

The Storehouse

Qty	Item Name	Cost (gp)	Special Notes
Resources			
6	Amarnium Ingot	500	–
10	Vial, Glass	1	–
Equipment			
1	Backpack, Mastercraft	40	Carry +20 lbs. without encumbrance
1	Compass	80	Navigation skill +5%
1	Creature Compendium	25	Knowledge check +10% (creatures/monsters)
2	Delgon's Guide to the East	20	Travels of Delgon in Eastlands
5	Woodworker's Repair Kit	1	Single use, repair wooden items
1	Climber's Kit (Mastercraft)	320	Climbing +20% , 10 uses
1	Smith's Repair Kit	5	Single use, repair metal items
1	The Lands Around the Mountains	10	Treatise, written in Valantian
1	Spyglass	100	Spotting/searching in the distance +5%
Weapons			
1	Black Chitin Longsword	800	Bleed +1
3	Broadsword, Masterwork, Obsidian Glass	44	Forged by Valantians, shatters when broken; usable by mages/elves/fae without penalties
2	Dagger, Cold Iron	30	Impaling
1	Dagger, Silver	150	Impaling
1	Mace, Masterwork, Obsidian Glass	96	Crushing
1	Swordstaff, Cold Iron	40	Reach
1	Short Sword, Cold Iron	20	Impaling
3	Great Sword, Obsidian Glass	50	–
Armor			
1	Chain Shirt, Tritium MC	4400	–15% to Physical
1	Breastplate, Amarnium	4200	Weighs half, does not hinder Fey/spellcasting
1	Shield, Light Steel	12	Knockback
2	Shield, Spiked	30	Knockback
1	Shield, Tower	50	Knockback
3	Manacles, Cold Iron	30	Requires lock
Magic Items			
1	Scroll of Imbue Staff	80	Imbue Staff Mana 2
1	Bone Flute	160	–
1	Thieves' Tools (Mastercraft)	100	Fine Manipulation +10% (disable traps, pick locks)
1	Tritium Chain 20'	400	–

1	Rod of Elemental Blast, Fire	150	3 mana, 1 charge; 3d6+3 dmg, 15' sphere, 120' range
1	Necklace of Elemental Sphere (1 charge)	225	Mana 4
1	Stone of Fear (1 charge)	150	Mana 3
1	Rod of Sealing (2 charges)	150	Mana 2
2	Necklace of Healing	100	Mana 2, Heals 2d6+6