

The tavern tinker (Bonus items – Act 2)

(You may access the tinker when you visit the Pisa’s Rest tavern – Act 2. This optional entry replaces entry number 311.)

You approach the tinker and ask to view her wares. The tinker places her case on the table, turning it round to face you.

‘Got real lucky with my last expedition – brought in a big haul of treasure. Dwarven by my reckoning. Managed to fix them up pretty good if I says so myself. All yours if you have the coin.’

You lean over to look inside the case. To your surprise you discover that the interior is far bigger than its outward appearance suggests. Inside is a veritable treasure trove of armour and equipment.

‘Let’s see,’ says the tinker, picking out a few choice items. ‘I’ll do yer a deal on those. Two hundred shinies. What yer say?’

The following items are available for 200 gold crowns:

Ramrod helm (head) +1 speed +2 armour Ability: haste	Dark crystal (main hand: dagger) +1 speed +2 brawn Ability: venom (requirement: rogue)	Rune-forged greaves (feet) +2 speed +2 magic
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‘Now, I was keeping these back for a special customer, but he ain’t bothered to show and I got no patience for timewasters. If any of these seem appealing to yer, then I could see myself to parting with ‘em for... hmm, let’s call it two forty and we both go home happy. Deal?’



The following items are now available for 240 gold crowns:

Rune-cloth gloves (gloves) +1 speed +2 magic Ability: charm	Cobwebbed cape (cloak) +2 speed +2 brawn Ability: webbed	Murkwater vest (chest) +2 speed +2 armour Ability: corruption
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Once you have made your purchases, return to entry 404 to continue exploring the taproom.

