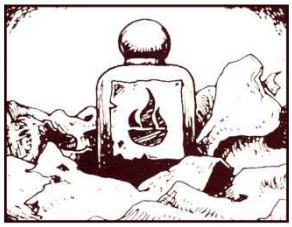
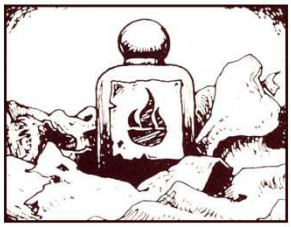
Potion of Healing



Enveloped in a bundle of rags you find a small bottle of liquid. You recognize it as a healing potion. You may drink the potion at any time. It will restore up to four lost Body points. It is then discarded.

Cost: 200 gold coins

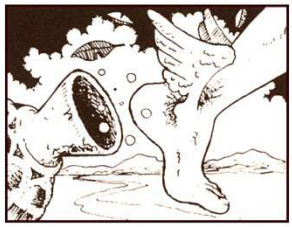
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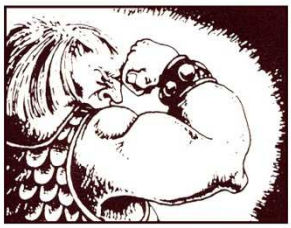
Potion of Speed



Standing on a shelf you see a dusty bottle. As you wipe it clean, you realize it is a potion of speed. You may drink the potion at any time. It will allow you to roll twice as many dice as usual the next time you move.

Cost: 150 gold coins

Potion of Strength



You find a small purple bottle. It is a Potion of Strength. You may drink the potion at any time. It will enable you to roll two extra combat dice in attack in your next attack. The card is then discarded.

Cost: 150 gold coins

Potion of Resilience



Amidst a collection of old bottles and earthen jugs you find a small clear vial, a Potion of Resilience. It may be taken at any time. You may then roll two extra combat dice in defence when you next defend.

Cost: 150 gold coins

Heroic Brew



A leather bag hanging on the wall contains a potion. It is a Heroic Brew. The potion may be taken just before you are about to attack. Any Hero who drinks the potion will be able to make two attacks instead of one, for one turn only. Discard after use.

Cost: 150 gold coins

Potion of Restoration



Drink this brown frothy liquid to restore 1 lost Body point and 1 lost Mind point. It's refreshing after a tough battle!

Cost: 500 gold coins

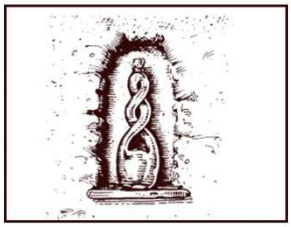
Potion of Superiour Restoration



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.

Cost: 800 gold coins

Potion of Antidote



This bubbling brew tastes foul, but heals up to 2 Body points of damage caused by poison only.

Cost: 300 gold coins

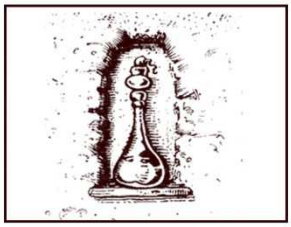
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Potion of Battle Rage



Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in his line of sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.
Cost: 400 gold coins

Potion of Icy Strength



This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After he 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.
Cost: 200 gold coins

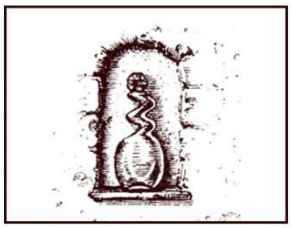
Potion of Frost Skin



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 wears off.

Cost: 300 gold coins

Potion of Recall



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

Cost: 400 gold coins

Potion of Vision



Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps within his line of sight. This effect lasts until the Elf suffers at least 1 Body point of damage.

Cost: 500 gold coins

Potion of Speed



When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling 2 red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body point of damage.
Cost: 500 gold coins

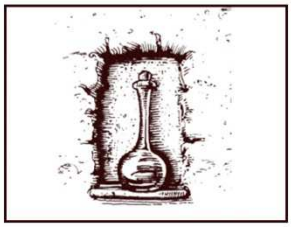
Potion of Battle



If you have a really "weak" roll of the combat dice in attack, you may drink this blood-red potion. It allows you to re-roll your attack dice once.

Cost: 200 gold coins

Potion of Dexterity



This sparkling liquid adds 5 movement squares to your next die roll or guarantees 1 successful pit jump. You may only use this potion once per turn should you have more.

Cost: 100 gold coins

Potion of Rejuvenation



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.

Cost: 500 gold coins

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Elixir of Life



This bright red potion glows with magical energy. Any Hero who drinks it regenerates one Body point each turn for the next 5 turns. It can not raise a Hero's Body points above his starting number.

Cost: 500 gold coins

Potion of Skill



This clear bubbling potion may only be drank by the Dwarf. It grants him the skill to disarm any trap without having to roll a die. This effect lasts as long as the Dwarf takes no damage.

Cost: 300 gold coins

Potion of Wizardry



This dark fluid grants the Wizard the power to cast any one spell twice. This potion must be consumed before the Wizard chooses a spell to cast, which then may be cast twice during the same turn. The spell and this potion is then discarded.
Cost: 400 gold coins

Potion of Fire Resistance



You discover a red glass bottle in a shallow pit. If you drink the potion you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst trap. Discard after a fire attack has been resisted.

Cost: 200 gold coins

Potion of Magic Resistance



You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

Cost: 250 gold coins

Potion of Alchemy



In the corner of the room you stumble across a worn pot containing a dull paste. If you spread this paste over one item of equipment, it turns to gold and is worth 100 gold coins. That equipment card is then lost. Discard after use, along with the equipment card.

Wolfsbane Potion



This may be used by any Hero suffering under the Werewolf's Curse. This potion cures the Hero of this curse. This may be used only once. Do not return this card to the deck.

Potion of Magic Aptitude



You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. Discard after use.

Cost: 200 gold coins

Potion of Charm



Behind an old tile you find a gilded bottle filled with a gold liquid. Drink all of this potion between quests when you want to hire Men-at-Arms and you will then be able to hire up to three Men-at-Arms for 25 gold coins less than normal for each. Discard after use.

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Potion of Warmth



This tiny jug is warm to the touch. Drinking the potion immediately after suffering from cold damage from any source restores 2 lost Body points. Drinking it at any other time restores only 1 lost Body point. Do not return this card to the potions deck.

Potion of Warmth



This tiny jug is warm to the touch. Drinking the potion immediately after suffering from cold damage from any source restores 2 lost Body points. Drinking it at any other time restores only 1 lost Body point. Do not return this card to the potions deck.

Potion of Magic Resistance



The potion in this small, blue bottle negates the effect of any damage causing spell cast on you. Drink it when the spell is cast and you may ignore the effect of the spell. This works only for the Hero drinking the potion. It may only be used once. Do not return this card to the potions deck.

Potion of Magic Resistance



The potion in this small, blue bottle negates the effect of any damage causing spell cast on you. Drink it when the spell is cast and you may ignore the effect of the spell. This works only for the Hero drinking the potion. It may only be used once. Do not return this card to the potions deck.

Poison



You uncover a rusty brown flask filled with a liquid. You taste it and it turns out to be poison! Roll one combat die; a Skull means you lose 1 Body point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

Poison



You uncover a rusty brown flask filled with a liquid. You taste it and it turns out to be poison! Roll one combat die; a Skull means you lose 1 Body point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

Poison



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll one combat die; a Skull means you lose 1 Mind point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

Poison



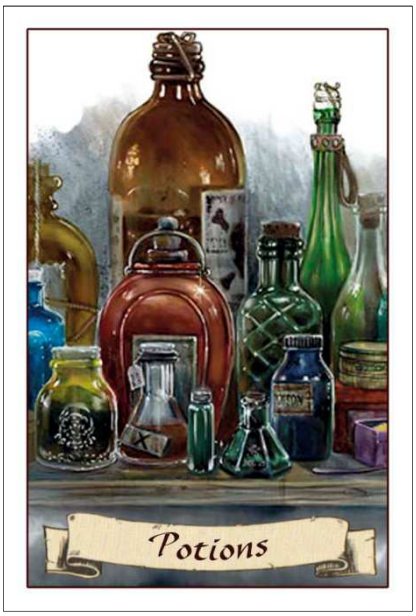
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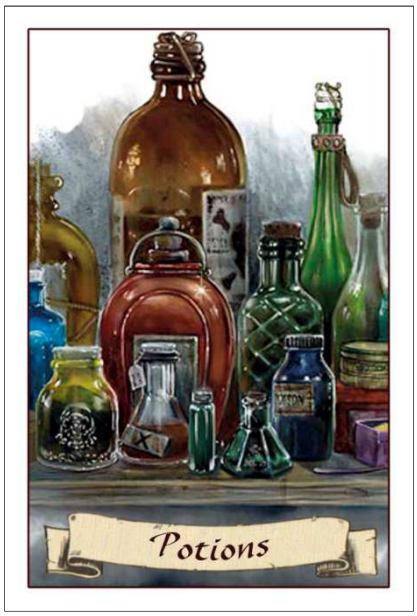
Potion of Air Walk

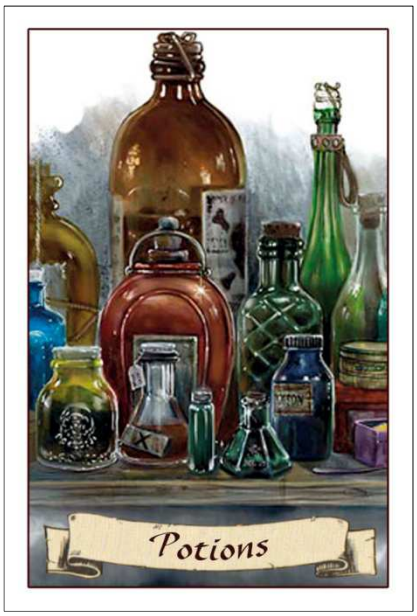


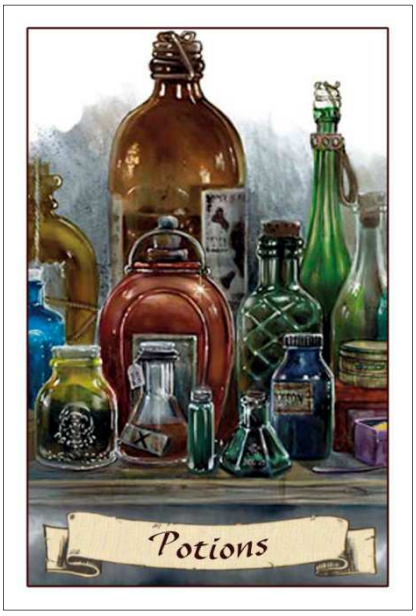
This potion enables any Hero to walk on a cushion of air for one turn. He does not spring traps during this turn. The Hero can walk over pit traps as long as he can reach an unoccupied square on the other side. This may be used only once. Do not return this card to the potions deck.

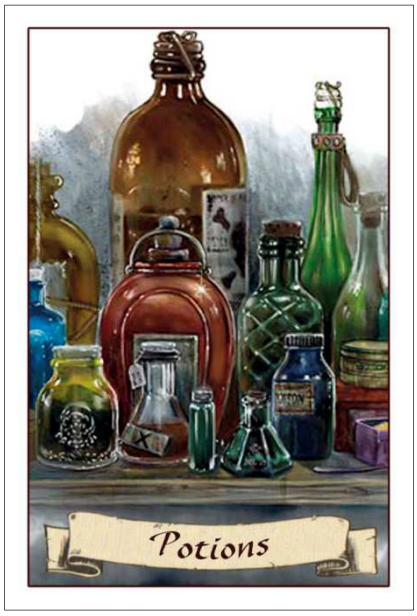
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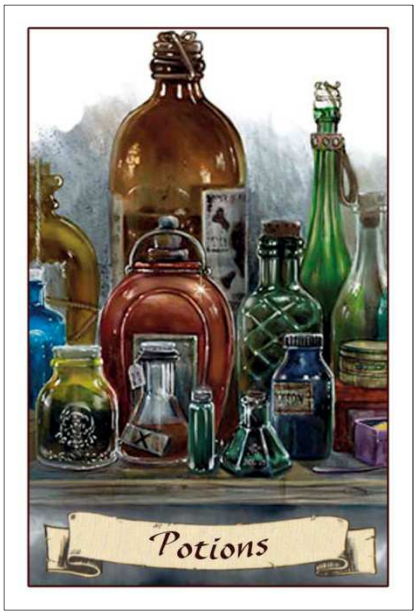


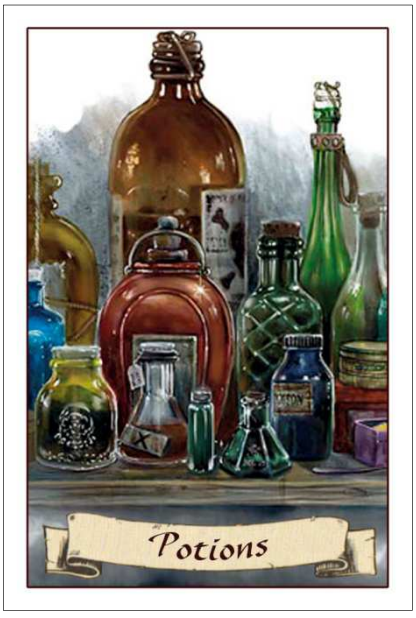


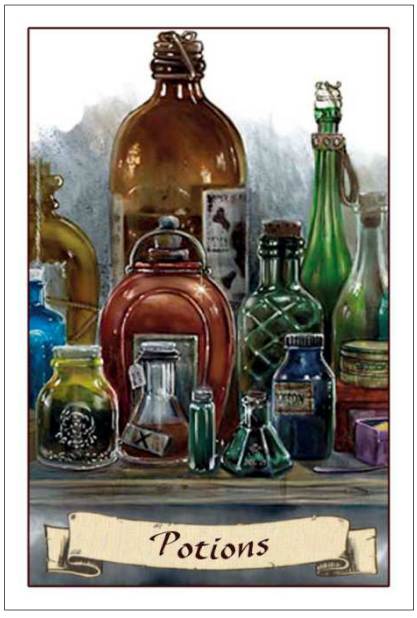


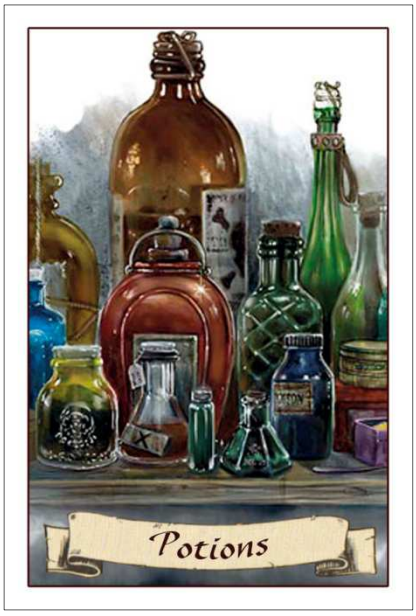












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