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<div><div>TREASURE</div></div> <div><div>200 gp: A gold-inlaid chain belt (100 gp) and two identical bracelets (25 gp each). If sold as a set, the three items have a combined value of 200 gp.</div></div> <div><div><div>Gold</div><div>Silver</div><div>Copper</div></div><div><div></div><div></div><div></div></div></div> <div><div>A gift from Shealis, in gratitude for exposing Larion's treachery.</div></div>	<div><div>TREASURE</div></div> <div><div>400 gp: Four notarized sheets proclaiming they are rewards for capture of mages and can be redeemed at any Ragesian fort for 100 gp each.</div></div> <div><div>Found in a large chest at the mercenary's camp outside Gate Pass.</div></div>	<div><div><div></div><div><div>Shatterspell</div><div>Alchemical Item</div></div><div></div></div><div><div><div>Consumable</div><div>Standard Action</div><div>Area burst 1 within 10</div><div>Target: Any zone or conjuration within the burst</div><div>Effect: Shatter the vial against the ground to create an anti-magic zone that lasts until the end of your next turn. Any other zone or conjuration within the burst must make a saving throw. If the saving throw fails, the conjuration or zone ends immediately. Zone squares outside the burst are unaffected.</div></div></div><div><div>Quantity</div><div></div></div><div><div>This wispy black gas has the power to destroy magical effects.</div></div></div>
<div><div>TREASURE</div></div> <div><div>90 gp: A small symbol of Corellon, carved from a single piece of clear amber.</div></div> <div><div>A memento of your discovery of Feris and his protection racket.</div></div>	<div><div>TREASURE</div></div> <div><div>75gp: A braided chain of interwoven gold and silver.</div><div>175gp: Set of 8 silver goblets (15gp each if sold separately.)</div></div> <div><div>Valuables from a cart that crashed into a gorge in the Fire Forest. Everything else on board burned or melted.</div></div>	<div><div><div></div><div><div>Shatterspell (Chilled)</div><div>Potion</div></div><div></div></div><div><div><div>Consumable</div><div>Minor Action</div><div>Personal</div><div>Effect: Gain resist 5 against damage from spells until the end of the encounter.</div><div>Special: The shatterspell vial must take cold damage in order to turn liquid and become drinkable. If the vial is broken, the potion is lost. (Most potion vials have 5 hit points.)</div></div></div><div><div>When chilled, this gas turns into a liquid with potent protective abilities..</div></div></div>