MAGIC ITEM

MONSTER

QUEST #9

MAGIC ITEM

The Town Bazaar

5

Ettin - Quest #9



Full Attack:
(1d6+1 damage)
Experience: 5th level:
VP-5
Special Attacks:
Large Battle Pick
+2 attack
[1 or 2 on d6]
Special Defense:
Fear:
No character attacks
[6 of d6]
3



Quest #7

Ring of Blindness

This magic ring causes blindness to a single monster
Choose a monster this round, this monster can't attack!
If 5 or 6 on d6, out of charges!



Quest #9

Amulet of Fear

Pick a lvl 4 or lower monster once/round.
No attack that round because of fear!
If 5 or 6 on d6, out of charges!

FREE





Quest #9

Child's dolly & Wedding Ring

Doll of her daughter and ring of her husband!
It was requested that you find the doll and ring then return them to the widow for a reward of 50 Gold.

The Town Bazaar

1	2	3	Item Description	Cost in Gold	Item effects
			Potion of Healing =	100 Gold	"Heal 1d6 health"
			Potion of Trap Sight =	100 Gold	"Avoid one trap - the trap is resolved"
			Potion of Double Action =	100 Gold	"Duplicate the last attack on another monster for free"
			Potion of Teleport =	200 Gold	"Instantly teleport out of your location and into any area 2 tiles away"
			Scroll of Duplication =	200 Gold	"Add a duplicate of any action die you rolled"
			Scroll of No Fear =	200 Gold	"Avoid affect of FEAR from any monster - entire battle turn"
			Scroll of Death =	400 Gold	"Destroy one 5th level monster"
			Scroll of Resurrection =	500 Gold	"Bring a character back to life - full health"

All Scrolls and Potions are one time use with a max capacity of 3 per item.