

Kellar's Keep

Alchemist's Shop

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.



Return of the Witch Lord

Alchemist's Shop

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The Barbarian Quest Pack

Alchemist's Shop

Potion of Battle Rage

Cost: 400 Gold Coins

Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.



Potion of Icy Strength

Cost: 200 Gold Coins

This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the Combat Dice. No other Hero can use this potion.

Potion of Rejuvenation

Cost: 500 Gold Coins

Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1d6 to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.



Frost Skin

Cost: 300 Gold Coins

Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra Combat Dice when defending against attacks. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

Three of the above potions can be used only by the Barbarian. Different potions may also be purchased from the Alchemist's Shop in other Quest Packs.

The Elf Quest Pack

Alchemist's Shop

Potion of Recall

Cost: 400 Gold Coins

Any Elf who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recall!



Potion of Vision

Cost: 500 Gold Coins

Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in Gold on Quest Map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

Potion of Speed

Cost: 500 Gold Coins

When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling 2d6. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.



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 to cure a Hero who has been turned into a Werewolf.

Three of the above potions can be used only by the Elf. Different potions may also be purchased from the Alchemist's Shop in other Quest Packs.

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