

SOME OF THE MAGIC ITEMS FOUND IN EDDICK'S REACH

Just my recollection of what we've found – many items are not included...

Ty finally donned the GLOVES of MISSILE SNARING that the party had (nobody else was using 'em);

Prudence made us some awesome FRUIT & VEGGIE JUICE – when slurped down over the course of a full minute, the drinker gains all the benefits of a short rest!

Ty got the OGRE'S HEAD BAG we found; a bag of holding that can only hold TEN items (although his Burgler's Kit counts as one item, and does a big bag of rations); each of the ten items must fit through the ogre's mouth (about 2 feet wide); Ty stored a big bag of food in there – over time, it ate some of the food!

Max has a CLOAK of FIRE RESISTANCE! And the RAPIER of UPRIGHT PIETY (Ty found in the Ogre's Head Bag...)

FROM A CHEST NEAR THE PASS WHERE KOBOLDS SET A TRAP:

GOLDEN WEDDING BAND

The ring is made out of rose gold and has the word 'forever' written on the inside of the band.

The ring contains two spells: the "Identify" spell and the spell "Reincarnate", with money equivalent costs. You can cast either spell, but then must wait 2d4 days before being able to cast it again/ Every time you cast a spell, two voices erupt in your mind squabbling with each other mid sentence. The voices are aware of what is going on around you, and may even offer random suggestions, mostly unhelpful, but otherwise spend around 2 hours constantly disagreeing with each other. Over the course of the 2 hours, the voices slowly fade to silence.

DANDY TOPHAT

The top hat is quite dandy. It looks black and is in pristine condition.

The hat can produce water from inside. If not careful, the wearer could become drenched. Once per day, you may do the following:

- If anyone within ear-shout says the elfish word for 'stream', the hat will produce one gallon of water, pouring out.
- If anyone within ear-shout says the elfish word for 'fountain', the hat will produce five gallons of water, pouring out.
- If anyone within ear-shout says the elfish word for 'Geyser', the hat will produce 30 gallon of water, erupting out in a 1 foot wide geyser, going out 30'. As a bonus action, you can aim the geyser at a creature within 30'. The target must succeed on a DC 13 Strength save or take 1d4 bludgeoning damage and fall prone. This stream can also push an object 15' away. If the word is said while worn, the wearer takes 4d4 bludgeoning damage and the hat flies off. The stream lasts for 3 rounds while in combat.
- Additionally, the top hat refuses to get dirty. If the wearer gets too dirty, it will turn on the Fountain of water. (Attunement)

BOOTS OF ORCKIND

These boots are rugged black leather with a single square buckle on either side.

The boots make you feel giddy at the thought of battle, but are not quite cursed. As a bonus action, you can move 30' towards the closest enemy.

Whenever you move away from the closest enemy, you move 5' less. (Attunement)

FROM THE HALL OF THE WORTHY DWARF

QUIVER OF ACID BOLTS (carried by TY)

Black and Green Quiver can hold several (up to 20?) hand-crossbow bolts; pulling from the black side produces a normal bolt, but bolts pulled from the green side turn into acid, doing 1d6 acid damage instead of piercing damage. (ON TY)

There was also a nice suit of splintmail for Callan, and some very shiny half-plate for our Valor Bard...

FROM STONED ALPHA'S STASH

MAGID WEED?

We found a stash of pipeweed at the bridge over the lava flow (belonged to the stoned alpha mutant that we let go); properties unknown...

FROM TEMPLE GUARDED BY MANTICORES

WAND OF GRANTING (currently carried by TY)

Casting a spell into the wand makes that spell unavailable to the caster (cannot be prepared; in the case of a known spell, it currently seems unknown); however, anyone wielding the wand – even non-casters -- can cast that spell once, as if they were a caster. Doing so empties the wand, and restores availability of that spell to the caster who cast into the wand. (Attunement)