

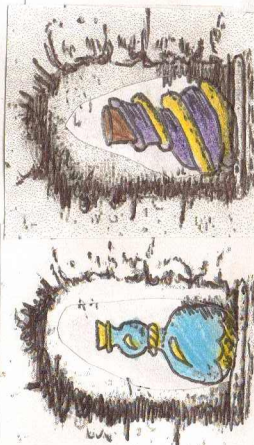
These potions may be purchased only between Quests.

## Alchemist's Shop

### Potion of Defense

Cost **50** Gold Coins

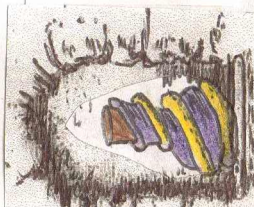
This small vial containing a clear liquid can be drank at any time, giving you 2 extra combat dice the next time you defend.



### Potion of Strength

Cost **50** Gold Coins

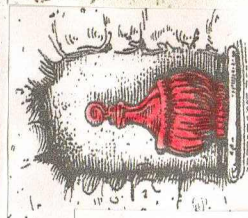
A small purple flask, with a strange smelling liquid may be drank at any time. When taken it enables Hero to roll 2 extra combat dice the next time they attack.



### Potion of Battle

Cost **100** Gold Coins

If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 re-roll of your attack dice.



### Potion of Ivy Strength

Cost **100** Gold Coins

This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian 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.



### Mace

350 Gold Coins

Weapon

This weapon gives you the attack strength of 3 combat dice. Because it is made of wood and bone spikes it is unaffected by 'Rust' spell. May not be used by Wizard.

### Small Bow

250 Gold Coins

Weapon

This long range weapon gives you the attack strength of 2 combat dice. You may fire at a monster that you can 'see.' However, you can not fire at a monster that is adjacent to you. You have a unlimited supply of arrows. May not be used by Wizard.



### Spear

300 Gold Coins

Weapon

This weapon will give you the attack strength of 3 combat dice. Because of its length, the spear enables you to attack diagonally. It can be thrown at a monster that you can 'see.' but monster must be 6 spaces or closer to you. Spear then can be recovered on Hero's next turn. You may not use a shield when using this weapon. This weapon can be used by the Wizard.



### Throwing Star

50 Gold Coins

Weapon

This sharp weapon will give you the attack strength of 2 combat dice when thrown at a monster that you can 'see.' but is lost once it is thrown.



### Throwing Axe

100 Gold Coins

Weapon

This sharp axe will give you the attack strength of 3 combat dice when it is thrown at a monster that you can 'see.' but it is lost once it is thrown. May not be used by Wizard.



### Wooden Club

100 Gold Coins

Weapon

This heavy club gives you the attack strength of 2 combat dice. Because it is made of wood, this weapon is unaffected by 'Rust' spell. May not be used by Wizard.



### Torch

25 Gold Coins

Tool

This very useful tool is necessary to have when exploring dark dungeons. Once lit it will last for the length of the quest.