

Alchemist's Shop



Air Walk

Drink this potion to walk on a cushion of air for 1 turn. You do not spring traps during this turn. You can walk over pit traps if you can reach an unoccupied space on the other side.

Cost: 100 gold coins



Potion of Frost Skin

Drink this potion to roll 2 additional dice when rolling Defend Dice.

Cost: 300 gold coins



Potion of Serpent's Blood

Drink this potion to remove paralysis caused by venomous creatures.

Cost: 50 gold coins



Heroic Brew

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

Cost: 300 gold coins



Potion of Healing

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

Cost: 500 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



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 Icy Strength

Drink this potion to double the damage result on your next weapon attack roll.

Cost: 200 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



Potion of Battle

Drink this potion to reroll all of your Attack dice.

Cost: 200 gold coins



Potion of Lesser Healing

Drink this potion to restore up to 2 lost Body Points.

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 Battle Rage

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

Cost: 400 gold coins



Potion of Magic

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

Cost: 400 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



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: 500 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 Unforeseeable Fate

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

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 Rejuvenation

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

Cost: 500 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 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: 200 gold coins



Potion of Recall

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

Cost: 400 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 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 Restoration

Drink this potion to restore 1 lost Body Point and 1 lost Mind Point.

Cost: 300 gold coins



Wolfsbane Potion

Drink this potion to remove the werewolf's curse.

Cost: 100 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



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



Unidentified Ingredient

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