**Castle and Group Magic Items**

Item Value (in GP)

Steel Band of Restriction 5400

Deck of Illusion with Adamantine Box (29 cards) 8000

Bag of Holding (type 2; hold 70 cu ft & 500 lbs max) 5000

Bag of Tricks (Tan) 6300

Bag of Tricks (Grey) 900

Bottle of Air (unlimited air; can use for water breathing) 7250

Broach of Shielding (59 points) 1000

Deck of Many Things (in enchanted obscurement leather pouch) priceless

Monk Belt (+5 Monk levels bonus to AC and H-to-H dam, +1 Stun Fist/day) 13,000

Ring of Thunderclaps (Shocking Grasp 3/day, Shout 1/day) 11200

Ring of +3 Protection 18000

Ring of +1 Protection 2000

Ring of +1 Protection 2000

Cloak of +1 Resistance 1000

Bracers of +2 Armor 4000

Bracers of +1 Armor 1000

Necklace of Fireballs (2d6 x1, 4d6 x2) 1800

Portable Fox Hole (5’x3’ portable hole for cover; items inside dump out when folded)

Salve of Slipperiness 1000

Javelin: +1 Returning, Icy Burst (d6 dam, +d6 ice, +d10 on critical) 12000

Scrolls (variety – most spells of 1st and 2nd level, both arcane and divine) var

Potions: 4 Waterbreathing, 1 Fly, 2 P from Cold energy (120HP), 1 Cure Serious, 9 Cure Light, 2 Cure Moderate, 1 Haste, 2 Darkvision, 1 Levitate, 1 Bear’s Endurance, 1 Reduce Person, 2 Daylight

*Value of Items if sold: Base sale price is 50% of listed value, plus up/down bonus (negotiations/trade)*