Alchemist's Shop

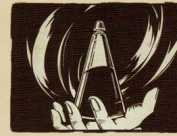### Potion of Restoration
Drink this potion to restore 1 lost Body Point and 1 lost Mind Point.

Cost: 300 gold coins

Potion of Lesser Healing
Drink this potion to restore up to 2 lost Body Points.

Cost: 200 gold coins

Potion of Healing
Drink this potion to restore up to 4 lost Body Points.

Cost: 400 gold coins

Potion of Rejuvenation
Drink this potion to roll 1D6 and restore that number of lost Body Points.

Cost: 500 gold coins

Potion of Superior Restoration
Drink this potion to restore all Body and Mind Points. May also be used to cure a hero who has turned into a werewolf.

Cost: 800 gold coins

Venom Antidote
Drink this potion to restore up to 2 lost Body Points of damage inflicted by poison needles or darts.

Cost: 300 gold coins

Potion of Magic Resistance
Drink this potion to cancel any 1 damage-causing spell cast on you.

Cost: 300 gold coins

Potion of Serpent's Blood
Drink this potion to remove paralysis caused by venmous creatures.

Cost: 50 gold coins

Potion of Battle
Drink this potion to reroll all of your Attack dice.

Cost: 200 gold coins

Potion of Strength
Drink this potion to roll 2 additional dice the next time you roll Attack dice.

Cost: 300 gold coins

Potion of Icy Strength
Drink this potion to double the damage result on your next weapon attack roll.

Cost: 200 gold coins

Potion of Battle Rage
Drink this potion to make 2 weapon attacks instead of 1 on your turn.

Cost: 300 gold coins

Heroic Brew
Drink this potion to make 2 weapon attacks instead of 1 on your turn.

Cost: 300 gold coins

Potion of Defense
Drink this potion to roll 2 additional dice the next time you roll Defend dice.

Cost: 300 gold coins

Potion of Frost Skin
Drink this potion to roll 2 additional dice when rolling Defend Dice.

Cost: 300 gold coins

Potion of Vision
Drink this potion to see all secret doors and traps within your line of sight, (marked in gold on quest map). Effects end if you suffer any damage.

Cost: 500 gold coins

Potion of Celerity
Drink this potion to move up to 12 squares on your turn instead of rolling movement. When you attack make 2 weapon attacks. Effects end if you suffer any damage.

Cost: 550 gold coins

Potion of Speed
Drink this potion to roll twice as many movement dice on your next movement. You may not use more than 1 per turn.
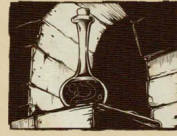
Cost: 200 gold coins

Potion of Dexterity
Drink this potion to add 5 squares to your next movement roll OR automatically succeed 1 pit jump. You may not use more than 1 per turn.

Cost: 150 gold coins

Potion of Elder Wisdom
Drink this potion to recover any 1 hero spell or skill you have used. You may not use more than 1 per quest.

Cost: 400 gold coins

Potion of Recall
Drink this potion to recover any 1 spell you have cast during this quest.

Cost: 200 gold coins

Potion of Magic
Drink this potion to recover up to 3 spells you have cast during this quest.

Cost: 500 gold coins

Potion of Spiderstep Elixir
Drink this potion to move unaffected through squares containing pit traps hindering terrain, furniture and monsters The effects end if you suffer any damage.

Cost: 100 gold coins

Ogre Grog
Drink this potion and roll 1 combat die. If it lands on a skull, lose 1 Mind Point. On any other result, you are unharmed.

Cost: 20 gold coins

Potion of Unforeseeable Fate
Drink this potion to draw 1 random card from the Alchemy deck. The card effects are immediately activated.

Cost: 300 gold coins

Brewing Information

Reagent Kit
While standing adjacent to an Alchemist's Bench, as an action, convert 1 reagent into potions on that reagent's card. After 5 uses, the kit is lost.

Cost: 400 gold coins

Mysterious Flower
Consume at any time to restore 1 lost Body Point.

Use as a reagent to Craft:
1 Potion of Dexterity
or 1 Potion of Defense

Cost: 100 gold coins

Sacred Plant
Consume at any time to restore 1 lost Mind Point.

Use as a reagent to Craft:
1 Potion of Restoration
or 1 Holy Water

Cost: 150 gold coins

Unidentified Ingredient
Use as a reagent to Craft:
1 random potion by drawing
1 card from the alchemy deck.

Cost: 200 gold coins