Lost in a forest, looking for the way out.

Gnome sells potions

Dwarf sells and repairs armor and weapon upgrades

Ranger sells food and torches

Each cavern is guarded by a boss:

1. Grue
2. Giant scorpion
3. Alligator
4. Cyclops
5. Squid

Need something climatic for final boss

Potions:

1. Restore health
2. Restore Magic (for mages and clerics)
3. Cure poison
4. Cure Bleed

Bars:

1. Health
2. Mana (mages and clerics only)
3. Weapon Durability
4. Armor Durability
5. XP
6. Light
7. Food (meat, apples, pears)