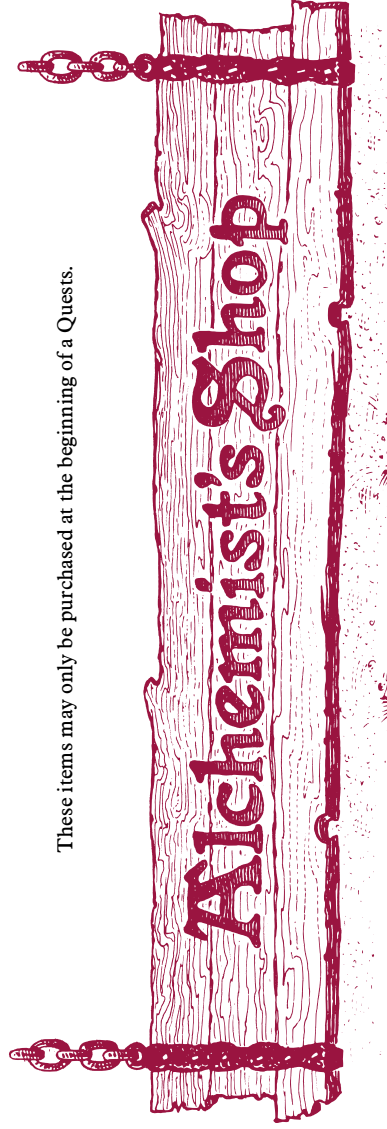


# HERO QUEST



Companion's Quest  
ALCHEMIST'S SHOP

These items may only be purchased at the beginning of a Quests.



### Potion of Dexterity

**Cost: 100 Gold Coins**

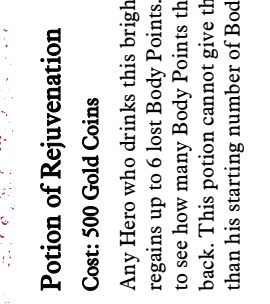
This sparkling liquid adds 5 movement squares to your next die roll OR guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 per turn.



### Potion of Rejuvenation

**Cost: 500 Gold Coins**

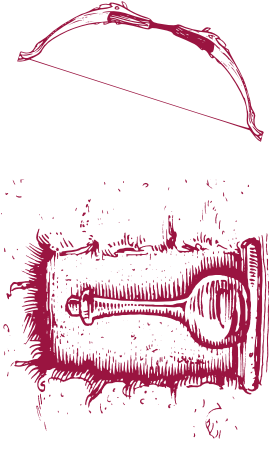
Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.



### Potion of Dexterity

**Cost: 500 Gold Coins**

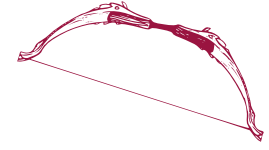
When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red die. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.



### Longbow

**Cost: 250 Gold Coins**

The longbow allows you to roll three combat dice in attack upon any opponent in your line of sight. May not be used on an adjacent opponent.  
*May only be used by the Archer.*



### Genie Spell Scroll

**Cost: 500 Gold Coins**

This spell conjures up a Genie who will do one of the following: open any door on the board (revealing what lies beyond), OR use 5 combat dice to attack any monster within your line of sight.



### Courage Spell Scroll

**Cost: 300 Gold Coins**

This spell may be cast on any one Hero, including yourself. The next time that Hero attacks he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster.

