

# HERO QUEST



The Destruction of the Tomes  
ALCHEMIST'S SHOP

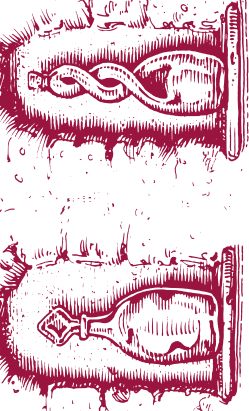
These items may be purchased only *after* the solo Quests, Quest 1, Quest 4, and *immediately before* Quest 9.

# Alchemist's Shop

## 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.



## Greater 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 as a cure for a Hero who has been turned into a Werewolf.



## 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 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.



## Swift Wind Spell Scroll

**Cost: 200 Gold Coins**

This spell may be cast on any one Hero, including yourself. Its powerful burst of energy enables that Hero to roll twice as many red dice as normal the next time he moves.



## Ball of Flame Spell Scroll

**Cost: 600 Gold Coins**

This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

