



Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp



Ammunition +2

Type: Any Ammunition
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 100 gp



Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide
Rarity: Uncommon

Description

This suit of armor is reinforced with adamantite, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp



Ammunition +1

Type: Any Ammunition
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 25 gp





Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.



Value: 1350 gp



Shield +1

Type: Shield
Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 1500 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.



Value: 150 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.



Value: 450 gp



Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.



Value: 24000 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.



Value: 50 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 19200 gp



Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this magic weapon.



Value: 1000 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 1200 gp



Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 4800 gp



Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 6000 gp



Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 24000 gp



Ammunition +2

Type: Any Ammunition
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 100 gp



Ammunition +3

Type: Any Ammunition
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 400 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide
Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.



Value: 500 gp



Ammunition +1

Type: Any Ammunition
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 25 gp



Weapon +2

Type: Any Weapon
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this magic weapon.



Value: 4000 gp



Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.



Value: 16000 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.

Value: 150 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.

Value: 450 gp



Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Value: 50 gp



Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp



Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.
In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.
In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

Shield +1

Type: Shield
Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide
Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp



Weapon +2

Type: Any Weapon
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Value: 4000 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 19200 gp



Ammunition +1

Type: Any Ammunition
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 25 gp



Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Value: 1000 gp





Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp



Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp



Ammunition +2

Type: Any Ammunition
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 100 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Value: 50 gp



Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp



Ammunition +3

Type: Any Ammunition
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 400 gp





Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 6000 gp



Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 24000 gp



Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.



Value: 1350 gp



Shield +1

Type: Shield
Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 1500 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.



Value: 150 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.



Value: 450 gp



Weapon +2

Type: Any Weapon
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Value: 4000 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 19200 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 1200 gp



Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Value: 1000 gp



Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 4800 gp





Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp



Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp



Ammunition +2

Type: Any Ammunition
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 100 gp



Ammunition +3

Type: Any Ammunition
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 400 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide
Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp



Ammunition +1

Type: Any Ammunition
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 25 gp





Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.



Value: 1350 gp



Shield +1

Type: Shield
Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 1500 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.



Value: 150 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.



Value: 450 gp



Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.



Value: 24000 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.



Value: 50 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 19200 gp



Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this magic weapon.



Value: 1000 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 1200 gp



Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 4800 gp



Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 6000 gp



Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 24000 gp



Ammunition +2

Type: Any Ammunition
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 100 gp



Ammunition +3

Type: Any Ammunition
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 400 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide
Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.



Value: 500 gp



Ammunition +1

Type: Any Ammunition
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 25 gp



Weapon +2

Type: Any Weapon
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this magic weapon.



Value: 4000 gp



Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.



Value: 16000 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.

Value: 150 gp



Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp



Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.

Value: 450 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Value: 50 gp



Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.
In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.
In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

Shield +1

Type: Shield
Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide
Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp



Weapon +2

Type: Any Weapon
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Value: 4000 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 19200 gp



Ammunition +1

Type: Any Ammunition
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Value: 25 gp



Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Value: 1000 gp





Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.



Value: 24000 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.



Value: 50 gp



Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.



Value: 1500 gp



Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.



Value: 6000 gp



Ammunition +2

Type: Any Ammunition
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 100 gp



Ammunition +3

Type: Any Ammunition
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 400 gp



Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 6000 gp



Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 24000 gp



Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.



Value: 1350 gp



Shield +1

Type: Shield
Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.



Value: 1500 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.



Value: 150 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.



Value: 450 gp



Weapon +2

Type: Any Weapon
Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Value: 4000 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 19200 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 1200 gp



Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Value: 1000 gp



Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

