

HOLY-WATER GRENADE

5
POINTS

POWERS: Equipped creature gains Grenade \square - Replaces Attacks; range 6; 10 damage to target Undead or Evil Outsider creature and 5 damage to each adjacent Undead and Evil Outsider creature.

ONLY USEABLE BY: LG or CG Humanoid



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SPINESNAP TRAP

3
POINTS

POWERS: Equipped creature gains Trap \square - Replaces attacks; provokes opportunity attacks from adjacent enemies; put a trap token in a square adjacent to this creature. Whenever a non-kobold enemy enters a square with a trap token, make a melee attack against it: 15 damage and paralyzed; DC 11. Remove trap token from the trap.

ONLY USEABLE BY: Kobold



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MAGIC MISSILE CHARGE

4
POINTS

POWERS: Magic Missile \square - Sight; 5 damage

ONLY USEABLE BY: Rod of Magic Missiles



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OE ITEMS ORIGINAL EDITION

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