


+1 Chainmail Armor			
Armor Bonus:	+6	This armor radiates an aura of faint enchantment. This is medium armor.	
Max Dex Bonus:	+2		
Armor Check Penalty:	-4		
Arcane Spell Failure:	30%		
Speed:	20ft. (15ft.)		
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.			
Market Value:	1,300gp	Weight:	40lb.

Potion of <i>cure light wounds</i>			
Caster Level:	1	This potion is clear, and both smells and tastes of almonds. It radiates an aura of faint conjuration.	The recipient has 1d8+1 hp of damage cured. If undead, the recipient instead takes 1d8+1 hp
Market Value:	50gp	Weight:	1/16lb.

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Potion Injector

This is a large steel syringe, designed to inject specially manufactured potions. Injecting a normally-brewed potion grants no benefits.

The injection of a potion is quite painful, but deals no damage to the subject. Injecting a potion is a move-equivalent action. To use an injector on an unwilling target requires a successful grapple attempt. This syringe cannot penetrate the skin of creatures with DR.



Market Value: 50gp

Weight: 1lb.

Potion of *ghoul touch*

Caster Level: 3

This sallow yellow colored potion radiates an aura of faint necromancy. It is in a vial designed to be used with a potion injector. Drinking this potion grants no benefit.

When injected, the recipient gains the ability to paralyze the next living humanoid touched with a successful melee touch attack. The paralysis lasts

Market Value: 300gp

Weight: 1/16lb.

Potion of *gentle repose*

Caster Level: 3

This milky blue colored potion radiates an aura of faint necromancy. It is in a vial designed to be used with a potion injector. Drinking this potion grants no benefit.

When injected into a corpse, the body will not decay for three days, and the window of time in which raising the creature is possible is also extended for three days.

Market Value: 750gp

Weight: 1/16lb.

Potion of *chill touch*

Caster Level: 1

This potion is milky white with black streaks and radiates an aura of faint necromancy. It is in a vial designed to be used with a potion injector. Drinking this potion grants no benefit.

The recipient gains the ability to make a single melee touch attack that deals 1d6 points of negative energy damage to a living creature. Additionally, if the victim fails a Fort save (DC 12) they also take 1 points of Strength damage. Undead touched with this effect take no damage but instead must make a Will save (DC 12) or flee as if panicked for 1d4+1 rounds.

Market Value: 50gp

Weight: 1/16lb.

Potion of <i>false life</i>			
Caster Level: 3		When injected, the recipient gains 1d10+2 temporary hp that last 2 hours, or until depleted.	
This deep red colored potion radiates an aura of faint necromancy. It is in a vial designed to be used with a potion injector. Drinking this potion grants no benefit.			
Market Value:	300gp	Weight:	1/16lb.

Wand of <i>unseen servant</i>			
CasterLevel:	1	This item radiates an aura of faint	
Spell:	Brd, Sor/Wiz		
Range:	25ft.		
Cast Time:	1 standard action		
Target:	None		
Duration:	1 hour		
Save:	None		
SR:	No		
Reference:	PHB pages 297-8		
Market Value:	15gp/charge	Weight:	1/16lb.

Potion of <i>cure moderate wounds</i>			
Caster Level: 3		When injected, the recipient has 2d8+3 hp of damage cured. If undead, the recipient instead takes 2d8+3 hp damage.	
This mint green potion radiates an aura of faint conjuration. It is in a vial designed to be used with a potion injector. Drinking this potion grants no benefit.			
Market Value:	300gp	Weight:	1/16lb.

Wand of <i>shatter</i>																																	
CasterLevel:	5	This item radiates an aura of faint evocation.																															
Spell:	Brd, Chaos, Clr, Destruction, Sor/Wiz																																
Range:	35ft.																																
Cast Time:	1 standard action																																
Target:	5' radius, 1 object, or 1 crystalline creature																																
Duration:	Instantaneous																																
Save:	Will neg or Fort half (DC 14)																																
SR:	Yes	Charges: <table style="display: inline-table; border: none; vertical-align: middle;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td>X</td><td>X</td><td>X</td><td> </td></tr> </table> <table style="display: inline-table; border: none; vertical-align: middle; margin-left: 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> <table style="display: inline-table; border: none; vertical-align: middle;"> <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
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Reference:	PHB page 278																																
Market Value:	90gp/charge	Weight:	1/16lb.																														

Goggles of Minute Seeing

These crystal lenses radiate an aura of faint divination. When worn, the wearer gains a +5 *competence* bonus on Search checks to find secret doors, traps, and other similar concealed objects. Both lenses must be worn for the magic to be effective.

Market Value: 1,250gp

Weight: 1/10lb.

Ring of *feather fall*

This ring is crafted with a feather pattern around its edge. It emanates an aura of faint transmutation. Whenever the wearer falls a distance greater than 5 feet, the ring activates, slowing the wearer's fall to a speed of 60ft./round, and the wearer will take no damage upon landing.



Market Value: 2,200gp

Weight: 1/16lb.

Pearl of Power - 1st level

This seemingly normal pearl of average size and luster radiates an aura of strong transmutation. Once per day on command, this pearl of power enables the possessor to recall any one spell of 1st level that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast.



Market Value: 1,000gp

Weight: 1/16lb.

+1 Shortsword

This weapon radiates an aura of faint enchantment. **This item is a light martial melee weapon.**

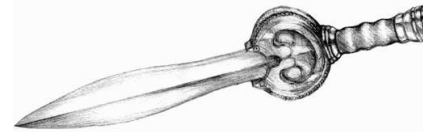
Attack Bonus: +1

Base Damage: 1d6+1

Critical Range: 19-20/x2

Range Increment: -

Damage Type: P





Market Value: 2,310gp

Weight: 2lb.

MW Banded Mail Armor			
Armor Bonus:	+6	This armor is of a high enough quality that it may be enchanted. This is heavy armor. When running in this armor, you move only triple, not quadruple, your speed.	
Max Dex Bonus:	+1		
Armor Check Penalty:	-5		
Arcane Spell Failure:	35%		
Speed:	20ft. (15ft.)		
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.			
Market Value:	400gp	Weight:	35lb.

Scroll of <i>animate dead</i>			
CasterLevel:	7	This scroll radiates an aura of moderate transmutation. This scroll turns dead creatures into zombies.	
Spell:	Sor/Wiz 4		
Range:	Touch		
Cast Time:	1 standard action		
Target:	1 or more corpses touched		
Duration:	Instantaneous		
Save:	None		
SR:	No		
Reference:	PHB pages 198-9		
Market Value:	1050gp	Weight:	1/16lb.

Circlet of Wisdom +2			
This circlet radiates an aura of moderate transmutation. The wearer gains a +2 <i>enhancement</i> bonus to their Wisdom score.			
			
Market Value:	4,000gp	Weight:	1/10lb.

Amulet of Natural Armor +1			
This bird skull amulet radiates an aura of faint transmutation. The skin or hide of the wearer is toughened, granting a +1 <i>enhancement</i> bonus to his Natural Armor bonus.			
			
Market Value:	2,000gp	Weight:	1/10lb.

Talisman of the Sphere

This small adamantine loop and handle radiates an aura of strong transmutation. It is useless to those unable to cast arcane spells. *It is currently dormant.*

Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a sphere of annihilation, a talisman of the sphere doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose). If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a sphere of annihilation, the talisman's power of control can be suppressed or canceled.



Market Value: ??gp

Weight: 1lb.

Tinted Spectacles

These tinted glass spectacles grant a +2 *circumstance* bonus to Will saves vs. *daze* or similar effects.



Market Value: 75gp

Weight: 1/16lb.

Filge's Spellbook

0-level – *detect magic, disguise self, disrupt undead, ray of frost, read magic, touch of fatigue*

1st level – *cause fear, chill touch, identify, mage armor, magic missile, ray of enfeeblement*

2nd level – *command undead, magic mouth, scare, spectral hand, touch of idiocy*

Market Value: 1115gp

Weight: 3lb.

Everburning Torch

This otherwise normal torch has a *continual flame* spell cast upon it. It radiates an aura of faint evocation. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius. It generates no heat and uses no oxygen. It can be covered or hidden, but not smothered or quenched. The presence of this torch will counter or dispel darkness spells of level 2 or lower.

If this torch is used in combat, treat it as a one-handed improvised weapon (-4 to attack roll) that deals bludgeoning damage of 1d3 (20/x2), but deals no fire damage.

Market Value: 110gp

Weight: 1lb.

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