

Teleportation pills

- Ten pills (clear gel-like capsules containing a red tinted liquid) in a small 2x2x.5 wooden box.
- The box has a small clasp. It takes one move action to open the box, retrieve a pill(s), and close the box.
- Each pill detects as magical (conjunction), but the box does not. The box is lead-lined (on the inside), and detect magic cast on a closed box reveals an Arcane Mark (see below), but it does not reveal the magical enchantments of the pills.
- A slip of paper inside the box says: "Property of Maghreth Eiddiesse Ekhhs of Whillip. Please return box and any unused pills to owner". The box has an arcane mark (A stylized eye with an 'X' through the center) on the lid. It is only visible when exposed to a 'Detect Magic' spell.
- Each pill teleports the person (Greater Teleportation (ref PH page 293)) who ingests it (and gear up to max. load) to a pre-defined location (The large receiving area of the Manor's basement (The Manor is X's home, located just outside Whillip, Sembia)) without error.
- Any particular pill may only be used once. The pill provides one way teleportation to the receiving area in the basement of the Manor.

Item Level: 14th level; Body Slot: Carried; Caster Level: 9th; Aura: Moderate conjunction; Activation: Standard action to ingest/use pill

Weight(lb.): Box = .25lbs, Pill = .001 each

Value(gp): Box = 100gp, Pill = 1,200 each