

# SYSTEM RESOURCE DOCUMENT

## VERSION 3.5

### MAGIC ITEMS

This document includes the following 3.5 System Resource Document Files::

*MagicItemsI.rtf*

*MagicItemsII.rtf*

*MagicItemsIII.rtf*

*MagicItemsIV.rtf*

*MagicItemsV.rtf*

*MagicItemsVI.rtf*

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# BASICS & CREATION

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staffs, wands, and wondrous items. In addition, some magic items are cursed or intelligent. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

**Armor and Shields:** Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

**Weapons:** Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

**Potions:** A potion is an elixir concocted with a spell-like effect that affects only the drinker.

**Rings:** A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

**Rods:** A rod is a scepter-like item with a special power unlike that of any known spell.

**Scrolls:** A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

**Staffs:** A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges.

**Wands:** A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

**Wondrous Items:** These objects include magic jewelry, tools, books, clothing, and much more.

## Magic Items And Detect Magic

When *detect magic* identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. The description of each item provides its aura strength and the school it belongs to.

If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines.

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, etc.	Transmutation

## Using Items

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

**Spell Completion:** This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. All that's left to do is perform the finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake. Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

**Spell Trigger:** Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character who can't actually cast spells, such as a 3rd-level paladin.) The user must still determine what spell is stored in the item before she can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

**Command Word:** If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.

The spells *identify* and *analyze dweomer* both reveal command words.

**Use Activated:** This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

## Size And Magic Items

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items.

There may be rare exceptions, especially with racial specific items.

**Armor and Weapon Sizes:** Armor and weapons that are found at random have a 30% chance of being Small (01-30), a 60% chance of being Medium (31-90), and a 10% chance of being any other size (91-100).

## Magic Items On The Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

## Saving Throws Against Magic Item Powers

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell.

Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

## Damaging Magic Items

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that might deal damage to them— even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

## Repairing Magic Items

Some magic items take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart. The *make whole* spell also repairs a damaged—but not completely broken—magic item.

## Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.)

In general, less than 1% of magic items have intelligence.

## Cursed Items

Some items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

## Charges, Doses, And Multiple Uses

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

## Magic Item Descriptions

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

- **Aura:** Most of the time, a *detect magic* spell will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic* spell description for details.
- **Caster Level:** The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level itself.

For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

- **Prerequisites:** Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster level.

A spell prerequisite may be provided by a character who has prepared the spell (or who knows the spell, in the case of a sorcerer or bard), or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. The character designated as the creator pays the XP required to make the item.

Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat). When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two.

- **Market Price:** This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP).
- **Cost to Create:** The next part of a notational entry is the cost in gp and XP to create the item, given following the word

"Cost." This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/25 the market price.

- **Weight:** The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Table: Random Magic Item Generation			
Minor	Medium	Major	Item
01-04	01-10	01-10	Armor and shields
05-09	11-20	11-20	Weapons
10-44	21-30	21-25	Potions
45-46	31-40	26-35	Rings
—	41-50	36-45	Rods
47-81	51-65	46-55	Scrolls
—	66-68	56-75	Staffs
82-91	69-83	76-80	Wands
92-100	84-100	81-100	Wondrous items

## Creating Magic Items

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of experience points) in an item's creation.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than her own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Magic supplies for items are always half of the base price in gp and 1/25 of the base price in XP. For many items, the market price equals the base price.

Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the magic supplies cost and the base XP cost (both determined by the base price) plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The character must spend the gold and XP at the beginning of the construction process.

The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

Table: Summary of Magic Item Creation Costs						
Magic Item	Feat	Item Cost	Material <sup>2</sup>	Spell Component Costs		Base Price <sup>4</sup>
				XP <sup>3</sup>	Magic Supplies Cost	
Armor	Craft Magic Arms and Armor	Masterwork armor	Cost x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Shield	Craft Magic Arms and Armor	Masterwork shield	x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Weapon	Craft Magic Arms and Armor	Masterwork weapon	x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Weapons	Value on Table: Weapons
Potion	Brew Potion	—	Cost (usually none)	Cost (usually none)	1/2 x 25 x level of spell x level of caster	25 x level of spell x level of caster
Ring	Forge Ring	—	x 50	x 50 x 5 gp	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Rod	Craft Rod	<sup>1</sup>	x 50 (often none)	x 50 (often none)	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Scroll	Scribe Scroll	—	Cost (usually none)	Cost (usually none)	1/2 x 12.5 x level of spell x level of caster	12.5 x level of spell x level of caster
Staff	Craft Staff	Masterwork quarterstaff (300 gp)	x 50 / (# of charges used to activate spell)	x 50 x 5 gp / (# of charges used to activate spell)	See Creating Staffs, below	See Creating Staffs, below
Wand	Craft Wand	—	x 50	x 50 x 5 gp	1/2 x 375 x level of spell x level of caster	375 x level of spell x level of caster
Wondrous Item	Craft Wondrous Item	<sup>5</sup>	x 50 (usually none)	x 50 (usually none) x 5 gp	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below

1 Rods usable as weapons must include the masterwork weapon cost.

2 This cost is only for spells activated by the item that have material or XP components. Having a spell with a costly component as a prerequisite does not automatically incur this cost if the item doesn't actually cast the spell.

3 If purchasing a staff, the buyer pays 5 x the XP value in gold pieces.

4 A character creating an item pays 1/25 the base price in experience points.

5 Some items have additional value from a masterwork item component.

**An item's market price is the sum of the item cost, spell component costs, and the base price.**

Table: Estimating Magic Item Gold Piece Values		
Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Gloves of Dexterity +2</i>
Armor bonus (enhancement)	Bonus squared x 1,000 gp	+1 <i>chainmail</i>
Bonus spell	Spell level squared x 1,000 gp	<i>Pearl of power</i>
AC bonus (deflection)	Bonus squared x 2,000 gp	<i>Ring of protection +3</i>
AC bonus (other) <sup>1</sup>	Bonus squared x 2,500 gp	<i>Ioun stone, dusty rose prism</i>
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	<i>Amulet of natural armor +1</i>
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance +5</i>
Save bonus (other) <sup>1</sup>	Bonus squared x 2,000 gp	<i>Stone of good luck</i>
Skill bonus (competence)	Bonus squared x 100 gp	<i>Cloak of elvenkind</i>
Spell resistance	10,000 gp per point over SR 12; SR 13 minimum	<i>Mantle of spell resistance</i>
Weapon bonus (enhancement)	Bonus squared x 2,000 gp	+1 <i>longsword</i>
Spell Effect	Base Price	Example
Single use, spell completion	Spell level x caster level x 25 gp	<i>Scroll of haste</i>
Single use, use-activated	Spell level x caster level x 50 gp	<i>Potion of cure light wounds</i>
50 charges, spell trigger	Spell level x caster level x 750 gp	<i>Wand of fireball</i>
Command word	Spell level x caster level x 1,800 gp	<i>Cape of the mountebank</i>
Use-activated or continuous	Spell level x caster level x 2,000 gp <sup>2</sup>	<i>Lantern of revealing</i>
Special	Base Price Adjustment	Example
Charges per day	Divide by (5 divided by charges per day)	<i>Boots of teleportation</i>
Uncustomary space limitation <sup>3</sup>	Multiply entire cost by 1.5	<i>Helm of teleportation</i>
No space limitation <sup>4</sup>	Multiply entire cost by 2	<i>Ioun stone</i>
Multiple different abilities	Multiply higher item cost by 2	<i>Helm of brilliance</i>
Charged (50 charges)	1/2 unlimited use base price	<i>Ring of the ram</i>
Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of masterwork item	+1 <i>composite longbow</i>
Spell has material component cost	Add directly into price of item per charge <sup>5</sup>	<i>Wand of stoneskin</i>
Spell has XP cost	Add 5 gp per 1 XP per charge <sup>5</sup>	<i>Ring of three wishes</i>

*Spell Level:* A 0-level spell is half the value of a 1st-level spell for determining price.

1 Such as a luck, insight, sacred, or profane bonus.

2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

3 See Body Slot Affinities, below.

4 An item that does not take up one of the spaces on a body costs double.

5 If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

## Magic Item Gold Piece Values

Many factors must be considered when determining the price of new magic items. The easiest way to come up with a price is to match the new item to an item that is already priced that price as a guide. Otherwise, use the guidelines summarized on Table: Estimating Magic Item Gold Piece Values.

**Multiple Similar Abilities:** For items with multiple similar abilities that don't take up space on a character's body use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.

**Multiple Different Abilities:** Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body each additional power not only has no discount but instead has a 50% increase in price.

**0-Level Spells:** When multiplying spell levels to determine value, 0-level spells should be treated as 1/2 level.

**Other Considerations:** Once you have a final cost figure, reduce that number if either of the following conditions applies:

—*Item Requires Skill to Use:* Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

—*Item Requires Specific Class or Alignment to Use:* Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

Prices presented in the magic item descriptions (the gold piece value following the item's caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for. Calculate the market price based on the lowest possible level caster, no matter who makes the item.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren't enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, a wizard or cleric created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some judgment calls.

## Masterwork Items

Masterwork items are extraordinarily well-made items. They are more expensive, but they benefit the user with improved quality. They are not magical in any way. However, only masterwork items may be enhanced to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.)

## Creating Magic Armor

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor—half the base price of the item.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Magic armor or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on Table: Armor Special Abilities and Table: Shield Special Abilities.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

## Creating Magic Weapons

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon—half the base price given on Table: Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability the higher of the two caster level requirements must be met.

A magic weapon must have at least a +1 enhancement bonus to have any of the abilities listed on Table: Melee Weapon Special Abilities or Table Ranged Weapon Special Abilities.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

## Creating Potions

The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion—25 gp  $\times$  the level of the spell  $\times$  the level of the caster.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target. Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires.

If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.) Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

Potion Base Prices (By Brewer's Class)				
Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	25 gp	25 gp	25 gp	—
1st	50 gp	50 gp	100 gp	100 gp
2nd	300 gp	400 gp	400 gp	400 gp
3rd	750 gp	900 gp	1,050 gp	750 gp

\* Caster level is half class level.

Prices assume that the potion was made at the minimum caster level.

Base Cost to Brew a Potion (By Brewer's Class)				
Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	—
1st	25 gp +2 XP	25 gp +2 XP	50 gp +4 XP	50 gp +4 XP
2nd	150 gp +12 XP	200 gp +16 XP	200 gp +16 XP	200 gp +16 XP
3rd	375 gp +30 XP	450 gp +36 XP	525 gp +42 XP	375 gp +30 XP

\* Caster level is half class level.

Costs assume that the creator makes the potion at the minimum caster level.

## Creating Rings

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material or XP components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Forge Ring.

## Creating Rods

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

## Creating Scrolls

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll—12.5 gp x the level of the spell x the level of the caster.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times she previously has scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's XP total, she pays the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise, a material component is consumed when she begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

Scroll Base Prices (By Scriber's Class)				
Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	12 gp 5 sp	12 gp 5 sp	12 gp 5 sp	—
1st	25 gp	25 gp	50 gp	50 gp
2nd	150 gp	200 gp	200 gp	200 gp
3rd	375 gp	450 gp	525 gp	375 gp
4th	700 gp	800 gp	1,000 gp	700 gp
5th	1,125 gp	1,250 gp	1,625 gp	—
6th	1,650 gp	1,800 gp	2,400 gp	—
7th	2,275 gp	2,450 gp	—	—
8th	3,000 gp	3,200 gp	—	—
9th	3,825 gp	4,050 gp	—	—

\* Caster level is half class level.

Prices assume that the scroll was made at the minimum caster level.

Base Magic Supplies and XP Cost to Scribe a Scroll (By Scribe's Class)				
Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	6 gp 2 sp 5 cp +1 XP	—
1st	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	25 gp +1 XP	25 gp +2 XP
2nd	75 gp +6 XP	100 gp +8 XP	100 gp +8 XP	100 gp +8 XP
3rd	187 gp 5 sp +15 XP	225 gp +18 XP	262 gp 5 sp +21 XP	187 gp 5 sp +15 XP
4th	350 gp +28 XP	400 gp +32 XP	500 gp +40 XP	350 gp +28 XP
5th	562 gp 5 sp +45 XP	625 gp +50 XP	812 gp 5 sp +65 XP	—
6th	826 gp +66 XP	900 gp +72 XP	1,200 gp +96 XP	—
7th	1,135 gp 5 sp +91 XP	1,225 gp +98 XP	—	—
8th	1,500 gp +120 XP	1,600 gp +128 XP	—	—
9th	1,912 gp 5 sp +153 XP	2,025 gp +162 XP	—	—

\* Caster level is half class level.

Costs assume that the creator makes the scroll at the minimum caster level.

## Creating Staffs

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff—375 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (187.5 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

## Creating Wands

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand—375 gp x the level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, she pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when she begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wand.

Wand Base Prices (By Crafter's Class)				
Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	1,500 gp	1,500 gp
2nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

\* Caster level is half class level.

Prices assume that the wand was made at the minimum caster level.

Base Magic Supplies and XP Cost to Craft a Wand (By Crafter's Class)				
Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	—
1st	375 gp +30 XP	375 gp +30 XP	750 gp +60 XP	750 gp +60 XP
2nd	2,250 gp +180 XP	3,000 gp +240 XP	3,000 gp +240 XP	3,000 gp +240 XP
3rd	5,625 gp +450 XP	6,750 gp +540 XP	7,875 gp +630 XP	5,625 gp +450 XP
4th	10,500 gp +840 XP	12,000 gp +960 XP	15,000 gp +1200 XP	10,500 gp +840 XP

\* Caster level is half class level.

Costs assume that the creator makes the wand at the minimum caster level.

## Creating Wondrous Items

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of

the item's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

## Intelligent Item Creation

To create an intelligent item, a character must have a caster level of 15th or higher. Time and creation cost are based on the normal item creation rules, with the market price values on Table: Item Intelligence, Wisdom, Charisma, and Capabilities treated as additions to time, gp cost, and XP cost. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant section.

## Adding New Abilities

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a +1 *longsword* can be made into a +2 *vorpal longsword*, with the cost to create it being equal to that of a +2 *vorpal sword* minus the cost of a +1 *sword*.

If the item is one that occupies a specific place on a character's body the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer *invisibility* to her *ring of protection* +2, the cost of adding this ability is the same as for creating a *ring of invisibility* multiplied by 1.5.

## Body Slot Affinities

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items should be allowed in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items.

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.



# ARMOR

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01-95 indicates that the item is of a standard sort, and 96-100 indicates that it is made of a special material.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets.

Minor	Medium	Major	Item	Base Price
01-60	01-05	—	+1 <i>shield</i>	1,000 gp
61-80	06-10	—	+1 <i>armor</i>	1,000 gp
81-85	11-20	—	+2 <i>shield</i>	4,000 gp
86-87	21-30	—	+2 <i>armor</i>	4,000 gp
—	31-40	01-08	+3 <i>shield</i>	9,000 gp
—	41-50	09-16	+3 <i>armor</i>	9,000 gp
—	51-55	17-27	+4 <i>shield</i>	16,000 gp
—	56-57	28-38	+4 <i>armor</i>	16,000 gp
—	—	39-49	+5 <i>shield</i>	25,000 gp
—	—	50-57	+5 <i>armor</i>	25,000 gp
—	—	—	+6 <i>armor/shield</i> <sup>1</sup>	36,000 gp
—	—	—	+7 <i>armor/shield</i> <sup>1</sup>	49,000 gp
—	—	—	+8 <i>armor/shield</i> <sup>1</sup>	64,000 gp
—	—	—	+9 <i>armor/shield</i> <sup>1</sup>	81,000 gp
—	—	—	+10 <i>armor/shield</i> <sup>1</sup>	100,000 gp
88-89	58-60	58-60	Specific armor <sup>2</sup>	—
90-91	61-63	61-63	Specific shield <sup>3</sup>	—
92-100	64-100	64-100	Special ability and roll again <sup>4</sup>	—

1 Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

2 Roll on Table: Specific Armors.

3 Roll on Table: Specific Shields.

4 Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

Table: Random Armor Type		
D%	Armor	Armor Cost <sup>1</sup>
01	Padded	+155 gp
02	Leather	+160 gp
03-17	Studded leather	+175 gp
18-32	Chain shirt	+250 gp
33-42	Hide	+165 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45-57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61-100	Full plate	+1,650 gp

<sup>1</sup> Add to enhancement bonus on Table: Armor and Shields to determine total market price.

All magic armor is masterwork armor (with an armor check penalty 1 less than normal).

Table: Random Shield Type		
D%	Shield	Shield Cost <sup>1</sup>
01-10	Buckler	+165 gp
11-15	Shield, light, wooden	+153 gp
16-20	Shield, light, steel	+159 gp
21-30	Shield, heavy, wooden	+157 gp
31-95	Shield, heavy, steel	+170 gp
96-100	Shield, tower	+180 gp

<sup>1</sup> Add to enhancement bonus on Table: Armor and Shields to determine total market price.

All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

**Caster Level for Armor and Shields:** The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

**Shields:** Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acted as a magic weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield and its enhancement bonus to AC.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

**Shield Hardness and Hit Points:** Each +1 of enhancement bonus adds 2 to a shield's hardness and +10 to its hit points.

**Activation:** Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

**Armor for Unusual Creatures:** The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the masterwork quality and any magical enhancement remains the same.

## Magic Armor And Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Table: Armor Special Abilities				
Minor	Medium	Major	Special Ability	Base Price Modifier
01-25	01-05	01-03	Glamered	+2,700 gp
26-32	06-08	04	Fortification, light	+1 bonus <sup>1</sup>
33-52	09-11	—	Slick	+3,750 gp
53-72	12-14	—	Shadow	+3,750 gp
73-92	15-17	—	Silent moves	+3,750 gp
93-96	18-19	—	Spell resistance (13)	+2 bonus <sup>1</sup>
97	20-29	05-07	Slick, improved	+15,000 gp
98	30-39	08-10	Shadow, improved	+15,000 gp
99	40-49	11-13	Silent moves, improved	+15,000 gp
—	50-54	14-16	Acid resistance	+18,000 gp
—	55-59	17-19	Cold resistance	+18,000 gp
—	60-64	20-22	Electricity resistance	+18,000 gp
—	65-69	23-25	Fire resistance	+18,000 gp
—	70-74	26-28	Sonic resistance	+18,000 gp
—	75-79	29-33	Ghost touch	+3 bonus <sup>1</sup>
—	80-84	34-35	Invulnerability	+3 bonus <sup>1</sup>
—	85-89	36-40	Fortification, moderate	+3 bonus <sup>1</sup>
—	90-94	41-42	Spell resistance (15)	+3 bonus <sup>1</sup>
—	95-99	43	Wild	+3 bonus <sup>1</sup>
—	—	44-48	Slick, greater	+33,750 gp
—	—	49-53	Shadow, greater	+33,750 gp
—	—	54-58	Silent moves, greater	+33,750 gp
—	—	59-63	Acid resistance, improved	+42,000 gp
—	—	64-68	Cold resistance, improved	+42,000 gp
—	—	69-73	Electricity resistance, improved	+42,000 gp
—	—	74-78	Fire resistance, improved	+42,000 gp
—	—	79-83	Sonic resistance, improved	+42,000 gp
—	—	84-88	Spell resistance (17)	+4 bonus <sup>1</sup>
—	—	89	Etherealness	+49,000 gp
—	—	90	Undead controlling	+49,000 gp
—	—	91-92	Fortification, heavy	+5 bonus <sup>1</sup>
—	—	93-94	Spell resistance (19)	+5 bonus <sup>1</sup>
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again <sup>2</sup>	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Shield Special Abilities				
Minor	Medium	Major	Special Ability	Base Price Modifier
01-20	01-10	01-05	Arrow catching	+1 bonus <sup>1</sup>
21-40	11-20	06-08	Bashing	+1 bonus <sup>1</sup>
41-50	21-25	09-10	Blinding	+1 bonus <sup>1</sup>
51-75	26-40	11-15	Fortification, light	+1 bonus <sup>1</sup>
76-92	41-50	16-20	Arrow deflection	+2 bonus <sup>1</sup>
93-97	51-57	21-25	Animated	+2 bonus <sup>1</sup>
98-99	58-59	—	Spell resistance (13)	+2 bonus <sup>1</sup>
—	60-63	26-28	Acid resistance	+18,000 gp
—	64-67	29-31	Cold resistance	+18,000 gp
—	68-71	32-34	Electricity resistance	+18,000 gp
—	72-75	35-37	Fire resistance	+18,000 gp
—	76-79	38-40	Sonic resistance	+18,000 gp
—	80-85	41-46	Ghost touch	+3 bonus <sup>1</sup>
—	86-95	47-56	Fortification, moderate	+3 bonus <sup>1</sup>
—	96-98	57-58	Spell resistance (15)	+3 bonus <sup>1</sup>
—	99	59	Wild	+3 bonus <sup>1</sup>
—	—	60-64	Acid resistance, improved	+42,000 gp
—	—	65-69	Cold resistance, improved	+42,000 gp
—	—	70-74	Electricity resistance, improved	+42,000 gp
—	—	75-79	Fire resistance, improved	+42,000 gp
—	—	80-84	Sonic resistance, improved	+42,000 gp
—	—	85-86	Spell resistance (17)	+4 bonus <sup>1</sup>
—	—	87	Undead controlling	+49,000 gp
—	—	88-91	Fortification, heavy	+5 bonus <sup>1</sup>
—	—	92-93	Reflecting	+5 bonus <sup>1</sup>
—	—	94	Spell resistance (19)	+5 bonus <sup>1</sup>
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again <sup>2</sup>	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

**Acid Resistance:** A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

**Acid Resistance, Improved:** As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

**Acid Resistance, Greater:** As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

**Animated:** Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*; Price +2 bonus.

**Arrow Catching:** A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

**Arrow Deflection:** This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

**Bashing:** A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

**Blinding:** A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light*; Price +1 bonus.

**Cold Resistance:** A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

**Cold Resistance, Improved:** As cold resistance, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

**Cold Resistance, Greater:** As cold resistance, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

**Electricity Resistance:** A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

**Electricity Resistance, Improved:** As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

**Electricity Resistance, Greater:** As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

**Etherealness:** On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

**Fire Resistance:** A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

**Fire Resistance, Improved:** As fire resistance, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

**Fire Resistance, Greater:** As fire resistance, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

**Fortification:** This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

**Ghost Touch:** This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness*; Price +3 bonus.

**Glamered:** A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +2,700 gp.

**Invulnerability:** This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

**Reflecting:** This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

**Shadow:** This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price +3,750 gp.

**Shadow, Improved:** As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +15,000 gp.

**Shadow, Greater:** As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility*; Price +33,750 gp.

**Silent Moves:** This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *silence*; Price +3,750 gp.

**Silent Moves, Improved:** As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +15,000 gp.

**Silent Moves, Greater:** As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *silence*; Price +33,750 gp.

**Slick:** Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease*; Price +3,750 gp.

**Slick, Improved:** As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease*; Price +15,000 gp.

**Slick, Greater:** As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease*; Price +33,750 gp.

**Sonic Resistance:** A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

**Sonic Resistance, Improved:** As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

**Sonic Resistance, Greater:** As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

**Spell Resistance:** This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

**Undead Controlling:** The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

**Wild:** The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

Table: Specific Armors				
Minor	Medium	Major	Specific Armor	Market Price
01-50	01-25	—	Mithral shirt	1,100 gp
51-80	26-45	—	Dragonhide plate	3,300 gp
81-100	46-57	—	Elven chain	4,150 gp
—	58-67	—	<i>Rhino hide</i>	5,165 gp
—	68-82	01-10	Adamantine breastplate	10,200 gp
—	83-97	11-20	Dwarven plate	16,500 gp
—	98-100	21-32	<i>Banded mail of luck</i>	18,900 gp
—	—	33-50	<i>Celestial armor</i>	22,400 gp
—	—	51-60	<i>Plate armor of the deep</i>	24,650 gp
—	—	61-75	<i>Breastplate of command</i>	25,400 gp
—	—	76-90	Mithral full plate of speed	26,500 gp
—	—	91-100	<i>Demon armor</i>	52,260 gp

## Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

**Adamantine Breastplate:** This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/-.

No aura (nonmagical); Price 10,200 gp.

**Banded Mail of Luck:** Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 700 XP.

**Breastplate of Command:** This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price 25,400 gp; Cost 10,975 gp + 850 XP.

**Celestial Armor:** This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day.

Faint transmutation [good]; CL 5th; Craft Magic Arms and Armor, creator must be good, *fly*; Price 22,400 gp; Cost 12,550 gp + 1,004 XP.

**Demon Armor:** This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she

had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The “claws” are built into the armor’s vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *contagion*; Price 52,260 gp; Cost 26,130 gp + 2,090 XP.

**Dragonhide Plate:** This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It is otherwise identical to masterwork full plate.

No aura (nonmagical); Price 3,300 gp.

**Dwarven Plate:** This full plate is made of adamantine, giving its wearer damage reduction of 3/-.

No aura (nonmagical); Price 16,500 gp.

**Elven Chain:** This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

No aura (nonmagical); Price 4,150 gp.

**Mithral Full Plate of Speed:** As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of -3. It is considered medium armor and weighs 25 pounds.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *haste*; Price 26,500 gp.

**Mithral Shirt:** This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.

No aura (nonmagical); Price 1,100 gp.

**Plate Armor of the Deep:** This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; Price 24,650 gp; Cost 17,150 gp + 600 XP.

**Rhino Hide:** This +2 *hide* armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a -1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull’s strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP.

Table: Specific Shields				
Minor	Medium	Major	Specific Shield	Market Price
01-30	01-20	—	Darkwood buckler	205 gp
31-80	21-45	—	Darkwood shield	257 gp
81-95	46-70	—	Mithral heavy shield	1,020 gp
96-100	71-85	01-20	<i>Caster's shield</i>	3,153 gp
—	86-90	21-40	<i>Spined shield</i>	5,580 gp
—	91-95	41-60	<i>Lion's shield</i>	9,170 gp
—	96-100	61-90	<i>Winged shield</i>	17,257 gp
—	—	91-100	<i>Absorbing shield</i>	50,170 gp

## Specific Shields

The following specific shields usually are preconstructed with exactly the qualities described here.

**Absorbing Shield:** This +1 *heavy steel shield* is flat black and seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *disintegrate*; Price 50,170 gp; Cost 25,170 gp + 2,000 XP.

**Caster's Shield:** This +1 *light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost. Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01-80 on d%) or arcane (81-100).

A *caster's shield* has a 5% arcane spell failure chance.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 120 XP.

**Darkwood Buckler:** This nonmagical light wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 2-1/2 pounds and has no armor check penalty.

No aura (nonmagical); Price 205 gp.

**Darkwood Shield:** This nonmagical heavy wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.

It weighs 5 pounds and has no armor check penalty.

No aura (nonmagical); Price 257 gp.

**Lion's Shield:** This +2 *heavy steel shield* is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally IV*; Price 9,170 gp; Cost 4,670 gp + 360 XP.

**Mithral Heavy Shield:** This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds.

No aura (nonmagical); Price 1,020 gp.

**Spined Shield:** This +1 *heavy steel shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19-20/x2). Fired spines regenerate each day.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP.

**Winged Shield:** This round heavy wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield.

Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP.



# WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01-95 indicates that the item is of a standard sort, and 96-100 indicates that it is made of a special material.

**Caster Level for Weapons:** The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

**Additional Damage Dice:** Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

**Ranged Weapons and Ammunition:** The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

**Magic Ammunition and Breakage:** When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

**Light Generation:** Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

**Hardness and Hit Points:** An attacker cannot damage a magic weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

**Activation:** Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word (a standard action).

**Magic Weapons and Critical Hits:** Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits, such as undead, elementals, and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Table: Weapons				
Minor	Medium	Major	Weapon Bonus	Base Price <sup>1</sup>
01-70	01-10	—	+1	2,000 gp
71-85	11-29	—	+2	8,000 gp
—	30-58	01-20	+3	18,000 gp
—	59-62	21-38	+4	32,000 gp
—	—	39-49	+5	50,000 gp
—	—	—	+6 <sup>2</sup>	72,000 gp
—	—	—	+7 <sup>2</sup>	98,000 gp
—	—	—	+8 <sup>2</sup>	128,000 gp
—	—	—	+9 <sup>2</sup>	162,000 gp
—	—	—	+10 <sup>2</sup>	200,000 gp
86-90	63-68	50-63	Specific weapon <sup>3</sup>	—
91-100	69-100	64-100	Special ability and roll again <sup>4</sup>	—

1 This price is for 50 arrows, crossbow bolts, or sling bullets.

2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

3 See Table: Specific Weapons.

4 See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

Table: Weapon Type Determination	
d%	Weapon Type
01-70	Common melee weapon
71-80	Uncommon weapon
81-100	Common ranged weapon

Table: Common Melee Weapons		
d%	Weapon	Weapon Cost <sup>1</sup>
01-04	Dagger	+302 gp
05-14	Greataxe	+320 gp
15-24	Greatsword	+350 gp
25-28	Kama	+302 gp
29-41	Longsword	+315 gp
42-45	Mace, light	+305 gp
46-50	Mace, heavy	+312 gp
51-54	Nunchaku	+302 gp
55-57	Quarterstaff <sup>2</sup>	+600 gp
58-61	Rapier	+320 gp
62-66	Scimitar	+315 gp
67-70	Spearspear	+302 gp
71-74	Siangham	+303 gp
75-84	Sword, bastard	+335 gp
85-89	Sword, short	+310 gp
90-100	Waraxe, dwarven	+330 gp

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100 on d%) and it has no special abilities. All magic weapons are masterwork weapons.

Table: Uncommon Weapons		
d%	Weapon	Weapon Cost <sup>1</sup>
01-03	Axe, orc double <sup>2</sup>	+660 gp
04-07	Battleaxe	+310 gp
08-10	Chain, spiked	+325 gp
11-12	Club	+300 gp
13-16	Crossbow, hand	+400 gp
17-19	Crossbow, repeating	+550 gp
20-21	Dagger, punching	+302 gp
22-23	Falchion	+375 gp
24-26	Flail, dire <sup>2</sup>	+690 gp
27-31	Flail, heavy	+315 gp
32-35	Flail, light	+308 gp
36-37	Gauntlet	+302 gp
38-39	Gauntlet, spiked	+305 gp
40-41	Glaive	+308 gp
42-43	Greatclub	+305 gp
44-45	Guisarme	+309 gp
46-48	Halberd	+310 gp
49-51	Spear	+301 gp
52-54	Hammer, gnome hooked <sup>2</sup>	+620 gp
55-56	Hammer, light	+301 gp
57-58	Handaxe	+306 gp
59-61	Kukri	+308 gp
62-64	Lance	+310 gp
65-67	Longspear	+305 gp
68-70	Morningstar	+308 gp
71-72	Net	+320 gp
73-74	Pick, heavy	+308 gp
75-76	Pick, light	+304 gp
77-78	Ranseur	+310 gp
79-80	Sap	+301 gp
81-82	Scythe	+318 gp
83-84	Shuriken	+301 gp
85-86	Sickle	+306 gp
87-89	Sword, two-bladed <sup>2</sup>	+700 gp
90-91	Trident	+315 gp
92-94	Urgrosh, dwarven <sup>2</sup>	+650 gp
95-97	Warhammer	+312 gp
98-100	Whip	+301 gp

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100) and it has no special abilities. All magic weapons are masterwork weapons.

Table: Common Ranged Weapons		
d%	Weapon	Weapon Cost <sup>1</sup>
01-10	Ammunition (roll again):	
01-50	Arrows (50)	+350 gp
51-80	Bolts, crossbow (50)	+350 gp
81-100	Bullets, sling (50)	+350 gp
11-15	Axe, throwing	+308 gp
16-25	Crossbow, heavy	+350 gp
26-35	Crossbow, light	+335 gp
36-39	Dart	+300 gp 5 sp
40-41	Javelin	+301 gp
42-46	Shortbow	+330 gp
47-51	Shortbow, composite (+0 Str bonus)	+375 gp
52-56	Shortbow, composite (+1 Str bonus)	+450 gp
57-61	Shortbow, composite (+2 Str bonus)	+525 gp
62-65	Sling	+300 gp
66-75	Longbow	+375 gp
76-80	Longbow, composite	+400 gp
81-85	Longbow, composite (+1 Str bonus)	+500 gp
86-90	Longbow, composite (+2 Str bonus)	+600 gp
91-95	Longbow, composite (+3 Str bonus)	+700 gp
96-100	Longbow, composite (+4 Str bonus)	+800 gp

<sup>1</sup> Add to enhancement bonus on Table: Weapons to determine total market price.  
All magic weapons are masterwork weapons.

Table: Melee Weapon Special Abilities				
Minor	Medium	Major	Special Ability	Base Price Modifier <sup>1</sup>
01-10	01-06	01-03	Bane	+1 bonus
11-17	07-12	—	Defending	+1 bonus
18-27	13-19	04-06	Flaming	+1 bonus
28-37	20-26	07-09	Frost	+1 bonus
38-47	27-33	10-12	Shock	+1 bonus
48-56	34-38	13-15	Ghost touch	+1 bonus
57-67	39-44	—	Keen <sup>2</sup>	+1 bonus
68-71	45-48	16-19	Ki Focus	+1 bonus
72-75	49-50	—	Merciful	+1 bonus
76-82	51-54	20-21	Mighty cleaving	+1 bonus
83-87	55-59	22-24	Spell storing	+1 bonus
88-91	60-63	25-28	Throwing	+1 bonus
92-95	64-65	29-32	Thundering	+1 bonus
96-99	66-69	33-36	Vicious	+1 bonus
—	70-72	37-41	Anarchic	+2 bonus
—	73-75	42-46	Axiomatic	+2 bonus
—	76-78	47-49	Disruption <sup>3</sup>	+2 bonus
—	79-81	50-54	Flaming burst	+2 bonus
—	82-84	55-59	Icy burst	+2 bonus
—	85-87	60-64	Holy	+2 bonus
—	88-90	65-69	Shocking burst	+2 bonus
—	91-93	70-74	Unholy	+2 bonus
—	94-95	75-78	Wounding	+2 bonus
—	—	79-83	Speed	+3 bonus
—	—	84-86	Brilliant energy	+4 bonus
—	—	87-88	Dancing	+4 bonus
—	—	89-90	Vorpal <sup>2</sup>	+5 bonus
100	96-100	91-100	Roll again twice <sup>4</sup>	—

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.

3 Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

4 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Table: Ranged Weapon Special Abilities				
Minor	Medium	Major	Special Ability	Base Price Modifier <sup>1</sup>
01-12	01-08	01-04	Bane	+1 bonus
13-25	09-16	05-08	Distance	+1 bonus
26-40	17-28	09-12	Flaming	+1 bonus
41-55	29-40	13-16	Frost	+1 bonus
56-60	41-42	—	Merciful	+1 bonus
61-68	43-47	17-21	Returning	+1 bonus
69-83	48-59	22-25	Shock	+1 bonus
84-93	60-64	26-27	Seeking	+1 bonus
94-99	65-68	28-29	Thundering	+1 bonus
—	69-71	30-34	Anarchic	+2 bonus
—	72-74	35-39	Axiomatic	+2 bonus
—	75-79	40-49	Flaming burst	+2 bonus
—	80-82	50-54	Holy	+2 bonus
—	83-87	55-64	Icy burst	+2 bonus
—	88-92	65-74	Shocking burst	+2 bonus
—	93-95	75-79	Unholy	+2 bonus
—	—	80-84	Speed	+3 bonus
—	—	85-90	Brilliant energy	+4 bonus
100	96-100	91-100	Roll again twice <sup>2</sup>	—

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

**Weapons for Unusually Sized Creatures:** The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the masterwork quality and any magical enhancement remains the same.

**Special Qualities:** Roll d%. If the item is a melee weapon, a 01-30 result indicates that the item sheds light, 31-45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46-100 indicates no special qualities.

If the item is a ranged weapon, a 01-15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16-100 indicates no special qualities.

## Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

**Anarchic:** An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

**Axiomatic:** An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level

remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

**Bane:** A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe	d%	Designated Foe
01-05	Aberrations	58-60	Humanoids, orc
06-09	Animals	61-65	Magical beasts
10-16	Constructs	66-70	Monstrous humanoids
17-22	Dragons	71-72	Oozes
23-27	Elementals	73	Outsiders, air
28-32	Fey	74-76	Outsiders, chaotic
33-39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78-80	Outsiders, evil
41-42	Humanoids, dwarf	81	Outsiders, fire
43-44	Humanoids, elf	82-84	Outsiders, good
45	Humanoids, gnoll	85-87	Outsiders, lawful
46	Humanoids, gnome	88	Outsiders, water
47-49	Humanoids, goblinoid	89-90	Plants
50	Humanoids, halfling	91-98	Undead
51-54	Humanoids, human	99-100	Vermin
55-57	Humanoids, reptilian		

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

**Brilliant Energy:** A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form*, *continual flame*; Price +4 bonus.

**Dancing:** As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects*; Price +4 bonus.

**Defending:** A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

**Disruption:** A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

**Distance:** This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

**Flaming:** Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; Price +1 bonus.

**Flaming Burst:** A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; Price +2 bonus.

**Frost:** Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +1 bonus.

**Ghost Touch:** A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

**Holy:** A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

**Icy Burst:** An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is

x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +2 bonus.

**Keen:** This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

**Ki Focus:** The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the *ki* focus ability.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

**Merciful:** The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

**Mighty Cleaving:** A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

**Returning:** This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

**Seeking:** Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

**Shock:** Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +1 bonus.

**Shocking Burst:** A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +2 bonus.

**Speed:** When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.

**Spell Storing:** A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

**Thundering:** A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

**Throwing:** This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone*; Price +1 bonus.

**Unholy:** An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

**Vicious:** When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

**Vorpal:** This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

**Wounding:** A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *mage's sword*; Price +2 bonus.

Table: Specific Weapons				
Minor	Medium	Major	Specific Weapon	Market Price
01-15	—	—	<i>Sleep arrow</i>	132 gp
16-25	—	—	<i>Screaming bolt</i>	267 gp
26-45	—	—	Silver dagger, masterwork	322 gp
46-65	—	—	Cold iron longsword, masterwork	330 gp
66-75	01-09	—	<i>Javelin of lightning</i>	1,500 gp
76-80	10-15	—	<i>Slaying arrow</i>	2,282 gp
81-90	16-24	—	Adamantine dagger	3,002 gp
91-100	25-33	—	Adamantine battleaxe	3,010 gp
—	34-37	—	<i>Slaying arrow (greater)</i>	4,057 gp
—	38-40	—	<i>Shatterspike</i>	4,315 gp
—	41-46	—	<i>Dagger of venom</i>	8,302 gp
—	47-51	—	<i>Trident of warning</i>	10,115 gp
—	52-57	01-04	<i>Assassin's dagger</i>	10,302 gp
—	58-62	05-07	<i>Shifter's sorrow</i>	12,780 gp
—	63-66	08-09	<i>Trident of fish command</i>	18,650 gp
—	67-74	10-13	<i>Flame tongue</i>	20,715 gp
—	75-79	14-17	<i>Luck blade (0 wishes)</i>	22,060 gp
—	80-86	18-24	<i>Sword of subtlety</i>	22,310 gp
—	87-91	25-31	<i>Sword of the planes</i>	22,315 gp
—	92-95	32-37	<i>Nine lives stealer</i>	23,057 gp
—	96-98	38-42	<i>Sword of life stealing</i>	25,715 gp
—	99-100	43-46	<i>Oathbow</i>	25,600 gp
—	—	47-51	<i>Mace of terror</i>	38,552 gp
—	—	52-57	<i>Life-drinker</i>	40,320 gp
—	—	58-62	<i>Sylvan scimitar</i>	47,315 gp
—	—	63-67	<i>Rapier of puncturing</i>	50,320 gp
—	—	68-73	<i>Sun blade</i>	50,335 gp
—	—	74-79	<i>Frost brand</i>	54,475 gp
—	—	80-84	<i>Dwarven thrower</i>	60,312 gp
—	—	85-91	<i>Luck blade (1 wish)</i>	62,360 gp
—	—	92-95	<i>Mace of smiting</i>	75,312 gp
—	—	96-97	<i>Luck blade (2 wishes)</i>	102,660 gp
—	—	98-99	<i>Holy avenger</i>	120,630 gp
—	—	100	<i>Luck blade (3 wishes)</i>	142,960 gp

## Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

**Adamantine Battleaxe:** This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,010 gp.

**Adamantine Dagger:** This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,002 gp.

**Assassin's Dagger:** This wicked-looking, curved +2 *dagger* provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP.

**Dagger of Venom:** This black +1 *dagger* has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP.

**Dwarven Thrower:** This weapon commonly functions as a +2 *warhammer*. In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

**Flame Tongue:** This is a +1 *flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP.

**Frost Brand:** This +3 *frost greatsword* sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A *frost brand* extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Strong evocation; CL 14th; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2179 XP.

**Holy Avenger:** This +2 *cold iron longsword* becomes a +5 *holy cold iron longsword* in the hands of a paladin.

It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *holy aura*, creator must be good; Price 120,630 gp; Cost 60,630 gp + 4,800 XP.

**Javelin of Lightning:** This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). It is consumed in the attack.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 30 XP.

**Life-Drinker:** This +1 *greataxe* is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price 40,320 gp; Cost 20,320 gp + 1,600 XP.

**Luck Blade:** This +2 *short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4-1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus, and still grants its reroll power.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); Cost 11,030 gp + 882 XP (0 *wishes*), 31,180 gp + 2,494 XP (1 *wish*); 51,330 gp + 4,106 XP (2 *wishes*), 71,480 gp + 5,718 XP (3 *wishes*).

**Mace of Smiting:** This +3 *adamantine heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals x4 damage rather than x2.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

**Mace of Terror:** On command, this +2 *heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a -2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

**Masterwork Cold Iron Longsword:** This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 330 gp.

**Nine Lives Stealer:** This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP.

**Oathbow:** Of elven make, this white +2 *composite longbow* (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow*'s special power again until 24 hours have passed from the time he made the oath.

Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

**Rapier of Puncturing:** Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *harm*; Price 50,320 gp; Cost 25,320 gp + 2,000 XP.

**Screaming Bolt:** One of these +2 *bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *doom*; Price 267gp; Cost 128 gp and 5 sp + 10 XP.

**Shatterspike:** Wielders without the Improved Sunder feat use *Shatterspike* as a +1 *longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

Strong evocation; CL 13th; Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP; Weight 4 lb.

**Shifter's Sorrow:** This +1/+1 *two-bladed sword* has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; CL 15th; Craft Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP; Weight 10 lb.

**Silver Dagger, Masterwork:** This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 322 gp.

**Slaying Arrow:** This +1 *arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death (slaying arrow)* or heightened *finger of death (greater slaying arrow)*; Price 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); Cost 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

d%	Designated Foe	d%	Designated Foe
01-05	Aberrations	58-60	Humanoids, orc
06-09	Animals	61-65	Magical beasts
10-16	Constructs	66-70	Monstrous humanoids
17-22	Dragons	71-72	Oozes
23-27	Elementals	73	Outsiders, air
28-32	Fey	74-76	Outsiders, chaotic
33-39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78-80	Outsiders, evil
41-42	Humanoids, dwarf	81	Outsiders, fire
43-44	Humanoids, elf	82-84	Outsiders, good
45	Humanoids, gnom	85-87	Outsiders, lawful
46	Humanoids, gnome	88	Outsiders, water
47-49	Humanoids, goblinoid	89-90	Plants
50	Humanoids, halfling	91-98	Undead
51-54	Humanoids, human	99-100	Vermin
55-57	Humanoids, reptilian		

**Sleep Arrow:** This +1 *arrow* is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp 5 sp + 5 XP.

**Sun Blade:** This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

**Sword of Life Stealing:** This black iron +2 *longsword* bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP.

**Sword of the Planes:** This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 *longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a +4 *longsword*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 22,315 gp; Cost 11,157 gp and 5 sp + 893 XP.

**Sword of Subtlety:** A +1 *short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *blur*; Price 22,310 gp; Cost 11,155 gp + 892 XP.

**Sylvan Scimitar:** This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 47,315gp; Cost 23,657 gp and 5 sp + 1,893 XP.

**Trident of Fish Command:** The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 746 XP.

**Trident of Warning:** A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp and 5 sp + 405 XP.

# POTIONS AND OILS

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

The person applying an oil is the effective caster, but the object is the target.

**Physical Description:** A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

**Identifying Potions:** In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory—for example, the last time she tasted a liquid that reminded her of almonds, it turned out to be a *potion of cure moderate wounds*.

**Activation:** Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

## Potion Descriptions

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

Table: Potions and Oils				
Minor	Medium	Major	Potion or Oil	Market Price
01-10	—	—	<i>Cure light wounds</i> (potion)	50 gp
11-13	—	—	<i>Endure elements</i> (potion)	50 gp
14-15	—	—	<i>Hide from animals</i> (potion)	50 gp
16-17	—	—	<i>Hide from undead</i> (potion)	50 gp
18-19	—	—	<i>Jump</i> (potion)	50 gp
20-22	—	—	<i>Mage armor</i> (potion)	50 gp
23-25	—	—	<i>Magic fang</i> (potion)	50 gp
26	—	—	<i>Magic stone</i> (oil)	50 gp
27-29	—	—	<i>Magic weapon</i> (oil)	50 gp
30	—	—	<i>Pass without trace</i> (potion)	50 gp
31-32	—	—	<i>Protection from (alignment)</i> (potion)	50 gp
33-34	—	—	<i>Remove fear</i> (potion)	50 gp
35	—	—	<i>Sanctuary</i> (potion)	50 gp
36-38	—	—	<i>Shield of faith +2</i> (potion)	50 gp
39	—	—	<i>Shillelagh</i> (oil)	50 gp
40-41	01-02	—	<i>Bless weapon</i> (oil)	100 gp
42-44	03-04	—	<i>Enlarge person</i> (potion)	250 gp
45	05	—	<i>Reduce person</i> (potion)	250 gp
46-47	06	—	<i>Aid</i> (potion)	300 gp
48-50	07	—	<i>Barkskin +2</i> (potion)	300 gp
51-53	08-10	—	<i>Bear's endurance</i> (potion)	300 gp
54-56	11-13	01-02	<i>Blur</i> (potion)	300 gp
57-59	14-16	—	<i>Bull's strength</i> (potion)	300 gp
60-62	17-19	—	<i>Cat's grace</i> (potion)	300 gp
63-67	20-27	03-07	<i>Cure moderate wounds</i> (potion)	300 gp
68	28	—	<i>Darkness</i> (oil)	300 gp
69-71	29-30	08-09	<i>Darkvision</i> (potion)	300 gp
72-74	31	—	<i>Delay poison</i> (potion)	300 gp
75-76	32-33	—	<i>Eagle's splendor</i> (potion)	300 gp
77-78	34-35	—	<i>Fox's cunning</i> (potion)	300 gp
79-81	36-37	10-11	<i>Invisibility</i> (potion or oil)	300 gp
82-84	38	12	<i>Lesser restoration</i> (potion)	300 gp
85-86	39	—	<i>Levitate</i> (potion or oil)	300 gp
87	40	—	<i>Misdirection</i> (potion)	300 gp
88-89	41-42	—	<i>Owl's wisdom</i> (potion)	300 gp
90-91	43	—	<i>Protection from arrows 10/magic</i> (potion)	300 gp
92-93	44	13	<i>Remove paralysis</i> (potion)	300 gp
94-96	45-46	—	<i>Resist energy (type) 10</i> (potion)	300 gp
97	47-48	14	<i>Shield of faith +3</i> (potion)	300 gp
98-99	49	—	<i>Spider climb</i> (potion)	300 gp
100	50	15	<i>Undetectable alignment</i> (potion)	300 gp
—	51	16	<i>Barkskin +3</i> (potion)	600 gp
—	52	17-18	<i>Shield of faith +4</i> (potion)	600 gp
—	53-55	19-20	<i>Resist energy (type) 20</i> (potion)	700 gp
—	56-60	21-28	<i>Cure serious wounds</i> (potion)	750 gp
—	61	29	<i>Daylight</i> (oil)	750 gp
—	62-64	30-32	<i>Displacement</i> (potion)	750 gp
—	65	33	<i>Flame arrow</i> (oil)	750 gp
—	66-68	34-38	<i>Fly</i> (potion)	750 gp
—	69	39	<i>Gaseous form</i> (potion)	750 gp
—	70-71	—	<i>Greater magic fang +1</i> (potion)	750 gp

Table: Potions and Oils				
Minor	Medium	Major	Potion or Oil	Market Price
–	72-73	–	<i>Greater magic weapon +1</i> (oil)	750 gp
–	74-75	40-41	<i>Haste</i> (potion)	750 gp
–	76-78	42-44	<i>Heroism</i> (potion)	750 gp
–	79-80	45-46	<i>Keen edge</i> (oil)	750 gp
–	81	47	<i>Magic circle against (alignment)</i> (potion)	750 gp
–	82-83	–	<i>Magic vestment +1</i> (oil)	750 gp
–	84-86	48-50	<i>Neutralize poison</i> (potion)	750 gp
–	87-88	51-52	<i>Nondetection</i> (potion)	750 gp
–	89-91	53-54	<i>Protection from energy (type)</i> (potion)	750 gp
–	92-93	55	<i>Rage</i> (potion)	750 gp
–	94	56	<i>Remove blindness/deafness</i> (potion)	750 gp
–	95	57	<i>Remove curse</i> (potion)	750 gp
–	96	58	<i>Remove disease</i> (potion)	750 gp
–	97	59	<i>Tongues</i> (potion)	750 gp
–	98-99	60	<i>Water breathing</i> (potion)	750 gp
–	100	61	<i>Water walk</i> (potion)	750 gp
–	–	62-63	<i>Barkskin +4</i> (potion)	900 gp
–	–	64	<i>Shield of faith +5</i> (potion)	900 gp
–	–	65	<i>Good hope</i> (potion)	1,050 gp
–	–	66-68	<i>Resist energy (type) 30</i> (potion)	1,100 gp
–	–	69	<i>Barkskin +5</i> (potion)	1,200 gp
–	–	70-73	<i>Greater magic fang +2</i> (potion)	1,200 gp
–	–	74-77	<i>Greater magic weapon +2</i> (oil)	1,200 gp
–	–	78-81	<i>Magic vestment +2</i> (oil)	1,200 gp
–	–	82	<i>Protection from arrows 15/magic</i> (potion)	1,500 gp
–	–	83-85	<i>Greater magic fang +3</i> (potion)	1,800 gp
–	–	86-88	<i>Greater magic weapon +3</i> (oil)	1,800 gp
–	–	89-91	<i>Magic vestment +3</i> (oil)	1,800 gp
–	–	92-93	<i>Greater magic fang +4</i> (potion)	2,400 gp
–	–	94-95	<i>Greater magic weapon +4</i> (oil)	2,400 gp
–	–	96-97	<i>Magic vestment +4</i> (oil)	2,400 gp
–	–	98	<i>Greater magic fang +5</i> (potion)	3,000 gp
–	–	99	<i>Greater magic weapon +5</i> (oil)	3,000 gp
–	–	100	<i>Magic vestment +5</i> (oil)	3,000 gp



# RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

**Physical Description:** Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

**Activation:** Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

**Special Qualities:** Roll d%. A result of 01 indicates the ring is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rings with charges can never be intelligent.

Table: Rings				
Minor	Medium	Major	Ring	Market Price
01–18	—	—	<i>Protection +1</i>	2,000 gp
19–28	—	—	<i>Feather falling</i>	2,200 gp
29–36	—	—	<i>Sustenance</i>	2,500 gp
37–44	—	—	<i>Climbing</i>	2,500 gp
45–52	—	—	<i>Jumping</i>	2,500 gp
53–60	—	—	<i>Swimming</i>	2,500 gp
61–70	01–05	—	<i>Counterspells</i>	4,000 gp
71–75	06–08	—	<i>Mind shielding</i>	8,000 gp
76–80	09–18	—	<i>Protection +2</i>	8,000 gp
81–85	19–23	—	<i>Force shield</i>	8,500 gp
86–90	24–28	—	<i>Ram</i>	8,600 gp
—	29–34	—	<i>Climbing, improved</i>	10,000 gp
—	35–40	—	<i>Jumping, improved</i>	10,000 gp
—	41–46	—	<i>Swimming, improved</i>	10,000 gp
91–93	47–51	—	<i>Animal friendship</i>	10,800 gp
94–96	50–56	01–02	<i>Energy resistance, minor</i>	12,000 gp
97–98	57–61	—	<i>Chameleon power</i>	12,700 gp
99–100	62–66	—	<i>Water walking</i>	15,000 gp
—	67–71	03–07	<i>Protection +3</i>	18,000 gp
—	72–76	08–10	<i>Spell storing, minor</i>	18,000 gp
—	77–81	11–15	<i>Invisibility</i>	20,000 gp
—	82–85	16–19	<i>Wizardry (I)</i>	20,000 gp
—	86–90	20–25	<i>Evasion</i>	25,000 gp
—	91–93	26–28	<i>X-ray vision</i>	25,000 gp
—	94–97	29–32	<i>Blinking</i>	27,000 gp
—	98–100	33–39	<i>Energy resistance, major</i>	28,000 gp
—	—	40–49	<i>Protection +4</i>	32,000 gp
—	—	50–55	<i>Wizardry (II)</i>	40,000 gp
—	—	56–60	<i>Freedom of movement</i>	40,000 gp
—	—	61–63	<i>Energy resistance, greater</i>	44,000 gp

Table: Rings				
Minor	Medium	Major	Ring	Market Price
—	—	64–65	<i>Friend shield</i> (pair)	50,000 gp
—	—	66–70	<i>Protection +5</i>	50,000 gp
—	—	71–74	<i>Shooting stars</i>	50,000 gp
—	—	75–79	<i>Spell storing</i>	50,000 gp
—	—	80–83	<i>Wizardry (III)</i>	70,000 gp
—	—	84–86	<i>Telekinesis</i>	75,000 gp
—	—	87–88	<i>Regeneration</i>	90,000 gp
—	—	89	<i>Three wishes</i>	97,950 gp
—	—	90–92	<i>Spell turning</i>	98,280 gp
—	—	93–94	<i>Wizardry (IV)</i>	100,000 gp
—	—	95	<i>Djinni calling</i>	125,000 gp
—	—	96	<i>Elemental command (air)</i>	200,000 gp
—	—	97	<i>Elemental command (earth)</i>	200,000 gp
—	—	98	<i>Elemental command (fire)</i>	200,000 gp
—	—	99	<i>Elemental command (water)</i>	200,000 gp
—	—	100	<i>Spell storing, major</i>	200,000 gp

## Ring Descriptions

Standard rings are described below.

**Animal Friendship:** On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

**Blinking:** On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

**Chameleon Power:** As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Faint illusion; CL 3rd; Forge Ring, *disguise self, invisibility*; Price 12,700 gp.

**Climbing:** This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

**Climbing, Improved:** As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

**Counterspells:** This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

**Djinni Calling:** One of the many rings of fable, this “genie” ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp.

**Elemental Command:** All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

#### *Ring of Elemental Command (Air)*

- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

#### *Ring of Elemental Command (Earth)*

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

*Ring of Elemental Command (Fire)*

- *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

*Ring of Elemental Command (Water)*

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)
- *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells; Price 200,000 gp.

**Energy Resistance:** This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist energy*; Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

**Evasion:** This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Forge Ring, *jump*; Price 25,000 gp.

**Feather Falling:** This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

**Force Shield:** An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp.

**Freedom of Movement:** This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 40,000 gp.

**Friend Shield:** These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair).

**Invisibility:** By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp.

**Jumping:** This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Jump skill; Price 2,500 gp.

**Jumping, Improved:** As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

**Mind Shielding:** This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

Faint aburation; CL 3rd; Forge Ring, *nondetection*; Price 8,000 gp.

**Protection:** This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; Price 2,000 gp (*ring +1*); 8,000 gp (*ring +2*); 18,000 gp (*ring +3*); 32,000 gp (*ring +4*); 50,000 gp (*ring +5*).

**Ram:** The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Moderate transmutation; CL 9th; Forge Ring, *bull's strength*, *telekinesis*; Price 8,600 gp.

**Regeneration:** This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Strong conjuration; CL 15th; Forge Ring, *regenerate*; Price 90,000 gp.

**Shooting Stars:** This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Strong evocation; CL 12th; Forge Ring, *light*, *faerie fire*, *fireball*, *lightning bolt*; Price 50,000 gp.

**Spell Storing, Minor:** A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp.

**Spell Storing:** As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Forge Ring, *imbue with spell ability*; Price 50,000 gp.

**Spell Storing, Major:** As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Forge Ring, *imbue with spell ability*; Price 200,000 gp.

**Spell Turning:** Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Forge Ring, *spell turning*; Price 98,280 gp.

**Sustenance:** This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Faint conjuration; CL 5th; Forge Ring, *create food and water*; Price 2,500 gp.

**Swimming:** This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Swim skill; Price 2,500 gp.

**Swimming, Improved:** As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Swim skill; Price 10,000 gp.

**Telekinesis:** This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation; CL 9th; Forge Ring, *telekinesis*; Price 75,000 gp.

**Three Wishes:** This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used); CL 20th; Forge Ring, *wish* or *miracle*; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

**Water Walking:** This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Moderate transmutation; CL 9th; Forge Ring, *water walk*; Price 15,000 gp.

**Wizardry:** This special ring comes in four kinds (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Moderate (*wizardry I*) or strong (*wizardry II-IV*) (no school); CL 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*); Forge Ring, *limited wish*; Price 20,000 gp (*I*), 40,000 gp (*II*), 70,000 gp (*III*), 100,000 gp (*IV*).

**X-Ray Vision:** On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

Moderate divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 gp.

# RODS

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

**Physical Description:** Rods weigh approximately 5 pounds.

They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.)

These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

**Activation:** Details relating to rod use vary from item to item. See the individual descriptions for specifics.

**Special Qualities:** Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Rods with charges can never be intelligent.

Table: Rods			
Medium	Major	Rod	Market Price
01-07	—	Metamagic, <i>Enlarge, lesser</i>	3,000 gp
08-14	—	Metamagic, <i>Extend, lesser</i>	3,000 gp
15-21	—	Metamagic, <i>Silent, lesser</i>	3,000 gp
22-28	—	<i>Immovable</i>	5,000 gp
29-35	—	Metamagic, <i>Empower, lesser</i>	9,000 gp
36-42	—	<i>Metal and mineral detection</i>	10,500 gp
43-53	01-04	<i>Cancellation</i>	11,000 gp
54-57	05-06	Metamagic, <i>Enlarge</i>	11,000 gp
58-61	07-08	Metamagic, <i>Extend</i>	11,000 gp
62-65	09-10	Metamagic, <i>Silent</i>	11,000 gp
66-71	11-14	<i>Wonder</i>	12,000 gp
72-79	15-18	<i>Python</i>	13,000 gp
80-83	—	Metamagic, <i>Maximize, lesser</i>	14,000 gp
84-89	19-21	<i>Flame extinguishing</i>	15,000 gp
90-97	22-25	<i>Viper</i>	19,000 gp
—	26-30	<i>Enemy detection</i>	23,500 gp
—	31-36	Metamagic, <i>Enlarge, greater</i>	24,500 gp
—	37-42	Metamagic, <i>Extend, greater</i>	24,500 gp
—	43-48	Metamagic, <i>Silent, greater</i>	24,500 gp
—	49-53	<i>Splendor</i>	25,000 gp
—	54-58	<i>Withering</i>	25,000 gp
98-99	59-64	Metamagic, <i>Empower</i>	32,500 gp
—	65-69	<i>Thunder and lightning</i>	33,000 gp
100	70-73	Metamagic, <i>Quicken, lesser</i>	35,000 gp
—	74-77	<i>Negation</i>	37,000 gp
—	78-80	<i>Absorption</i>	50,000 gp
—	81-84	<i>Flailing</i>	50,000 gp
—	85-86	Metamagic, <i>Maximize</i>	54,000 gp
—	87-88	<i>Rulership</i>	60,000 gp
—	89-90	<i>Security</i>	61,000 gp
—	91-92	<i>Lordly might</i>	70,000 gp
—	93-94	Metamagic, <i>Empower, greater</i>	73,000 gp
—	95-96	Metamagic, <i>Quicken</i>	75,500 gp

Table: Rods			
Medium	Major	Rod	Market Price
–	97–98	<i>Alertness</i>	85,000 gp
–	99	Metamagic, <i>Maximize, greater</i>	121,500 gp
–	100	Metamagic, <i>Quicken, greater</i>	170,000 gp

## Rod Descriptions

Although all rods are generally scepterlike, their configurations and abilities run the magical gamut. Standard rods are described below.

**Absorption:** This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

**Alertness:** This rod is indistinguishable from a *+1 light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 gp.

**Cancellation:** This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 17th; Craft Rod, *mage's disjunction*; Price 11,000 gp.

**Enemy Detection:** This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Craft Rod, *true seeing*; Price 23,500 gp.

**Flailing:** Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a -2 penalty (as if she had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Craft Rod, Craft Magic Arms and Armor, *bless*; Price 50,000 gp.

**Flame Extinguishing:** This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Craft Rod, *pyrotechnics*; Price 15,000 gp.

**Immovable Rod:** This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Craft Rod, *levitate*; Price 5,000 gp.

**Lordly Might:** This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

- *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half ) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 *light mace*.
- When button 1 is pushed, the rod becomes a +1 *flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 *shortspear* or +3 *longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Craft Rod, Craft Magic Arms and Armor, *inflict light wounds, bull's strength, flame blade, hold person, fear*; Price 70,000 gp.

**Metal and Mineral Detection:** This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,500 gp.

**Metamagic Rods:** Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

*Lesser and Greater Metamagic Rods:* Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

**Metamagic, Empower:** The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

**Metamagic, Enlarge:** The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

**Metamagic, Extend:** The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

**Metamagic, Maximize:** The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

**Metamagic, Quicken:** The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

**Metamagic, Silent:** The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

**Negation:** This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Craft Rod, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 gp.

**Python:** This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a *+1/+1 quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; Price 13,000 gp.

**Rulership:** This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard

action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 60,000 gp; Cost 27,500 gp + 2,200 XP.

**Security:** This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Strong conjuration; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

**Splendor:** The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item. Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Strong conjuration and transmutation; CL 12th; Craft Rod, *eagle's splendor, fabricate, major creation*; Price 25,000 gp.

**Thunder and Lightning:** Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

- *Thunder:* Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- *Lightning:* Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity

damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

- *Thunderclap*: Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- *Lightning Stroke*: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half ) to a range of 200 feet.
- *Thunder and Lightning*: Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The thunderclap affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

Moderate evocation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *lightning bolt*, *shout*; Price 33,000 gp.

**Viper**: This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; Price 19,000 gp.

**Withering**: A *rod of withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature she touches with the rod (by making a melee touch attack). If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armor, *contagion*; Price 25,000 gp.

**Wonder**: A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) Typical powers of the rod include the following.

d%	Wondrous Effect
01-05	<i>Slow</i> creature pointed at for 10 rounds (Will DC 15 negates).
06-10	<i>Faerie fire</i> surrounds the target.
11-15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16-20	<i>Gust of wind</i> , but at windstorm force (Fortitude DC 14 negates).
21-25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i> ) for 1d4 rounds (no save).
26-30	<i>Stinking cloud</i> at 30-ft. range (Fortitude DC 15 negates).
31-33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34-36	<i>Summon</i> an animal—a rhino (01-25 on d%), elephant (26-50), or mouse (51-100).
37-46	<i>Lightning bolt</i> (70 ft. long, 5 ft. wide), 6d6 damage (Reflex DC 15 half).
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex DC 14 negates).
50-53	<i>Enlarge person</i> if within 60 ft. of rod (Fortitude DC 13 negates).
54-58	<i>Darkness</i> , 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59-62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63-65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66-69	Reduce wielder to 1/12 height (no save).
70-79	<i>Fireball</i> at target or 100 ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80-84	<i>Invisibility</i> covers rod wielder.
85-87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88-90	10-40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91-95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96-97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98-100	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) if target is within 60 ft. (Fortitude DC 18 negates).

Moderate enchantment; CL 10th; Craft Rod, *confusion*, creator must be chaotic; Price 12,000 gp.

# SCROLLS

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

**Physical Description:** A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

**Activation:** To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

*Decipher the Writing:* The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

*Activate the Spell:* Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

*Determine Effect:* A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

*Scroll Mishaps:* When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on the table at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls).

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls).

If a divine spell is cast at different levels by clerics and druids, it appears at the level appropriate to a cleric (considered the default choice between clerics and druids).

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

d% roll	Type
01-70	Arcane
71-100	Divine

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

Minor	Medium	Major	Spell Level	Spell's Caster Level <sup>1</sup>
01-05	—	—	0	1st
06-50	—	—	1st	1st
51-95	01-05	—	2nd	3rd
96-100	06-65	—	3rd	5th
—	66-95	01-05	4th	7th
—	96-100	06-50	5th	9th
—	—	51-70	6th	11th
—	—	71-85	7th	13th
—	—	86-95	8th	15th
—	—	95-100	9th	17th

<sup>1</sup> These numbers assume that the creator is a cleric, druid, or wizard.

**Table: Arcane Spell Scrolls**

<i>0-Level Arcane Spells</i>		
d%	Spell	Market Price
01-04	<i>acid splash</i>	12 gp 5 sp
05-08	<i>arcane mark</i>	12 gp 5 sp
09-13	<i>dancing lights</i>	12 gp 5 sp
14-17	<i>daze</i>	12 gp 5 sp
18-24	<i>detect magic</i>	12 gp 5 sp
25-28	<i>detect poison</i>	12 gp 5 sp
29-32	<i>disrupt undead</i>	12 gp 5 sp
33-37	<i>flare</i>	12 gp 5 sp
38-42	<i>ghost sound</i>	12 gp 5 sp
43-44	<i>know direction</i>	12 gp 5 sp
45-50	<i>light</i>	12 gp 5 sp
51-52	<i>lullaby</i>	12 gp 5 sp
53-57	<i>mage hand</i>	12 gp 5 sp
58-62	<i>mending</i>	12 gp 5 sp
63-67	<i>message</i>	12 gp 5 sp
68-72	<i>open/close</i>	12 gp 5 sp
73-77	<i>prestidigitation</i>	12 gp 5 sp
78-81	<i>ray of frost</i>	12 gp 5 sp
82-87	<i>read magic</i>	12 gp 5 sp
88-94	<i>resistance</i>	12 gp 5 sp
95-96	<i>summon instrument</i>	12 gp 5 sp
97-100	<i>touch of fatigue</i>	12 gp 5 sp

<i>1st-Level Arcane Spells</i>		
d%	Spell	Market Price
01-03	<i>alarm</i>	25 gp
04-05	<i>animate rope</i>	25 gp
06-07	<i>burning hands</i>	25 gp
08-09	<i>cause fear</i>	25 gp
10-12	<i>charm person</i>	25 gp
13-14	<i>chill touch</i>	25 gp
15-16	<i>color spray</i>	25 gp
17-19	<i>comprehend languages</i>	25 gp
20	<i>confusion, lesser</i>	50 gp
21	<i>cure light wounds</i>	50 gp
22-24	<i>detect secret doors</i>	25 gp
25-26	<i>detect undead</i>	25 gp
27-29	<i>disguise self</i>	25 gp
30-32	<i>endure elements</i>	25 gp
33-35	<i>enlarge person</i>	25 gp
36-37	<i>erase</i>	25 gp
38-40	<i>expeditious retreat</i>	25 gp
41	<i>feather fall</i>	25 gp
42-43	<i>grease</i>	25 gp
44-45	<i>hold portal</i>	25 gp
46-47	<i>hypnotism</i>	25 gp
48-49	<i>identify</i>	125 gp
50-51	<i>jump</i>	25 gp

<i>1st-Level Arcane Spells</i>		
d%	Spell	Market Price
52-54	<i>mage armor</i>	25 gp
55-56	<i>magic missile</i>	25 gp
57-59	<i>magic weapon</i>	25 gp
60-62	<i>mount</i>	25 gp
63-64	<i>magic aura</i>	25 gp
65-66	<i>obscuring mist</i>	25 gp
67-74	<i>protection from chaos/evil/good/law</i>	25 gp
75-76	<i>ray of enfeeblement</i>	25 gp
77-78	<i>reduce person</i>	25 gp
79-80	<i>remove fear</i>	50 gp
81-82	<i>shield</i>	25 gp
83-84	<i>shocking grasp</i>	25 gp
85-86	<i>silent image</i>	25 gp
87-88	<i>sleep</i>	25 gp
89-90	<i>summon monster I</i>	25 gp
91-93	<i>floating disk</i>	25 gp
94-95	<i>true strike</i>	25 gp
96	<i>undetected alignment</i>	50 gp
97-98	<i>unseen servant</i>	25 gp
99-100	<i>ventriloquism</i>	25 gp

<i>2nd-Level Arcane Spells</i>		
d%	Spell	Market Price
01	<i>animal messenger</i>	200 gp
02	<i>animal trance</i>	200 gp
03	<i>arcane lock</i>	175 gp
04-06	<i>bear's endurance</i>	150 gp
07-08	<i>blindness/deafness</i>	150 gp
09-10	<i>blur</i>	150 gp
11-13	<i>bull's strength</i>	150 gp
14	<i>calm emotions</i>	200 gp
15-17	<i>cat's grace</i>	150 gp
18-19	<i>command undead</i>	150 gp
20	<i>continual flame</i>	200 gp
21	<i>cure moderate wounds</i>	200 gp
22	<i>darkness</i>	150 gp
23-25	<i>darkvision</i>	150 gp
26	<i>daze monster</i>	150 gp
27	<i>delay poison</i>	200 gp
28-29	<i>detect thoughts</i>	150 gp
30-31	<i>disguise self</i>	150 gp
32-34	<i>eagle's splendor</i>	150 gp
35	<i>enthrall</i>	200 gp
36-37	<i>false life</i>	150 gp
38-39	<i>flaming sphere</i>	150 gp
40	<i>fog cloud</i>	150 gp
41-43	<i>fox's cunning</i>	150 gp
44	<i>ghoul touch</i>	150 gp
45-46	<i>glitterdust</i>	150 gp
47	<i>gust of wind</i>	150 gp

<i>2nd-Level Arcane Spells</i>		
d%	Spell	Market Price
48-49	<i>hypnotic pattern</i>	150 gp
50-52	<i>invisibility</i>	150 gp
53-55	<i>knock</i>	150 gp
56	<i>phantom trap</i>	200 gp
57-58	<i>levitate</i>	150 gp
59	<i>locate object</i>	150 gp
60	<i>magic mouth</i>	160 gp
61-62	<i>acid arrow</i>	150 gp
63	<i>minor image</i>	150 gp
64-65	<i>mirror image</i>	150 gp
66	<i>misdirection</i>	150 gp
67	<i>obscure object</i>	150 gp
68-70	<i>owl's wisdom</i>	150 gp
71-73	<i>protection from arrows</i>	150 gp
74-75	<i>pyrotechnics</i>	150 gp
76-78	<i>resist energy</i>	150 gp
79	<i>rope trick</i>	150 gp
80	<i>scare</i>	150 gp
81-82	<i>scorching ray</i>	150 gp
83-85	<i>see invisibility</i>	150 gp
86	<i>shatter</i>	150 gp
87	<i>silence</i>	200 gp
88	<i>sound burst</i>	200 gp
89	<i>spectral hand</i>	150 gp
90-91	<i>spider climb</i>	150 gp
92-93	<i>summon monster II</i>	150 gp
94-95	<i>summon swarm</i>	150 gp
96	<i>hideous laughter</i>	150 gp
97	<i>touch of idiocy</i>	150 gp
98-99	<i>web</i>	150 gp
100	<i>whispering wind</i>	150 gp

<i>3rd-Level Arcane Spells</i>		
d%	Spell	Market Price
01-02	<i>arcane sight</i>	375 gp
03-04	<i>blink</i>	375 gp
05-06	<i>clairaudience/clairvoyance</i>	375 gp
07	<i>cure serious wounds</i>	525 gp
08-10	<i>daylight</i>	525 gp
11-12	<i>deep slumber</i>	375 gp
13-15	<i>dispel magic</i>	375 gp
16-17	<i>displacement</i>	375 gp
18	<i>explosive runes</i>	375 gp
19-20	<i>fireball</i>	375 gp
21-22	<i>flame arrow</i>	375 gp
23-25	<i>fly</i>	375 gp
26-27	<i>gaseous form</i>	375 gp
28-29	<i>gentle repose</i>	375 gp
30	<i>glibness</i>	525 gp
31	<i>good hope</i>	525 gp

<i>3rd-Level Arcane Spells</i>		
d%	Spell	Market Price
32-33	<i>halt undead</i>	375 gp
34-36	<i>haste</i>	375 gp
37-38	<i>heroism</i>	375 gp
39-40	<i>hold person</i>	375 gp
41	<i>illusory script</i>	425 gp
42-44	<i>invisibility sphere</i>	375 gp
45-47	<i>keen edge</i>	375 gp
48-49	<i>tiny hut</i>	375 gp
50-51	<i>lightning bolt</i>	375 gp
52-59	<i>magic circle against chaos/evil/good/law</i>	375 gp
60-62	<i>magic weapon, greater</i>	375 gp
63-64	<i>major image</i>	375 gp
65-66	<i>nondetection</i>	425 gp
67-68	<i>phantom steed</i>	375 gp
69-71	<i>protection from energy</i>	375 gp
72-73	<i>rage</i>	375 gp
74-75	<i>ray of exhaustion</i>	375 gp
76	<i>sculpt sound</i>	525 gp
77	<i>secret page</i>	375 gp
78	<i>sepia snake sigil</i>	875 gp
79	<i>shrink item</i>	375 gp
80-81	<i>sleet storm</i>	375 gp
82-83	<i>slow</i>	375 gp
84	<i>speak with animals</i>	525 gp
85-86	<i>stinking cloud</i>	375 gp
87-88	<i>suggestion</i>	375 gp
89-90	<i>summon monster III</i>	375 gp
91-93	<i>tongues</i>	375 gp
94-95	<i>vampiric touch</i>	375 gp
96-98	<i>water breathing</i>	375 gp
99-100	<i>wind wall</i>	375 gp

<i>4th-Level Arcane Spells</i>		
d%	Spell	Market Price
01-02	<i>animate dead</i>	1,050 gp
03-05	<i>arcane eye</i>	700 gp
06-07	<i>bestow curse</i>	700 gp
08-10	<i>charm monster</i>	700 gp
11-13	<i>confusion</i>	700 gp
14-15	<i>contagion</i>	700 gp
16-17	<i>crushing despair</i>	700 gp
18	<i>cure critical wounds</i>	1,000 gp
19	<i>detect scrying</i>	700 gp
20-23	<i>dimension door</i>	700 gp
24-26	<i>dimensional anchor</i>	700 gp
27-28	<i>enervation</i>	700 gp
29-30	<i>enlarge person, mass</i>	700 gp
31-32	<i>black tentacles</i>	700 gp
33-34	<i>fear</i>	700 gp
35-37	<i>fire shield</i>	700 gp

<i>4th-Level Arcane Spells</i>		
d%	Spell	Market Price
38-39	<i>fire trap</i>	725 gp
40-42	<i>freedom of movement</i>	1,000 gp
43	<i>geas, lesser</i>	700 gp
44-46	<i>globe of invulnerability, lesser</i>	700 gp
47-48	<i>hallucinatory terrain</i>	700 gp
49-50	<i>ice storm</i>	700 gp
51-52	<i>illusory wall</i>	700 gp
53-55	<i>invisibility, greater</i>	700 gp
56-57	<i>secure shelter</i>	700 gp
58	<i>locate creature</i>	700 gp
59-60	<i>minor creation</i>	700 gp
61	<i>modify memory</i>	1,000 gp
62	<i>neutralize poison</i>	1,000 gp
63-64	<i>resilient sphere</i>	700 gp
65-66	<i>phantasmal killer</i>	700 gp
67-68	<i>polymorph</i>	700 gp
69-70	<i>rainbow pattern</i>	700 gp
71	<i>mnemonic enhancer</i>	700 gp
72-73	<i>reduce person, mass</i>	700 gp
74-76	<i>remove curse</i>	700 gp
77	<i>repel vermin</i>	1,000 gp
78-79	<i>screying</i>	700 gp
80-81	<i>shadow conjuration</i>	700 gp
82-83	<i>shout</i>	700 gp
84-85	<i>solid fog</i>	700 gp
86	<i>speak with plants</i>	1,000 gp
87-88	<i>stone shape</i>	700 gp
89-91	<i>stoneskin</i>	950 gp
92-93	<i>summon monster IV</i>	700 gp
94-96	<i>wall of fire</i>	700 gp
97-99	<i>wall of ice</i>	700 gp
100	<i>zone of silence</i>	1,000 gp

<i>5th-Level Arcane Spells</i>		
d%	Spell	Market Price
01-02	<i>animal growth</i>	1,125 gp
03-05	<i>baleful polymorph</i>	1,125 gp
06-07	<i>interposing hand</i>	1,125 gp
08-09	<i>blight</i>	1,125 gp
10-12	<i>break enchantment</i>	1,125 gp
13-14	<i>cloudkill</i>	1,125 gp
15-17	<i>cone of cold</i>	1,125 gp
18-19	<i>contact other plane</i>	1,125 gp
20	<i>cure light wounds, mass</i>	1,625 gp
21-23	<i>dismissal</i>	1,125 gp
24-26	<i>dispel magic, greater</i>	1,625 gp
27-28	<i>dominate person</i>	1,125 gp
29	<i>dream</i>	1,125 gp
30-31	<i>fabricate</i>	1,125 gp
32-33	<i>false vision</i>	1,375 gp

<i>5th-Level Arcane Spells</i>		
d%	Spell	Market Price
34-35	<i>feblemind</i>	1,125 gp
36-39	<i>hold monster</i>	1,125 gp
40	<i>secret chest</i>	1,125 gp
41	<i>magic jar</i>	1,125 gp
42-43	<i>major creation</i>	1,125 gp
44-45	<i>mind fog</i>	1,125 gp
46-47	<i>mirage arcana</i>	1,125 gp
48-49	<i>mage's faithful bound</i>	1,125 gp
50-51	<i>mage's private sanctum</i>	1,125 gp
52-53	<i>nightmare</i>	1,125 gp
54-57	<i>overland flight</i>	1,125 gp
58-60	<i>passwall</i>	1,125 gp
61	<i>permanency</i>	10,125 gp <sup>1</sup>
62-63	<i>persistent image</i>	1,125 gp
64-65	<i>planar binding, lesser</i>	1,125 gp
66-67	<i>prying eyes</i>	1,125 gp
68-69	<i>telepathic bond</i>	1,125 gp
70-71	<i>seeming</i>	1,125 gp
72-74	<i>sending</i>	1,125 gp
75-76	<i>shadow evocation</i>	1,125 gp
77	<i>song of discord</i>	1,625 gp
78-79	<i>summon monster V</i>	1,125 gp
80	<i>symbol of pain</i>	2,125 gp
81	<i>symbol of sleep</i>	2,125 gp
82-83	<i>telekinesis</i>	1,125 gp
84-88	<i>teleport</i>	1,125 gp
89-90	<i>transmute mud to rock</i>	1,125 gp
91-92	<i>transmute rock to mud</i>	1,125 gp
93-95	<i>wall of force</i>	1,125 gp
96-98	<i>wall of stone</i>	1,125 gp
99-100	<i>waves of fatigue</i>	1,125 gp

1 Includes experience point cost up to 2,000 XP.

<i>6th-Level Arcane Spells</i>		
d%	Spell	Market Price
01-02	<i>acid fog</i>	1,650 gp
03-05	<i>analyze dweomer</i>	1,650 gp
06	<i>animate objects</i>	2,400 gp
07-09	<i>antimagic field</i>	1,650 gp
10-12	<i>bear's endurance, mass</i>	1,650 gp
13-14	<i>forceful hand</i>	1,650 gp
15-17	<i>bull's strength, mass</i>	1,650 gp
18-20	<i>cat's grace, mass</i>	1,650 gp
21-23	<i>chain lightning</i>	1,650 gp
24-25	<i>circle of death</i>	2,150 gp
26	<i>contingency</i>	1,650 gp
27-28	<i>control water</i>	1,650 gp
29	<i>create undead</i>	2,350 gp
30	<i>cure moderate wounds, mass</i>	2,400 gp
31-33	<i>disintegrate</i>	1,650 gp

<i>6th-Level Arcane Spells</i>		
d%	Spell	Market Price
34-37	<i>dispel magic, greater</i>	1,650 gp
38-40	<i>eagle's splendor, mass</i>	1,650 gp
41-42	<i>eyebite</i>	1,650 gp
43	<i>find the path</i>	2,400 gp
44-45	<i>flesh to stone</i>	1,650 gp
46-48	<i>fox's cunning, mass</i>	1,650 gp
49	<i>geas/quest</i>	1,650 gp
50-52	<i>globe of invulnerability</i>	1,650 gp
53	<i>guards and wards</i>	1,650 gp
54	<i>heroes' feast</i>	2,400 gp
55-56	<i>heroism, greater</i>	1,650 gp
57	<i>legend lore</i>	1,900 gp
58-59	<i>mislead</i>	1,650 gp
60	<i>mage's lucubration</i>	1,650 gp
61-62	<i>move earth</i>	1,650 gp
63-64	<i>freezing sphere</i>	1,650 gp
65-67	<i>owl's wisdom, mass</i>	1,650 gp
68-69	<i>permanent image</i>	1,650 gp
70-71	<i>planar binding</i>	1,650 gp
72-73	<i>programmed image</i>	1,675 gp
74-75	<i>repulsion</i>	1,650 gp
76-78	<i>shadow walk</i>	1,650 gp
79-81	<i>stone to flesh</i>	1,650 gp
82-83	<i>suggestion, mass</i>	1,650 gp
84-85	<i>summon monster VI</i>	1,650 gp
86	<i>symbol of fear</i>	2,650 gp
87	<i>symbol of persuasion</i>	6,650 gp
88	<i>sympathetic vibration</i>	2,400 gp
89-90	<i>transformation</i>	1,950 gp
91-93	<i>true seeing</i>	1,900 gp
94-95	<i>undeath to death</i>	2,150 gp
96-97	<i>veil</i>	1,650 gp
98-100	<i>wall of iron</i>	1,700 gp

<i>7th-Level Arcane Spells</i>		
d%	Spell	Market Price
01-03	<i>arcane sight, greater</i>	2,275 gp
04-07	<i>banishment</i>	2,275 gp
08-10	<i>grasping hand</i>	2,275 gp
11-13	<i>control undead</i>	2,275 gp
14-16	<i>control weather</i>	2,275 gp
17-19	<i>delayed blast fireball</i>	2,275 gp
20-21	<i>instant summons</i>	3,275 gp
22-25	<i>ethereal jaunt</i>	2,275 gp
26-28	<i>finger of death</i>	2,275 gp
29-31	<i>forcecage</i>	23,775 gp
32-35	<i>hold person, mass</i>	2,275 gp
36-38	<i>insanity</i>	2,275 gp
39-42	<i>invisibility, mass</i>	2,275 gp
43	<i>limited wish</i>	3,775 gp <sup>1</sup>
44-45	<i>mage's magnificent mansion</i>	2,275 gp
46-48	<i>mage's sword</i>	2,275 gp

<i>7th-Level Arcane Spells</i>		
d%	Spell	Market Price
49-51	<i>phase door</i>	2,275 gp
52-54	<i>plane shift</i>	2,275 gp
55-57	<i>power word blind</i>	2,275 gp
58-61	<i>prismatic spray</i>	2,275 gp
62-64	<i>project image</i>	2,280 gp
65-67	<i>reverse gravity</i>	2,275 gp
68-70	<i>screaming, greater</i>	2,275 gp
71-73	<i>sequester</i>	2,275 gp
74-76	<i>shadow conjuration, greater</i>	2,275 gp
77	<i>simulacrum</i>	7,275 gp <sup>2</sup>
78-80	<i>spell turning</i>	2,275 gp
81-82	<i>statue</i>	2,275 gp
83-85	<i>summon monster VII</i>	2,275 gp
86	<i>symbol of stunning</i>	7,275 gp
87	<i>symbol of weakness</i>	7,275 gp
88-90	<i>teleport object</i>	2,275 gp
91-95	<i>teleport, greater</i>	2,275 gp
96-97	<i>vision</i>	2,775 gp
98-100	<i>waves of exhaustion</i>	2,275 gp

1 Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

2 Assumes no XP cost in excess of 1,000 gp.

<i>8th-Level Arcane Spells</i>		
d%	Spell	Market Price
01-02	<i>antipathy</i>	3,000 gp
03-05	<i>clenched fist</i>	3,000 gp
06-08	<i>binding</i>	8,500 gp <sup>1</sup>
09-12	<i>charm monster, mass</i>	3,000 gp
13	<i>clone</i>	4,000 gp
14-16	<i>create greater undead</i>	3,000 gp
17-19	<i>demand</i>	3,600 gp
20-22	<i>dimensional lock</i>	3,000 gp
23-26	<i>discern location</i>	3,000 gp
27-29	<i>horrid wilting</i>	3,000 gp
30-32	<i>incendiary cloud</i>	3,000 gp
33-35	<i>iron body</i>	3,000 gp
36-38	<i>maze</i>	3,000 gp
39-41	<i>mind blank</i>	3,000 gp
42-44	<i>moment of prescience</i>	3,000 gp
45-48	<i>telekinetic sphere</i>	3,000 gp
49-51	<i>irresistible dance</i>	3,000 gp
52-54	<i>planar binding, greater</i>	3,000 gp
55-57	<i>polar ray</i>	3,000 gp
58-60	<i>polymorph any object</i>	3,000 gp
61-63	<i>power word stun</i>	3,000 gp
64-66	<i>prismatic wall</i>	3,000 gp
67-70	<i>protection from spells</i>	3,500 gp
71-73	<i>prying eyes, greater</i>	3,000 gp
74-76	<i>scintillating pattern</i>	3,000 gp
77-78	<i>screen</i>	3,000 gp
79-81	<i>shadow evocation, greater</i>	3,000 gp
82-84	<i>shout, greater</i>	3,000 gp

<b>8th-Level Arcane Spells</b>		
d%	Spell	Market Price
85-87	<i>summon monster VIII</i>	3,000 gp
88-90	<i>sunburst</i>	3,000 gp
91	<i>symbol of death</i>	8,000 gp
92	<i>symbol of insanity</i>	8,000 gp
93-94	<i>sympathy</i>	4,500 gp
95-98	<i>temporal stasis</i>	3,500 gp
99-100	<i>trap the soul</i>	13,000 gp <sup>1</sup>

1 Assumes a creature of 10 HD or less.

<b>9th-Level Arcane Spells</b>		
d%	Spell	Market Price
01-03	<i>astral projection</i>	4,870 gp
04-07	<i>crushing hand</i>	3,825 gp
08-12	<i>dominate monster</i>	3,825 gp
13-16	<i>energy drain</i>	3,825 gp
17-21	<i>etherealness</i>	3,825 gp
22-25	<i>foresight</i>	3,825 gp
26-31	<i>freedom</i>	3,825 gp
32-36	<i>gate</i>	8,825 gp
37-40	<i>hold monster, mass</i>	3,825 gp
41-44	<i>imprisonment</i>	3,825 gp
45-49	<i>meteor swarm</i>	3,825 gp
50-53	<i>mage's disjunction</i>	3,825 gp
54-58	<i>power word kill</i>	3,825 gp
59-62	<i>prismatic sphere</i>	3,825 gp
63-66	<i>refuge</i>	3,825 gp
67-70	<i>shades</i>	3,825 gp
71-76	<i>shapechange</i>	3,825 gp
77-79	<i>soul bind</i>	3,825 gp
80-83	<i>summon monster IX</i>	3,825 gp
84-86	<i>teleportation circle</i>	4,825 gp
87-91	<i>time stop</i>	3,825 gp
92-95	<i>wail of the banshee</i>	3,825 gp
96-99	<i>weird</i>	3,825 gp
100	<i>wish</i>	28,825 gp <sup>1</sup>

1 Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

**Table: Divine Spell Scrolls**

<b>0-Level Divine Spells</b>		
d%	Spell	Market Price
01-07	<i>create water</i>	12 gp 5 sp
08-14	<i>cure minor wounds</i>	12 gp 5 sp
15-22	<i>detect magic</i>	12 gp 5 sp
23-29	<i>detect poison</i>	12 gp 5 sp
30-36	<i>flare</i>	12 gp 5 sp
37-43	<i>guidance</i>	12 gp 5 sp
44-50	<i>inflict minor wounds</i>	12 gp 5 sp
51-57	<i>know direction</i>	12 gp 5 sp

58-65	<i>light</i>	12 gp 5 sp
66-72	<i>mending</i>	12 gp 5 sp
73-79	<i>purify food and drink</i>	12 gp 5 sp
80-86	<i>read magic</i>	12 gp 5 sp
87-93	<i>resistance</i>	12 gp 5 sp
94-100	<i>virtue</i>	12 gp 5 sp

1st-Level Divine Spells		
d%	Spell	Market Price
01	<i>alarm</i>	100 gp
02-03	<i>bane</i>	25 gp
04-06	<i>bless</i>	25 gp
07-09	<i>bless water</i>	50 gp
10	<i>bless weapon</i>	100 gp
11-12	<i>calm animals</i>	25 gp
13-14	<i>cause fear</i>	25 gp
15-16	<i>charm animal</i>	25 gp
17-19	<i>command</i>	25 gp
20-21	<i>comprehend languages</i>	25 gp
22-26	<i>cure light wounds</i>	25 gp
27-28	<i>curse water</i>	50 gp
29-30	<i>deathwatch</i>	25 gp
31-32	<i>detect animals or plants</i>	25 gp
33-35	<i>detect chaos/evil/good/law</i>	25 gp
36-37	<i>detect snares and pits</i>	25 gp
38-39	<i>detect undead</i>	25 gp
40-41	<i>divine favor</i>	25 gp
42-43	<i>doom</i>	25 gp
44-48	<i>endure elements</i>	25 gp
49-50	<i>entangle</i>	25 gp
51-52	<i>entropic shield</i>	25 gp
53-54	<i>faerie fire</i>	25 gp
55-56	<i>goodberry</i>	25 gp
57-58	<i>hide from animals</i>	25 gp
59-60	<i>hide from undead</i>	25 gp
61-62	<i>inflict light wounds</i>	25 gp
63-64	<i>jump</i>	25 gp
65-66	<i>longstrider</i>	25 gp
67-68	<i>magic fang</i>	25 gp
69-72	<i>magic stone</i>	25 gp
73-74	<i>magic weapon</i>	25 gp
75-78	<i>obscuring mist</i>	25 gp
79-80	<i>pass without trace</i>	25 gp
81-82	<i>produce flame</i>	25 gp
83-86	<i>protection from chaos/evil/good/law</i>	25 gp
87-88	<i>remove fear</i>	25 gp
89-90	<i>sanctuary</i>	25 gp
91-92	<i>shield of faith</i>	25 gp
93-94	<i>shillelagh</i>	25 gp
95-96	<i>speak with animals</i>	25 gp
97-98	<i>summon monster I</i>	25 gp
99-100	<i>summon nature's ally I</i>	25 gp

<i>2nd-Level Divine Spells</i>		
d%	Spell	Market Price
01	<i>animal messenger</i>	150 gp
02	<i>animal trance</i>	150 gp
03-04	<i>augury</i>	175 gp
05-06	<i>barkskin</i>	150 gp
07-09	<i>bear's endurance</i>	150 gp
10-12	<i>bull's strength</i>	150 gp
13-14	<i>calm emotions</i>	150 gp
15-17	<i>cat's grace</i>	150 gp
18	<i>chill metal</i>	150 gp
19-20	<i>consecrate</i>	200 gp
21-24	<i>cure moderate wounds</i>	150 gp
25-26	<i>darkness</i>	150 gp
27	<i>death knell</i>	150 gp
28-30	<i>delay poison</i>	150 gp
31-32	<i>desecrate</i>	200 gp
33-35	<i>eagle's splendor</i>	150 gp
36-37	<i>enthrall</i>	150 gp
38-39	<i>find traps</i>	150 gp
40	<i>fire trap</i>	175 gp
41-42	<i>flame blade</i>	150 gp
43-44	<i>flaming sphere</i>	150 gp
45-46	<i>fog cloud</i>	150 gp
47	<i>gentle repose</i>	150 gp
48	<i>gust of wind</i>	150 gp
49	<i>heat metal</i>	150 gp
50-51	<i>hold animal</i>	150 gp
52-54	<i>hold person</i>	150 gp
55-56	<i>inflict moderate wounds</i>	150 gp
57-58	<i>make whole</i>	150 gp
59-61	<i>owl's wisdom</i>	150 gp
62	<i>reduce animal</i>	150 gp
63-64	<i>remove paralysis</i>	150 gp
65-67	<i>resist energy</i>	150 gp
68-70	<i>restoration, lesser</i>	150 gp
71-72	<i>shatter</i>	150 gp
73-74	<i>shield other</i>	150 gp
75-76	<i>silence</i>	150 gp
77	<i>snare</i>	150 gp
78	<i>soften earth and stone</i>	150 gp
79-80	<i>sound burst</i>	150 gp
81	<i>speak with plants</i>	150 gp
82-83	<i>spider climb</i>	150 gp
84-85	<i>spiritual weapon</i>	150 gp
86	<i>status</i>	150 gp
87-88	<i>summon monster II</i>	150 gp
89-90	<i>summon nature's ally II</i>	150 gp
91-92	<i>summon swarm</i>	150 gp
93	<i>tree shape</i>	150 gp
94-95	<i>undetectable alignment</i>	150 gp

<i>2nd-Level Divine Spells</i>		
d%	Spell	Market Price
96-97	<i>warp wood</i>	150 gp
98	<i>wood shape</i>	150 gp
99-100	<i>zone of truth</i>	150 gp

<i>3rd-Level Divine Spells</i>		
d%	Spell	Market Price
01-02	<i>animate dead</i>	625 gp
03-04	<i>bestow curse</i>	375 gp
05-06	<i>blindness/deafness</i>	375 gp
07-08	<i>call lightning</i>	375 gp
09-10	<i>contagion</i>	375 gp
11-12	<i>continual flame</i>	425 gp
13-14	<i>create food and water</i>	375 gp
15-18	<i>cure serious wounds</i>	375 gp
19	<i>darkvision</i>	375 gp
20-21	<i>daylight</i>	375 gp
22-23	<i>deeper darkness</i>	375 gp
24-25	<i>diminish plants</i>	375 gp
26-27	<i>dispel magic</i>	375 gp
28-29	<i>dominate animal</i>	375 gp
30-31	<i>glyph of warding</i>	575 gp
32	<i>heal mount</i>	375 gp
33-34	<i>helping hand</i>	375 gp
35-36	<i>inflict serious wounds</i>	375 gp
37-38	<i>invisibility purge</i>	375 gp
39-40	<i>locate object</i>	375 gp
41-46	<i>magic circle against chaos/evil/good/law</i>	375 gp
47-48	<i>magic fang, greater</i>	375 gp
49-50	<i>magic vestment</i>	375 gp
51-52	<i>meld into stone</i>	375 gp
53-55	<i>neutralize poison</i>	375 gp
56-57	<i>obscure object</i>	375 gp
58-59	<i>plant growth</i>	375 gp
60-62	<i>prayer</i>	375 gp
63-64	<i>protection from energy</i>	375 gp
65-66	<i>quench</i>	375 gp
67-69	<i>remove blindness/deafness</i>	375 gp
70-71	<i>remove curse</i>	375 gp
72-73	<i>remove disease</i>	375 gp
74-76	<i>searing light</i>	375 gp
77-78	<i>sleet storm</i>	375 gp
79-80	<i>snare</i>	375 gp
81-83	<i>speak with dead</i>	375 gp
84-85	<i>speak with plants</i>	375 gp
86-87	<i>spike growth</i>	375 gp
88-89	<i>stone shape</i>	375 gp
90-91	<i>summon monster III</i>	375 gp
92-93	<i>summon nature's ally III</i>	375 gp
94-96	<i>water breathing</i>	375 gp
97-98	<i>water walk</i>	375 gp

<i>3rd-Level Divine Spells</i>		
d%	Spell	Market Price
99-100	<i>wind wall</i>	375 gp

<i>4th-Level Divine Spells</i>		
d%	Spell	Market Price
01-05	<i>air walk</i>	700 gp
06-07	<i>antiplant shell</i>	700 gp
08-09	<i>blight</i>	700 gp
10-11	<i>break enchantment</i>	700 gp
12-13	<i>command plants</i>	700 gp
14-15	<i>control water</i>	700 gp
16-21	<i>cure critical wounds</i>	700 gp
22-26	<i>death ward</i>	700 gp
27-31	<i>dimensional anchor</i>	700 gp
32-34	<i>discern lies</i>	700 gp
35-37	<i>dismissal</i>	700 gp
38-39	<i>divination</i>	725 gp
40-42	<i>divine power</i>	700 gp
43-47	<i>freedom of movement</i>	700 gp
48-49	<i>giant vermin</i>	700 gp
50-51	<i>holy sword</i>	700 gp
52-54	<i>imbue with spell ability</i>	700 gp
55-57	<i>inflict critical wounds</i>	700 gp
58-60	<i>magic weapon, greater</i>	700 gp
61-62	<i>nondetection</i>	750 gp
63-64	<i>planar ally, lesser</i>	1,200 gp
65-67	<i>poison</i>	700 gp
68-69	<i>reincarnate</i>	700 gp
70-71	<i>repel vermin</i>	700 gp
72-76	<i>restoration</i>	800 gp
77-78	<i>rusting grasp</i>	700 gp
79-81	<i>sending</i>	700 gp
82-85	<i>spell immunity</i>	700 gp
86-87	<i>spike stones</i>	700 gp
88-90	<i>summon monster IV</i>	700 gp
91-93	<i>summon nature's ally IV</i>	700 gp
94-98	<i>tongues</i>	700 gp
99-100	<i>tree stride</i>	700 gp

<i>5th-Level Divine Spells</i>		
d%	Spell	Market Price
01-03	<i>animal growth</i>	1,125 gp
04-05	<i>atonement</i>	3,625 gp
06	<i>awaken</i>	2,375 gp
07-09	<i>baleful polymorph</i>	1,125 gp
10-13	<i>break enchantment</i>	1,125 gp
14-16	<i>call lightning storm</i>	1,125 gp
17-20	<i>command, greater</i>	1,125 gp
21	<i>commune</i>	1,625 gp
22	<i>commune with nature</i>	1,125 gp

<i>5th-Level Divine Spells</i>		
d%	Spell	Market Price
23-24	<i>control winds</i>	1,125 gp
25-30	<i>cure light wounds, mass</i>	1,125 gp
31-34	<i>dispel chaos/evil/good/law</i>	1,125 gp
35-38	<i>disrupting weapon</i>	1,125 gp
39-41	<i>flame strike</i>	1,125 gp
42-43	<i>hallow</i>	6,125 gp <sup>1</sup>
44-46	<i>ice storm</i>	1,125 gp
47-49	<i>inflict light wounds, mass</i>	1,125 gp
50-52	<i>insect plague</i>	1,125 gp
53	<i>mark of justice</i>	1,125 gp
54-56	<i>plane shift</i>	1,125 gp
57-58	<i>raise dead</i>	6,125 gp
59-61	<i>righteous might</i>	1,125 gp
62-63	<i>screying</i>	1,125 gp
64-66	<i>slay living</i>	1,125 gp
67-69	<i>spell resistance</i>	1,125 gp
70-71	<i>stoneskin</i>	1,375 gp
72-74	<i>summon monster V</i>	1,125 gp
75-77	<i>summon nature's ally V</i>	1,125 gp
78	<i>symbol of pain</i>	2,125 gp
79	<i>symbol of sleep</i>	2,125 gp
80-82	<i>transmute mud to rock</i>	1,125 gp
83-85	<i>transmute rock to mud</i>	1,125 gp
86-89	<i>true seeing</i>	1,375 gp
90-91	<i>unhallow</i>	6,125 gp <sup>1</sup>
92-94	<i>wall of fire</i>	1,125 gp
95-97	<i>wall of stone</i>	1,125 gp
98-100	<i>wall of thorns</i>	1,125 gp

1 Allows for a spell of up to 4th level to be tied to the *hallowed* or *unhallowed* area.

<i>6th-Level Divine Spells</i>		
d%	Spell	Market Price
01-03	<i>animate objects</i>	1,650 gp
04-06	<i>antilife shell</i>	1,650 gp
07-09	<i>banishment</i>	1,650 gp
10-13	<i>bear's endurance, mass</i>	1,650 gp
14-16	<i>blade barrier</i>	1,650 gp
17-20	<i>bull's strength, mass</i>	1,650 gp
21-24	<i>cat's grace, mass</i>	1,650 gp
25	<i>create undead</i>	1,650 gp
26-29	<i>cure moderate wounds, mass</i>	1,650 gp
30-33	<i>dispel magic, greater</i>	1,650 gp
34-37	<i>eagle's splendor, mass</i>	1,650 gp
38-40	<i>find the path</i>	1,650 gp
41-43	<i>fire seeds</i>	1,650 gp
44	<i>forbiddance</i>	4,650 gp <sup>1</sup>
45	<i>geas/quest</i>	1,650 gp
46	<i>glyph of warding, greater</i>	1,650 gp
47-49	<i>harm</i>	1,650 gp
50-52	<i>heal</i>	1,650 gp

<i>6th-Level Divine Spells</i>		
d%	Spell	Market Price
53-55	<i>heroes' feast</i>	1,650 gp
56-58	<i>inflict moderate wounds, mass</i>	1,650 gp
59-61	<i>ironwood</i>	1,650 gp
62	<i>liveoak</i>	1,650 gp
63-65	<i>move earth</i>	1,650 gp
66-69	<i>owl's wisdom, mass</i>	1,650 gp
70-71	<i>planar ally</i>	2,400 gp
72-74	<i>repel wood</i>	1,650 gp
75-77	<i>spellstaff</i>	1,650 gp
78-80	<i>stone tell</i>	1,650 gp
81-83	<i>summon monster VI</i>	1,650 gp
84-86	<i>summon nature's ally VI</i>	1,650 gp
87	<i>symbol of fear</i>	2,650 gp
88	<i>symbol of persuasion</i>	6,650 gp
89-91	<i>transport via plants</i>	1,650 gp
92-94	<i>undeath to death</i>	2,150 gp
95-97	<i>wind walk</i>	1,650 gp
98-100	<i>word of recall</i>	1,650 gp

1 Assumes an area equivalent to one 60-foot cube.

<i>7th-Level Divine Spells</i>		
d%	Spell	Market Price
01-05	<i>animate plants</i>	2,275 gp
06-09	<i>blasphemy</i>	2,275 gp
10-14	<i>changestaff</i>	2,275 gp
15-16	<i>control weather</i>	2,275 gp
17-21	<i>creeping doom</i>	2,275 gp
22-27	<i>cure serious wounds, mass</i>	2,275 gp
28-32	<i>destruction</i>	2,275 gp
33-36	<i>dictum</i>	2,275 gp
37-41	<i>ethereal jaunt</i>	2,275 gp
42-45	<i>holy word</i>	2,275 gp
46-50	<i>inflict serious wounds, mass</i>	2,275 gp
51-55	<i>refuge</i>	3,775 gp
56-60	<i>regenerate</i>	2,275 gp
61-65	<i>repulsion</i>	2,275 gp
66-69	<i>restoration, greater</i>	4,775 gp
70-71	<i>resurrection</i>	12,275 gp
72-76	<i>scrying, greater</i>	2,275 gp
77-81	<i>summon monster VII</i>	2,275 gp
82-85	<i>summon nature's ally VII</i>	2,275 gp
86-90	<i>sunbeam</i>	2,275 gp
91	<i>symbol of stunning</i>	7,275 gp
92	<i>symbol of weakness</i>	7,275 gp
93-97	<i>transmute metal to wood</i>	2,275 gp
98-100	<i>word of chaos</i>	2,275 gp

<i>8th-Level Divine Spells</i>		
d%	Spell	Market Price

<b>8th-Level Divine Spells</b>		
d%	Spell	Market Price
01-04	<i>animal shapes</i>	3,000 gp
05-10	<i>antimagic field</i>	3,000 gp
11-13	<i>cloak of chaos</i>	3,000 gp
14-17	<i>control plants</i>	3,000 gp
18-20	<i>create greater undead</i>	3,600 gp
21-27	<i>cure critical wounds, mass</i>	3,000 gp
28-32	<i>dimensional lock</i>	3,000 gp
33-36	<i>discern location</i>	3,000 gp
37-41	<i>earthquake</i>	3,000 gp
42-45	<i>finger of death</i>	3,000 gp
46-49	<i>fire storm</i>	3,000 gp
50-52	<i>holy aura</i>	3,000 gp
53-56	<i>inflict critical wounds, mass</i>	3,000 gp
57-60	<i>planar ally, greater</i>	5,500 gp
61-65	<i>repel metal or stone</i>	3,000 gp
66-69	<i>reverse gravity</i>	3,000 gp
70-72	<i>shield of law</i>	3,000 gp
73-76	<i>spell immunity, greater</i>	3,000 gp
77-80	<i>summon monster VIII</i>	3,000 gp
81-84	<i>summon nature's ally VIII</i>	3,000 gp
85-89	<i>sunburst</i>	3,000 gp
90-91	<i>symbol of death</i>	8,000 gp
92-93	<i>symbol of insanity</i>	8,000 gp
94-96	<i>unholy aura</i>	3,000 gp
97-100	<i>whirlwind</i>	3,000 gp

<b>9th-Level Divine Spells</b>		
d%	Spell	Market Price
01-04	<i>antipathy</i>	3,825 gp
05-07	<i>astral projection</i>	4,870 gp
08-13	<i>elemental swarm</i>	3,825 gp
14-19	<i>energy drain</i>	3,825 gp
20-25	<i>etherealness</i>	3,825 gp
26-31	<i>foresight</i>	3,825 gp
32-37	<i>gate</i>	8,825 gp
38-46	<i>heal, mass</i>	3,825 gp
47-53	<i>implosion</i>	3,825 gp
54-55	<i>miracle</i>	28,825 gp <sup>1</sup>
56-61	<i>regenerate</i>	3,825 gp
62-66	<i>shambler</i>	3,825 gp
67-72	<i>shapechange</i>	3,825 gp
73-77	<i>soul bind</i>	3,825 gp
78-83	<i>storm of vengeance</i>	3,825 gp
84-89	<i>summon monster IX</i>	3,825 gp
90-95	<i>summon nature's ally IX</i>	3,825 gp
96-99	<i>sympathy</i>	5,325 gp
100	<i>true resurrection</i>	28,825 gp

<sup>1</sup> Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

# STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

**Physical Description:** A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

**Activation:** Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

**Special Qualities:** Roll d%. A 01-30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31-100 indicates no special qualities.

Table: Staffs			
Medium	Major	Staff	Market Price
01-15	01-03	<i>Charming</i>	16,500 gp
16-30	04-09	<i>Fire</i>	17,750 gp
31-40	10-11	<i>Swarming insects</i>	24,750 gp
41-60	12-17	<i>Healing</i>	27,750 gp
61-75	18-19	<i>Size alteration</i>	29,000 gp
76-90	20-24	<i>Illumination</i>	48,250 gp
91-95	25-31	<i>Frost</i>	56,250 gp
96-100	32-38	<i>Defense</i>	58,250 gp
—	39-43	<i>Abjuration</i>	65,000 gp
—	44-48	<i>Conjuration</i>	65,000 gp
—	49-53	<i>Enchantment</i>	65,000 gp
—	54-58	<i>Evocation</i>	65,000 gp
—	59-63	<i>Illusion</i>	65,000 gp
—	64-68	<i>Necromancy</i>	65,000 gp
—	69-73	<i>Transmutation</i>	65,000 gp
—	74-77	<i>Divination</i>	73,500 gp
—	78-82	<i>Earth and stone</i>	80,500 gp
—	83-87	<i>Woodlands</i>	101,250 gp
—	88-92	<i>Life</i>	155,750 gp
—	93-97	<i>Passage</i>	170,500 gp
—	98-100	<i>Power</i>	211,000 gp

## Staff Descriptions

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell

dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

**Abjuration:** Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)
- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

Strong abjuration; CL 13th; Craft Staff, *dismissal, dispel magic, lesser globe of invulnerability, resist energy, repulsion, shield*; Price 65,000 gp.

**Charming:** Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Craft Staff, *charm person, charm monster*; Price 16,500 gp.

**Conjuration:** This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Summon swarm* (1 charge)
- *Stinking cloud* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Craft Staff, *cloudkill, stinking cloud, summon monster VI, summon swarm, unseen servant*; Price 65,000 gp.

**Defense:** The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)

Strong abjuration; CL 15th; Craft Staff, *shield, shield of faith, shield of law, shield other*, creator must be lawful; Price 58,250 gp.

**Divination:** Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Craft Staff, *detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing*; Price 73,500 gp.

**Earth and Stone:** This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft Staff, *move earth, passwall*; Price 80,500 gp.

**Enchantment:** Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter*; Price 65,000 gp.

**Evocation:** Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Fireball* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

Strong evocation; CL 13th; Craft Staff, *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*; Price 65,000 gp.

**Fire:** Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *burning hands, fireball, wall of fire*; Price 17,750 gp.

**Frost:** Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charge)

Moderate evocation; CL 10th; Craft Staff, *cone of cold, ice storm, wall of ice*; Price 56,250 gp.

**Healing:** This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Price 27,750 gp.

**Illusion:** This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Craft Staff, *disguise self, major image, mirror image, persistent image, project image, rainbow pattern*; Price 65,000 gp.

**Illumination:** This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

Strong evocation; CL 15th; Craft Staff, *dancing lights, daylight, flare, sunburst*; Price 48,250 gp.

**Life:** Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Craft Staff, *heal, resurrection*; Price 155,750 gp.

**Necromancy:** This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Strong necromancy; CL 13th; Craft Staff, *cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue*; Price 65,000 gp.

**Passage:** This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Greater teleport* (2 charges)
- *Astral projection* (2 charges)

Strong varied; CL 17th; Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; Price 170,500 gp.

**Power:** The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 3 or 4 squares away take 6 x the number of charges in damage, and those 5 or 6 squares distant take 4 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement*, *continual flame*, *levitate*, heightened *fireball*, heightened *lightning bolt*, *cone of cold*, *hold monster*, *wall of force*, *globe of invulnerability*; Price 211,000 gp.

**Size Alteration:** Stout and sturdy, this staff of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (1 charge)
- *Enlarge person, mass* (1 charge)
- *Reduce person, mass* (1 charge)

Faint conjuration; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

**Swarming Insects:** Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

**Transmutation:** This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter self*, *baleful polymorph*, *blink*, *disintegrate*, *expeditious retreat*, *polymorph*; Price 65,000 gp.

**Woodlands:** Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Charm animal* (1 charge)
- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speak with animals*, *summon nature's ally VI*, *wall of thorns*; Price 101,250 gp.



# WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

**Physical Description:** A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

**Activation:** Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

**Special Qualities:** Roll d%. A 01-30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31-100 indicates no special qualities.

Table: Wands				
Minor	Medium	Major	Wand	Market Price
01-02	—	—	<i>Detect magic</i>	375 gp
03-04	—	—	<i>Light</i>	375 gp
05-07	—	—	<i>Burning hands</i>	750 gp
08-10	—	—	<i>Charm animal</i>	750 gp
11-13	—	—	<i>Charm person</i>	750 gp
14-16	—	—	<i>Color spray</i>	750 gp
17-19	—	—	<i>Cure light wounds</i>	750 gp
20-22	—	—	<i>Detect secret doors</i>	750 gp
23-25	—	—	<i>Enlarge person</i>	750 gp
26-28	—	—	<i>Magic missile (1st)</i>	750 gp
29-31	—	—	<i>Shocking grasp</i>	750 gp
32-34	—	—	<i>Summon monster I</i>	750 gp
35-36	—	—	<i>Magic missile (3rd)</i>	2,250 gp
37	01-03	—	<i>Magic missile (5th)</i>	3,750 gp
38-40	04-07	—	<i>Bear's endurance</i>	4,500 gp
41-43	08-11	—	<i>Bull's strength</i>	4,500 gp
44-46	12-15	—	<i>Cat's grace</i>	4,500 gp
47-49	16-20	—	<i>Cure moderate wounds</i>	4,500 gp
50-51	21-22	—	<i>Darkness</i>	4,500 gp
52-54	23-24	—	<i>Daylight</i>	4,500 gp
55-57	25-27	—	<i>Delay poison</i>	4,500 gp
58-60	28-31	—	<i>Eagle's splendor</i>	4,500 gp
61-63	32-33	—	<i>False life</i>	4,500 gp
64-66	34-37	—	<i>Fox's cunning</i>	4,500 gp
67-68	38	—	<i>Ghoul touch</i>	4,500 gp
69-71	39	—	<i>Hold person</i>	4,500 gp
72-74	40-42	—	<i>Invisibility</i>	4,500 gp
75-77	43-44	—	<i>Knock</i>	4,500 gp
78-80	45	—	<i>Levitate</i>	4,500 gp
81-83	46-47	—	<i>Acid arrow</i>	4,500 gp
84-86	48-49	—	<i>Mirror image</i>	4,500 gp
87-89	50-53	—	<i>Owl's wisdom</i>	4,500 gp
90-91	54	—	<i>Shatter</i>	4,500 gp
92-94	55-56	—	<i>Silence</i>	4,500 gp

Table: Wands				
Minor	Medium	Major	Wand	Market Price
95-97	57	—	<i>Summon monster II</i>	4,500 gp
98-100	58-59	—	<i>Web</i>	4,500 gp
—	60-62	01-02	<i>Magic missile (7th)</i>	5,250 gp
—	63-64	03-05	<i>Magic missile (9th)</i>	6,750 gp
—	65-67	06-07	<i>Call lightning (5th)</i>	11,250 gp
—	68	08	<i>Charm person, heightened (3rd-level spell)</i>	11,250 gp
—	69-70	09-10	<i>Contagion</i>	11,250 gp
—	71-74	11-13	<i>Cure serious wounds</i>	11,250 gp
—	75-77	14-15	<i>Dispel magic</i>	11,250 gp
—	78-81	16-17	<i>Fireball (5th)</i>	11,250 gp
—	82-83	18-19	<i>Keen edge</i>	11,250 gp
—	84-87	20-21	<i>Lightning bolt (5th)</i>	11,250 gp
—	88-89	22-23	<i>Major image</i>	11,250 gp
—	90-91	24-25	<i>Slow</i>	11,250 gp
—	92-94	26-27	<i>Suggestion</i>	11,250 gp
—	95-97	28-29	<i>Summon monster III</i>	11,250 gp
—	98	30-31	<i>Fireball (6th)</i>	13,500 gp
—	99	32-33	<i>Lightning bolt (6th)</i>	13,500 gp
—	100	34-35	<i>Searing light (6th)</i>	13,500 gp
—	—	36-37	<i>Call lightning (8th)</i>	18,000 gp
—	—	38-39	<i>Fireball (8th)</i>	18,000 gp
—	—	40-41	<i>Lightning bolt (8th)</i>	18,000 gp
—	—	42-45	<i>Charm monster</i>	21,000 gp
—	—	46-50	<i>Cure critical wounds</i>	21,000 gp
—	—	51-52	<i>Dimensional anchor</i>	21,000 gp
—	—	53-55	<i>Fear</i>	21,000 gp
—	—	56-59	<i>Greater invisibility</i>	21,000 gp
—	—	60	<i>Hold person, heightened (4th level)</i>	21,000 gp
—	—	61-65	<i>Ice storm</i>	21,000 gp
—	—	66-68	<i>Inflict critical wounds</i>	21,000 gp
—	—	69-72	<i>Neutralize poison</i>	21,000 gp
—	—	73-74	<i>Poison</i>	21,000 gp
—	—	75-77	<i>Polymorph</i>	21,000 gp
—	—	78	<i>Ray of enfeeblement, heightened (4th level)</i>	21,000 gp
—	—	79	<i>Suggestion, heightened (4th level)</i>	21,000 gp
—	—	80-82	<i>Summon monster IV</i>	21,000 gp
—	—	83-86	<i>Wall of fire</i>	21,000 gp
—	—	87-90	<i>Wall of ice</i>	21,000 gp
—	—	91	<i>Dispel magic (10th)</i>	22,500 gp
—	—	92	<i>Fireball (10th)</i>	22,500 gp
—	—	93	<i>Lightning bolt (10th)</i>	22,500 gp
—	—	94	<i>Chaos hammer (8th)</i>	24,000 gp
—	—	95	<i>Holy smite (8th)</i>	24,000 gp
—	—	96	<i>Order's wrath (8th)</i>	24,000 gp
—	—	97	<i>Unholy blight (8th)</i>	24,000 gp
—	—	98-99	<i>Restoration</i> <sup>1</sup>	26,000 gp
—	—	100	<i>Stoneskin</i> <sup>2</sup>	33,500 gp

1 The cost to create a *wand of restoration* is 10,500 gp, 840 XP, plus 5,000 gp for the material components.

2 The cost to create a *wand of stoneskin* is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

## Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

# WONDROUS ITEMS

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

**Physical Description:** Varies.

**Activation:** Usually use activated or command word, but details vary from item to item.

**Special Qualities:** Roll d%. An 01 result indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Wondrous items with charges can never be intelligent.

Table: Minor Wondrous Items		
d%	Item	Market Price
01	<i>Feather token, anchor</i>	50 gp
02	<i>Universal solvent</i>	50 gp
03	<i>Elixir of love</i>	150 gp
04	<i>Unguent of timelessness</i>	150 gp
05	<i>Feather token, fan</i>	200 gp
06	<i>Dust of tracelessness</i>	250 gp
07	<i>Elixir of hiding</i>	250 gp
08	<i>Elixir of sneaking</i>	250 gp
09	<i>Elixir of swimming</i>	250 gp
10	<i>Elixir of vision</i>	250 gp
11	<i>Silversheen</i>	250 gp
12	<i>Feather token, bird</i>	300 gp
13	<i>Feather token, tree</i>	400 gp
14	<i>Feather token, swan boat</i>	450 gp
15	<i>Elixir of truth</i>	500 gp
16	<i>Feather token, whip</i>	500 gp
17	<i>Dust of dryness</i>	850 gp
18	<i>Bag of tricks, gray</i>	900 gp
19	<i>Hand of the mage</i>	900 gp
20	<i>Bracers of armor +1</i>	1,000 gp
21	<i>Cloak of resistance +1</i>	1,000 gp
22	<i>Pearl of power, 1st-level spell</i>	1,000 gp
23	<i>Phylactery of faithfulness</i>	1,000 gp
24	<i>Salve of slipperiness</i>	1,000 gp
25	<i>Elixir of fire breath</i>	1,100 gp
26	<i>Pipes of the sewers</i>	1,150 gp
27	<i>Dust of illusion</i>	1,200 gp
28	<i>Goggles of minute seeing</i>	1,250 gp
29	<i>Brooch of shielding</i>	1,500 gp
30	<i>Necklace of fireballs type I</i>	1,650 gp
31	<i>Dust of appearance</i>	1,800 gp
32	<i>Hat of disguise</i>	1,800 gp
33	<i>Pipes of sounding</i>	1,800 gp
34	<i>Efficient quiver</i>	1,800 gp
35	<i>Amulet of natural armor +1</i>	2,000 gp

Table: Minor Wondrous Items		
d%	Item	Market Price
36	<i>Handy haversack</i>	2,000 gp
37	<i>Horn of fog</i>	2,000 gp
38	<i>Elemental gem</i>	2,250 gp
39	<i>Robe of bones</i>	2,400 gp
40	<i>Sovereign glue</i>	2,400 gp
41	<i>Bag of holding type I</i>	2,500 gp
42	<i>Boots of elvenkind</i>	2,500 gp
43	<i>Boots of the winterlands</i>	2,500 gp
44	<i>Candle of truth</i>	2,500 gp
45	<i>Cloak of elvenkind</i>	2,500 gp
46	<i>Eyes of the eagle</i>	2,500 gp
47	<i>Scarab, golembane</i>	2,500 gp
48	<i>Necklace of fireballs type II</i>	2,700 gp
49	<i>Stone of alarm</i>	2,700 gp
50	<i>Bag of tricks, rust</i>	3,000 gp
51	<i>Bead of force</i>	3,000 gp
52	<i>Chime of opening</i>	3,000 gp
53	<i>Horseshoes of speed</i>	3,000 gp
54	<i>Rope of climbing</i>	3,000 gp
55	<i>Dust of disappearance</i>	3,500 gp
56	<i>Lens of detection</i>	3,500 gp
57	<i>Vestment, druid's</i>	3,750 gp
58	<i>Figurine of wondrous power, silver raven</i>	3,800 gp
59	<i>Amulet of health +2</i>	4,000 gp
60	<i>Bracers of armor +2</i>	4,000 gp
61	<i>Cloak of Charisma +2</i>	4,000 gp
62	<i>Cloak of resistance +2</i>	4,000 gp
63	<i>Gauntlets of ogre power</i>	4,000 gp
64	<i>Gloves of arrow snaring</i>	4,000 gp
65	<i>Gloves of Dexterity +2</i>	4,000 gp
66	<i>Headband of intellect +2</i>	4,000 gp
67	<i>Ioun stone, clear spindle</i>	4,000 gp
68	<i>Restorative ointment</i>	4,000 gp
69	<i>Marvelous pigments</i>	4,000 gp
70	<i>Pearl of power, 2nd-level spell</i>	4,000 gp
71	<i>Periapt of Wisdom +2</i>	4,000 gp
72	<i>Stone salve</i>	4,000 gp
73	<i>Necklace of fireballs type III</i>	4,350 gp
74	<i>Circlet of persuasion</i>	4,500 gp
75	<i>Slippers of spider climbing</i>	4,800 gp
76	<i>Incense of meditation</i>	4,900 gp
77	<i>Bag of holding type II</i>	5,000 gp
78	<i>Bracers of archery, lesser</i>	5,000 gp
79	<i>Ioun stone, dusty rose prism</i>	5,000 gp
80	<i>Helm of comprehend languages and read magic</i>	5,200 gp
81	<i>Vest of escape</i>	5,200 gp
82	<i>Eversmoking bottle</i>	5,400 gp
83	<i>Sustaining spoon</i>	5,400 gp
84	<i>Necklace of fireballs type IV</i>	5,400 gp
85	<i>Boots of striding and springing</i>	5,500 gp

Table: Minor Wondrous Items		
d%	Item	Market Price
86	<i>Wind fan</i>	5,500 gp
87	<i>Amulet of mighty fists +1</i>	6,000 gp
88	<i>Horseshoes of a zephyr</i>	6,000 gp
89	<i>Pipes of haunting</i>	6,000 gp
90	<i>Necklace of fireballs type V</i>	6,150 gp
91	<i>Gloves of swimming and climbing</i>	6,250 gp
92	<i>Bag of tricks, tan</i>	6,300 gp
93	<i>Circlet of blasting, minor</i>	6,480 gp
94	<i>Horn of goodness/evil</i>	6,500 gp
95	<i>Robe of useful items</i>	7,000 gp
96	<i>Boat, folding</i>	7,200 gp
97	<i>Cloak of the manta ray</i>	7,200 gp
98	<i>Bottle of air</i>	7,250 gp
99	<i>Bag of holding type III</i>	7,400 gp
100	<i>Periapt of health</i>	7,400 gp

Table: Medium Wondrous Items		
d%	Item	Market Price
01	<i>Boots of levitation</i>	7,500 gp
02	<i>Harp of charming</i>	7,500 gp
03	<i>Amulet of natural armor +2</i>	8,000 gp
04	<i>Golem manual, flesh</i>	8,000 gp
05	<i>Hand of glory</i>	8,000 gp
06	<i>Ioun stone, deep red sphere</i>	8,000 gp
07	<i>Ioun stone, incandescent blue sphere</i>	8,000 gp
08	<i>Ioun stone, pale blue rhomboid</i>	8,000 gp
09	<i>Ioun stone, pink and green sphere</i>	8,000 gp
10	<i>Ioun stone, pink rhomboid</i>	8,000 gp
11	<i>Ioun stone, scarlet and blue sphere</i>	8,000 gp
12	<i>Deck of illusions</i>	8,100 gp
13	<i>Necklace of fireballs type VI</i>	8,100 gp
14	<i>Candle of invocation</i>	8,400 gp
15	<i>Bracers of armor +3</i>	9,000 gp
16	<i>Cloak of resistance +3</i>	9,000 gp
17	<i>Decanter of endless water</i>	9,000 gp
18	<i>Necklace of adaptation</i>	9,000 gp
19	<i>Pearl of power, 3rd-level spell</i>	9,000 gp
20	<i>Talisman of the sphere</i>	9,000 gp
21	<i>Figurine of wondrous power, serpentine owl</i>	9,100 gp
22	<i>Necklace of fireballs type VII</i>	9,150 gp
23	<i>Strand of prayer beads, lesser</i>	9,600 gp
24	<i>Bag of holding type IV</i>	10,000 gp
25	<i>Figurine of wondrous power, bronze griffon</i>	10,000 gp
26	<i>Figurine of wondrous power, ebony fly</i>	10,000 gp
27	<i>Glove of storing</i>	10,000 gp
28	<i>Ioun stone, dark blue rhomboid</i>	10,000 gp
29	<i>Stone horse, courser</i>	10,000 gp
30	<i>Cape of the mountebank</i>	10,080 gp
31	<i>Phylactery of undead turning</i>	11,000 gp
32	<i>Gauntlet of rust</i>	11,500 gp

Table: Medium Wondrous Items		
d%	Item	Market Price
33	<i>Boots of speed</i>	12,000 gp
34	<i>Goggles of night</i>	12,000 gp
35	<i>Golem manual, clay</i>	12,000 gp
36	<i>Medallion of thoughts</i>	12,000 gp
37	<i>Pipes of pain</i>	12,000 gp
38	<i>Blessed book</i>	12,500 gp
39	<i>Belt, monk's</i>	13,000 gp
40	<i>Gem of brightness</i>	13,000 gp
41	<i>Lyre of building</i>	13,000 gp
42	<i>Cloak of arachnida</i>	14,000 gp
43	<i>Stone horse, destrier</i>	14,800 gp
44	<i>Belt of dwarvenkind</i>	14,900 gp
45	<i>Periapt of wound closure</i>	15,000 gp
46	<i>Horn of the tritons</i>	15,100 gp
47	<i>Pearl of the sirines</i>	15,300 gp
48	<i>Figurine of wondrous power, onyx dog</i>	15,500 gp
49	<i>Amulet of health +4</i>	16,000 gp
50	<i>Belt of giant Strength +4</i>	16,000 gp
51	<i>Boots, winged</i>	16,000 gp
52	<i>Bracers of armor +4</i>	16,000 gp
53	<i>Cloak of Charisma +4</i>	16,000 gp
54	<i>Cloak of resistance +4</i>	16,000 gp
55	<i>Gloves of Dexterity +4</i>	16,000 gp
56	<i>Headband of intellect +4</i>	16,000 gp
57	<i>Pearl of power, 4th-level spell</i>	16,000 gp
58	<i>Periapt of Wisdom +4</i>	16,000 gp
59	<i>Scabbard of keen edges</i>	16,000 gp
60	<i>Figurine of wondrous power, golden lions</i>	16,500 gp
61	<i>Chime of interruption</i>	16,800 gp
62	<i>Broom of flying</i>	17,000 gp
63	<i>Figurine of wondrous power, marble elephant</i>	17,000 gp
64	<i>Amulet of natural armor +3</i>	18,000 gp
65	<i>Ioun stone, iridescent spindle</i>	18,000 gp
66	<i>Bracelet of friends</i>	19,000 gp
67	<i>Carpet of flying, 5 ft. by 5 ft.</i>	20,000 gp
68	<i>Horn of blasting</i>	20,000 gp
69	<i>Ioun stone, pale lavender ellipsoid</i>	20,000 gp
70	<i>Ioun stone, pearly white spindle</i>	20,000 gp
71	<i>Portable hole</i>	20,000 gp
72	<i>Stone of good luck (luckstone)</i>	20,000 gp
73	<i>Figurine of wondrous power, ivory goats</i>	21,000 gp
74	<i>Rope of entanglement</i>	21,000 gp
75	<i>Golem manual, stone</i>	22,000 gp
76	<i>Mask of the skull</i>	22,000 gp
77	<i>Mattock of the titans</i>	23,348 gp
78	<i>Circlet of blasting, major</i>	23,760 gp
79	<i>Amulet of mighty fists +2</i>	24,000 gp
80	<i>Cloak of displacement, minor</i>	24,000 gp
81	<i>Helm of underwater action</i>	24,000 gp
82	<i>Bracers of archery, greater</i>	25,000 gp
83	<i>Bracers of armor +5</i>	25,000 gp

Table: Medium Wondrous Items		
d%	Item	Market Price
84	<i>Cloak of resistance +5</i>	25,000 gp
85	<i>Eyes of doom</i>	25,000 gp
86	<i>Pearl of power, 5th-level spell</i>	25,000 gp
87	<i>Maul of the titans</i>	25,305 gp
88	<i>Strand of prayer beads</i>	25,800 gp
89	<i>Cloak of the bat</i>	26,000 gp
90	<i>Iron bands of binding</i>	26,000 gp
91	<i>Cube of frost resistance</i>	27,000 gp
92	<i>Helm of telepathy</i>	27,000 gp
93	<i>Periapt of proof against poison</i>	27,000 gp
94	<i>Robe of scintillating colors</i>	27,000 gp
95	<i>Manual of bodily health +1</i>	27,500 gp
96	<i>Manual of gainful exercise +1</i>	27,500 gp
97	<i>Manual of quickness in action +1</i>	27,500 gp
98	<i>Tome of clear thought +1</i>	27,500 gp
99	<i>Tome of leadership and influence +1</i>	27,500 gp
100	<i>Tome of understanding +1</i>	27,500 gp

Table: Major Wondrous Items		
d%	Item	Market Price
01	<i>Dimensional shackles</i>	28,000 gp
02	<i>Figurine of wondrous power, obsidian steed</i>	28,500 gp
03	<i>Drums of panic</i>	30,000 gp
04	<i>Ioun stone, orange</i>	30,000 gp
05	<i>Ioun stone, pale green prism</i>	30,000 gp
06	<i>Lantern of revealing</i>	30,000 gp
07	<i>Robe of blending</i>	30,000 gp
08	<i>Amulet of natural armor +4</i>	32,000 gp
09	<i>Amulet of proof against detection and location</i>	35,000 gp
10	<i>Carpet of flying, 5 ft. by 10 ft.</i>	35,000 gp
11	<i>Golem manual, iron</i>	35,000 gp
12	<i>Amulet of health +6</i>	36,000 gp
13	<i>Belt of giant Strength +6</i>	36,000 gp
14	<i>Bracers of armor +6</i>	36,000 gp
15	<i>Cloak of Charisma +6</i>	36,000 gp
16	<i>Gloves of Dexterity +6</i>	36,000 gp
17	<i>Headband of intellect +6</i>	36,000 gp
18	<i>Ioun stone, vibrant purple prism</i>	36,000 gp
19	<i>Pearl of power, 6th-level spell</i>	36,000 gp
20	<i>Periapt of Wisdom +6</i>	36,000 gp
21	<i>Scarab of protection</i>	38,000 gp
22	<i>Ioun stone, lavender and green ellipsoid</i>	40,000 gp
23	<i>Ring gates</i>	40,000 gp
24	<i>Crystal ball</i>	42,000 gp
25	<i>Golem manual, greater stone</i>	44,000 gp
26	<i>Orb of storms</i>	48,000 gp
27	<i>Boots of teleportation</i>	49,000 gp
28	<i>Bracers of armor +7</i>	49,000 gp
29	<i>Pearl of power, 7th-level spell</i>	49,000 gp
30	<i>Amulet of natural armor +5</i>	50,000 gp

Table: Major Wondrous Items		
d%	Item	Market Price
31	<i>Cloak of displacement, major</i>	50,000 gp
32	<i>Crystal ball with see invisibility</i>	50,000 gp
33	<i>Horn of Valhalla</i>	50,000 gp
34	<i>Crystal ball with detect thoughts</i>	51,000 gp
35	<i>Carpet of flying, 6 ft. by 9 ft.</i>	53,000 gp
36	<i>Amulet of mighty fists +3</i>	54,000 gp
37	<i>Wings of flying</i>	54,000 gp
38	<i>Cloak of etherealness</i>	55,000 gp
39	<i>Instant fortress</i>	55,000 gp
40	<i>Manual of bodily health +2</i>	55,000 gp
41	<i>Manual of gainful exercise +2</i>	55,000 gp
42	<i>Manual of quickness in action +2</i>	55,000 gp
43	<i>Tome of clear thought +2</i>	55,000 gp
44	<i>Tome of leadership and influence +2</i>	55,000 gp
45	<i>Tome of understanding +2</i>	55,000 gp
46	<i>Eyes of charming</i>	56,000 gp
47	<i>Robe of stars</i>	58,000 gp
48	<i>Carpet of flying, 10 ft. by 10 ft.</i>	60,000 gp
49	<i>Darkskull</i>	60,000 gp
50	<i>Cube of force</i>	62,000 gp
51	<i>Bracers of armor +8</i>	64,000 gp
52	<i>Pearl of power, 8th-level spell</i>	64,000 gp
53	<i>Crystal ball with telepathy</i>	70,000 gp
54	<i>Horn of blasting, greater</i>	70,000 gp
55	<i>Pearl of power, two spells</i>	70,000 gp
56	<i>Helm of teleportation</i>	73,500 gp
57	<i>Gem of seeing</i>	75,000 gp
58	<i>Robe of the archmagi</i>	75,000 gp
59	<i>Mantle of faith</i>	76,000 gp
60	<i>Crystal ball with true seeing</i>	80,000 gp
61	<i>Pearl of power, 9th-level spell</i>	81,000 gp
62	<i>Well of many worlds</i>	82,000 gp
63	<i>Manual of bodily health +3</i>	82,500 gp
64	<i>Manual of gainful exercise +3</i>	82,500 gp
65	<i>Manual of quickness in action +3</i>	82,500 gp
66	<i>Tome of clear thought +3</i>	82,500 gp
67	<i>Tome of leadership and influence +3</i>	82,500 gp
68	<i>Tome of understanding +3</i>	82,500 gp
69	<i>Apparatus of the crab</i>	90,000 gp
70	<i>Mantle of spell resistance</i>	90,000 gp
71	<i>Mirror of opposition</i>	92,000 gp
72	<i>Strand of prayer beads, greater</i>	95,800 gp
73	<i>Amulet of mighty fists +4</i>	96,000 gp
74	<i>Eyes of petrification</i>	98,000 gp
75	<i>Bowl of commanding water elementals</i>	100,000 gp
76	<i>Brazier of commanding fire elementals</i>	100,000 gp
77	<i>Censer of controlling air elementals</i>	100,000 gp
78	<i>Stone of controlling earth elementals</i>	100,000 gp
79	<i>Manual of bodily health +4</i>	110,000 gp
80	<i>Manual of gainful exercise +4</i>	110,000 gp
81	<i>Manual of quickness in action +4</i>	110,000 gp

Table: Major Wondrous Items		
d%	Item	Market Price
82	<i>Tome of clear thought +4</i>	110,000 gp
83	<i>Tome of leadership and influence +4</i>	110,000 gp
84	<i>Tome of understanding +4</i>	110,000 gp
85	<i>Amulet of the planes</i>	120,000 gp
86	<i>Robe of eyes</i>	120,000 gp
87	<i>Helm of brilliance</i>	125,000 gp
88	<i>Manual of bodily health +5</i>	137,500 gp
89	<i>Manual of gainful exercise +5</i>	137,500 gp
90	<i>Manual of quickness in action +5</i>	137,500 gp
91	<i>Tome of clear thought +5</i>	137,500 gp
92	<i>Tome of leadership and influence +5</i>	137,500 gp
93	<i>Tome of understanding +5</i>	137,500 gp
94	<i>Efreeti bottle</i>	145,000 gp
95	<i>Amulet of mighty fists +5</i>	150,000 gp
96	<i>Chaos diamond</i>	160,000 gp
97	<i>Cubic gate</i>	164,000 gp
98	<i>Iron flask</i>	170,000 gp
99	<i>Mirror of mental prowess</i>	175,000 gp
100	<i>Mirror of life trapping</i>	200,000 gp

## Wondrous Item Descriptions

Standard wondrous items are described below.

**Amulet of Health:** This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

**Amulet of Mighty Fists:** This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint evocation; CL 5th; Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; Price 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

**Amulet of Natural Armor:** This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

**Amulet of the Planes:** This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01-60 on d%) or to a random plane (61-100).

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

**Amulet of Proof against Detection and Location:** This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the

divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

**Apparatus of the Crab:** This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers: The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (-1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open “eyes” with <i>continual flame</i> inside/close “eyes”
9	Rise/sink in water
10	Open/close hatch

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; *Weight* 500 lb.

**Bag of Holding:** This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*.

**Bag of Tricks:** This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); Price 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan).

--- Gray ---		--- Rust ---		--- Tan ---	
d%	Animal	d%	Animal	d%	Animal
01-30	Bat	01-30	Wolverine	01-30	Brown bear
31-60	Rat	31-60	Wolf	31-60	Lion
61-75	Cat	61-85	Boar	61-80	Heavy warhorse
76-90	Weasel	86-100	Black bear	81-90	Tiger
91-100	Badger			91-100	Rhinoceros

**Bead of Force:** This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

Moderate evocation; CL 10th; Craft Wondrous Item, *resilient sphere*; Price 3,000 gp.

**Belt, Monk's:** This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Craft Wondrous Item, *righteous might* or *transformation*; Price 13,000 gp; Weight 1 lb.

**Belt of Dwarvenkind:** This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Craft Wondrous Item, *tongues*, creator must be a dwarf; Price 14,900 gp; Weight 1 lb.

**Belt of Giant Strength:** This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

**Blessed Book:** This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

**Boat, Folding:** A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

**Boots of Elvenkind:** These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Weight 1 lb.

**Boots of Levitation:** On command, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 7,500 gp; Weight 1 lb.

**Boots of Speed:** As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight 1 lb.

**Boots of Striding and Springing:** These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Jump checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Price 5,500 gp; Weight 1 lb.

**Boots of Teleportation:** Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Weight 3 lb.

**Boots of the Winterlands:** This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

**Boots, Winged:** These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. He can fly three times day for up to 5 minutes per flight.

Faint transmutation; CL 5th; Craft Wondrous Item, *fly*; Price 16,000 gp; Weight 1 lb.

**Bottle of Air:** This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

**Bowl of Commanding Water Elementals:** This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 3 lb.

**Bracelet of Friends:** This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Strong conjuration; CL 15th; Craft Wondrous Item, *refuge*; Price 19,000 gp.

**Bracers of Archery, Greater:** These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Weight 1 lb.

**Bracers of Archery, Lesser:** These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

**Bracers of Armor:** These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

**Brazier of Commanding Fire Elementals:** This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

**Brooch of Shielding:** This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 1,500 gp.

**Broom of Flying:** This broom is able to fly through the air as if affected by an *overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight*, *permanency*; Price 17,000 gp; Weight 3 lb.

**Candle of Invocation:** Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

**Candle of Truth:** This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Weight 1/2 lb.

**Cape of the Mountebank:** On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 10,080 gp; Weight 1 lb.

**Carpet of Flying:** This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice

range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *carpet of flying* can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*.

**Censer of Controlling Air Elementals:** This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster VI*, *summon monster IX*; Price 100,000 gp; Weight 1 lb.

**Chaos Diamond:** This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- *Confusion, lesser*
- *Magic circle against law*
- *Word of chaos*
- *Cloak of chaos*

Each power is usable 1d4 times per day. This is rolled for each power individually and the character does not

A nonchaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 19th; Craft Wondrous Item, *cloak of chaos*, *magic circle against law*, *random action*, *word of chaos*, creator must be chaotic; Price 160,000 gp; Weight 1 lb.

**Chime of Interruption:** This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 16,800 gp; Weight 1 lb.

**Chime of Opening:** A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so

if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Moderate transmutation; CL 11th; Craft Wondrous Item, *knock*; Price 3,000 gp; Weight 1 lb.

**Circlet of Blasting, Minor:** On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Faint evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 6,480 gp.

**Circlet of Blasting, Major:** On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Strong evocation; CL 17th; Craft Wondrous Item, Maximize Spell, *searing light*; Price 23,760 gp.

**Circlet of Persuasion:** This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,500 gp.

**Cloak of Arachnida:** This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint conjuration and transmutation; CL 6th; Craft Wondrous Item, *spider climb*, *web*; Price 14,000 gp; Weight 1 lb.

**Cloak of the Bat:** Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fly*, *polymorph*; Price 26,000 gp; Weight 1 lb.

**Cloak of Charisma:** This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to her Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lb.

**Cloak of Displacement, Minor:** This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Faint illusion; CL 3rd; Craft Wondrous Item, *displacement*; Price 24,000 gp; Weight 1 lb.

**Cloak of Displacement, Major:** This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Wondrous Item, Extend Spell, *displacement*; Price 50,000 gp; Weight 1 lb.

**Cloak of Elvenkind:** This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*, creator must be an elf; Price 2,500 gp; Weight 1 lb.

**Cloak of Etherealness:** This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Strong transmutation; CL 15th; Craft Wondrous Item, *ethereal jaunt*; Price 55,000 gp; Weight 1 lb.

**Cloak of the Manta Ray:** This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing*; Price 7,200 gp; Weight 1 lb.

**Cloak of Resistance:** These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

**Crystal Ball:** This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Market Price
<i>Crystal ball</i>	42,000 gp
<i>Crystal ball with see invisibility</i>	50,000 gp
<i>Crystal ball with detect thoughts (Will DC 13 negates)</i>	51,000 gp
<i>Crystal ball with telepathy*</i>	70,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp

\* The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

Moderate divination; CL 10th; Craft Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

**Cube of Force:** This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges
<i>Horn of blasting</i>	6
<i>Wall of fire</i>	2
<i>Passwall</i>	3
<i>Disintegrate</i>	6
<i>Phase door</i>	5
<i>Prismatic spray</i>	7

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force*; Price 62,000 gp.

**Cube of Frost Resistance:** This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 27,000 gp.

**Cubic Gate:** This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. (The other creatures may avoid this fate by succeeding on DC 23 Will saves).

Strong conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

**Darkskull:** This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).

Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

**Decanter of Endless Water:** If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- “Stream” pours out 1 gallon per round.
- “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*; Price 9,000 gp; Weight 2 lb.

**Deck of Illusions:** This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck is usually complete (11-100 on d%), but may be discovered (01-10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

**Dimensional Shackles:** These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*; Price 28,000 gp; Weight 5 lb.

**Drums of Panic:** These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 30,000 gp; Weight 10 lb. for the pair.

**Dust of Appearance:** This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust takes a -30 penalty on its Hide checks. The dust's effect lasts for 5 minutes.

*Dust of appearance* is typically stored in small silk packets or hollow bone tubes.

Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,800 gp.

**Dust of Disappearance:** This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Moderate illusion; CL 7th; Craft Wondrous Item, *greater invisibility*; Price 3,500 gp.

**Dust of Dryness:** This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

**Dust of Illusion:** This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours.

Faint illusion; CL 6th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.

**Dust of Tracelessness:** This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

**Efficient Quiver:** This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The

second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 1,800 gp; Weight 2 lb.

**Efreeti Bottle:** This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01-10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91-100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11-90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

Strong conjuration; CL 14th; Craft Wondrous Item, *summon monster VII*; Price 145,000 gp; Weight 1 lb.

**Elemental Gem:** This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

**Elixir of Fire Breath:** This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; CL 11th; Craft Wondrous Item, *scorching ray*; Price 1,100 gp.

**Elixir of Hiding:** A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 250 gp.

**Elixir of Love:** This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The *charm* effects wear off in 1d3 hours.

Faint transmutation; CL 4th; Craft Wondrous Item, *charm person*; Price 150 gp.

**Elixir of Sneaking:** This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 competence bonus on Move Silently checks for 1 hour.

Faint illusion; CL 5th; Craft Wondrous Item, *silence*; Price 250 gp.

**Elixir of Swimming:** This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Faint illusion; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Swim skill; Price 250 gp.

**Elixir of Truth:** This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates).

She is compelled to answer any questions put to her in that time, but with each question she is free to make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-

compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Faint enchantment; CL 5th; Craft Wondrous Item, *zone of truth*; Price 500 gp.

**Elixir of Vision:** Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Faint divination; CL 2nd; Craft Wondrous Item, *true seeing*; Price 250 gp.

**Eversmoking Bottle:** This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*; Price 5,400 gp; Weight 1 lb.

**Eyes of Charming:** These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are *charmed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for a pair.

**Eyes of Doom:** These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Moderate necromancy; CL 11th; Craft Wondrous Item, *doom, deathwatch, fear*; Price 25,000 gp.

**Eyes of the Eagle:** These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 2,500 gp.

**Eyes of Petrification:** These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack (Fortitude DC 19 negates) for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Moderate transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

**Figurines of Wondrous Power:** Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

*Bronze Griffon:* When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

*Ebony Fly:* When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

*Golden Lions:* These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

*Ivory Goats:* These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- *The Goat of Traveling:* This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
- *The Goat of Travail:* This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror:* When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

*Marble Elephant:* This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 17,000 gp.

*Obsidian Steed:* This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts*, its rider and his gear follow suit.

Thus, the user can travel to other planes via this means.

Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *ethereality*, *fly*, *plane shift*; Price 28,500 gp.

*Onyx Dog:* When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has 60-foot darkvision, and it can *see invisibility*. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

*Serpentine Owl:* This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its Intelligence.)

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.

*Silver Raven:* This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; Price 3,800 gp.

**Feather Token:** Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

*Anchor:* A token useful to moor a craft in water so as to render it immobile for up to one day.

*Bird:* A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

*Fan:* A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

*Swan Boat:* A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

*Tree:* A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

*Whip:* A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Moderate conjuration; CL 12th; Craft Wondrous Item, *major creation*; Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

**Gauntlets of Ogre Power:** These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Weight 4 lb.

**Gauntlet of Rust:** This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*; Price 11,500 gp; Weight 2 lb.

**Gem of Brightness:** This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Faint evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 13,000 gp.

**Gem of Seeing:** This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 75,000 gp.

**Gloves of Arrow Snaring:** Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; CL 3rd; Craft Wondrous Item, *shield*; Price 4,000 gp.

**Gloves of Dexterity:** These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

**Glove of Storing:** This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove).

**Gloves of Swimming and Climbing:** These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 6,250 gp.

**Goggles of Minute Seeing:** The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 1,250 gp.

**Goggles of Night:** The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 12,000 gp.

**Golem Manual:** A *golem manual* contains information, incantations and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat during the construction of the golem, and grants the character an increase to her caster level for the purpose of crafting a golem. Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

*Clay Golem Manual:* The book contains *animate objects*, *bles*, *commune*, *prayer*, and *resurrection*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a clay golem. The book supplies 1,540 XP for the creation of a clay golem.

Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, creator must be caster level 11th, *animate objects*, *commune*, *prayer*, *resurrection*; Price 12,000 gp; Cost 2,150 gp + 1,712 XP; Weight 5 lb.

*Flesh Golem Manual:* The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a flesh golem. The book supplies 780 XP for the creation of a flesh golem.

Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; Price 8,000 gp; Cost 2,050 gp + 944 XP; Weight 5 lb.

*Iron Golem Manual:* The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader may treat her caster level as four levels higher than normal for the purpose of crafting an iron golem. The book supplies 5,600 XP for the creation of an iron golem.

Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Price 35,000 gp; Cost 3,500 gp + 5,880 XP; Weight 5 lb.

*Stone Golem Manual:* The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 3,400 XP for the creation of a stone golem.

Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 22,000 gp; Cost 2,500 gp + 3,600 XP; Weight 5 lb.

*Stone Golem Manual, Greater:* The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 7,640 XP for the creation of a greater stone golem.

Strong abjuration and enchantment; CL 16th; Craft Construct, creator must be caster level 16th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 44,000 gp; Cost 2,900 gp + 7,872 XP; Weight 5 lb.

**Hand of Glory:** This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Faint varied; CL 5th; Craft Wondrous Item, *animate dead*, *daylight*, *detect invisibility*; Price 8,000 gp; Weight 2 lb.

**Hand of the Mage:** This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Faint transmutation; CL 2nd; Craft Wondrous Item, *mage hand*; Price 900 gp; Weight 2 lb.

**Handy Haversack:** A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 2,000 gp; Weight 5 lb.

**Harp of Charming:** This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*; Price 7,500 gp; Weight 5 lb.

**Hat of Disguise:** This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 1,800 gp.

**Headband of Intellect:** This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.

Moderate transmutation; CL 8th; Craft Wondrous Item, *fox's cunning*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

**Helm of Brilliance:** This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*

- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; CL 13th; Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; Price 125,000 gp; Weight 3 lb.

**Helm of Comprehend Languages and Read Magic:** Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages*, *read magic*; Price 5,200 gp; Weight 3 lb.

**Helm of Telepathy:** The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect thoughts*, *suggestion*; Price 27,000 gp; Weight 3 lb.

**Helm of Teleportation:** A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 73,500 gp; Weight 3 lb.

**Helm of Underwater Action:** The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

**Horn of Blasting:** This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 20,000 gp; Weight 1 lb.

**Horn of Blasting, Greater:** This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*; Price 70,000 gp; Weight 1 lb.

**Horn of Fog:** This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Faint conjuration; CL 3rd; Craft Wondrous Item, *obscuring mist*; Price 2,000 gp; Weight 1 lb.

**Horn of Goodness/Evil:** This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Faint abjuration; CL 6th; Craft Wondrous Item, *magic circle against good*, *magic circle against evil*; Price 6,500 gp; Weight 1 lb.

**Horn of the Tritons:** This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

- Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a DC 16 Will save.
- Attract 5d4 Large sharks (01–30 on d%), 5d6 Medium sharks (31–80), or 1d10 sea lions (81–100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
- Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial). Those who successfully save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Moderate conjuration and transmutation; CL 8th; Craft Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; Price 15,100 gp; Weight 2 lb.

**Horn of Valhalla:** This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what

prerequisite is needed to use the horn. Any character who uses a *horn of Valballa* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76-90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91-100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*; Price 50,000 gp; Weight 2 lb.

**Horseshoes of Speed:** These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 12 lb. (for four).

**Horseshoes of a Zephyr:** These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 6,000 gp; Weight 4 lb. (for four).

**Incense of Meditation:** This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate enchantment; CL 7th; Craft Wondrous Item, Maximize Spell, *bless*; Price 4,900 gp; Weight 1 lb.

**Instant Fortress:** This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantine walls of *instant fortress* have 100 hit points and hardness 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Strong conjuration; CL 13th; Craft Wondrous Item, *mage's magnificent mansion*; Price 55,000 gp.

**Ioun Stones:** These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a <i>ring of spell storing</i>	36,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower <sup>1</sup>	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower <sup>2</sup>	40,000 gp

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.

**Iron Bands of Binding:** When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check. *Iron bands of binding* are usable once per day.

Strong evocation; CL 13th; Craft Wondrous Item, *grasping hand*; Price 26,000 gp; Weight 1 lb.

**Iron Flask:** These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second

time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01-50	Empty	89	Demon (glabrezu)
51-54	Large air elemental	90	Demon (succubus)
55-58	Arrowhawk	91	Devil (osyluth)
59-62	Large earth elemental	92	Devil (barbazou)
63-66	Xorn	93	Devil (erinyes)
67-70	Large fire elemental	94	Devil (cornugon)
71-74	Salamander	95	Celestial (avoral)
75-78	Large water elemental	96	Celestial (ghaele)
79-82	Adult tojanida	97	Formian myrmarch
83-84	Chaos Beast	98	Arrowhawk, elder
85-86	Formian taskmaster	99	Rakshasa
87	Demon (vrock)	100	Demon (balor) or devil (pit fiend)—equal chance for either
88	Demon (hezrou)		

Strong conjuration; CL 20th; Craft Wondrous Item, *trap the soul*; Price 170,000 gp (empty); Weight 1 lb.

**Lantern of Revealing:** This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Faint evocation; CL 5th; Craft Wondrous Item, *invisibility purge*; Price 30,000 gp; Weight 2 lb.

**Lens of Detection:** This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks.

It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 3,500 gp; Weight 1 lb.

**Lyre of Building:** If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*; Price 13,000 gp; Weight 5 lb.

**Mantle of Faith:** This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

Strong abjuration [good]; CL 20th; Craft Wondrous Item, *stoneskin*; Price 76,000 gp.

**Mantle of Spell Resistance:** This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

**Manual of Bodily Health:** This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he

gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

**Manual of Gainful Exercise:** This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

**Manual of Quickness of Action:** This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

**Marvelous Pigments:** These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Marvelous pigments* cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Strong conjuration; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

**Mask of the Skull:** This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Strong necromancy and transmutation; CL 13th; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; Price 22,000 gp; Weight 3 lb.

**Mattock of the Titans:** This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan +3 *adamantine warhammer*, dealing 4d6 points of base damage.

Strong transmutation; CL 16th; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

**Maul of the Titans:** This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, she takes a -4 penalty on attack rolls.

Strong evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist*; Price 25,305 gp; Cost 12,305 gp + 480 XP; Weight 160 lb.

**Medallion of Thoughts:** This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 12,000 gp.

**Mirror of Life Trapping:** This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Strong abjuration; CL 17th; Craft Wondrous Item, *imprisonment*; Price 200,000 gp; Weight 50 lb.

**Mirror of Mental Prowess:** This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Price 175,000 gp; Weight 40 lb.

**Mirror of Opposition:** This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

Strong necromancy; CL 15th; Craft Wondrous Item, *clone*; Price 92,000 gp; Weight 45 lb.

**Necklace of Adaptation:** This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*; Price 9,000 gp.

**Necklace of Fireballs:** This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*.

**Orb of Storms:** This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a *control weather* spell. Once per month, she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*; Price 48,000 gp; Weight 6 lb.

**Pearl of Power:** This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

**Pearl of the Sirines:** This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance.

Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *freedom of movement*, *water breathing*; Price 15,300 gp.

**Periapt of Health:** The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Faint conjuration; CL 5th; Craft Wondrous Item, *remove disease*; Price 7,500 gp.

**Periapt of Proof against Poison:** This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 27,000 gp.

**Periapt of Wisdom:** Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Moderate transmutation; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

**Periapt of Wound Closure:** This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

**Phylactery of Faithfulness:** This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Faint divination; CL 1st; Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; Price 1,000 gp.

**Phylactery of Undead Turning:** This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level cleric; Price 11,000 gp.

**Pipes of Haunting:** This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

Faint necromancy; CL 4th; Craft Wondrous Item, *scare*; Price 6,000 gp; Weight 3 lb.

**Pipes of Pain:** These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Faint enchantment and evocation; CL 6th; Craft Wondrous Item, creator must have the bardic music class feature, *sound burst*; Price 12,000 gp; Weight 3 lb.

**Pipes of the Sewers:** These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Faint conjuration; CL 2nd; Craft Wondrous Item, *charm animal*, *summon nature's ally I*, wild empathy ability; Price 1,150 gp; Weight 3 lb.

**Pipes of Sounding:** When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

Faint illusion; CL 2nd; Craft Wondrous Item, *ghost sound*; Price 1,800 gp; Weight 3 lb.

**Portable Hole:** A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

**Restorative Ointment:** A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; Price 4,000 gp; Weight 1/2 lb.

**Ring Gates:** These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make a DC 13 Escape Artist check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a “entry side” and an “exit side,” both marked with appropriate symbols.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 40,000 gp; Weight 1 lb. each.

**Robe of the Archmagi:** This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 armor bonus to AC.
- Spell resistance 18.
- +4 resistance bonus on all saving throws.
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, she immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Price 75,000 gp; Weight 1 lb.

**Robe of Blending:** When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Moderate illusion; CL 10th; Craft Wondrous Item, *disguise self*; Price 30,000 gp; Weight 1 lb.

**Robe of Bones:** This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- Small goblin skeleton
- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

Moderate necromancy [evil]; CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Weight 1 lb.

**Robe of Eyes:** This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. She also gains 120-foot darkvision.

The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The wearer of a *robe of eyes* gains a +10 competence bonus on Search checks and Spot checks. She retains her Dexterity bonus to AC even when flat-footed, and she can't be flanked. However, she is not able to avert her eyes or close her eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 120,000 gp; Weight 1 lb.

**Robe of Scintillating Colors:** The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

Moderate illusion; CL 11th; Craft Wondrous Item, *blur*, *rainbow pattern*; Price 27,000 gp; Weight 1 lb.

**Robe of Stars:** This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
- It gives its wearer a +1 luck bonus on all saving throws.
- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

Strong varied; CL 15th; Craft Wondrous Item, *magic missile*, *astral projection* or *plane shift*; Price 58,000 gp; Weight 1 lb.

**Robe of Useful Items:** This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)

- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	<i>Potion of cure serious wounds</i>
69-75	Rowboat (12 ft. long)
76-83	Minor scroll of one randomly determined spell
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 7,000 gp; Weight 1 lb.

**Rope of Climbing:** A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 3,000 gp; Weight 3 lb.

**Rope of Entanglement:** A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects*, *animate rope*, *entangle*; Price 21,000 gp; Weight 5 lb.

**Salve of Slipperiness:** This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

*Salve of slipperiness* is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Faint conjuration; CL 6th; Craft Wondrous Item, *grease*; Price 1,000 gp.

**Scabbard of Keen Edges:** This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 16,000 gp; Weight 1 lb.

**Scarab of Protection:** This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Strong abjuration and necromancy; CL 18th; Craft Wondrous Item, *death ward, spell resistance*; Price 38,000 gp.

**Scarab, Golembane:** This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Moderate divination; CL 8th; Craft Wondrous Item, *detect magic*; creator must be at least 10th level; Price 2,500 gp.

**Shrouds of Disintegration:** These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Strong transmutation; CL 15th; Craft Wondrous Item, *disintegrate*; Price 6,600 gp; Weight 10 lb.

**Silversheen:** This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 250 gp.

**Slippers of Spider Climbing:** When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Craft Wondrous Item, *spider climb*; Price 4,800 gp; Weight 1/2 lb.

**Sovereign Glue:** This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8-1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Strong transmutation; CL 20th; Craft Wondrous Item, *make whole*; Price 2,400 gp (per ounce).

**Stone of Alarm:** This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 2,700 gp; Weight 2 lb.

**Stone of Controlling Earth Elementals:** A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon*

*monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

**Stone of Good Luck (Luckstone):** This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp.

**Stone Horse:** Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of *stone horses*.

*Courser:* This item has the statistics of a heavy horse as well as having hardness 10.

*Destrier:* This item has the statistics of a heavy warhorse as well as having hardness 10.

Strong transmutation; CL 14th; Craft Wondrous Item, *flesh to stone*, *animate objects*; Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

**Stone Salve:** This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Strong abjuration and transmutation; CL 13th; Craft Wondrous Item, *flesh to stone*, *stoneskin*; Price 4,000 gp per ounce.

**Strand of Prayer Beads:** This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast <i>bles</i> .
Bead of healing	Wearer can cast his choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
Bead of smiting	Wearer can cast <i>chaos hammer</i> , <i>holy smite</i> , <i>order's wrath</i> , or <i>unholy blight</i> (Will DC 17 partial).
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the <i>bead of summons</i> to summon a deity's emissary frivolously, the deity takes that character's items and places a <i>geas</i> upon him as punishment in the very least.)
Bead of wind walking	Wearer can cast <i>wind walk</i> .

A lesser strand of prayer beads has a bead of blessing and a bead of healing. A strand of prayer beads has a bead of healing, a bead of karma, and a bead of smiting. A greater strand of prayer beads has a bead of healing, a bead of karma, a bead of summons, and a bead of wind walking.

Each special bead can be used once per day, except for the bead of summons, which works only once and then becomes nonmagical. The beads of blessing, smiting, and wind walking function as spell trigger items; the beads of

karma and summons can be activated by any character capable of casting divine spells. The owner need not hold or wear the strand of prayer beads in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* -600 gp, *bead of healing* -9,000 gp, *bead of karma* -20,000 gp, *bead of smiting* -16,800 gp, *bead of summons* -20,000 gp, *bead of wind walking* -46,800 gp.

Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Craft Wondrous Items and one of the following spells per bead, as appropriate: *bles* (*blessing*); *cure serious wounds*, *remove blindness/ deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*), *wind walk* (*wind walking*); Price 9,600 gp (lesser), 25,800 gp (standard), 95,800 gp (greater).

**Sustaining Spoon:** This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

**Tome of Clear Thought:** This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the tome of clear thought provides an inherent bonus, the reader will earn extra skill points when she attains a new level.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

**Tome of Leadership and Influence:** This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

**Tome of Understanding:** This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

**Unguent of Timelessness:** When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Faint transmutation; CL 3rd; Prerequisite: Craft Wondrous Item; Price 150 gp.

**Universal Solvent:** This substance has the unique property of being able to dissolve sovereign glue and tanglefoot bags. Applying the solvent is a standard action.

Strong transmutation; CL 20th; Craft Wondrous Item, *disintegrate*; Price 50 gp.

**Vest of Escape:** Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th; Craft Wondrous Item, *knock, grease*; Price 5,200 gp.

**Vestment, Druid's:** This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or wild shape ability; Price 10,000 gp.

**Well of Many Worlds:** This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 82,000 gp.

**Wind Fan:** A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a gust of wind spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 5,500 gp.

**Wings of Flying:** A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability).

Moderate transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

# INTELLIGENT ITEMS

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

## Intelligent Item Alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he or she so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Intelligent Item Alignment	
d%	Alignment of Item
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral good*
81-100	Neutral

\* The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment.

## Languages Spoken By Item

Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Table: Item Intelligence, Wisdom, Charisma, and Capabilities					
d%	Mental Ability Scores	Communication	Capabilities	Senses	Base Price Modifier
01-34	Two at 12, one at 10	Empathy <sup>1</sup>	One lesser power	30 ft. vision and hearing	+1,000 gp
35-59	Two at 13, one at 10	Empathy <sup>1</sup>	Two lesser powers	60 ft. vision and hearing	+2,000 gp
60-79	Two at 14, one at 10	Speech <sup>2</sup>	Two lesser powers	120 ft. vision and hearing	+4,000 gp
80-91	Two at 15, one at 10	Speech <sup>2</sup>	Three lesser powers	60 ft. darkvision and hearing	+5,000 gp
92-97	Two at 16, one at 10	Speech <sup>2,3</sup>	Three lesser powers	60 ft. darkvision and hearing	+6,000 gp
98	Two at 17, one at 10	Speech, telepathy <sup>3,4</sup>	Three lesser powers and one greater power <sup>6</sup>	120 ft. darkvision and hearing	+9,000 gp
99	Two at 18, one at 10	Speech, telepathy <sup>4,5</sup>	Three lesser powers and two greater powers <sup>6</sup>	120 ft. darkvision, blindsense, and hearing	+12,000 gp
100	Two at 19, one at 10	Speech, telepathy <sup>4,5</sup>	Four lesser powers and three greater powers <sup>6</sup>	120 ft. darkvision, blindsense, and hearing	+15,000 gp

1 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

2 Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. It can communicate telepathically with the wielder.

3 The item can also read any languages it can speak.

4 The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

5 The item can read all languages as well as use *read magic*.

6 The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

## Intelligent Item Powers

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

Intelligent Item Lesser Powers		
d%	Lesser Power	Base Price Modifier
01-05	Item can <i>bless</i> its allies 3/day	+1,000 gp
06-10	Item can use <i>faerie fire</i> 3/day	+1,100 gp
11-13	Item can cast <i>minor image</i> 1/day	+2,200 gp
14-20	Item has <i>deathwatch</i> continually active	+2,700 gp
21-25	Item can use <i>detect magic</i> at will	+3,600 gp
26-31	Item has 10 ranks in Intimidate	+5,000 gp
32-33	Item has 10 ranks in Decipher Script	+5,000 gp
34-36	Item has 10 ranks in Knowledge (choose category)	+5,000 gp
37-40	Item has 10 ranks in Search	+5,000 gp
41-45	Item has 10 ranks in Spot	+5,000 gp
46-50	Item has 10 ranks in Listen	+5,000 gp
51-54	Item has 10 ranks in Spellcraft	+5,000 gp
55-60	Item has 10 ranks in Sense Motive	+5,000 gp
61-66	Item has 10 ranks in Bluff	+5,000 gp
67-72	Item has 10 ranks in Diplomacy	+5,000 gp
73-77	Item can cast <i>major image</i> 1/day	+5,400 gp
78-80	Item can cast <i>darkness</i> 3/day	+6,500 gp
81-83	Item can use <i>hold person</i> on an enemy 3/day	+6,500 gp
84-86	Item can activate <i>zone of truth</i> 3/day	+6,500 gp

Intelligent Item Lesser Powers		
d%	Lesser Power	Base Price Modifier
87-89	Item can use <i>daze monster</i> 3/day	+6,500 gp
90-95	Item can use <i>locate object</i> 3/day	+6,500 gp
96-100	Item can use <i>cure moderate wounds</i> (2d8+3) on wielder 3/day	+6,500 gp

All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes.

Intelligent Item Greater Powers		
d%	Greater Power	Base Price Modifier
01-06	Item can detect opposing alignment at will	+7,200 gp
07-10	Item can <i>detect undead</i> at will	+7,200 gp
11-13	Item can <i>cause fear</i> in an enemy at will	+7,200 gp
14-18	Item can use <i>dimensional anchor</i> on a foe 1/day	+10,000 gp
19-23	Item can use <i>dismissal</i> on a foe 1/day	+10,000 gp
24-28	Item can use <i>lesser globe of invulnerability</i> 1/day	+10,000 gp
29-33	Item can use <i>arcane eye</i> 1/day	+10,000 gp
34-37	Item has continuous <i>detect scrying</i> effect	+10,000 gp
38-41	Item creates <i>wall of fire</i> in a ring with the wielder at the center 1/day	+10,000 gp
42-45	Item can use <i>quench</i> on fires 3/day	+16,000 gp
46-50	Item has <i>status</i> effect, usable at will	+11,000 gp
51-54	Item can use <i>gust of wind</i> 3/day	+11,000 gp
55-59	Item can use <i>clairvoyance</i> 3/day	+16,000 gp
60-64	Item can create <i>magic circle</i> against opposing alignment at will	+16,000 gp
65-68	Item can use <i>haste</i> on its owner 3/day	+16,000 gp
69-73	Item can create <i>daylight</i> 3/day	+16,000 gp
74-76	Item can create <i>deeper darkness</i> 3/day	+16,000 gp
77-80	Item can use <i>invisibility purge</i> (30 ft. range) 3/day	+16,000 gp
81-85	Item can use <i>slow</i> on its enemies 3/day	+16,000 gp
86-91	Item can <i>locate creature</i> 3/day	+30,000 gp
91-97	Item can use <i>fear</i> against foes 3/day	+30,000 gp
98-100	Item can use <i>detect thoughts</i> at will	+44,000 gp

If the same power is rolled twice, roll again.

## Special Purpose Items

Intelligent Item Purpose	
d%	Purpose
01-20	Defeat/slay diametrically opposed alignment*
21-30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31-40	Defeat/slay divine spellcasters (including divine entities and servitors)
41-50	Defeat/slay nonspellcasters
51-55	Defeat/slay a particular creature type (see the bane special ability for choices)
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Defeat/slay the servants of a specific deity
81-90	Defend the servants and interests of a specific deity
91-95	Defeat/slay all (other than the item and the wielder)
96-100	Choose one

\* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

## Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

## Dedicated Power

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

Special Purpose Item Dedicated Powers		
d%	Dedicated Power	Base Price Modifier
01-06	Item can use <i>ice storm</i>	+50,000 gp
07-12	Item can use <i>confusion</i>	+50,000 gp
13-17	Item can use <i>phantasmal killer</i>	+50,000 gp
18-24	Item can use <i>crushing despair</i>	+50,000 gp
25-31	Item can use <i>dimension door</i> on itself and wielder	+50,000 gp
32-36	Item can use <i>contagion</i> (heightened to 4th level) as touch attack	+56,000 gp
37-43	Item can use <i>poison</i> (heightened to 4th level) as touch attack	+56,000 gp
44-50	Item can use <i>rusting grasp</i> as touch attack	+56,000 gp
51-56	Item can cast 10d6 <i>lightning bolt</i>	+60,000 gp
57-62	Item can cast 10d6 <i>fireball</i>	+60,000 gp
63-68	Wielder gets +2 luck bonus on attacks, saves, and checks	+80,000 gp
69-74	Item can use <i>mass inflict light wounds</i>	+81,000 gp
75-81	Item can use <i>song of discord</i>	+81,000 gp
82-87	Item can use <i>prying eyes</i>	+81,000 gp
88-92	Item can cast 15d6 <i>greater shout</i> 3/day	+130,000 gp
93-98	Item can use <i>waves of exhaustion</i>	+164,000 gp
99-100	Item can use <i>true resurrection</i> on wielder, once per month	+200,000 gp

## Item Ego

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

## Items Against Characters

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose,

Item Ego	
Attribute of Item	Ego Points
Each +1 of item's enhancement bonus	1
Each +1 of bonus for special abilities	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
<i>Read magic</i> ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.



# CURSED ITEMS

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

**Delusion:** The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

**Opposite Effect or Target:** These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, she shouldn't immediately know that a weapon is cursed. Once she knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

**Intermittent Functioning:** The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

*Unreliable:* Each time the item is activated, there is a 5% chance (01-05 on d%) that it does not function.

*Dependent:* The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01-03	Temperature below freezing
04-05	Temperature above freezing
06-10	During the day
11-15	During the night
16-20	In direct sunlight
21-25	Out of direct sunlight
26-34	Underwater
35-37	Out of water
38-45	Underground
46-55	Aboveground
56-60	Within 10 feet of a random creature type
61-64	Within 10 feet of a random race or kind of creature
65-72	Within 10 feet of an arcane spellcaster
73-80	Within 10 feet of a divine spellcaster
81-85	In the hands of a nonspellcaster
86-90	In the hands of a spellcaster
91-95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97-99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site

*Uncontrolled:* An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01-05 the item activates at some random point during that day.

Cursed Item Common Curses	
d%	Curse
01-15	Delusion
16-35	Opposite effect or target
36-45	Intermittent functioning
46-60	Requirement
61-75	Drawback
76-90	Completely different effect
91-100	Substitute specific cursed item

**Requirement:** In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.
- Character must change her name to a specific name. (The item only works for characters of that name.)
- Character must add a specific class at the next opportunity if not of that class already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of her life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day (such as *bleed*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

**Drawback:** Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01-04	Character's hair grows 1 inch longer. Only happens once.
05-09	Character either shrinks 1/2 inch (01-50 on d%) or grows that much taller (51-100). Only happens once.
10-13	Temperature around item is 10°F cooler than normal.
14-17	Temperature around item is 10°F warmer than normal.
18-21	Character's hair color changes.
22-25	Character's skin color changes.
26-29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30-32	Character's gender changes.
33-34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36-39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, . . .).
41-45	Character becomes selfishly possessive about the item.
46-49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50-51	Character's alignment changes.
52-54	Character must attack nearest creature (5% chance [01-05 on d%] each day).
55-57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58-60	Character's vision is blurry (-2 penalty on attack rolls, saves, and skill checks requiring vision).
61-64	Character gains one negative level.
65	Character gains two negative levels.
66-70	Character must make a Will save each day or take 1 point of Intelligence damage.
71-75	Character must make a Will save each day or take 1 point of Wisdom damage.
76-80	Character must make a Will save each day or take 1 point of Charisma damage.
81-85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86-90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91-95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01-05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that's appropriate or create a drawback specifically for that item.

## Specific Cursed Items

Specific Cursed Items are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item). Note, however, two exceptions: The *crystal hypnosis ball* and the *bag of devouring* cannot be created by any known means.

A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

Table: Specific Cursed Items		
d%	Item	Market Price
01-05	<i>Incense of obsession</i>	200 gp
06-15	<i>Ring of clumsiness</i>	500 gp
16-20	<i>Amulet of inescapable location</i>	1,000 gp
21-25	<i>Stone of weight</i>	1,000 gp
26-30	<i>Bracers of defenselessness</i>	1,200 gp
31-35	<i>Gauntlets of fumbling</i>	1,300 gp
36-40	<i>-2 sword, cursed</i>	1,500 gp
41-43	<i>Armor of rage</i>	1,600 gp
44-46	<i>Medallion of thought projection</i>	1,800 gp
47-52	<i>Flask of curses</i>	2,100 gp
53-54	<i>Dust of sneezing and choking</i>	2,400 gp
55	<i>Helm of opposite alignment</i>	4,000 gp
56-60	<i>Potion of poison</i>	5,000 gp
61	<i>Broom of animated attack</i>	5,200 gp
62-63	<i>Robe of powerlessness</i>	5,500 gp
64	<i>Vacuous grimoire</i>	6,000 gp
65-68	<i>Spear, cursed backbiter</i>	7,500 gp
69-70	<i>Armor of arrow attraction</i>	9,000 gp
71-72	<i>Net of snaring</i>	10,000 gp
73-75	<i>Bag of devouring</i>	—
76-80	<i>Mace of blood</i>	16,000 gp
81-85	<i>Robe of vermin</i>	16,500 gp
86-88	<i>Periapt of foul rotting</i>	17,000 gp
89-92	<i>Sword, berserking</i>	17,500 gp
93-96	<i>Boots of dancing</i>	30,000 gp
97	<i>Crystal hypnosis ball</i>	—
98	<i>Necklace of strangulation</i>	60,000 gp
99	<i>Cloak of poisonousness</i>	62,000 gp
100	<i>Scarab of death</i>	80,000 gp

**Amulet of Inescapable Location:** This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a -10 penalty on all saves against divination spells.

Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*; Price 1,000 gp.

**Armor of Arrow Attraction:** Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Strong abjuration; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 9,000 gp.

**Armor of Rage:** This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a -4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.)

Strong necromancy; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 1,600 gp.

**Bag of Devouring:** This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim’s body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

**Boots of Dancing:** These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Strong enchantment; CL 16th; Create Wondrous Item, *irresistible dance*; Price 30,000 gp.

**Bracers of Defenselessness:** These appear to be *bracers of armor +5* and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; CL 16th; Create Wondrous Item, *mage armor*, *bestow curse*; Price 1,200 gp.

**Broom of Animated Attack:** This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

Moderate transmutation; CL 10th; Create Wondrous Item, *fly*, *animate objects*; Price 5,200 gp.

**Cloak of Poisonousness:** This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak’s fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless she succeeds on a DC 28 Fortitude save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Strong abjuration; CL 15th; Create Wondrous Item, *poison*, and *limited wish* or *miracle*; Price 62,000 gp.

**Crystal Hypnosis Ball:** This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

**Dust of Sneezing and Choking:** This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Faint conjuration; CL 7th; Create Wondrous Item, *poison*; Price 2,400 gp.

**Flask of Curses:** This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Moderate conjuration; CL 7th; Create Wondrous Item, *bestow curse*; Price 2,100 gp.

**Gauntlets of Fumbling:** These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Moderate transmutation; CL 7th; Create Wondrous Item, *bestow curse*; Price 1,300 gp.

**Helm of Opposite Alignment:** This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; CL 12th; Create Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb.

**Incense of Obsession:** These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense. The user is determined to use her spells at every opportunity, even when not needed or when useless. The user remains obsessed with her abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Moderate enchantment; CL 6th; Create Wondrous Item, *bestow curse*; Price 200 gp.

**Mace of Blood:** This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 16,000 gp.

**Medallion of Thought Projection:** This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out. However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.

Faint divination; CL 7th; Create Wondrous Item, *detect thoughts*, *ghost sound*; Price 1,800 gp.

**Necklace of Strangulation:** A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Strong conjuration; CL 18th; Create Wondrous Item, *slay living*; Price 60,000 gp.

**Net of Snaring:** This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price 10,000 gp.

**Periapt of Foul Rotting:** This engraved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.

Faint abjuration; CL 10th; Create Wondrous Item, *contagion*; Price 17,000 gp.

**Potion of Poison:** This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate conjuration; CL 12th; Craft Wondrous Item, *poison*; Price 5,000 gp.

**Robe of Powerlessness:** A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, she takes a -10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Moderate transmutation; CL 13th; Create Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp.

**Robe of Vermin:** The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a

multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a -5 penalty on initiative checks and a -2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.

Moderate abjuration; CL 13th; Create Wondrous Item, *summon swarm*, creator must be at least 13th level; Price 16,500 gp.

**Ring of Clumsiness:** This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. She takes a -4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other arcane spell failure chances.)

Strong transmutation; CL 15th; Forge Ring, *feather fall*, *bestow curse*; Price 500 gp.

**Scarab of Death:** This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Strong abjuration; CL 19th; Create Wondrous Item, *slay living*; Price 80,000 gp.

**Spear, Cursed Backbiter:** This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bestow curse*; Price 7,500 gp.

**Stone of Weight (Loadstone):** This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Faint transmutation; CL 5th; Create Wondrous Item, *slow*; Price 1,000 gp.

**-2 Sword, Cursed:** This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; Price 1,500 gp.

**Sword, Berserking:** This item appears to have the characteristics of a +2 *greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *rage*, *bestow curse*; Price 17,500 gp.

**Vacuous Grimoire:** A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to

determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

Strong enchantment; CL 20th; Create Wondrous Item, *feblemind*; Price 6,000 gp.



# ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

## Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

### Minor Artifact Descriptions

Described below is a selection of the most well-known (not necessarily the most numerous) minor artifacts.

**Book of Infinite Spells:** This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Determine the exact spell by using the tables for determining major scroll spells.

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.

The owner of the book need not have the book on her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Strong (all schools); CL 18th; Weight 3 lb.

**Deck of Many Things:** A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs,

characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Deck of Many Things			
Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> .
Euryale	Ten of swords	Queen of spades	-1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

*Balance:* The character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

*Comet:* The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

*Donjon:* This card signifies imprisonment— either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

*Euryale:* The medusalike visage of this card brings a curse that only the fates card or a deity can remove. The -1 penalty on all saving throws is otherwise permanent.

*Fates:* This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from

happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

*Flames:* Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

*Fool:* The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

*Gem:* This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

*Idiot:* This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

*Jester:* This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

*Key:* The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

*Knight:* The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character.

*Moon:* This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

*Rogue:* When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

*Ruin:* As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

*Skull:* A dread wraith appears. Treat this creature as an unturnable undead. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

*Star:* The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

*Sun:* Roll for a medium wondrous item until a useful item is indicated.

*Talons:* When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

*Throne:* The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

*Vizier:* This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

*The Void:* This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Strong (all schools); CL 20th.

**Hammer of Thunderbolts:** This +3 *Large returning warhammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant Strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's range increment is 30 feet.

Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

**Philosopher's Stone:** This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

Strong transmutation; CL 20th; Weight 3 lb.

**Sphere of Annihilation:** A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Int modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01-50 on d%) that the spell destroys it, a 35% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispelling magic* and *mage's disjunction* have no effect on a sphere.

See also *talisman of the sphere* (below).

Strong transmutation; CL 20th.

**Staff of the Magi:** A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- *Detect magic*
- *Enlarge person* (Fortitude DC 15 negates)
- *Hold portal*
- *Light*
- *Mage armor*
- *Mage hand*

The following powers drain 1 charge per usage:

- *Dispel magic*
- *Fireball* (10d6 damage, Reflex DC 17 half )
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half )
- *Passwall*
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning IX*
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

*Retributive Strike:* A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01-50 on d%) of traveling to another plane of existence, but if she does not (51-100), the explosive release of spell energy destroys her. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Strong (all schools); CL 20th; Weight 5 lb.

**Talisman of Pure Good:** A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [good]; CL 18th.

**Talisman of the Sphere:** This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Strong transmutation; CL 16th;Weight 1 lb.

**Talisman of Reluctant Wishes:** A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of reluctant wishes*, he must make a DC 15 Charisma check.

If he fails, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Strong conjuration; CL 20th;Weight 1 lb.

**Talisman of Ultimate Evil:** An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage. If a good divine spellcaster touches one, she takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [evil]; CL 18th.

# Major Artifacts

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

## Major Artifact Descriptions

**The Moaning Diamond:** The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

**The Orbs of Dragonkind:** Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 25 Will save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if she later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

- *Black Dragon Orb: Fly* (Will DC 17 negates).
- *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).
- *Brass Dragon Orb: Teleport* (Will DC 19 negates).
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
- *Gold Dragon Orb:* The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs*—including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. She can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
- *Green Dragon Orb: Spectral hand*.
- *Red Dragon Orb: Wall of fire*.
- *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).
- *White Dragon Orb: Protection from energy (cold)* (Fortitude DC 17 negates).

**The Saint's Mace:** This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *saint's mace* has a +5 enhancement bonus and functions as a heavy mace with the holy, lawful, and disruption special abilities. The wielder can project *searing light* from the mace at will, at caster level 20th.

**The Shadowstaff:** This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a -2 penalty on all attack rolls, saves, and checks.

The *Shadowstaff* also has these powers.

- *Summon Shadows:* Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.
- *Summon Nightshade:* Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.
- *Shadow Form:* Three times per day the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.
- *Shadow Bolt:* Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

**The Shield of the Sun:** This +5 *large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin. The *Shield of the Sun* also grants spell resistance 15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if she attempts to use this artifact. Although these negative levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

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