

BEADS OF GUARDIAN Demons

B33

small colored Glass beads w/ arcane symbols painted on them. When Broken A GUARDIAN DEMON APPEARS ATTACKING anyone w/in Rng. 20 beads

These daemons may not move more than 90' from place where bead breaks. And ~~are~~ ARE extremely mad because they have been entrapped in these beads for 770 years.

INT: AVG (8-10) AL: N

AC: 3 MV: 9 HD: G #ATT: 3 Dam/ATT: 1-4/1-10/1-10 Size: S

Breath Fire 3x/day in Cone 30' long w/10' base dia. 3d6 dam. Immune to Charm, Hold, Sleep, Polymorph & Fear spells. EXP PTS (2000)

Weight: 01

VALUE: 750gp

Bag of Holding

Carries up to 500 lbs. 5" x 5" x 5"

2511.

Harem Flying Carpet

5000gp
DMG 252

Capacity: 200lb (half speed at 201-400lb)
Move: 40ft flying

Gold cords are the reins

5' x 5' 1 square



The Great Hall 39A

Hoo insists it's Malatra crap (Khmer/Vietnam) and not something nice like a good rug from the Tabot or Kozakura regions. "Why don't they ever enchant any nice rugs?"

Weight: 8lb

Value: 20,000 gp

Lenses of Dark vision

These eye lenses are placed in a character's eyes granting 90 feet of Dark vision.

Weight -

4,000 gp

Enchanted Sawdust

100 gp

Silver Rods of opening magical locks (For specific locks)

With map for specific locks
Value goes up.

This item is for Mindflayer
Pilgrimage

10 each
Value 1000 EA

Book "Everything"

Cursed

Book titled "Everything" strong transmutation magic
When pages are touched save vs Will or be trans-
muted to blank page. Some pages have objects.

pg 1 Cow pg 2 Flowers pg 3 Ladder, pg 4 Blacksmith
pg 5 Lava Elemental pg 6 Wyvern pg 7 gold coin
9 blank pages left

 $\frac{1}{2}$

10 Magic Beads

1. Secondary Cloud Spell Rq 60' 1 or 10 chance rat
to Break 12th Lev. 800 gp
2. Cloud Kill Rq 60' 12th level 600 gp
3. Bead of Location If the bead is held the possessor
see, hear, taste, and touch everything the
holder senses. Gives +1 to AC and Saving
Throws. If person tries to dispose of the
bead teleports to a close person and causes
1d10 damage. x 4 600 gp/ea
4. Magic dead zone 30' 1d6 dc "Protect Now" 300 gp

 $\frac{2}{2}$

10 Magic Beads Cont.

5. Cursed - If broken the person who breaks it
turns to stone Fort DC 30 600 gp
6. Summons Demon. Will attack if rat gives
orders within 10 sec. If given an order
Demon will execute order. Random Demon
XZ Demon disappears after 24 hrs 1000 gp

Beads of Explosive Power

10 Beads

Scored glass beads 1/2 diam. 3 beads/rd
50' / 80' / 100'

6d 4 + 6 no save. 1/2 damage to those
within 10' Reflex DE 15 for no damage

RW .001 lbs

5000 gp

Glitterstone

P₃ 161

throw A of covers invisible/hidden
with glitter

MAGE Item Component

1 USE

Value 450 gp

Brazier of Summoning Any of Fire Elementals

1x per month can summon 3
Fire Elementals as Casters Lvl 12
8 HD each 12 Rounds

As Cursed Value 4000

Removal of Curse 4000

Value of UNCURED 10000

Braisers of Various Effects & Attacks

#1	Death gas	Appeals 10K	Value 2000
#2	Animated attack	Appeals 20K	Value 2000
#3	Coal Flinging	" 200	Value 2000
#4	Explosive Coal	" 2000	Value 4000
#5	of Causing Fire ^{PS 191}	" 200	" 200
#6	Mostly Death gas ^{PS 191}	2000	" 2000
#7	of Withering	" 1000	" 2000
#8	of Fire Rain ¹⁹¹	" 1000	" 2000
#9	of Consuming Gems	" 2000	" 2000
#10	of Summoning Fire ELEMENT	See card	

Ring of Verbal Racial Polymorph (or Polymorph By Language)

When the wearer speaks in any RACE, Racial Language, the wearer Permanently Polymorphs into that RACE.

Value: 2000 gp

Torch, Multi uses

As Normal Torch For Radius of Light.
Burns For 600 minutes
At 60 minutes per activation

CAN Be used incremental

total time uses _____

Value: 200 gp

Scroll of Resurrection (Cursed)

Cursed to Destroy body of Deceased
By Acid. (IE PERMANENTLY DESTROYS
THE BODY)

As 18+ LVL Mage Cost to Remove 2500

VALUE 6000 GP

Vial, Salamander Sweat 27 = 1

Contains Greyish liquid when
Rubbed on a Body Confers
immunity to DISEASE

Duration: Perminet.

VALUE: 5000

Vials, Anglers Owl extract 5 vials

Preserves Body From

Decomposition. Duration: unknown
(Black Powder)

1 IS VIAL

4 Dose were scraped From the
Remains of mind FLAYERS.

URN, Amethyst

Contains 100 gems

each gem when exposed to sunlight changes into a goblin that will attack the nearest target regardless of the target

10 URNS = EACH 100 goblems (10,000 each)

Value 100,000 gp

SPHERES, Crystals 10 EACH

When exposed to sunlight the sphere shatters releasing continual dark 60 ft AND releases 5 shadows that immediately attack any non-shadow target within the darkness

Value 1000 each

Radius of shadow

Rg 30'

Radius 60' cloud

Little ball of sunlight

1 foot in diameter a rock of some type. Gives off "daylight" in 60 foot radius 12th lvl

Command Word "Bring on The Daylight"

Dispels / Counters Darkness spell of equal or lesser power

Can modify command by "Up to 10'-60'"

PH 216

8,500gp

Deer Helmet of the Breather

A helmet with deer antlers attached. Inside is described "AGWAH". Appears to do nothing.

Speaking the command word appears to make the air around the wearer fresher. Prancing does not increase the effect. Zone is personal, and seems to last for many hours (10+). Seems to require a recharge time. 48 Hours.

Last 24 hours. standard action

8 Iron Stones

Black

+4 AC

Dodge Bonus

360° Vision

+2 to Init

thrown up they orbit original thrower until all 8 orbit at which point chara. gets benefit.

AC 30 to grab stone from orbit.

Value: 40000

Helmet of the Grand Ram

Silver helmet in the shape of ram's skull. +3 AC bonus - unarmored

Face Head Butt attack 1d6 + Strength Type C
+3 attack/damage

Rat War Id

8,500 gp

Scroll of Darkness/Permanency

Casts Darkness and permanency at 18th level.

20' radius

May only be cast on objects

10 uses

15,000 gp

Scroll of Five Spells

Darkness 20' radius 10/level of Caster
8th lvl Caster.

5-15 uses

1,000 gp

Scroll Tube of the Eyes of the Eagle

Telescope granting increase in vision
100x greater than normal 1' or greater.

User must close one eye when using or
become dizzy, stunned and nauseous

2e DMb 168

18,000gp

WAND OF BLACK FIRE Rob's World Item

Shoots Black Flames (Range 40')

4D6 Damage to Target Hit.

SAVE vs Fortitude (DC 22) For \emptyset
Damage.

2nd Round the target must make a
DC 20 Will Save or take 2D6 Damage
(SAVE is For $\frac{1}{2}$ Damage)

UV Attended Items that are targeted must
make an Item Save -2 50 charges (35 Remaining)

Not Rechargeable: 18th lvl Value 30,000gp \rightarrow

Cloak, Durability of

Will not Rot or Mildew

Value 200gp

Magical Military Fork +2

Found on Nyggorin's body.

1d8 piercing Parry -4, fumble 17
18-20 x2 crit. 10' reach. Can receive
a charge w/ x2 dmg. May also attack
adjacent opponents. It is +2

W: 7

V: 5,000 gp

+3 Longbow

Allow you to deliver a message,
as message spell, to person hit. 12th lev.
Range of message 100' + 10' lev. (220' max)

PH253

14,000 gp

Salteoth "The Blood Sucker"

Intelligent sword 15 Int NE

+3 to Hit / +4 Damage

Will Detect Life 120' Radius

Detect Secret Doors 5' Radius

Detect Magic 10' Radius

Has the ability to heal the bearer by
sucking the blood from a foe. Converts blood
into a cure light wounds. Each 8pts of damage
caused generates one cure light wounds. Takes
1 rd to convert 1 HD damage into 1 cure light

Arrows x 12

+ 2 Sheaf Arrow

300gp

12 Magical Arrows

1/2

- 1. Explode as 8d6 fireball on contact 600gp
- 2. Splits into, user level, # of arrows 600gp
- 3. Slows opponent when hit to 1 action per round 500gp
DC 18 fort save, Cursed if opponent makes save you are slowed
- 4. Crit arrow if hits back x3 dam. (if can be critted) 600gp
- 5. arrow of the viper (tail ^{1d8} becomes embedded ^{12 HP AC 12} front ^{1d6} of target ^{1d6} AR 600gp
(full rnd to remove)
- 6. acid arrow: burn 1d6/per rnd lodged in target 600gp
- 7. search & ^{1d8} destroy arrow - circles target until it hits allies 500gp
- 8. Line of sight arrow - no range penalties 600gp

12 Magical Arrows

2/2

- 9. Arrow of Continual Lt/^{100'} Fort DC 18 blind 1d6 rnds 600gp
- 10. Arrow of binding - tie up mansize creature 500gp
- 11. Arrow of polarization/Fort vs DC 18 600gp
- 12. Arrow of crow messenger last for 6 day 600gp
- will carry a message

Quiver -

Hurdle of Giant Strength

+4 to Strength

16,000 gp

Bigby's Gloves of Dexterity

RW pg 123

Black gloves when worn reserve to fit wearer. Projects and extra pair of hands at any time anywhere in 60' range.

Hands are as strong and as dextrous as wearer's own hands. Appear as ghostly glowing hands and will do whatever wearer's hands do.

Hands take no damage. Standard action to use

1#

40,000 gp

Bracers +1, Missile Deflection

25% chance to deflect every normal missile

+1 Deflection Bonus to AC

Weight: 1#

25,000 gp

Amulet of Shielding

+1 armor bonus - Permanent
Shielding - Absorbs magic missiles -
Wall absorb 1 pt of damage / charge

90 charges

Can be recharged

12,500gp

Torc, Seeing of

Silver closed eye. If hand is held over
the eye user can use Wizards Eye
Spell at 10th Lvl one time per day.
(USE Clairaudience spell) 10 mins.
Range 800 ft

Value 3000gp

Golden Gauntlets of Torus

1 extra attack on full attack

Grants ambidexterity

Percher 1d6 Type C is initiative modifier

Robe World

3,000gp

AMULET, Copper, Holy Healing

- When worn by Cleric the gem will Glow For One min. if worn by a cleric on a holy Day the gem will Be Fully Recharged (50 charges) if a cleric prays to their deity the cleric can then cast one cure Light 138+10

As 12th Lvl

Maximum 4 holy days per year. Value: 30,000gp

Amulet of Mighty Fists

+2 to unarmed attacks and natural attacks.

+2 attack & damage

24,000gp

Pg 140

Tome of Leadership & Influence

Grants +1 to Charisma when studied for 3 months

5000gp

Tome of Beauty

After study raises readers Charisma
1pt.

5000gp

Tome of the Scholar

20 skill points after 1 year of study

Rob's World

2,500gp

Ring of Free Action

Movement cannot be hindered in any way
as if affected by the "Freedom of
Movement" spell. 7th Level caster

Blade of Bone & Jade

DMG 232

40,000gp

Ring Daedulas

Fly spell AT 12th LVL (60^{ft})

No Duration.

However AT 20th or higher from the ground (surface), there is a cumulative 20% per Round of the Ring stopping its function. CAUSING AN immediate Fall.

Value 2000

+2 Chainmail

As a free action wearer can cast a silence spell PH279. 12th LVL caster 1x/day.

40 lbs

9,000gp

Robe of Luminating Colors

Command Word "Palangua"

DMG 265/266

27,000gp

Dust of Sneezing and Choking x 10

When thrown creates cloud 20' radius.
causing Dazed & Sneezed 2d6 rds,
Fort save PE 2E negates
Rq 10' Roll D20 on 20 it doesn't break

200gp

Incendiary Grenade x 6

Explodes on Command Word range 100'
2d12 damage 20'
Save DC 18 reflex for half
Damage "9" for knockdown
"Death to the Light Bringers"

200gp

Powder of Illusion Detection

60' radius at impact to detect illusions

RW 92

200gp

Potion of Extra Healing

3d8+3 healing

1,000gp

Salve of extra healing 2 doses

3d8+3 of healing

800gp

Ointment of Ultra vision 10 doses

Infravision, Darkvision

6 Hours/dose

RW 92

1,200gp

Soluble of missile protection 3 doses

immune to non magical missile
damage
4 + 1d4 rounds

1,600gp

Potion of Human Control

Like spell Charm Person PH

1 hr / level of imbiber

Drunken potion immediately able to affect
up to 10 humans.

Range 25' + 2' / imbiber level

2,500gp

Dust of Sleep

Powder can be thrown 30'

As sleep spell PHB 280

200gp

Magical Poisons

Cloud of poison 30' radius Fort w/ DC 20
or die

Neutralize Poison

Neutralizer Powder of slow 120' radius
6 hr duration

RW 93

200gp

6 Potion Bottles: Glansarins Lab²'s Bag

A	Potion of invulnerability	2e DMG 143	5d4 rds	500gp
B	Potion of Treasure Finding	2e DMG 144		2000gp
C	Potion of Stone Skin	15 th LVL PH 285	4+1d4 rds	700gp
D	Potion of Frenzied Death/Sustenance	RW 92		300gp
E	Potion of Repulsion	12 th LVL PH 3 271	4+1d4 rds	400gp
F	Potion of Charm Plants	PH 3 269		300gp

Potion of Speed

- +1 AC
- +1 Reflex S.v.
- +1 attack
- +30' movement
- 1 extra attack when making a full attack
- Duration 8 rds

600gp

Potion of Fire Resistance

Resist Fire 30% 2 hr / Duration

PH 272

300gp

Potion of Stone Heart Strength

Usable only by Warrior Class.

makes strength score 34

*12 Damage. Throw rocks 160 yds 1d12 damage

1d4 rounds to take effect

4+1d6 rounds duration

Z.5 DMG 193

1500 gp