

HERO QUEST



The Rise of Ramiah
ALCHEMIST'S SHOP

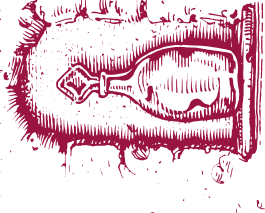
Heroes may buy potions from this shop between any of these Quests.

Alchemist's Shop

Potion of Minor Restoration

Cost: 500 Gold Coins

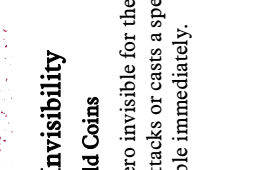
Restores 1 lost Body Point and 1 Lost Mind Point.



Potion of Invisibility

Cost: 300 Gold Coins

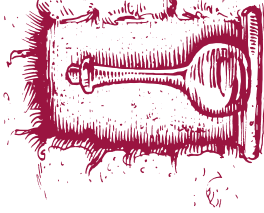
Turns the Hero invisible for the next 5 turns. If the Hero attacks or casts a spell, the Hero becomes visible immediately.



Potion of Speed

Cost: 100 Gold Coins

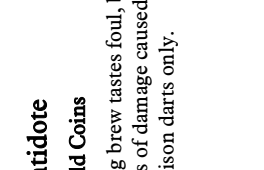
Add 5 movement squares to the Hero's next movement dice roll.



Venom Antidote

Cost: 300 Gold Coins

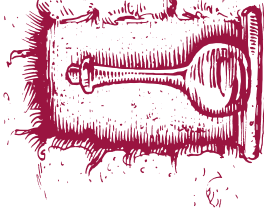
This bubbling brew tastes foul, but heals up to 2 Body Points of damage caused by poison needles or poison darts only.



Potion of Strength

Cost: 250 Gold Coins

Adds 2 combat dice to the Hero's next attack roll.



Heroes may only enter this shop once they have the Guild Crest and find the Secret Guild.

Guild Alchemist's Shop

Potion of Super Healing

Cost: 900 Gold Coins

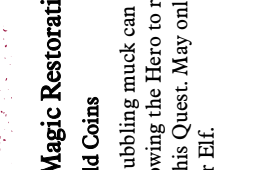
This yellow potion restores all lost Body and Mind Points when drank.



Potion of Magic Restoration

Cost: 500 Gold Coins

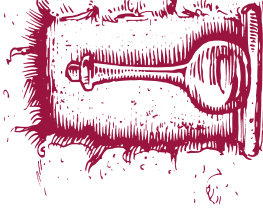
This green, bubbling muck can be drank at any time, allowing the Hero to regain a spell already cast this Quest. May only be used by the Wizard or Elf.



Potion of Teleportation

Cost: 500 Gold Coins

The Hero drinking this blue mixture may move to any square already discovered on the board. This potion CANNOT be used to escape triggering unknown traps, but can be used to escape attacks or spells before taking place.



Potion of Spell Knowledge

Cost: 600 Gold Coins

This swirling, ever changing brew may be drank to gain the knowledge of unknown magic. The Hero may search through all Hero Spell Cards not chosen for this Quest and take the card of his or her choosing. Any and all cards are possible choices, as long as they are for Heroes (ie, no choosing from Chaos Spells, etc.) May only be used by the Wizard or Elf.

