

MENU:

MINI AID

\$5: **+1 Circumstance Bonus**

Must specify attack, damage, or to saves

\$5: **+1 Dodge Bonus**

Adds +1 to monster's AC

MONSTERS

Either Replacing a Dungeon Master's Encounter or Adding to an Encounter

\$15: **Medium Encounter**

Choose from list of monsters to build an encounter equal to the party's level

\$25: **Challenging Encounter**

Choose from list of monsters to build an encounter equal to the party's level plus one

\$35: **Hard Encounter**

Choose from list of monsters to build an encounter equal to the party's level plus two

TRAPS

\$10: **Trap Layer**

Choose from list of traps to add to a room equal to the party's level

\$20: **Advanced Trap Layer**

Choose from list of traps to add to a room equal to the party's level plus one

\$30: **Professional Trap Layer**

Choose from list of traps to add to a room equal to the party's level plus two

ROOM ASPECTS

These effects affect every creature in the room. Only one aspect per room.

\$40: **Darkness**

A magical darkness envelopes the room. All creatures have total concealment, unless the attacker has darkvision or a magical means of seeing in darkness.

\$20: **Fog**

A magical fog covers the area giving partial concealment to creatures five feet away and total concealment to creatures greater than five feet away.

\$30: **Magic Infused**

All spells are treated as if they had the Empowered Spell Metamagic Feat applied.

\$30: **Magic Hindered**

All magic damage and duration is halved (rounded down).

\$20: **Crazed**

All creatures get +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. After leaving the room, the characters are fatigued for 2 rounds into the next encounter.

\$30: **Pacified**

Each creature must make a Will save of 11 plus half the party's level (rounded down) in order to hit or cast an

offensive spell against another character. Once a character makes a save against an opponent, that character may hit that same opponent without the need of another save.

\$25: See the Unseen

All magical and non-magical concealment (including stealth) is negated.

\$20: Holy Aura

Good creatures get +1 to attacks, damage, and saves.

\$20: Unholy Aura

Evil creatures get +1 to attacks, damage, and saves.

\$20: Meh Aura

Neutral creatures on the good/evil spectrum get +1 to attacks, damage, and saves.

POTIONS

\$1: Cure light wounds

\$1: Endure elements

\$1: Hide from animals

\$1: Hide from undead

\$1: Jump

\$1: Mage armor

\$1: Magic fang

\$1: Magic stone

\$1: Magic weapon

\$1: Pass without trace

\$1: Protection from (alignment)

\$1: Remove fear

\$1: Sanctuary

\$1: Shield of faith +2

\$1: Shillelagh

\$1: Bless weapon

\$1: Enlarge person

\$1: Reduce person

\$5: Aid

\$5: Barkskin +2

\$5: Bear's endurance

\$5: Blur

\$5: **Bull's strength**

\$5: **Shield of faith +3**

\$5: **Cat's grace**

\$5: **Spider climb**

\$5: **Cure moderate wounds**

\$5: **Undetectable alignment**

\$5: **Darkness**

\$7: **Barkskin +3**

\$5: **Darkvision**

\$7: **Shield of faith +4**

\$5: **Delay poison**

\$7: **Resist energy (type) 20**

\$5: **Eagle's splendor**

\$7: **Cure serious wounds**

\$5: **Fox's cunning**

\$7: **Daylight**

\$5: **Invisibility (potion or oil)**

\$7: **Displacement**

\$5: **Lesser restoration**

\$7: **Flame arrow**

\$5: **Levitate (potion or oil)**

\$7: **Fly**

\$5: **Misdirection**

\$7: **Gaseous form**

\$5: **Owl's wisdom**

\$7: **Greater magic fang +1**

\$5: **Protection from arrows 30 points****

\$7: **Greater magic weapon +1**

\$5: **Remove paralysis**

\$7: **Haste**

\$5: **Resist energy (type) 10**

\$7: **Heroism**

\$7: Keen edge

\$10: Good hope

\$7: Magic circle against (alignment)

\$10: Resist energy (type) 30

\$7: Magic vestment +1

\$15: Barkskin +5

\$7: Neutralize poison

\$15: Greater magic fang +2

\$7: Nondetection

\$15: Greater magic weapon +2

\$7: Protection from energy (type)

\$15: Magic vestment +2

\$7: Rage

\$20: Greater magic fang +3

\$7: Remove blindness/deafness

\$20: Greater magic weapon +3

\$7: Remove curse

\$20: Magic vestment +3

\$7: Remove disease

\$25: Greater magic fang +4

\$7: Tongues

\$25: Greater magic weapon +4

\$7: Water breathing

\$25: Magic vestment +4

\$7: Water walk

\$30: Greater magic fang +5

\$10: Barkskin +4

\$30: Greater magic weapon +5

\$10: Shield of faith +5

\$30: Magic vestment +5

\$10: Protection from arrows 100 points **

SCROLLS

Spell Level 1-9

\$5 times spell level

WANDS

Spell Level 1-4

\$10 times spell level

MINI AID

\$5: **+1 Circumstance Bonus**

Must specify attack, damage, or to saves

\$5: **+1 Dodge Bonus**

Adds +1 to party member's AC

WEAPONS

\$20 times magic bonus

ARMOR

\$20 times magic bonus

RINGS

\$15: **Lesser Minor**

Dungeon ring, prisoner's, Ring of arcane signets, Ring of spell knowledge I, Ring of protection +1, Ring of the grasping grave, Ring of feather falling, Ring of climbing, Ring of jumping, Ring of sustenance, Ring of swimming, Ring of ferocious action

\$30: **Greater Minor**

Ring of counterspells, Ring of maniacal devices, Ring of rat fangs, Ring of sacred mistletoe, Ring of spell knowledge II, Ring of swarming stabs, Ring of grit mastery

\$45: **Lesser Medium**

Ring of forcefangs, Ring of mind shielding, Ring of protection +2, Ring of strength sapping, Ring of force shield, Ring of the ram, Scholar's ring, Ring of climbing, improved, Ring of curing, Ring of foe focus, Ring of jumping, improved, Ring of ki mastery, Ring of revelation, lesser, Ring of swimming, improved, Ring of animal friendship, Ring of transposition, Ring of tactical precision, Ring of the sophisticate, Decoy ring, Ring of craft magic, Ring of ectoplasmic invigoration, Ring of energy resistance, minor, Ring of the troglodyte, Steelhand circle, Ring of chameleon power, Ring of spell knowledge III, Ring of the sea strider, Ring of retribution, Ring of water walking, Dungeon ring, jailer's, Ring of revelation, greater

\$60: **Greater Medium**

Ring of inner fortitude, minor, Ring of protection +3, Ring of spell storing, minor, Ring of energy shroud, Ring of arcane mastery, Ring of invisibility, Ring of wizardry I, Ring of revelation, superior, Ring of spell knowledge IV, Ring of evasion, Ring of x-ray vision, Ring of blinking

\$75: **Lesser Major**

Ring of energy resistance, major, Ring of the ecclesiarch, Ring of protection +4, Ring of return, Ring of freedom of movement, Ring of wizardry II, Ring of inner fortitude, major, Ring of energy resistance, greater, Ring of delayed doom

\$90: **Greater Major**

Ring of friend shield, Ring of protection +5, Ring of shooting stars, Ring of spell storing, Ring of continuation, Ring of inner fortitude, greater, Ring of wizardry III, Spiritualist Rings, Ring of telekinesis, Ring of

regeneration, Ring of spell turning, Ring of wizardry IV, Ring of three wishes, Ring of djinni calling, Ring of elemental command, Ring of spell storing, major

RODS

\$45: Lesser Medium

Metamagic, merciful, minor, Metamagic (+1 spell level), minor, Immovable rod, Rod of thunderous force, amagic, merciful, normal, of ice, Metamagic (+2 spell level), minor, Rod of metal and mineral detection, Metamagic (+1 spell level), normal, Rod of cancellation

\$60: Greater Medium

Conduit rod, Grounding rod, Rod of the wayang, Rod of wonder, Metamagic, merciful, greater, Rod of the python, Trap-stealer's rod, Metamagic (+3 spell level), minor, Rod of balance, Rod of escape, Rod of flame extinguishing, Rod of ruin, Sapling rod, Rod of beguiling, Rod of nettles, Rod of the viper

\$75: Lesser Major

Suzerain scepter, Fiery nimbus rod, Rod of enemy detection, Metamagic (+1 spell level), greater, Rod of splendor, Rod of withering, Earthbind rod, Rod of the aboleth, Liberator's rod, Metamagic (+2 spell level), normal, Rod of thunder and lightning, Metamagic, quicken, minor, Rod of negation, Rod of steadfast resolve

\$90: Greater Major

Rod of absorption, Rod of flailing, Metamagic (+3 spell level), normal, Rod of rulership, Rod of security, Rod of shadows, Rod of mind mastery, Rod of lordly might, Metamagic (+2 spell level), greater, pter of heaven, Metamagic, quicken, normal, Rod of dwarven might, Rod of alertness, Metamagic (+3 spell level), greater, Metamagic, quicken, greater

STAVES

\$45: Lesser Medium

Staff of blessed relief, Staff of minor arcana, Staff of tricks, Staff of the scout, Staff of eidolons, Staff of understanding, Staff of accompaniment, Staff of charming

\$60: Greater Medium

Staff of fire, Staff of belittling, Staff of courage, Staff of feast and famine, Staff of rigor, Staff of swarming insects, Staff of authority, Staff of radiance, Staff of size alteration, Staff of Journeys

\$75: Lesser Major

Staff of acid, Chaotic staff, Holy staff, Lawful staff, Staff of healing, Unholy staff, Staff of the master, Staff of spiders, Staff of electricity, Heretic's bane, Musical staff, Staff of souls, Staff of shrieking, Staff of toxins, Staff of the avenger, Staff of aspects, Staff of stealth, Staff of frost, Staff of bolstering, Staff of curses, Staff of dark flame, Staff of performance, Animate staff, Staff of revelations

\$90: Greater Major

Staff of illumination, Staff of obstacles, Staff of heaven and earth, Staff of travel, Staff of hoarding, Staff of cackling wrath, Staff of traps, Staff of many rays, Staff of speaking, Staff of mithral might, Staff of defense, Staff of the planes, Staff of hungry shadows, Dragon staff, Staff of slumber, Staff of abjuration, Staff of conjuration, Staff of divination, Staff of enchantment, Staff of evocation, Staff of illusion, Staff of necromancy, Staff of transmutation, Staff of weather, Staff of earth and stone, Staff of vision, Staff of the woodlands, Staff of life, Staff of one hundred hands, Staff of passage, Staff of the hierophant, Staff of power

WONDROUS ITEMS

\$15: Least & Lesser Minor

Abjurant salt, Acrobat slippers, Aegis of recovery, Agile alpenstock, All tools vest, Alluring golden apple, Amulet of bullet protection +1, Amulet of natural armor +1, Anatomy doll, Animated portrait, Apple of eternal sleep, Apprentice's cheating gloves, Aquatic cummerbund, Archon's torch, Armbands of the brawler, Arrow magnet, Assisting gloves, Bag of holding (type I), Bag of tricks, gray, Bandages of rapid recovery, Bead of force, Bead of newt prevention, Beast-bond brand, Belt of tumbling, Beneficial bandolier, Bladed belt, Blood reservoir of physical prowess, Bodywrap of mighty strikes +1, Book of extended summoning, lesser, Book of extended summoning, standard, Bookmark of deception, Bookplate of recall, Boots of elvenkind, Boots of friendly terrain, Boots of the cat, Boots of the enduring march, Boots of the mire, Boots of the winterlands, Boro bead (1st), Bottle of messages, Bottled misfortune, Bottled yeti fur, Bracers of armor +1, Bracers of steadiness, Brooch of shielding, Buffering cap, Burglar's bracers, Campfire bead, Candle of truth, Cap of human guise, Cap of light, Catching cape, Cauldron of brewing, Challenger's gloves, Chime of opening, Clamor box, Claws of the ice bear, Cloak of elvenkind, Cloak of fangs, Cloak of fiery vanishing, Cloak of human guise, Cloak of resistance +1, Cloak of the hedge wizard, Concealing pocket, Corset of the vishkanya, Cowardly crouching cloak, Daredevil boots, Dead man's headband, Deathwatch eyes, Defoliant polish, Dowsing syrup, Druid's vestment, Dry load powder horn, Dust of acid consumption, Dust of appearance, Dust of darkness, Dust of disappearance, Dust of dryness, Dust of emulation, Dust of illusion, Dust of tracelessness, Dust of weighty burdens, Efficient quiver, Elemental gem, Elixir of dragon breath, Elixir of fire breath, Elixir of hiding, Elixir of love, Elixir of swimming, Elixir of truth, Elixir of tumbling, Elixir of vision, Endless bandolier, Engineer's workgloves, Equestrian belt, Eyes of the eagle, Feather step slippers, Feather token (anchor), Feather token (bird), Feather token (fan), Feather token (swan boat), Feather token (tree), Feather token (whip), Figurine of wondrous power (silver raven), Flying ointment, Formula alembic, Gloves of larceny, Gloves of reconnaissance, Glowing glove, Goblin fire drum, Goblin skull bomb, Goggles of minute seeing, Golembane scarab, Grave salt, Hand of the mage, Handy haversack,

Hat of disguise, Healer's gloves, Heavyload belt, Hexing doll, Horn of fog, Horseshoes of speed, Hybridization funnel, Incense of transcendence, Ioun torch, Iron rope, Iron spike of safe passage, Key of lock jamming, Knight's pennon, honor, Lenses of detection, Manacles of cooperation, Mask of stony demeanor, Meridian belt, Mind sentinel medallion, Miser's mask, Muleback cords, Mummer's ruff, Necklace of fireballs (type I), Necklace of fireballs (type II), Nightdrops, Noble's vigilant pillbox, Oil of silence, Origami swarm, Page of spell knowledge (1st), Pauldrons of the serpent, Pearl of power (1st), Philter of love, Phylactery of faithfulness, Pipes of sounding, Pipes of the sewers, Pirate's eye patch, Preserving flask (1st), Pyxes of redirected focus, Quick runner's shirt, Quickchange cloak, Robe of bones, Robe of infinite twine, Robe of needles, Rope of climbing, Salve of slipperiness, Scabbard of honing, Scabbard of vigor, Seer's tea, Shackles of compliance, Shawl of life-keeping, Shield cloak, Shroud of disintegration, Silversheen, Sleeves of many garments, Snapleaf, Soul soap, Sovereign glue, Spectacles of understanding, Stalker's mask, Steadfast gut-stone, Stone of alarm, Stonemist cloak, Stubborn nail, Swarbane clasp, Traveler's any-tool, Unguent of timelessness, Universal solvent, Vest of surgery, Volatile vaporizer (1st), Volatile vaporizer (2nd), Volatile vaporizer (3rd), War paint of the terrible visage, Wasp nest of swarming, Word bottle

\$30: Greater Minor

Amulet of bullet protection +2, Amulet of elemental strife, Amulet of mighty fists +1, Apprentice's cheating gloves, Assisting gloves, Belt of foraging, Belt of giant strength +2, Belt of incredible dexterity +2, Belt of mighty constitution +2, Belt of teeth, Blinkback belt, Bonebreaker gauntlets, Boots of levitation, Boots of striding and springing, Bracers of archery, lesser, Bracers of armor +2, Bracers of falcon's aim, Bracers of the glib entertainer, Burglar boots, minor, Cackling hag's blouse, Carcanet of detention, Cassock of the clergy, Challenger's gloves, Circlet of persuasion, Claws of the ice bear, Cloak of resistance +2, Cloak of the manta ray, Cloak of the scuttling rat, Crown of blasting, minor, Crown of swords, Deadshot vest, Eagle cape, Eidolon anchoring harness, Engineer's workgloves, Eyes of keen sight, Eyes of the owl, Feychild necklace, Gloves of larceny, Gloves of reconnaissance, Glowing glove, Grappler's mask, Haunted shoes, Headband of aerial agility +2, Headband of alluring charisma +2, Headband

of deathless devotion, Headband of fortune's favor, Headband of inspired wisdom +2, Headband of intuition, Headband of ki focus, Headband of ponderous recollection, Headband of unshakeable resolve, Headband of vast intelligence +2, Healer's gloves, Helm of comprehend languages and read magic, Helm of fearsome mien, Hollywreath band, Horseshoes of a zephyr, Horseshoes of crushing blows +1, Hunter's cloak, Inquisitor's bastion vambraces, Inquisitor's monocle, Jaunt boots, Jingasa of the fortunate soldier, Kinsight goggles, Longarm bracers, Mask of the krenshar, Mnemonic vestments, Necklace of fireballs (type III), Necklace of fireballs (type IV), Necklace of fireballs (type V), Periapt of health, Phylactery of the shepherd, Plague rat belt, Prophet's pectoral, Resplendent uniform, Righteous fist amulet, Robe of components, Robe of useful items, Sandals of quick reaction, Sandals of the lightest step, Sash of the war champion, Seafoam shawl, Shifter's headband +2, Sipping jacket, Slippers of cloudwalking, Slippers of spider climbing, Sorcerer's robe, Spellguard bracers, Stormlure, Treasure hunter's goggles, Treeform cloak, Tunic of careful casting, Tunic of deadly might, Vambraces of defense, Verdant vine, Vest of escape, Vest of the vengeful tracker

\$45: **Lesser Medium**

Amulet of bullet protection +3, Amulet of hidden strength, Amulet of mighty fists +2, Amulet of natural armor +2, Amulet of proof against petrification, Amulet of spell cunning, Arachnid goggles, Arrowmaster's bracers, Bane baldric, Belt of dwarvenkind, Belt of equilibrium, Belt of giant strength +4, Belt of incredible dexterity +4, Belt of mighty constitution +4, Belt of mighty hurling, lesser, Belt of physical might +2, Belt of physical perfection +2, Belt of the weasel, Belt of thunderous charging, Blazing robes, Blind man's fold, Bodywrap of mighty strikes +2, Boots of escape, Boots of speed, Boots of the mastodon, Bracelet of bargaining, Bracelet of mercy, Bracelet of second chances, Bracers of armor +3, Bracers of armor +4, Bracers of the avenging knight, Bracers of the merciful knight, Brooch of amber sparks, Caltrop boots, Cap of the free thinker, Cape of effulgent escape, Cape of the mountebank, Charm bracelet, Cloak of arachnida, Cloak of resistance +3, Cloak of resistance +4, Cloak of the duskwalker, Cocoon cloak, Collar of the true companion, Comfort's cloak, Cord of stubborn resolve, Crystal of healing hands, Demonspike pauldrons, Duelist's vambraces,

Earth root boots, Everwake amulet, Forge fist amulet, Frost fist amulet, Goggles of brilliant light, Goggles of elvenkind, Goggles of night, Gravewatch pendant, Guardian gorget, Gunfighter's poncho, Halo of inner calm, Hand of glory, Helm of the mammoth lord, Horseshoes of crushing blows +2, Lenses of figment piercing, Lion cloak, Mantle of spores, Mask of a thousand tomes, Medallion of thoughts, Medusa mask, Merciful vambraces, Minotaur belt, Monk's robe, Monkey belt, Necklace of adaptation, Necklace of fireballs (type VI), Necklace of fireballs (type VII), Necklace of ki serenity, Nightmare boots, Nightmare horseshoes, Pauldrons of the bull, Pauldrons of the watchful lion, Periapt of protection from curses, Periapt of wound closure, Plague rat belt, greater, Poisoner's jacket, lesser, Prestidigitator's cloak, Robe of arcane heritage, Robe of blending, Security belt, Seducer's bane, Serpent belt, Shackles of durance vile, Shawl of the crone, Shirt of immolation, Shocking robe, Shoes of the lightning leaper, Snakeskin tunic, Stone cloak, minor, Tentacle cloak, Torc of lionheart fury, Tremor boots, Unfettered shirt, Vambraces of the genie (efreeti), Vambraces of the tactician, Veil of fleeting glances, Verdant boots, Vest of the cockroach, Voidfrost robes, Winged boots

\$60: **Greater Medium**

Ampoule of false blood, Amulet of bullet protection +4, Amulet of magecraft, Amulet of natural armor +3, Amulet of spell mastery, Anaconda's coils, Annihilation spectacles, Batrachian helm, Belt of fallen heroes, Bodywrap of mighty strikes +3, Bracelet of friends, Bracers of archery, greater, Bracers of armor +5, Bracers of sworn vengeance, Cat's eye crown, Circlet of mindsight, Cloak of displacement, minor, Cloak of resistance +5, Cloak of the bat, Cloak of the diplomat, Corset of dire witchcraft, Crown of blasting, major, Crown of conquest, Darksight goggles, Dragonfoe amulet, Dryad sandals, Elemental earth belt, Eyes of doom, Gorgon belt, Hand of stone, Headband of arcane energy, Headband of counterspelling, Headband of knucklebones, Helm of telepathy, Helm of underwater action, Horseshoes of the mist, Howling helm, Jellyfish cape, Magician's hat, Mask of the skull, Maw of the wyrm, Mitre of the hierophant, Monkey belt, greater, Periapt of proof against poison, Plague mask, Rainbow lenses, Robe of scintillating colors, Sash of flowing water, Serpent belt, greater, Shoes of the firewalker,

Slashing cloak, Sniper goggles, Spectral shroud, Stole of justice, Stone cloak, major, Symbol of sanguine protection, Vambraces of the genie (djinni), Vambraces of the genie (marid), Vambraces of the genie (shaitan), Vest of stable mutation, Xorn robe

\$75: Lesser Major

Amulet of bullet protection +5, Amulet of mighty fists +3, Amulet of natural armor +4, Amulet of proof against detection and location, Belt of giant strength +6, Belt of incredible dexterity +6, Belt of mighty constitution +6, Belt of mighty hurling, greater, Belt of physical might +4, Bodywrap of mighty strikes +4, Boots of teleportation, Bracers of armor +6, Burglar boots, major, Charlatan's cape, Dimensional shackles, Eyes of eyebite, Gauntlets of skill at arms, Getaway boots, Gunman's duster, Headband of aerial agility +4, Headband of alluring charisma +6, Headband of inspired wisdom +6, Headband of mental prowess +4, Headband of seduction, Headband of vast intelligence +6, Helm of brilliance, lesser, Highwayman's cape, Horseshoes of crushing blows +3, Horseshoes of glory, Iron circlet of guarded souls, Juggernaut's pauldrons, Laurel of command, Mantle of immortality, Mask of giants, lesser, Merform belt, Necklace of netted stars, Poisoner's jacket, greater, Scarab of protection, Shifter's headband +6, Smuggler's collapsible robe, Sniper goggles, greater, Soulbound eye, Steel-mind cap, Stormlord's helm, Winter wolf headband

\$90: Greater Major

Amulet of mighty fists +4, Amulet of mighty fists +5, Amulet of natural armor +5, Amulet of the planes, Belt of physical might +6, Belt of physical perfection +4, Belt of physical perfection +6, Belt of stonewood, Bodywrap of mighty strikes +5, Bodywrap of mighty strikes +6, Bodywrap of mighty strikes +7, Bracers of armor +7, Bracers of armor +8, Cloak of displacement, major, Cloak of etherealness, Crown of heaven, Eyes of charming, Eyes of the dragon, Halo of menace, Headband of aerial agility +6, Headband of mental prowess +6, Headband of mental resilience, Headband of mental superiority +4, Headband of mental superiority +6, Helm of brilliance, Helm of electric radiance, Helm of teleportation, Horseshoes of crushing blows +4, Horseshoes of crushing blows +5, Judge's wig,

Mantle of faith, Mantle of spell resistance, Mask of giants, greater, Merciful baldric, Mindmaster's eyes, Monocle of the investigator, Otherworldly kimono, Resplendent robe of the thespian, Robe of eyes, Robe of gates, Robe of stars, Robe of the archmagi, Sea tyrant's patch, Shadowform belt, Slippers of the triton, Swordmaster's blindfold, Truesight goggles, Wings of flying, Wings of the gargoyle, Wyvern cloak