused by poison from bobby traps, snakes, spiders or weapons.

Potion of Rejuvenation

Cost 250 Gold Coins

Any Hero who drinks this bright yellow liquid regains up to 6 lost body points. Roll 1 red dice to see how many body points the Hero gets back. This potion cannot give the Hero more than his starting number of body points.



Potion of Restoration

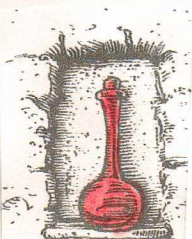
Cost 400 Gold Coins

This refreshing concoction restores any Hero's body and mind points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

Elixir of Life

Cost 800 Gold Coins

This small bottle of pearly liquid will bring a dead Hero back to life, restoring all his body and mind points to their starting number.



Potion of Dexterity

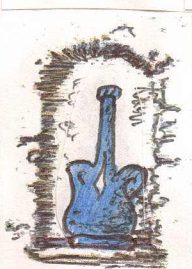
Cost 10 Gold Coins

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.

Potion of Vision

Cost 25 Gold Coins

Drinking the Contents of this clear bottle enables an Elf to see all secret doors and regular traps within his line of sight. This effect will last until the Elf suffers at least 1 body point of damage.



Water of Vitality

Cost 150 Gold Coins

Only the Elf or Wizard can drink this blue, sweet tasting brew. When drank Hero may take another turn.

Potion of Recall

Cost 200 Gold Coins

When Elf or Wizard drink this greenish mixture, they regain a spell which was cast earlier during the current Quest. Choose wisely which spell to recall.



Potion of Power

Cost 200 Gold Coins

When Elf or Wizard drink this orange liquid, they can cast the same spell twice. Spells must be cast right away after drinking this potion.