

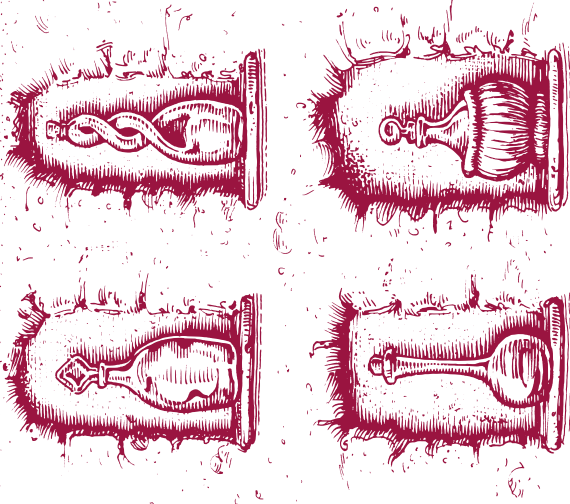
# HERO QUEST



Heir to Chaos  
ARMORY & ALCHEMIST'S SHOP

These potions may be purchased only between Quests.

# Alchemist's Shop



## Potion of Healing

**Cost: 300 Gold Coins**

Drink this healing potion at any time, restoring the number of Body Points equal to one red die. You cannot however, exceed your starting number of Body Points.

## 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 one re-roll of your attack dice.

## Potion of Dexterity

**Cost: 100 Gold Coins**

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

## Venom Antidote

**Cost: 300 Gold Coins**

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



### Potion of Defense

**Cost: 300 Gold Coins**

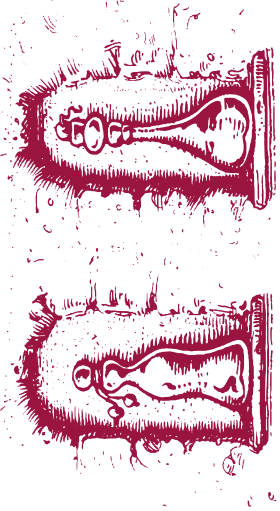
You can drink this liquid at any time, giving you two extra defense dice next time you defend.



### Potion of Strength

**Cost: 400 Gold Coins**

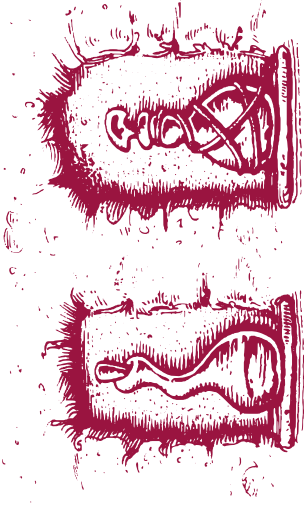
You can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack.



### 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!



### Potion of Invisibility

**Cost: 400 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 Fire Resistance

**Cost: 400 Gold Coins**

After you drink this potion, your immune to the effects of the next Chaos fire spell cast on you, or suffer no damage next time you are burned by a fireburst trap.

### Potion of Spellcasting

**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.



Weapon	Cost	Attack	Description
Dagger	25	1	❖ May be thrown in line of sight ❖ Lost once thrown
Shortsword	150	2	
Broadsword	250	3	
Longsword	350	3	❖ Diagonal Attack ❖ No Shield
Staff	100	1	❖ Diagonal attack
Mace	200	2	
Handaxe	150	2	❖ Can be thrown: Roll 1 red die. On 4-6, the axe is lost.
Battle Axe	450	4	❖ No Shield
Halberd	400	3	❖ Diagonal Attack ❖ Range 2 ❖ No Shield
Short Bow	300	2	❖ Cannot be fired in adjacent squares ❖ No Shield ❖ Requires Arrows
Crossbow	450	3	❖ No Shield ❖ Requires Bolts

Armor	Cost	Defence	Description
Helmet	125	1	
Shield	150	1	
Leather Armor	400	1	
Chain Mail	700	2	
Plate Mail	1000	3	❖ Must use 1 red die to move

**10 Arrows** – Costs 25 gold coins

**5 Quarrels** – Costs 25 gold coins

**Toolkit** – Costs 250 gold coins