

MORRUS' TREASURE PARCELS #1

These treasure parcels are entirely randomly determined and are appropriate for each level. Simply cut them out and store them. When you hand out treasure parcels, select one of the appropriate level and hand it to your players. Each parcel will contain the necessary statistics for play plus a reference which allows your players to look the items up in the source material. Each edition of *Morrus' Treasure Parcels* contains 30 treasure parcels from level 1–30. Visit www.enworld.org for more every month!

LEVEL 1 TREASURE PARCEL

Repulsion Armor

Inlaid with esoteric runes, this armor can repel even the most persistent foes.

Level: 2

Price: 520 gp

A armor: Cloth, Leather

Enhancement: +1 AC

Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

Adventurer's Vault, page 49

LEVEL 2 TREASURE PARCEL

A leather pouch containing an assortment of coins and a luminescent gem with a mysterious shimmer

72 gp

40 sp

80 cp

1 moonstone (100 gp)

LEVEL 3 TREASURE PARCEL

A velvet purse bursting with money and a violet, seductive gemstone

124 gp

68 sp

40 cp

1 amethyst (100 gp)

LEVEL 4 TREASURE PARCEL

A small wooden box crammed with a variety of coins

280 gp

51 sp

50 cp

LEVEL 5 TREASURE PARCEL

A cloth sack tied with a leather cord whinking with the weight of the coins within

552 gp

75 sp

50 cp

LEVEL 6 TREASURE PARCEL

A leather pouch embroidered with a dragon motif crammed with gleaming money

105 gp

62 sp

80 cp

1 alexandrite (500 gp)

LEVEL 7 TREASURE PARCEL

Watcher's Signet

This white gold ring takes the shape of a dagger that curls around the wearer's finger—the dagger being the closest thing the Watchers have to an official symbol.

Item Slot: Ring 9,000 gp

Property: You can use powers with illusion keyword within the radius of a revelation sphere, and your illusion power duration does not end when you enter the radius of a revelation sphere.

Power (Encounter ♦ Illusion): Minor Action. Gain a +5 power bonus to Stealth checks until the end of your next turn.

Dragon 366, page 16

LEVEL 8 TREASURE PARCEL

Enduring Spirit Vestments

The divine power imbued in these vestments inures you to damage.

Level: 12

Price: 13,000 gp

Armor: Cloth

Enhancement: +3 AC

Power (Daily • Healing): Free Action. Trigger: You use a Channel Divinity power.

Effect: You gain a +2 bonus to AC until the end of the encounter. You also regain 10 hit points.

Player's Handbook 2, page 200

LEVEL 9 TREASURE PARCEL

Unguent of Darkvision

Darkness is less impenetrable with this black ointment.

Level: 11

Price: 350 gp

Other Consumable

Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

Adventurer's Vault, page 192

LEVEL 10 TREASURE PARCEL

Tauran Shield

This horn-edged shield helps you charge your foes with bull-like force.

Level: 12

Price: 13,000 gp

Item Slot: Arms

Prerequisite: Any

Property: Gain a +4 item bonus to any bull rush attempt, and push the target one additional square.



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