

## Shopping Stock List

### ***Sticking plaster and detol.***

Sticking plaster and detol can be used to fix one lifepoint on any one character. It cannot be used to bring save the last lifepoint of a character who has just lost it. A complete rip off at \$500.

### ***Shield***

Limit one per customer. Adds +1 defense bonus. Cost \$250. The shop will pay \$200 for used shields

### ***Sword***

Limit one per customer. Adds +1 attack bonus. Cost \$500. The shop will pay \$300 for used swords.

### ***Light Armour***

Limit one per customer. Adds +1 defense bonus. Cost \$250. The shop will pay \$150 for used armour.

### ***Heavy Armour***

Limit one per customer. Adds +2 defense bonus, -1 Movement. Cost \$800. The shop will pay \$300 for used heavy armour.

### ***Dynamite***

No limit. Use it on your turn as a single attack against multiple foes, or to blast a new entrance to another tile (add opening counter to affected walls.) To use as a weapon, you can throw it a distance of five spaces, and the blast affects one space and each of the spaces around it. All characters occupying the affected spaces are subjected to a 2D6 + 6 attack – roll for each character. Cost per stick \$500.

### ***Helmet of Cerebral Focus***

You can purchase a foil hat that will convert your magical attack strength into a physical attack strength. Cost \$500.

### ***Newt Elixir***

Turn other characters and monsters into a newt. Use it as a single attack on any other player character or monster. It has a range of eight spaces to throw it. The target character will be turned into a newt for 2 rounds. They can Move at 3 spaces per round.

Physical Attack -6, Physical Defense 6, Magical Attack -6, Magical Defense 6.

Cost \$800.

### ***Read-Along Learn Spell Casting mp3 Series***

If you are a character with no natural ability with spells and magic, you may purchase a series of lessons on mp3 format that will teach you the basics of spell casting. You will have the capacity to carry and use one spell. The series comes with a free spell to start with. Immediately draw your spell from the spells pile. Cost \$500.