





Potion of <i>cure moderate wounds</i>			
Caster Level: 3		The recipient has 2d8+3 hp of damage cured. If undead, the recipient instead takes 2d8+3 hp damage.	
This potion is pale green, and both smells and tastes minty. It radiates an aura of faint conjuration.			
Market Value:	300gp	Weight:	1/16lb.


+2 Studded Leather Armor			
Armor Bonus: +5		This armor radiates an	
Max Dex Bonus: +5			
Armor Check Penalty: 0			
Arcane Spell Failure: 15%			
Speed: 30ft. (20ft.)			
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,175gp	Weight:	20lb.

Potion of <i>invisibility</i>			
Caster Level: 3		The drinker and all his gear are invisible for a period of 3 minutes, vanishing from sight, even from darkvision. Items dropped or put down become visible; items picked up disappear if tucked into clothing or pouches. Light never becomes invisible, although a source of light can (effect is light with no visible source). Any part of an item that that extends more than 10' becomes visible. The spell ends if the drinker attacks any creature. An attack includes any spell targeting a foe or whose area or effect includes a foe. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. An invisible being can summon monsters, cut ropes holding a rope bridge, remotely trigger traps, etc. Spells such as <i>bless</i> that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.	
This potion is clear and no odor. It radiates an aura of faint illusion.			
Market Value:	300gp	Weight:	1/16lb.

+1 Shortsword			
Attack Bonus: +1		This weapon radiates an aura of faint enchantment. This item is a light martial melee weapon.	
Base Damage: 1d6+1			
Critical Range: 19-20/x2			
Range Increment: -			
Damage Type: P			
Market Value:	2,310gp	Weight:	2 lb.

+1 Longsword		<p>This weapon radiates an aura of faint enchantment.</p> <p>This item is a one-handed martial melee weapon.</p>	
Attack Bonus:	+1		
Base Damage:	1d8+1		
Critical Range:	19-20/x2		
Range Increment:	-		
Damage Type:	S		
Market Value:	2,315gp	Weight:	4 lb.

Periapt of Health			
			
<p>This necklace has a silver chain, and features a blue gem. It radiates an aura of faint conjuration. The wearer is immune to disease, including supernatural diseases (see Table 8-2: Diseases, page 292 Dungeon Master's Guide). This particular periapt has the phrase "To my daughter, Ilya" engraved on the back.</p>			
Market Value:	7,500gp	Weight:	1/16lb.

+1 Longsword		<p>This weapon radiates an aura of faint enchantment.</p> <p>This item is a one-handed martial melee weapon.</p>	
Attack Bonus:	+1		
Base Damage:	1d8+1		
Critical Range:	19-20/x2		
Range Increment:	-		
Damage Type:	S		
Market Value:	2,315gp	Weight:	4 lb.

Bag of Holding, Type I			
<p>This appears to be a common cloth sack about 2 feet by 4 feet in size. It radiates an aura of moderate conjuration. The bag opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put inside, its weight remains unchanged. This bag's interior space has a limit of 30 cubic feet or 250 lb., whichever is reached first.</p> <p>*If the bag is overloaded, or if sharp objects pierce it from inside or outside, the bag ruptures and is ruined. All contents are lost forever. If the bag is turned inside out, all the contents spill out unharmed, but the bag must be put right before it can be used again.</p> <p>*If living creatures are placed within the bag, they can survive for up to 10 minutes, after which they suffocate.</p> <p>*Retrieving a specific item from the bag is a move action, unless the bag contains more than an ordinary backpack would hold, in which case it is a full-round action.</p> <p>*If the bag is placed within a <i>portable hole</i> a rift to the Astral Plane is torn in space. Bag and hole alike are sucked into the void and forever lost. If a <i>portable hole</i> is placed inside the bag, a similar rift is torn, destroying bag and hole, and any creatures or objects within a 10 foot radius are sucked onto the Astral Plane.</p>			
Market Value:	2,500gp	Weight:	15 lb.

MW Cloak

This sky blue cloak is finely made, and of a quality that it may be enchanted.

Market Value:	200gp	Weight:	5 lb.
----------------------	-------	----------------	-------

MW Studded Leather Armor

Armor Bonus:	+3
Max Dex Bonus:	+5
Armor Check Penalty:	0
Arcane Spell Failure:	15%
Speed:	30ft. (20ft.)

Don normally in 10 rounds, or 5 rounds to don hastily but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.

Market Value:	175gp	Weight:	20lb.
----------------------	-------	----------------	-------

This armor is of a high



Ring of Swimming

This silver ring has a wave pattern etched into the band. It radiates an aura of faint transmutation. It continually grants the wearer a +5 competence bonus on Swim checks.

Market Value:	2,500gp	Weight:	1/16lb.
----------------------	---------	----------------	---------

MW Heavy Steel Shield

Shield Bonus:	+2
Max Dex Bonus:	N/A
Armor Check Penalty:	-1
Arcane Spell Failure:	15%
Speed:	N/A

Donning or removing a shield is a move action. You cannot wield an off-hand weapon when using a heavy shield.

Market Value:	170gp	Weight:	10lb.
----------------------	-------	----------------	-------

This item is of a high enough quality to be enchanted.




Wand of <i>spiritual weapon</i>																																																	
CasterLevel: 3	This item radiates an aura of moderate evocation [force]. Charges: <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td> </tr> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td> </tr> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td><td style="border: 1px solid black; width: 20px; height: 20px; text-align: center;">X</td> </tr> </table>																			X	X	X	X	X	X							X	X	X	X	X	X							X	X	X	X	X	X
							X	X	X	X	X	X																																					
							X	X	X	X	X	X																																					
							X	X	X	X	X	X																																					
Spell: Clr, War																																																	
Range: 130ft.																																																	
Cast Time: 1 standard action																																																	
Target: Magic weapon of force																																																	
Duration: 3 rounds (D)																																																	
Save: None																																																	
SR: Yes																																																	
Reference: PHB pages 283-4																																																	
Market Value: 45gp/charge	Weight: 1/16lb.																																																

Ring of Protection +2	
This ring radiates an aura of faint abjuration. The wearer gains a +2 <i>deflection</i> bonus to Armor Class.	
Market Value: 8,000gp	Weight: 1/16lb.

+1 Greataxe, frost	
Attack Bonus: +1	This weapon radiates an aura of moderate evocation. This item is a two-handed martial melee weapon.
Base Damage: 1d12+1	
Critical Range: 20/x3	
Range Increment: -	
Damage Type: S	
This weapon deals an extra +1d6 <i>cold</i> damage upon a successful hit.	
Market Value: 8,320gp	Weight: 12 lb.

Scroll of <i>fireball</i>	
CasterLevel: 8	This scroll radiates an aura of moderate evocation [fire]. This spell generates an explosion of flame that deals 8d6 damage to every creature and all unattended objects in the area of effect. The explosion creates almost no pressure; all damage is from fire. The location of the burst is indicated by the caster's pointed finger. A bead of glowing energy streaks out and detonates at that location unless it impacts a material object first, resulting in early detonation. If you attempt to send the bead through a narrow passage like an arrow slit, you must make a ranged touch attack to avoid it hitting the walls and detonating prematurely. The fireball sets fire to combustibles. It can melt lead, gold, copper and bronze. If the damage caused to an interposing barrier shatters it, the fireball may continue beyond it, otherwise it is stopped at the barrier.
Spell: Sor/Wiz 3	
Range: 720ft.	
Cast Time: 1 standard action	
Target: 20-ft-radius spread	
Duration: Instantaneous	
Save: Reflex half	
SR: Yes	
Reference: PHB page 231	
Market Value: 600gp	Weight: 1/16 lb.

Wand of <i>cure moderate wounds</i>																																																			
CasterLevel: 3	This item radiates an aura of moderate conjuration. Charges: <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> </table> <table border="1" style="display: inline-table;"> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> </table> <table border="1" style="display: inline-table; margin-right: 20px;"> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> </table>																										X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X		X	X	X	X																																														
X		X	X	X	X																																														
X	X	X	X	X																																															
X	X	X	X	X																																															
X	X	X	X	X																																															
Spell: Brd, Clr, Drd, Healing, Pal, Rgr																																																			
Range: Touch																																																			
Cast Time: 1 standard action																																																			
Target: Creature touched																																																			
Duration: Instantaneous																																																			
Save: Will half (DC 11)																																																			
SR: Yes																																																			
Reference: PHB pages 216																																																			
Market Value: 45gp/charge	Weight: 1/16lb.																																																		


Gem – Star Ruby	
This gem detects as magical. It radiates an aura of moderate enchantment (Telepathy) [Mind-Affecting].	
This gem cannot be identified.	
(Dungeon Magazine #127, p50)	
	
Market Value: 2000gp	Weight: 1/16lb.

Gem – Blue Sapphire	
This gem detects as magical. It radiates an aura of moderate enchantment (Telepathy) [Mind-Affecting].	
This gem cannot be identified.	
(Dungeon Magazine #127, p50)	
	
Market Value: 2000gp	Weight: 1/16lb.

Scroll of <i>dominate person</i>	
CasterLevel: 9	This scroll radiates an aura of strong enchantment (Compulsion) [Mind-Affecting]. You control the actions of the target through a telepathic link. If you have a common language, they will follow your orders. If not, they can only follow very basic commands. You know what the subject is experiencing, but have no direct sensory input, nor can it communicate with you telepathically. Once you have given a command the subject attempts to carry it out to the exclusion of all other activities except those necessary for survival. A Sense Motive check DC 15 can determine the subject is being influenced. Changing your instructions is a move-equivalent action that requires concentration. Subjects resist this control, and if forced to act against its nature gains a new save with a +2 bonus. Obviously self-destructive orders are not carried out.
Spell: Sor/Wiz 5	
Range: 45ft.	
Cast Time: 1 round	
Target: One humanoid	
Duration: 9 days	
Save: Will negates	
SR: Yes	
Reference: PHB page 224-5	
Market Value: 1,125gp	Weight: 1/16 lb.

Mirror, large			
<p>This mirror radiates a strong magical aura of no school. It stands 8 feet tall, by 3 feet wide by 3 inches deep.</p> <p>Once per day, for a period of 10 minutes, the mirror can be commanded to show the true form of a creature that is physically disguising its shape. It has no power to penetrate illusions.</p>			
Market Value:	10,000gp	Weight:	250 lb.

MW Crossbow, hand			(x6)
		<p>This weapon is of a high enough quality to be enchanted. This item is a two-handed exotic</p>	
Attack Bonus:	+1		
Base Damage:	1d4		
Critical Range:	19-20/x2		
Range Increment:	30ft.		
Damage Type:	P		
Market Value:	400gp	Weight:	2 lb.

MW Rapier			(x5)
		<p>This weapon is of a high enough quality to be enchanted. This item is a one-handed martial melee weapon.</p> <p>This weapon may not be wielded two-handed. You may use the Weapon Finesse feat with this weapon even though it does not count as a light weapon, if you are a medium creature.</p>	
Attack Bonus:	+1		
Base Damage:	1d6		
Critical Range:	18-20/x2		
Range Increment:	-		
Damage Type:	P		
			
Market Value:	320gp	Weight:	2 lb.

Potion of <i>cure moderate wounds</i>			(x5)
		<p>The recipient has 2d8+3 hp of damage cured. If undead, the recipient instead takes 2d8+3 hp damage.</p>	
Caster Level:		3	
<p>This potion is pale green, and both smells and tastes minty. It radiates an aura of faint conjuration.</p>			
Market Value:	300gp	Weight:	1/16lb.

Alchemist's Fire

(x5)

You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Market Value: 20gp each

Weight: 1lb.

Tanglefoot Bag

(x10)

When you throw a tanglefoot bag (ranged touch attack, increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target. Entangled creatures take a -2 penalty on attacks and a -4 penalty to Dex and must make a DC 15 Reflex save or be glued to the floor, unable to move. On a successful save, it can move at half speed. Huge or larger creatures are unaffected. Flying creatures are not stuck, but must make a DC 15 Reflex save or be unable to fly (if it uses wings to fly) and fall. A tanglefoot bag does not function underwater. A creature that is glued to the floor (or unable to fly) can break free with a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself does not need to make an attack roll; the creature that hit makes a damage roll to see how much was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Market Value: 50gp each

Weight: 4lb.

Eversmoking Bottle

This metal urn is identical in appearance to a *efreeti bottle*. It radiates an aura of faint transmutation. If the stopper is pulled from the bottle, smoke pours out, totally obscuring vision across a 50 foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100 foot radius. This area remains smoke-filled until the bottle is stoppered. The bottle must be resealed with a command word, after which the smoke dissipates normally. A moderate wind (11+mph) disperses the smoke in 4 rounds; a strong wind (21+mph) disperses it in 1 round.

Market Value: 5,400gp

Weight: 1 lb.

+1 Morningstar, spell storing

Attack Bonus: +1

Base Damage: 1d8+1

Critical Range: 20/x2

Range Increment: -

Damage Type: B and P




This weapon radiates an aura of strong evocation. **This item is a one-handed simple melee weapon.**

A single targeted spell of up to 3rd level may be stored in this weapon. The spell must have a casting time of one standard action. When it strikes a creature and the creature takes damage from the strike, the spell is triggered. After triggering, a new spell may be stored within it. The weapon imparts the name of the spell stored within it to its wielder.


1.


Market Value: 8,308gp


Weight: 6 lb.

+1 Breastplate Armor, light fortification	
Armor Bonus: +6	<p>This armor radiates an aura of strong abjuration. This is medium armor.</p> <p>If the wearer is struck by a sneak attack or critical hit, there is a 25% chance that the extra damage is negated, and only normal weapon damage is suffered.</p> 
Max Dex Bonus: +3	
Armor Check Penalty: -3	
Arcane Spell Failure: 25%	
Speed: 20ft. (15ft.)	
<p>Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.</p>	
Market Value: 4,350gp	Weight: 30lb.

+2 Dagger, unholy	
Attack Bonus: +2	<p>This weapon radiates an aura of moderate evocation. This item is a light simple melee weapon. This</p>
Base Damage: 1d4+2	
Critical Range: 19-20/x2	
Range Increment: 10ft.	
Damage Type: P or S	
<p>This weapon deals +2d6 damage to good-aligned creatures.</p>	
Market Value: 32,302gp	Weight: 1 lb.

+1 Heavy Steel Shield	
Shield Bonus: +3	<p>This item radiates an aura of faint enchantment.</p> 
Max Dex Bonus: N/A	
Armor Check Penalty: -1	
Arcane Spell Failure: 15%	
Speed: N/A	
<p>Donning or removing a shield is a move action. You cannot wield an off-hand weapon when using a heavy shield.</p>	
Market Value: 1,170gp	Weight: 10lb.

Figurine of Wondrous Power – Bronze Griffon	
<p>This figurine appears to be a miniature statuette of a griffon an inch or so high. It radiates an aura of moderate transmutation. When it is tossed down, and the correct command word spoken, it becomes a living griffon of normal size, and acts in all ways like a normal griffon. The creature obeys and serves its owner. The creature understands Common but does not speak. If it is destroyed or broken in statuette form, its power is destroyed. If slain in animal form, it reverts to a statuette that can be used again later. It may be used twice per week for up to 6 hours per use. When 6 hours have passed, or when the command word is spoken again it returns to statuette form.</p> 	
Market Value: 10,000gp	Weight: 1/16lb.

+2 Greatsword			
Attack Bonus:	+2	This weapon radiates an aura of moderate enchantment. This item is a two-handed martial melee weapon.	
Base Damage:	2d6+2		
Critical Range:	19-20/x2		
Range Increment:	-		
Damage Type:	S		
Market Value:	8,350gp	Weight:	8 lb.

Potion of <i>cure serious wounds</i>			
Caster Level:	5	The recipient has 3d8+5 hp of damage cured. If undead, the recipient instead takes 3d8+5 hp	
This potion is light green, and has a strong smell of pines. It radiates an aura of faint conjuration.			
Market Value:	750gp	Weight:	1/16lb.

Potion of <i>cure serious wounds</i>			
Caster Level:	5	The recipient has 3d8+5 hp of damage cured. If undead, the recipient instead takes 3d8+5 hp damage.	
This potion is light green, and has a strong smell of pines. It radiates an aura of faint conjuration.			
Market Value:	750gp	Weight:	1/16lb.

Necklace of Fireballs III			
This object appears as a string with beads on it. It radiates an aura of moderate evocation. This device appears to be nothing but beads on a string, perhaps with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, he can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a <i>fireball</i> spell (Reflex DC 14 half). If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.			
Spheres remaining: 7d6 5d6 5d6 3d6 3d6 3d6 3d6			
Market Value:	150gp/d6 remaining	Weight:	1/2lb.

Metamagic Rod, lesser - empower

This rod radiates a strong magical aura of no school. The wielder can cast up to three spells per day of 3rd level or lower that are empowered, as though by use of the *empower spell* feat. The spell slot of the altered spell is not changed by use of this rod. Using the rod changes casting time of a one standard action spell to a full-round action.

Market Value: 9,000gp

Weight: 5 lb.

Cloak of Resistance +2

This cloak with radiates an aura of moderate abjuration. It grants the wearer a +2 *resistance* bonus on all saving throws (Fortitude, Reflex and Will).

Market Value: 4,000gp

Weight: 1 lb.

Boots of Elvenkind

These soft boots radiate an aura of faint transmutation. They enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Market Value: 2,500gp

Weight: 1 lb.

Ring of Counterspells

This ring radiates an aura of moderate evocation. This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

1.

Market Value: 4,000gp

Weight: 1/16lb.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Item Cards – Module – The Hall of Harsh Reflection

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.