

<p style="text-align: center;">Mwk Underwater Light Crossbow</p> <p>This ranged simple weapon deals 1d8 P damage with a critical of 19-20. It weighs 4 lbs and a range increment of 80 ft. This comes with 40 bolts.</p> <p>An underwater light crossbow functions like its normal counterpart above water, and can be used underwater. When fired underwater, the crossbow has a range increment of 20 ft. Anyone proficient with a normal light crossbow can use an underwater light crossbow. <i>(The Azure Armory)</i></p>	<p style="text-align: center;">Mwk Underwater Light Crossbow</p> <p>This ranged simple weapon deals 1d8 P damage with a critical of 19-20. It weighs 4 lbs and a range increment of 80 ft. This comes with 40 bolts.</p> <p>An underwater light crossbow functions like its normal counterpart above water, and can be used underwater. When fired underwater, the crossbow has a range increment of 20 ft. Anyone proficient with a normal light crossbow can use an underwater light crossbow. <i>(The Azure Armory)</i></p>	<p style="text-align: center;">Mwk Underwater Light Crossbow</p> <p>This ranged simple weapon deals 1d8 P damage with a critical of 19-20. It weighs 4 lbs and a range increment of 80 ft. This comes with 40 bolts.</p> <p>An underwater light crossbow functions like its normal counterpart above water, and can be used underwater. When fired underwater, the crossbow has a range increment of 20 ft. Anyone proficient with a normal light crossbow can use an underwater light crossbow. <i>(The Azure Armory)</i></p>
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<p style="text-align: center;">Potion of Water Breathing</p> <p style="text-align: center;">CL 5</p> <p style="text-align: center;">Gain the ability to breathe water for 10 hours.</p> <p style="text-align: center;"><i>(The Azure Armory)</i></p>	<p style="text-align: center;">Potion of Water Breathing</p> <p style="text-align: center;">CL 5</p> <p style="text-align: center;">Gain the ability to breathe water for 10 hours.</p> <p style="text-align: center;"><i>(The Azure Armory)</i></p>	<p style="text-align: center;">Potion of Water Breathing</p> <p style="text-align: center;">CL 5</p> <p style="text-align: center;">Gain the ability to breathe water for 10 hours.</p> <p style="text-align: center;"><i>(The Azure Armory)</i></p>

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<p>Antitoxin</p> <p>If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.</p> <p><i>(The Azure Armory)</i></p>	<p>Antitoxin</p> <p>If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.</p> <p><i>(The Azure Armory)</i></p>	<p>Antitoxin</p> <p>If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.</p> <p><i>(The Azure Armory)</i></p>
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<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Potion of Cure Moderate Wounds</p> <p style="text-align: center;">CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p style="text-align: center;">Mwk Breastplate</p> <p>This medium armor gives a +6 armor bonus to AC, with a Max Dex of +3, an ACP of -3, and an ASF of 25%. It weighs 30 lbs.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>
<p style="text-align: center;">+1 Breastplate</p> <p style="text-align: center;">CL 3, faint abjuration</p> <p>This medium armor gives a +7 armor bonus to AC, with a Max Dex of +3, an ACP of -3, and an ASF of 25%. It weighs 30 lbs.</p>	<p style="text-align: center;">Cloak</p> <p>This plain brown cloak has flecks of steel sown into its linings.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Cloak of Resistance +1</p> <p style="text-align: center;">CL 5, faint abjuration Slot: Shoulders</p> <p>The wearer of this cloak gains a +1 resistance bonus to all saves.</p>
<p style="text-align: center;">Amulet</p> <p>This blue gem in the center of this amulet radiates cold, causing a rippling effect in the temperature of the water around it.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Frost Amulet of Mighty Fists</p> <p style="text-align: center;">CL 5, faint evocation Slot: Neck</p> <p>The wearer of this amulet gains the <i>frost</i> weapon ability to all their natural attacks and unarmed strikes. This adds +1d6 cold damage on a successful hit. This doesn't multiply on a critical hit.</p>	<p style="text-align: center;">Crossbow Bolts</p> <p>These three crossbow bolts are have three green bands circling their shaft.</p> <p style="text-align: center;">DC 23 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Scout)</i></p>

<p>+1 Elf-Bane Bolts CL 8, moderate conjuration</p> <p>The enhancement bonus of these bolts is increased by 2 when used against an elf. In addition, this bolt deals 2d6 extra damage against elves.</p>	<p>Crossbow Bolts</p> <p>These three crossbow bolts are have five dark brown bands circling their shaft.</p> <p>DC 23 to identify.</p> <p><i>(Sahuagin Scout)</i></p>	<p>+1 Human-Bane Bolts CL 8, moderate conjuration</p> <p>The enhancement bonus of these bolts is increased by 2 when used against a human. In addition, this bolt deals 2d6 extra damage against humans.</p>
<p>Crossbow Bolts</p> <p>These three crossbow bolts are have seven blue bands circling their shaft.</p> <p>DC 23 to identify.</p> <p><i>(Sahuagin Scout)</i></p>	<p>+1 Merfolk-Bane Bolts CL 8, moderate conjuration</p> <p>The enhancement bonus of these bolts is increased by 2 when used against a merfolk. In addition, this bolt deals 2d6 extra damage against merfolk.</p>	<p>Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p>DC 18 to identify.</p> <p><i>(Sahuagin Scout)</i></p>
<p>Potion of Cure Moderate Wounds CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p>Feather</p> <p>This small feather feels much heavier than it actually is.</p> <p>DC 27 to identify</p> <p><i>(Sahuagin Scout)</i></p>	<p>Feather Token (anchor) CL 12, strong conjuration</p> <p>You can break this item to create an anchor that moors a craft in water so as to render it immobile for up to one day.</p>

<p style="text-align: center;">Crossbow Bolts</p> <p>These three crossbow bolts are have three green bands circling their shaft.</p> <p style="text-align: center;">DC 23 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Scout)</i></p>	<p style="text-align: center;">+1 Elf-Bane Bolts</p> <p style="text-align: center;">CL 8, moderate conjuration</p> <p>The enhancement bonus of these bolts is increased by 2 when used against an elf. In addition, this bolt deals 2d6 extra damage against elves.</p>	<p style="text-align: center;">Crossbow Bolts</p> <p>These three crossbow bolts are have five dark brown bands circling their shaft.</p> <p style="text-align: center;">DC 23 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Scout)</i></p>
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<p style="text-align: center;">Feather Token (anchor)</p> <p style="text-align: center;">CL 12, strong conjuration</p> <p>You can break this item to create an anchor that moors a craft in water so as to render it immobile for up to one day.</p>	<p style="text-align: center;">Crossbow Bolts</p> <p>These three crossbow bolts are have three green bands circling their shaft.</p> <p style="text-align: center;">DC 23 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Scout)</i></p>	<p style="text-align: center;">+1 Elf-Bane Bolts</p> <p style="text-align: center;">CL 8, moderate conjuration</p> <p>The enhancement bonus of these bolts is increased by 2 when used against an elf. In addition, this bolt deals 2d6 extra damage against elves.</p>
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<p style="text-align: center;">Potion of Cure Moderate Wounds CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p style="text-align: center;">Feather</p> <p>This small feather feels much heavier than it actually is.</p> <p style="text-align: center;">DC 27 to identify</p> <p style="text-align: center;"><i>(Sahuagin Scout)</i></p>	<p style="text-align: center;">Feather Token (anchor) CL 12, strong conjuration</p> <p>You can break this item to create an anchor that moors a craft in water so as to render it immobile for up to one day.</p>
<p style="text-align: center;">Mwk Trident</p> <p>This one-handed martial weapon deals 1d8 P damage with a critical of x2. It weighs 4 lbs. It can be thrown at a range increment of 10 ft.</p> <p>It has the brace weapon property. If you use it as a readied action against a charge, it deals double damage.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Champion)</i></p>	<p style="text-align: center;">+1 Trident CL 3, faint evocation</p> <p>This one-handed martial weapon deals 1d8 P damage with a critical of x2. It weighs 4 lbs. It can be thrown at a range increment of 10 ft.</p> <p>It has the brace weapon property. If you use it as a readied action against a charge, it deals double damage.</p>	<p style="text-align: center;">Belt</p> <p>This thick metal belt displays huge metal buckles around its length.</p> <p style="text-align: center;">DC 23 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Champion)</i></p>
<p style="text-align: center;">Belt of Giant Strength +2 CL 8, moderate transmutation Slot: Belt</p> <p>The wearer of this belt gains a +2 enhancement bonus to their Strength. This is a temporary bonus for the first 24 hours.</p>	<p style="text-align: center;">Cloak</p> <p>This plain brown cloak has flecks of steel sown into its linings.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Champion)</i></p>	<p style="text-align: center;">Cloak of Resistance +2 CL 5, faint abjuration Slot: Shoulders</p> <p>The wearer of this cloak gains a +2 resistance bonus to all saves.</p>

<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Infiltrator)</i></p>	<p style="text-align: center;">Potion of Cure Moderate Wounds</p> <p style="text-align: center;">CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p style="text-align: center;">Potion</p> <p>This potion bottle doesn't appear to contain any liquid, but its weight betrays its contents.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Infiltrator)</i></p>
<p style="text-align: center;">Potion of Invisibility</p> <p style="text-align: center;">CL 3, faint illusion</p> <p>The drinker becomes invisible for 3 minutes or until they attack. This gives a +40 bonus to Stealth checks, which drops to +20 if the target moves.</p>	<p style="text-align: center;">Cloak</p> <p>This plain brown cloak has flecks of steel sown into its linings.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Infiltrator)</i></p>	<p style="text-align: center;">Cloak of Resistance +1</p> <p style="text-align: center;">CL 5, faint abjuration Slot: Shoulders</p> <p>The wearer of this cloak gains a +1 resistance bonus to all saves.</p>
<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Infiltrator)</i></p>	<p style="text-align: center;">Potion of Cure Moderate Wounds</p> <p style="text-align: center;">CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p style="text-align: center;">Potion</p> <p>This potion bottle doesn't appear to contain any liquid, but its weight betrays its contents.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Infiltrator)</i></p>

<p>Potion of Invisibility CL 3, faint illusion</p> <p>The drinker becomes invisible for 3 minutes or until they attack. This gives a +40 bonus to Stealth checks, which drops to +20 if the target moves.</p>	<p>Cloak</p> <p>This plain brown cloak has flecks of steel sown into its linings.</p> <p>DC 20 to identify.</p> <p><i>(Sahuagin Infiltrator)</i></p>	<p>Cloak of Resistance +1 CL 5, faint abjuration Slot: Shoulders</p> <p>The wearer of this cloak gains a +1 resistance bonus to all saves.</p>
<p>Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p>DC 18 to identify.</p> <p><i>(Sahuagin Infiltrator)</i></p>	<p>Potion of Cure Moderate Wounds CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p>Potion</p> <p>This potion bottle doesn't appear to contain any liquid, but its weight betrays its contents.</p> <p>DC 18 to identify.</p> <p><i>(Sahuagin Infiltrator)</i></p>
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<p style="text-align: center;">Pearl</p> <p>This small white pearl has an oily sheen that makes other colors dance on its surface.</p> <p style="text-align: center;">DC 32 to identify.</p> <p style="text-align: center;"><i>(A6. The Coral Guard)</i></p>	<p style="text-align: center;">Pearl of Power (2nd level)</p> <p style="text-align: center;">CL 17, strong transmutation</p> <p>A prepared caster can use this pearl to recall one of their 2nd level prepared spells that they have already cast that day.</p>	<p style="text-align: center;">Pearl</p> <p>This small white pearl has an oily sheen that makes other colors dance on its surface.</p> <p style="text-align: center;">DC 32 to identify.</p> <p style="text-align: center;"><i>(A6. The Coral Guard)</i></p>
<p style="text-align: center;">Pearl of Power (3rd level)</p> <p style="text-align: center;">CL 17, strong transmutation</p> <p>A prepared caster can use this pearl to recall one of their 2nd level prepared spells that they have already cast that day.</p>	<p style="text-align: center;">Coral Full Plate</p> <p>This coral full plate is a suit of masterwork heavy armor which gives a +9 armor bonus to AC, with a Max Dex of +1, an ACP of -5, and an ASF of 35%. It weighs 50 lbs.</p> <p style="text-align: center;">DC 24 to identify.</p>	<p style="text-align: center;">Nautilus Coral Armor</p> <p>This coral <i>+1 full plate</i> is a suit of heavy armor which gives a +10 armor bonus to AC, with a Max Dex of +1, an ACP of -5, and an ASF of 35%. It weighs 50 lbs.</p> <p>This suit of armor doesn't give any armor check penalty on Swim checks and allows the wearer to hold their breath underwater for a number of rounds equal to four times their Constitution score instead of two times their Constitution score.</p>
<p style="text-align: center;">Mwk Greatclub</p> <p>This two-handed martial weapon deals 1d10 B damage with a critical of x2. It weighs 8 lbs.</p> <p>The tooth is encrusted with salt, but despite that, feels more slick than usual.</p> <p style="text-align: center;">DC 25 to identify.</p> <p style="text-align: center;"><i>(A8. The Festering Tooth)</i></p>	<p style="text-align: center;">+1 Corrosive Greatclub</p> <p style="text-align: center;">CL 10, moderate evocation</p> <p>This two-handed martial weapon deals 1d10 B damage with a critical of x2. It weighs 8 lbs.</p> <p>Whenever this weapon makes a successful melee attack, it deals an extra +1d6 points of acid damage. This damage is not multiplied on a critical hit.</p>	<p style="text-align: center;">Mwk Greatclub</p> <p>This two-handed martial weapon deals 1d10 B damage with a critical of x2. It weighs 8 lbs.</p> <p>The tooth is encrusted with salt, but despite that, feels more slick than usual. The salt has formed in such a way on one part of the tooth as to make it look like it has eyes.</p> <p style="text-align: center;">DC 25 to identify.</p> <p style="text-align: center;"><i>(A8. The Festering Tooth)</i></p>

<p align="center">+1 Corrosive Menacing Greatclub</p> <p>CL 10, moderate evocation and illusion</p> <p>This two-handed martial weapon deals 1d10 B damage with a critical of x2. It weighs 8 lbs.</p> <p>Whenever this weapon makes a successful melee attack, it deals an extra +1d6 points of acid damage. This damage is not multiplied on a critical hit.</p> <p>In addition, whenever the wielder is adjacent to a flanked foe, the flank bonus increases to +4. This works even if the wielder isn't a flanker.</p>	<p align="center">The Breath of Lysianassa</p> <p>This decanter grants anyone who touches it the benefits of a <i>water breathing</i> spell for 8 hours.</p> <p>DC 35 to identify further powers.</p> <p align="center"><i>(Aquel's Judgment)</i></p>	<p align="center">The Breath of Lysianassa</p> <p>Anyone holding this artifact can create strong currents and violent jets of water. This functions like a CL 15 <i>telekinesis</i> spell while holding the artifact.</p>
<p align="center">Mwk Morningstar</p> <p>This one-handed simple weapon deals 1d8 B&P damage with a critical of x2. It weighs 6 lbs.</p> <p>DC 23 to identify.</p> <p align="center"><i>(Aquel's Judgment)</i></p>	<p align="center">+2 Shock Morningstar</p> <p>CL 8, moderate evocation</p> <p>This one-handed simple weapon deals 1d8 B&P damage with a critical of x2. It weighs 6 lbs.</p> <p>Whenever this weapon makes a successful melee attack, it deals an extra +1d6 points of electricity damage. This damage is not multiplied on a critical hit.</p>	<p align="center">Mwk Morningstar</p> <p>This one-handed simple weapon deals 1d8 B&P damage with a critical of x2. It weighs 6 lbs.</p> <p>DC 25 to identify.</p> <p align="center"><i>(Aquel's Judgment)</i></p>
<p align="center">+2 Shocking Burst Morningstar</p> <p>CL 10, moderate evocation</p> <p>This one-handed simple weapon deals 1d8 B&P damage with a critical of x2. It weighs 6 lbs.</p> <p>Whenever this weapon makes a successful melee attack, it deals an extra +1d6 points of electricity damage. This damage is not multiplied on a critical hit. Instead, on a critical hit, the weapon deals an additional +1d10 electricity (in addition to the +1d6 electricity)</p>	<p align="center">Elixir</p> <p>This elixir makes a small gurgling sounds and glows blue.</p> <p>DC 22 to identify.</p> <p align="center"><i>(Razethka)</i></p>	<p align="center">Elixir of Dragon Breath (brine dragon)</p> <p>CL 11, moderate evocation</p> <p>A creature that drinks the elixir can, as a standard action breathe out a single blast of energy similar to a dragon's breath weapon, dealing 10d6 points of energy damage. Creatures in the area may attempt a DC 16 Reflex save for half damage. The magic ends after one breath or 1 hour.</p> <p>Brine: 30-ft line of acid.</p>

<p style="text-align: center;">Elixir</p> <p>This elixir makes a small gurgling sounds and glows blue.</p> <p style="text-align: center;">DC 22 to identify.</p> <p style="text-align: center;"><i>(Razethka)</i></p>	<p style="text-align: center;">Elixir of Dragon Breath (brine dragon)</p> <p style="text-align: center;">CL 11, moderate evocation</p> <p>A creature that drinks the elixir can, as a standard action breathe out a single blast of energy similar to a dragon's breath weapon, dealing 10d6 points of energy damage. Creatures in the area may attempt a DC 16 Reflex save for half damage. The magic ends after one breath or 1 hour.</p> <p style="text-align: center;">Brine: 30-ft line of acid.</p>	<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Lieutenant)</i></p>
<p style="text-align: center;">Potion of Cure Moderate Wounds</p> <p style="text-align: center;">CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p style="text-align: center;">Mwk Trident</p> <p>This one-handed martial weapon deals 1d8 P damage with a critical of x2. It weighs 4 lbs. It can be thrown at a range increment of 10 ft.</p> <p>It has the brace weapon property. If you use it as a readied action against a charge, it deals double damage.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Champion)</i></p>	<p style="text-align: center;">+1 Trident</p> <p style="text-align: center;">CL 3, faint evocation</p> <p>This one-handed martial weapon deals 1d8 P damage with a critical of x2. It weighs 4 lbs. It can be thrown at a range increment of 10 ft.</p> <p>It has the brace weapon property. If you use it as a readied action against a charge, it deals double damage.</p>
<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Lieutenant)</i></p>	<p style="text-align: center;">Potion of Cure Moderate Wounds</p> <p style="text-align: center;">CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>	<p style="text-align: center;">Mwk Trident</p> <p>This one-handed martial weapon deals 1d8 P damage with a critical of x2. It weighs 4 lbs. It can be thrown at a range increment of 10 ft.</p> <p>It has the brace weapon property. If you use it as a readied action against a charge, it deals double damage.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Champion)</i></p>

<p style="text-align: center;">+1 Trident CL 3, faint evocation</p> <p>This one-handed martial weapon deals 1d8 P damage with a critical of x2. It weighs 4 lbs. It can be thrown at a range increment of 10 ft.</p> <p>It has the brace weapon property. If you use it as a readied action against a charge, it deals double damage.</p>	<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Potion of Cure Moderate Wounds CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p>
<p style="text-align: center;">Mwk Breastplate</p> <p>This medium armor gives a +6 armor bonus to AC, with a Max Dex of +3, an ACP of -3, and an ASF of 25%. It weighs 30 lbs.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">+1 Breastplate CL 3, faint abjuration</p> <p>This medium armor gives a +7 armor bonus to AC, with a Max Dex of +3, an ACP of -3, and an ASF of 25%. It weighs 30 lbs.</p>	<p style="text-align: center;">Cloak</p> <p>This plain brown cloak has flecks of steel sown into its linings.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>
<p style="text-align: center;">Cloak of Resistance +1 CL 5, faint abjuration Slot: Shoulders</p> <p>The wearer of this cloak gains a +1 resistance bonus to all saves.</p>	<p style="text-align: center;">Amulet</p> <p>This blue gem in the center of this amulet radiates cold, causing a rippling effect in the temperature of the water around it.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Frost Amulet of Mighty Fists CL 5, faint evocation Slot: Neck</p> <p>The wearer of this amulet gains the <i>frost</i> weapon ability to all their natural attacks and unarmed strikes. This adds +1d6 cold damage on a successful hit. This doesn't multiply on a critical hit.</p>

<p style="text-align: center;">Potion</p> <p>This potion bottle contains a clear liquid and glows slightly.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Potion of Cure Moderate Wounds</p> <p style="text-align: center;">CL 3, faint conjuration</p> <p>The drinker regains 2d8+3 hit points.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Mwk Breastplate</p> <p>This medium armor gives a +6 armor bonus to AC, with a Max Dex of +3, an ACP of -3, and an ASF of 25%. It weighs 30 lbs.</p> <p style="text-align: center;">DC 18 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>
<p style="text-align: center;">+1 Breastplate</p> <p style="text-align: center;">CL 3, faint abjuration</p> <p>This medium armor gives a +7 armor bonus to AC, with a Max Dex of +3, an ACP of -3, and an ASF of 25%. It weighs 30 lbs.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Cloak</p> <p>This plain brown cloak has flecks of steel sown into its linings.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Cloak of Resistance +1</p> <p style="text-align: center;">CL 5, faint abjuration Slot: Shoulders</p> <p>The wearer of this cloak gains a +1 resistance bonus to all saves.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>
<p style="text-align: center;">Amulet</p> <p>This blue gem in the center of this amulet radiates cold, causing a rippling effect in the temperature of the water around it.</p> <p style="text-align: center;">DC 20 to identify.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	<p style="text-align: center;">Frost Amulet of Mighty Fists</p> <p style="text-align: center;">CL 5, faint evocation Slot: Neck</p> <p>The wearer of this amulet gains the <i>frost</i> weapon ability to all their natural attacks and unarmed strikes. This adds +1d6 cold damage on a successful hit. This doesn't multiply on a critical hit.</p> <p style="text-align: center;"><i>(Sahuagin Baron)</i></p>	

