

# **MAGI-VEND**

fl magical vending machine which seems to show up in the most unlikely locations, tempting adventurers out of their gold mid-way through a dangerous dungeon.

# **ORIGINS**

The mysterious creator of the Magi-Vend machines operates with great secrecy, quietly teleporting the machines in and out of locations all over the lands without anyone catching a glimpse.

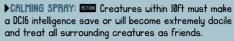
# MACHINE ATTENDANTS

Magi-Vend machines are operated by a tiny humanoid who sits in a service window of the machine. Operators are willing workers and are paid well, but their attitude and quality of service is known to vary greatly.



# **ATTENDANT** ♥25 ♥10 ♣25 \$16+2 000+3 001+1 005+2 016-0

BITE: ACTION +2 melee, 1d4+2 piercing.



▶ DEFENSE MODE: □ A metal door slides shut over the main window and the service window, rendering the machine almost indestructible.



#### **WONDER POP**

Grants a bonus 1d6 to all attack rolls and skill checks for 5 minutes. Has a 50% chance of being sour, stunning the eater for 5 minutes.

120GP



#### HEALTH POTION, CHERRY

Heals 1d8+8 hit points.

55GP



#### SOCKS OF SNOOZING

The wearer can achieve fully relaxed sleep regardless of the situation, but cannot be woken before sleeping for 8 hours.

300GP



## **WET BRETT**

Grows into a clumsy but obedient companion when doused with water. Lasts for 1 hour.

85GP



#### WIZZ FIZZLE

Takes 3 rounds to drink, after which the drinker will begin to float upwards at a rate of 10ft per round for 10 rounds.

70GP



## TASTY HASTY

Grants an additional 10ft of movement for 1dt rounds.

10GP



#### HOLY COLA

A delicious sugary beverage, made with triple blessed holy water.

15**SP** 



#### CAN-TRIPLE

Grants advantage on an attack roll or skill check this round.

Contains 3 servings, each can be consumed as a bonus action.

170GP



# A SNACK OF OPPORTUNITY

Immediately heals 1d6+2 hit points. Can be eaten as a bonus action.

75GP