

All weather cloak

- A full-length, hooded, rain coat with long sleeves. The cloak/coat has a rubber outer coating and a wool lining inside. The over-sized cloak sizes to fit any wearer of Large, Medium or Small size, weighing 4, 8 or 12lbs (respectively). This cloak (which occupies the 'shoulders' slot as worn) can be worn over a suit of armor without impeding the functionality or magic function of the cloak or armor. The cloak may be worn comfortably without any limitation on Max Dex bonus. It does not impose an Armor Check Penalty or Arcane Spell Failure Chance. You may sleep in the cloak without any fatigue effects. The cloak/coat may be fastened (with attached metal fastening devices) around the neck and torso, down to the waist, or it may be worn open without fastening any of the clasping devices.
- The cloak is enchanted with endure heat and cold magics. The magic protects the wearer from environmental extremes of cold or heat (-50°F to +140°F). Temperatures above or below this range inflict damage upon unprotected characters. See DMG pages 302-303.
- In addition to protection from environmental extremes, this cloak also protects the wearer from the first 10 point of damage from magic flames/fire/heat or cold.
- Finally, the cloak also keeps the wearer dry under conditions of rain, sleet, fog, all wet weather. The wearer only becomes wet when immersed/submerged in water.

Item Level: 12; Body Slot: Shoulders; Caster Level: 14; Aura: Moderate (DC 17) abjuration; Activation: –

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Weight(lb.): varies

Value(gp): 5,000

Always ready invisible bow

- This magical long bow carries a few unique and very useful enchantments. First of all, it's completely invisible. It cannot be seen by any form of 'invisibility detection' as it isn't really invisible. It's actually made out of elemental air. This magical force is summoned from the plane of air by command. The bow wielder/owner merely needs to speak the command words: "Retuak Fetestalk" (as a free action) in order to summon the bow. The summoner can then 'feel' the bow in his/her hands.
- The bow may be 'drawn' using the same actions one would employ with a standard bow. Once drawn, an invisible arrow of force is 'knocked' and ready for flight. A maximum of one such force arrows may then be fired each round thereafter. The force arrows are considered to be a spell like effect and can be 'dispelled' by a 'dispel magic' or similar spell. A standard Attack roll is required in order to damage an opponent using these 'force' arrows. Damage from the force arrows is 2d4+2 per attack (minimum damage of 2 is caused in any circumstances of damage resistance - unless resistance/immunity to 'force attacks/effects' is indicated). All attacks using these force arrows are considered magical and they gain an additional +2 'To Hit' against sighted opponents due to the fact that the bow and its ammunition are 'invisible'.
- Once summoned, the bow remains held, and cannot be disarmed or dropped, until the wielder returns the bow to the elemental plane of air by uttering the command words: "Seleniak Angriak" as a free action. While the bow is held, the wielder cannot hold or wield other items or weapons, as his/her hands are considered to be 'occupied'.

Weight(lb.): 3

Value(gp):15,000

Always ready invisible bow

-The bow can only be transferred to another wielder/owner by a creature native (has type or subtype of 'Air') to the Elemental plane of air. Such creatures can see the bow normally (they will recognize that it is made of elemental air). They may also grasp the bow and transfer it to some other recipient or wield it for themselves. Note that creatures with the 'Air' type or subtype are not subject to the +2 to hit noted earlier as they can see the bow and its arrows.

-The bow has the following stats:

-Damage: 2d4+2; Crit: x2; Rng: 120ft; Wt: 3; Type: P; Parry: -2; M.Str: 8; M.Dex: 5; Fumble: 20

Item Level: 15; Body Slot: -(held); Caster Level: 18; Aura: Moderate (DC18) summoning; Activation: -

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Weight(lb.): 3

Value(gp):15,000

Elixir of purity

- A plum flavored liquor with magical properties. The unknown brewer of this elixir was likely skilled as a Purifier of the Hallowed Doctrine (see HH pages 108-113). This potion is contained within a crystal decanter. The stopper is sealed with bees wax and a metal clamp to prevent accidental exposure to air and spillage. The decanter has mundane value of 5gp.
- A person must drink the entire content of the potion to receive the benefit described here. Drinking a potion is a standard action which provokes an attack of opportunity.
- Drinking this potion will cleanse the imbiber of up to 3 points of corruption and/or depravity. For a total of 6 points (reduction in corruption and/or depravity is allowed in any combination which totals 6 points. (i.e. 3 points corruption and 3 points depravity, or 4 points of depravity and 2 points of corruption or 6 points of corruption, etc).
- Unwilling creatures can attempt to resist the cleansing nature of the potion with a save vs DC of 20. If the creature is trying to resist the cleansing of corruption, he/she must make a Fort save. If the creature is trying to resist the cleansing of depravity, he/she must make a Will save. If he/she is trying to resist both then two saves are permitted.
- The purifying power of this elixir is great enough to lower a persons corruption and/or depravity score down to a lower taint category.
- Creatures that are innately tainted are unaffected by the consumption of this potion.

Item Level: Body Slot: Caster Level: Aura: Activation: on the index card

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Weight(lb.): 2

Value(gp):2,500

Mace-axe of armor piercing

-Mace-axe: This one-handed, martial, melee weapon is based upon a bronze age design. It features a mace-like head with a single curving axe blade projecting from it. It is heavy and awkward, but delivers a formidable blow. The weapon carries a +1 bonus to hit and damage as well as several additional enchantments.

-Armor piercing: Upon close inspection, this weapon appears to have dense sharp spikes all along the blade, as well as two backward curving, partially bladed, pick-like projections on either end of the axe head. The weapon is also fitted with a heavy leather thong to assist in various combat maneuvers. These implements are designed to pierce or destroy heavy armor. When employed in a melee attack, this mace-axe penalizes a target's AC due to armor by 3 points. This modifier only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected. For example: If the axe-wielder attacks a warrior wearing +2 magical chainmail and a mundane shield. The armor is considered to be 3 points worse in its protective rating. Overall, the warrior's AC is considered worse by 3. If the warrior was only carrying a mundane shield (which provides 1 point of Armor protection) his AC would only be considered worse by 1 point. The amount that the AC is reduced by cannot exceed the protective rating of the armor worn or carried. If the warrior wore nothing but magical bracers of defense, his AC would not be affected.

-Armor cleaving: The unique armor defeating implements of this weapon allow the user to target an opponents armor for additional damage (See 3ehsr1s.pdf page 33 / Armor deterioration due to critical hits). If the wielder of this weapon scores a critical hit against an armored opponent (during melee combat), that opponent's armor receives 3 fewer points as modifiers during its saving throw than normal. Once again, the amount that his modifier is reduced by cannot exceed the protective rating of the armor worn or carried.

Weight(lb.): 9

Value(gp): 20,000

Mace-axe of armor piercing

- Sunder: If this weapon is used in a 'Sunder' attack (see PH158) against a held weapon or shield, then this weapon is considered to be held with two hands - wielder receives a +4 bonus on the opposed roll, and the wielder is considered to have the Improved Sunder Feat (see PH96) - receiving a +4 bonus on the opposed roll and incurring no attack of opportunity in the sunder attempt.
- Disarming: The special spikes and projections on this weapon make it an excellent choice when attempting to disarm an opponent. If the wielder of this weapon attempts to disarm an opponent (see PH155) then this weapon is considered to be held with two hands - wielder receives a +4 bonus on the opposed roll, and the wielder is considered to have the Improved Disarm Feat (see PH96) - receiving a +4 bonus on the opposed roll and incurring no attack of opportunity in the sunder attempt. Note: Although the Improved Disarm feat requires 'Combat Expertise' use of this weapon does not confer that feat as a benefit. It is simply waived as a requirement for the purposes of this magically enhanced disarm attempt.
- Parrying: A typical mace-axe has no modifier on it's parry attempt. This weapon gains a +2 due to its construction and the use of the lanyard/strap, and an additional +1 due to the magical enhancement of the weapon.
- The weapon has the following stats (magical adjustments in parenthesis):
- Damage: 2d4(+1); Crit: 19-20/x3; Rng: –; Wt: 9; Type: B+S+P; Parry: +2(+1); M.Str: 10; M.Dex: 8; Fumble: 19

Item Level: 15; Body Slot: –(held); Caster Level: 18; Aura: Moderate (DC18) evocation; Activation: –

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Weight(lb.): 9

Value(gp): 20,000

Mists of Balkar

- Mists of Balkar is a magical mist contained within a metal canister (a scroll tube). The metal canister is 6" long x 2" in diameter. The metal canister is decorated with intricate carvings of swirling, intertwined, clouds that seem to imply humanoid faces and shapes. The tube is made of silver and each end features a cap which can be screwed on/off. The canister/tube has a mundane value of 100gp after the magical mist inside is used. The tube could be used to store other items (including scrolls) after the magical mist is used.
- Contained within the canister is a magical mist produced on the elemental plane of air. Once the tube is opened a cloud-like white/translucent mist seeps out, flowing outward from the point where the canister was opened, the mist covers a semi-spherical area with a 60' radius. Using this item is a full-round action.
- Any sentient creatures (and all the items carried/equipped by these creatures) within the mist at this point (at the end of the full-round action) immediately assume a cloud-like white/translucent mist-like composition. The creatures enveloped by the mist become mist themselves. Creatures within the mist are allowed a Fortitude save vs DC 18 to remain in solid form.
- The subjects and all their gear become insubstantial, misty, and translucent. All material armor (including natural armor) becomes worthless (not affecting/providing AC bonus), though the creature's size, Dexterity, deflection bonuses, and armor bonuses from force effects (for example, from the mage armor spell) still apply. The subjects gain damage reduction 10/magic and become immune to poison and critical hits. They can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. Verbal communication while in this form is not possible.

Weight(lb.): 1

Value(gp): 2,500

Mists of Balkar

-A gaseous creature can't run, but it can fly at a speed of 60 feet (maneuverability perfect). They can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creatures are subject to the effects of wind, and they can't enter water or other liquid. They also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot (such as those that supply armor or natural armor bonuses).

-Individuals so affected will remain gaseous for 1d6+6x10 minutes. Affected creatures may end the effect and resume solid form prior to the standard/calculated duration if they succeed on a Will save vs DV 20. Once the affected creature resumes solid form, he/she may not transition back into mist form (for the duration of this affect).

Item Level: 7; Body Slot: –; Caster Level: 15; Aura: Moderate (DC 16) Transmutation; Activation: Full round action

This potion/magic item description is a derivative work, based upon a potion (Potion of Gaseous Form) described in the Dungeon Master's Guide I, page 230 and Player's Handbook I, page 234. I claim no copyright to the Wizards of the Coast source materials. This derivative work was created for use in my personal D&D campaign. This item description may not be re-published for any commercial purpose. Copyright held by Author: Robert L. Vaessen

Weight(lb.): 1

Value(gp): 2,500

Pelor's radiant bullwark

- A suit of banded armor made out of Mithral (Known as truemetal to the Dwarves. The silvery-blue, shining metal is derived from a soft, glittering, silvery-black ore found in rare veins and pockets all over Faerûn - from the depths of the Underdark to surface rocks, particularly in the easternmost Sword Coast North lands.
- Mithral is the lightest and most supple of metals hard enough to be used in the making of armor; it is extremely valuable. Against magical attacks, it has an unpredictable nature: Whenever magic contacts it (from an external source), roll d%. On an odd result, it does nothing; on an even result, it alters the magic, either giving a +1 saving throw bonus to beings very nearby (occupying the same square(s) as the armor wearer/bearer) or lessening damage done by the magic by 1 point per damage die (The result more favorable to the mithral wearer/bearer may be chosen.)
- Items made primarily of mithral (this armor) automatically succeed on all vs. normal fire, cold, and electricity. They receive a +2 bonus to all vs. acid, disintegration, magical fire, and lightning and a +6 bonus to all vs. crushing blow and fall.
- The armor features a sunburst design over the breast plates. The spiral sunburst design acts as a holy symbol of Pelor and carries special enchantments evident when worn by a worshiper of Pelor. In addition to these special enhancements, the suit is magically enchanted to provide a +2 protective bonus, giving the suit a total Armor Bonus of +8.
- The suit sizes to fit any wearer of Large, Medium or Small size, weighing 10, 20 or 30lbs (respectively), but the suit's weight is not counted when calculating max weight/carrying capacity. The suit is considered non-encumbering. It may be worn comfortably without any limitation on Max Dex bonus. It does not impose an Armor Check Penalty or Arcane Spell Failure Chance. You may sleep in the armor without any fatigue effects.
- When worn by a worshiper of Pelor the suit of armor manifests two special enchantments: A Bullwark enchantment and a Radiant burst enchantment. The Bullwark enchantment allows the wearer to project (as a free action) a shimmering translucent force field up to 20' in any direction. Once designated, the Bullwark provides an additional +2 magical armor bonus to a specified ally (of any size) or a particular space (medium sized - 5x5 square). The bulwark can be stationary, or designated to 'protect' a specific ally; moving with that ally as long as the ally stays within 20' of the character wearing Pelor's radiant bullwark. The bullwark enchantment appears as a visible spiral of sparkling silver flecks which encircle the designated ally or space.
- The Radiant burst enchantment, allows the wearer to project (as a free action) a golden burst of light that heals or harms (to any visible target within 20' of the armor wearer). Once per round, the wearer of the armor may direct a burst of light that either heals or harms a target. If directed to harm a

Weight(lb.):varies

Value(gp):40,000

Pelor's radiant bullwark

target, the armor wearer must designate a target and make a 'Touch AC' attack roll (using base attack modifiers) against the target, success results in 2d4+2 force damage. No damage is caused if the attack fails.

- If directed to heal a target, the armor wearer must designate a target and make a 'Touch AC' attack roll (using base attack modifiers) against the target, success results in 2d4+2 healing (magical regeneration). No healing is provided if the target is already at full hit points or dead. The healing effect also stabilizes any target in a 'Dying' state (see PH135). The radiant burst manifests itself as a golden radiant burst emanating (providing light in a 20' radius for one round) from the holy symbol, which then reverses itself and streaks outward as a shimmering golden beam of light directed towards the target.

- Any use of the Radiant Burst expends a 'charge' from the armor. The armor can retain up to a maximum of 100 charges. The charges can be restored by a faithful spell-caster. The wearer may add a 'charge' to the armor by expending a single casting of any 1st (or greater) level spell. Only a spell caster may charge the armor in this manner. Only one charge may be restored per day.

Item Level: 18; Body Slot: Body; Caster Level: 20th; Aura: Strong (DC 24) abjuration; Activation: –

This armor/magic item description is an original design. The original item is described as being forged out of Mithral, a metal described in the 2nd Edition rule book: "Volo's Guide to all Things Magical" (see page 57) - I claim no copyright to the Mithral source material. This derivative work was created for use in my personal D&D campaign. This item description may not be re-published for any commercial purpose. Copyright held by Author: Robert L. Vaessen

Weight(lb.):varies

Value(gp):40,000

Ring of veracity

- A simple ring made of gold with silver trim. This ring is inscribed with foreign words engraved around the perimeter, this ring will size to fit any wearer (any creature with fingers). The word 'Truth' is imprinted on the ring in the script of a hundred different languages.
- Whoever wears the ring cannot lie - The wearer is prohibited from uttering an intentional deception through audible means. Unless he/she concentrates and attempts to circumvent the power of the ring by succeeding on a Will save vs DC of 18. A person with skill in Bluff may substitute their skill modifier for their Will save modifier.
- The ring operates passively in its ability to discern veracity. It does not compel anyone to answer questions, nor does it compel persons to tell the truth, and subjects are not normally aware of it's power.
- Whoever wears the ring can detect lies - Under normal circumstance, the wearer can ascertain the veracity of verbal statements made within 10' of his/her person. The wearer must be able to see the subject speaking, and understand the language being used, in order to determine the veracity of any spoken words. Detection of veracity is a free action, but the power may only be used on one subject per round.
- Each round the wearer concentrates on one subject within range. Under most circumstances, the wearer will know if the subject deliberately and knowingly speaks a lie (Under normal circumstances no save is

Weight(lb.): 0.1

Value(gp):12,000

Ring of veracity

necessary). The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

-A subject who is aware of or suspects the ring/ring wearer's power may attempt to intentionally conceal the veracity of his/her speech. Some people are expert liars and they can sometimes sense when they are being 'tested'. Anyone who is guarded in his/her speech and actively trying to deceive may thus be allowed a Will save vs DC of 18. A person with skill in Bluff may substitute their skill modifier for their Will save modifier.

-If the ring is removed for any reason then it's veracity detection capability will be delayed when it is put-back on. If the ring is left off for one day, then it will need to be worn for a day before the ring starts working again.

Item Level: 10; Body Slot: Ring; Caster Level: 12; Aura: Faint (DC 15) enchantment; Activation: free action

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Weight(lb.): 0.1

Value(gp):12,000

St. Daviek's Sword

- St. Daviek's Sword: This +3 broad sword (+3 to hit, damage, and parry) was created for a legendary Pelorian paladin centuries ago (in a time when paladins of Pelor were much rarer than now). Kevari Daviek traveled the land ministering to the needy and destroying undead whenever he encountered them. Stories tell of him absorbing the plague from an entire town into his own body to stop an outbreak, using his own blood to kill a vampire lord, and how each dawn his face shined like the sun itself. After he died, some of his bones were placed in the weapon's hollow hilt, and it is now a relic of the faith.
- The sword is made of Arandur: Once the exclusive secret of the Gnomes, this legendary metal has since been worked by elven smiths of Evereska and Evermeet. Many Gnomish locks and hooks, as well as some fabled Elven warblades, have been forged of arandur, though new forgings - *and folk who know how to work the ore* - are both rarer than ever today.
- Arandur is a rare natural metal found in igneous rock, usually as streaks of blue-green ore amid vitreous glass. So that it does not become as brittle as the glass it is found in, it must be tempered with the blood of a red or blue dragon in its forging. Because of this, working it is not a task for the roadside village smith. The finished forged metal is silver-blue with a green reflective shine.
- Arandur bonds with other metals so well that Merald's meld and crown meld spells are not necessary when enchanting an item made of it and other metals. It is famous for holding a sharp edge even when abused and was the favored material of old for making swords of sharpness and vorpal weapons.
- This particular sword automatically succeeds in all item saving throws vs. fall, normal fire, cold, and electricity. The sword receives a +3 bonus to all item saving throws vs. acid, crushing blow, disintegration, magical fire, and lightning. This particular sword partially absorbs magic missile energy pulses; the sword's wielder takes 1/2 damage from each magic missile bolt directed at them.

Weight(lb.): 4

Value(gp):40,000

St. Daviek's Sword

- This arandur forged sword has a handle made of pale white wood wrapped in golden thread. A small symbol of Pelor is etched onto the pommel piece. The pommel piece can be removed to reveal a small cavity containing some pulverized bone remains of St. Daviek. If the remains are removed, the sword loses most of its power, becoming +1 (to hit/dam) only.
- The sword sheds light at will - Bright light (equivalent to daylight) in a 20' radius, normal light from 20 - 40' and shadowy conditions from 40 - 60'. Any worshiper of Pelor who wields the weapon gains the benefits of a ring of regeneration (regenerating 1 hit point per round up to the character's maximum hit points - regeneration is not possible if the character wielding the sword is unconscious, but any worshiper of Pelor who is wielding the sword when they become unconscious will also be 'stabilized', preventing the additional loss of hit points due to standard weapon damage (See 'Dying' PH145). The sword does not prevent loss of hit points due to other magical, supernatural or extraordinary effects which are affecting the sword wielder. Any paladin of Pelor who wields the sword gains a +3 natural armor bonus. Her class ability to use remove disease changes from a number of times per week to a number of times per day (so a 12th-level Pelorian paladin with this weapon can cast remove disease three times per day instead of three times per week).
- The weapon has the following stats (magical adjustments in parenthesis):
- Damage: 2d4(+3); Crit: 18-20/x2; Rng: -; Wt: 4; Type: S; Parry: +1(+3); M.Str: 6; M.Dex: 6; Fumble: 18

Item Level: Body Slot – (held); Caster Level: 14th; Aura: Strong (DC 15) abjuration; Activation: –

This sword/magic item description is a derivative work, based upon a weapon (Ajira's Rod) described in Dragon Magazine issue #346. The original item is also described as being forged out of Arandur, a metal described in the 2nd Edition rule book: "Volo's Guide to all Things Magical" (see page 56) - I claim no copyright to those source materials. This derivative work was created for use in my personal D&D campaign. This item description may not be re-published for any commercial purpose. Copyright held by Author: Robert L. Vaessen

Weight(lb.): 4

Value(gp):40,000

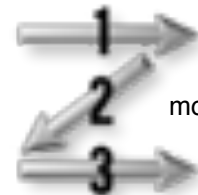
Zigfeld's Summoned Shield

-This square heavy spiked shield is made of some sort of blackened metal with an embossed silver 'Z' on the front. While it appears to be a standard heavy shield; it is actually light in weight and easily to wield. The shield may be stored in its own extra-dimensional 'locker' when not in use. The shield may be easily summoned and equipped (ready for use) by the owner* using a

-The shield is stored in an extra-dimensional space (the shield is the only thing stored in this space) may summon the shield (with a swift action) by snapping his/her hand in a three movement sequence and equipped to



three motion somatic gesture. stored (when not in use) in an extra-dimensional space (the shield is the only thing stored in this space) may summon the shield (with a swift action) by snapping his/her hand in a three movement sequence and equipped to the arm that was used to execute the snapping shield is much lighter than one would expect for a heavy shield for proficiencies/feats).



dimensional space). The owner fingers in a three moving the hand in a appears strapped sequence. a 'Heavy' shield

-This particular (still counts as a

-In addition to the embossed silver 'Z', the shield's exterior surface is covered with numerous sharp spikes. This spiked shield may be wielded in combat to execute a shield bash. The damage inflicted from a shield bash will be type P (piercing) and B (bludgeoning).

-Zigfeld's summoned shield has three enchantment bonuses. As armor it provides an AC bonus of +4 (+2 for the heavy shield, +2 from protective enchantment), As a melee weapon it is considered +2 to hit and damage, in defense it has an additional parry modifier of +3 (on top of the normal +4 for a heavy spiked shield).

Weight(lb.): 3.5

Value(gp): 20,000

Zigfeld's Summoned Shield

- To put the shield back into its extra-dimensional storage space (a swift action), the wielder must rub his/her hand across the embossed name of 'Zigfeld Morendorf' (found on the inside/backside of the shield). The shield then disappears (silently) and returns to the extra-dimensional locker until summoned by the owner*.
- *The owner of the shield is the last person to touch the embossed name of 'Zigfeld Morendorf' (The Dwarven craftsman who created the shield); which can be found on the inside/backside of the shield.
- The weapon has the following stats:
- Damage: 1d8(+2); Crit: x2; Rng: –; Wt: 3.5; Type: P+B; Parry: +4(+3); M.Str: 8; M.Dex: 5; Fumble: 16

Item Level: Body Slot – (held); Caster Level: 8th; Aura: Moderate (DC 17) abjuration; Activation: –

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Weight(lb.): 3.5

Value(gp): 20,000