

+3 Long-reach Staff of Striking

This medium sized magical (6 foot long) staff comes from a sacred oak grown in waters blessed by priests of Corellon Larethian. Supple yet strong, this staff is nearly white in color, is ringed with sacred Elven writing (which describes all the major events in the trees life (it lived for nine hundred years); culminating in it's death during a wildfire, and subsequent magical enchantment). This staff has several characteristics/features of note to adventurers:

- As it was destroyed by fire, it is now immune to fire and grants a +5 bonus to all saves vs fire based attacks aimed at (not area effects) the wielder. It also grants damage reduction of 5 points vs all fire based attacks which affect the wielder.
- The staff functions as a longstaff (granting 'longstaff' proficiency to any wielder proficient with quarterstaff) when wielded in combat. In addition to all the typical longstaff benefits, this particular staff can also be used to attack any opponents who are up to 10 feet away (including those who are adjacent to the wielder) without penalty (i.e. reach).
- The weapon is a re-chargeable staff of striking. At will, the wielder may expend 1, 2, or 3 charges (the number expended must be determined prior to the attack roll) in order to empower the staff with extra damage capability. Each charge causes an additional 1d8 damage (crushing damage) upon a successful attack. The weapon has 30 charges when fully charged. It may be recharged (by a mages guild/9th level guild member casting of 'Enchant an item' followed by 'Magic Missile' with material item consumption cost of 200gp/charge. A guild may charge more than 200gp/charge).
- A normal longstaff has a (m) damage of 1d6/1d6, this staff has a base damage (m) of 1d8/1d8 plus a magical bonus (to hit and damage of +3.

Item level: 14th; Body Slot: -(held); Caster lvl: 14th; Aura: Strong (DC 18) Evocation; Activation: -

Weight(lb.): 6lbs

Value(gp). 20,000

TORCH

burns for 24 days. Inscribed on the torch is the word "holder". And a carving on the handle. The carving is in the shape of a torch in a holder. Use: This torch will stay wherever it is left (even mudair). If the word holder is spoken. It can be moved from such spot easily.

Instant Wall

a small square stone which grows into a brick wall w/maximum dimensions of 15' \updownarrow x 15' \leftrightarrow x 2' \updownarrow when the command word "IWALL" is spoken.

Weight = 1#

Value 250 gp

HAIRLSTONES

1" dia. White stone may be thrown 8/12/16

FR3 When it impacts it creates an Ice storm.

(4th lvl req: user spell) Duration 1 rd. No SV.

Great hail stones pound down in 4" dia.

Causing 3d10 dam.

weight: .01@

800 gp