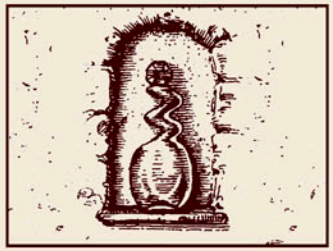
Potion



Recall

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

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Potion

Speed: Elf

When an Elf drinks this syrupy brew, they can move up to 12 squares per turn instead of rolling the 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.

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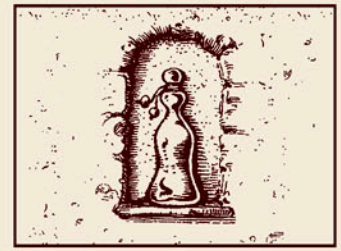
Potion



Battle Rage

Only a Barbarian can drink this purple-red concoction. It grants them 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.

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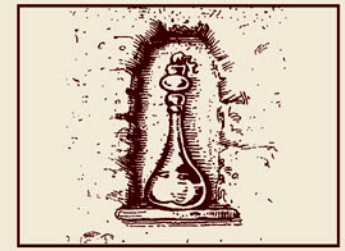
Potion



Icy Strength

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

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Potion

Restoration: Full

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.

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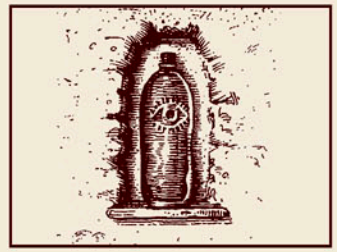
Potion



Vision

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

©1992 Milton Bradley

Potion

Frost Skin

Only a Barbarian is affected by this slushy drink. It enables a Barbarian to roll two **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.

©1992 Milton Bradley

Potion

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 their starting number of Body Points.

©1992 Milton Bradley

Potion

Air Walk

This potion enables any Hero to walk on a cushion of air for one turn. They do not spring any traps during this turn. The Hero can walk over pit traps as long as they can reach an unoccupied space on the other side. This may be used only once.

©1992 Milton Bradley

Potion

Magic Resistance: Damage

The potion in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This works only for the Hero drinking this potion.

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Potion

Wolfsbane

Any Hero suffering under the Werewolf's Curse may take the entire contents of this potion. This potion cures the Hero of this curse.

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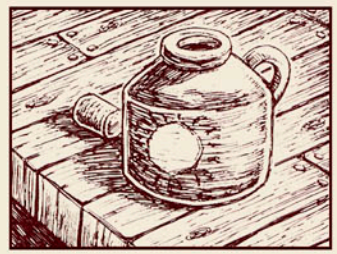
Potion



Warmth

Drinking this warm, soothing potion immediately after suffering damage from Ice Storm or Chill spells, or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores only 1 lost Body Point.

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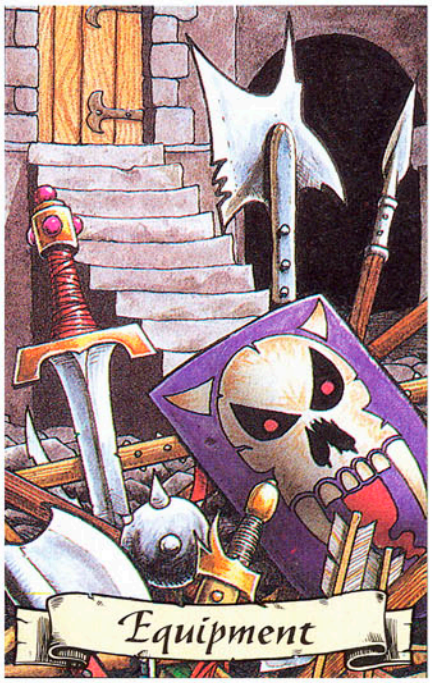
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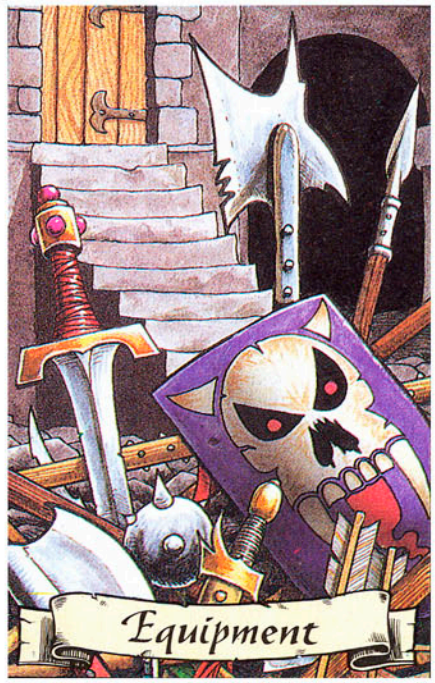
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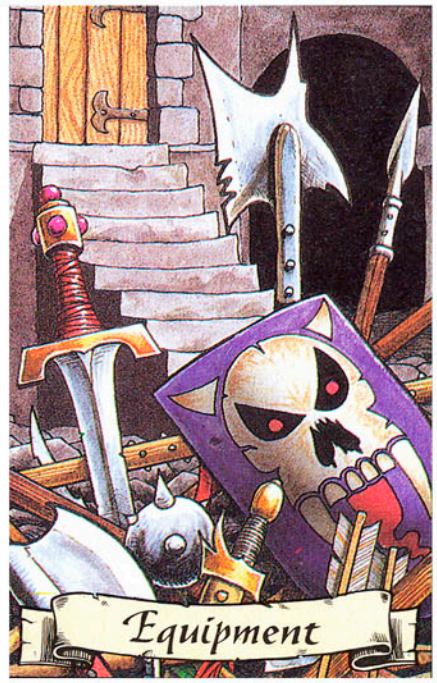
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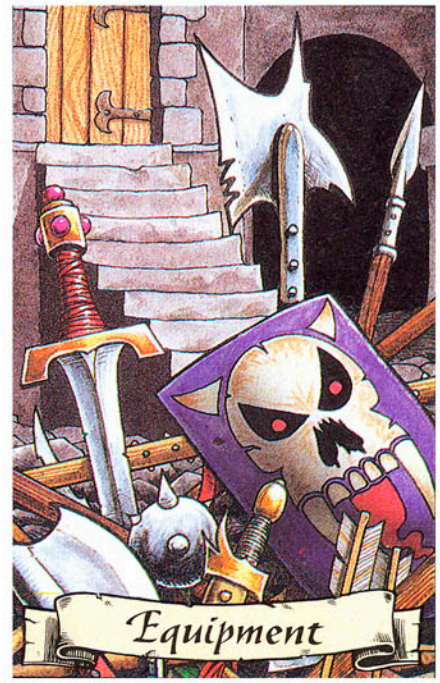
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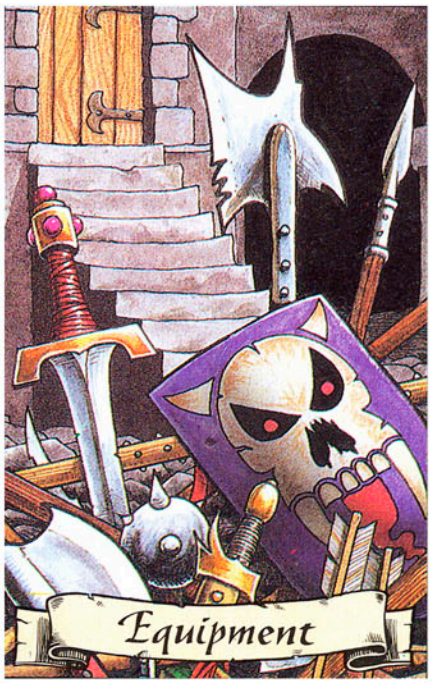
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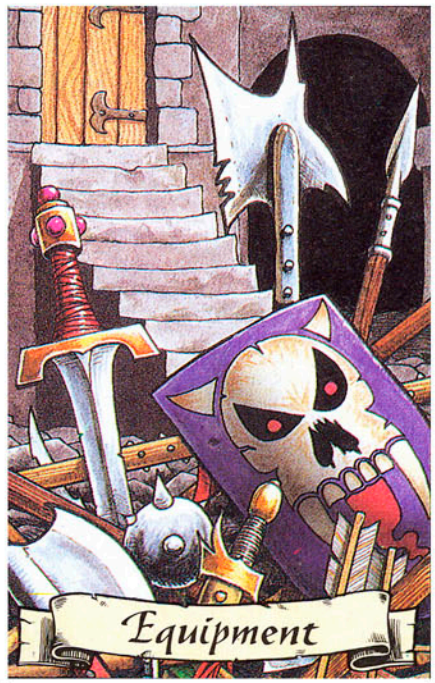
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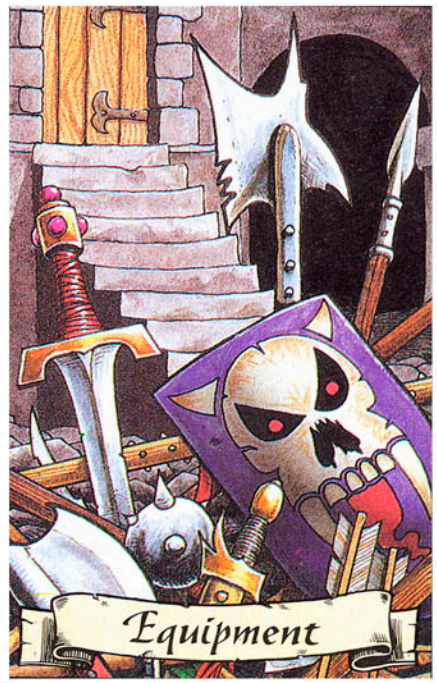
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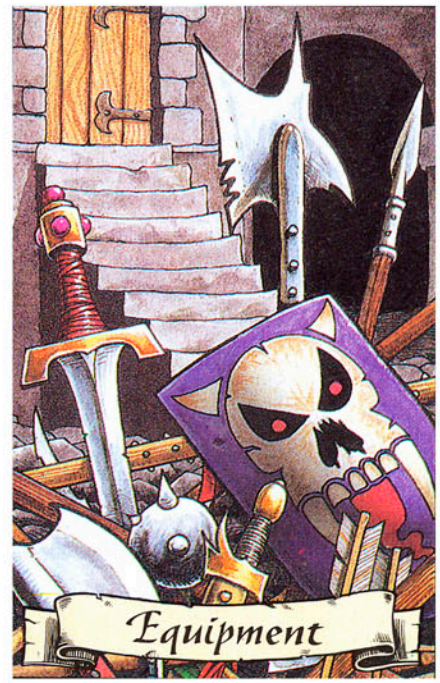
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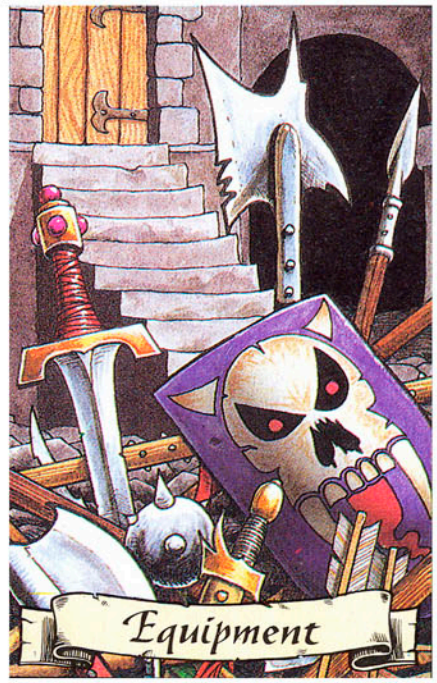
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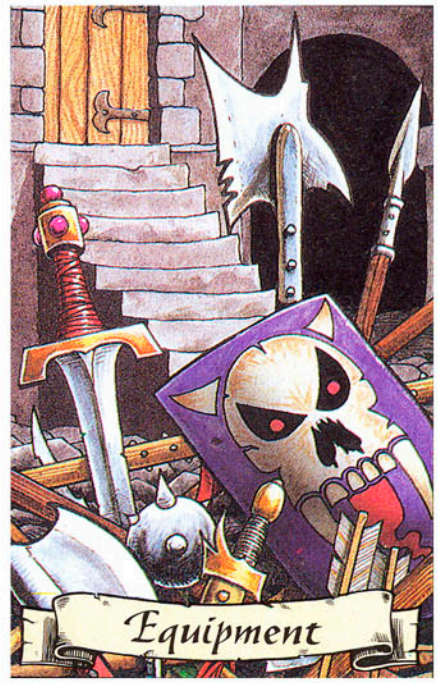
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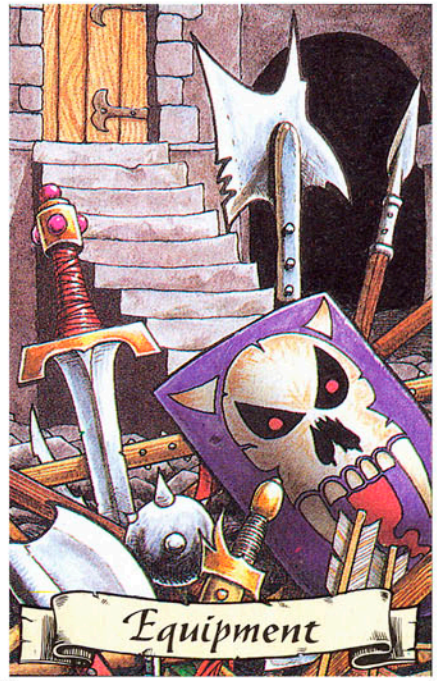
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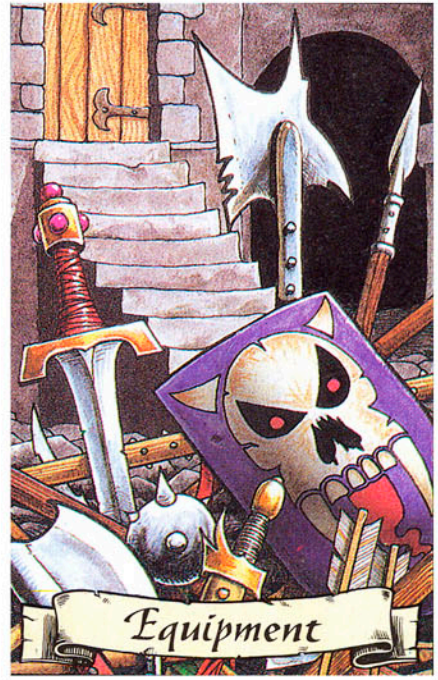
Equipment

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