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TREASURES

QUEST #6

QUEST #5



Quest #1

Magic Bracelet

Heal 1 point of damage per round
If 6 on d6, Bracelet breaks; discard!

FREE



Quest #1

Magic Helm

Block 1 point of damage per attack

FREE



Quest #2

Potion of Strength

1d6 extra damage per attack during this entire combat turn.
One time use; discard!



Quest #2

Potion of Invisibility

Avoid all attacks this entire combat turn but you can still attack.
One time use; discard!



Quest #3

Magic Battle Axe

+3 Damage attack once every round!



Quest #6

Add a Thief action die to any new traps

Magic Glasses

Each trap starts off with a free Thief icon right from the start



One extra Shield

Per round

Magic Fighter Helm

Add 1 Shield per round
If 6 on d6, Helm breaks; discard!

FREE



Quest #8

or

Magic Fire Whip

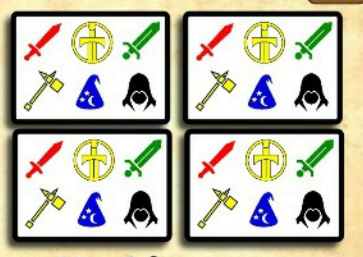
+2 Damage per attack
Add +2 Fire Damage on roll 6 on d6

Quest #5 puzzle



Healing Pools

Must solve this puzzle to be able to drink from the pools.



Need four or any combination to solve

Quest #6 puzzle



Secret Room

Must solve this puzzle to be able to obtain the magic glasses.



Need two thief and any other combination to solve