

Potion



Alchemy

The dull paste contained within this worn pot may be spread over one piece of equipment. The piece of equipment begins to shine and instantly turns into gold valued at 100 gold coins. The piece of equipment is then lost.

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Potion



Magical Aptitude

An Elf or Wizard may drink this potion at the beginning of their next turn. They will now be able to cast two spells in that turn rather than one.

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Magic Resistance: Fire

Drink the potion inside this red glass bottle and you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst Trap.

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Charm

Drink the gold liquid inside this gilded bottle between Quests when you want to hire Mercenaries. You will then be able to hire up to three Mercenaries for 25 less gold each.

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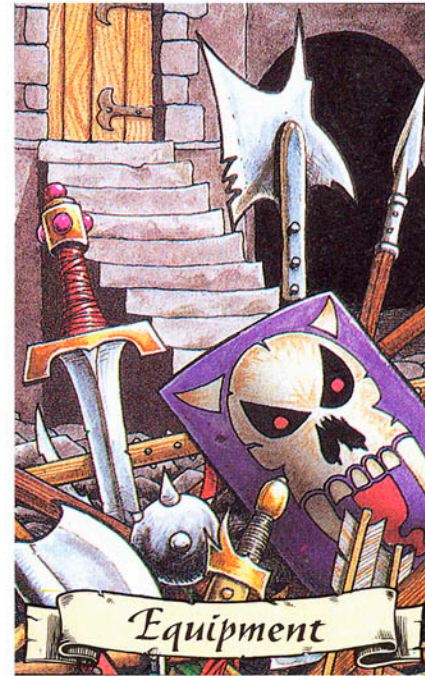
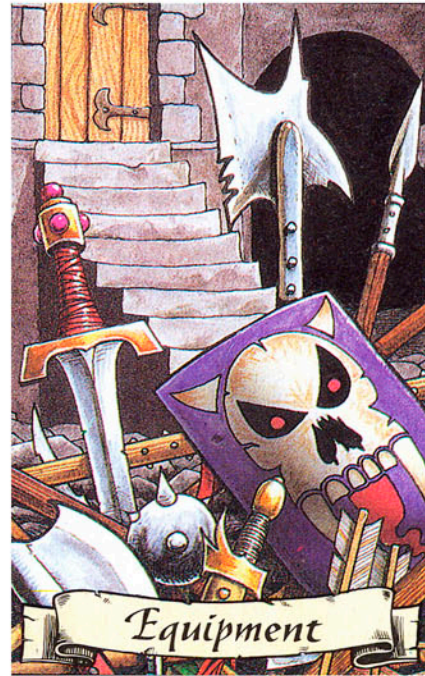
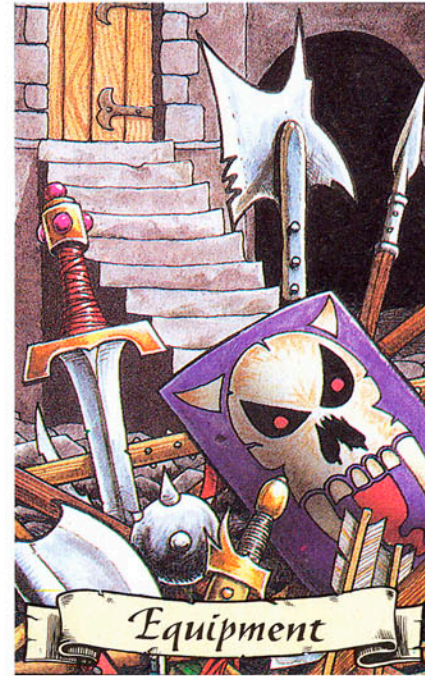
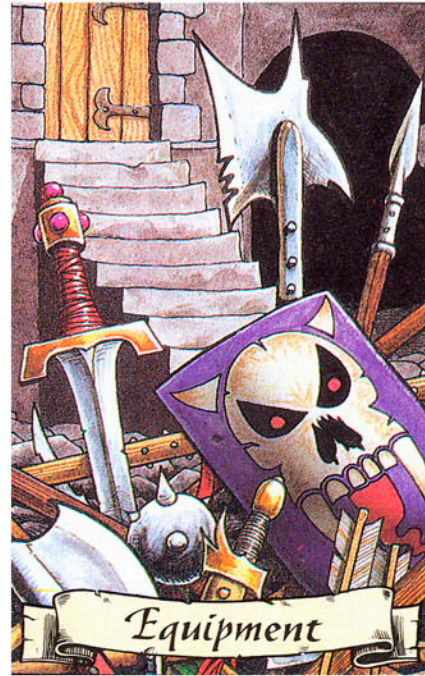
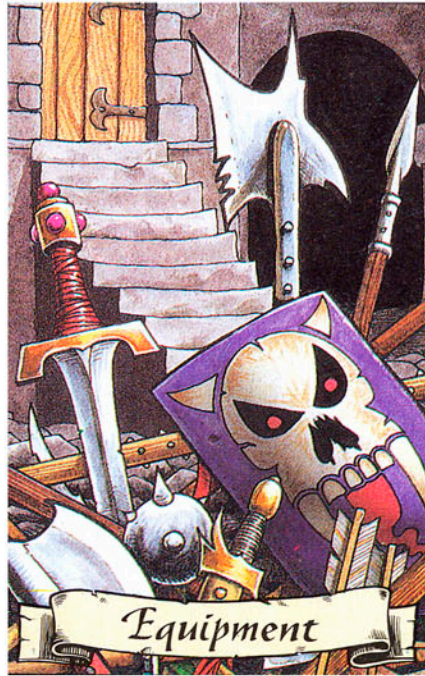
Potion



Magic Resistance

Drink this potion immediately after a spell has been cast on you. You may then ignore the effects of that spell.

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