

## 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

## 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

## 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

## 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

## 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

## 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 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

## 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

## 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

## 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

## 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

## 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 +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

## 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

## 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

## 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

## 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



## 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

## 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

## 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

## 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

## 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 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

## 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

## 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

## 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

## 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

## 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

## 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 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

## 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

## 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

## 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

## 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

## 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 +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

## 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

## 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

## 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

## 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 +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

## 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

## 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

## 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

## 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



## 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

## 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

## 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

## 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

## 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 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

## 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

## 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

## 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