

The Neptune Ball/NA

Freely Transferable

A Red Liquid in a Bottle

939

Open if you drink

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The Neptune Ball

NA

A Red Liquid in a Bottle

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If you are knocked out or wounded, wake up in 10 seconds, with no ill effects.  
If you are healthy, nothing happens.

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A Green Liquid in a Bottle

221

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If you are knocked out or wounded, wake up in 10 seconds, with no ill effects.  
If you are healthy, nothing happens.

The Neptune Ball

NA

A Green Liquid in a Bottle

221

You have been poisoned! You are slightly nauseous, now mute, and will die in 10 minutes if you do not receive first aid **AND** consume a healing potion. As soon as you do both of these things, you are cured– you won't die and are no longer mute.

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The Neptune Ball/NA

Freely Transferable

A Black Liquid in a Bottle

106

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A Green Liquid in a Bottle

221

You have been poisoned! You are slightly nauseous, now mute, and will die in 10 minutes if you do not receive first aid **AND** consume a healing potion. As soon as you do both of these things, you are cured– you won't die and are no longer mute.

The Neptune Ball

NA

A Black Liquid in a Bottle

106

You have been poisoned! The poison is very powerful and will kill you in 10 minutes. Since you are moderately nauseous, your CR drops to zero (and cannot be increased) and you must walk heel to toe. Only an exceptionally powerful magical artifact (204) can save you. Using this item to heal you will **consume** the item.

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A Green Liquid in a Bottle

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Open if you drink

The Neptune Ball/NA

Freely Transferable

A Black Liquid in a Bottle

106

Open if you drink

The Neptune Ball

NA

A Green Liquid in a Bottle

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You have been poisoned! You are slightly nauseous, now mute, and will die in 10 minutes if you do not receive first aid **AND** consume a healing potion. As soon as you do both of these things, you are cured– you won't die and are no longer mute.

The Neptune Ball

NA

A Black Liquid in a Bottle

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You have been poisoned! The poison is very powerful and will kill you in 10 minutes. Since you are moderately nauseous, your CR drops to zero (and cannot be increased) and you must walk heel to toe. Only an exceptionally powerful magical artifact (204) can save you. Using this item to heal you will **consume** the item.

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A Green Liquid in a Bottle

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Open if you drink

The Neptune Ball/NA

Freely Transferable

A Blue Liquid in a Bottle

198

Open if you drink

The Neptune Ball

NA

A Green Liquid in a Bottle

221

You have been poisoned! You are slightly nauseous, now mute, and will die in 10 minutes if you do not receive first aid **AND** consume a healing potion. As soon as you do both of these things, you are cured– you won't die and are no longer mute.

The Neptune Ball

NA

A Blue Liquid in a Bottle

198

Your CR increases by 2 for 10 minutes.

The Neptune Ball/NA

Freely Transferable

A Green Liquid in a Bottle

221

Open if you drink

The Neptune Ball/NA

Freely Transferable

A Blue Liquid in a Bottle

198

Open if you drink

The Neptune Ball

NA

A Green Liquid in a Bottle

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You have been poisoned! You are slightly nauseous, now mute, and will die in 10 minutes if you do not receive first aid **AND** consume a healing potion. As soon as you do both of these things, you are cured– you won't die and are no longer mute.

The Neptune Ball

NA

A Blue Liquid in a Bottle

198

Your CR increases by 2 for 10 minutes.



The Neptune Ball/NA

Freely Transferable

**A Blue Liquid in a Bottle**  
**198**

Open if you drink

The Neptune Ball

NA

A Blue Liquid in a Bottle  
198

Your CR increases by 2 for 10 minutes.

The Neptune Ball/NA

Freely Transferable

**A Blue Liquid in a Bottle**  
**198**

Open if you drink

The Neptune Ball

NA

A Blue Liquid in a Bottle  
198

Your CR increases by 2 for 10 minutes.

The Neptune Ball/NA

Freely Transferable

**A Blue Liquid in a Bottle**  
**198**

Open if you drink

The Neptune Ball

NA

A Blue Liquid in a Bottle  
198

Your CR increases by 2 for 10 minutes.

The Neptune Ball/NA

Freely Transferable

**A Blue Liquid in a Bottle**  
**198**

Open if you drink

The Neptune Ball

NA

A Blue Liquid in a Bottle  
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Your CR increases by 2 for 10 minutes.

The Neptune Ball/NA

Freely Transferable

**A Blue Liquid in a Bottle**  
**198**

Open if you drink

The Neptune Ball

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A Blue Liquid in a Bottle  
198

Your CR increases by 2 for 10 minutes.

The Neptune Ball/NA

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**A Blue Liquid in a Bottle**  
**198**

Open if you drink

The Neptune Ball

NA

A Blue Liquid in a Bottle  
198

Your CR increases by 2 for 10 minutes.



The Neptune Ball/NA	Freely Transferable
<b>An Orange Liquid in a Bottle</b> 763	
Open if you drink	

The Neptune Ball	NA
<b>An Orange Liquid in a Bottle</b> 763	
You have been transformed from a mer-person to a human or vice versa. If necessary, acquire a green headband from -013. Your CR is <b>reduced by one</b> while not in the form you started game (your CR cannot go below zero).	





The Neptune Ball/NA

Freely Transferable

An Orange Liquid in a Bottle  
763

Open if you drink

The Neptune Ball

NA

An Orange Liquid in a Bottle  
763

You have been transformed from a mer-person to a human or vice versa. If necessary, acquire a green headband from -013. Your CR is **reduced by one** while not in the form you started game (your CR cannot go below zero).



The Neptune Ball/NA

Freely Transferable

An Orange Liquid in a Bottle  
763

Open if you drink

The Neptune Ball

NA

An Orange Liquid in a Bottle  
763

You have been transformed from a mer-person to a human or vice versa. If necessary, acquire a green headband from -013. Your CR is **reduced by one** while not in the form you started game (your CR cannot go below zero).



The Neptune Ball/NA	Freely Transferable
<b>An Orange Liquid in a Bottle</b> 763	
Open if you drink	

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The Neptune Ball/NA

Freely Transferable

**An Orange Liquid in a Bottle**  
763

Open if you drink

The Neptune Ball

NA

An Orange Liquid in a Bottle  
763

You have been transformed from a mer-person to a human or vice versa. If necessary, acquire a green headband from -013. Your CR is **reduced by one** while not in the form you started game (your CR cannot go below zero).





The Neptune Ball/NA

Freely Transferable

**A Gold Liquid in a Bottle**  
925

Open if you drink

The Neptune Ball

NA

A Gold Liquid in a Bottle  
925

If you are knocked out or wounded, wake up in 10 seconds, with no ill effects.  
If you are healthy, nothing happens.



The Neptune Ball/NA

Freely Transferable

**A Purple Liquid in a Bottle**  
**500**

Open if you drink

The Neptune Ball

NA

A Purple Liquid in a Bottle

500

You suddenly realize that you are madly in love with "nick. You only want to make her happy, and are thus compelled to obey her every command that doesn't involve killing yourself or others. You also gain the goal: "Find some way to remain with "nick once the ball concludes."

