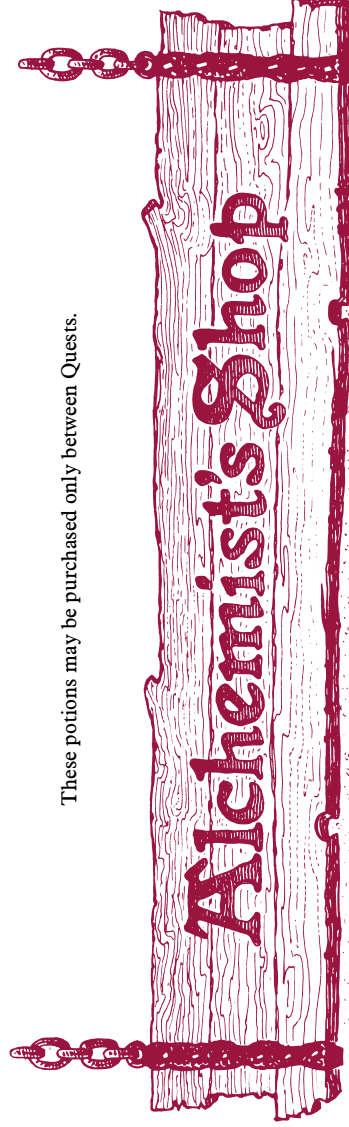


# HERO QUEST



Kellar's Keep Redux  
ALCHEMIST'S SHOP

These potions may be purchased only between Quests.



### Potion of Restoration

**Cost: 500 Gold Coins**

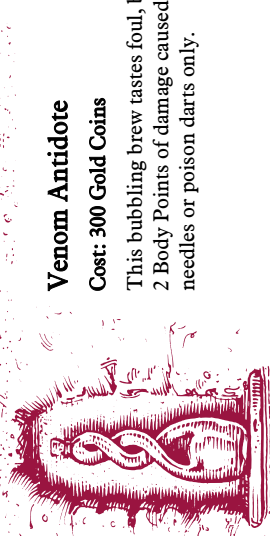
Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!



### Venom Antidote

**Cost: 300 Gold Coins**

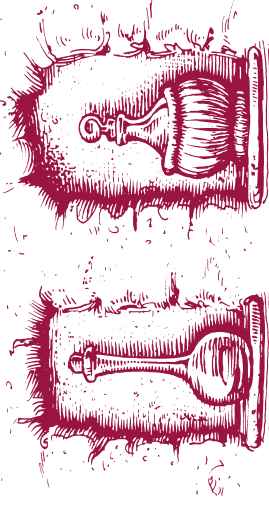
This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



### Potion of 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.

