



**Tool Kit**  
250 Gold Coins  
*Disarm Traps*

This tool kit gives you a 50% chance to disarm any searched-for-and-found (but unsprung) trap. See rule-book for correct procedure.



**Shortsword**  
150 Gold Coins  
*Weapon*

This short blade gives you the attack strength of 2 combat dice. May not be used by the Wizard.



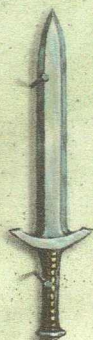
**Helmet**  
125 Gold Coins  
*Armor*

This protective headpiece gives you 1 extra combat die in defense. May not be worn by the Wizard.



**Dagger**  
25 Gold Coins  
*Weapon*

This sharp knife gives you the attack strength of 1 combat die. A dagger can also be thrown at any monster you can "see," but is lost once it is thrown.



**Broadsword**  
250 Gold Coins  
*Weapon*

This wide blade gives you the attack strength of 3 combat dice. May not be used by the Wizard.



**Shield**  
150 Gold Coins  
*Armor*

This hand-held armor gives you 1 extra combat die in defense. May not be used with the Battle Axe or the Staff. May not be used by the Wizard.



**Staff**  
100 Gold Coins  
*Weapon*

This long, sturdy, wooden staff gives you the attack strength of 1 combat die. Because of its length, the staff enables you to attack diagonally. You may not use a shield when using this weapon.

**Longsword**  
350 Gold Coins  
*Weapon*

This long blade gives you the attack strength of 3 combat dice. Because of its length, the longsword enables you to attack diagonally. May not be used by the Wizard.



**Chain Mail**  
500 Gold Coins  
*Armor*

This light metal armor gives you 1 extra combat die in defense. May be combined with the Helmet and/or Shield. May not be worn by the Wizard.



**Crossbow**  
350 Gold Coins  
*Weapon*

This long-range weapon gives you the attack strength of 3 combat dice. You may fire at any monster that you can "see." However, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows. May not be used by the Wizard.



**Battle Axe**  
450 Gold Coins  
*Weapon*

This heavy, double-edged axe gives you the attack strength of 4 combat dice. You may not use a shield when using this weapon. May not be used by the Wizard.



**Plate Mail**  
850 Gold Coins  
*Armor*

This heavy metal armor gives you 2 extra combat dice in defense. However, because it is so heavy, you may only roll 1 red die for movement while wearing it. May be combined with the Helmet and/or Shield. May not be worn by the Wizard.

## Potion of Frost Skin

**Cost 150 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 effects wears off.



## Heroic Brew

**Cost 150 Gold Coins**

If you drink the contents of this bottle before you attack, you can make two attacks instead of one.

## Shield Potion

**Cost 150 Gold coins**

Only the Dwarf can drink this grainy water. When drank the Dwarf gains 2 extra combat dice in defense against attacks. Effects will last as long as there is a monster in sight.



## Potion of Battle Rage

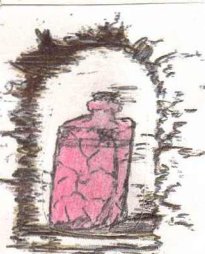
**Cost 200 Gold Coins**

Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there is a monster in sight. As soon as barbarian can no longer see a monster, the potion's effects wears off.

## Potion of Speed

**Cost 250 Gold Coins**

When an Elf drinks this syrupy brew, he 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.



## Potion of Thunder

**Cost 400 Gold Coins**

Only the Dwarf can drink this spicy, pink liquid. When drank, Dwarf has the strength to swing the heavy, double-edged axe with one arm. This allows the Dwarf to carry a shield in the other arm. Giving him an extra combat dice in defense. Effects of this potion will last the length of the Quest.