

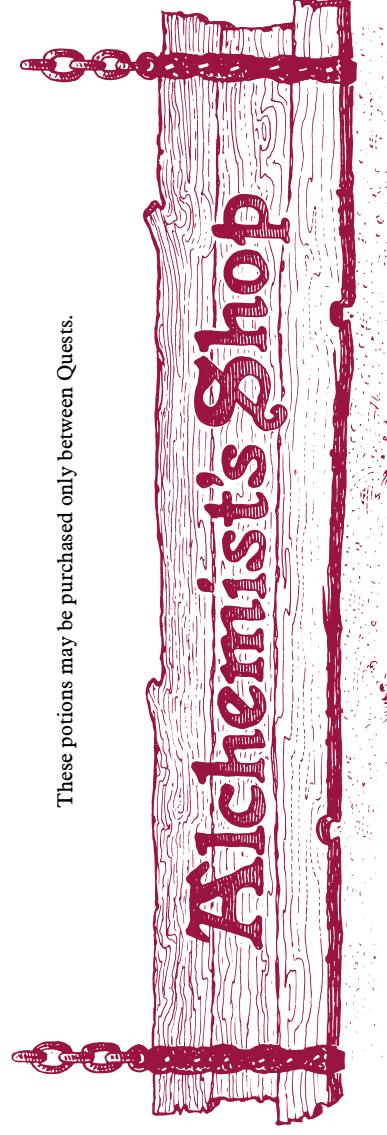
# HERO QUEST



Chaos Unleashed  
ALCHEMIST'S SHOP



These potions may be purchased only between Quests.



### Potion of Rejuvenation

**Cost: 500 Gold Coins**

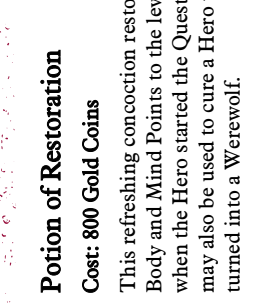
Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.



### Potion of Restoration

**Cost: 800 Gold Coins**

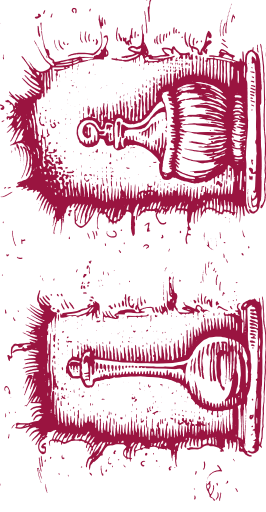
This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.



### Potion of Dexterity

**Cost: 100 Gold Coins**

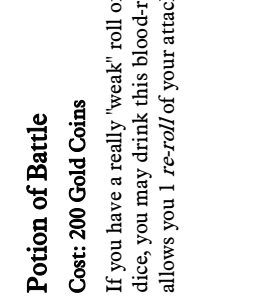
This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.



### Potion of Battle

**Cost: 200 Gold Coins**

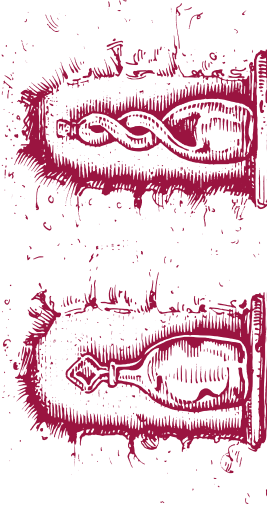
If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.



### Potion of Restoration

**Cost: 500 Gold Coins**

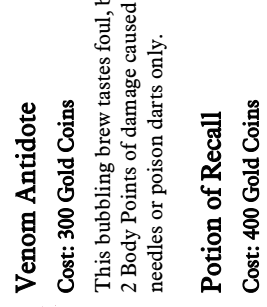
Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!



### Venom Antidote

**Cost: 300 Gold Coins**

This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



### Potion of Battle Rage

**Cost: 400 Gold Coins**

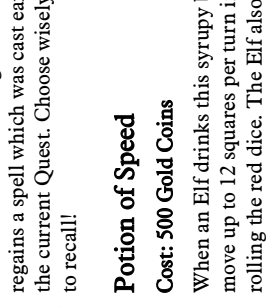
Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.



### Potion of Recall

**Cost: 400 Gold Coins**

An Elf who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recall!



### Potion of Icy Strength

**Cost: 200 Gold Coins**

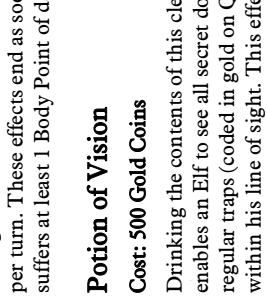
This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the combat dice. No other Hero can use this potion.



### Potion of Speed

**Cost: 500 Gold Coins**

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



### Potion of Frost Skin

**Cost: 300 Gold Coins**

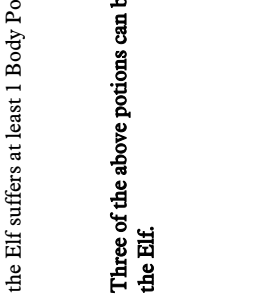
Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra combat dice when defending against attacks. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.



### Potion of Vision

**Cost: 500 Gold Coins**

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



**Three of the above potions can be used only by the Barbarian.**

**Three of the above potions can be used only by the Elf.**