

Necklace of the Enemy Seeker

- A gold chain necklace with 10 red ruby stones. Intrinsic value (with no gems) is 25gp.
- Upon uttering the command words "Hhaachk Thhuughy" (standard action) a gem detaches from its setting, flies off into the air and begins orbiting overhead (creating an 80' diameter 'kill zone'). The Necklace owner must designate a orbit origin point. Any spot up to 80' from him/her. The 40' diameter sphere originates from the selected intersection. This gem then hovers over the battlefield for 1d6+1 additional rounds.
- Each round after the gem is fixed in orbit it fires 2 magic missiles at selected opponents (selected by the necklace owner). The magic missiles (like the Wizard spell (see PHB page 252) have a range of 40' from the gems orbit origin point. The magic missiles cause 1d4+1 damage per attack.
- The owner may delay the attack for a round in order to re-position the 'kill zone'. The orbiting gem may be repositioned (standard action) up to 80' from it's original position once per round.
- If the owner doesn't specify a target, the gem will select any opponent the necklace owner is fighting. If the owner isn't fighting any opponents a random opponent is selected. If no opponents are 'known' (must be visible/known to the necklace owner), then the gem stops firing and disappears.
- This charged magic item may be recharged by a skilled gem smith at a cost of 550gp (not counting labor) per ruby. If all gems are used the necklace loses all magical abilities and becomes a mundane item.

Item Level: 16th; Body Slot: Throat; Caster Level: 7th; Aura: Moderate (DC 17) Evocation; Activation: standard

Weight(lb.): .25

Value(gp): 5,500+550/gem, 25gp w/no gems