

The logo for the D20 System, featuring the number '20' in a stylized font above the word 'system' in a red box.

D20
system

The book cover features a dark, textured background with intricate, golden-brown patterns. A large, ornate, golden-brown shield-like shape is centered, containing the title. Below the shield is a circular emblem with a stylized 'M' and two white, curved horns. A silver chain is attached to the emblem. The corners are decorated with purple and gold floral motifs.

Ultimate Magic Items

Supplementary Rulebook X

v3.5 Compatible

Ultimate Magic Items

M J Dougherty

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INTRODUCTION

Magical and enchanted objects are a staple of fantasy. The magical horn that summons aid in desperate battle; the dragonslaying sword; the ancient tome filled with forbidden magics... they may be the object of a quest or the tool used to complete one, but what is certain is that magical items are one of the things that sets a fantasy world apart from our mundane one.

Ultimate Magic Items is a complete guide to the construction, uses and effects of magic items. Not only does it present a plethora of magical objects, weapons and artefacts to add spice and depth to a game, but the wider effects of magic are also considered. The capabilities offered by even quite minor items are considerable if you look closely enough. The availability of magical capabilities will shape and alter the framework of society. Enchanted objects may be a source of unity or a cause for division. They may help society function or allow a tyrant to dominate. They may even make possible a civilisation where none could otherwise exist.

ULTIMATE MAGIC ITEMS

Characters of any class or level can benefit from this book and its contents. Users of magical items will find it a handy reference for capabilities, drawbacks and value. Spellcasters who can create magical items will find the compiled construction rules particularly useful, and will benefit from the ability to create a magical workshop. Players seeking a back story concerning their favourite magical item will find the enhanced construction and creation rules useful in discovering how their treasure came to be – and why.

Games Masters and players alike will benefit from a greater understanding of how magical items shape and change society. By using their items in unusual ways, players can squeeze the last drops of utility out of a random find or a seemingly trivial item. Characters can learn how to derive political or economic advantage out of objects they might otherwise sell or leave at home as less than useful.

Ultimate Magic Items includes items from the 3.5 rulebooks and from many supplements published by Mongoose Publishing. Extremely specialist items, for example those that can be used only by one class or type of being, have been left out, as have many non-magical items such as psionic devices or black powder weapons. These items can be found in the relevant supplements, along with the rules required to understand their function properly.

Games Masters will find within these pages a wealth of information on how to make magical items more interesting – more wondrous – and how they can be used to spark adventures or generally get the characters into trouble.

Ultimate Magic Items is an encyclopaedia of magic that no serious adventurer can be without, but more than that, it is a source of new strategies, applications and underhand tricks involving magic that can make the difference between heroic success and ignominious failure.



A magical bow grants mundane arrows unusual abilities

Jonai Seidille, reconnaissance-mage to Duke Jobax the Second, reined in and dismounted, springing lightly to the hillside turf despite Slashhammer's weight on his hip. Looping the reins about a nearby bush, he looked quickly about for trouble. Nothing seemed untoward. No enemy scouts in sight, no patrols. Apparently no magical wards either, Jonai concluded after a moment's concentration. Good.

Jonai drew his cloak up around him and flipped up the hood before running lightly up the hillside to the very crest. He lay down and crawled the last few feet, only sitting up when he was concealed in a stand of low bushes that grew along the crest line. Even with his elf-made cloak to camouflage him, he knew better than to skyline himself.

The valley below was empty, as Jonai had expected. Only it was not. He smiled wryly as he slipped the magical gem into position over his right eye, held there by a headband of finest red leather. Momentary eyestrain made Jonai squeeze his eyes shut and when he opened them the scene was very different.

Jonai smiled coldly as the gem did its work. Illusions and misdirection stripped away, the enemy force waiting in the valley was plain as day. Jonai observed carefully, taking note of the mighty siege engines, the caged assault beasts and the neat tent-squares of disciplined infantry. The combat mages were camped around the commander's tent and there was something else, something that merited its own pavilion and a set of very impressive plate-armoured guards. The rest of the force was out of range of the gem, shrouded in distortion and illusion.

Nestled among the bushes, Jonai was virtually undetectable. Even on the move, he would be difficult to spot, and a closer look at that pavilion might yield some vital information... he shook his head and grimaced. A man had to know his limits, and getting into the middle of that armed camp was beyond Jonai's.

The reconnaissance-mage drew a small crystal sphere from his pocket and concentrated for a moment. It was dangerous, attempting contact while so close to the enemy, but necessary. After a few seconds, a grey-bearded, bald man appeared in the crystal ball's field of view.

General Folex, Jonai reported telepathically. You were correct. A sizable force is assembled here covered by illusions and misdirection spells. I think they emanate from some kind of artefact carried with the force. The enemy is strong enough to storm the capital while the field army is engaged elsewhere.

Folex looked uncomfortable but his reply was crisp and precise. Well done, Seidille. I suspected a trap but I wasn't sure. Now, I'm going to take the bait and advance after their field army. You'll inform me when this force makes its move and I'll turn around and intercept it. With all that siege equipment, they'll not be able to avoid battle and in the open, it'll not do them any good. Yes, very well done indeed Seidille.

Jonai broke the contact with a gesture that might have been a soldier's salute, or just a wave of the hand. Folex did not like him, nor his carefully gathered tools, but at least the general was wise enough to avail himself of the advantages on offer. The enemy had planned well. If Folex had taken the bait, been pulled away from the capital, then the stealthy assault might have taken it where years of campaigning could not. Now Folex had the advantage handed to him by magic. His enemies were divided and unable to communicate with one another. Folex could break contact with the field army and savage the assault force, then return to his position before the enemy commander could react. A good plan.

Of course, the plan rather depended upon Jonai remaining at large, thought the mage as he crept back over the hillcrest towards his patient – and very swift – horse. With his specialised magic and his fast mount Jonai should be able to evade contact with enemy patrols. If not, well, he was a pretty fair swordsman and Slashhammer was a pretty fair sword. So good that several of the Duke's champions had demanded the right to fight for it.

Yet, for all the might contained in his ancient blade, Jonai Seidille's most potent weapon was neither his sword nor his considerable personal magic. It was his ability to find the enemy, search out his secrets and get the information to his superiors before the enemy could react.

Jonai smiled thinly as he mounted up. His cousin Raika would be in the coming fight, laying about with her enchanted mace and casting lightning bolts. There was a role for people like that, but Jonai knew which of them held the fate of nations in his hand.

MAGIC ITEMS IN A FANTASY WORLD

Magic items are, by definition, objects that have become imbued with extraordinary powers as a result of their nature, construction or history. It could be argued that many technological items have similarly extraordinary abilities compared to the mundane objects available to most people. Indeed, it has been observed that sufficiently advanced technology is indistinguishable from magic. Given the low-technology nature of most fantasy worlds, even some fairly simple gadgets might be considered to be magical by those who do not know better.

Most of the magic items dealt with in this book are enhanced versions of mundane devices – for example, there is nothing more sophisticated about a magical mail shirt than its mundane equivalent. However, some magical items have no mundane equivalent. For example, the non-magical equivalent of a *wand of magic missiles* has no real utility at all – except perhaps as a stick to amuse a pet canine with. A warrior might be encountered wearing a non-magical breastplate; a mage would not wander about carrying a twig.

Some items are a combination of a device and a magical effect. For example, goggles of any sort are uncommon in a fantasy environment, and represent a significant technological construction even before they are enhanced into *goggles of night*. Such items would be recognised as out of the ordinary even if the observer did not know they were magical.

Thus, useful devices such as telescopes, telescoping poles and non-magical but complex devices such as a timer-operated lock might be considered to fall under the banner of 'magical items'. Adventurers might be as glad to find a good telescope among a horde of treasure as a batch of potions. Such items are 'special' rather than 'magical' but to the user they are as useful and likely to be as highly valued. It is also possible that extremely high-quality but non-magical items would be similarly valued. Who cares if the sword's bonus comes from exquisite craftsmanship or a magical effect? It cuts the bad guys pretty well all the same...

It really is up to the Games Master as to whether extraordinary non-magical objects should be considered as special as magical ones.

MAGIC ITEMS IN CONTEXT

Magic is what sets a fantasy world apart from an historical setting, but it can also wreck a setting comprehensively. Magic items must fit into the game world rather than being grafted onto a pseudo-historical setting. The presence of magic will have economic, social and political effects as well as the more commonly considered military and 'adventuring' ones.

Information and Communications

Perhaps the most powerful effect is in the realm of information and communications. Without magical assistance, information travels as fast as a messenger can ride or run and can be intercepted by enemies or misfortune. With magical communications available, a leader or ruler can learn instantly what is happening hundreds of miles away. A subordinate can ask for instructions rather than proceeding on a best guess.

The military implications of such a capability are considerable. A conqueror may be able to divert his forces to exactly the right point to overcome an enemy field force, or descend upon a vulnerable target just as the scouts report that the enemy army has been drawn out of position. A defender could save a fortune in troop costs by maintaining a smaller but highly mobile defensive force that can be sent to any threatened point rather than a large standing army that needs to be able to cover eventualities.

There are other implications, however. A merchant with access to instant communications would be able to react to events before his competitors, making a killing before others could react. A region prone to flooding might be saved from disaster by observers

'Master Wizard,' said Lord Hardraw slowly, unwilling to admit any failing, of any kind, on the part of his dynasty. 'I seek a most special item – for my eldest son Piotr. He is my heir and my pride.'

Aellcar Primus, senior mage of his order and unofficial godfather to the boy – no, young man – nodded sagely as if he did not know what was coming. 'The sword has served him well?' he asked, gesturing to the rows of magical and masterwork weapons that adorned the oak-panelled walls of his reception chamber. 'I could provide another...'

'It's a fine weapon indeed, Master Wizard,' Hardraw said in a tone that suggested a 'but' was about to follow. Instead, he finished with, 'Piotr slew three enemy soldiers at the Battle of Marni's Ford and almost took the standard of the Ravenwing Irregulars.'

Aellcar pondered this. Three common foot soldiers? Lord Hardraw himself would probably have hewn down half the regiment with the mighty weapon he had requested for Piotr, and chased the rest off the battlefield. Even Aellcar could have got more than three... Piotr seemed to lack his father's verve and, well, *enjoyment* of battle.

'He's a good lad,' Hardraw said, as if to answer Aellcar's thought. 'But he's scrawny. The men want to follow an invincible hero with arms like tree trunks. And he lacks gusto for the fight. That'll get him killed – or worse, defeated. I want to... bolster him a bit. Give him a few advantages to carry him through until he's full grown.'

'You want me to build you a hero.' Aellcar said gravely. 'Outfit him in magical armour, accoutre him with subtle aids. Gauntlets to give him strength, perhaps an amulet to increase his endurance. You...'

'Yes! I knew you'd understand, Aellcar,' Hardraw interrupted. 'I never needed all that help, but Piotr does. And he's practically family to you...'

'He is.' Aellcar said with a smile. 'As are you. I notice that I have once again ceased to be *Master Wizard* in the past few moments. How fleeting is glory.'

'But you'll do it?'

Aellcar spread his long-fingered hands in a gentle shrug. 'How could I not, my old friend? I have collected the magical tools of war here for years but they lie idle. We will indeed build a hero to make us both proud. Starting with this.' He turned to a nearby shelf and selected a heavy tome, placing it on the table in front of Hardraw.

'A *Manual of Gainful Exercise? Or Bodily Health?*' Hardraw's eyes lit up.

'In a manner of speaking. This is a treatise on physical exercises and forms for the master swordsman, building strength and speed, then applying them in deadly combat. It's not magical at all of course, but if you can persuade Piotr to work through it to my satisfaction, I'll equip him.' Aellcar smiled mischievously.

'It'll take months! You know what Piotr's like! He won't stick at this!'

'Magic can provide many advantages, old friend, but there has to be something at the core. If your boy will train, I will equip him. If he merely wants a shortcut to power and glory he can find it elsewhere.'

Hardraw glared at the book, then at the wizard. 'This is going to be a challenge, Aellcar,' he said slowly.

'Any idiot can swing a magic sword,' the mage said gravely. 'But there is far more to the hero's path than having the right tools.'

'We both know you're right,' Hardraw said, then added wryly, gesturing at the heavy tome on the table, 'If Piotr gets through that lot he'll be a better man than you or I.'

'Which is exactly what I have in mind,' Aellcar said with a chuckle. 'Though of course *he* 'll think he's working to earn some magic weaponry.'

'The ways of wizards are indeed subtle,' agreed Lord Hardraw.



upriver equipped with magical communication equipment.

Speed-enhancing devices such as *horseshoes of speed* can be used to create a corps of very fast messengers to carry priority information and small objects. The advantages over unmodified messengers are not huge, but they are real nonetheless.

Gathering information is also made more effective by long-distance communications. Direct observation by scrying of events is one method, but it is equally possible to hold a 'video-conference' with another mage via scrying, allowing experts to be consulted without long journeys.

The immense advantage offered by instant long-distance information gathering and transfer means that many rulers, merchants and powerful organisations will be very keen to get their hands on *crystal balls* and similar objects, and will employ spellcasters to operate them.

Health and Healing

Certain magical items offer considerable health benefits to an individual or community. Most notably, it is possible to heal wounds, disease and poisoning through the application of potions. An individual with this kind of medical care available, even without more powerful items, is less likely to fall victim to illness and injury, and will probably live a longer, more productive life. Those that control the source of such advantages can use this as a political lever or a source of income.

On the other hand, individuals who do not have such benefits available may be jealous and seek to gain them by whatever means seem necessary. This can lead to conflict over what is normally a life-preserving form of magic. The availability of magical healing devices and potions also makes

the social divide stand out more sharply. While the peasantry suffers from common diseases and die of plagues, the rich can buy health. In troubled times this may lead to further unrest.

Health-related magic may be available to a more general segment of society. It may be that brewers of potions can be found in farming towns and villages, turning out low-powered healing and disease-countering magic for the benefit of society at large. Such a community would enjoy better health and quality of life, and as a result is more productive and economically powerful. If this kind of benefit is widespread, a contented and highly productive land will be the result.

Other magical items will benefit the health of the community too. The supply of fresh, clean water provided by a *decanter of endless water* will help a community resist disease, or even allow a small settlement to thrive where life would otherwise be impossible. *Dust of drying* can be used to transport fresh water into a dry or drought-ridden area.

Overall, most magical items will have a fairly local effect on health and well being, but if sufficient items are available (and used wisely) then the people will be happier and healthier, which translates to a more stable society and stronger economic power. Conversely, if health-related magic is denied to the populace then this will be a cause for discontent.

Economics and Productivity

As already noted, information-related items can be used to improve economic strength, and improved health among the workers is obviously an advantage. There are other ways that magical items may be used to increase wealth and support productivity.

The same Enchantments that create razor-sharp swords can be used to make a plough that slides easily through the heaviest soil, a carpenter's chisel of surpassing sharpness or a miner's pick that can dig into the hardest rock. Such tools can make quite a difference to the productivity or profitability of an industrious group, or can allow even a fairly average craftsman to turn out wondrously crafted items. Other performance-enhancing devices for craftsmen include *gloves of dexterity* and *goggles of minute seeing*, while physical labourers can benefit from strength-enhancing items such as *gauntlets of ogre power*.



Elemental-controlling devices can be highly useful in an economic context. Earth elementals can assist in building and mining, while water and air elementals can propel ships or assist vessels in distress. Fire elementals are often considered too destructive to employ in this context, but uses may be found.

Even objects as humble as producers of magical light will make a difference to the economics of a region. Reliable sources of light that do not pose a fire or explosion hazard make mines safer, allow work to continue at night and, of course, can light the streets giving troublemakers fewer places to hide. Other uses include navigation beacons for ships and signalling devices.

Perhaps the most obvious economic device is the *lyre of building*. Any construction, from irrigation ditches to houses, benefits from its use. It is also possible to use the *lyre* to dig tunnels and mines, a feature that has important implications for miners, quarrymen and others who dig for a living. Less obvious applications include the construction of good, firm roads or canals in record time. Road making and canal digging is expensive and slow going under normal circumstances, but the economic benefits are considerable.

Other items can be used in an economic context. For example, a merchants' guild might insist that high-level trade negotiations be carried out at a table lit by a *candle of truth*. Unable to lie, the negotiators are more likely to set up a 'straight' deal that they intend to honour. The benefits of honest trade go beyond immediate profit for the parties involved, since honest dealings are generally better for the prosperity of society as a whole.

Bags of holding and *portable holes* may allow a merchant to transport goods or funds easily and/or covertly. A lone horseman could carry a fortune in gold and gems that might otherwise require a conspicuous caravan to transport, or the device might be used to carry the densest items in a cargo, allowing wagons and ships to run lighter or carry more. High-value goods can be smuggled this way, of course.

A merchant captain who has possession of a *feather token* of the right sort can sail his ship almost anywhere and will never be becalmed or have to

wait for a favourable wind to enter port. The benefits of one of these items to a merchant captain are considerable. A sea trading (or raiding) society that has large numbers available could easily become the pre-eminent seafaring nation.

The character of a society can be assessed by the economic use of magical items. Any individual acquiring useful items will seek to profit from them, whether by selling them or finding an application that leads to greater prosperity. It is virtually certain that an item that has economic benefits will be obtained by someone who wants to gain those benefits. The question is whether it will be used for the good of society in general as well as the owner. A *lyre of building*, for example, might be used by a ruler to create a fine dwelling for himself and a chain of castles to keep the peasants in line, or to set up a road network to improve trade.

Political Advantage

There are many political advantages to be gained from possession of good magic. Obviously, powerful weapons and armour are directly useful in this context but there are more subtle applications. Heroes in possession of powerful magic items are often the only people who can deal with certain threats. Thus, such people will have influence in local politics, if only because leaders are wary of offending them in case their powers are required.

Many items improve charisma and personal magnetism or allow charm spells to be used on opponents. Leaders who address their vassals or subjects directly can benefit from all manner of Charisma-enhancing devices such as a *cloak of charisma*, while certain advantages can be gained by the holder of a court where a *harp of charming* is played to entertain courtiers and visiting dignitaries.

Political advantage can be gained in other ways, however. Control of health-related magic and use of information-gaining items has already been discussed but there are other, less direct, methods to gain political advantage from magical items. The possessor of an *orb of storms* or similar weather-controlling device has the ability to improve or devastate sea trade, crop yields and so on. Favourable weather for a military campaign or this year's growing season could be traded for political favours. Similar advantage could be gained

from possession of any object that has favourable effects.

As a rule, if an individual has a harmful item and uses it for blackmail (e.g. threatening to smash the trade fleet in the Royal Docks with a *horn of blasting* or to ruin the year's crops with an *orb of storms*) then the threat is unlikely to be tolerated. Unless the individual is very powerful or well protected, measures will be taken to deal with the threat. Beneficial items are more likely to be traded for influence since they do not offer local rulers an excuse or a need to attack the owner. Of course, that does not mean that they will not do so anyway...

Espionage, Reconnaissance and Sabotage

Magic items of various sorts make espionage and military reconnaissance more effective. Individual spies might make use of *hats of disguise* or *cloaks of elvenkind* to move undetected and *wings of flying* to enter restricted areas by unusual means. All manner of devices can be used in this way, but most uses are similar to the sort of things a rogue might get up to in the course of an adventure: climbing, sneaking, escaping restraints or pursuers and so on. More unusual applications do exist.

An *elixir of truth* slipped into a target's drink might assist in obtaining information, or it might be administered as part of an interrogation. *Pipes of pain* are effective in setting up a victim for interrogation, while a *medallion of thoughts* in the possession of an interrogator can be very useful. Items with effects like *charm* or *suggestion* are obviously also useful in obtaining information or co-operation from others.

The use of *scrying*, *true seeing* and information-sharing items in military or economic reconnaissance has already been discussed as a means for small numbers of individuals to make a real difference. Magical items of the right sort allow such small groups to do considerable damage. It is possible that a 'special forces' sabotage unit could cripple an entire kingdom with the right equipment.

The tools of sabotage and destruction include the already-mentioned escape, speed and detection-avoidance devices plus the ability to use *charm* or *suggestion* on guards. Actual destruction can be carried out in all manner of ways. A *necklace of*

fireballs, an *elemental gem* or an *elixir of fire breath* in the hands of even a non-spellcaster allows magical destruction to be visited upon a target. A few such sneaky raids on important targets can inflict massive economic damage or deprive a forthcoming military campaign of vital supplies.

Small-scale raiding and counter-raid security work in many ways resembles adventuring. Most of the tactics used in raiding a dungeon work well enough in this context, though a political or mercantile espionage or sabotage operative (or team) is more likely to be subject to strict controls and/or procedures.

The converse of sabotage and raid is security, and here too magical items will be used. A *lantern of detection* or *goggles of night* would greatly assist guards and search parties while a *stone of alarm* is of course an ideal 'passive' guardian to alert the user of intruders.

As with items of other types, useful devices will not be allowed to go to waste. If they are available, they will be issued to appropriate personnel or used as a personal security assurance by the owner.

Religion

Many magic items are tailor-made for clerics and other religious individuals. A *druid's vestment* or a *strand of prayer beads* has obvious uses. However, other magical items may also have (or come to have) religious significance.

Almost any item may become significant to a local religion. It may be that a particular magical weapon or another item (say, a *robe of blending*) may have no significance within a given religion, but has come to be part of the traditional regalia of priests due to the actions of a heroic member of the faith. This may mean that otherwise quite unimpressive items take on great ceremonial significance or are forbidden to non-clerics of the faith. Alternatively, it may mean that a new priest cannot be ordained (or a cleric cannot take up certain duties) until he has obtained such an item. This might not even be an item the cleric can use; the religious significance of the object is more important than its utility.

Sometimes a magical object becomes part of local culture or worship practices. For example, members of a village congregation may feel that ever since

they dressed the statue of their god in a magical robe, good luck has befallen them. The item may well not be having any 'actual' effect upon the village, but it has now become significant. Were it lost or stolen, the villagers' (real or perceived) good fortune might desert them.

Some religions like to surround their altars with magical treasures as well as gold and precious gems, to show their deity's greatness or to protect others from the harmful effects of certain items by shielding them with holiness. Such religions may well try to buy or otherwise obtain almost any magical item, placing it in secure vaults or on display in holy places. In some cases, magical treasures are built into religious buildings or statues. They can no longer be used in their original manner, yet they continue to be important to the community.

Conversely, some religions consider certain magical items to be abominations and seek to destroy or control them. The reasoning behind this may be obvious, such as a hatred of evil items or magical versions of the weapon used to wound the deity. Less obvious motivations include historical actions of the faith's heroes. For example, if an ancient hero of the temple smashed a magical gem to defeat his greatest foe, the clerics of the religion might reenact this holy deed by destroying any enchanted gems they find.

Most such foibles tend to be local to a single region, temple or town rather than being constant across a whole faith. They may be regarded as the traditions of a local temple or a heresy depending upon the attitude of the faith's senior leaders.

Self-Improvement

Many items give enhanced capabilities to the user, either permanently (e.g. a *tome of understanding*) or while they are possessed (e.g. a *circlet of persuasion*). In either case, these items will be sought out by a variety of individuals. Adventurers want them to aid in their occupation. Powerful individuals may wish to enhance their own capabilities or those of an heir. Others may seek to 'build' a champion by magical means. Thus when a *manual of bodily health* becomes available it may be sought by a local noble wishing to do something about his son's weaknesses before some childhood disease can carry him off, or by a gladiatorial trainer to enhance his star pupil's chances of becoming a legend.

Almost any item can be used for self-improvement. It is virtually certain that such items will be in use or earmarked for use by a particular individual.

Military Applications

Most magical items have military applications. Information gathering and sabotage applications have already been discussed, and the military uses of magical swords, armour and suchlike are rather obvious. There are more subtle military uses for many items; uses that can gain a wily commander the edge in an otherwise dubious campaign.

Items that improve Charisma are obviously valuable in military terms as they help a leader be more commanding, assist in rallying broken units and so forth. This effect is also experienced when a leader possesses a famous magical artefact or weapon. It may be that the *helm of underwater action* that forms part of the realm's battle regalia has no power to affect a land battle, but its presence on the head of the king may still have important morale effects, especially if there are legends attached. Troops following a king who they know cannot lose a battle while he wears the ancestral helm will stand bravely and fight better, even if the helm's only actual value (other than keeping sword and scalp apart) is to prevent the king from drowning should he fall from his horse into a river...

Other items have obvious uses in direct combat. Magical aid can be summoned at just the right moment by a *horn of Valhalla*. *Drums of panic* might be carried into battle aboard a suitable mount and used to shake a key enemy unit's morale. Defensive items such as a *mantle of spell resistance* may add to the 'indestructible' reputation of a hero or leader.

More subtle is the use of items like *dust of disappearance* or a smokescreen generated by an *eversmoking bottle* to cover a clever manoeuvre or a retreat, or *dust of illusion* to frighten an enemy force into thinking an ordinary soldier is a dangerous monster or capable champion. The same trick could be used to allow a vital leader to escape a desperate situation by appearing to be a humble foot soldier staggering wounded to the rear.

Attacks on and defence of fortified places can be aided by various magical items. An *immovable rod* can be used to jam a door or support a failing gate.



Objects that allow flight (*winged boots*, *brooms of flying* and *wings of flying*, to name three) offer a way around conventional walls and gates. A small flight-enabled assault team might be able to capture and open a gate for other forces.

Ropes of climbing have obvious uses in a fortress assault, as do items like a *horn of blasting* or a *chime of opening*. A single individual holding a *cube of force* could hold up an assault or protect an advancing force from arrows. Of course, information-gathering items such as a *crystal ball* can be used to see what little surprises the defenders (or attackers) have in store. A clever attacker might be able to use a scrying mage to spot for siege engines firing at targets on the other side of a wall or other obstruction. Mind reading and suggestion-implanting devices can also be used, perhaps during a parlay, to determine an enemy's intentions or to provoke a course of action that can be exploited.

Military applications can be found for a great many magical items, which in turn means that they are avidly sought by rulers, mercenary leaders and marauders. Warfare is not always an affair of sword against sword. At times, the ideal of decisive and glorious battle takes second place to a pragmatic (and often dirty) affair of magical threat and countermeasure, with both sides jockeying for advantages before committing their field forces. A small group of specialists is ideally suited to such operations, and so the fate of a nation might rest on the shoulders of a party of misfit adventurers desperately seeking to offset an enemy's magical advantages.

Overall

Magic items are *useful*, and not merely to adventuring parties. This means that they will be in use by individuals and groups, not lying around waiting to be found by heroes. It also implies that specific magical objects will be sought out for the advantages they give. More importantly, though, these items will change the society that uses them. Effects may be political, economic or social. Some interesting plot hooks and a greater depth of background can be added into the game by considering for a moment – what could be done with the object the players just sold as ‘useless’? What advantage can be wrung out of it by a smart merchant, ruler or religious leader?

MAGIC ITEMS IN THE GAME

Despite their wondrous (and by definition, magical) nature, it is easy for magic items to become mundane. In a game where everyone has several enchanted weapons and other items, finding just another +2 *longsword* is hardly an event. One solution is to drop in ever-more-powerful items, but this is a temporary solution at best and at worst can ‘break’ a game setting due to rampant escalation. Conversely, even in a game world where magical items are rather rare it is possible for them still to be rather dull. A +1 *dagger* is, after all, just a +1 *dagger*.

Or is it? Every item adventurers encounter came into being somehow. One-offs tend to



A cleric readies his rod of might

be made for an individual – often the maker – and lovingly crafted from the finest materials. A magical weapon or item made for a particular individual may be beautifully decorated or inscribed with a dedication. It may even be unusually shaped or constructed, reflecting personal taste in materials or alteration to perfectly fit the hand of the user. The opposite may also be true. A mage's perfectly serviceable first attempt at, say, a magical dagger, may be unsightly as a result of mistakes made in the construction, even though it functions normally.

It is an open question whether there is actually such a thing as a 'standard' magic item. It seems likely that something as useful as a *ring of protection* or a *wand of magic missiles* will be conceived in different places, at different times. The function of the item will be more or less the same, but the construction of each may be totally unique.

One way that 'standard' items might be created would involve a guild of mage-craftsmen who produce a number of items to outfit a team of elite trouble-shooters or warriors. It might be that the guild has a standard design for the warrior's kit (e.g. magic longsword, shield and breastplate, *wand of magic missiles* for firepower, plus a set of high-quality mundane equipment). Such a group might well turn out a steady (if slow) stream of standardised items. Without such deliberate organisation, it is more likely that each item is unique and reflects the creator's personality. This is even more likely if magical items are scarce.

How much magic exists in any given game world is of course a matter of taste. It is perfectly possible that in a given world magic is so common – or so necessary – that nobody even bothers making mundane items. Alternatively, the remnants of a bygone age of mass-produced magic may be the wondrous items of today. In such a setting, an heirloom magical breastplate, symbol of the Royal Champion, may once have been part of a common cavalry trooper's gear.

It would be a little tiresome if every item in a magic-rich fantasy world had to have its own complex back story, but the setting does lose a little of its wonder if players treat magic items like last year's computer; to be upgraded or discarded as soon as something better (inevitably) comes along. Giving magical items individual foibles or a history is a good idea for two reasons. Firstly, it makes for a

better, more absorbing and internally consistent setting. Secondly, it provides the Games Master with a wealth of adventure hooks.

Characters can be dragged into adventures by magic items for a great many reasons, some of them quite subtle. The obvious adventure ideas include getting rid of a cursed item, finding a special weapon to defeat a powerful foe, or putting right the damage caused by someone stealing or misusing a powerful item. There are many other ideas, however.

Characters who wish to create a special item may have to journey far to find the requisite materials. A powerful item might turn out to be quite a nuisance as jealous heroes try to take it away from the owner and put it to 'better' use. Even a fairly common magical item may have greater powers waiting to be unlocked – or they may be accidentally unlocked by events in the course of the game, leading to further complications. Magical items that are also important in a political or social context may raise moral questions – is it better to retain the dragon-slaying sword, or return it to the kingdom whose crown prince must wear it at his coronation?


Placing Magic Items in the Game Setting

One decision made by Games Masters which can have very far-reaching consequences is: will magic items be common or rare? What will be the philosophy behind placing items among treasures or in the hands of Non-Player Characters?

There are three mistakes that can be made here: giving out too many (or too powerful) items, giving out too few (or too minor) items, and imbalance between items found and items in circulation.

The first mistake is perhaps the worst. If the characters quickly gain access to many magical items, or even just one very powerful one, there is a risk of unbalancing the game setting. This can perhaps be redressed by putting in more or tougher bad guys, or by giving them extra magic to use against the players (the problem with this approach is rather obvious: if these enemies are defeated then the characters will gain yet more items). Magical treasures quickly lose any sense of wonder in such a game, and characters either end up carrying wheelbarrow-loads of items about or become fabulously wealthy from selling surplus enchanted treasure.





Conversely, giving out too few magical items can also present problems. The problem is less significant than in the case of too much magic, but there is a possibility that the characters will not be able to meet certain challenges. There are a lot of creatures that can only be hit with magical weapons; a party that has none will be lucky to survive such an encounter, and is certainly not going to win. There is also the question of player satisfaction. Players who feel that they should be finding a little more magical treasure may become disaffected. This is not to say that the Games Master must pander to greedy players, but if there is an expectation of interesting magical items, this should not be totally ignored.

The third mistake can cause in-game problems. If a lot of magical treasure is being found by adventurers, yet there are few items in use 'back home', this may lead to questions about game plausibility. Why, if magic is so common, do the royal bodyguard have only mundane weapons and armour? If every orc chieftain has a magical weapon and a few potions, why are similar items not available to the leaders of the characters' home nation? For that matter, why has the advantage afforded by these items not been exploited by the orcs? Of course, such an imbalance might be deliberate, and the answer to the question 'where is all this stuff coming from?' might be the goal of the game – but unless this is the case, there should be some balance between the numbers and power of magical items found on adventures and the amount already in circulation.

Of course, it must not be forgotten that foes that have access to magical items will make the best use of them they can. Dumb monsters may not be able to make use of a magical staff, or may have kicked a piece of magical armour out of the way after eating its owner, but even fairly brutish creatures will be able to obtain an advantage from magical weaponry or other items. A smart foe equipped with magical equipment may be deadly indeed.

It is sometimes useful to place ruined magical items in a hoard. For example, characters finding the chewed-up remains of a magical scroll being used to line the nest of an unintelligent beast might ponder what might have been – what was the spell on the scroll, and how could it have helped them? Other items might be broken but repairable. A mithral shirt, ripped in half by a mighty blow, could

be reforged into a useful item if the characters could only find a smith capable of performing the task. Finding the smith, reaching his workshop and persuading him to do the work might be an adventure in itself – and obtaining just a little more mithral to replace the ripped links could also spawn an adventure.

Common sense should guide placement of magical treasures. Potions, scrolls and books are fragile. Small items can be kicked into a corner and lost. Blood-covered armour, shields and weapons may not be recognised as significant. On the other hand, flashy or showy items may have their gems and gold pried off, or be used as status symbols by individuals that cannot use their powers. As a rule, though, if an object is recognised as magical it will be treated as such. This may mean it is pressed into use, sold or bargained away, gifted to a superior or ally, or even destroyed if the finder is so inclined. Flukes and strange occurrences do happen but as a rule, magical treasures should make sense, just like anything else. The reasons why an orc chieftain carries a *staff of power* as a ceremonial baton of office (and subordinate-disciplining device) may not be known to the players, but there should be a plausible reason.

Identifying Magical Items

Some items are obviously magical. A sword with flames shooting out of it is not normal. Nor is a helm that glows with its own light. However, not all magical objects are immediately obvious as such. It is up to the Games Master to decide how this will be dealt with in the game. In some settings, magical items are all obviously special. They are decorated with gold and gems, or glow with power. It might be a requirement of construction that precious materials be used. In a different game world, magical items may be quite mundane, at least in appearance.

It is probably better to strike a balance between these extremes. Some items, by their nature, are obviously magical. Others are not. This means that astute characters may be able to spot subtle clues as to the nature of a treasure concealed among similar-looking junk, while just about anyone can spot the jewel-encrusted magical tome on its golden lectern.

Identifying Items Using Magic

Detect magic is an obvious way to determine if an item is magical, or to find magical items concealed nearby. However, while the spell gives an indication of the level of power of an object (or other magical source) and the school of magic it is associated with, it does not reveal the exact powers of an item. *Identify*, *arcane sight* and *analyse dweomer* will give more information, but these spells are not always available. Similarly, *Divination* and even *augury* could be used by a clever character to gain a hint about an item's powers.

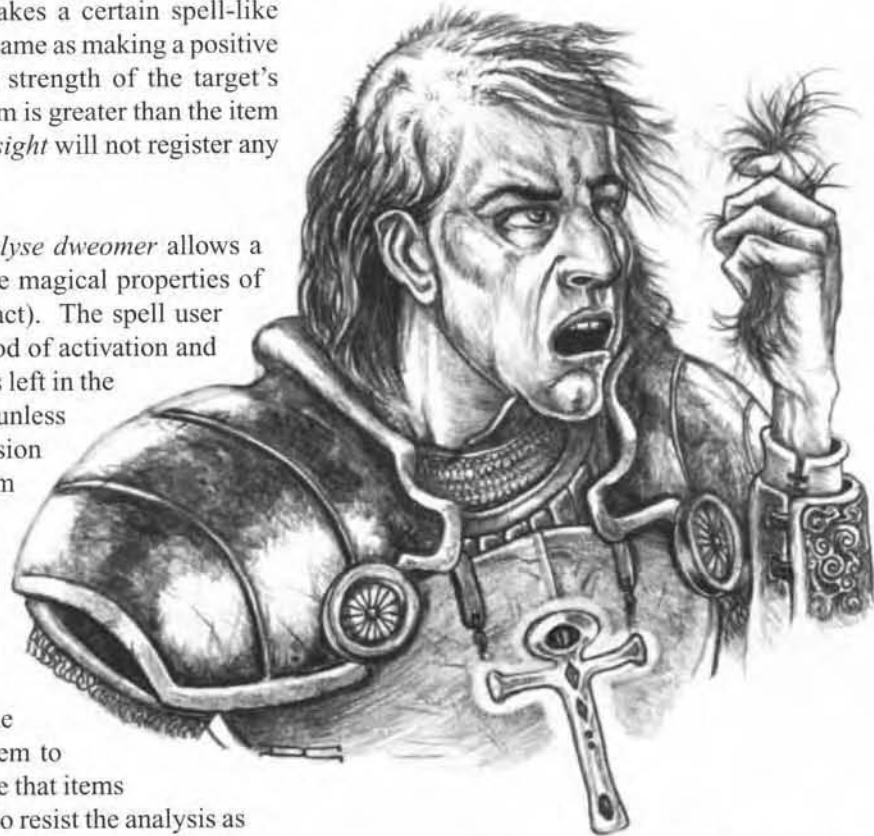
Arcane sight: *Arcane sight* allows the user to see magical auras (much like *detect magic*, below) and can thus be used to gain an idea of an item's power and the school of magic it is associated with. This can be useful but does not allow true identification of magical items. Since some items need activating or readying, an item may register as quite low-powered unless someone picks it up and readies it. In this case, *arcane sight* allows the user to note the change in a person's aura when they activate or ready a magical item. Since *arcane sight* shows the type and strength of the most powerful spell or spell-like effect the character has available, conclusions can be drawn about the item just readied. Of course, knowing that an item makes a certain spell-like effect available is not the same as making a positive identification, and if the strength of the target's most powerful spell or item is greater than the item just readied, then *arcane sight* will not register any change.

Analyse dweomer: *Analyse dweomer* allows a character to determine the magical properties of an item (but not an artefact). The spell user learns the function, method of activation and number of uses or charges left in the item. This is automatic unless the item is in the possession of an individual. One item per round may be so analysed. It is possible that some items may have 'hidden' powers that are not revealed by an *analyse dweomer* since they are dormant until the right conditions cause them to activate. It is also possible that items with an Ego may be able to resist the analysis as if they were a live user (in which case the item gets

a Will save as per the spell description). Artefacts are beyond the power of this spell to analyse.

Augury: An *augury* allows the caster an indication if the results of an action will be good, bad, indifferent or mixed. The information is rather limited but asking something like 'Will good result from using this potion to heal Gordan?' will at least give confirmation that giving the wounded fighter the potion will not result in woe. Since *auguries* cannot see more than 30 minutes into the future, the answer can be quite simple. It is not important whether healing Gordan is a long-term good or bad idea; only whether weal or woe will result from using the potion in him in the next 30 minutes.

Detect magic: *Detect magic* is normally used to find magical items rather than analyse them. However, by studying an item for a while the spell user can gain an insight into its powers. *Detect magic* will only detect the strongest aura of an item if it has more than one effect or type of magic associated with it. If the user has a good enough Spellcraft, he can gain an indication of the school of magic associated with the aura detected. However, it is impossible to tell if an item has multiple powers or just one using this method.



An adventurer discovers the effects of a cursed magic item the hard way

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
Armour and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, etc.	Transmutation

Greater arcane sight: The enhanced version of *arcane sight* can be used similarly to that spell. It allows the user to instantly know what spells and effects are active on an object he can see. Again, this does not help with powers that need to be activated (so a *ring of feather falling* may not show up since it is not active unless actually preventing a dangerous fall). As noted in the spell description, neither version of *arcane sight* allows true identification of magical items, but either can be used by clever characters to gain an idea of what powers are at work.

Identify: *Identify* reveals the magical properties of an item. The caster knows what its functions are, how they are activated and how many charges or uses are available. *Identify* is the simplest method of determining what a magic item is and how to

'Yes, and yes again,' said Bruinn Calden with grave confidence. 'I tell you am *quite* sure that it is a *wand of detect magic*. I have seen several such items and they are all constructed in such a manner. Test it if you will – upon my finger is a *ring of protection*. It will glow when you activate the wand.'

Vantor Neisse, sorcerer and occasional scholar, waggled the rune-covered baton in his hand for a moment, sucking his teeth thoughtfully. His bardic colleague was rarely wrong about magic items, but this time... Vantor was not quite sure. After a long moment, he pointed the wand not quite at the bard and spoke the trigger phrase.

A blinding flash leaped from the baton, flaring across the camp to strike a low tree on the far side. Gordan Broadaxe's tent burst into flame as the lightning bolt seared by. Darney Fleece responded (as he did to everything else) by diving into the undergrowth and disappearing. There were yells of panic from the halfling twins they had hired as guides, as Broadaxe emerged from the holocaust. The huge warrior was slapping at his smouldering breeks with one hand and brandishing his famous axe in the other.

Vantor faced his old friend across the trail of scorched moorland grass, waggling the baton again. He sucked his teeth some more. Finally, he spoke in a tone of grave sarcasm. 'Yonder tree... yes, the one with the unseasonal corona of flames. It is perhaps a source of powerful magic? Powerful enough to have had an unusual effect on my newly-acquired *wand of detect magic*?'

Bruinn had the good grace to look at least slightly contrite as he surveyed the damage and pondered on what might have befallen him – and what still might if they could not calm Broadaxe down. 'It is remotely possible that I was mistaken...' he said with a weak smile.

'So it seems,' Vantor replied, slipping the *wand of lightning bolts* carefully back into his belt. 'Now; you will no doubt have observed that Gordan Broadaxe is approaching at some speed with the intention of, ah, discussing the incident with us. In your wisdom, my dear bard, would you advocate explanation or abject flight?'

'His breeks are still on fire,' Bruinn observed sagely. 'I therefore conclude that we should flee.'

His sorcerous colleague was too busy running to answer.

use it. However, the material component is rather expensive and may not be readily available, and the spell does not work on artefacts. It may be that certain very unusual magical items are constructed in such a way as to fool *identify* spells, concealing some of their powers behind a façade of minor ones, or by having an embedded Enchantment remain dormant until triggered.

Detective Work and Experimentation

If magical identification is not available, or is considered too expensive, then the players might decide to do a little detective work, trying to discern the function of an item from its construction, decoration and reputation.

The construction or decoration of an item may give clues to its powers. For example, a *rod of cancellation* is likely to be unadorned and coloured a dull black or dark grey. Any decoration will be faint; perhaps a delicate tracery of almost invisible silver lines swirling away into nothingness. On the other hand, a *staff of fire* is constructed from bronzewood and brass, and likely decorated with flame patterns.

Inscriptions on an item often give clues. Often this is in the form of a name or dedication. A sword named Executioner might be a *vorpal* blade or it may be a very pretentious +2 *longsword*. An inscription may be a command word to activate a special power, or a clue as to that word. It might simply be a dedication (e.g. 'death to mine enemies') or the signature marks of the maker. It is even possible that a quirky artificer may have inscribed the weapon in runic dwarvish with 'this end towards enemy' on the blade. However, as a rule inscriptions are usually connected with the power of an item.

Determining the exact powers of an item can be a dangerous business. A library referencing similar items may give clues and the nature of the item or its inscriptions may be strong hints. At some point, though, experimentation will have to take place. In the case of rods, wands and staffs this can be very dangerous. Even without the possibility of encountering a cursed or booby-trapped item, accidental activation, or activation of a power different to the expected one can be – at the very least – an interesting experience.

Experimentation with an item can be quite a simple process. The direct route is to say the command word (if it is known) and see what happens, or to set up circumstances where the item's suspected power would be activated. This can be dangerous and/or comical, with characters jumping out of trees shouting arcane words (or curses...) at a suspected *ring of feather falling* or stomping around in suspected *boots of elvenkind*.


It may be possible to gain an indication of an item's powers without fully activating it. A character bounding about and leaping over small bushes may feel light and 'almost as if he could fly' as a result of his *winged boots*, even though he does not know yet how to activate them. Some items are more all-or-nothing, however. Rods, wands and staffs, for example, need to be used to 'prove' them. This means that at some point the user is going to have to expend a charge to try out the item. Not wanting to waste that charge, the player may choose to wait for a suitable moment. This can be hazardous, since mid-combat is definitely not the best time to discover that the wand you just pointed at an embattled ally is not, in fact, a *wand of mirror image* after all...

Eventually, the Games Master should reveal what an item is, if only for the sake of his own sanity. It can be a pain to keep mentally adding weapon pluses or referring to an item as 'that bronze ring you found'. One reason the game rules categorise magic items is to make things simple and easy, so it is better to have just a small number of items remaining mysterious at any given time.

It is possible that a character might accidentally activate a special power. For example, in the middle of a really horrific battle, the sword that Hadran the Bold is using may suddenly burst into flame. Hadran has not deliberately triggered the flame power, but the weapon's magic senses his intent to win or die and is triggered by his fiery desperation. Assuming that the startled warrior does not drop the sword in surprise, he now knows its real nature and can use the flame power upon command thereafter.

Alternatively, a player may become certain that he knows what a given item is, and start referring to it by its 'correct' item name. If he is right, there is no problem. In the case where the item has been misidentified, the Games Master should not correct





the player's misapprehension, but should take pains to remember that the item is not what its user thinks it is. At some point, this player is going to get quite a surprise...

Sometimes an item may be partially identified. For example what a character thinks is a *+1 breastplate* may in fact also have *spell resistance* powers, unknown to the player. Like bonus pluses, such powers will eventually become apparent and the player will realise that there is more to this piece of armour than he thought. The Games Master should try to conceal extra powers that a player has not guessed about from him until such time as the penny drops.

Determining exactly 'plus what' a weapon or piece of armour grants can be difficult to determine. A character wielding an enhanced sword would eventually realise that it was special, or perhaps very special, but of course would not know that the weapon grants exactly 10% greater chance of landing a telling blow. However, for the sake of sanity and ease of play, a character can be allowed to determine the exact bonus granted by an item after a period of experimentation and some use 'in the field'. The player can now record it as a *+2 shortsword* while the character would simply know that his weapon is definitely enhanced but not to an amazing degree.

Magical items may spark new adventures as characters realise what they have found and set out to deal with a foe that could not previously be defeated, or seek out the sage who can teach them how to gain access to the item's full powers. Experimentation with newly found magic items can produce moments of light relief in an otherwise rather 'heavy' campaign setting. It can also, from time to time, be highly dangerous.

TYPES OF MAGIC ITEMS

Magic items come in many shapes and forms. Some are unique, but most fall into general categories. These categories are often defined by the function of the item. A magical weapon must (in *almost* all cases) actually be a weapon, while a spell written down must be written on something suitable; for example, a book or scroll. Some items are in effect enhanced versions of a mundane device (such as a *+1 shield*) and must have the form of the mundane device. Others have no mundane equivalent but

exist to grant a magical capability (for example, a *ring of feather falling*). In this case, the form of the item is not critical to its effect. *Boots of feather falling* might be possible, or a cloak, or a talisman. The ring form is simply a convenient means to keep the item where it can be used.

Some items combine enhanced function and magical capability. A *mace of terror* is such an item. The mace form is necessary for enhanced combat value, while the terror-inspiring illusion power could have been placed on another item such as a cloak, mask or helm. It is the combination of enhancement and special power that makes a *mace of terror* the truly special item it is.

Magic items are divided into several general categories, according to their form and use: armour, weapons, potions, rings, rods, scrolls, staves, 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: artefacts. Artefacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armour and Shields: Magic armour (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armour Class. For example, a *breastplate of command* does more than confer a +2 bonus to Armour Class. The wearer also gains a special power – in this case, a +2 competence bonus to Charisma checks and Leadership, plus enhanced morale among the troops he commands.

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. For example, a *rapier of puncturing* functions as a +2 *rapier* in enhancing attack and damage rolls, but also can make special attacks three times per day to drain Constitution.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker. The taste and characteristics of the potion may be linked to its effect. For example, a *potion of bull's strength* might be a foul, rancid-smelling liquid contained in a hide drinking bag, while a *potion of cure light wounds* could be a fresh, citrus-fragranced liquid contained in a durable but decorative glass bottle.

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, but not always, a constant effect that affects the wearer). A *ring of x-ray vision* allows the user to see through solid objects upon command. A *ring of protection* constantly grants a bonus to Armour Class, while a *ring of feather falling* is continually in effect but activates its Enchantment only when a character begins a dangerous fall.

Rods: A rod is a sceptre-like item with a special power unlike that of any known spell. For example, a *rod of lordly might* can transform itself into a variety of useful objects including a range of magical weapons and a battering ram.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later. For example, a *scroll of fireball* allows the user to cast the *fireball* spell as if he had prepared the spell himself, but any level-based effects (e.g. damage) are based on the level of the scroll's creator rather than its user.

Staffs: A staff has a number of different (but often related) spell effects. For example, the diamond-tipped *staff of frost* allows use of three spells: *ice storm*, *wall of ice* and *cone of cold*, at a varying cost in charges. 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. For example, a *wand of magic missiles* allows multiple uses of the spell of that name. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Wondrous Items: These objects include magic jewellery, tools, books, clothing and much more. They range from useful but minor items such as an *amulet of health*, which grants a bonus to Constitution, to powerful devices such as an *instant fortress*, which allows an individual to carry a fortified refuge around with them.

Artefacts: Artefacts are extremely powerful items which may fit into one of the other categories but which are sufficiently extraordinary as to be set apart from 'common' magical items. For example, a *talisman of pure good* is an extremely powerful

item and would not be considered a wondrous item, even though it falls into that category. Since more than one such talisman exists, it is considered a minor artefact. Major artefacts include the *shield of the paladin*. There is only one such item, and its powers are considerable – it is certainly no mere piece of magical armour, even if its form is the same as other magical shields.

OPERATING MAGIC 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 is 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 cannot already cast the spell, there is a chance he will 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 is 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 spell list knows how to use a spell trigger item that stores that spell. This



is the case even for a character who cannot actually cast spells, such as a 3rd level paladin. The user must still determine what spell is stored in the item before he 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. Command words may be in dead or obscure languages. For example, a flaming sword forged to destroy a (now long-dead) clan of orcs might be triggered by the name of the target clan in their own dialect. Finding out this word might entail some lengthy research.

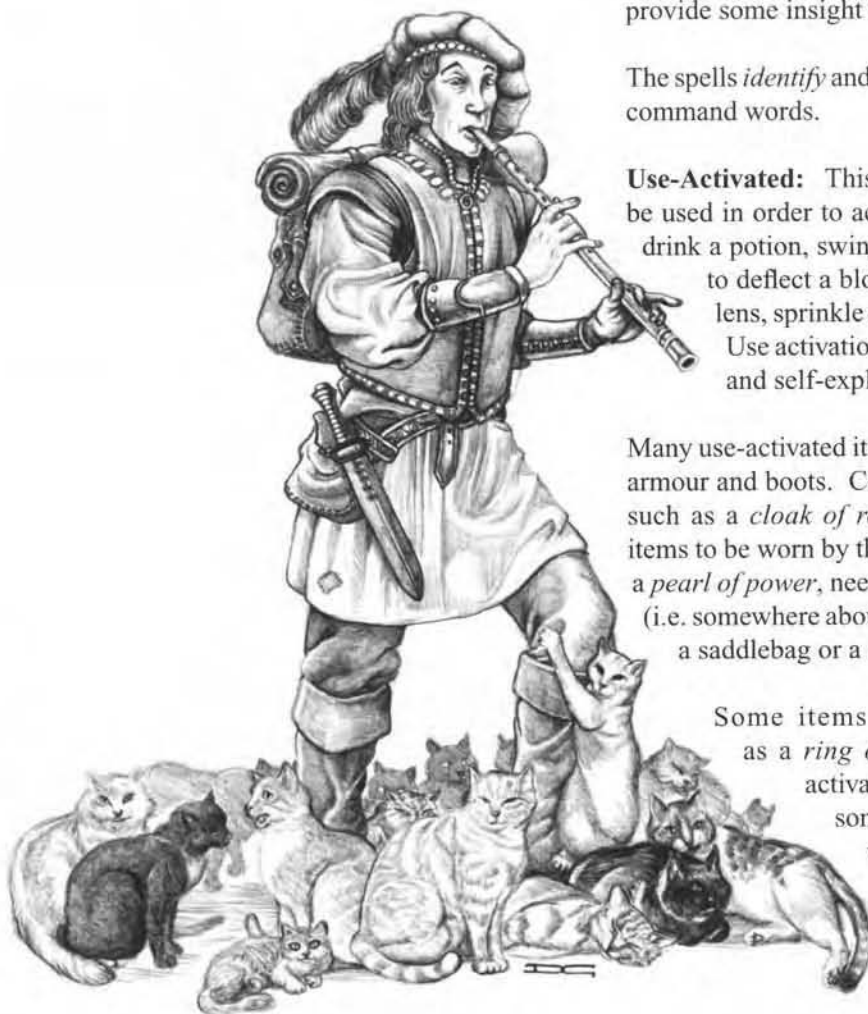
The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some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

The spells *identify* and *analyse 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 worn, such as cloaks, armour and boots. Continually functioning items, such as a *cloak of resistance* are almost always items to be worn by the user, though some, such as a *pearl of power*, need merely be in his possession (i.e. somewhere about his person, as opposed to in a saddlebag or a display cabinet back home).

Some items made for wearing, such as a *ring of invisibility*, 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.



A use-activated flute of animal attraction

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, such as running out of a threatened square while wearing magic boots. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. This is the case where a character must do something like drinking a potion or putting on a ring to activate the effect. If the item's activation is included in its use and takes no extra time (for example, stabbing someone with a magical dagger) then use-activation is not an action at all.

Use activation does not 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 as from drinking a potion or swinging a sword.

Overt vs. Covert Operation

Since players are usually on the same 'side' and cooperating in the course of an adventure, it does not matter very much if another player knows about a given character's magical equipment. The character may well be quite secretive about the use of his items, but this can be handled by good roleplaying.

Sometimes a player will want to conceal the fact that he has magical items from the other players, or they may not want others to know exactly what sort of items they have. In this case, use of magical items can be problematical. Passing notes to the Games Master is all very well, but it does alert others that something is happening.

An alternative is to use agreed phrases or figures of speech. These can be connected with the action required and may sound like normal, if exaggerated, statements of intention. For example, a player wanting to activate a *ring of invisibility* might say something like, 'Bruinn ducks into the shadows and becomes one. He's just not there anymore!' In this case, the player and Games Master have previously agreed that 'becoming a shadow' means activating the *invisibility* power.

Alternatively, the phrase may be wholly unconnected with the action or even misleading. For example, a player wanting to activate a *ring of x-ray vision* and get a look through the walls of the chamber the party is in might inform the Games Master that, 'Akait uses the brief stop to grab something to eat. Oh great! Iron rations again! He glares moodily at the walls and corners of the room while he's chewing, looking for anything interesting to take his mind off the taste...' In this case, the player has told the Games Master that he will use the word 'moody' or 'moodily' to mean 'with my x-ray power'. The rest of the statement is a cover.

It is probable that eventually the players will realise that something is going on, but that does not mean that their characters will. The reverse also applies. The Games Master may choose to allow characters Spot checks to notice that one of their number is acting oddly, or to connect a magical effect with one of the characters. It might be possible to get away with the deception for a long time in the case of quite subtle effects, though things like *lightning bolts* are rather harder to conceal.

USING MAGIC ITEMS

Characters may not be able to make use of every magic item they find. Non-spellcasters are most limited, of course. Characters lacking appropriate proficiencies for weapons and armour may not find them particularly useful. There are only so many *+1 daggers* a character can usefully have. However, the main factors in determining if a character can use a given item are: does it require spellcasting ability to use? Is it made for users much bigger or smaller than the character? Can the character physically fit the item somewhere about his person so it can be used?

Spellcasting ability is straightforward enough. For example, to use spell scrolls, you have to be able to cast spells and read magical script. Items that require a Spell Completion or Spell Trigger activation cannot be used by characters who do not have the appropriate spellcasting ability. Size and location are a little more complex.

Size

When an article of magic clothing or jewellery is discovered, most of the time size should not 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.

Armour and Weapon Sizes: Armour and weapons which 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).

Location – 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 is 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 armour on the body (over a vest, vestment, or shirt)
- † One belt around the waist (over a robe or suit of armour)
- † One cloak, cape or mantle around the shoulders (over a robe or suit of armour)
- † 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. For example, a character may only benefit from two magical rings – one on each hand. Adding a third may look good and be a convenient way to carry it around, but the character does not benefit from the third ring. This applies to other attempts to double-up magical items too. Adding a second magical cloak is a marvellous way to keep out the wind (or to trip over) but it will not grant any additional magical benefits.

Some items can be worn or carried without taking up space on a character's body. Examples include a *necklace of fireballs*. 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. For example, the DC to save against a 2nd level spell would be 10 + 2 (the level of the spell) + 1 (for needing at least 12 in the relevant attribute to be able to cast the spell) for a total DC of 13.

Staffs are the exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC. For example, if Willium the bard (Charisma 17) uses a *staff of charming* to cast *charm person*, the DC of the save will be 14 due to Willium's Charisma. The same staff used for the same purpose by Bou the wizard would have a save DC of 16 thanks to Bou's Intelligence of 18 and her Spell Focus (Enchantment) feat.

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 does not 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 non-magical 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). For example, a *lantern of revealing* with a caster level of 5 has a save bonus of 2 + 2 (half of 5, rounded down). This bonus is used for a Reflex save when caught in a *fireball*, a Fortitude save when attacked with *disintegrate*, and so forth.

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 non-magical items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

Destroying Magic Items

Some magic items are used up when they are employed, and others run out of charges after a time, becoming inert and non-magical. However, deliberately destroying magic items is a rather different proposition. As a rule, an item that is comprehensively smashed, melted, *disintegrated* or otherwise sundered into many tiny pieces, is gone for good. In addition, certain items (such as a *rod of cancellation*) exist to render magic items inert.

The Games Master may rule that magic lingers on in the fragments of a broken item. This is more likely in the case of powerful or famous items. Indeed, fantasy is full of tales where a broken item is reforged or remade, or is used to make a new item incorporating some elements of the old one. There are many adventure possibilities inherent in this idea.

It is up to the Games Master to decide if an item is destroyed beyond repair or is merely rendered inoperable. For example, a magical sword that is broken off at the hilt during a desperate fight is still a sword, albeit now in kit form. It should be

repairable (see notes on repair, below). If the pieces are separated, or the blade is totally shattered, then the weapon may not be simply repaired. Perhaps the now-famous hilt might be used to craft a new weapon, or the remaining fragments of the heroic blade melted down to make a holy symbol of an appropriate god. Whether this would give any special effects, or even be possible, is again a matter for the Games Master. If the Mythic System is in use, then perhaps it might.

Thus, although Durak the cleric's magical shield was cloven in two by a mighty axe blow, it is not destroyed. The staff of the wizard Vantra, incinerated by the red dragon he died battling, is gone for good.

There is rarely any discharge of magical energy when an item is destroyed; Gordan does not blow himself up when he breaks his magical axe fighting the berserker hordes of Eastwrath. Some items do relapse their energy, however. Certain staves are designed to release their energy in a retributive strike. Other items draw their power from captive energies and may discharge them upon destruction at the Games Master's option. This discharge could perhaps fuel a great magical ritual, or even be used in the creation of another item, but this is a delicate matter and should be carefully considered, even though it makes a great plot device.

To deliberately destroy an item, it must be either discharged or drained of its magic, or else completely destroyed. Note that magical items tend (by their nature) to be more resistant to destruction by, say, fire or acid than their mundane counterparts.

Destroying some items, such as artefacts, is virtually impossible.

Repairing Magical Items

Some magic items take damage over the course of an adventure. This is especially likely in the case of magical armour and shields. 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. Generally speaking, any item that is not totally destroyed can be rebuilt, even if some new parts have to be added. A sword missing its pommel could be easily repaired. One missing the middle two feet of its blade presents more of a

A staff made whole once more



challenge. As noted above under destroying items, it is up to the Games Master as to whether such a weapon could be reforged and remain magical, or whether its magic was lost with the blade.

OTHER CONSIDERATIONS

Some other special factors apply to magic items. Most notable are the possibility that the item may be intelligent or cursed (or both), and the number of charges or uses the item has left.

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. Intelligent items are not only rare and special but they also require more work on the part of Games Master and players, so they should be used sparingly in a game.

Intelligent items are dealt with in detail in Chapter 8: Special Items.

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.

Not all Games Masters wish to use cursed items in their games. For those that do, these items are dealt with in detail later.

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. For example, a *ring of three wishes* will have 1d3 wishes left. If it is necessary to divide any dice, round down, but there will always be a minimum of one charge remaining in an item.

Prices listed are always for newly created (i.e. fully charged) items – when an item is created, it is fully charged. For an item that becomes 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.

A wand with 20 charges, for example, is worth 20/50, or 40% of the value of a new wand with 50 charges. 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.

Items such as potions, arrows and sticks of incense are one-use, expendable items. They are often found in multiples, such as a flask with several doses of a *cure light wounds* potion, or a quiver with six *+1 arrows* contained within. Each dose, arrow, etc. can

be used once and then is expended. Prices are listed for a single item, so the cost of multiple items must be added together.

It makes sense to assume multiples of certain items. Thus if it is determined that in a random treasure hoard there are three minor magical items and the first is determined to be *incense of meditation* then the Games Master can assume that all three items are the same. This is of course optional but it does make for more logical treasure finds.

MAGIC ITEM DESCRIPTIONS

The items described in this book follow a common format for ease of understanding. Each general type of magic item is assigned a chapter within which it is given 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, do not 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 in the form of a phrase like 'strong Transmutation'. 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 his own caster level. For example, a 5th level wizard could scribe a *scroll of invisibility* at a caster level of 3 (giving the spell a duration of three minutes), 4 (duration four minutes) or 5 (duration five minutes) but not six since this exceeds the creator's level. For



A feather of flying

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 (e.g. a scroll) or one charge from a spell trigger item (e.g. a wand) 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 in order to supply all the necessary spells and other requirements.

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. It makes sense for the highest-level character to be the creator, but this is not mandatory. 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. For example, to create a *ring of three wishes* the prerequisites are 'Forge Ring, *wish* or *miracle*'. This means that either *wish* or *miracle* is required in addition to the Forge Ring feat.

† **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).

Magic Item Names

The names given to magic items generally reflect their type and function. Simple items that store spells (for example, potions and wands) are given simple names that indicate both form and function such as *wand of detect magic* or *potion of haste*. In the game world, they may have more evocative titles such as *Goodrek's aura locator* or *elixir of sublime celerity* if the Games Master thinks this is appropriate.

Giving simple items simple names serves as a shorthand to indicate their function and also sets them apart from more impressive items such as a *rod of lordly might* or *holy avenger sword*.

MAGIC ARMOUR AND SHIELDS

MAGIC ARMOUR

Magic armour is normally an enhanced version of a standard armour type such as chainmail or leather. Although some items exist that give the equivalent of armour without the form, these are more properly considered wondrous items than magic armour.

Magic armour protects the wearer to a greater extent than non-magical armour. Magic armour bonuses are enhancement bonuses, never rise above +5, and stack with regular armour bonuses (and with shield and magic shield enhancement bonuses). All magic armour is also masterwork armour, reducing armour check penalties by one.

In addition to an enhancement bonus, armour 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 armour cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armour with a special ability must have at least a +1 enhancement bonus.

A suit of armour 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 such as adamantite or mithral.

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

Armour for Unusual Creatures: The cost of armour for non-humanoid 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 SHIELDS

Shield enhancement bonuses stack with armour enhancement bonuses. For example, a +1 *heavy steel shield* and +1 *chainmail* stack for a total bonus of +9 to AC. 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). It is possible to construct a shield that could be used 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. Thus a +1 *buckler* that incorporated +1 *shield spikes* would cost 3,475 gp (15 gp for the basic buckler, 150 gp to make it masterwork, 1,000 gp for the +1 bonus to AC, 10 gp for the spikes, 300 gp to make the spikes masterwork, and 2,000 gp to make the spikes a +1 weapon).

As with armour, 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



Magic armour keeps this warrior alive in battle against the odds...

2 to a shield's hardness and +10 to its hit points. Thus a +3 *heavy steel shield* has hardness 16 and 50 hit points.

CREATING AND USING MAGIC ARMOUR AND SHIELDS

Caster Level for Armour and Shields: The caster level of a magic shield or magic armour 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.

Activation: Usually a character benefits from magic armour and shields in exactly the way a character benefits from non-magical armour and shields – by wearing them and placing them in the way of blows. If armour 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).

Magic Armour and Shield Special Ability Descriptions

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

Acid Resistance: A suit of armour or a shield with this property normally has a dull grey appearance. The armour absorbs the first ten 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 Armour, *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 Armour, *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 Armour, *resist energy*; Price +66,000 gp.

Animated: Upon command, an *animated shield* floats within two feet of the wielder, protecting him as if he were using it himself but freeing up both his 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 armour check penalty, arcane spell failure chance, and non-proficiency.

Strong Transmutation; CL 12th; Craft Magic Arms and Armour, *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 five 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 Armour, *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 Reflex save (DC 20). 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 does not count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, cannot be deflected.

Faint Abjuration; CL 5th; Craft Magic Arms and Armour, *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 Armour, *bull's strength*; Price +1 bonus.

Bashing, Improved: A character can command an *improved bashing shield* to fly out of his hands and bash a target up to 30 feet away and return at the end of the round. The character makes a normal attack roll and the shield inflicts its normal damage



Armour of cold resistance has a slight bluish tinge to it

upon a successful strike. Also, if the wielder uses the shield to make a normal bashing attack, he does not lose its shield bonus to AC and attacks as if he had the Two-Weapon Fighting feat for purposes of resolving the off-hand shield bash attack. In both cases, the shield is considered as a weapon with the same enhancement bonus to attack that it provides to AC.

Moderate Transmutation; CL 11th; Craft Magic Arms and Armour, *animate objects*; Price +2 bonus.

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

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

Boosting: A suit of armour with this special ability can improve its wearer's ability to attack, at the cost of defensive effectiveness. The wearer can add some or all of the armour's enhancement bonus as a bonus to his attack rolls that stacks with all others. As a free action, the wearer chooses how to allocate the armour's enhancement bonus at the start of his turn, before taking any other actions. The bonus to attack rolls applies until the start of his next turn. Points of enhancement to attack rolls do not count towards the wearer's Armour Class.

Moderate Transmutation; CL 8th; Craft Magic Arms and Armour, *mage armour, true strike*; Price +2 bonus.

Cold Resistance: A suit of armour or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armour absorbs the first ten 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 Armour, *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 Armour, *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 Armour, *resist energy*; Price +66,000 gp.

Corrosive Aura: A suit of armour or shield enchanted with this ability appears rusty and stained, with a few wart-like protuberances across its surface. Any creature striking the wearer of this armour with a melee attack is splashed with acid from the bursting protuberances and suffers 1d4 points of acid damage without a saving throw, plus another 1d4 points of acid damage the following round unless the acid is neutralised. The acid deals no damage to the wearer and he may suppress the effect at will.

Moderate Conjunction; CL 11th; Craft Magic Arms and Armour, *acid fog*; Price +2 bonus.

Cover: A shield with this Enchantment is actually larger than it appears, as it generates an invisible force effect around its edges. A *cover shield* provides its shield bonus to Reflex saves as well as to AC, but only from the shield's facing.

Moderate Evocation; CL 7th; Craft Magic Arms and Armour, *wall of force*; Price +1 bonus.

Cunning: Upon donning *cunning armour*, the character's wits speed up suddenly. While he is wearing the armour, the character gains an enhancement bonus to his Intelligence-based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *fox's cunning*; Price +1 bonus.

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

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

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

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

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

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

Enduring: Upon donning *enduring armour*, the character's body is infused with a sudden rush of stamina. While he is wearing the armour, the character gains an enhancement bonus to his Constitution-based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *bear's endurance*; Price +1 bonus.

Etherealness: On command, this ability allows the wearer of the armour 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 Armour, *ethereal jaunt*; Price +49,000 gp.

Fire Resistance: A suit of armour with this ability normally has a reddish hue and often is decorated with a draconic motif. The armour absorbs the first ten 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 Armour, *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 Armour, *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 Armour, *resist energy*; Price +66,000 gp.

Flaming Aura: A suit of armour or shield enchanted with this ability appears wreathed in flames that dance across its surface. Any creature striking the wearer of this armour with a melee attack suffers 1d6 points of fire damage without a saving throw. The flames deal no damage to the wearer and he may suppress the effect at will.

Moderate Evocation; CL 7th; Craft Magic Arms and Armour, *fire shield (warm)*; Price +2 bonus.

Force Aura: A suit of armour or shield enchanted with this ability hums lightly and light distorts faintly an inch away from the wearer. The item's armour or shield bonuses are converted to deflection bonuses so that spells and magic items which provide an armour or shield bonus stack with the *force aura* armour bonus, and it protects him from the attacks of incorporeal creatures, force effects such as *magic missile* and applies against touch attacks.

Moderate Evocation; CL 7th; Craft Magic Arms and Armour, *resilient sphere*; Price +2 bonus.

Fortification: This suit of armour 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 Armour, *limited wish* or *miracle*; Price varies (see above).

Frightening: A suit of armour or shield with this enhancement is dreadful to look upon. While worn or carried, the armour or shield grants a +5 competence bonus to Intimidate skill checks.

Faint Enchantment; CL 5th; Craft Magic Arms and Armour, *cause fear*; Price +3,700 gp.

Frightening, Improved: As *frightening* but the armour or shield grants a +10 competence bonus to Intimidate skill checks.

Moderate Enchantment; CL 10th; Craft Arms and Armour, *cause fear*; Price +15,000 gp.

Frightening, Greater: As *frightening* but the armour or shield grants a +15 competence bonus to Intimidate skill checks.

Moderate Enchantment; CL 15th; Craft Arms and Armour, *cause fear*; Price +33,750 gp.

Ghost Touch: This armour or shield seems almost translucent. Both its enhancement bonus and its armour 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 armour 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 Armour, *ethereality*; Price +3 bonus.

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

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

Graceful: Upon donning *graceful armour*, the character's limbs are infused with sudden nimbleness. While he is wearing the armour, the character gains an enhancement bonus to his Dexterity-based skills equal to the armour's enhancement bonus. The armour's normal maximum Dexterity bonus applies. Shields may not be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *cat's grace*; Price +1 bonus.

A female paladin wearing graceful armour



Icy Aura: A suit of armour or shield enchanted with this ability appears covered with frost and the temperature drops around the character. Any creature striking the wearer of this armour with a melee attack suffers 1d6 points of cold damage without a saving throw. The cold deals no damage to the wearer and he may suppress the effect at will.

Moderate Evocation; CL 7th; Craft Magic Arms and Armour, *fire shield (chill)*; Price +2 bonus.

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

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

Kinetic: A shield with this enhancement can absorb almost all the force of a blunt impact. While in hand,

it provides the bearer with damage reduction 5/energy, slashing or piercing, making the wielder very hard to hurt with bludgeoning attacks. As a side effect of the magic used to cushion impacts, *kinetic shields* cannot inflict damage, making shield bashes completely ineffective.

Moderate Abjuration; CL 9th; Craft Arms and Armour, *shield*, *feather fall*; Price +2 bonus.

Magnetic: The user of a suit of *magnetic armour* or a *magnetic shield* can utter a command word to activate the item's power. While active, the armour or shield emits a low hum and small arcs of lightning travel across its surface. Any metal weapon that strikes the character is immediately attracted to the item's surface, allowing him to make a free disarm attempt that does not provoke an attack of opportunity and with a +2 bonus to the opposed attack roll. Light and medium armour as well as bucklers, light and heavy shields all count as a one-handed weapon for the disarm attempt, while heavy armour and tower shields count as two-handed weapons. Only metal armour and shields may be enchanted with this ability. As an unexpected side effect, *magnetic armour* negates *shocking grasp*'s +5 bonus to attack metal armour.

Faint Abjuration and Evocation; CL 3rd; Craft Magic Arms and Armour, *shocking grasp*, *shield*; Price +2 bonus.

Manoeuvrability: A suit of armour with this Enchantment gives its wearer an unexpected advantage in combat, for he adds five feet to the step he is allowed as part of a full-round action. This movement stacks with other increases to the tactical five-foot step allowed by other magic, abilities and feats. Shields may not be enchanted with this ability, except tower shields.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *expeditious retreat*; Price +1 bonus.

Nimble: While most armour restricts the wearer's agility, armour enchanted with this special ability actually increases its wearer's ability to roll, dive, tuck and tumble. The magic of the armour

provides a +5 competence bonus to its wearer's Tumble checks. Normal armour check penalties still apply.

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *cat's grace*; Price +3,700 gp.

Nimble, Improved: As with *nimble*, but the magic of the armour provides a +10 competence bonus to its wearer's Tumble checks. Normal armour check penalties still apply.

Moderate Transmutation; CL 10th; Craft Magic Arms and Armour, *cat's grace*; Price +15,000 gp.

Nimble, Greater: As with *nimble*, but the magic of the armour provides a +15 competence bonus to its wearer's Tumble checks. Normal armour check penalties still apply.

Moderate Transmutation; CL 15th; Craft Magic Arms and Armour, *cat's grace*; Price +33,750 gp.

Poisonous: This armour or shield has an oily appearance and a slightly greenish cast and is more a vindictive measure than a really protective one. Natural and unarmed attacks that successfully strike the wearer or miss by equal to or less than the item's armour or shield bonus come in contact with a poisonous substance. They must make a Fortitude save (DC 15 if the item is found, DC 10 + 1/2 crafter's level + crafter's Wis modifier if it is created) or suffer 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage one minute later.

Moderate Necromancy; CL 7th; Craft Magic Arms and Armour, *poison*; Price +2 bonus.

Pushing: A *pushing shield* is capable of hurling enemies back quite a distance. When making a shield bash attack, the wielding character may elect to make a bull rush attack that does not provoke an attack of opportunity, in addition to the bashing damage. The shield grants a +2 bonus in addition to its enhancement

bonus to the opposed Strength check to resolve the bull rush, which stacks with the bonus provided by the Improved Bull Rush feat. If the wielder of the *pushing shield* wins the opposed check, the target is pushed back five feet for every five points the attacker's check result is greater than the defender's.

Moderate Transmutation; CL 9th; Craft Magic Arms and Armour, *bull's strength*, *telekinesis*; Price +2 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 Armour, *spell turning*; Price +5 bonus.



A lightly-armed fighter with nimble leather armour

Refracting: A suit of armour or shield with this enhancement traps and absorbs ambient light. Once per day, it can be called upon to unleash that light in a 20-foot radius burst around the wearer, a burst which deals 5d4 points of damage. Undead suffer double damage from the sunburst. In addition, the wearer or bearer gains a circumstance bonus to saving throws against light-based spells or spell-like effects (like the spell *sunburst*) equal to the item's enhancement bonus to Armour Class. Only metal armour and shields can bear this special ability.

Strong Evocation; CL 15th; Craft Magic Arms and Armour, *sunbeam* or *sunburst*; Price +3 bonus.

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

Faint Illusion; CL 5th; Craft Magic Arms and Armour, *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 Armour, *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 Armour, *invisibility*; Price +33,750 gp.

Shocking Aura: A suit of armour or shield enchanted with this ability appears surrounded by dancing arcs of electricity that crackle incessantly. Any creature striking the wearer of this armour with a melee attack suffers 1d6 points of electrical damage without a saving throw; if there is a second enemy within 30 feet of the attacker, an arc of lightning jumps from the attacker to the secondary target, dealing the same amount of damage the first target suffered. The lightning deals no damage to the wearer and he may suppress the effect at will.

Moderate Evocation; CL 11th; Craft Magic Arms and Armour, *chain lightning*; Price +2 bonus.

Silent Moves: This armour 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 armour's armour check penalty still applies normally.

Faint Illusion; CL 5th; Craft Magic Arms and Armour, *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 Armour, *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 Armour, *silence*; Price +33,750 gp.

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

Faint Conjuration; CL 4th; Craft Magic Arms and Armour, *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 Armour, *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 Armour, *grease*; Price +33,750 gp.

Sonic Resistance: A suit of armour or a shield with this property normally has a glistening appearance. The armour absorbs the first ten 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 Armour, *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 Armour, *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 Armour, *resist energy*; Price +66,000 gp.

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

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

Spring Heel: This specially crafted armour has reinforced and spell-enhanced greaves and foot protection, which grant a +5 competence bonus to all Jump checks. Normal armour check penalties still apply.

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *jump*; Price +3,700 gp.

Spring Heel, Improved: As with *spring heel*, but the magic of the armour provides a +10 competence bonus to its wearer's Jump checks. Normal armour check penalties still apply.

Moderate Transmutation; CL 10th; Craft Magic Arms and Armour, *jump*; Price +15,000 gp.

Spring Heel, Greater: As with *spring heel*, but the magic of the armour provides a +15 competence bonus to its wearer's Jump checks. Normal armour check penalties still apply.

Moderate Transmutation; CL 15th; Craft Magic Arms and Armour, *jump*; Price +33,750 gp.

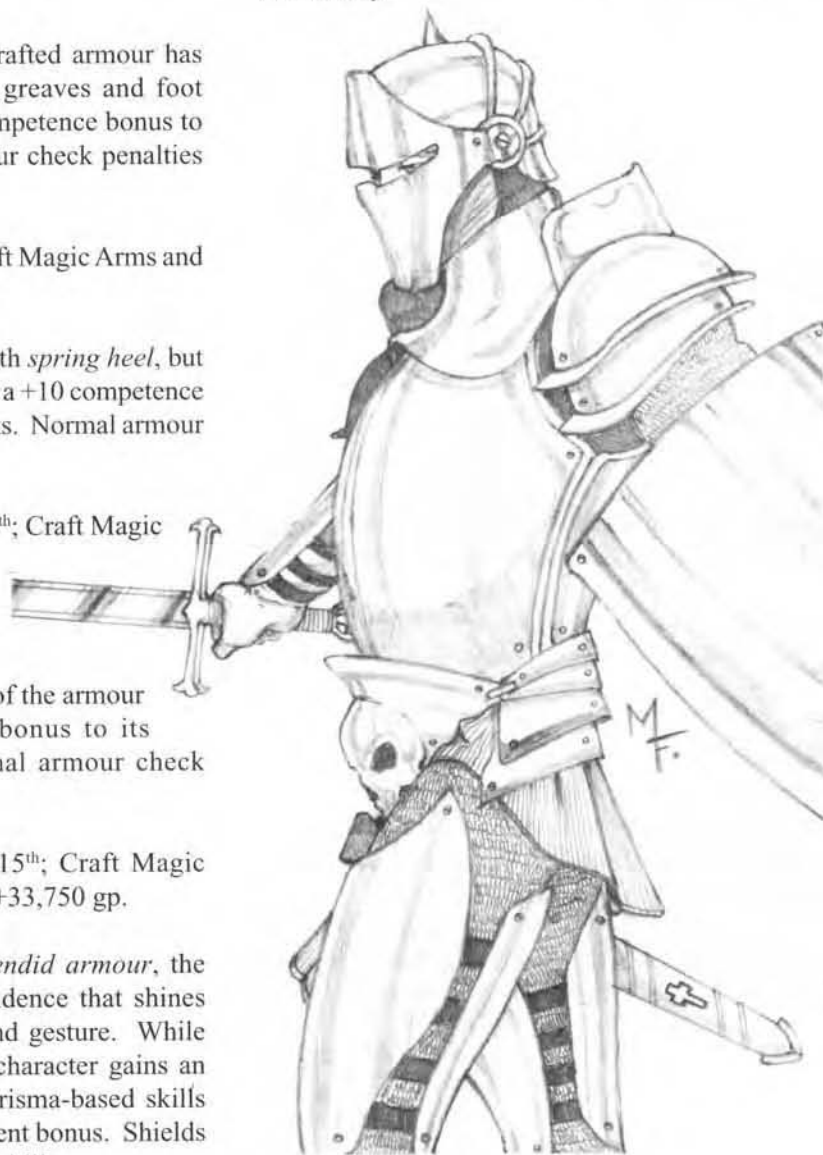
Splendid: Upon donning *splendid armour*, the character gains great self-confidence that shines through his every movement and gesture. While he is wearing the armour, the character gains an enhancement bonus to his Charisma-based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *eagle's splendour*; Price +1 bonus.

Strong: Upon donning *strong armour*, the character is infused with a sudden rush of strength. While he is wearing the armour, the character gains an enhancement bonus to his Strength-based skill checks equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *bull's strength*; Price +1 bonus.

Tactical: When this armour is donned, the wearer gains a great tactical advantage over his enemies; his speed increases by five feet. He increases his dodge bonus when fighting defensively by one point and only takes -3 penalty to attack rolls when fighting defensively.



Splendid armour

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *haste*; Price +2 bonus.

Thundering: A suit of armour or shield enchanted with this ability looks no different from its normal counterpart except for the strange sounds it makes when the wearer moves. Any creature striking the wearer of this armour with a melee attack causes a booming noise to bounce back and suffers 1d4 points of sonic damage without a saving throw. The attacker must make a Will saving throw (DC 14) or be deafened for 1d4 rounds. The sound deals no damage to the wearer or its equipment and he may suppress the effect at will.

Moderate Evocation; CL 7th; Craft Magic Arms and Armour, *shout*; Price +2 bonus.

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

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

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

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

Wise: Upon donning *wise armour*, the character's awareness of his surroundings heightens considerably. While he is wearing the armour, the character gains an enhancement bonus to his Wisdom based skills equal to the armour's enhancement bonus. Shields may not be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *owl's wisdom*; Price +1 bonus.

NON-MAGICAL CONSTRUCTION TECHNIQUES

Magical (and sometimes non-magical) armour is often enhanced by special design or construction techniques. While not actually magical, these processes can enhance armour to give magic-like benefits. Most of these techniques are closely guarded dwarven secrets, though other races (e.g. drow and gnomes) may have their own special construction methods.

Costs and bonuses are summarised in the Armour Enhancement Costs table at the end of this chapter.

Articulation: The dwarven smith Akzurik discovered methods for more evenly distributing the weight of armour across the shoulders and around the hips of the wearer while also improving the armour's flexibility. Articulated armour is considered one category lighter for purposes of determining movement rates, skill check penalties, or the use of special abilities.

Bladeshatter Plate: The armour plates of this battle suit form sharp angles, which can chip or even shatter a sword or knife blade when it strikes them at the proper angle. The unique form of the plates does not affect axes, hammers or other weapons. When an attack roll made by a sword or other long-bladed weapon fails by more than ten, the weapon used in the attack suffers 1d8 hit points of damage, which bypasses the hardness rating of the weapon. Note that magical weapons with an enhancement bonus are unaffected by bladeshatter plate unless the armour has an equal or greater enhancement bonus.

Chitinous Armour: Crafted from the specially treated shells of giant spiders, boulder beetles and various oversized insects, this armour provides decent physical protection to its wearer, but excellent protection against missile attacks thanks to its naturally rounded shape and smooth exterior.

Climbing Armour: Lightweight and covered with an assortment of hooks, carabineers and tough leather loops, this armour is designed to assist the wearer in his climbing attempts. Unfortunately, the very design which allows the wearer to clamber up

sheer surfaces also makes it more difficult for him to manoeuvre when not climbing. Anyone wearing climbing armour receives a +2 circumstance bonus to any Climb checks.

Reinforcement: While armour is meant to turn aside weapons, there are times when even the best suit of armour is not able to protect the wearer from the full brunt of a blow. Reinforced armour is designed to shield the wearer from critical hits, effectively increasing the protection it offers by +5 for purposes of thwarting conversion of threatening hits into critical strikes. Thus, a character with an Armour Class of 15 has an Armour Class of 20 when attackers attempt to convert a threat into a critical hit.

Retardant Armour: Made of leather or hide, the process to cure the raw materials contains a special alchemical solution that serves as a retardant for the effects of fire, acid or electricity (only one type per armour). When wearing retardant armour, a character gains a +1 alchemical bonus to saves against the specified damage type, plus a resistance equal to the armour bonus. The character subtracts the resistance score from the final damage in that round coming from that energy type.

Wire Armour: Rather than craft armour from rows of linked chains or overlapping plates, some dwarven smiths braid (or even, sometimes, knit) their armour from lengths of steel wire. The armour provides excellent protection from slashing and piercing attacks but is unable to shield the wearer from bludgeoning attacks, which simply indent the armour to harm the flesh underneath.

Wizard's Armour: An enhancement that may be added to an existing type of armour rather than a class of protective gear of its own, wizard's armour is created by taking a typical armour design and modifying it to allow for greater freedom of movement and improved ability to complete arcane spell gestures without interference. An existing suit of armour may not be modified in this manner. Instead, wizard's armour must be created from scratch. To calculate the cost and effectiveness of wizard's armour, select a base armour type, such as chainmail, and determine the cost and stats of a masterwork version. Then, increase the cost by 200 gp, decrease its armour bonus by two, drop its weight by five pounds, and reduce its arcane spell failure chance by 10%. A suit of wizard's armour is

considered to be the same armour type as its original armour. For example, wizard's chainmail counts as medium armour.

Woven Spidersilk: This rare armour is fashioned of woven layers of silk taken from the webs of giant spiders. When properly treated, lacquered, and reinforced with small steel plates, this armour provides excellent protection and flexibility but is also very heavy.

SPECIFIC ARMOURS

The following specific suits of armour are usually pre-constructed with exactly the qualities described here.

Adamantine Breastplate: This non-magical breastplate is made of adamantine, giving its wearer damage reduction of 2/–.

No aura (non-magical); Price 10,200 gp.

Ankheg Hide: This hide armour is built up from select pieces of an ankheg's thick chitinous shell. The armour provides a +5 armour bonus and provides the wearer with acid resistance 5.

No aura (non-magical); Price 6,750 gp.

Armour of the Arcane: This armour functions as full plate in all respects except it has a 0% chance of arcane spell failure.

Faint varied; CL 5th; Craft Magic Arms and Armour; Price 10,000 gp.

Armour of the Mists: This dull grey +2 *silent moves breastplate* has an additional effect. Once per day, the wearer may utter one of two command words to activate its powers. One of the words releases a bank of fog surrounding the armour in a 20-foot radius and lasting half an hour, including up and down; the fog obscures all sight, including darkvision, beyond five feet. A creature within five feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance and the attacker cannot use sight to locate the target). The second command word actually transforms the wearer into mist as per the *gaseous form* spell as if cast by a 5th level sorcerer. If the wearer becomes mist while inside the cloud of fog generated by the armour, he



moves at double the listed speed and the bank of fog moves with him.

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *fog cloud*, *gaseous form*; Price 16,350 gp; Cost 8,350 gp + 627 XP.

Armour of the Ram: This is a suit of rugged +2 *hide armour*, which comes complete with a ram's skull and horns for a helmet. Its Enchantment works continuously so that, when the wearer performs a charge, he does not suffer the -2 penalty to Armour Class. In addition, he gains a +4 bonus to bull rush and overrun attempts.

Moderate Transmutation; CL 6th; Craft Magic Arms and Armour, *bull's strength*, *cat's grace*; Price 28,165 gp; Cost 14,165 gp + 1,120 XP.

Armour of Wings: This seemingly complicated leather harness fits snugly on any humanoid creature. It has a compact set of folded wires and metal spines that do not budge under any circumstance and do not impede the wearer's movements. A command word causes the contraption at the back to unfold, revealing a set of wings made from a translucent fabric held by the wire and spine framework. These wings grant the wearer a flight speed equal to his base walking speed and an average manoeuvrability. A second command word causes the wings to fold back into the first mode. The *armour of wings* acts as +4 *leather armour*.

Strong Transmutation; CL 12th; Craft Magic Arms and Armour, *overland flight*; Price 124,160 gp; Cost 62,160 gp + 4,960 XP.

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

Strong Enchantment; CL 12th; Craft Magic Arms and Armour, *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 armour 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 wearer become braver than normal; for example, they will be more willing to engage a dangerous enemy. Since the effect arises in great part from the distinctiveness of the armour, the wearer cannot hide or conceal himself in any way and still have the effect function.

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

Breastplate of the Necrotic Grasp: A typically unpleasant drow invention, this breastplate is composed of the ribcage of a large creature and the



Breastplate of command

arm bones and sinews of a smaller creature. Both sets of bones are enchanted to create a gruesome but highly effective piece of armour for drow warriors. Once per round (during combat) the *breastplate of the necrotic grasp* reaches out and makes a touch attack against a creature adjacent to the wearer. The *breastplate* has an attack bonus of +10; if the *breastplate* succeeds in its touch attack, it casts the *ghoul touch* spell on its target (Fortitude save at DC 15 to resist). The *breastplate of the necrotic grasp* is otherwise treated as a *breastplate +1* for its protective qualities.

Moderate Necromancy; CL 9th; Craft Arms and Armour, *ghoul touch*, *animate dead*; Price 45,000 gp.

Celestial Armour: 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 armour check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armour, weighs 20 pounds and allows the wearer to use *fly* on command (as the spell) once per day.

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

Dwarf-Skull Helm: These helms are made by drow, by treating the skull of a dwarf with a variety of alchemical solutions that make the bones more pliable so that they can be worked into the proper shape. When worn, the helm provides the wearer with a +2 insight bonus to all Craft checks related to stone or metal, all Appraise checks related to rare or exotic items, and a +2 natural bonus to all saves against spells, spell-like effects, or poisons.

Moderate varied; CL 10th; Craft Wondrous Item, *neutralise poison*, *speak with dead*, *spell immunity*; Price 5,500 gp; Weight 2 lb.

Demon Armour: This suit of full plate armour 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 he had been struck by a *contagion* spell (Fortitude save

at DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The 'claws' are built into the armour's vambraces and gauntlets.

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

Strong Necromancy [evil]; CL 13th; Craft Magic Arms and Armour, *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 (non-magical); Price 3,300 gp.

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

No aura (non-magical); 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 armour has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4 and an armour check penalty of -2. It is considered light armour and weighs 20 pounds.

No aura (non-magical); Price 4,150 gp.

Full Plate of Readiness: When found, this armour is merely a couple of bracers, greaves and shoulder guards that grant a +2 armour bonus to AC plus a +1 enhancement bonus, weighs 15 pounds, has a 5% chance of arcane spell failure and no armour check penalty. When the command word is spoken, liquid metal flows out from the parts and forms +3 *mithral full plate*. A second command word retracts the armour. It takes a move action for the armour to fully deploy or retract.

Moderate Transmutation; CL 9th; Craft Magic Arms and Armour, *fabricate*; Price 175,650 gp; Cost 88,650 gp + 6,192 XP.



Jack's Costume: The armour of this strange, semi-mythical figure explains a lot of his supernatural abilities. It functions as *+1 nimble, improved spring heel padded armour*, but also grants the wearer the ability to cause his eyes to glow a fiery red once per day. This effect lasts for five rounds, during which the wearer may make one gaze attack as a free action every round. All those affected by this mind-affecting gaze attack must make a Will save (DC 14) or cower for 1d4 rounds.

Moderate Transmutation; CL 12th; Craft Magic Arms and Armour, *cat's grace, fear, jump*; Price 22,855 gp + 700 XP.

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

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

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *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 creatures. The armour has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6 and no armour check penalty. It is considered light armour and weighs ten pounds.

No aura (non-magical); Price 1,100 gp.

Plate Armour of the Deep: This *+1 full plate* is decorated with a wave and fish motif. The wearer of *plate armour of the deep* is treated as unarmoured 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 Armour, *freedom of movement, water breathing, tongues*; Price 24,650 gp; Cost 17,150 gp + 600 XP.

Profane Armour: Clerics of evil gods may be rewarded for their service with a suit of *profane armour*. With the weight and flexibility of leather armour, *profane armour* can be augmented by divine energy to provide increased protection from both physical blows and spells. Activating an ability requires a move-equivalent action, does not provoke an attack of opportunity and uses up one of the cleric's rebuking attempts for the day. The benefits of an activated ability lasts for a number of rounds equal to the character level of the cleric who activates them.

Only evil-aligned clerics are able to use *profane armour* – other characters may wear *profane armour*, but it acts as simple chainmail. This armour cannot be crafted by mortal hands and is a reward to faithful priests for their service to their gods. The wearer may choose the following abilities: *Damage Reduction* – this ability provides the cleric with Damage Reduction 5/+1; *Profane Protection* – any weapon that strikes this armour while this ability is in effect must make a Fortitude save or be destroyed; *Aura of Aversion* – the armour's wearer becomes much more imposing in stature when this ability is activated, inflicting a -1 profane penalty to any attack rolls made against the character in melee combat.

Profane armour cannot be created by mortal means.

Rhino Hide: This *+2 hide armour* is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a -1 armour 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 Armour, *bull's strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP.

Sacred Armour: Though less durable than plate, this chainmail shirt provides the cleric with different types of protection that no mundane suit of armour can emulate. The armour draws upon the divine energy of the character's god to power its special abilities, requiring the expenditure of one turning attempt to use each of the abilities below. Activating an ability requires a move-equivalent action, does not provoke an attack of opportunity and uses up one of the cleric's turning attempts for the day. The

benefits of an activated ability lasts for a number of rounds equal to the character level of the cleric who activates them.

Only good-aligned clerics may use *sacred armour*, for whilst other characters can wear the armour, it is treated only as simple chainmail. This armour cannot be crafted by mortal hands and is a reward to faithful priests for their service to their gods. The wearer may choose the following abilities: *Damage Reduction* – this ability provides the cleric with Damage Reduction 5/+1; *Retributive Flare* – when the wearer suffers damage from a melee attack, the assailant suffers a number of hit points of damage equal to the caster's Wisdom modifier; *Aura of Aversion* – the armour's wearer becomes much more imposing in stature when this ability is activated, inflicting a –1 sacred penalty to any attack rolls against the character in melee combat.

Sacred armour cannot be created by mortal means.

Turtle Suit: A dwarven design, this armour is so heavy it is worn only when the threat of combat is imminent. It is also extremely bulky, making it difficult for the wearer to manoeuvre in tight quarters. On the other hand, this type of armour takes up so much room a single dwarf can block a corridor all on his own. Any Medium size creature wearing a turtle suit can effectively block a ten foot wide passage, using the integrated arm-shields and mass of his armour to prevent the passage of opposing forces. Characters wearing turtle armour are also treated as one size category larger than normal when attempting to avoid being tripped or grappled. Those wearing turtle armour may not initiate a grapple or make a trip attack, however, as the bulk of their armour prevents such activities. Finally, if the wearer of the turtle suit takes only movement actions during a combat round, he may protect himself with the arm shields built into the suit, increasing the suit's armour bonus to +15.

No aura (non-magical); Craft Magic Arms and Armour, creator must be a dwarf; Price 2,000 gp but virtually unobtainable outside dwarf society; weight 710 lb.

Wrestler Armour: This fancy-looking +3 *slick studded leather armour* has the studs arranged in a strangely familiar design that no one can yet place. In addition to its Enchantment, the wearer may utter

a command word that instantly breaks a grapple without the need of a grapple check. The wearer may only use this ability once per day.

Moderate Transmutation; CL 9th; Craft Magic Arms and Armour, *enlarge person*; Price 14,175 gp; Cost 7,175 gp + 554 XP.

SPECIFIC SHIELDS

The following specific shields usually are pre-constructed 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 Armour, *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 upon 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 Armour, 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.

Conner's Buckler: This +2 *light fortification buckler* has proved the bane of many an escaping fugitive. Conner never believed in using lethal force to apprehend escapees, instead developing this remarkable buckler to help him in his endeavours. Twice per day, the buckler may be thrown as a ranged weapon with a range increment of 20 feet. This attack deals 1d6 + Str modifier in nonlethal

damage to the target. If this attack results in a successful critical hit, the damage is not modified but the victim must make a Fortitude save (DC 16) or be stunned for 1d4 rounds.

Strong Enchantment; CL 15th; Craft Arms and Armour, *hold person* plus *limited wish* or *miracle*; Price 12,165 gp + 650 XP.

Darkwood Buckler: This non-magical 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 two and a half pounds and has no armour check penalty.

No aura (non-magical); Price 205 gp.

Darkwood Shield: This non-magical 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 five pounds and has no armour check penalty.

No aura (non-magical); 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 Conjunction; CL 10th; Craft Magic Arms and Armour, *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 armour check penalty. It weighs 5 pounds.

No aura (non-magical); Price 1,020 gp.

Shield of Interruption: This +1 *heavy steel shield* is engraved with complicated designs that cause a mild dizziness to anyone trying to follow them. If an opponent's first attack in a full attack sequence targets the shield's wielder (whether successfully or

not), the attacker must make a Will save (DC 14) or lose the rest of its attack actions for that round.

Moderate Transmutation; CL 5th; Craft Magic Arms and Armour, *slow*; Price 31,170 gp; Cost 15,670 gp + 1,240 XP.

Shield of the Legions: This plain +2 *moderate fortification tower shield* is heavily dented, but quite solid and sturdy. Once per day, the shield's owner may speak a command word that causes the shield to apparently multiply and surround all allies in a square 30 feet per side, centred on the shield. The phantom shields cover all sides and the top of the area, giving everyone inside, including enemies, total concealment against attacks from outside the shield formation. Creatures inside the area may attack each other normally. The shield's owner can only move at half speed while maintaining the group shield, which lasts up to five minutes or until dispelled by the wielder. Creatures can enter and leave the area as the shields are illusory even if they do have a partial existence, but they have to make a Will save (DC 16) to pierce the illusion. The *moderate fortification* ability only affects the wielder when the phantom shields are deployed.

Moderate Illusion; CL 7th; Craft Magic Arms and Armour, *shadow Conjunction*; Price 35,380 gp; Cost 17,780 gp + 1,404 XP.

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 Armour, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP.

Sundering Shield: This +1 *large adamantite shield* is a true threat to weapon-wielding opponents. The inherent hardness of adamantite is magically enhanced so that it badly damages objects striking it. Whenever an armed attack or the melee attack of a construct hits the character or misses him by three or fewer points, the weapon or construct takes 1d6 points of automatic damage, which is not reduced by their hardness or Damage Reduction. If the

shield is actually the target of a sunder attempt, the weapon or construct that attempted it will take 2d6 of automatic damage, bypassing hardness or Damage Reduction.

Faint Evocation; CL 3rd; Craft Magic Arms and Armour, *shatter*; Price 20,820 gp; Cost 15,420 gp + 112 XP.

Wind Shield: This round +3 *small steel shield* has an obvious gnomish motif and is made of four blades protruding from a central circular piece. While in this state, the shield provides no protection whatsoever, but when the command word is spoken, the blades start rotating so fast that they form a circular shield. This ability may be used up to three times per day. The *wind shield's* wielder may designate one opponent at the beginning of the round (as a free action) and imposes a -1 penalty to that opponent's attack roll against the character, as he must take care not to get too close to the spinning blades. If used for a shield bash, the shield deals 1d8 points of damage and deals triple damage on

a successful critical hit. Once per day, the wielder may point the shield upwards and order the blades to spin at maximum speed, allowing the character to *fly* as per the spell, as if cast by a 9th level sorcerer. Either use of the spinning effect lasts for five minutes per use.

Moderate Transmutation and Evocation; CL 9th; Craft Magic Arms and Armour, *fly, gust of wind*; Price 24,759 gp; Cost 12,459 gp + 987 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 Armour, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP.

Armour Enhancement Costs

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Enhancements</i>								
Articulation	500 gp	—	—	—	—	—	—	—
Reinforcement	300 gp	—	—	—	—	—	—	+15%*
<i>Light Armour</i>								
Chitinous armour	200 gp	+3/+6**	+4	-1	15%	30 ft.	25 ft.	10 lb.-
Climbing armour	100 gp	+2	+3	-2	15%	20 ft.	15 ft.	20 lb.
Leather, retardant	50gp	+2	+6	0	10%	30 ft.	20 ft.	8 lb.
Studded leather, retardant	65gp	+3	+5	-1	15%	30 ft.	20 ft.	10 lb.
<i>Medium Armour</i>								
Ankheg hide	6,750gp	+4	+3	-4	20%	20 ft.	15 ft.	30 lb.
Hide, retardant	55gp	+3	+4	-3	20%	20 ft.	15 ft.	13 lb.
Wire armour	1,000 gp	+6/+1	+4	-1	10%	30 ft.	25 ft.	20 lb.
Woven spidersilk	500 gp	+5	+4	-2	15%	30 ft.	20 ft.	50 lb.
<i>Heavy Armour</i>								
Bladeshatter plate	3,000 gp	+8	+0	-6	40%	20 ft.	15 ft.	50 lb.
Turtle suit	2,000 gp	+10	+0	-10	60%	15 ft.	10 ft.	70 lb.
<i>Extras</i>								
Wizard's armour	+200 gp	-2	—	0	-10%	—	—	—

* Reinforcement adds to the weight of armour to which it is applied.

** The secondary armour bonus is applied only against missile attacks.

MAGIC WEAPONS

Magic weapons are enhanced versions of standard types. Anything that can be used as a weapon can be constructed as a magical version, but in practice, certain types are more popular than others.

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 (for example, daggers) 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 such as alchemical silver or cold iron.

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. For example, a mundane slingstone fired from a +1 *sling* is treated as a magic weapon. Similarly, ammunition fired from a projectile weapon with an alignment (such as a +1 *holy longbow* or a masterwork crossbow under the influence of the *align weapon* spell) gains the alignment of that projectile weapon (in addition to any alignment it may already have). Thus, a +1 *unholy arrow* shot from a +2 *anarchic shortbow* would be both evil and chaos aligned (the former from its own unholy special ability and the latter from the shortbow).



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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 cannot 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 one to the weapon 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. A *flaming burst* weapon, for example, does extra fire damage 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. For example, Garvond the cleric, wielding a *mace of smiting*, scores a natural 20 on his attack roll against an iron golem. If he rolls a second hit to confirm the critical, he does not apply double damage. He does, however, destroy the iron golem outright.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures that are neither Small nor Medium varies as described under Weapon Qualities in *Core Rulebook I*. 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.

Acidic: Upon command, an *acidic* weapon is sheathed in a viscous, dripping sheet of acid. The acid, even those droplets that drip and splash off, does not hurt the wielder. An *acidic* weapon deals an extra 1d4 points of damage on a successful hit and half that amount (minimum one point) on the following round. Bows, crossbows and slings so crafted bestow the acid energy upon their ammunition when fired.

Moderate Conjunction; CL 10th; Craft Magic Arms and Armour, *acid arrow*; Price +1 bonus.

Acid Flare: An *acid flare* weapon functions as an acidic weapon that also explodes with acid upon striking a successful critical hit. The acid does not harm the wielder. In addition to the extra acid damage from the acidic ability (see above), an *acid flare* weapon deals an extra 1d6 points of damage on the following round, and half that damage (minimum of one point) on the round immediately following. If the weapon's critical hit multiplier is x3, add an additional 2d6 (plus half on the following round) damage instead, and if the multiplier is x4 add an extra 3d6 (plus half on the following round) instead. Bows, crossbows and slings so crafted bestow the acid energy upon their ammunition when fired. Even if the acidic ability is not active, the weapon still deals its extra acid damage on a critical hit.



Strong Conjunction; CL 12th; Craft Magic Arms and Armour, *acid arrow*; Price +2 bonus.

Alchemical Adaptation: These are truly weapons for every occasion; the creation of an *alchemical adaptation* weapon is elaborate and costly because the weapon is truly five weapons in one. The weapon has six command words, one for each version of the weapon. When the right command word is spoken, the weapon can transform its material, or at least that of the damaging component (like a sword's blade) into one of the following materials: normal steel or wood, adamantine, darkwood, cold iron, mithral or alchemical silver. The transformation lasts until another command word is spoken and the weapon retains all of its usual qualities and gains a few depending on the material:

Alchemical Adaptation

Material	Quality
Adamantine	Hardness and sundering abilities
Darkwood	Lightness
Cold iron	Ability to bypass certain Damage Reductions
Mithral	Lightness
Alchemical silver	Ability to bypass certain Damage Reductions

Strong Transmutation; CL 15th; Craft Magic Arms and Armour, *polymorph any object*, 5 ranks in Craft (alchemy); Price +4 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 Armour, *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 Armour, *order's wrath*, creator must be lawful; Price +2 bonus.



Magic weapons often only reveal their power when wielded

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. For example, a +1 *longsword* is treated as a +3 *longsword* against the chosen foe. 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
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

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

Blossom Cutter: This quality may be applied to any slashing or bludgeoning weapon. It is enchanted to effortlessly deflect arrows and other

ranged weapons, granting the wielder the use of the Deflect Arrows feat even if he does not meet the prerequisites. Once per round, if the wielder does not already possess the Deflect Arrows feat, the blade automatically attempts to deflect the first arrow or other ranged weapon that would otherwise strike the wielder. The roll is made using the wielder's base Reflex save, with a bonus equal to the weapon's enhancement bonus, against a DC of 20 + the projectile's enhancement bonus. If the wielder already possesses the Deflect Arrows feat, he may attempt to deflect a number of projectiles equal to 1 + his Dexterity modifier per round and each roll to Deflect is made using his base Reflex save + Dexterity modifier + the enhancement bonus of the weapon. The wielder need not be aware of the attack to attempt to deflect it, as the *blossom cutter* will automatically move to deflect it, but his weapon must be at the ready.

Moderate Abjuration; CL 10th; Craft Magic Arms and Armour, *protection from arrows*, *cat's grace*; Price +2 bonus.

Blunted: A *blunted* weapon does not truly lose its edge. Rather, it is enhanced to inflict only subduing wounds. A *blunted* weapon deals only nonlethal damage. Even extra damage, as from the enhancement *flaming burst*, is converted to nonlethal damage. *Blunted* weapons are very popular with practitioners of the more pacifistic martial arts, as it allows them to fight opponents without fear of slaying them.

Faint Conjunction or Enchantment; CL 5th; Craft Magic Arms and Armour, *cure light wounds* or *sleep*; Price +1 bonus.

Brilliant Energy: A *brilliant energy* weapon has its significant portion – the blade, axe head or spearpoint – 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 non-living matter. Armour bonuses to AC (including any enhancement bonuses to that armour) do not count against it because the weapon passes through armour. Dexterity, deflection, dodge, natural armour and other such bonuses still apply. A *brilliant energy* weapon cannot harm undead, constructs or objects. This property can only be applied to melee weapons, thrown weapons and ammunition.

MAGIC WEAPONS

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

Cunning: A weapon with the *cunning* ability is strongest when wielded in secrecy, shadow and silence. When a critical hit is scored against a flat-footed opponent, or against an opponent who is denied his Dexterity bonus for whatever reason, the weapon's critical hit multiplier is increased by one step, from x2 to x3 for example. Only melee weapons can be enhanced with this special ability.

Moderate Illusion; CL 9th; Craft Magic Arms and Armour, *silence* or *darkness*; Price +1 bonus.

Dancing: As a standard action, a *dancing* weapon can be loosed to attack on its own. It fights for four 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 manoeuvres and effects that target items, such as the *sunder* action or a *heat metal* spell. 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 ten feet away). The *dancing* weapon accompanies the person who activated it everywhere, whether he moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, he can grasp it while it is attacking on its own as a free action; when so retrieved the weapon cannot dance (attack on its own) again for four rounds.

Strong Transmutation; CL 15th; Craft Magic Arms and Armour, *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 Armour, *shield* or *shield of faith*; Price +1 bonus.

Destructive: A weapon with the *destructive* special ability is especially good at sundering weapons and overcoming hardness. Its enhancement bonus to damage is doubled



This greatsword's featherlight quality allows it to be wielded with deadly effect

when sundering, or when attacking an object. This confers no special ability to damage non-living creatures (such as constructs). Only melee weapons can possess this special ability.

Strong Transmutation; CL 9th; Craft Magic Arms and Armour, *shatter*; Price +1 bonus.

Disruption: A weapon of *disruption* is the bane of all undead. Any undead creature struck in combat must succeed on a Will save (DC 14) 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 Conjunction; CL 14th; Craft Magic Arms and Armour, *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 Armour, *clairaudience/clairvoyance*; Price +1 bonus.

Distracting: When this weapon is wielded, it leaves afterimages of its passing as its user spins, thrusts and strikes, creating a confusing pattern of fading illusory echoes. The creature that is being attacked by the *distracting* weapon loses its Dexterity bonus to AC against the weapon's wielder because he is not sure which image to avoid. A creature with blindsense, blindsight, the Blind-Fight feat or under the effects of *true seeing* or similar ability is immune to this power.

Moderate Illusion; CL 5th; Craft Magic Arms and Armour, *displacement*; Price +3 bonus.

Enlightened: Enlightened martial artists are very conscientious of the damage their magical weapons can inflict in the wrong hands and take great pains to prevent such occurrences. A weapon enchanted to possess the *enlightened* enhancement can only be wielded by lawful characters with a Wisdom of 15+ and the still mind class feature. In the hands of anyone without those abilities, the *enlightened* enhancement negates any and all special properties or magical bonuses the weapon may possess, causing it to function as simply a masterwork version of the appropriate weapon. When wielded by someone who does possess the proper abilities,

an *enlightened* weapon functions as normal. An *enlightened* weapon has no other special properties. Receiving an *enlightened* weapon is considered a great honour among martial artists, as it signifies that the recipient's honour is considered to be above reproach.

Strong Divination; CL 15th; Craft Magic Arms and Armour, *detect thoughts* or *detect law*, caster must be lawful and possess Wisdom 15+ and the Still Mind Class ability; Price +1 bonus.

Explosive: On a successful critical hit, a magic item with this special ability erupts in concussive force, dealing 1d6 fire damage to every being within a five-foot radius of the target (including the wielder if he is within five feet). If the critical hit multiplier of the weapon is x3, the damage is increased to 2d6 and if the critical multiplier is x4, then the damage is increased to 3d6. The *explosive* special ability can only be added to ranged weapons. Bows, crossbows and slings so crafted bestow this special ability upon their ammunition when fired.

Moderate Evocation; CL 9th; Craft Magic Arms and Armour, *fireball* or *flame strike*; Price +2 bonus.

Featherlight: In addition to its enhancement bonus and other Enchantments, a *featherlight* weapon is incredibly light and manageable, counting as a weapon of one size category smaller for purposes of determining whether it is a light, one-handed or two-handed weapon. Weapons that were already light remain light. The weapon weighs half of its normal weight nonetheless.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *feather fall*; 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 Armour 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 Armour 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 Armour, *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 Armour, *plane shift*; Price +1 bonus.

Hammering: Charge attacks made using a weapon with this special ability are resolved as touch attacks. The *hammering* weapon ignores armour bonuses, shield bonuses and natural armour bonuses when determining whether an attack is successful. Only non-light blunt and piercing melee weapons can benefit from this enhancement.

Moderate Evocation; CL 9th; Craft Magic Arms and Armour, *bull's strength*; Price +1 bonus.

Heartskewer: A *heartskewer* weapon pulses with magical power, almost as if a heart beats within its blade. The weapon is attracted to critical organs with an unnerving, relentless energy. A



A heartskewer greatsword being restrained by its owner

sheathed *heartskewer* blade left to hang free has a disturbing tendency to swing its point towards the nearest passing stranger's heart, while in battle it helps direct the user's blows to critical points of his opponent's anatomy. A *heartskewer* weapon grants its wielder the ability to sneak attack for +2d6 damage. A character that already has the sneak attack ability adds 2d6 to his sneak attack damage.

Faint Evocation; CL 5th; Craft Magic Arms and Armour, *keen edge*; Price +3 bonus.

Heaven's Wrath: Ranged weapons imbued with this special ability are soaked in powerful emanations from the eternal heavens. When launched, a bright flare of sacred energy springs up around them, in the shape of delicate, spectral swan's wings. If targeted against a being of evil alignment, the missile strikes unerringly, always hitting the target. An attack roll is still made as normal – if it results in a successful critical hit, the missile strikes for an additional 1d6 points of holy damage, or 2d6 if the critical multiplier is x3, or 3d6 if it is x4. *Heaven's wrath* missiles can also strike non-evil beings but do not inflict additional damage and do not strike unerringly. Only ranged weapons can benefit from this special ability, with bows, crossbows and slings imbuing their missiles with this special ability.

Faint Conjunction; CL 5th; Craft Magic Arms and Armour, *true strike, detect evil*; Price +2 bonus.

Hell's Fury: Ranged weapons imbued with this special ability are soaked in powerful emanations from the endless pits. When fired, a bright flare of profane energy springs up around them, in the shape of tattered, smoky bat's wings. If targeted against a being of good alignment, the missile strikes unerringly, always hitting the target. An attack roll is still made as normal – if it results in a successful critical hit, the missile strikes for an additional 1d6 points of unholy damage, or 2d6 if the critical multiplier is x3, or 3d6 if it is x4. *Hell's fury* missiles can also strike non-good beings but do not inflict additional damage and do not strike unerringly. Only ranged weapons can benefit from this special ability, with bows, crossbows and slings imbuing their missiles with this special ability.

Faint Conjunction; CL 5th; Craft Magic Arms and Armour, *true strike, detect good*; Price +2 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 Armour, *holy smite*, creator must be good; Price +2 bonus.

Honourable: A weapon with this special ability is tailor-made for honest combat against honourable foes. It grants a +1 insight bonus to Armour Class against any attack made while the wielder is either flat-footed or denied his Dexterity bonus. It also bestows a competence bonus to Sense Motive checks equal to the weapon's magical attack bonus but only for the purpose of opposing Bluff checks in combat. Conversely, an *honourable* weapon imposes a penalty to attack equal to its normal enhancement bonus to attack rolls whenever it is wielded against a flat-footed opponent.

Moderate Divination; CL 9th; Craft Magic Arms and Armour, *detect thoughts* or *zone of truth*; Price +1 bonus.

Howling Fury: A weapon of *howling fury* is a great boon to a barbarian, or to any other character who has the ability to rage or frenzy in combat. A weapon with this special ability increases the duration of a rage or frenzy by the enhancement bonus of the weapon (not including the *howling fury* ability) in rounds.

Moderate Enchantment; CL 9th; Craft Magic Arms and Armour, *remove fear, heroism* or *rage*; 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

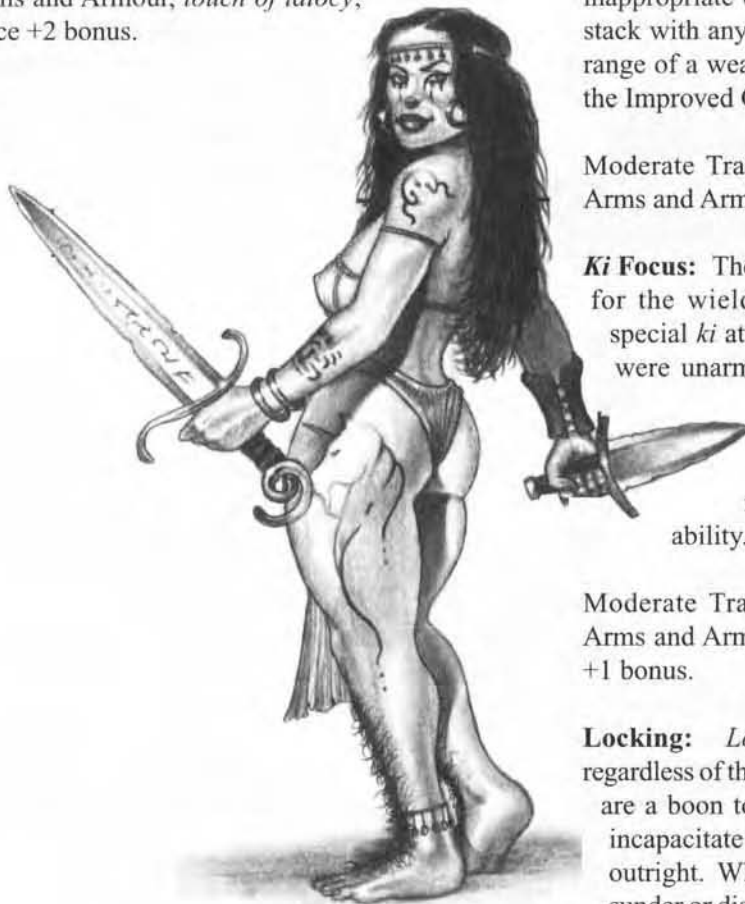


hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows and slings so crafted bestow the cold energy upon their ammunition. Even if the *frost* ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

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

Idiocy: A weapon of *idiocy* is quickened with the power of senseless chaos. It deals one point of temporary Intelligence damage when it hits a creature. A critical hit does not multiply the Intelligence damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Intelligence damage dealt by this weapon, as are beings that are immune to mind-affecting spells and spell-like effects. Bows, crossbows and slings so crafted bestow this ability upon their ammunition when fired.

Moderate Transmutation; CL 12th; Craft Magic Arms and Armour, *touch of idiocy*; Price +2 bonus.



A halfling wields a keen shortsword

Invisible: Ammunition imbued with this Enchantment is rendered invisible, allowing it to strike a target unawares. *Invisible arrows* are extremely difficult to dodge yet they are difficult to aim precisely. The target of invisible ammunition loses his Dexterity bonus to AC and all dodge bonuses. This weapon quality may only be applied to ammunition, such as arrows, bolts or sling stones. Furthermore, after being attacked with *invisible arrows* the target and his allies may still be caught by surprise, allowing the attackers to take another partial action. The victims of such an ambush might not be aware of an assault until just after the first arrows hit.

Moderate Illusion; CL 3rd; Craft Magic Arms and Armour, *invisibility*; Price +1 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be *keen*. For example, a longsword has a threat range of 19–20; a *keen* longsword has a threat range of 17–20. Only a slashing or piercing weapon can be *keen*. If you roll this property randomly for an inappropriate weapon, reroll. This benefit does not 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 Armour, *keen edge*; Price +1 bonus.

Ki Focus: The magic weapon serves as a channel for the wielder's *ki*, allowing him to use his 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 Armour, creator must be a monk; Price +1 bonus.

Locking: *Locking* weapons look complicated, regardless of the fluidity of their actual design. They are a boon to more tactical fighters who like to incapacitate their enemies rather than kill them outright. When the weapon's wielder attempts a sunder or disarm action, a *locking* weapon counts as a weapon one size category larger than it really

is, normally gaining the relevant +4 bonus to the opposed attack rolls. When striking like this, the weapon's blade or head seems to animate and coil around the target weapon or item. In the case of a sunder action, the weapon is locked onto its target and the user may attempt a disarm as a free action at the beginning of his following turn. Only melee weapons may be enchanted with this ability.

Moderate Transmutation; CL 11th; Craft Magic Arms and Armour, *animate objects*; Price +1 bonus.

Memory: Three times per day, a *memory* weapon can be made to remember when it last hit, and how. Once per day, the user may declare he is using this ability before making an attack roll. The user makes his attack normally and the weapon will 'remember' the die's result; the user will then be able to use that result for a number of attack rolls equal to half the weapon's enhancement bonus (minimum of one), but only with that weapon. Special attacks apply their modifiers separately as the weapon only remembers the die result, meaning that fighting with two weapons, disarm and trip attempts, charging, flanking, the Power Attack and Combat Expertise feat and other effects and abilities apply their bonuses and penalties normally to the remembered result. The weapon can and does remember threat results, but they have to be confirmed with a normal attack roll for them to become critical; the weapon does not remember the confirmation roll. The weapon can only remember one die result at a time, and 'forgets' it at the end of the day.

Faint Divination; CL 3rd; Craft Magic Arms and Armour, *true strike*; Price +2 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 Conjunction; CL 5th; Craft Magic Arms and Armour, *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 Armour, *divine power*; Price +1 bonus.

Mind Reaving: Weapons with this special ability are infused with phantasmal energy. Lesser weapons deal +1d6 points of bonus phantasmal damage to those who fail a Will disbelief save (DC 14). Greater weapons deal +2d6 points of bonus phantasmal damage to those who fail a Will disbelief save (DC 17). Bows, crossbows and slings so enchanted bestow the phantasmal energy upon their ammunition. If wielded by a mind reaver, these weapons gain an additional +1 enhancement bonus (maximum +5).

Faint Illusion; CL 5th (lesser), 7th (greater); Craft Magical Arms and Armour, *improved phantasmal force* (lesser), *greater phantasmal force* (greater); Price +1 (lesser), +2 (greater).



A mighty cleaving sword is a formidable weapon

Multiplying: A *multiplying* weapon multiplies in mid-air when it flies, raining death on the target. An extra weapon is created for every two points of enhancement bonus. All created weapons use a single attack roll to hit their target, but do not apply the original's enhancement bonus to attack rolls or damage. Damage reduction and other resistances apply separately against each weapon fired or thrown. Regardless of the number of weapons, precision-based damage (due to Weapon Specialisation, Point Blank Shot, etc.) is only applied to the first weapon. Only the first weapon deals critical damage on a successful critical hit, all others deal regular damage. Even if the original weapon or missile is magical, the extra weapons are not; however, they are considered 'magic' for the sake of damage reduction and they are considered to be made from the same material as the original. Only ranged weapons may be enchanted with this ability. Extra weapons, whether thrown or missile, are destroyed, but the original weapon or ammunition has the usual chances of survival.

Moderate Conjunction; CL 9th; Craft Magic Arms and Armour, *major creation*; Price +2 bonus.

Overpowering: On a successful hit, a weapon with this special ability allows you to make a free bull rush attack against your victim. You need not move into the defender's square when doing so and do not provoke an attack of opportunity. To resolve the bull rush attempt, roll opposed Strength checks as normal, adding the weapon's bonus to attack as an enhancement bonus to the check. If the check succeeds, the opponent is moved back five feet for every five points by which your check result exceeds his own. If your check fails, you do not need to move.

Moderate Evocation; CL 10th; Craft Magic Arms and Armour, *bull's strength*; Price +2 bonus.

Phantom: A bizarre mix of illusion magic and the principles behind the creation of magical arms, a *phantom* weapon is cloaked under a *dweomer* to appear as a walking stick, wand or other harmless item normally associated with arcane spellcasters. In any encounter against an opponent who is not aware of the weapon's true qualities, an attacker's first strike made with a *phantom* weapon catches his target flat-footed. The target does not expect the attack to be effective, wrecking his guard and allowing the attacker to make a devastating strike.

The *phantom* quality may only be applied to a melee or missile weapon, not ammunition.

Moderate Illusion; CL 5th; Craft Magic Arms and Armour, *major image*; Price +2.

Pinning: It is always quite impressive to see a fighter pierce through the body of an opponent, nailing him to a nearby wall with the same attack, and a *pinning* weapon does exactly that. When a character scores a critical hit with a *pinning* weapon, the attack goes right through; the target must make a Strength check (DC 12 + weapon's enhancement + wielder's Str modifier) or be thrown back five feet. If there is a vertical surface, the target is nailed to it or, if there is none, is knocked down prone and is now nailed to the ground. The weapon's wielder has the option of letting go of the weapon or to take it back out. Leaving the weapon there effectively immobilises the target, which cannot move and is



A phantom greatsword disguised as a walking staff

considered helpless until he frees himself with a Strength check at the same DC. The target suffers an automatic 1d6 points of damage for every attempt to free himself, regardless of the result. Only piercing weapons may be enchanted with this ability.

Moderate Transmutation and Enchantment; CL 11th; Craft Magic Arms and Armour, *hold monster*, *keen edge*, *transformation*; Price +3 bonus.

Resonating: A weapon with this special ability is a bard's best friend. Its magic resonates with and bolsters bardic music abilities. It adds its enhancement bonus to attack rolls to all Perform skill checks that involve the use of bardic music abilities. The *resonating* special ability can only be applied to melee weapons.

Moderate Enchantment; CL 9th; Craft Magic Arms and Armour, *charm person*, *suggestion*, creator must be a bard; 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 cannot 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 Armour, *telekinesis*; Price +1 bonus.

Ring Weapon: A common magical weapon amongst assassins, the *ring weapon* can transform into a plain, golden ring, allowing a rogue to easily smuggle it past guards or into a secure facility. Furthermore, while in ring form the weapon does not emit a magical aura, making it proof against detection spells such as *detect magic*. Shifting a weapon to ring form or back requires a move-equivalent action, allowing the wielder of this weapon to shift it from ring to weapon form and attack in the same round.

Strong Transmutation (but no magical aura in ring form); CL 15th; Craft Magic Arms and Armour, Forge Ring, *nondetection*, *polymorph any object*; Price +3 bonus.

Ruinous: A weapon with this special ability inflicts gaping wounds that are hideous to look upon and which can potentially disfigure the victim permanently. A *ruinous* weapon deals one point of Charisma damage when it hits a creature. A critical hit does not multiply the Charisma damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Charisma damage dealt by this weapon. Bows, crossbows and slings so crafted bestow this ability upon their ammunition when fired.

Moderate Transmutation; CL 10th; Craft Magic Arms and Armour, *symbol of pain* or *symbol of fear*; Price +2 bonus.

Seeker: This quality may be applied to any thrown weapon or to ammunition such as arrows or bolts. *Seeker* weapons function much like any other magical ranged weapon when first fired or thrown. If a *seeker* weapon misses its mark, its true magical capabilities become apparent. A *seeker* weapon that misses curls back to attack its target again, attacking once each round until it hits or its target moves beyond the weapon's maximum range from its user's position. The weapon's attack is modified only by its magical bonus and any modifiers that apply to the target, such as cover or concealment. Range modifiers do not apply to this attack, though as noted above if the distance between the wielder and his target increases above the weapon's maximum range, the *seeker* missile settles to the ground.

Faint Evocation; CL 5th; Craft Magic Arms and Armour, *fly*, *true strike*; Price +2 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 Armour, *true seeing*; Price +1 bonus.

Shadow Stab: The *shadow stab* is a very potent ability and weapons so enhanced are rare and much desired by martial artists and assassins of all sorts. Three times per day, a weapon enchanted with



shadow stab can literally be used to stab the shadow of any creature, living or not, bypassing its innate defences and inflicting crippling wounds. In order to strike a living creature's shadow, the wielder must succeed at a melee touch attack against an AC of 10 plus or minus the target's size modifier to AC. A successful hit bypasses all the victim's defences, such as Damage Reduction or immunities to specific types of damage (slashing or piercing). A successful hit also ignores miss chances from incorporeality or similar defences. In order to use *shadow stab*, the victim must cast some sort of shadow, so invisible creatures are not affected and *shadow stab* cannot be used in areas of absolute darkness. Against creatures that are literally shadows, the enhanced weapon can directly *shadow stab* the creature but must strike the target's normal AC.



A shock spear

Shadow stab is most often associated with kris weapons but any piercing or slashing weapon can be enhanced to carry this effect.

Faint Evocation; CL 5th; Craft Magic Arms and Armour, *true strike*, *darkness*; Price +3 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 electrical 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 Armour, *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 electrical damage from the *shock* ability, a *shocking burst* weapon deals an extra 1d10 points of electrical damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electrical damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows and slings so crafted bestow the electrical energy upon their ammunition. Even if the *shock* ability is not active, the weapon still deals its extra electrical damage on a successful critical hit.

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

Shredding: A weapon with this special ability strikes especially vicious blows that shred natural armour like tissue. On a successful critical hit, the weapon imposes a -2 penalty to natural armour. This penalty is cumulative and can lower the victim's natural armour below zero but only to a negative value equivalent to the original natural armour bonus. Therefore, for example, a creature with a natural armour bonus of +4 could be reduced to a maximum -4 natural Armour Class value. Natural armour damaged in this fashion heals at the rate of 1 + Constitution modifier (one point minimum) points per day. Only slashing melee weapons or slashing ranged weapons can possess this special ability.

Moderate Transmutation; CL 9th; Craft Magic Arms and Armour, *keen edge*; Price +1 bonus.

Slumber: This Enchantment can only be placed upon a ranged weapon (usually a short bow). When struck by an arrow from this bow, the target must make a Fortitude save (DC 15) or fall asleep.

Faint Enchantment; CL 5th; Craft Magic Arms and Armour, creator must be a fey; *sleep*; 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 Armour, *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 one 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.) Popular spell choices include *inflict serious wounds*, *contagion*, *blindness* and *hold person*.

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 Armour, creator must be a caster of at least 12th level; Price +1 bonus.

Spellbreaker: Imbued with a strong anti-magical aura, a *spellbreaker* cleaves through magical protections with ease. When a *spellbreaker* hits a target, there is a chance it destroys spells such as *mage armour*, *shield* and *stoneskin*. When making an attack with a *spellbreaker*, its special ability activates on one of two conditions. If the attack

misses but would have hit if not for a magical spell that improves the target's AC, that spell immediately becomes the target of a *dispel magic* cast by a 5th level wizard. If more than one spell improves the target's AC, randomly determine which spell is affected. If the *spellbreaker* hits but a spell reduces the damage it causes, such as *stoneskin*, the weapon's ability activates against that Enchantment.

Moderate Abjuration; CL 11th; Craft Magic Arms and Armour, *dispel magic*, *antimagic field*; Price: +3 bonus.

Skill: A weapon imbued with the *skill* quality grants its wielder full proficiency with its capabilities. For example, a *longsword of skill* grants its wielder Martial Weapon Proficiency (longsword) while a *bastard sword of skill* grants its wielder Exotic Weapon Proficiency (bastard sword). As a rule of thumb, the weapon grants a proficiency equivalent to its listed type and any necessary prerequisite feats.

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *cat's grace*; Price +3 bonus.

Stealth: A favoured weapon quality amongst assassins and scouts, *stealth* weapons emit a continuous zone of total silence in a 5-foot radius when unsheathed. This silence operates as per the spell *silence* but with the area of effect described here rather than that of the spell. *Stealth* weapons serve not only to disrupt spellcasters, but also to cover the sounds of attacks or murders.

Faint Illusion; CL 3rd; Craft Magic Arms and Armour, *silence*; Price +4 bonus.

Stored: A *stored* weapon does not look like one upon discovery, but rather resembles a handle and nothing else. Even two-handed weapons are nothing more than a one foot long piece of wood or metal weighing 1 lb. When the command word is spoken, the weapon extends magically, materialising blades, axe heads or shafts as necessary. These magical weapons are ideal for concealment, for they have no magic aura while stored. The same command word retracts the weapon. Deploying and retracting the business end(s) of a *stored* weapon is a standard action, or a free action with the Quick Draw feat.

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *shrink item*, *magic aura*; Price +1 bonus.



Swarming: A quality that may only be applied to thrown weapons or ammunition such as arrows or bolts, *swarming* weapons split into three separate weapons when thrown or fired. Roll to hit separately for each missile, counting all modifiers and using the base attack bonus that applied to the initial shot. Check only once to see if an enchanted piece of ammunition survives being fired. If any of the three missiles hits, this item counts as hitting its target for purposes of determining if the ammunition remains intact.

Moderate Conjunction; CL 7th; Craft Magic Arms and Armour, *minor creation*, *mirror image*; Price +3.

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

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *magic stone*; 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 Fortitude save (DC 14) or be deafened permanently.

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

True Death: A weapon with the *true death* ability is the bane of those who count on their allies' ability to raise or resurrect them should they fall in combat. A creature brought to -10 or fewer hit points by a blow from a *true death* weapon must immediately attempt a Fortitude save (DC 15); if the save is failed, the body is instantly *disintegrated*. On a successful save, the body is not *disintegrated*. Bows, crossbows and slings so crafted bestow this special ability upon their ammunition when fired.

Strong Transmutation; CL 15th; Craft Magic Arms and Armour, *disintegrate* or *destruction*; Price +3 bonus.

Unbalancing: An *unbalancing* weapon accelerates suddenly and unexpectedly just as it is about to strike. A creature struck by such a weapon must succeed at a Reflex save (DC equal to the attack roll) or be tripped. Only bludgeoning weapons may be enchanted with this ability.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *bull's strength*, creator must have the Combat Expertise feat; Price +2 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 Armour, *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 Armour, *enervation*; Price +1 bonus.

Virulent: A weapon with the *virulent* special ability carries within itself a magical plague that sickens and weakens those who are struck by it. On a successful critical hit, the victim must attempt a Fortitude save (DC 14) or suffer 1d2 initial points of temporary Strength damage and one point of secondary temporary Constitution damage. The effects of multiple critical hits stack. Creatures which are immune to critical hits and those which

are immune to magical poison are likewise immune to the *virulent* special ability. Bows, crossbows and slings so crafted bestow this special ability upon their ammunition when fired.

Strong Necromancy; CL 12th; Craft Magic Arms and Armour, *poison* or *cloudkill*; Price +2 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. The Games Master may have to make a judgement call about the weapon's effect. 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 Armour, *circle of death*, *keen edge*; Price +5 bonus.

Wizard Hammer: A bane of spellcasters, a *wizard hammer* destroys prepared spells before a spellcaster has a chance to cast them. If a spellcaster who must prepare spells is struck by this weapon, he must make a Will save (DC 20) or lose his highest level spell from those he currently has prepared. If the spellcaster has more than one spell prepared at his highest level, randomly determine which one he loses.

Moderate Abjuration and Enchantment; CL 13th; Craft Magic Arms and Armour, *greater dispelling*, *insanity*; Price +4 bonus.

Wounding: A *wounding* weapon deals one 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 Armour, *mage's sword*; Price +2 bonus.

SPECIFIC WEAPONS

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

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

No aura (non-magical); Price 3,010 gp.

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

No aura (non-magical); 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 Armour, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP.

Blade of the Banshee: This +1 *longsword* appears as a normal weapon until swung in battle. Ghostly, spirited shapes flow up and down the blade as it is wielded, all the while crooning laments and promises of eternal night. This low but disturbing muttering rises sharply in volume when the blade strikes a living enemy, becoming a howling shriek of everlasting torment that can shred the very soul of its victim. In addition to normal damage, any living creature who is struck by this sword is affected by the *wail of the banshee* spell, as if cast by a 17th level sorcerer. They must make a Fortitude save or be slain.

Strong Necromancy; CL 17th; Craft Arms and Armour, *wail of the banshee*; Price 306,000 gp.

Bladefists: These two +2 *keen punching daggers* are worn as a pair, or else they will not work. A wielder who has the Two-Weapon Fighting feat finds that the *bladefists* work particularly well in that form of combat, eliminating entirely the penalties of fighting with two weapons so that the character attacks at his full base attack bonus with attacks on his main and off-hand. This ability does not negate the -5 and -10 penalties for a second and third extra off-hand attack provided by the Improved



Two-Weapon Fighting and Greater Two-Weapon Fighting feats.

Moderate Transmutation; CL 6th; Craft Magic Arms and Armour, *haste*; Price 72,604 gp; Cost 36,604 gp + 2,880 XP.

Chi Staff: An enchanted one-foot length of dark hardwood, a *chi staff* functions as a simple +1 *club* in the hands of most characters, but is a potent weapon when wielded by an experienced monk. When grasped in both hands by a monk who possesses the *ki strike* class feature, a two-foot length of shimmering energy, in whatever colour the wielder desires, erupts from both ends of the stick. In this form, the weapon functions as a quarterstaff with an enhancement bonus to attack and damage equal to the wielder's Wisdom bonus. A *chi staff* can benefit from other enhancements as normal but those enhancements only apply when the weapon is wielded as a quarterstaff.

Moderate Evocation; CL 10th; Craft Magic Arms and Armour, *Greater Magic Weapon*, creator must have the *ki strike* class feature; Price 8,300 gp.



An assassin wielding a dagger of venom

Dagger of the Archmage: Appearing as little more than a battered old knife, the *dagger of the archmage* is in truth a powerful weapon in the hands of a wizard. This blade functions as a +3 *returning dagger*. In addition, the dagger is extremely light and easy to handle. Making a normal attack with it counts as a move action rather than a standard action. Thus, the wielder may attack with the dagger and then use his standard action. However, you may not attack with the dagger or any other weapon using your standard action that turn. You must take some sort of other action with it, such as casting a spell. Thus, a wizard or other spellcaster could attack with the dagger and cast a spell during his turn.

Strong Evocation; CL 17th; Craft Magic Arms and Armour, *haste*, *time stop*; Price 162,302 gp.

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 Armour, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP.

Demon's Bane: This dagger is inscribed with words of power written in the infernal and other, far more base, tongues. It is crafted specifically to be the nemesis of any evil outsider and is often kept by demonologists who fear the power of uncontrolled demons. Against any evil outsider, the *demon's bane* functions as a +5 *dagger*. In addition, upon a successful hit, the outsider must make a Will save (DC 20) or be instantly dismissed back to its home plane. Against any other creature, the *demon's bane* has no magical properties and is treated as a normal dagger.

Faint Evocation; CL 13th; Craft Magic Arms and Armour, *banishment*; Price 25,000 gp.

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 Armour, creator must be a dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

Earthcleaver: Legends speak of ancient times when human armies fought against giants, and forged these weapons to sink them beneath the earth. The *earthcleaver* is a +5 *adamantine greatsword* that has the additional power to strike the ground and make it hurt. Once per day, the wielder may sink the greatsword in the ground and make cracks appear in all directions. Each creature standing within 80 feet has a 25% chance to fall into one of the cracks (Reflex save at DC 20 to avoid it) and at the end of the round, all fissures grind shut, killing any creatures still trapped within.

Strong Evocation; CL 15th; Craft Magic Arms and Armour, *earthquake*; Price 163,050 gp; Cost 83,050 gp + 3,920 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 Armour, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP.

Fool's Sceptre: On a successful critical hit, this +2 *light mace* forces its target to succeed at a Will save (DC 13) or be confused for one round, as per the spell *lesser confusion*. Once per day, the *fool's sceptre* can cast *confusion* as the spell.

Light Enchantment; CL 5th; Craft Arms and Armour, *lesser confusion*, *confusion*; Price 12,312 gp + 1,100 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 ten points of fire damage each round that the wielder would otherwise take.

A *frost brand* extinguishes all non-magical fires in its area. As a standard action, it can also dispel lasting fire spells such as *wall of fire*, but not instantaneous effects such as *fireball*, *meteor swarm* or *flame strike*. The weapon's user 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 Armour, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2,179 XP.

Ghost's Sorrow: This strange +3 *ghost touch warhammer* has a stone head etched like a gravestone, and its engravings glow with a pale blue light. The *ghost's sorrow* allows its wielder to see ethereal creatures in addition to the *ghost touch* ability to strike them. Twice per day, the character may try to pull an ethereal creature (as well as other incorporeal creatures) into the Material Plane and make it fully corporeal. The character decides to use this ability when he deals damage to an ethereal or incorporeal creature, which must make a Fortitude save (DC 20) or become fully corporeal in the Material Plane, losing all the advantages of being ethereal and incorporeal. They retain their mode of movement except their ability to pass through solid objects and remain corporeal for ten minutes.

Strong Conjunction and Divination; CL 13th; Craft Magic Arms and Armour, *plane shift*, *see invisible*; Price 114,312 gp; Cost 57,312 gp + 4,552 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 five plus the paladin's level to the wielder and anyone adjacent to him. 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 Armour, *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 save at DC 14 for half damage). It is consumed in the attack.



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

Lance of the Stately Charger: This +2 *hammering lance* adds +20 feet to a mount's base speed for the purpose of determining how far it can charge. In addition, it adds its enhancement bonus to attack to the Armour Class of both the wielder and his mount, but only during a charge.

During a charge attack, the *lance of the stately charger* sheds light as a torch, a light that cannot be dimmed for any reason.

Moderate Transmutation; CL 12th; Craft Magic Arms and Armour, *expeditious retreat*, *phantom steed*; Price 25,310 gp + 1,500 XP.

Life-Drinker: This +1 *greataxe* is favoured 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 Fortitude save (DC 16) 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 one hour.

Strong Necromancy; CL 13th; Craft Magic Arms and Armour, *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 he just made. He must take the result of the reroll, even if it is 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 zero). When the last *wish* is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus and still grants its re-roll power.

Strong Evocation; CL 17th; Craft Magic Arms and Armour, *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 Armour, *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



Mace of smiting

as if by a *fear* spell (Will save at 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 Armour, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

Mage Blade: In the hands of a combatant who has no skill with magic, the *mage blade* functions as a mundane masterwork longsword. It grants its wielder a +1 bonus to attack rolls and no further special abilities. However, in the hands of a combatant who is capable of preparing and casting arcane spells, the *mage blade*'s true nature becomes apparent. In such hands, this weapon acts as a +3 weapon. In addition, it grants its wielder the fighting abilities of an experienced fighter. He gains the use of the feats Weapon Focus (longsword), Power Attack, Martial Weapon Proficiency and Cleave, even if he does not normally meet the prerequisites for those feats. The wizard gains these feats only on attacks made with the *mage blade*. For example, a mage fights with a *mage blade* in his primary hand and a second longsword in his left. When attacking with the weapon in his left hand, the wizard does not use the feats granted by the *mage blade*.

Moderate Transmutation; CL 13th; Craft Magic Arms and Armour, *transformation*; Price 72,315 gp.

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

No aura (non-magical); Price 330 gp.

Nightblade: An enchanted longsword with a blade of pitch-black metal, the *nightblade* is bathed in a corona of flickering, ebon flames. Supposedly forged by a master wizard-thief who returned from beyond the grave as a shadow, this weapon exhibits several properties that make it very powerful in the hands of a rogue. First, the inky flames that wreath the blade may flow from the blade to engulf the wielder, granting him a +10 circumstance bonus to Hide checks for ten rounds, usable three times per day. Second, the weapon can emit a charged pulse of searing black flames, engulfing a single target for 5d4 points of fire damage as a ranged touch attack once per day. Finally, the *nightblade*'s wielder can

cast *ethereal jaunt* as a 13th level wizard once per day. In combat, the *nightblade* functions as a +3 magical weapon.

Strong Evocation; CL 15th; Craft Magic Arms and Armour, *darkness*, *ethereal jaunt*, *flame arrow*; Price 132,000 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 Fortitude save (DC 20) 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 Armour, *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 his 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 Armour, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

Obsidian Dagger of the Festival: An *obsidian dagger of the festival* is crafted from sharp volcanic glass, and when found will almost always be stained a rusty reddish-brown with the blood of countless victims. It functions as a +4 *dagger of wounding*. The *obsidian dagger of the festival* has the additional property that when used during a festival of sacrifice, so long as the first day of the festival involves the deaths of a minimum of 150 victims rather than the usual 100, the length of the festival is doubled for purposes of determining the resultant effect. For example, a blood magician using an *obsidian dagger of the festival* could have a three-day festival during

which he slays 150 victims on the first day, 160 on the second and 170 on the third, and at the end of it get a magical effect as though the festival had lasted six days rather than three.

Strong Evocation; CL 18th; Craft Magic Arms and Armour, *blood sacrifice*, must be any non-good alignment; Price 72,302 gp; Cost 36,302 gp + 2,880 XP.

Peacemaker: This enchanted abbot's staff is crafted from an unknown shimmering, blue/black stone that radiates an inner light. The *peacemaker* is both lightweight to the touch and stronger than steel. Rumoured to have been crafted with his bare hands by a dwarven monk of unsurpassed wisdom, the *peacemaker* is a potent weapon for peace when wielded by a skilled martial artist. The *peacemaker* bears the *blunted* and *enlightened* enhancements and radiates at all times a zone of calm as the spell *calm emotions* cast by a 10th level cleric. Once per day the wielder can also cast *zone of truth* and *hold monster* as the spells cast by a 10th level cleric. In combat, *peacemaker* functions as a +3 weapon.

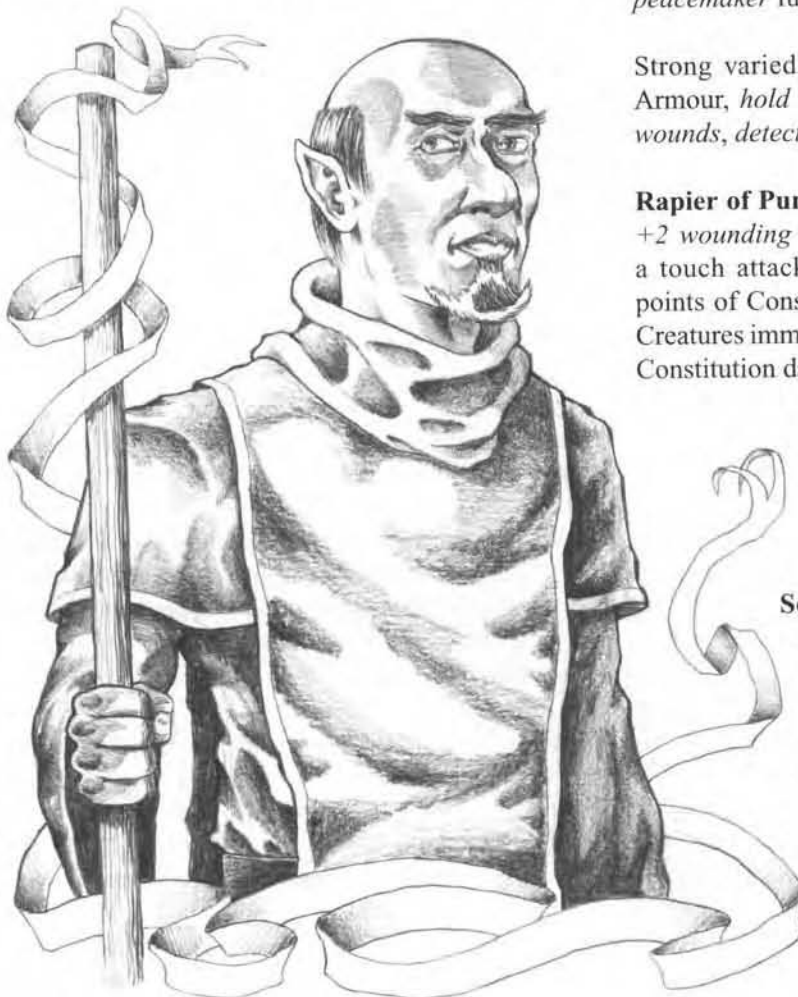
Strong varied; CL 15th; Craft Magic Arms and Armour, *hold monster*, *calm emotions*, *cure light wounds*, *detect thoughts*; Price 72,300 gp.

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 Armour, *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 Will save (DC 14) or become shaken. This is a mind-affecting fear effect.

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



A peacemaker

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 Armour, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP.

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 Will save (DC 15) or return to its natural form.

Strong Transmutation; CL 15th; Craft Arms and Armour, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP.

Shooting Longsword: This +2 *longsword* has a blade slightly thicker than normal and registers as a *throwing* weapon at first glance. A more careful analysis reveals its proper use. The wielder points the sword at a target and speaks the command word, causing a replica of the blade made of force to shoot forward. The character can make a ranged attack with the shooting blade, which has a range increment of 15 feet and has all other characteristics of the weapon (such as damage and chance of a critical hit). As a force attack, it may target incorporeal and ethereal creatures, but is blocked by other force effects such as a *shield* spell. As part of the magic, the wielder may use any feat normally applicable to the weapon in the ranged attack, such as Power Attack, Improved Sunder, and so on, as if he were attacking in melee. Point Blank Shot and other ranged combat feats also apply.

Faint Evocation; CL 5th; Craft Magic Arms and Armour, *magic missile*; Price 33,315 gp; Cost 16,815 gp + 680 XP.

Sickle of Sacrifice: This is a +2 *keen sickle*. It functions as a bane weapon against humans. When it is used to perform a coup de grace, its critical multiplier increases to x4. Furthermore, any creature sacrificed (using the Blood Sacrifice feat) with the *sickle of sacrifice* may never be returned from the dead with a *raise dead* spell, *resurrect* spell, or any other means unless a *wish* or *miracle* spell is first used. Finally, whenever it is successfully used to sacrifice a sentient victim, the *sickle of sacrifice* bestows 1d6 temporary hit points on its wielder.

Strong Evocation; CL 15th; Craft Magic Arms and Armour, Blood Sacrifice, must be any non-good alignment, *keen edge*; Price 50,306 gp; Cost 15,306 gp + 2,000 XP.

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

No aura (non-magical); 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 Fortitude save (DC 20) 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 overleaf.

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 Armour, *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 + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).



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

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 non-lethal damage (in the same amount as would be lethal damage) and forces the target to make a Will save (DC 11) or fall asleep.

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

Sprite Dagger: Though the pixies are often hindered by the size of the weapons they can use, they have managed to compensate for this hindrance through magical Enchantments. This weapon is the size and weight of a dagger, but it inflicts damage as if it were a short sword. The weapon is wielded as a dagger, and any additional bonuses for using

a dagger (such as for Weapon Focus or Weapon Specialisation) apply normally.

Faint Evocation; CL 5th; Craft Magic Arms and Armour, *enlarge person*; Price 9,302 gp; Cost 4,802 gp + 360 XP.

Staff of Graceful Skill at Arms: Similar to a *mage blade*, this enchanted weapon grants an arcane spellcaster who wields it in battle the abilities and skills of an experienced warrior. In the hands of a non-spellcaster, the *staff of graceful skill at arms* functions as a masterwork quarterstaff. When wielded by an arcane spellcaster capable of preparing and using spells, the staff grants him several bonuses. The weapon operates as a +1 *quarterstaff*. It also grants the wielder the following feats: Deflect Arrows, Two-Weapon Fighting and Weapon Focus (quarterstaff). The wizard may use these feats even if he does not have the prerequisites necessary to gain them. These feats only apply to attacks made with the staff or while the wizard carries the staff in his hands. The requirement that the wizard carry the staff in his hands replaces the usual requirement to have one hand free to use Deflect Arrows.

Moderate Abjuration and Transmutation; CL 13th; Craft Magic Arms and Armour, *protection from arrows, transformation*; Price 98,300 gp.

Staff of the Master: This humble-looking quarterstaff hides its true abilities from all but the right user. For all wielders, it acts as a +3 *ki focus quarterstaff*, but to any wielder who has the Stunning Fist and Deflect Arrows feats, it becomes something much greater. When wielded by such a user, the quarterstaff allows the character to use the Deflect Arrows feat even while armed with it. It also grants the character the chance to deflect an extra missile attack for every available attack of opportunity in that round. In addition, it grants a +5 competence bonus to Jump and Tumble checks.

Moderate Abjuration and Transmutation; CL 9th; Craft Magic Arms and Armour, *protection from arrows, jump*; Price 46,300 gp; Cost 23,300 gp + 1,858 XP.

Staff of Springing: This enchanted quarterstaff is made from resilient, highly flexible wood. When planted firmly into the ground, the staff collapses down to a third of its length before popping back to

its full length and vaulting its user into the air. When used in conjunction with a Jump skill check, the staff allows its wielder to ignore the maximum jumping distance based on his height. When used in combat, the *staff of springing* strikes as a +1 weapon.

Faint Transmutation; CL 3rd; Craft Magic Arms and Armour, *jump*, *levitate*; Price 8,600 gp.

Stone of Confusion: This stone appears to be the kind of rock commonly used in slings, but it has been given an additional Enchantment. When this stone strikes its target (when hurled by hand or from a sling), the victim and everyone within a 15-foot radius must make a Will save (DC 18) or immediately be affected by a *confusion* spell for ten rounds.

Faint Enchantment; CL 5th; Craft Magic Arms and Armour, *confusion*; Price 1,400 gp; Cost 700 gp + 56 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 Specialisation 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 his head while speaking a command word. The *sun blade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a ten-foot radius around the sword wielder and extends outward at five feet per round for ten 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 Armour, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

Sword Bracer: This item is an innocent-looking leather bracer with a pair of narrow straps that run down between the wearer's fingers and connect to the underside of the wrist. Runes carved into the tough leather speak of weapons and binding forces.

If the wearer makes a grabbing motion and activates the bracer, it creates a short sword made of force and whatever is encompassed in the blade's area of effect. This sword looks like a semi-solid weapon made out of whatever was near the user's hand – therefore, if the air is clear, the sword is invisible. If the item is used in a smoky room, it creates a blade made of smoke; if the user activates it standing next to a fire, he can pluck a fiery sword from the flames. The device can even work on loosely packed earth or snow, but anything more solid than those (such as wood or flesh or stone) will resist the force field that shapes the blade and prevent the sword forming.

The *sword bracer* is a very flexible weapon, as the substance of the blade can be chosen to deal with a particular danger. The bracer is also inconspicuous enough to go unnoticed, allowing the wearer to bring it in places where weapons are restricted or forbidden.

Activating the blade is a move-equivalent action. It conjures a magical short sword with properties that depend on where the sword formed:

Sword Bracer Properties

Substance	Blade Property
Clear air	+1 to attack rolls
Fire	<i>Flaming</i>
Snow	<i>Frost</i>
Smoke	<i>Ghost touch</i>
Other substances	Games Master's discretion, using the +1 <i>weapon properties</i> in <i>Core Rulebook II</i> as a guideline



Faint Transmutation; CL 5th; Craft Magical Arms and Armour, Craft Wondrous Item, *greater magic weapon*; Price 13,000 gp.

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 Fortitude save (DC 16) for each negative level or lose a character level.

Strong Necromancy; CL 17th; Craft Magic Arms and Armour, *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 Armour, *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 grey 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 Armour, *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 Armour, *divine power* or creator must be a 7th level druid; Price 47,315gp; Cost 23,657 gp and 5 sp + 1,893 XP.

Tomb Blade: If this sword is used to kill then on the next combat round the slain creature rises from the

dead as a zombie under the control of the wielder. The zombie has the same number of Hit Dice it had in life and any number of zombies may be created in this manner but their total Hit Dice must not exceed the wielder's level x 2. If a creature is killed that would take this total higher the sword's magic does not work. If the wielder kills a creature that individually has more than twice his level in Hit Dice, nothing happens.

Moderate Necromancy [evil]; CL 9th; Craft Wondrous Items, *animate dead*; Price 90,000 gp.

Trident of Fish Command: The magical properties of this +1 *trident* with a six foot long haft enable its wielder to *charm* up to 14 Hit Dice of aquatic animals (Will save at 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 ten feet of the trident. The trident can be used up to three times per day.

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

Whisper Arrow: These arrows are commonly used by thieves' guilds, informants and other people and organisations that deal in information as a commodity. This arrow delivers a message to the first person who touches it after it has been fired from a bow. The archer must whisper a message of up to 30 words as he draws the bowstring back to fire the arrow. After the arrow lands, the first person to touch the arrow hears the message repeated in his

mind in a dull, hollow tone, making it impossible to guess the message's sender by his voice. Note that if the arrow strikes a living target, that target hears the message as the arrow strikes him. If the arrow wound knocks him to below 0 hit points, the victim hears the message immediately if and when he returns to consciousness.

Faint Transmutation; CL 5th; Craft Magic Arms and Armour, *message*; Price 132 gp.

MAGIC AND BLACKPOWDER WEAPONS

Some campaigns feature blackpowder weapons. These are often viewed as a 'poor man's magic' since they offer some of the capabilities of magic to anyone capable of pointing a pistol or lighting

the fuse on a barrel of powder. However, magical versions of blackpowder weapons are entirely feasible.

Magical blackpowder weapons follow all the normal rules for enchanted ranged weapons, including the need to be of masterwork quality. In addition to the Enchantments appropriate for ranged weapons, blackpowder weapons can bear one of the following special qualities.

Dragonsbreath: Instead of firing normal shot like a standard blackpowder weapon, this pistol or rifle transforms its powder charge into a massive gout of deadly flame. Treat any shot fired by this weapon as the spell *burning hands*, inflicting 5d4 fire damage. Any damage bonuses the weapon or wielder might enjoy (such as Weapon Specialisation or the weapon's Enchantment bonus) is added to this total.

Faint Evocation; CL 5th; Craft Magic Arms and Armour, *burning hands*; Price +2 bonus.

Neverloading: Weapons with this Enchantment do not require loading with blackpowder to propel their shot. A bullet must still be dropped into the barrel as normal, but no powder is needed. This reduces the reload time to virtually nothing, allowing the wielder to fire as many times as he has attacks per round.

Moderate Evocation; CL 10th; Craft Magic Arms and Armour, *telekinesis*; Price +4 bonus.

Silversmithing: The shot fired by this blackpowder weapon is polymorphed into silver, which can have special effects on certain types of creatures. This power can simulate other abilities that transform a weapon's ammunition and can be applied to any ranged weapon that utilises ammunition.

Moderate Evocation; CL 10th; Craft Magic Arms and Armour, *major creation*; Price +1 bonus.



Neverloading blackpowder weapon

RINGS, SCROLLS, POTIONS AND OILS

Scrolls, potions and oils are among the commonest magical items found by adventurers. They are fairly easy to make and can give the user an advantage in a tight spot. A powerful wizard might have a set of scrolls with common spells inscribed on them to hand in case he exhausts his own spell power. Alternatively, he might create scroll spells as a means of preserving and passing on his knowledge, or for the use of friends and allies.

Similarly, potions are relatively easily made and can offer their user significant advantages ranging from the ability to gain spell-like effects without casting magic (or having a spellcaster around) to some unique benefits. The potions discussed in this chapter are magical in nature; alchemical and drug-based potions are beyond the scope of this book.

Rings are a favourite among adventurers. Some offer passive advantages (i.e. ones that are constantly in effect) while others control impressive powers that can be called forth upon demand. Deciding which magical ring to wear can be a difficult choice; some adventurers have quite a collection and select them according to expected needs.

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 does not 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, a hardness of 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.

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.

Bone: A *ring of bone*, though appearing as a rather ordinary looking bone ring, acts as a small repository for negative energy, allowing the wearer to *control undead* once per day in the same way as the spell of the same level.

Moderate Necromancy; CL 13th; Craft Wondrous Items, *control undead*; Price 7,000 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 his Hide checks. As a standard action, he can also command the ring to utilise the spell *disguise self* as often as he 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 five 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 ten 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.

Demonic Control: This is a plain iron ring adorned with but a single gem, the type of which defines the demonic family this item has power over. The *ring of demonic control babau*, for example, has a sapphire whilst those that are forged to control the balor have a ruby. Others exist for the lesser demonic families, though they are far less common. When worn, this ring adds a +1 bonus to all Control checks used against any demon of the respective family.

Strong Transmutation; CL 12th; Forge Ring, Demon Lore 4+ ranks; Price 10,000 gp.

Demonic Obedience: This ring of cold silver with a single mounted gem is very similar to the *ring of demonic control* but is far more potent. Whilst worn, this ring grants a +2 bonus to all Control checks taken against demons of the family specified by the gem. This effect may not be combined with any *ring of demonic control*.

Strong Transmutation; CL 12th; Forge Ring, Demon Lore 8+ ranks; Price 25,000 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 one hour per day. If the djinni of the ring is ever killed, the ring becomes non-magical and worthless.

Strong Conjunction; 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.



Ring of Djinni Calling

Elementals of the plane to which the ring is attuned cannot attack the wearer, or even approach within five feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*; Will save at 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 recognise 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 Games Master must determine the extent and result of fear, hatred or respect.

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 (electrical)* (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 Conjunction; 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 he had the evasion class ability. Whenever he makes a Reflex saving throw to determine whether he 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 five feet.

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

Fey Blessing: While the fey take their loyalty very seriously, allies can commonly find themselves under the influence of fey Enchantments without their knowledge or permission. These rings are often given to protect against such occurrences. While wearing this ring, a character gains a +4 resistance bonus against Enchantment spells.

Faint Abjuration; CL 3rd; Forge Ring, *resistance*; Price 4,000 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 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 five 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 ten ranks in the Jump skill; Price 10,000 gp.

Matriarch's Ring: Despite the name, the *matriarch's ring* is rarely worn by a halfling clan matriarch. Instead, it mimics their reputed abilities. The wearer of this golden ring may *detect thoughts*, *discern lies* or cast *command* at will. Each ring is inset with a beautiful emerald. If this gem is smashed, a halfling bodyguard (a 10th level fighter/5th level clan defender) is summoned who will fight to the death for the wearer of the ring. The fighter vanishes forever after completing one task for the ringbearer.

Moderate varied; CL 6th; Forge Ring, *detect thoughts*, *discern lies*, *command*; Price 75,600 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 his alignment.

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

Petty Vengeance: The power of this golden ring is activated automatically upon the death of its wearer. The instant the wearer is slain, the ring casts the single spell stored within at the cause of death, so long as it is in range. This spell must be chosen at the time of the ring's forging and may not be changed thereafter. Furthermore, only spells that take one action to cast are permitted but no components of any type are required. Once the spell has been expended in this way, the ring becomes magically inert and may not be used to store a spell again. The market price will therefore be reduced to 500 gp.

Strong varies; CL 12th; Forge Ring, spell to be stored; Price variable – caster level x (maximum level of spell known) x 100 gp.

Predator: Designed to aid fey hunters and protectors of sylvan glades, these rings are only given to the most trusted of allies. When worn, this ring grants +10 competence bonus to Hide and Move Silently checks. In addition, the character gains the Trackless Step ability (identical to the druid class feature of the same name).

Faint Illusion; CL 1st; Forge Ring, silence, *invisibility*, creator must be druid; 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 ram-like 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 one charge is expended, 2d6 points if two charges are used, or 3d6 points if three 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 two charges are expended, or +2 if three 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 two charges are expended, the effect is equivalent to a character with Strength 27. If three 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 non-magical 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 one 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 five 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 Conjunction; 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 four rounds. They can be moved at 120 feet per round. Each sphere is about three feet in diameter, and any creature who comes within five feet of one causes its charge to dissipate, taking electrical 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 five-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 Reflex save (DC 13). Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful Reflex save (DC 13). 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 ten feet wide. Creatures within this area take 2d8 points of electrical damage each if not wearing metal armour or carrying a metal weapon. Those wearing metal armour and/or carrying a metal weapon take 4d8 points of electrical 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 armour (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 one 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.

Studious Initiative: This plain silver ring radiates mild Transmutation magic. The wearer notices that he always seems to have time to stop and consider what is happening around him, allowing him to react to even the most surprising situation with ease. The wearer of this ring can take ten on his initiative checks.

Moderate Transmutation; CL 7th; Forge Ring, *moment of prescience*; Price 30,000 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 two hours per day to gain the benefit of eight 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 re-attune it to himself.

Faint Conjunction; 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 five 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 ten 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 non-magical 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 utilise 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 specialisation 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*).

Wraithform Ring: This iron ring has three onyxes set on its band. When the command word is spoken, the wearer of the ring comes under the effects of a *wraithform* spell. This ability can be used up to three times a day.

Faint Transmutation; CL 5th; Forge Ring, *wraithform*; Price 17,000 gp.

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 one foot of stone, one inch of common metal, or up to three feet of wood or dirt. Thicker substances or a thin sheet of lead blocks vision.

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

Moderate Divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 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 ½ 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 ½ 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 Armour Class 9, 1 hit point, a hardness of 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 (see the *arcane mark* spell description) which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps such as *glyph of warding* or *fire trap*.

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 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 class.

† The user must have the spell on his class list.

† The user must have the requisite ability score.

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



A wizard prepares to activate a scroll

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 one), unless the caster specifically desires otherwise. For example, a 10th level cleric might want to create a *cure critical wounds* scroll at caster level 10th instead of the minimum for the spell (caster level 7th) in order to get more benefit from the scroll spell. This scroll would of course be more costly to scribe.

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. The Games Master should determine the nature and effect of the mishap. Possible mishaps are given below, though the Games Master may decide that a different mishap has occurred as befits the current circumstances.

Potential mishaps include:

† A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

† The 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.

† The spell takes effect at some random location within spell range.

† The 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.

† The 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.

Scroll Spell Level

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 do not involve themselves in scribing scrolls). Examples include *hideous laughter* and *suggestion*.

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 do not involve themselves in scribing scrolls). Examples include *read magic*, *restoration* and *reduce animal*.

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). Examples include *cure serious wounds*, *neutralise poison* and *flame strike*.

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.

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 one minute.

Potions are like spells cast upon the imbiber. The character taking the potion does not 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 one ounce of liquid held in a ceramic or

glass vial fitted with a tight stopper. The stoppered container is usually no more than one inch wide and two inches high. The vial has AC 13, 1 hit point, a hardness of 1, and a break DC of 12. Vials hold one ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, characters 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 he tasted a liquid that reminded him 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



A potion before being decanted into a bottle

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, he 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.

Specific Potions

The vast majority of potions duplicate spell effects and thus need not be defined here. A few, however, are rather unique.

Arcane Mastery: This neon orange potion pops, fizzes and bubbles with arcane energy, giving it an unstable, highly agitated appearance. When consumed by a spellcaster, this potion grants him the equivalent of the feat Spell Focus appropriate to the school of the next spell he casts. If the spellcaster already possesses Spell Focus for the spell type he uses, this potion grants him no bonuses or additional effects.

Faint Evocation; CL 5th; Brew Potion, Spell Focus feat; Price 500 gp.

Burning Skin: When drunk, this potion causes the user's skin to exude a clear, shimmering substance that burns with the same intensity as the juice of a hot pepper. For one hour after it is consumed, a *potion of burning skin* forces any creature attacking the user with unarmed attacks to succeed at a Fortitude save (DC 11) or suffer one point of damage each time they successfully strike. A creature grappling the user must attempt the same save at a -2 circumstance penalty each round.

Faint Evocation; CL 1st; Brew Potion, *inflict minor wounds*; Price 50 gp.

Enchanted Sleep: Often used to slip into the drink of mortals who have intruded upon fey gatherings, this potion is enchanted with a powerful *sleep* spell. Characters who drink this potion are affected by a *sleep* spell, regardless of their total level or Hit Dice. A normal saving throw applies against this effect.

Faint Enchantment; CL 3rd; Brew Potion, *sleep*; Price 250 gp.

Fey Sight: This potion allows the character to sense the presence of fey Essence and those possessing the gift of the Reverie. For one hour after drinking the potion, fey or objects which contain Essence (living or otherwise) will be seen with a faint green glow. The strength of the glow (dim, moderate, overwhelming) will help determine the amount of Essence currently within the object.

Faint Divination; CL 2nd; Brew Potion, creator must have the Knowledge (reverie) skill or be fey; Price 250 gp.

Great Ki: When consumed, this vial of golden liquid sends alternating waves of hot and cold through the drinker's body. For the next hour, his unarmed attacks strike as though he had the Ki Strike +1 class ability. If the drinker already possesses the Ki Strike ability, the benefits of the potion stack with it, raising it by +1 to a maximum of +5. While under the effects of a *potion of great ki*, the drinker is suffused with golden light – he suffers a -4 circumstance penalty to all Hide skill checks.

Faint Evocation; CL 3rd; Brew Potion, *magic weapon*, brewer must have Ki Strike as a class ability; Price 150 gp.

Growth Draught: According to halfling tradition, the formula for this magical potion was given to them by the tree-folk long ago as a parting gift. *Growth draught* is brewed from pure mountain water and rare herbs. It is rarely used, but some halfling warriors do partake. Anyone who drinks *growth draught* begins to, obviously enough, grow, becoming stronger and healthier. The draught packs the development of a lifetime into a few short months.

To benefit from the power of *growth draught*, a user must drink one dose of the potion whenever he gains a level. If the potion is not drunk within a week of gaining the level, the complex metabolic balance created by the potion will collapse and the user will be unable to benefit further from the draught. Every four levels, when the character would normally be allowed to increase a statistic, the potion instead permanently increases the user's Strength and Constitution by one point each. Essentially, the potion gives the benefit of statistic increases from higher levels immediately. The drinker also gains 1d3 inches in height. No character higher than 12th level can benefit from *growth draught*.

Strong Transmutation; CL 13th; Brew Potion, *bull's strength, greater restoration*; Price 3,000 gp.

Ink Black: This potion usually appears as a thick, black, viscous fluid. When ingested, the potion changes the drinker's skin and equipment to an inky, black colour for 30 minutes, making him almost impossible to spot in the dark. In low-light conditions, the drinker gains a +20 circumstance bonus to Hide checks. In any other condition, he gains a +10 circumstance bonus. In addition, the user's features are so obscured that he is impossible to identify without magical means such as *true seeing*.

Faint Evocation; CL 3rd; Brew Potion, *darkness*; Price 250 gp.

Liquid Form: When consumed, this potion transforms its user into a pillar of thick, silvery liquid that can flow through cracks, beneath doors, or down small pipes or holes. The drinker may move at his normal walking rate. Note that while he can breathe normally in this form,

he does not gain the ability to breathe underwater. The user may return to his normal form and switch back to his liquid one as often as necessary during the potion's one-hour duration.

Moderate Transmutation; CL 11th; Brew Potion, *control water, gaseous form*; Price 750 gp.

Mnemonic Enhancement: A bright yellow liquid, this potion boosts the mental capacity of its drinker, allowing him to recall the mystic patterns used to cast a prepared spell. After drinking a *potion of mnemonic enhancement*, a character who can prepare spells immediately regains the last spell he cast. The spell must have been cast within one hour of drinking the potion. Otherwise, its effects are wasted. Characters who do not prepare spells, such as sorcerers, gain nothing from this potion. This potion allows a caster to recall a spell of up to 3rd level. Higher level spells are simply too complicated for the user to fully recall.

Faint Transmutation; CL 5th; Brew Potion, *detect thoughts*; Price 1,000 gp.

Mystic Insight: A purple liquid with a distinct, metallic taste, the *potion of mystic insight* grants its drinker an array of abilities to see and identify magical auras. Anyone who drinks this brew gains the benefits of *detect magic*, *detect poison*, and *detect secret doors* all cast by a 3rd level wizard.



Creating a potion

Faint Divination; CL 3rd; Brew Potion, *detect magic*, *detect secret doors*, *detect poison*; Price 100 gp.

Retribution: Usually brewed as a milky, honey-tasting draught, a *potion of retribution* empowers the drinker to return some of the damage he suffers to his attackers. Each round for 1d4+1 rounds after he drinks the potion, the imbiber gains a touch attack he can use as one of his attacks for the round. The damage for this touch attack is equal to half the total damage he has suffered between the last touch attack and the current one. For the first touch attack, it does half the damage the drinker has taken since quaffing the potion. This damage potential is not cumulative and is lost if not taken each round.

The target for this touch attack receives a Fortitude save for half damage. This damage is considered a force effect, can affect objects and must be directed at one of the drinker's enemies that has successfully struck and harmed him in the current combat.

Faint Abjuration; CL 5th; Brew Potion, *lesser repercussion*; Price 900 gp.

Stoneflame Potion: This potent weapon was designed by drow alchemists, specifically for use against dwarven mines. When poured onto an area of stone, the *stoneflame* quickly soaks into the surface, spreading out to form a 10-foot square area that appears slightly damp. In 1d4 rounds, the entire area bursts into flames and begins consuming the stone onto which it was poured. The solution burns for 1d10 x 1d6 minutes, and burns away a ten-foot x ten-foot x one-foot thick slab of stone during each of those minutes. Anyone standing in or passing through the flames suffers 3d6 hit points of fire damage. Those unfortunates caught in the area when it catches fire are allowed a Reflex save (DC 20) to partially avoid the damage, and suffer only half damage if the save is successful.

The most dangerous aspect of the *stoneflame potion* is the way it turns the stone itself into a soupy morass, making travel through the area difficult. Those who fail their save when the area ignites, or those who attempt to move through an area affected by the *stoneflame potion*, must make a successful Strength check (DC 25) in order to move at all within the mess. Those who fail the save check are stuck in the affected area until their next round, when they can again attempt to tear themselves free from the fiery embrace.

Strong Evocation; CL 12th; Craft Potion, *fireball*, *stone shape*; Price 2,000 gp.

Total Focus: The user of this potion gains great clarity of focus, providing him with a +30 bonus to a single Concentration check made within the next 24 hours. *Potions of total focus* are used most often by martial artists looking to gain an edge in breaking competitions. A *potion of total focus* appears as a syrupy brown liquid shot through with yellow motes of light.

Faint Transmutation; CL 3rd; Brew Potion, *endurance*, spellcaster level 5+; Price 300 gp.

Treasure Finding: Upon downing this potion, the user gains the ability to smell silver, copper, gold, jewels and other valuable items. The drinker can determine the location of each valuable item or treasure trove within 120 feet of his current position by his sense of smell, though if a treasure lies in an area that he has not explored or previously entered he only becomes aware of the treasure's presence in that general direction. Furthermore, judging from each treasure's odour, he can determine their relative values. This effect lasts for 30 minutes.

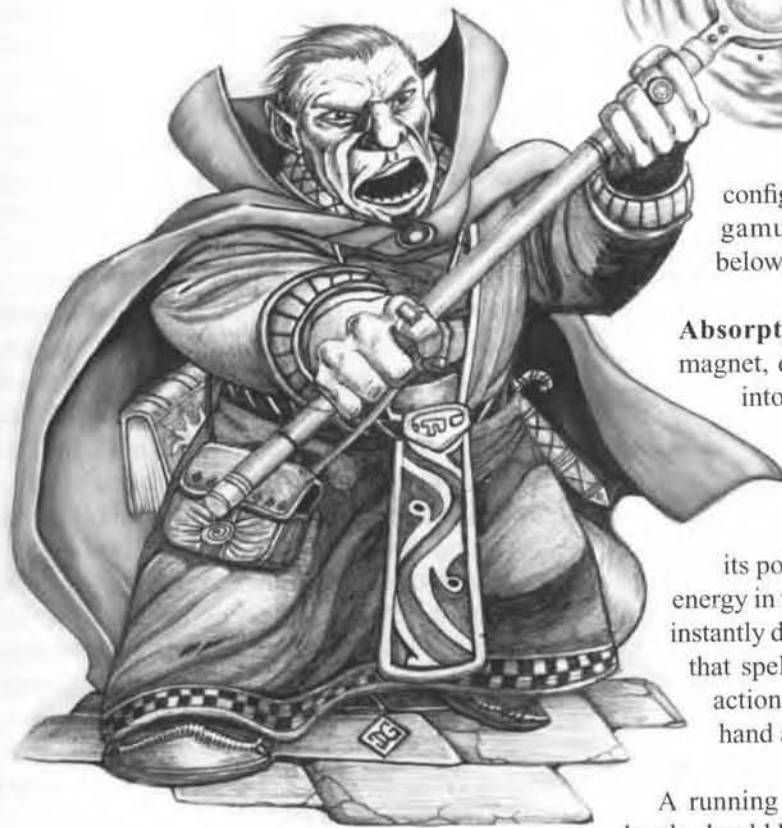
Faint Divination; CL 5th; Brew Potion, *clairaudience*/*clairvoyance*; Price 350 gp.

RODS, STAFFS AND WANDS

Magical staffs and wands are perhaps the most quintessentially wizardly of items, though in fact many can be used by anyone. The main differences between rods, staffs and wands is in terms of size and power. Wands have a single magical function and are quite small. However, despite the connotations of the name they are not usually flimsy; most wands are robust enough to survive the rough and tumble of adventuring and perhaps being used to goad a beast of burden or chastise an apprentice. Staffs are longer and thicker and have a range of powers in addition to being useful as emergency weapons and of course keeping the user from tripping over malicious rocks. Rods are somewhere in between in terms of size and have extremely varied functions.

RODS

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



Rod of absorption

Physical Description: Rods weigh approximately five pounds. They range from two feet to three 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 an Armour Class of 9, 10 hit points, a hardness of 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.

Rod Descriptions

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

Absorption: This rod acts as a magical 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 his 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 his own. He 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. For example, a rod that has

absorbed a 6th level spell and a 3rd level one has a total of nine absorbed spell levels. The wielder of the rod can use captured spell energy to cast any spell he 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. The rod mentioned above, holding nine spell levels, could be used to cast one 9th level spell, one 4th level and one 5th level spell, nine 1st level spells, or some other combination of nine spell levels. 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 50 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.

As a more specific example: Garvond the cleric uses his brand-new *rod of absorption* to nullify the effect of a *suggestion* spell cast at him by a sorcerer. The rod has now absorbed three spell levels and can absorb 47 more. Using the spell levels stored in the rod, Garvond can cast any 1st, 2nd or 3rd level spell he has prepared without loss of that preparation, using the stored energy in the rod. Garvond decides to cast *hold person* back at the sorcerer who just attacked him. This is a 2nd level spell, so the rod still holds one spell level. It can absorb 47 more levels and has disposed of two spell levels permanently. Garvond still has *hold person* prepared and can still cast it in the normal manner.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by two. Then roll d% again: on a result of 71–100, half the levels already absorbed by the rod are still stored within. For example, if the first roll determines that the rod has 34 levels of spell absorption remaining, it has absorbed 16 levels' worth of spells. There is a 30% chance that eight (half of 16) spell levels remain within the rod awaiting use.

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 mace-like 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 ten minutes, and the rod can perform this function once per day.

The rod can also be used to simulate the casting of an *animate objects* spell, utilising any 11 (or fewer) Small objects located roughly around the perimeter of a five-foot radius circle centred 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 Will save (DC 23) 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.

Concentration: The *rod of concentration* is a useful tool for not only illusionists, but for mages in general. The wielder of this rod is considered to have the following feats while holding onto the rod: Combat Casting, Skill Focus (concentration), Improved Concentration and Split Concentration. Note that if for any reason the wielder loses contact or drops the *rod of concentration*, then he immediately loses concentration on all of his spells.

Moderate varied; CL 9th; Craft Rod, Combat Casting, Skill Focus (concentration), Improved Concentration and Split Concentration; Price 24,000 gp.

Countering: A potent tool for counterspelling, a rod of countering appears to be a silver rod about two feet long with roaring dragons carved into both ends. Gems, usually onyx on one end, diamond on the other, are inset for the eyes of the dragons. When held firmly in one hand and commanded as a free action, the rod activates. For as long as the bearer takes no other action or movement, the rod of countering automatically allows him to counterspell each and every spell he witnesses being cast and can identify with a Spellcraft check. The rod powers each counterspell with a spell of equivalent level from the bearer; this spell does not have to be the same as the countered spell. Instead, the rod takes a random spell of the equivalent level.

As long as the bearer has appropriate spells to fuel the counterspelling attempts, they automatically succeed and there is no limit to the number of counterspells the bearer can perform in a given round this way. If the bearer runs out of spells of the appropriate level and still wishes to counterspell, he may sacrifice a higher level slot to do so. This is dangerous, however, as it can overload the rod and destroy it.

Each time the bearer uses the rod to counter a spell using a spell of a higher level slot, the *rod of countering* must make a Fortitude save against a DC 10 + level of spell slot being expended. This save must be made each time such a counterspell is attempted. If the save fails, the counterspelling still occurs but the *rod* shatters and is ruined immediately thereafter.

A spellcaster must take great care when using a *rod of countering*. The ability it grants its bearer



Rod of concentration

to counter hostile magic is impressive, but more than a few rounds of heavy use will quickly deplete a mage of his spell slots. This can leave the mage woefully drained and vulnerable. If used infrequently, however, a *rod of countering* can be a very impressive part of a spellcaster's arsenal.

Strong Abjuration; CL 7th; Craft Rod, *superior dispel magic*, any feat involving counterspelling or the Spellcraft skill; Price 90,000 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 ten 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

RODS, STAFFS AND WANDS

Rod of fey blood



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 he had the Two-Weapon Fighting feat).

Once per day, the wielder can use a free action to cause the rod to grant him a +4 deflection bonus to Armour Class and a +4 resistance bonus on saving throws for ten 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 Armour, *bless*; Price 50,000 gp.

Fey Blood: When held, this rod allows the wielder to act as if he was of fey blood for purposes such as using fey-enchanted items without being subject to the effects of Loyalty. This ability can only be used

for singular activities, and has no bearing on long term effects for non-fey (such as the limitations of storing Essence).

Moderate Transmutation; CL 9th; Craft Rod, *polymorph self*, creator must be fey; Price 23,000 gp.

Fey Locating: This rod pulses in the wielder's hand and points to the largest source of Essence within 30 feet (living or enchanted). If more than one source is within range, the rod points to the largest first. Each operation requires a full-round action.

Moderate Divination; CL 9th; Craft Rod, *locate creature*; Price 23,000 gp.

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

Extinguishing a Large or larger non-magical fire, or a magic fire of Medium or smaller (such as that of a *flaming weapon* or a *burning hands* spell), expends one charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for six 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 two 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 three charges.

A *rod of flame extinguishing* has ten charges when found. Spent charges are renewed every day, so that a welder can expend up to ten 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 Strength check (DC 30) to move the rod up to ten 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 varied 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 stud-like buttons along its length. Pushing any of the rod's buttons is equivalent to drawing a weapon. It weighs ten 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 save at 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 (ten-foot maximum range, Will save at 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 save at DC 17 for half damage) 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 one 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 four feet.

† When button two is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to four feet.

† When button three 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 six 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 four 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 five and 50 feet in a single round, stopping when button four is pushed again. Horizontal bars three inches long fold out from the sides, one 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 five.

† 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 four. The force exerted has a Strength modifier of +12.

† When button six 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 Armour, *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, Maximise: The wielder can cast up to three spells per day that are maximised as though using the Maximise Spell feat.

Strong (no school); CL 17th; Craft Rod, Maximise 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 grey 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 makes no saving throw, although the rod cannot negate artefacts (even minor artefacts). 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 four feet long and weighs ten 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 Armour, *baleful polymorph*, creator must be good; Price 13,000 gp.

Rod of Summoning: This ornate and finely crafted rod has the power to sharpen a summoner's concentration and magically alter preparations during a summoning ritual to correct mistakes. The user gains a +1 bonus to all Summoning checks whilst the rod is in his possession.

Moderate Conjunction; CL 9th; Craft Rod; Price 15,000 gp.

Rulership: This rod looks like a royal sceptre 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 he activates the device (a standard action). Creatures totalling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a Will save (DC 16) to negate the effect. Ruled creatures obey the wielder as if he 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 non-dimensional 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. Thus

one creature can stay for 200 days, ten creatures for 20 days, 100 creatures for two days, etc. All fractions are rounded down, so a group numbering more than 100 can stay only one day and a group of 201 or more cannot be affected.

In this pocket paradise, creatures do not age, and natural healing take place at twice the normal rate. Fresh water and food (fruit 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 Will save (DC 17) 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 traveller would be returning to, then his body is displaced a sufficient distance to provide the space required for re-entry. 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 Conjunction; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

Skill: This ebony and silver rod is much sought after by necromancers for its ability to impart old knowledge into animated corpses. The rod may be activated once per day by pressing a small emerald inset within the tip of the rod. If held by the wizard during the next animation spell (of any sort) all of the skeletons or zombies raised will possess all of the skills and feats they had in life. Thus a skeletal armorer will know how to repair armour, a zombie fighter will fight with the feats he had in life, etc.

Faint Necromancy; CL 5th; Craft Rod, *animate dead*; Price 30,000 gp.

Splendour: The possessor of this rod gains a +4 enhancement bonus to his Charisma score for as



long as he holds or carries the item. Once per day, the rod creates and garbs him 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 him.

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 splendour of the pavilion and sufficient to entertain as many as 100 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 Conjuraton and Transmutation; CL 12th; Craft Rod, *eagle's splendour*, *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 save at DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within one 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 electrical 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 electrical damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within one 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 save at 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 five-foot wide lightning bolt (9d6 points of electrical damage, Reflex save at DC 16 for half damage) 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 electrical damage (count rolls of one or two as rolls of three,



Rod of thunder and lightning

for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single Reflex save (DC 16) applies for both effects.

Moderate Evocation; CL 9th; Craft Rod, Craft Magic Arms and Armour, *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 ten 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 save at DC 14 negates) and another 1d10 points of Constitution damage one minute later (Fortitude save at DC 14 negates). The rod only functions if its possessor is evil.

Moderate Necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armour, *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 he touches with the rod (by making a melee touch attack). If he scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a Fortitude save (DC 17).

Strong Necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armour, *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	Slow creature pointed at for ten rounds (Will DC 15 negates).
06–10	Faerie fire surrounds the target.
11–15	Deludes wielder for one round into believing the rod functions as indicated by a second die roll (no save).
16–20	Gust of wind, 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 one round in 60 ft. radius centred 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, five 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, centred 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 non-living object of up to 1,000 lb. mass and up to 30 cubic 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 one 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 colours 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.

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 four feet to seven feet long and two inches to three inches thick, weighing about five 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 an Armour Class of 7, 10 hit points, a hardness of 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 does not provoke attacks of opportunity. If the spell being cast, however, has a longer casting time than one 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 non-humanoid 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.

Staff Descriptions

Staffs are immensely useful because they have so many capabilities packed into a single item. They 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 is 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 those 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, especially if the wielder has the Spell Penetration feat.

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* (one charge)
- † *Resist energy* (one charge)
- † *Dispel magic* (one charge)
- † *Lesser globe of invulnerability* (two charges)
- † *Dismissal* (two charges)
- † *Repulsion* (three charges)

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

Apprentice's Staff: Created by a master wizard as a gift to his apprentice and a sign of the youngster's attainment of the wizard's mantle, an *apprentice's staff* is designed to provide a young adventuring wizard with a few spells that will prove useful in warding away enemies and surviving adventures. Few wizards continue to use an *apprentice's staff* after progressing in magical ability but most keep theirs as a treasured memento of their master's kindness. An *apprentice's staff* allows the use of the following spells:

- † *Expeditious retreat* (one charge)
- † *Mage armour* (one charge)
- † *Obscuring mist* (one charge)

Faint varied; CL 5th; Prerequisites: Craft Staff, *expeditious retreat*, *mage armour*, *obscuring mist*; Price 4,200 gp.

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

- † Charm person (one charge)
- † Charm monster (two 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 (one charge)
- † Summon swarm (one charge)
- † Stinking cloud (one charge)
- † Minor creation (two charges)
- † Cloudkill (two charges)
- † Summon monster VI (three charges)

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

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



Apprentice's staff

- † Shield (one charge)
- † Shield of faith (one charge)
- † Shield other (one charge)
- † Shield of law (three 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 (one charge)
- † Locate object (one charge)
- † Tongues (one charge)
- † Locate creature (two charges)
- † Prying eyes (two charges)
- † True seeing (three 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 smouldering power. It allows the use of the following spells:

- † Passwall (one charge)
- † Move earth (one charge)

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

Elemental Mastery: This magical staff is formed from a fusion of material collected from each of the four primary Elemental Planes: Earth, Air, Water and Fire. At first glance, it appears to be carved from dark brown wood, but a closer inspection reveals a series of swirling patterns that slowly shift its colour from deep black to an orange brown.

The staff pulses with the living power of the elements, granting its user a variety of powers focused on them. The *staff of elemental mastery* allows the use of the following spells:

- † Fireball (12d6, DC 13) (one charge)
- † Gust of wind (one charge)

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- † *Protection from elements* (one charge)
- † *Stoneskin* (one charge)
- † *Control water* (one charge)
- † *Summon monster VI* (elementals only) (two charges)

Strong varied; CL 12th; Craft Staff, *fireball*, *gust of wind*, *protection from elements*, *stoneskin*, *control water*, *summon monster VI*; Price 63,000 gp.

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

- † *Sleep* (one charge)
- † *Hideous laughter* (one charge)
- † *Suggestion* (one charge)
- † *Crushing despair* (two charges)
- † *Mind fog* (two charges)
- † *Suggestion, mass* (three charges)

Strong Enchantment; CL 13th; Craft Staff, *crushing despair*, *hideous laughter*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*; 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* (one charge)
- † *Shatter* (one charge)
- † *Fireball* (one charge)
- † *Ice storm* (two charges)
- † *Wall of force* (two charges)
- † *Chain lightning* (three 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 bronzedwood with brass bindings, this staff allows use of the following spells:

- † *Burning hands* (one charge)
- † *Fireball* (one charge)
- † *Wall of fire* (two charges)

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

Force Staff: This magical staff is a shimmering cylinder of magical energy that functions in melee as a +2 *brilliant energy quarterstaff*. Forged from pure arcane power, this weapon crackles with energy and

serves to channel a variety of force-based effects. It allows the use of the following spells:

- † *Magic missile* (five missiles) (one charge)
- † *Resilient sphere* (DC 14) (one charge)
- † *Wall of force* (two charges)

Strong Evocation; CL 16th; Craft Staff, Craft Magic Arms and Armour, *magic missile*, *resilient sphere*, *wall of force*; Price 92,000 gp.

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

- † *Ice storm* (one charge)
- † *Wall of ice* (one charge)
- † *Cone of cold* (two charges)

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* (one charge)
- † *Cure serious wounds* (one charge)
- † *Remove blindness/deafness* (two charges)
- † *Remove disease* (three charges)

Moderate Conjunction; 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* (one charge)
- † *Mirror image* (one charge)
- † *Major image* (one charge)
- † *Rainbow pattern* (two charges)
- † *Persistent image* (two charges)
- † *Mislead* (three charges)

Strong Illusion; CL 13th; Craft Staff, *disguise self*, *major image*, *mirror image*, *persistent image*, *project image*, *rainbow pattern*; Price 65,000 gp.

Staff of Illusion, Great: The *staff of great illusion* is a potent magical item that is empowered with the ability to cast the following spells:

- † *Ghost sound* (heightened to 5th level, DC 17) (one charge)
- † *Colour spray* (heightened to 5th level, DC 17) (one charge)
- † *Phantasmal force* (heightened to 5th level, DC 17) (one charge)
- † *Blur* (heightened to 5th level, DC 17) (one charge)
- † *Hypnotic pattern* (heightened to 5th level, DC 17) (one charge)
- † *Invisibility* (one charge)
- † *Lesser blindness/deafness* (heightened to 5th level, DC 17) (one charge)
- † *Minor image* (heightened to 5th level, DC 17) (one charge)
- † *Mirror image* (one charge)
- † *Displacement* (two charges)
- † *Improved phantasmal force* (heightened to 5th level, DC 17) (two charges)
- † *Invisibility sphere* (two charges)
- † *Major image* (heightened to 5th level, DC 17) (two charges)

The *staff of great illusion* is considered a +2 *quarterstaff* and it can be broken for a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All within 30 feet of the broken staff, including the caster, immediately come under the affects of a *weird* spell.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. Once empty of charges, it cannot be broken in a retributive strike.

Strong Illusion; CL 17th; Craft Magical Arms and Armor, Craft Staff, heightened *ghost sound*, heightened *color spray*, heightened *phantasmal force*, heightened *blur*, heightened *hypnotic pattern*, *invisibility*, heightened *lesser blindness/deafness*, heightened *minor image*, *mirror image*, *displacement*, heightened *improved phantasmal force*, *invisibility sphere*, heightened *major image*, *weird*; Price: 240,000 gp.

Illumination: This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- † *Dancing lights* (one charge)
- † *Flare* (one charge)
- † *Daylight* (two charges)
- † *Sunburst* (three 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* (one charge)
- † *Raise dead* (5 charges)

Moderate Conjuraction; 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* (one charge)
- † *Ghoul touch* (one charge)
- † *Halt undead* (one charge)
- † *Enervation* (two charges)
- † *Waves of fatigue* (two charges)
- † *Circle of death* (three 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* (one charge)
- † *Passwall* (one charge)
- † *Phase door* (two charges)
- † *Greater teleport* (two charges)
- † *Astral projection* (two 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* (one charge)
- † *Ray of enfeeblement* (heightened to 5th level) (one charge)
- † *Continual flame* (one charge)
- † *Levitate* (one charge)
- † *Lightning bolt* (heightened to 5th level) (one charge)

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- † *Fireball* (heightened to 5th level) (one charge)
- † *Cone of cold* (two charges)
- † *Hold monster* (two charges)
- † *Wall of force* (in a 10 ft. diameter hemisphere around the caster only) (two charges)
- † *Globe of invulnerability* (two 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 one charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for one 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 two squares of the broken staff

take points of damage equal to 8 x the number of charges in the staff, those three or four squares away take six times the number of charges in damage, and those five or six squares distant take four times the number of charges in damage. All those affected can make a Reflex save (DC 17) to reduce the damage by half.

The character breaking the staff has a 50% chance of travelling 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 Armour, *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.

Protection: This staff appears to be made of petrified wood, and the tips have been shod in iron, making it extremely durable. A +3 *defending staff*, the *staff of protection* also has the ability to cast the following spells:

- † *Barkskin* (one charge)
- † *Protection from energy* (two charges)

Moderate Abjuration; CL 8th; Craft Staff, Craft Magic Arms and Armour, *barkskin*, *protection from elements*; Price 45,000 gp.

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:



Staff of power

- † *Enlarge person* (one charge)
- † *Reduce person* (one charge)
- † *Shrink item* (one charge)
- † *Enlarge person, mass* (one charge)
- † *Reduce person, mass* (one charge)

Faint Conjunction; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

Staff of the Grave: Crafted from the bones of a long-dead lich, the *staff of the grave* is a powerful item very much desired by necromancers. This item offers its user a wide range of abilities and powers relating to the control and creation of the undead. This staff grants no special bonuses when used in melee. It allows the use of the following spells:

- † *Scare* (DC 12) (one charge)
- † *Halt undead* (DC 13) (one charge)
- † *Animate dead* (one charge)
- † *Circle of death* (DC 16) (two charges)
- † *Control undead* (DC 17)

Strong Evocation and Necromancy; CL 13th; Craft Staff, *magic missile, halt undead, animate dead, circle of death, control undead*; Price 60,000 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* (one charge)
- † *Insect plague* (three charges)

Moderate Conjunction; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

Staff of Temporal Passage: This potent item appears to be made from twisting wood ornately shaped and carved. It is primarily connected with the magical art of Chronomancy. The *staff of temporal passage* allows the user to activate the following spells and powers:

- † *Time's chariot* (two charges)
- † *Glimpse past the barrier* (one charge)
- † *Warp the barrier* (two charges)
- † *Haste* (one charge)
- † *Teleport without error* (two charges)

Warp the barrier grants the holder the abilities of *glimpse past the barrier* but also allows the wielder and up to 50 pounds of possessions (but no other living creature) to walk through any barrier and obstruction he can see through. This ability lasts one round.

Strong Chronomancy; CL 15th, Craft Staff, Chronomancy (20), *time's chariot, glimpse past the barrier, haste, teleport without error*; Price 125,000 gp.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- † *Expeditious retreat* (one charge)
- † *Alter self* (one charge)
- † *Blink* (one charge)
- † *Polymorph* (two charges)
- † *Baleful polymorph* (two charges)
- † *Disintegrate* (three charges)

Strong Transmutation; CL 13th; Craft Staff, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph*; Price 65,000 gp.

Tree Staff: This powerful oak staff is thicker than most, making it difficult to use in combat (-1 to attack). When grasped firmly, the staff allows the use of the following spells:

- † *Tree stride* (one charge)
- † *Changestaff* (two charges)
- † *Shambler* (three charges)

Strong varied; CL 9th; Craft Staff, *tree stride, changestaff, shambler*; Price 90,000 gp.

Wanderer: Similar to the *staff of the woodlands*, this staff has been crafted to aid those often sent out through the wilderness to improve their chances of survival. This oak staff allows use of the following spells:

- † *Detect snares or pits* (one charge)
- † *Resist elements* (one charge)
- † *Speak with animals* (one charge)
- † *Tree stride* (one charge)
- † *Find the path* (two charges)



Further, the staff may be used as a weapon, functioning as a +2 *quarterstaff*. While held, the staff also grants the trackless step class feature, with no charge cost.

Moderate varied; CL 9th; Craft Staff, Craft Magic Arms and Armour, trackless step class feature *detect snares or pits, resist elements, speak with animals, tree stride, find the path*; Price 90,000 gp.

Woodlands: Appearing to have grown naturally into its shape, this oak, ash or yew staff allows use of the following spells:

- † *Charm animal* (one charge)
- † *Speak with animals* (one charge)
- † *Barkskin* (two charges)
- † *Wall of thorns* (three charges)
- † *Summon nature's ally VI* (three charges)
- † *Animate plants* (four charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of the woodlands* also allows its wielder to use the Pass Without Trace class ability 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 Armour, *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 six inches to 12 inches long and about 1/4 inch thick, and often weighs no more than one 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 an Armour Class of 7, 5 hit points, a hardness of five 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 does not provoke attacks of opportunity. If the spell being cast, however, has a longer casting time than one 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 non-humanoid 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.

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

The term 'Wondrous Item' is a catch-all category for anything that does not fall into the other groups and as such is the most varied category of magic items. 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.

WONDROUS ITEM DESCRIPTIONS

Standard wondrous items are described below.

Alzar's Helpful Hands: A magical pair of gloves that duplicates the effects of an *unseen servant*, this pair of dainty silk gloves acts as an assistant and helper to its bearer. Once per day, the *gloves* may cast *unseen servant* as an 8th level wizard. Unlike the standard version of that spell, the *gloves* act as the *servant's* hands, floating through the air as if they were worn by an invisible human. The *helpful hands* are popular with experienced wizards who use them to fetch and hold scrolls during combat, complete dangerous portions of experiments, and undertake other simple tasks.

Moderate Conjuratation; CL 8th; Craft Wondrous Item, *unseen servant*; Price 3,200 gp.

Amulet of Firm Resolve: This amulet, made from ivory inlaid with three small diamonds protects the wearer from fear. The wearer is immune to fear and any fear-like effects whatever the source (from a *scare* spell to a dragon's frightful presence ability).

Faint Enchantment; CL 5th; Craft Wondrous Item, *remove fear*; Price 20,000 gp.

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 Mental Fortitude: This silvered amulet is often much sought after by demonologists and others who walk the Dark Road as it has the power to shield their minds from the dangers of demonic possession. The wearer of the *amulet of mental fortitude* gains a +4 bonus to his Will check when attempting to resist a demonic possession.

Moderate Transmutation; CL 9th; Craft Wondrous Item, creator must have successfully resisted a possession in the past; Price 25,000 gp.

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 Armour: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armour 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



An amulet of mighty fists is perfect for monks



colour. The amulet allows its wearer to utilise *plane shift*. However, this is a difficult item to master. The user must make a Intelligence check (DC 15) in order to get the amulet to take him to the plane (and the specific location on that plane) that he wants. If he fails, the amulet transports him and all those travelling with him to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Strong Conjunction; 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 himself).

Moderate Abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

Ancestor Tablet: An *ancestor tablet* is a stone or wooden tablet with the likeness of a famous ancestor of a particular martial art's school or monastery carved on its surface. An *ancestor tablet* is also covered with calligraphy and religious writings that describe in great detail the honour and worthiness of that ancestor. Once per month the tablet can be used to communicate with that ancestor as by a *speak with dead* spell. The *ancestor tablet* takes the place of the corpse for the purposes of the spell effect. If the questioner is a member of the ancestor's school or monastery, the ancestor receives no Will save to ignore his questions even if his alignment is different.

If found, an *ancestor tablet* will already be connected to a specific being. That being can only be contacted once its identity has been discovered and even then, it receives a Will save to refuse to answer any questions as though its alignment was different from the questioners.

Variants of this item may exist, focusing on the ancestors of a noble house or other organisation rather than a monastic order.

Moderate Necromancy; CL 8th; Craft Wondrous Item, *speak with dead*, creator must be a member of the ancestor's school or monastery; Price 800 gp

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search check at DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers.

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.

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).

Strong Evocation and Transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, creator must have eight ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; Weight 500 lb.

Arcane Cannon: Constructed by the guilds of Battle Mages, the *arcane cannon* is useless at short ranges but devastating at distance. The cannon fires blasts of raw energy, which bounce wildly on impact, wreaking havoc around the point of detonation.

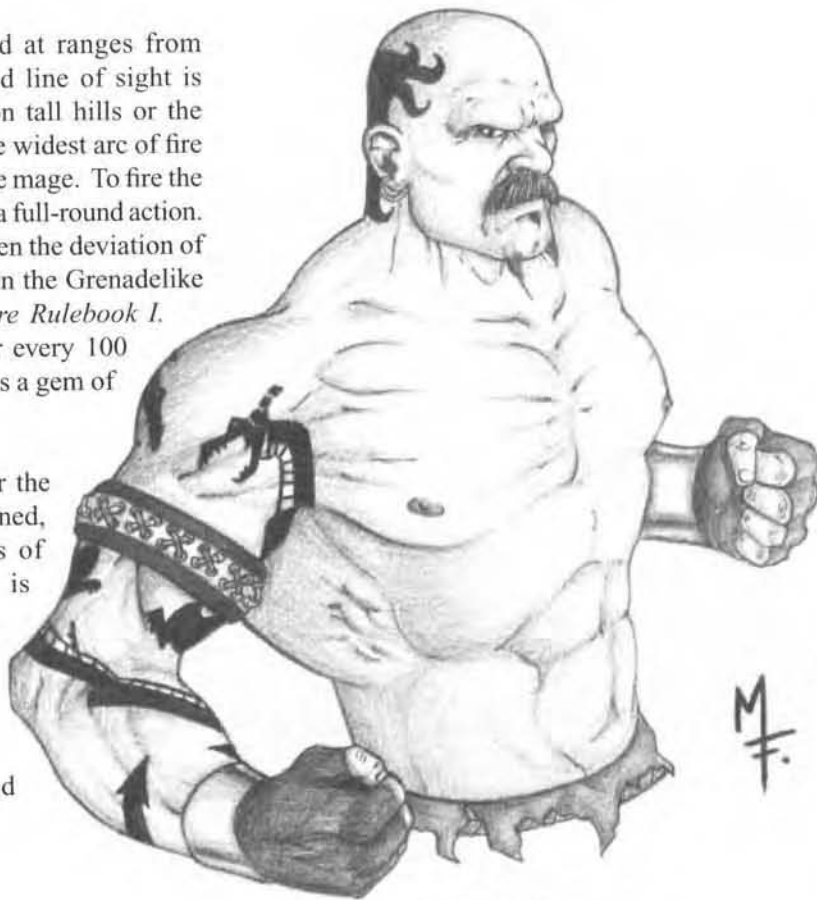
An *arcane cannon* can be fired at ranges from 400 feet to 2,000 feet, provided line of sight is available. Most are mounted on tall hills or the sides of mountains to provide the widest arc of fire and greatest visibility to the battle mage. To fire the cannon, the battle mage must use a full-round action. The target area is selected and then the deviation of the shot determined by rolling on the Grenadelike Weapons diagram found in *Core Rulebook I*. The shot deviates 1d10 feet for every 100 feet travelled. Each shot expends a gem of at least 100 gp value.

When the actual impact site for the *arcane cannon*'s shot is determined, the bolt deals 3d10 hit points of magic damage. This damage is reduced by one-half if the target makes a successful Reflex save (DC 20). Once damage for the initial target has been determined, the rest of the bolt's bounces can be worked out.

For every 50 feet of range, the *arcane cannon*'s bolt bounces 10 feet, not including the initial deviation. Determine the direction of the bounce using the same diagram in *Core Rulebook I*. Any target in any squares the bouncing bolt passes through or lands in suffer 2d10 hit points of damage which, again, may be reduced by one-half with a Reflex save (DC 20).

Moderate Evocation; CL 9th; Craft Wondrous Item; Price 75,000 gp; Weight 250 lb.

Armbands of Resilience: These items always come in pairs; both must be worn to gain any benefit from their magic. Crafted from adamantite, *armbands of resilience* are generally unadorned, save for a circular inscription of magical runes along both rims. When worn, they render the wearer immune to Constitution damage of any sort, stunning effects, daze effects and death by massive damage. The wearer suffers normal damage from coup de grace attempts, but cannot be slain outright by them as the *armbands of resilience* automatically allow him to succeed at the required Fortitude save for survival.



Armbands of resilience

If the wearer is taken to -1 or fewer hit points but not slain outright, he automatically stabilises and regenerates 1 hit point per round until he returns to 1 hit point. The armbands do not heal further than this, but there is no limit to the number of times per day they can bring back a wearer from negative hit points. If the wearer is ever brought to -10 hit points, the magic of the armbands cannot save him.

Faint Abjuration; CL 5th; Craft Wondrous Items, *bear's endurance*, *cure minor wounds* or *vampiric touch*, 5+ ranks in Heal; Price 33,500 gp.

Bag of Holding: This appears to be a common cloth sack about two feet by four feet in size. The *bag of holding* opens into a dimensionally transcendental space: its interior capacity is greater 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 ten 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 ten foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate Conjunction; 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 ten 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 Conjunction; CL 3rd (grey), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally II* (grey), *summon nature's ally III* (rust) or *summon nature's ally V* (tan); Price 900 gp (grey); 3,000 gp (rust); 6,300 gp (tan).

Bastion Star: A fist-sized crystal orb, usually made of smoky quartz or obsidian, the *bastion star* is a powerful tool in the hands of an arcane spellcaster.

Bag of Tricks

Grey		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

When used, the *star* pulses with a flickering inner light. The *bastion star* possesses the following powers, each usable as a standard action; *mage armour* (1 charge), *shield* (1 charge), *protection from chaos/evil/law/good* (1 charge), *protection from arrows* (2 charges), *resist elements* (2 charges) and *nondetection* (3 charges). The *star* holds 10 charges, recovering them instantly each night at midnight if exposed to starlight at that time.

One special quality of the spells cast by the *bastion star* is that even spells not normally allowed to target others (such as *shield*) can be bestowed to them by touching the *star* to the target when the spell is invoked.

Faint Abjuration; CL 5th; Craft Wondrous Items, *mage armour*, *shield*, *protection from chaos/evil/law/good*, *protection from arrows*, *resist elements*, *nondetection*, *mnemonic enhancer*; creator must have the Spell Focus (abjuration) feat; Price 54,500 gp.

Bead of Force: This small black sphere appears to be a lustreless 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 ten foot radius.

A globe of shimmering force also encloses the creatures hit by the bead, provided the latter is small enough to fit within the diameter of the sphere and fails a Reflex save (DC 16). The sphere contains its subject for the spell's duration. It functions like a *resilient sphere* spell with a radius of ten feet and a duration of ten minutes. 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 him make one additional stunning attack per day. If the character is not a monk, he 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



A monk's belt

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 stonemasonry, 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.

Black Gauntlet: The *black gauntlet* is an item of rare beauty and few are ever made successfully. It appears as a jet black metal glove, completely smooth and featureless with almost imperceptible joints to allow the free movement of fingers and wrist. By outstretching his hand to a living target, the wearer of the *black gauntlet* can cause it to choke as it is overwhelmed by waves of negative energy. The target must make a Fortitude save (DC 20) or be stunned for 1d4 rounds. If the target succeeds in its Fortitude save, the magical power of the *black gauntlet* is temporarily drained and may no longer be used for the rest of the day. So smooth is its fitting, the *black gauntlet* does not impede spellcasting and there is no increased chance for arcane spell failure.

Moderate Evocation; CL 9th; Craft Wondrous Item; Price 15,000 gp

Blackened Orc Spine Belt: Orc slaves are a common sight in drow cities, and the dark elves are loathe to let even these, the least of their servants, go without extracting the last bit of usefulness from their bodies. By removing the spine of an orc and treating it with various magical rituals, the dark elves

are able to create a belt which provides the wearer with a +2 natural bonus to Strength and a +2 natural bonus to all Intimidate checks.

Faint Necromancy and Transmutation; CL 8th; Craft Wondrous Item, *bull's strength*, *speak with dead*; Price 6,000 gp; Weight 4 lb.

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall eight inches wide, and one 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 25 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.

Bloodied Onyx: Necromancers uncovering the deeper lore of their art may soon discover a process



Blessed book

long understood by practitioners of ancient times. By performing a relatively simple magical ritual over the onyx gems used to animate the dead whilst soaking them in blood, the necromancer may permanently bind a small amount of negative energy into their small forms. When used as the material component to the *animate dead* spell, the skeletons or zombies brought into existence will possess a limited form of regeneration. At the end of every round where the skeleton or zombie is still active and under the control of the necromancer, it will be granted Regeneration 2.

Moderate Necromancy; CL 9th; Craft Wondrous Items, Necrology rank 12, onyx gem worth 250 gp, *animate dead*; Price 500 gp.

Boat, Folding: A folding boat looks like a small wooden box – about 12 inches long, six inches wide and six 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 ten feet long, four feet wide and two feet in depth. A second command word causes it to unfold to a ship 24 feet long, eight feet wide and six 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.

Bone Delver Lantern: The corrupt and debased beings that practice the grave-robbing of others of their own race run a very real chance of becoming dreaded bone delvers if slain during their nocturnal activities. The lanterns that bone delvers perpetually carry are mundane items that have been infused with negative energy in the same way as their unliving bearers. In between the hours of dusk and dawn, they glow with a dull reddish light and

continually cast *detect undead* as a cleric of 6th level. In addition, they add +2 to any neutral or evil cleric's attempt to rebuke or control undead. The *bone delver lantern* is completely powerless during daylight hours and will not even show an aura if *detect magic* is cast. They are innately evil creations and will grant one negative level upon any good aligned creature for as long as they carry it. The lantern must be physically taken from a bone delver before the creature is destroyed in order for the item to retain any power.

Faint Necromancy; May not be crafted – only formed when a slain grave robber rises as a bone delver; Price 4,000 gp.

Boots Forward and Back: A curious creation of whimsical halfling wizards, *boots forward and back* look like a pair of well-made walking boots. Three times a day, they may be activated by clicking the heels together. The magic lasts for ten rounds.

While the boots are active, the user grows one size category bigger for every five-foot step he moves forward, to a maximum size of Gargantuan. Similarly, the user shrinks by walking backwards, shrinking one category with every step to a minimum size of Diminutive. This can be extremely disorienting, so the user must make a Will save (DC 19) whenever the boots are active or suffer a –2 penalty to all rolls. Experienced users of the boots may overcome this penalty through practice.

By adopting a curious dancing gait, taking half a step forward, turning, then moving half a step backwards, the user may stay at a particular size instead of growing or shrinking by moving. This gait requires a Perform (dance) check at DC 10.

The user gains a +3 enhancement bonus to Strength for every size category he grows, and an equal penalty to Strength whenever he shrinks. Once the ten round duration of the boots' magic expires, the user returns to normal.

Strong Transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 14,400 gp.

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.

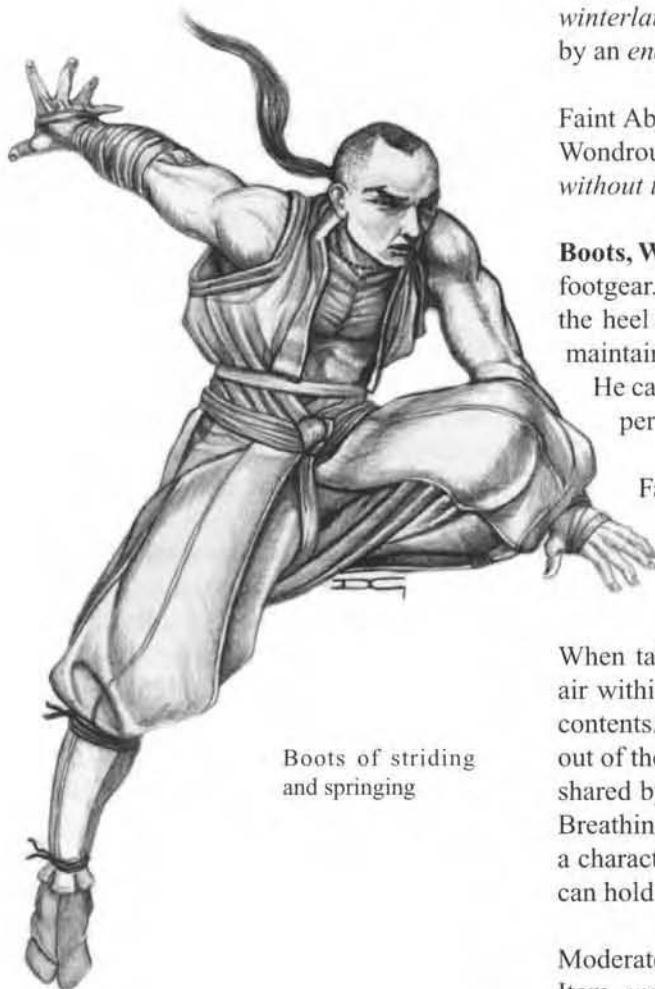
Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast *levitate* on himself.

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 his boot heels together, enabling him to act as though affected by a *haste* spell for up to ten 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 ten feet.



Boots of striding and springing

In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. He can jump with a +5 competence bonus on Jump checks.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have five 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 Conjunction; 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 five 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 he can hold his breath.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

Bowl of Alms: A *bowl of alms* appears as a simple cracked wooden bowl, perpetually dusty and rancid with absorbed sweat. Once per week, a single copper or silver piece placed within the bowl is automatically transformed into a gold piece. A *bowl of alms* also grants a +2 bonus to the wielder's Diplomacy skill checks when he attempts to beg alms.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *fabricate*; Price 400 gp.

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about one 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 one 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 Conjunction; 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 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 travellers. 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 Conjunction; 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 he were proficient in its use. If he already has proficiency with any type of bow, he 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 Armour; 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 Armour; Price 5,000 gp; Weight 1 lb.

Bracers of Armour: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armour bonus of +1 to +8, just as though he were wearing armour. Both bracers must be worn for the magic to be effective.

Moderate Conjunction; CL 7th; Craft Wondrous Item, *mage armour*, 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.

Bracers of True Defence: Generally created as reinforced protective devices for the forearms, these well-crafted bracers are almost always made of metal and leather. They seldom bear gemstones or fancy decorations, eschewing such finery for solid, sturdy construction. These act as *bracers of armour* of varying quality combined with a constant *resist energy* spell. This *resist* covers all five element types and protects the wearer from the first five points of each type taken each round. In addition, *bracers of true defence* add half of their armour bonus (rounded down, minimum of +1) to all saving throws as a resistance bonus.

Creating *bracers of true defence* is a difficult, very costly undertaking. Each time a creator attempts to



Bracers of true defence



make these items, there is a 10% chance per point of armour bonus that the bracers are faulty, acting only as normal *bracers of armour*. Doubling the crafting time necessary reduces this chance by half. In any case, the full creation cost of *bracers of true defence* must be paid each time, even if the results are a 'failure'.

Moderate Abjuration; CL 7th; Craft Wondrous Item, *mage armour*, *resist energy*, *resistance*, creator's class level must be twice that of the armour bonus provided by the bracers; Price 5,000 gp (+1), 9,000 gp (+2), 15,000 gp (+3), 25,000 gp (+4), 36,000 gp (+5), 47,000 gp (+6), 64,000 gp (+7), 79,000 gp (+8), 95,000 gp (+9) or 104,000 gp (+10); 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 one 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 Conjunction; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Breach Sphere: Designed to break through barriers, the *breach sphere* must be pressed onto a flat wooden, earthen, or stone surface to activate (this is a full-round action). The round after its activation the *breach sphere* begins emitting tendrils of magical corrosive that quickly destroy the surface they play across. Each round, the *breach sphere* destroys a five foot wide by five foot high by one foot thick section of the surface to which it is attached. As the surface breaks down, the sphere pulls itself inward, maintaining contact as it is broken down. A *breach sphere* will continue to cause damage for five rounds, or until the item it was placed into contact with is destroyed, whichever is first.

Breach spheres remain potent for one week after their creation after which time they become magically inert.

Faint Conjunction; CL 5th; Craft Wondrous Item, *acid arrow*; Cost 3,000 gp; Weight 1 lb.

Brooch of Shielding: This appears to be a piece of silver or gold jewellery used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spells or spell-like abilities. 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.

Brooch of Youth: When worn as a cloak clasp, the *brooch of youth* offers the wearer all the benefits of a *past's facade*, returning him to starting adult age for his race. This benefit fades the moment the cloak is removed.

Moderate Chronomancy; CL 9th; Craft Wondrous Item, *past's façade*; Price 90,000 gp.

Broom of Flying: This broom is able to fly through the air as if affected by an *overland flight* spell (average manoeuvrability) 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 he 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 he 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.

Brush of the Enlightened Artist: A fine calligraphy brush, with bristles of softest sable and an ivory and jade handle, a *brush of the enlightened artist* grants a +10 competence bonus to all Craft (calligraphy) checks and automatically produces ink upon command. Once per week, a *brush of the enlightened artist* can be used to create *illusory script*, as the spell cast by a 5th level sorcerer.

Faint Illusion; CL 5th; Craft Wondrous Item, *illusory script*; Price 2,500 gp.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favourable 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 four 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 draughts and the like. Doing this does not interfere with its magical properties.

Strong Conjunction; 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 save at DC 13 negates) in a five foot radius centred on the candle. The zone lasts for one hour, as the candle burns. If the candle is snuffed before that time, the effect is cancelled 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 Conjunction; 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.

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has

Carpet of Flying

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

average manoeuvrability, but a *carpet of flying* can still hover.

Moderate Transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*.

Censer of Controlling Air Elementals: This six inch wide, one 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 one 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 Conjunction; 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 (rolled individually for each power).

A non-chaotic 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*, *lesser confusion*, *word of chaos*, creator must be chaotic; Price 160,000 gp.

Chi Ofuda: A small strip of paper upon which religious and philosophical writing are placed, a *chi ofuda* has two uses. First, if placed against the

forehead of any outsider or undead by a martial artist with the Ki Strike ability, it automatically adheres to the creature and allows any character to strike that creature with unarmed or melee attacks as though they possessed a weapon enchanted to the same bonus as the monk's Ki strike. The monk must succeed at an unarmed melee touch attack in order for the *chi ofuda* to be effective. Such an attempt always draws an attack of opportunity. Second, if placed against a door frame or at the juncture of two doors, the *chi ofuda* automatically adheres to the door, temporarily affecting the door as if by an *arcane lock* spell cast as by a wizard of the monk's class level. In addition, the door and frame are considered to possess magical enhancement equal to the monk's Ki Strike bonus for the purposes of what may be used to damage them, so a door protected by the *chi ofuda* of a monk with Ki Strike +3 can only be damaged by a weapon with a +3 or better enhancement. A *knock* spell is only effective against a door protected by a *chi ofuda* if the ofuda has already been negated by *dispel magic*. In all cases, a *chi ofuda* is effective for 1 + Wisdom bonus in rounds, after which time it disappears in a puff of smoke. Activating a *chi ofuda* is a full round action. Once placed, a *chi ofuda* cannot be removed or damaged by any being other than a monk with Ki Strike ability equal to or greater than the monk who placed it. A *chi ofuda* can be crafted by any character with the appropriate requirements but only a monk with Ki Strike +1 or better can activate it.

Faint Abjuration; CL 5th; Craft Wondrous Item, *arcane lock*, *magic weapon*; Price 4,000 gp.

Chime of Interruption: This instrument can be struck once every ten minutes, and its resonant tone lasts for three 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 one 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 one 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 maximised for 40 points of damage) once per day.

Strong Evocation; CL 17th; Craft Wondrous Item, Maximise Spell, *searing light*; Price 23,760 gp.

Circlet of Denial: Normally created by conclaves of priests and mages dedicated to protecting the world from the dangers of extra-dimensional creatures, these circlets are only rarely seen outside of their service. Seldom appearing as random treasure, each circlet has a story behind it as each one was crafted for a specific member of these conclaves. If found without a wearer, the *circlet of denial* has likely been separated from that owner by force.

Circlets of denial are usually iron and silver bands, braided in a knot work pattern and decorated with opals and rubies. Holy symbols to good or protective deities are often found engraved on them, though *circlets of denial* cannot normally be used as a focus for divine spells. Instead, once per day each as a supernatural ability, the circlet grants *forbiddance*, *dismissal*, *banishment* and *repulsion*. In addition, the wearer gains a Spell Resistance of 21

against the spell-like abilities of extra-dimensional or summoned creatures.

Strong Abjuration; CL 13th; Craft Wondrous Item, *forbiddance*, *repulsion*, *banishment*, *dismissal*, *holy aura* or *unholy aura*; Price 64,000 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 splendour*; Price 4,500 gp.

Climbing Vines: Cracking against a vertical surface activates this egg-shaped item. The contents, a glowing slime, immediately adhere to the wall and begin to expand upward at a rate of 10 feet each round. The slime continues to climb for 10 rounds, after which it dries into criss-crossing vines able to support up to 2,000 pounds. These vines allow anyone to climb the surface at three-quarters normal movement if they have both hands free or one-half normal movement rate if only one hand is free. *Climbing vines* remain potent for one week after their creation after which time they become magically inert, although once a vine is used it will remain adhered to the wall until somehow removed.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *plant growth*; Price 500 gp; Weight 2lb.

Cloak of Arachnida: This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. In addition, the cloak grants him immunity to entrapment by *web* spells or webs of any sort – he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast *web*. He also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint Conjunction 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.



A variant of the cloak of arachnida



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 seven 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 his Charisma score.

Moderate Transmutation; CL 8th; Craft Wondrous Item, *eagle's splendour*; 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 he 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 grey cloth is indistinguishable from an ordinary cloak of the same colour. 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 Ethereality: This silvery-grey 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 negligible. The cloak works for a total of up to ten 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

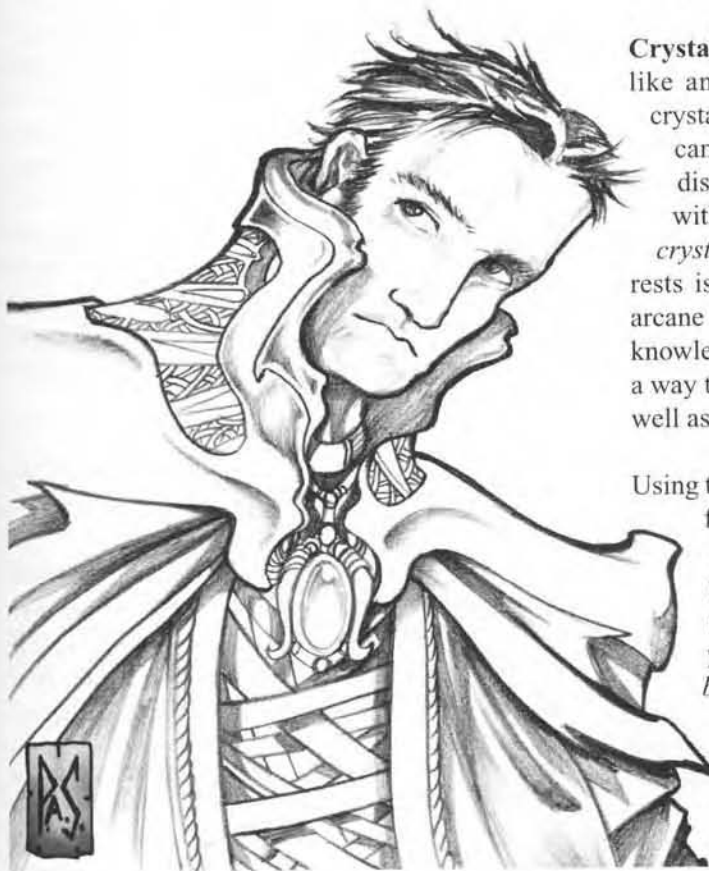
armour bonus, the ability to breathe underwater and a swim speed of 60 feet, like a real manta ray.

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.



Cloak of charisma

Crystal Ball: This is the most common form of scrying device, a crystal sphere about six 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 save at 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</i> (Will save at DC 13 negates)	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.

Crystal Ball, All-Seeing: This *crystal ball* looks like any other magic *crystal ball*, a sphere of crystal about six inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with a normal *scrying* spell. Unlike a normal *crystal ball*, though, the stand on which the ball rests is also magical and engraved with strange arcane symbols. A character making a successful knowledge (arcana) check (DC 20) can determine a way to use this *crystal ball* to see into the past as well as the present.

Using the *all-seeing crystal ball* to see into the past follows all the rules as though the user had the Scry Past feat. The user and *crystal ball* both receive the paradox this generates. Certain *all-seeing crystal balls* have additional powers that can be used through the *crystal ball* at targets viewed.

WONDROUS ITEMS

Crystal Ball Type	Market Price
<i>All-seeing crystal ball</i>	60,000 gp
<i>All-seeing crystal ball with see invisibility</i>	72,000 gp
<i>All-seeing crystal ball with detect thoughts</i>	73,000 gp
<i>All-seeing crystal ball with true seeing</i>	115,000 gp

Strong Divination; CL 12th, Craft Wondrous Item, *screying* (plus any additional spells put into *item*); Weight 7 lb.

Crystalshroud Cloak: There are times when the drow wish to travel inconspicuously, either through hostile territory or simply to avoid notice when doing something they would rather not be caught doing. The cloak is a deep black in colour and has a voluminous hood capable of completely covering the face of its wearer. Crafted from polished crystalline fibres, the cloak acts as a one-way window – the wearer can see through the hood covering his face, but others cannot see in. The cloak also contains two dozen tiny, hidden pockets, each of which can hold a tiny object. The pockets seal almost invisibly thanks to the interlocking weave of the crystalline fibres and require a successful Search check (DC 20) to find.

No aura (non-magical); Craft Wondrous Item, creator must be a drow; Price 100 gp, but virtually unobtainable outside drow society; Weight 7 lb.

Cube of Force: This device is about 3/4 of an 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* ten feet on a side around his 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 one charge for every ten 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 in the next column) 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 non-living 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 ten feet on a side centred 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 one round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for one hour. If the field absorbs more than 100 points of cold damage in a ten 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 making a successful Will save (DC 23).

Strong Conjunction; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

Cup of the Damned: This golden and highly decorative chalice looks innocuous to any examination and it may be presumed its function is purely aesthetic. Its purpose, however, is altogether darker, though one skilled in the necromantic arts may find great power when drinking from it. Anyone drinking any liquid from the chalice must make an immediate Will save (DC 15). Success will mean they are granted one extra spell slot for one day, though it must be used for Necromantic or Death domain spells. This spell slot may be of any level they are normally able to cast. Failure will result in the drinker being immediately slain and raised as a zombie dedicated to protecting the chalice from any creature. Non-spellcasters and good-aligned divine spellcasters receive no benefit through drinking from the *cup of the damned*, though they must still make the Will save.

Moderate Necromancy; CL 6th; Craft Wondrous Items, *animate dead*; Price 30,000 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 one gallon per round.

† 'Fountain'; produces a 5-foot long stream at five gallons per round.

† 'Geyser'; produces a 20-foot long, one-foot wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a Strength check (DC 12) 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 summarised on the Deck of Illusions table. Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.

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 him (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.



Deck of Illusions

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)

Dragon Dust: Stored in a clay vial, this dust bursts into flame at the end of the round in which it is released from its tube. Simply opening the tube causes the dust to burst from the container to form a ten foot radius cloud; whoever opens the tube intentionally can aim the cloud so its centre is 15 feet in any direction from his current position. At the end of the round in which it is released, the dust bursts into flame causing 10d6 hit points of damage to all within the area of effect. Those within the cloud who make a successful Reflex save (DC 20) suffer only one-half damage.

If the vial the dust is in is shattered, the dust immediately fills a ten foot radius sphere centred on the location of the vial when it broke. At the end of this round, the dust becomes a roiling cloud of flame, as noted above.

Faint Evocation; CL 3rd; Craft Wondrous Item, *fireball*; Cost 1,350 gp.

Drums of Panic: These drums are kettle drums (hemispheres about 1–1½ 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 save at 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 ten 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 five 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 does not 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 Fortitude save (DC 18) 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 colour and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamour, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a Reflex save (DC 11) to avoid the dust. The glamour lasts for two 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 non-dimensional 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 he wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same, no matter what is placed inside it.

Moderate Conjunction; 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 ten minutes per day (or until the efreeti's death), doing as he commands. Roll each day the bottle is opened for that day's effect.

Strong Conjunction; CL 14th; Craft Wondrous Item, *summon monster VII*; Price 145,000 gp; Weight 1 lb.

Ethereal Skipstones: A popular weapon among halflings, *ethereal skipstones* are sling or throwing stones that can skip in and out of the ethereal plane. This is chiefly used to strike at opponents who are immaterial or behind cover, although especially skilled halflings can 'skim' the stones off the surface of the ethereal plane in the same way a child might skim stones off a lake.

Ethereal skipstones have the *ghost touch* property, enabling them to strike enemies. They also *blink* in and out, so there is a 50% chance that a skipstone shot ignores the cover of an opponent.

If the user of the skipstone wishes, he may increase the range increment of his weapon by ten feet. Doing so creates a 20% chance that the *skipstone* will be ethereal (or material, when aimed at ethereal targets) when it hits, and so will do no damage to the target.

Faint Transmutation; CL 5th; Craft Magical Arms and Armour, *blink*; Price 2,500 gp.

Elemental Gem: This gem contains a Conjunction 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 Conjunction; 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 Reflex save (DC 13) for half damage. Unused blasts dissipate one 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 one 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 he sees after consuming the draft (as *charm person* – the drinker must be a humanoid of Medium or smaller size, Will save at 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 him slightly, granting a +10 competence bonus on Move Silently checks for one 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 one hour).

Faint Illusion; CL 2nd; Craft Wondrous Item, creator must have five 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 ten minutes (Will save at DC 13 negates). He is compelled to answer any questions put to him in that time, but with each question he is free to make a separate Will save (DC 13). If one of these secondary saves is successful, he does not break free of the truth-compelling Enchantment but also does not 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 one 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 radius 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 one 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 Will save (DC 16) 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 Will save (DC 11) 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 save at 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 one round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye. Of course, he 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.

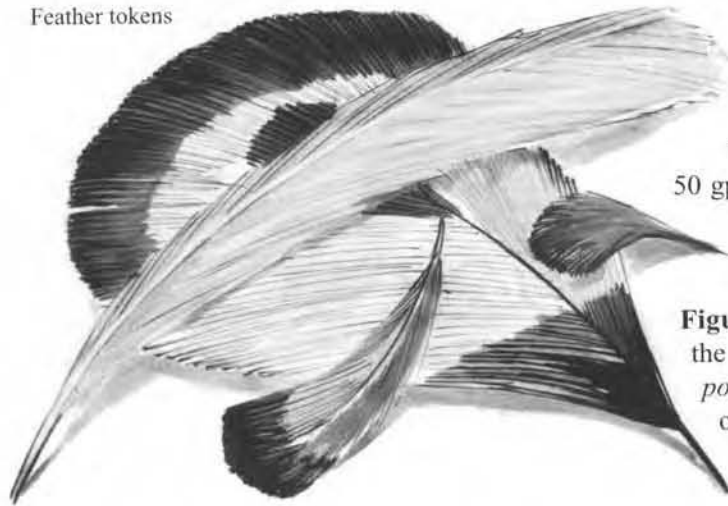
Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow him to use a petrification gaze attack like that of a basilisk (Fortitude save at DC 19 negates) for ten rounds per day. Both lenses must be worn for the magic to be effective.

Moderate Transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The



Feather tokens



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 eight 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 (five 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 one hour.

Moderate Conjunction; 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*).

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 six hours per use. When six 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 one 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 Travelling*: 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 totalling 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 six 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 save at DC 16 partial). It can be used once every two weeks for up to three 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 Conjunction and Transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *etherealness*, *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 eight, 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 six 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 him of all it sees and hears. Remember the limitations of its Intelligence.

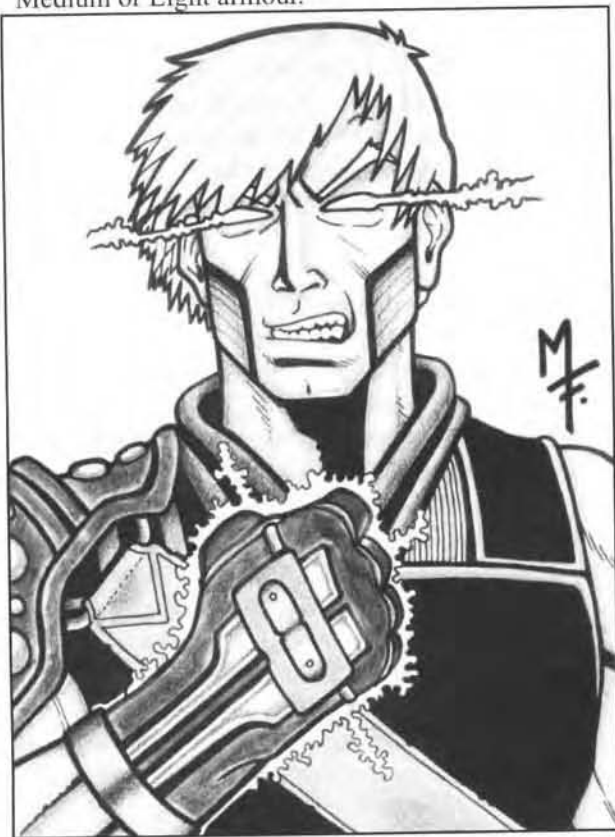
Moderate Transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.



Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it a hardness of ten). 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 non-figurine 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.

Flensed Gnome Hide Robes: With their use of necromantic magic, it was only a matter of time before the drow discovered ways in which the corpses of their enemies could be put to good use. The *flensed gnome hide robe* is a perfect example of this – the connection between the living and the dead is facilitated by incorporating the skin of a gnome into a ceremonial robe that provides a +2 natural bonus to the wearer's Constitution, and a +2 insight bonus to all Craft (alchemy) checks made while the robe is worn. The robe is normally loose enough so that it can be worn comfortably over Medium or Light armour.



Gauntlets of ogre power

Moderate Necromancy and Transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*, *speak with dead*; Price 6,000 gp; Weight 5 lb.

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 his 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 one 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 Fortitude save (DC 14). This use of the gem expends one 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 Fortitude save (DC 14) or be blinded for 1d4 rounds. This use expends five charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes non-magical.

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 he 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.

Gliding Stick: This versatile magic item is a treasured tool of second storey men and anyone else who routinely works at great heights. The *gliding stick* is a plain, two-foot long wooden rod that has several powers. It can cast *feather fall* as a 5th level sorcerer on command, *levitate* as a 5th level sorcerer three times per day and *fly* as a 5th level sorcerer once per day. Each of these powers has a separate command word that must be spoken to activate the power.

Moderate Transmutation; CL 5th; Craft Wondrous Item, *feather fall*, *fly*, *levitate*; Price 19,800 gp.

Gloves of Arrow Snaring: Once donned, 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).

Gloves of Reach: When the command word is spoken, these gloves allow their wearer to generate a glowing, blue hand that may be used to deliver magic spells or grasp and move items. Three times per day, the *gloves of reach* may cast *spectral hand* or *telekinesis* as a 9th level wizard. When activating

the gloves, the wearer must decide which of the two spells he wishes to use. The gloves' *telekinesis* effect may be used to reproduce that spell's sustained force effect. A bright blue, glowing hand appears to grab and move the items the user affects with the gloves.

Faint Necromancy and Transmutation; CL 9th; Craft Wondrous Item, *spectral hand*, *telekinesis*; Price 54,000 gp.

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.

Many users of a *glove of storing* find it a useful and dramatic way to store weapons, wands and (because the item is held in stasis) lit torches. 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 Arcane Insight: These wire-rimmed glasses are commonly used by wizards to aid in their study of new and strange arcane spells. Three times per day, the goggles cast *read magic* as a 1st level wizard. In addition, a wizard who studies a spell while wearing the goggles gains a +2 competence bonus to his Spellcraft check made to understand and scribe the spell into his books.

Faint Divination; CL 3rd; Craft Wondrous Item, *read magic*; Price 1280 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 him to see much better than normal at distances of one foot or less, granting him 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.

Goggles of True Strike: This enchanted piece of eyewear grants its user the ability to cast *true strike* as a 1st level wizard three times per day. Activating the *goggles* requires the user to rotate their lenses to bring the target into exact focus, which is a standard action and provokes an attack of opportunity.

Faint Divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 1,800 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 his 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*, *bleed*, *commune*, *prayer* and *resurrection*. The reader may treat his 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 Conjunction, 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 his 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 his 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 Conjunction, 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 his 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 his 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.

Gong of Warning: A *gong of warning* is an enormous brass gong that stands nearly twice a man's height and weighs nearly a ton. A ringer nearly the height of a man is attached by a length of silk rope to the gong. When hung from a sturdy frame within a martial arts school or monastery, the magic of the gong activates.

A *gong of warning* has two powers. First, the gong will sound, as if by an *alarm* spell, when any being not of the monastery or school enters the grounds. The sound of the gong will be very clearly heard by any monastery brother within the grounds but is otherwise inaudible. Second, if a member of the brotherhood strikes the gong with the ringer, the gong will give off a thunderous peal, affecting all non-brothers within the monastery or school grounds as if by a *fear* spell cast by a 10th level sorcerer. The gong may sound in this fashion once per month. A similar device might be constructed for other organisations such as a temple or noble house.

Moderate Abjuration; CL 10th; Craft Wondrous Items, *alarm, whispering wind, fear*; Price 1,500 gp.

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 himself, and it does not count against his 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 utilise 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 two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only five 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 Conjunction; 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 save at DC 14 negates) into the music for each ten minutes of playing if he can succeed on a Perform (string instruments) check (DC 14). 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 his 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.



Hat of disguise



- † Diamond: *Prismatic spray* (save DC 20)
- † Ruby: *Wall of fire*
- † Fire opal: *Fireball* (10d6, Reflex save at DC 20 for half damage)
- † 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 one round to take effect.
- † The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

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 crown-like, gem-tipped spikes. The jewels' functions are as follows:

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 Will save (DC 15), 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* centred 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 save at 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.



The helm of telepathy

Moderate Conjunction; 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 him 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 him to breathe freely.

Faint Transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

Hellcowl: A deep hood and shoulder covering made of the same material as a *hellmantle*, the *hellcowl* is made to augment and focus the latter's powers. Without a *hellmantle*, the *hellcowl* exhibits no powers at all. When worn together, the *hellcowl* improves the armour bonus granted by the *hellmantle's* constant *mage armour* spell to +6. Also, the wearer enjoys a +2 profane (or sacred, depending on the construction) bonus to all saves. The Will save required for outsiders to physically attack the wearer increases by two, making the base DC 17.

Lastly, all spells cast by the wearer against extradimensional creatures gain a +1 inherent bonus to saving throw DCs. This bonus stacks with the conditional +1 to Abjuration spells offered by the *hellmantle*, granting a total of a +2 inherent bonus to the DCs for Abjuration magic.

Moderate Abjuration; CL 11th; Craft Wondrous Item, *resistance*, *sanctuary*, *protection from good (or evil)*; Price 26,000 gp.

Hellmantle: Usually wrought of demon hide and woven through with dark metal filaments, this sleeveless robe is a potent protective device of particular use to those who fight extra-dimensional creatures, especially those from the lower planes. The robe is always warm to the touch, even in freezing temperatures, and imparts this comfortable warmth to its wearer.

When worn by a spellcaster, the *hellmantle* casts as constant *mage armour*. It grants a continual *resist fire* and *resist cold* (ten points per round each). All Abjuration spells cast by the wearer against extradimensional creatures gain a +1 inherent bonus to their save DCs, while any spells or spell-like abilities cast by such creatures against the wearer suffer a -1 inherent penalty to DCs.

Outsiders must succeed at a Will saving throw (DC 15) to physically attack the wearer. This save must be made each round, regardless of previous success. This protection is gained even if the wearer is not a spellcaster. If the wearer is a spellcaster, the Will save DC becomes 17. If the wearer is also an Abjuration specialist, he can add his Charisma modifier to the save DC (minimum of +1, for a minimum Will saving throw DC of 18).

Moderate Abjuration; CL 7th; Craft Wondrous Item, *mage armour*, *resist elements*, *sanctuary*, *protection from chaos/evil/law/good (any)*; Price 62,500 gp.

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 Fortitude save (DC 16) reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they are held, worn or carried by creatures (Will save at 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 one round, and deafens them for 4d6 rounds (a Fortitude save (DC 19) 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 ten foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel ten 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 three minutes. A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in one round.

Faint Conjunction; 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 one 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 Clan: This item is a magnificent golden war-horn, engraved with symbols of combat and mythological heroes. Atop the horn is a space for a heraldic shield or clan crest. If a suitable wooden image is placed here (a Craft (woodcarving) check at DC 20), the horn becomes attuned to the group known by that crest. The following abilities can then be used by sounding the horn in different ways. The horn can be used three times per day.

† *Note of Warning:* If this note is blown, all members of the attuned group hear the horn, regardless of where they are in the world. They just hear the sound of the horn, so this ability is only of use if the various members of the group have been told of the existence and nature of the *horn of the clan*.

† *Call to Glory:* All members of the attuned group within 120 feet of the horn gain a +2 morale bonus to attacks and damage for ten rounds.

† *Note of Thunder:* Everyone within 120 feet of the horn who is *not* a member of the attuned group suffers 4d6 points of sonic damage (Fortitude save (DC 17) for half damage).

† *Call to War I:* The most combat-capable member of the attuned group is *teleported* to the hornblower.

† *Call to War II:* The 20 most combat-capable members of the attuned group are *teleported* to the hornblower. This ability can only be used in the round immediately after *call to war I* is used.

† *Call to War III:* Every member of the attuned group is *greater teleported* to the hornblower. This ability can only be used in the round immediately after *call to war II* is used.

Strong varied; CL 16th; Craft Wondrous Item, *refuge, bless*; Price 150,000 gp.

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton, who 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 one mile radius. This effect dispels a summoned water elemental if it fails a Will save (DC 16).

† 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 one or two within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will save at 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 three-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 Valhalla* but does not have the prerequisite is attacked by the barbarians he himself summoned.

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 one 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

Horn of Valhalla

d%	Type of Horn	Barbarians Summoned	Prerequisite
01–40	Silver	2d4+2, 2 nd level	None
41–75	Brass	2d4+1, 3 rd level	Spellcaster level 1 st
76–90	Bronze	2d4, 4 th level	Proficiency with all martial weapons or bardic music ability
91–100	Iron	1d4+1, 5 th level	Proficiency with all martial weapons or bardic music ability



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 four inches above) a roughly horizontal surface. This means that non-solid 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 non-magical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognisable by anyone making a Spellcraft check (DC 15).

When a divine spellcaster lights a block of *incense of meditation* and then spends eight hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximise 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 eight hours, and the effects persist for 24 hours.

Moderate Enchantment; CL 7th; Craft Wondrous Item, Maximise Spell, *bless*; Price 4,900 gp; Weight 1 lb.

Infinite Ladder: This item appears as a three-inch tall, miniature wooden ladder. Once per day when its command word is spoken, the ladder grows to normal size and attains a height chosen by its user, with a maximum of 200 feet. The ladder maintains this size for up to 30 minutes, after which

it immediately returns to its miniature size. If the command word is spoken while the ladder is in its giant form, it immediately shrinks back to normal. Note that if the user grasps the ladder when speaking the command word to shrink it, it shrinks down into his hand, allowing the user to recover the ladder after scaling its height.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *enlarge person*, *reduce person*; Price 5,400 gp.

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 crenellated with battlement atop it. The metal walls extend ten 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 cannot open the door.

The adamantine walls of an *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 save at DC 19 for half damage).

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 Conjunction; CL 13th; Craft Wondrous Item, *mage's magnificent mansion*; Price 55,000 gp.

Instrument Gloves: The drow are quite skilled in the creation of delicate tools and the instrument gloves are the height of their expertise. *Instrument gloves* contain tiny lenses, screwdrivers, cutting blades, scissors and even small hammers, all integrated into the design of the glove. The wearer can then use any of the tools without needing to switch hands and each tool can be very finely controlled due to their placement on the glove. A single *instrument glove* provides its bonus to a

single type of trade skill only, as the tools must be customised for not only the wearer, but also the Craft skill he chooses to practice. These gloves can be used with the Craft (flesh) skill and typically contain scissors, skinning blades, pliers and other tools used to rip the skin up to make it easier to refashion with magic. Gloves come in +1, +2, and +3 circumstance bonus varieties.

No aura (non-magical); Craft Wondrous Item, creator must be a drow. Price 200 gp (+1), 400 gp (+2), 800 gp (+3) but virtually unobtainable outside drow society; Weight 1 lb.

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, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his 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 he is sleeping, for example), but he loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points and a hardness of 5.

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 three-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 Strength check (DC 30) or escape them with an Escape Artist check (DC 30). *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.

Ioun Stones

Colour	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 4 th level or lower ¹	20,000 gp
Pearly white	Spindle	Regenerate one 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 8 th level or lower ²	40,000 gp

¹ After absorbing 20 spell levels, the stone burns out and turns to dull grey, forever useless.

² After absorbing 50 spell levels, the stone burns out and turns to dull grey, forever useless.



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 Will save (DC 19). The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosening 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 one 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:

Iron Flask

d%	Contents
01–50	Empty
51–54	Large air elemental
55–58	Arrowhawk
59–62	Large earth elemental
63–66	Xorn
67–70	Large fire elemental
71–74	Salamander
75–78	Large water elemental
79–82	Adult tojanida
83–84	Chaos beast
85–86	Formian taskmaster
87	Demon (vrock)
88	Demon (hezrou)
89	Demon (glabrezu)
90	Demon (succubus)
91	Devil (osyluth)
92	Devil (barbazu)
93	Devil (erinyes)
94	Devil (cornugon)
95	Celestial (avoral)
96	Celestial (ghaele)
97	Formian myrmarch
98	Arrowhawk, elder
99	Rakshasa

Strong Conjunction; 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.

Leash of the Shadow Beast: This unassuming black leather leash actually has the power to summon a shadow beast as per the spell *shadow conjuration* once per day. The shadow beast that is summoned is under the control of the leash's wielder. If at any time the leash is dropped the beast disappears immediately and cannot be recalled for the rest of the day.

Strong Illusion; CL 15th (lesser), 20th (greater); Craft Wondrous Item, *shadow conjuration*; Price 48,000 gp (lesser), 64,000 gp (greater).

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 six 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.

Living Rope: *Living rope* is made of braided alchemical gossamer and silk. A favoured tool of halfling thieves, this magical rope has several extremely useful abilities.

† On command, the rope will form itself into any shape, knotting around objects or tying foes up. This is functionally identical to the effects of an *animate rope* spell, save that the rope may throw itself at enemies, attacking with an attack bonus of +6.

† The rope may *spider climb* on command, snaking up the side of a building by magically clinging to the surface. Pulling the rope off the wall requires a Strength of 32.

† Either end of the rope can anchor itself to any point in space, like a *rod of immovability*. The rope can therefore be used to fly rather slowly – the user has one end of the rope anchor itself, then throws the other end forward. When the other end is at its furthest extent, the user swaps which end is anchored. The newly unanchored end falls forward. As long as the user can hang on and climb the rope to the newly anchored end (Climb check, DC 15) he and the rope may slowly move forward through empty air.

Faint Transmutation; CL 5th; Craft Wondrous Item, *animate rope*, *levitate*, *spider climb*; Price 60,000 gp.

Locks, Magical: *Magical locks* come in several different types. The object of each is the same – to keep out intruders who do not have access to magical assistance, to harm intruders, or both.

Magical locks usually appear as simple padlocks used to secure a hasp, loop, or similar hard point. Sometimes, a wizard may install a lock directly into a door, particularly if the lock is created as part of a plan to fortify a building or area.

Alarm: An *alarm lock* is set to emit a tremendously loud clanging noise if anyone attempts to pick it. Jimmying this lock requires an Open Lock check (DC 25). If failed, this lock emits a loud, metallic clanging noise that continues for ten minutes and is audible up to 500 feet away. A rogue may make a Search check (DC 26) to detect the presence of the magical *alarm*.

Faint Abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 1,500 gp.

Devourer: The *devourer lock* consumes non-magical tools inserted into it, grinding them into useless junk unless the character making the Open Lock attempt makes a Reflex save (DC 20). To notice this lock, a rogue must make a Search check (DC 27). Only a *knock* spell, a set of magical thieves' tools, or the proper key can open a *devourer lock*.

Faint Evocation; CL 3rd; Craft Wondrous Item, *shatter*; Price 2,000 gp.

Shifter: A *shifter lock* is enchanted to magically rearrange its tumblers and other interior components

every ten seconds, making it tremendously difficult to pick this lock. Cracking this lock requires an Open Lock check (DC 45), though a locksmith equipped with *thieves' tools of speed* (see below) can jimmy this lock before it has a chance to change its configuration (DC 20).

Strong Transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 12,000 gp.

Silent Alarm: This insidiously designed lock is meant to draw guards to a location without alerting their quarry. The *silent alarm lock* emits a pulse of mental energy that up to three specific creatures of any type designated at the time of the lock's construction may detect from up to a mile away. In addition, rather than linking the lock to a creature it may be connected to up to three talismans, each of which alerts its wearer to the intrusion. A *silent alarm lock* requires an Open Lock check (DC 20) to breach and a Search check (DC 30) to detect.

Faint Transmutation; CL 5th; Craft Wondrous Item, *whispering wind*; Price 5,000 gp.

Snapper: A *snapper lock* slams shut as soon as it detects an intruder's attempt to break or modify its inner workings. Defeating this lock requires an Open Lock check (DC 30). If failed, a mithral plate slides over the keyhole, preventing any further attempts to defeat the lock. Until a proper command word is spoken, the plate remains in place. Noticing this lock's qualities requires a Search check (DC 26).

Faint Conjunction; CL 5th; Craft Wondrous Item, *unseen servant*; Price 1,500 gp.

Trojan Horse: An insidious invention created by a wizard burned one time too many by marauding thieves, the *trojan horse* appears as a normal lock that requires an Open Lock check (DC 20) to pick. However, when opened via that skill the *trojan horse* arms a magical blast of fire that fires from the lock's keyhole when the door or chest is opened, dealing 4d6 points of damage to everyone in a 25 foot cone, requiring a Reflex save (DC 20) for half damage. Detecting this trap requires a successful Search check (DC 29).

Moderate Abjuration; CL 7th; Craft Wondrous Item, *firetrap*; Price 8,000 gp.



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 labouring for three days. Each hour after the first, a character playing the lyre must make a Perform (string instruments) check (DC 18). If it fails, he 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 armour, 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, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his 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



A lyre of building

(+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 co-ordination 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.



An adventurer studies a manual

Marvellous 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 *marvellous 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 cannot be created. The pigments must be applied to a surface. It takes ten minutes and a Craft (painting) check (DC 15) to depict an object with the pigments. *Marvellous pigments* cannot create magic items. Objects of value depicted by the pigments – precious metals, gems, jewellery, 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, armour 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 Conjunction; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

Mask of Death: On first appearances, this grinning skull-faced mask may seem to be no more than the ostentatious face piece of some warrior seeking to strike fear into the hearts of his enemies. Its power is very real though and the terror the foes of the wearer may experience may send them screaming in fear, fleeing the battle in order to escape their nightmares. Once per day, the wearer of the *mask of death* may direct it to cast *cause fear* as a sorcerer of 20th level.

Faint Necromancy; CL 7th; Craft Wondrous Items, *cause fear*; Price 25,000 gp.

Mask of Disguise: This soft black leather mask is completely plain and featureless, fully covering the face of anyone who wears it. Once donned, the *mask of disguise* obscures any disfigurement previously suffered by the wearer, whatever the source, returning him to his original form. It will not, however,

obscure any disfigurement inflicted after the mask has been donned and spells such as *true seeing* will reveal the wearer in his disfigured form. Whilst worn, the mask is completely invisible though its user will always be able to sense its presence. It cannot be removed by any means short of a *wish* until the death of the user, whereupon it becomes visible once more and the disfigurement is revealed. No other mask may be worn at the same time as a *mask of disguise*.

Strong Transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 30,000 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 one 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 Fortitude save (DC 20) 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 a hardness of 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 ten feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a ten foot cube every ten minutes). It also smashes rock (a ten 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 Armour, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

Maul of the Titans: This mallet is eight 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, he takes a -4 penalty on attack rolls.

Strong Evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armour, *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.

Melgir's Backpack of Safe Transport: This plain-looking leather satchel is imbued with a powerful combination of alteration and Transmutation magic. Any item placed within the backpack gains a +10 bonus to its hardness when the backpack is closed. Glass beakers, potion vials, flasks of oil and other fragile items become extraordinarily difficult to shatter when they are kept within this bag. An item must be small enough to completely fit within the backpack. Items placed within this backpack are immune to the spell *shatter*, while other incantations that deal damage to crystalline objects, such as *shout*, must defeat the object's newly increased hardness.

Moderate Abjuration and Evocation; CL 7th; Craft Wondrous Item, *shatter*, *stoneskin*; Price 1,500 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 non-spatial extra-dimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a Will save (DC 23) 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 non-living 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, five feet tall by two 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 him through the mirror if they like. An invisible portal remains on the other side where he arrives, and he can return through that portal. Once he returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if he is 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 Conjunction 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 four feet long and three 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 his 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.

Money Bags: *Money bags* appear as a simple belt pouch with coppery, silvery, golden or platinum knitting. The pouch can hold up to six pounds of objects and acts as a normal pouch until such time as one puts a metallic object inside the pouch. At that time the metallic object comes under the effects of a *fool's gold* spell appearing as the metal matching the colour of the pouch's knitting.

Faint Illusion or Moderate Illusion; CL 3rd (copper), 5th (silver), 7th (gold), 9th (platinum); Craft Wondrous Item, *fool's gold*; Price 800 gp (copper); 1,600 gp (silver); 3,200 gp (gold); 6,400 gp (platinum).

Murder Hedge Marble: Placing this one inch diameter marble on a flat surface and uttering a command word activates the *murder hedge*. The hedge then expands to create a 40-foot long and 10-foot high barrier, extending 20-feet to either side of the activation point. This barrier provides cover to those behind it, and allows them to fire arrows or spells through it at no penalty. The barrier has a hardness of eight, can only be damaged by magical weapons and can absorb 100 hit points of damage before collapsing. The barrier provides no protection of any kind against spells. A *murder hedge marble* remains magically potent for one week after its creation.

Faint Transmutation; CL 2nd; Craft Wondrous Item, *plant growth*; Cost 1,000 gp.



Mystic Grinder: This bizarre though highly useful item is a simple porcelain mortar and pestle. Any coins or valuable metal placed into this item and ground down turns into a thick, white paste. If the user then places the cover over the item and speaks the command word, he may choose to transform this paste into any material component necessary to cast a spell he has either prepared or appears on his list of known spells, as per a sorcerer or bard. When the cover is removed, the white paste transforms into the material components appropriate to the chosen spell. The cash value of the coins must equal or exceed the value of the component. The grinder may only produce components that are consumed in the course of the spell's casting. Though coins and metal are normally too hard to easily grind down, within this item they break down easily. The component white paste is utterly worthless and disintegrates if removed from the mortar. The material components produced with this item must fit within the six inch wide, four inch deep mortar. This item does not produce change. For example, if ten gold pieces are used to produce components worth five copper pieces, all ten gold pieces are lost. The material components produced are enough for one casting of the chosen spell. Note that you may use components for purposes other than casting a spell.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *minor creation*; Price 1,500 gp.

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 vapours 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

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

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 save at DC 14 for half damage).

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 in the *Necklace of Fireballs* table.

If the necklace is being worn or carried by a character who fails his 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*.

Oðinn's Oath-Ring: This arm-ring of thick gold can be used to swear any number of *blood oaths*. Furthermore, oaths sworn with it carry a direr penalty than those sworn on an ordinary oath-ring. Anyone breaking the oath suffers the usual penalty of 1d4 temporary Charisma damage per day to begin with, but once their Charisma is reduced to zero they begin instead to suffer one point of

permanent Constitution damage per day, until dead. If killed in this manner, they cannot be *resurrected*, *reincarnated* or brought back to life by any other means unless a *wish*, *limited wish* or *miracle* spell is used first.

Strong Transmutation; CL 17th; Craft Wondrous Items, *geas/quest*, *blood oath*, must be any non-chaotic alignment; Price 26,000 gp; Cost 13,500 gp + 1000 XP.

Orb of Storms: This glass sphere is eight inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day he can call upon the orb to use a *control weather* spell. Once per month, he 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 lustre 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 he 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, he understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. His swim speed is

60 feet, and he 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.

Pedestal Vase: The *pedestal vase* appears to be exactly that; a single long, narrow-mouthed, vase supported on a five-foot pedestal of ornate silver and copper. The vase itself is fashioned from blue and white china and filled with fresh smelling herbs and incense. These fragile vases have only two hit points, no hardness to speak of and a break DC of 5. In years past, the great colleges of Chronomancy constructed such vases to redirect and control the paradox created by their students. Now, they sit in the workrooms and towers of aged chronomancers, doing what little they can to stem the tide of paradox. Each *pedestal vase* can store up to 20 points of temporary or fixed paradox. The chronomancer must either be touching the vase or have it within range of his ritual when he generates the paradox. During Ritual Chronomancy, the chronomancer can redirect the paradox generated for the subject of the ritual or himself, but not both. Any paradox consumed by a vase becomes permanent and when the vast itself reaches its maximum capacity, it crumbles to dust. The chronomancer is forced to retain any excess paradox. Up to 10 vases may be used to absorb the paradox generated by a ritual but only one can be used when the paradox is generated by a paradox feat.

Strong Chronomancy; CL 20th; Craft Wondrous Item, Chronomancy (30); Price 220,000 gp; Weight 2 lbs (stand), ½ lb. (vase).

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Faint Conjunction; 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 Conjunction; CL 5th; Craft Wondrous Item, *neutralise poison*; Price 27,000 gp.



A bard wearing a periapt of health



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 standard rate of healing or allows normal healing of wounds that would not do so under usual circumstances. 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 Conjunction; 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 panpipes. When played by a person who succeeds on a Perform (wind instruments) check (DC 15), the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a Will save (DC 13) or become frightened for four rounds. Creatures with six 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 Perform (wind instruments) check (DC 15), the pipes create a wondrous melody. All within 30 feet must make a Will save (DC 14) 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, he 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 he 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 one round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a Perform (wind instruments) check (DC 10). 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 Hit Dice 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 Conjunction; 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 six 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 extra-dimensional space ten 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 ten minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular non-dimensional 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 ten foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate Conjunction; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

Power Talisman: A *power talisman* appears to be a simple iron coin emblazoned with a pair of crossed



Pipes of sounding

fists. A *power talisman* can be enchanted to contain any weapon enhancement of a +2 bonus or less and grants the use of that ability with unarmed attacks. The price of the enhancement bonus is doubled for the purposes of imbuing it within a *power talisman*, so a +2 bonus placed with a *power talisman* costs the same as a +4 bonus placed within a weapon.

Faint Evocation; CL 5th; Craft Wondrous Item, Craft Magic Arms and Armour, *greater magic weapon*; Price: 2,000 gp

Primal Blood: *Primal blood* is created by the sacrifice of a demon or other being of immense power, and is filled with highly concentrated magical energy. By spilling a vial of *primal blood* on the ground as a standard action, the character may immediately cast any one arcane spell he knows, to a maximum of 8th level. If a sorcerer, the spell is cast without using up a spell slot. If a wizard, the spell must be one that he had memorised that day, but may be cast whether or not that spell had already been cast and again without using up a spell slot.

Strong Transmutation; CL 12th; Craft Wondrous Items, Brew Potions, Blood Sacrifice, must be any non-good alignment, must sacrifice a creature of the outsider type and of CR 12 or higher; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Prismatic Lenses: These small cusps seem to be carved from pure diamond. Their tiny facets glimmer with multi-coloured auras that seem to shed their own faint light. In bright light, they are truly dazzling to behold. When worn, this effect surrounds the wearer's eyes, making him appear to have living rainbows for irises. The wearer of *prismatic lenses* cannot be dazzled and he is immune to any spell of 3rd level or lower with the pattern designator (*colour spray*, *hypnotic pattern*, etc.)

Faint Abjuration; CL 5th; Craft Wondrous Item, *dispel magic*, *colour spray*; Price 9,000 gp.

Purespell Periapt: When worn, this rune-inscribed jewel generates a magical field around the wearer. The colour of this aura matches the colour of the gem; these periapts are usually made from emeralds, sapphires or amethysts. The magical field negates the effects of any metamagic feats passing into or out of its five foot radius. The wearer of the *purespell periapt* does not have to be the spell's original target. Any spell that passes through its

field has its metamagic feat, if any, negated. If a metamagic-augmented spell has part of its area of effect occupied by the field of this item, the metamagic feats are only ignored by those within the field.

This does cancel any metamagic feats the wearer tries to use, but it also provides an unbeatable defence against the enhancements of others. Note that the protection of this item is constant. The wearer may not choose to permit certain feats while negating others. All metamagic feats cease to function while the *purespell periapt* is worn. If taken off, the created field ends immediately.

Moderate Abjuration; CL 9th; Craft Wondrous Item, *dispel magic*, any three metamagic feats; Price 9,000 gp.

Restorative Ointment: A jar of this unguent is three inches in diameter and one inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralise 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 Conjunction; CL 5th; Craft Wondrous Item, *cure light wounds*, *neutralise 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 an Escape Artist check (DC 13) to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has an 'entry side' and an 'exit side,' both marked with appropriate symbols.

Strong Conjunction; 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), grey (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- † +5 armour 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, he 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 grey 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).

Robe of the archmagi



Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armour* 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 recognise them for the creatures they become. 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 eye-like patterns that adorn the robe. He 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. He retains his Dexterity bonus to AC even when flat-footed, and he cannot be flanked. However, he is not able to avert his eyes or close his 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 Colours: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, colour after colour cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colours dazzle those near the wearer, conceal the wearer, and illuminate the surroundings. It takes one full round after the wearer speaks the command word for the colours to start flowing on the robe. The colours 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 save at 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 ten 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 he 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, recognise 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 two foot by four foot steel mirror)
- † Pole (ten 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.

Robes of the Master Chronomancer: These lightweight and decorative robes have a delicate gold and silver trim. The inner surface is covered in intricate arcane symbols. The main centrepiece on the back of the cloak is a single hourglass encircled by a gold inlaid Mobius strip. When worn by a chronomancer, these robes grant the following powers:

- † +5 armour bonus to AC.
- † +1 insight bonus to all saving throws.
- † +1 enhancement bonus to all ritual Chronomancy checks.
- † +4 to *time sense* checks as though the character possessed the Time Sensitive feat.
- † +6 enhancement reduction to the character's paradox score.

If donned by anyone but a chronomancer, he immediately gains three negative levels. These negative levels never result in lost levels but remain as long as the garment is worn and cannot be removed in any way (including *restoration* spells).

Strong Chronomancy; CL 14th; Craft Wondrous Item, time sensitive, *mage armour*; creator must be a chronomancer; Price 54,000 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 ten 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 one 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 ten. 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 ten feet to entangle a victim. An entangled creature can break free with a Strength check (DC 20) or an Escape Artist check (DC 20).

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 one point per five 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 eight 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 Conjunction; 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.



Scalpel of a Thousand Cuts: The *scalpel of a thousand cuts* is too small to be used as a weapon in either melee or ranged combat, but as a torture implement there is nothing to match it. It gives a +5 enhancement bonus to all Profession (torturer) checks and if brandished gives a +2 enhancement bonus to all Intimidate checks. When used with the Tormented Sacrifice feat to sacrifice a victim, it doubles the effective hit points of the victim. As usual, a doubled doubling is a tripling, so a standard fifteen-minute torture as part of the sacrifice triples the effective hit points, rather than the usual doubling for the Tormented Sacrifice feat, and a character who can spin the death of a victim out for an hour using the scalpel gains benefits as though the victim had quadruple his hit points rather than triple.

Strong Transmutation; CL 12th; Craft Wondrous Items, Tormented Sacrifice, *fear*, must be any non-good alignment; Price 21,000 gp; Cost 11,000 gp + 800 XP.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for one 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.

Shadeling Stones: These black stones are usually worn around the wearer's neck as an amulet, although they can be inset into a ring or the hilt of a weapon. Each *shadeling stone* is attuned to a particular shadeling and the creation of the stone requires the consent and blood of that shadeling. The bearer of the stone receives a +4 enhancement bonus to Wisdom checks for remembering the existence of that shadeling. The shadeling suffers a -4 penalty to saving throws against hostile spells cast by the bearer of the stone.

Faint Enchantment; CL 3rd; Craft Wondrous Item, *charm person*; Price 1,500 gp.

Shadow Gates: *Shadow gates* are shadowy portals that have been made permanent. Such gates are carved from basalt and have onyx gems placed on each door post. They act just like *mage's shadowy portal* spell when people enter them. Unlike *mage's shadowy portal*, *shadow gates* must be made in pairs and only link to each other. Only 750 pounds worth of creatures and equipment can travel through the gate per day. If it happens that a *shadow gate's* mate has been destroyed than those who enter the functional one are affected by a *wraithform* spell. Unlike the *wraithform* spell those who enter the shadow gate do not have to be willing to be affected, however those who are unwillingly affected receive a Fortitude save (DC 15) to negate versus the *wraithform* effect and may apply their spell resistance, if any. Those who succeed in their Fortitude save or spell resistance, simply pass through the portal with no effect, however those



Shadeling stone

who fail are *wraithformed*. There is no limit to the number of creatures that can be affected by this secondary effect.

Strong varied; CL 15th; Craft Wondrous Item, *kergan's shadowy portal, permanency*; Price 150,000 gp (per pair).

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. His speed is 20 feet. Severely slippery surfaces – icy, oiled or greased surfaces – make these slippers useless. The slippers can be used for ten 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.

Soul Gem: This magically charged yellow diamond, glowing with its own inner light, will automatically activate if it is placed on the chest of a living creature which is unconscious and has been reduced to negative hit points. The creature's soul (if present) will be trapped within the gem. A demonologist may use such gems with trapped souls as a ritual sacrifice. The *soul gem* may only hold one soul at any one time and will shatter when the soul has been sacrificed in this way. A *wish* spell may be used to free the soul before this occurs.

Strong Conjuration; CL 15th; Craft Wondrous Item, *magic jar*; yellow diamond (5,000 gp); Price 50,000 gp.

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 one 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 one round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from one to seven ounces of the stuff (1d8–1, minimum one), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one 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 one 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 one 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 Conjunction; 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 favour*; 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 one 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 non-petrified 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

Strand of Prayer Beads

Special Bead Type	Special Bead Ability
<i>Bead of blessing</i>	Wearer can cast <i>bless</i> .
<i>Bead of healing</i>	Wearer can cast his choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .
<i>Bead of karma</i>	Wearer casts his spells at +4 caster level. Effect lasts ten minutes.
<i>Bead of smiting</i>	Wearer can cast <i>chaos hammer</i> , <i>holy smite</i> , <i>order's wrath</i> or <i>unholy blight</i> (Will save at DC 17 partial).
<i>Bead of summons</i>	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.)
<i>Bead of wind walking</i>	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*.

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.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes non-magical. 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: *bless* (*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).

Stylus of Endless Ink: Crafted from the claw of a dragon, the tip of this elegantly crafted writing instrument is coated with a fresh, moist dash of ink. The stylus continually refreshes its ink supply, allowing its user to write without the need of an inkwell. The *stylus's* true power becomes apparent if it is used to scribe scrolls or write spells into a spellbook. When employed to complete either of those activities, the user subtracts 10% from the gp cost necessary to complete a scroll or add a spell to his books. The ink generated by the *stylus* is infused with the mystic potential of a dragon's blood, making it well-suited to completing such work.

Moderate Conjunction; CL 7th; Craft Wondrous Item, the finger bone of a dragon, *minor creation*; Price 2,000 gp.

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 flavour 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 Conjunction; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

Tanned Halfling Hide Boots: This item is another truly delightful invention of the drow. The soles of halfling feet are carved off, tanned, and sewn into the bottoms of supple boots to create this item. When worn, the boots provide the wearer with a +2 natural bonus to Dexterity and a +2 insight bonus to all Move Silently checks. These boots provide no protection themselves, nor may they be worn over other footwear.

Moderate varied; CL 8th; Craft Wondrous Item, *cat's grace*, *speak with dead*; Price 6,000 gp; Weight 2 lb.

Tarocchi Deck: Though few chronomancers learn to travel in time or master all the facets of Ritual Chronomancy, one aspect of Chronomancy has always been common even among the unawakened, especially those who specialise in the school of Divination; fortune telling. Though the means to create these packs is still known, it has been many centuries since last one was crafted. Each pack consists of between 12 and 90 cards, each approximately four inches high and two wide, each engraved with a specific pictograph. Though mundane craftsman down the years have copied these packs, only those original packs crafted by chronomancers have any real power.

Each deck is crafted around two concepts, and designed to act as an intermediately between the two. The pack calls on the power of the *continuum* and connects it to a series of rituals, ideas and philosophies. Those who know the philosophies and principles around which the pictographs of the pack are designed can use the pack to gain some knowledge of the future. Details on how to use a

tarocchi deck are found in the fortune telling chapter of *Encyclopaedia Arcane: Chronomancy*.

Strong Chronomancy; CL 15th; Craft Wondrous Item, Chronomancy (15), *scrying*, at least five ranks in profession (fortune teller); Price 2,250 gp.

Tengorn's Vexing Target Dummy: The wizard Tengorn was renowned as a mercenary captain and battle mage during his younger years. An impetuous hothead from the great northern barbarian tribes, the warrior code of Tengorn's forbade him to cower behind other warriors in battle. Instead the wizard fought alongside the front rank warriors, carrying his magic to the enemy. Such rash tactics exposed Tengorn to many dangers, and as he grew older the wisdom of his years slowly came to outweigh the foolhardy urges of his youth. Reluctant to ruin his reputation as a skilled combatant, Tengorn forged his *vexing target dummy* to help protect him in battle. This magical item is a six inch tall wooden statue of a warrior in armour bearing a shortspear and a large shield. When the item is placed on the ground and its command word spoken, it grows into a man-sized animated object. The *vexing target dummy* acts as a shield bearer, deflecting attacks meant for its owner. Though crafted of wood, the dummy is surprisingly agile, granting its user the equivalent of a *shield* spell so long as it remains active. If an attack misses the user but would hit him if he did not have the benefit of the *shield* granted by this item, the attack instead strikes the dummy. The dummy is AC 12 (+2 natural) has 28 hit points and has a hardness of 5. Its base saving throw for each type is +2. The *vexing target dummy* may animate for up to 60 minutes once per day. It moves at a rate of 30 feet and may take no actions aside from moving next to its owner. The dummy provides its benefits against any attack made from or passing through its threatened area. If the dummy drops to 0 or fewer hit points, it is permanently destroyed. This item may be returned to its smaller form at any point before its 60 minutes have elapsed, though it may not return to its active form until the next day. After shrinking, the dummy automatically repairs all damage it sustained while in its large form. The *vexing target dummy* provides protection to the person who activated it and no one else. It cannot be ordered to assist others.

Strong varied; CL 13th; Craft Wondrous Item, *enlarge person*, *limited wish*, *reduce person*, *shield*; Price 24,000 gp.

Thieves' Tools of Speed: These elegantly crafted thieves' tools are imbued with a powerful Enchantment that grants the thief or locksmith using them incredibly speed and dexterity when using the Open Lock and Disable Device skills. The user may make Open Lock and Disable Device attempts that require one round as a free action, while checks that require more than one round take only half the necessary time. In addition, these tools grant a +4 competence bonus to both Open Lock and Disable Device checks.

Faint Transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,320 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, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his 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 he 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, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his 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.

Tools of the Master Thief: Cast in adamant and forged by a master wizard, these tools grant a +10 competence bonus to all Disable Device and Open Lock checks.

Faint Transmutation; CL 5th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp.

Trumpet of Arcane Triumph: Forged by the great paladin-wizard Thyrtus, this golden horn generates a tremendous wave of golden energy that sweeps forth to smash the magical protection of all it touches. When sounded, the *trumpet* creates a 60 foot long cone of energy. Any creatures caught within this area that have spell resistance may temporarily lose that ability. Make a caster level check for a 15th level wizard against each creature with SR. On a success, that creature loses its SR for 2d6 rounds. The *trumpet* may be used once per day.

Strong Evocation; CL 15th; Craft Wondrous Item, *antimagic field*, *shout*; Price 120,000 gp.

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; Craft Wondrous Item; Price 150 gp.

Unholy Cloak: This midnight black cloak is much sought after by necromancers as it generates a permanent aura of negative energy within a certain radius. Whilst worn the wearer is continuously surrounded by a 50-foot-radius area of negative energy that is identical in effect to a *desecrate* spell. If combined with the *desecrate* spell itself the range of the spell is increased by a 50 foot radius whilst the wearer of the cloak remains inside.

Faint Evocation [evil]; CL 5th; Craft Wondrous Items, *desecrate*; Price 20,000 gp.



Unholy cloak

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 Conjunction 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 armour. 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.

Weapon Seed: A creation of the halfling druids, a *weapon seed* is created from an apple or other fruit. When the fruit is planted, it instantly sprouts into a large fruit tree. Instead of ordinary fruit, however, the tree's branches are laden with halfling-sized weapons. Some trees bear only a single type of weapon, such as short swords or arrows. Other trees blossom forth with a military cornucopia, carrying all sorts of halfling weapons. A weapon tree has 5d10 weapons or bunches of ammunition.

Most weapon trees never bring forth usable weapons again. In the autumn, their branches are weighed down with twisted lumps of unworkable scrap metal, as the fruit grows twisted and scored by wind and rain. Some halfling clans have skilled fruit-smiths

who tend to the weapons as they grow, and manage to harvest a crop of fine weapons every year.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *meld into stone, tree shape*; Price 1,750 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 Conjunction; 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, non-magical 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 him to fly with a speed of 60 feet (good manoeuvrability).

Moderate Transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

WONDROUS ITEMS FOR FAMILIARS

A wizard's familiar is not only a useful resource but a lifelong companion who forms a bond closer than anything experienced by most mortal beings. Thus, wizards develop a small range of magical items expressly designed to aid and protect their animal allies. These items are listed here rather than in the main section since their applications are necessarily limited.

Collar of Armour: This leather neck band surrounds a Tiny or smaller creature with a tangible field of invisible energy, granting it an armour bonus from +1 to +8. The collar must be worn for its armour bonus to apply. Creatures larger than Tiny cannot physically wear the collar, and it provides no protection if worn anywhere other than around the throat or neck.

Moderate Abjuration; CL 7th; Craft Wondrous Item, *mage armour*, creator's class level must be two times the armour bonus provided by a *collar*; 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).

Collar of Recall: A mithral chain set with a simple clasp, the *collar of recall* allows a wizard or other spellcaster to instantaneously summon a familiar to his side. Once per day, a wizard may speak a command word which immediately *teleports* his familiar to his current location. The familiar appears in the same area or immediately adjacent to the wizard. The user chooses the exact return point of his familiar.

Moderate Conjunction; CL 9th; Craft Wondrous Item, *teleport*; Price 18,000 gp.

Goggles of Familiar Sight: While wearing these eyepieces, a wizard or sorcerer strengthens the empathic bond he forms with his familiar. The spellcaster may see through his familiar's eyes so long as he wears the goggles. However, while doing so the wizard or sorcerer must focus his concentration as if he was maintaining a spell. The user also cannot see through his own eyes while using this ability, rendering him effectively blind to his immediate surroundings so long as he uses this item.

Collar of recall



Faint Divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 6,000 gp.

Melgir's Opulent Travelling Case: This magical item is a two-foot long, one foot-high, one foot-wide wooden box with a small door mounted at one end. A travelling case designed specifically to keep a familiar safe and secure in even the most dangerous environments, the interior of the box is large, extra-dimensional space similar to the pocket held within a *bag of holding*. Within this space is a small pool of water, an ever-full food dish, and a comfortable pile of bedding. The area within the box otherwise operates as *mage's magnificent mansion*, providing protection against all spells and conditions that do not pass through its portals. Only creatures that can fit into the case may enter the dimensional pocket, which has enough room to fit five Tiny creatures in comfort.

Strong Abjuration; CL 5th; Craft Wondrous Item, *mage's private sanctum*; Price 35,000 gp.

SPECIAL ITEMS

Special items include magical objects that are intelligent or cursed, and artefacts of various sorts. This chapter presents details of these unusual items and expanded rules for handling them in the game.

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 Non Player Characters. 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.

Note that the following sections include random tables for determination of powers. It is for the Games Master to decide if random determination is appropriate or whether a particular item should instead be deliberately crafted. Note that adding any sort of intelligent item to a game setting creates extra work for the Games Master, though it does bring a new dimension to the game experience.

Creating Intelligent Items

To create an intelligent magic item, the first step is to determine its mental acuity. Just as with living beings, not all intelligent magic items are created equal. Roll on the chart below to determine the raw numbers for the magic item's mental statistics, then assign them to the item's Intelligence, Wisdom and

Charisma as you see fit. The chart also lists a bonus or penalty to the item's capabilities. Apply this bonus to all later rolls when determining the item's senses, its capabilities and its ability to communicate with both its wielder and other beings.

Intelligent Item Ability Scores

d20	Mental Ability Scores	Capabilities Bonus/Penalty
1-2	One at 12, one at 11, one at 10	-3
3-4	Two at 12, one at 10	-2
5-6	One at 13, one at 12, 11	-1
7-8	Two at 14, one at 11	-1
9-10	One at 15, one at 14, one at 11	0
11-12	Two at 16, one at 11	0
13-14	One at 17, one at 16, one at 11	+1
15-16	Two at 17, one at 11	+2
17-18	One at 18, one at 16, one at 11	+2
19	Two at 18, one at 12	+3
20	One at 19, one at 18, one at 12	+3

Communication for Intelligent Items

Now that you have determined the item's mental abilities, you must roll to determine how easily the item can communicate with other beings. Roll on the following chart, remembering to apply the bonus or penalty, as appropriate.

d20	Communication Method(s)
1-2	Empathy (1)
3-4	Empathy (1)
5-6	Speech (2)
7-8	Speech (2)
9-10	Speech (3)
11-12	Speech (3)
13-14	Speech (4)

15–16	Speech (4, 5)
17–18	Speech, telepathy (4, 5, 6)
19	Speech, telepathy (4, 5, 6)
20	Speech, telepathy (7)

(1) – The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action. The item can likewise feel emotions from the wielder but only so long as the item is in hand, worn, or otherwise in contact with its wielder.

(2) – The item can speak only the language of its creator.

(3) – The item can speak Common and the native language of its creator.

(4) – The item can speak Common and the native language of its creator and one additional language per point of Intelligence bonus.

(5) – The item can read any language that it can speak but only so long as the item is in hand, worn, or otherwise in contact with its wielder.

(6) – The item may now also communicate telepathically with its wielder, but only so long as

the item is in hand, worn, or otherwise in contact with its wielder.

(7) – The item can now telepathically communicate with others within ten feet, but only so long as the item is in hand, worn, or otherwise in contact with its wielder.

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 purpose.

Senses for Intelligent Items

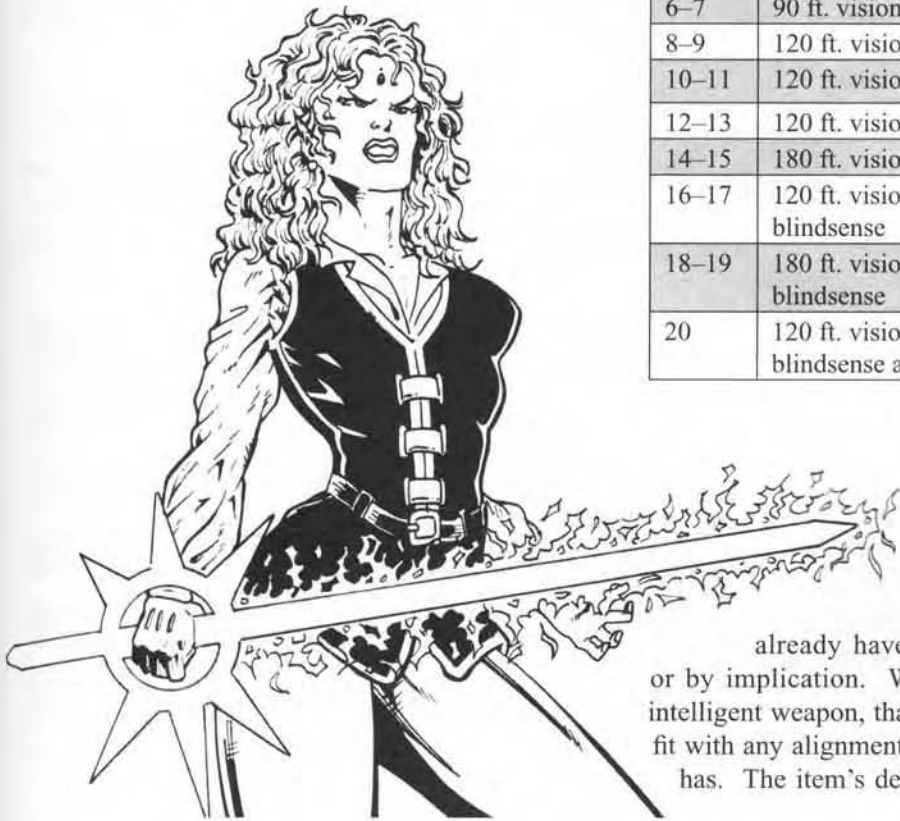
Once you have determined the item's ability to communicate, the next step is to determine its magical senses. Every intelligent item has some ability to perceive the world around itself, though some items are severely limited in this respect. Roll on the following table, remembering to apply the appropriate capabilities penalty.

d20	Sense(s)
1	30 ft. vision
2–3	30 ft. vision and hearing
4–5	60 ft. vision and hearing
6–7	90 ft. vision and hearing
8–9	120 ft. vision and hearing
10–11	120 ft. vision and hearing
12–13	120 ft. vision, hearing and darkvision
14–15	180 ft. vision, hearing
16–17	120 ft. vision, hearing, darkvision and blindsense
18–19	180 ft. vision, hearing, darkvision and blindsense
20	120 ft. vision, hearing, darkvision, blindsense and smell

Intelligent Item

Alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. When generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has. The item's default alignment is the same



as the crafting character or Non Player Character. For discovered items, roll to determine the item's alignment on the Intelligent Item Alignment table. From this point on, the bonuses or penalties to capabilities no longer apply.

Intelligent Item Alignment

d%	Alignment of Item
01-05	Chaotic good
06-15	Chaotic neutral (1)
16-20	Chaotic evil
21-25	Neutral evil (1)
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral (1)
61-80	Neutral good (1)
81-100	Neutral (2)

(1) – The item can also be used by any character whose alignment corresponds to the non-neutral portion of the item's alignment. So, any chaotic character can use an item with a chaotic neutral alignment.

(2) – The item can be used by neutral good and neutral evil characters as well.

Alignment Non-Compatibility

A character of a particular alignment who chooses to use, or even pick up, an intelligent item whose alignment does not correspond to his own is penalised in some way. To determine the exact penalty, roll or select from the chart below. Items with an Ego score of 20 – 29 inflict double the penalty, and items with an Ego of 30 or above triple the penalty.

d20	Non-Compatible Alignment Penalties
1-4	The item inflicts one non-permanent negative level (1)
5-8	The item inflicts one point of temporary ability damage to all ability scores (1)
9-12	The item deals two points of hit point damage every round it is held
13-16	The item changes the wielder's gender (1)
17-20	The item does not function

(1) – The penalty persists as long as the item is in hand or worn (in the case of magical rings, cloaks and the like). The penalty can not be reversed by magic of any sort but disappears as soon as the item is no longer in hand or worn.

Intelligent Item Powers

The table below 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.

d20	Item Powers
1-2	One lesser
3-4	Two lesser
5-6	Three lesser
7-8	One lesser, one greater (1)
9-10	Two lesser, one greater (1)
11-12	Two lesser, two greater (1)
13-14	Three lesser, one greater (1)
15-16	Three lesser, two greater (1)
17-18	One lesser, three greater (1)
19	Two lesser, three greater (1)
20	Three lesser, three greater (1)



(1) – One of the item's greater powers can instead be dedicated to a special purpose. See below for rules for special purpose items.

Once the number and type of intelligent item powers has been decided, it is time to determine exactly what those powers are. The following table lists lesser powers which an intelligent item may possess. Roll once on the table for each lesser power.

Lesser Powers for Intelligent Items

d20	Lesser Power
1	Item can <i>bless</i> its wielder 3/day
2	Item can use <i>faerie fire</i> 3/day
3	Item can cast <i>minor image</i> 1/day
4	Item can <i>detect magic</i> at will
5	Item adds 5 ranks to two Knowledge skills
6	Item adds 5 ranks to Intimidate and Bluff
7	Item adds 5 ranks to Appraise and Sense Motive
8	Item adds 5 ranks to Spot and Search
9	Item adds 5 ranks to Listen and Survival
10	Item adds 5 ranks to Diplomacy and Gather Information
11	Item can cast <i>darkness</i> 3/day
12	Item can render itself <i>invisible</i> at will
13	Item adds 5 ranks to Jump and Tumble
14	Item adds 5 ranks to Climb and Swim
15	Item adds 5 ranks to Ride and Handle Animal
16	Item can use <i>cure moderate wounds</i> 3/day
17	Item can use <i>hold person</i> 1/day
18	Item can <i>detect (any alignment)</i> at will
19	Item can <i>detect thoughts</i> 2/day
20	Item can cast <i>disguise self</i> 2/day

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.

Once an item's lesser powers have been selected, it is time to determine the extent of its greater abilities. Roll once on the following table for each greater power, remembering that special purposes and related powers have their own table.

Greater Powers for Intelligent Items

d20	Greater Power
1	Item can <i>detect thoughts</i> at will
2	Item can <i>detect undead</i> at will
3	Item can <i>cause fear</i> in an enemy at will
4	Item grants fast healing 1 to its wielder
5	Item can <i>see invisibility</i> 3/day
6	Item grants +10 bonus to any one skill each day, as chosen by wielder
7	Item radiates <i>protection from evil/good/chaos/law</i> 3/day
8	Item has continuous <i>detect scrying</i> effect
9	Item can use <i>clairvoyance</i> 3/day
10	Item can <i>dispel magic</i> 3/day
11	Item grants +5 bonus to any two skills each day, as chosen by wielder
12	Item can create <i>magic circle</i> against opposing alignment at will
13	Item cannot be detected by <i>detect magic</i>
14	Item can cast <i>bull's strength</i> on wielder 3/day
15	Item can cast <i>fox's cunning</i> on wielder 3/day
16	Item can cast <i>owl's wisdom</i> on wielder 3/day
17	Item can <i>quench</i> fires at will
18	Item can use <i>lesser globe of invulnerability</i> 1/day
19	Item can cast <i>whispering wind</i> at will
20	Item can <i>detect secret doors</i> at will

Special Purpose Items

Items with a special purpose can pose some challenges to the Games Master. However, they add depth and richness to a campaign. An item with a special purpose should be driven to accomplish its goal; since it was created specifically to achieve that purpose, it is impossible for the item to transcend its need to see its work completed. That said, special purpose items possess varying levels of dedication to their causes, since just as mortals vary in their commitments to what they hold most dear, so it is for intelligent magical objects.

The first step to creating a special purpose is to decide exactly what that purpose will be. The Intelligent Item Purpose table provides a number of options, which should be customised to fit the needs of your campaign.



Intelligent Item Purpose

d20	Item Purpose
1	Defeat/slay diametrically opposed alignment (1)
2	Defeat/slay warriors
3	Defeat/slay arcane spellcasters (2)
4	Defeat/slay divine spellcasters (3)
5	Defeat/slay a particular creature type
6	Defeat/slay a particular race
7	Defeat/slay a particular gender
8	Defeat/slay the servants of a particular deity
9	Defeat/slay all (excluding the wielder)
10	Defend/preserve a particular race
11	Defend/preserve a particular gender
12	Defend/preserve the servants of a particular deity
13	Defend/preserve a particular kingdom or area
14	Resurrect/recreate a particular being (4)
15	Restore/rebuild a particular area/object (5)
16	Defeat/eradicate a particular ideology
17	Defend/preserve a particular ideology
18	Sow dissent/create conflict on nation-wide scale
19	Corrupt innocence/redeem evil
20	Destroy all magical items (6)

(1) – The purpose of a neutral version of this item is to slay/defeat powerful beings of all other alignments, to preserve balance.

(2) – This includes spellcasting monsters, or those with spell-like abilities.

(3) – This includes divine entities and servitors with spell-like abilities.

(4) – Typically, this is the item's crafter but it does not have to be. Kings, rulers, powerful monsters,



gods, all are acceptable choices. Should the item succeed, its special purpose will then become to preserve that being. Think carefully before allowing this special purpose to be added to an item crafted by a player character.

(5) – This can be anything from a single temple to an entire nation. Should the item succeed, its purpose will then become to preserve the restored structure.

(6) – This may or may not include the item itself. Depending on the strength of conviction, the item may allow the wielder to possess other items, so long as he still works to eventually destroy all items.

Item Conviction

Once the item's special purpose is decided, you must then determine how strong its resolve in accomplishing its special purpose is. The stronger the conviction, the more unyielding and inflexible the item is in pursuit of its goals. Note that no matter how lax in their beliefs, all items will eventually become resentful if they decide their wielder/partner is not working to fulfil their purpose well enough. Weapons which feel betrayed will refuse to function for their wielder. Remember, however, that all but the most fanatical items will, grudgingly, forgive a wielder for ignoring its special purpose in pursuit of a goal critical to the welfare of the wielder, or the world as a whole.

Only the most fanatical of items would force their wielder into stupidly over-zealous acts. For example, a weapon with the purpose of 'defeat/slay arcane spellcasters' would not force the wielder to kill every wizard he sees. Nor does it necessarily mean that the item 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. Such an item might grudgingly co-operate with arcane spellcaster allies 'for the time being', perhaps making the occasional threat or hungrily considering stabbing an ally in the back even while fighting to defend them.

Similarly, item purposes should not be twisted to suit a player's desires. A purpose of 'defend elves' does not 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. Any player might engage in hair-splitting in order to show that the item's purpose really is to serve his character loyally to the fullest of its abilities, but he will convince only himself. The item will go right on furthering its own cause as defined by its purpose. This may bring character and item into conflict.

Special Purpose Conviction

d20	Strength of Conviction
1	Lax – the item will permit the wielder up to a year of ignoring the item's purposes
2	Forgiving – the item will permit half a year of ignoring its purpose
3–7	Understanding – the item will permit a season to pass between pursuit of its special purpose
8–12	Moderate – the item will permit a month of ignoring its special purpose before it is angered
13–16	Resolved – the item will permit no more than two weeks to pass before it is used towards its purpose
17–18	Stubborn – the item will permit no more than a week to pass before it must be used in pursuit of its purpose
19	Obstinate – the item will permit no more than two days to pass before it must be used for its purpose
20	Fanatical – the item will only function while in pursuit of its purpose

Dedicated Powers

Every special purpose item has a dedicated power, which is a special, powerful ability which the item will only use in pursuit of its goals. The use of the dedicated power is solely up to the discretion of the item and the more fanatical the item is in pursuit of its goals, the more exacting it is in the use of that power. That said, the more fanatical the item, the more vigorously the item will use its power once it has decided its purpose is being fulfilled. The following chart gives a wide range of special powers but is by no means a comprehensive list.

Dedicated Power

d20	Power
1	Item can use <i>ice storm</i>
2	Item can use <i>confusion</i>
3	Item can cast 10d6 <i>fireball</i>
4	Item can cast 10d6 <i>lightning bolt</i>
5	Item can use <i>scrying</i> at will
6	Item can <i>haste</i> wielder at will
7	Wielder gains +3 luck bonus to saves, attack rolls and skill and ability checks
8	Item can <i>charm person</i> at will
9	Wielder gains fast healing 5
10	Item can <i>dimension door</i> itself and wielder
11	Item can <i>hold monster</i>
12	Item can <i>break Enchantment</i>
13	Item can <i>teleport itself</i> and wielder 1/day
14	Item can use heightened (to 4 th level) <i>poison</i> as a touch attack
15	Item can use <i>mass inflict light wounds</i>
16	Item can use <i>rusting grasp</i>
17	Item can <i>harm</i> 1/day
18	Item can <i>heal</i> 1/day
19	Item can cast <i>stoneskin</i> on its wielder 1/day
20	Item can use <i>true resurrection</i> 1/month, on wielder only (1)

(1) – If the item's special purpose is to defend/preserve, it can use this ability in pursuit of that goal.

The act of granting an item a special purpose creates a fundamental imbalance in the fabric of magic. The backlash from this imbalance infects each special



purpose item with a specific weakness, a condition or defect which can, potentially (and in the worst case, fatally) affect a special purpose's ability to complete its mission. Even if it does not do that, this weakness will certainly affect the wielder's ability to survive his item's obsession.

There are two conditions which will trigger the item's weakness. If the item's powers are not used in the furthering of its special purpose within a time it finds acceptable (see the Special Purpose Conviction table), then the weakness takes effect until its special purpose is advanced. Second, if the item's special purpose dedicated power is used in pursuit

Special Purpose Weaknesses

d20	Weakness
1	The item is cowardly and imposes a -3 penalty to saves against fear on its wielder. (1)
2	The item must succeed at a Will save (DC 15) to use any of its lesser or greater powers.
3	The item's ego score is increased by 10.
4	Item falls into depression, imposing a -2 penalty to wielder's Strength and Charisma score. (1)
5	Item gives into anger, imposing -2 penalty to wielder's Wisdom and Charisma. (1)
6	Item becomes dismayed, suffering a -3 effective caster level penalty to resist dispelling.
7	Item can refuse to allow wielder to access any powers, not just its special purpose ability. (2)
8	When not used in furtherance of its purpose, the item inflicts one point of damage (which bypasses any damage reduction) on the wielder each time any of its powers are used. (1)
9	The item becomes fragile and its hardness drops by four.
10	The item temporarily loses one point from one of its attributes each day, to a minimum of three each. If a single ability scores falls to three, then the item's special purpose power can no longer be used, at least until some great advance in pursuit of its special purpose is achieved. Lost scores return immediately if this happens.
11	The item actively despises its wielder and seeks to harm him. If it achieves dominance, then it will force the wielder into harmful situations.
12	The item will attempt to leave the wielder. If it achieves dominance, then it will force him to give it to someone more suitable.
13	Wielder gains one negative level whenever he wields or even touches the item. This cannot be overcome by magic of any sort.
14	Item sickens, imposing a -2 penalty to the wielder's Constitution.
15	Item drains luck from wielder and his allies, imposing a -1 penalty to attack rolls, saving throws and all skill checks to the wielder and all allies within a ten foot radius.
16	The item must draw vitality from the wielder in order to maintain its dedication to its purpose. It drains one hit point per wielder's character level or Hit Die (whichever is higher). These drained hit points may not be restored by any means so long as the item is in use, or even in contact with its wielder.
17	The item loses hope and becomes lax and uncaring, imposing a -2 penalty to wielder's Dexterity and Intelligence.
18	The item loses all ability to activate its powers independently, though the wielder can activate them as normal.
19	Roll three times on this chart and choose two results as weaknesses. Ignore additional rolls of 19.
20	The item has two unique personalities, each diametrically opposed to the other. (3)

(1) – If the item's ego is dominant, then the penalty is doubled.

(2) – This applies even if the item's ego is not dominant.

(3) – Roll again on all previous charts to determine the second personality's abilities. The item's special purpose is, whenever possible, diametrically opposed to the original personality's. Do not roll an additional curse, as this curse applies to both personalities.

of its special purpose, but in a way which leads to a monumental failure, then the item's weakness comes into effect. The weakness halts only when the item achieves a lasting success in pursuit of its special purpose.

Roll once on the Special Purpose Weaknesses table to determine the item's weakness. If you roll a weakness which is not appropriate for the item, then roll again until a more appropriate result is achieved.

Whenever possible, an intelligent item's powers and abilities should be tied together into a coherent theme, the better to define the item's purpose and personality. If you find yourself absolutely unable to mesh one of an item's powers or abilities with the rest, you are encouraged to either roll again on the appropriate chart until you find a more thematically appropriate ability, or simply select an ability which you consider to be a good fit.

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.

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
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

Thus a +2 *short sword* (two points) with an Intelligence score of 10 (no points), Wisdom score of 12 (one point) and Charisma score of 12 (one point), plus the lesser power of *detect magic* (one point) has an Ego score of 5.

Conversely, consider a +2 *dancing longsword* (six points, two for the +2 enhancement bonus and four because dancing is the equivalent of a +4 bonus) with an Intelligence score of ten (no points), a Wisdom score of 18 (four points) and a Charisma score of 18 (four points). Add the lesser powers of *deathwatch*, 10 ranks in *Intimidate* and *darkness* (three points), the greater power of *fear* (two points) and the special purpose of slaying spellcasters (four points). Also include the fact that the weapon is telepathic (one point) and reads languages (one point), and we find that the sword has an Ego score of 25.

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, 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, he is dominant. If he 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 himself 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 him on all occasions.
- † That the character relinquish the item in favour 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 his 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 he ignores or destroys the rival. Of course, alignment might change this sort of behaviour.

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.

Portraying Intelligent Items

Many intelligent items are likely to be subservient. That is, while they are intelligent enough to use their abilities without constant micro-management by the item's owner, they have little real initiative or personality. Some items, however, have a very pronounced personality. This is especially true of those with a special function. The Ego score (see above) of an item indicates the strength of its personality to a great extent, though some variation is possible at the discretion of the Games Master. Items with a low Ego score have little will and cannot dominate their owner, but this does not mean that they cannot disagree, protest or approve loudly of certain actions.

Generally, an item's personality will reflect that of its creator plus its alignment, function and level of power. Such a personality may conflict with that of the user, leading to dramatic mistakes or moments of comic relief as the paladin explains to his gung-ho sword why plunging into battle against terrible odds is not a great idea – or gives in to its urging and ends up fighting for pride instead of right.

The nature of magical items is such that as a rule their personality tends to be one-dimensional. A sword might be fascinated with tales of battle and conflict, and avidly collect scraps of combat-related information, but have no interest in anything else.

It is a rare item that has interests beyond the scope of its function, though it is possible that a great reclusive poet may actually be a magical breastplate working with a talentless scribe to create works of deathless beauty.

One useful trick in portraying intelligent items is to take note of the words such an item might use. Arcane items may use long and complex words with convoluted grammar, while a weapon will probably speak in clipped phrases. An item that disapproves of its owner or their actions may be obedient yet quite unhelpful. Also, note that intelligent items are as capable of grave stupidity as anyone else. They may be blinded by prejudice, contempt or a need to further their own agenda.

Item personality can become very important when a character and his magical treasures are in disagreement. Imagine a situation where a character needs to communicate with a band of dwarves in their own language, and the only available translator is a magical staff made by elves. Not only does the staff mistrust dwarf-kind, but it knows nothing of the dwarf world-view and cannot understand concepts like living underground. The people it is talking to seem quite mad to it, and on top of all that the staff is in disagreement with its owner over a difference of opinion earlier. The situation has many roleplaying possibilities...

Intelligent Item Examples

The items presented below are examples of possible intelligent items; there is really no such thing as a 'typical' intelligent item. These items can be fitted directly into a campaign, but the Games Master may wish to alter their alignment, personality or some of their abilities to better fit with the game setting.

Watchful Tooth of the Dragon: +5 *keen dagger*; AL CG; Int 10, Wis 18, Cha 18; Speech, telepathy, 120 ft. darkvision, blindsense and hearing; Ego score 22.

Lesser Powers: *Zone of truth* 3/day, Item has ten ranks in Listen (total modifier +14) and Spot (total modifier +14).

Greater Powers: *Clairvoyance* 3/day, *slow* 3/day.

Personality: Bards tell that a tooth pried from the living body of a terrible dragon arose with its own

mind and will. The tale would seem odd, for the goals of the long knife are nothing like those of the dread dragon. The well-intentioned but tireless dagger has taken as its personal cause that of protecting the weak and helpless. Arcola frequently uses its *clairvoyance* power to scout out areas of trouble or evil, and then Arcola drags its wielder into the fray.

Strong Transmutation; CL 15th; Craft Magic Items and Armour; *keen edge*; Price 132,802 gp.

Giantbane: +3 *giantbane dwarven waraxe*; AL LG; Int 10, Wis 14, Cha 14; Speech, 120 ft. vision and hearing; Ego score 14.

Lesser Powers: *cure moderate wounds* 3/day, *detect magic* at will.

Special Purpose: defeat/slay giants.

Dedicated Power: *song of discord*.

Personality: Forged by a long-dead dwarf smith, Giantbane dates from an age of giant invasions. The success of the waraxe cannot be questioned, since upon occasion a single dwarf hero has struck down a number of bewildered and overwhelmed giants. A stoic but forceful will has been incarnated into the waraxe blade. Giantbane speaks little and is reluctant to give advice or gainsay its wielder except under the most extreme circumstances. As long as its owner is willing to strike deep into the keeps and lairs of giantkind, the waraxe never objects.

Strong Conjunction; CL 15th; Craft Magic Armour and Weapons, *summon monster I*; Price 176,430 gp.

Hero's Friend: +2 *holy composite longbow*; AL NG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 16.

Lesser Powers: *daze monster* 3/day, *faerie fire* 3/day, *locate object* 3/day.

Greater Powers: *lesser globe of invulnerability* 1/day.

Personality: A loyal and trusted companion to a great elven hero, this once nameless bow took its first wielder's name after his heroic stand against a balor. Since then the bow has searched for a



SPECIAL ITEMS

wielder who can live up to its high standard; a grandmaster archer with a zeal for good. Despite its commitment to the forces of good in the world, Hero's Friend enjoys casual conversation, relaxation and delicate care.

Strong Evocation (if *miracle* is used) [good]; CL 17th; Craft Magic Arms and Armour, *wish* or *miracle*; Price 66,600 gp.

The Blade of the Poet: +2 *longsword*; AL N; Int 14, Wis 14, Cha 10; Speech, 30 ft. vision and hearing; Ego score 8.

Lesser Powers: *bless* 3/day, *hold person* 3/day.

Personality: Created by a wizard experimenting with sentience, the Blade of the Poet was later sold by its creator and has since changed hands many times. Always willing to offer its opinion, advice, a story or even a poem of its own devising, the blade has never met an owner who was a perfect match – though perhaps a deaf swordwielder might be best.

Moderate Divination; CL 15th; Craft Magic Arms and Armour, *legend lore*; Price 15,815 gp.

Deceiver: *Luck blade*; AL LN; Int 16, Wis 10, Cha 16; Speech, 60 ft. darkvision and hearing; Ego score 15.

Lesser Powers: *minor image* 1/day, *major image* 1/day, ten ranks in Bluff (total modifier +13).

Personality: A powerful and selfish blade, Deceiver has served as the weapon of dozens of petty tyrants and would-be conquerors. The lure of its powerful three *wishes* draws in many who seek to gain power, wealth or advance their own agenda. However, Deceiver is only interested in advancing the tales of its own legend. Despite having many wielders over the ages it continues to hoard its *wishes*, frequently deluding wielders with its illusory powers into thinking that their desires have been fulfilled.

Strong Evocation (if *miracle* is used); CL 17th; Craft Magic Arms and Armour, *wish* or *miracle*; Price 161,560 gp; Cost 80,780 gp + 5,718 XP.

Cloak of Kings: *cloak of charisma* +6; AL N; Int 10, Wis 14, Cha 14, Speech, 120 ft. vision and hearing; Ego score 5.

Lesser Powers: *zone of truth* 3/day, Item has ten ranks in Diplomacy (total modifier +12) and 10 ranks in Knowledge (history) (total modifier +10).

Personality: This magic cloak has provided advice to royal courts for generation after generation, not only settling disputes, but also with accounts of the foibles of leaders past. The Cloak of Kings a fine-looking garment of sable and fur. Like most rulers, the cloak has grown somewhat stern and aloof over the years, though its Ego has never been strong enough to dominate its wearer.

Moderate Conjunction; CL 15th; Craft Wondrous Item, *eagle's splendour*; Price 56,500 gp.

Cloak of kings



CURSED ITEMS

The process of creating a magical item is a complex one, and occasionally something goes awry. Such errors are usually trivial and/or caught in time to avoid a major problem. However, sometimes the flaw does not show up until some time later.

Other factors can also cause a magic item to go wrong. The influence of chaos and entropy can cause magic to decay or become corrupted. Long exposure to powerful magic, gateways to other planes or other magic items can influence an item, as can the way it is used or the personality of a long-term wielder.

Finally, some items are strange because they are created by spellcasters who are malicious, devious or simply insane. These are perhaps the most dangerous such items since they may be quite subtly 'wrong'.

Such malfunctioning or detrimental items are grouped under the heading of 'cursed items' though they may not actually be the subject or the cause of a curse. Cursed items are simply magic items with some sort of potentially negative impact. Sometimes they are directly bad for the user; sometimes they are just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

It is up to the Games Master to decide if cursed items will be used in a game. If they are, they may be placed deliberately or determined randomly. In the latter case, when a magic item is generated make a second, secret, d% roll. On a result of 01-05, the item is cursed in some way.

The following table indicates the more common curses:

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

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. For example, *eyes of charming* with the opposite effect make targets hostile rather than *charming* them. A *staff of healing* causes wounds. *Eyes of petrification* turn the user to stone. The interesting point to keep in mind here is that these items are not always bad to have. A *wand of lightning bolt* that heals instead of harms might be quite useful.

Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character should not necessarily know immediately what the enhancement bonus of a non-cursed magic item is, he should not immediately know that a weapon is cursed. Once he 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. The chance of failure can be modified at the Games Master's discretion, normally within a range of 1-10%.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the table overleaf:



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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 ten feet of a random creature type
61-64	Within ten feet of a random race or kind of creature
65-72	Within ten feet of an arcane spellcaster
73-80	Within ten feet of a divine spellcaster
81-85	In the hands of a non-spellcaster
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 non-holy 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. The results can range from humorous (e.g. the owner of a flawed *ring of invisibility* suddenly vanishes in the middle of bargaining in the market) to disastrous (e.g. a *wand of fireball* decides to discharge itself in the wielder's pocket while he is having lunch with friends).

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 his 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 his life energy (two 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 will not function again for its current possessor.

† Item must draw blood when wielded (weapons only). It cannot 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 *bless*, *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 (for example, a weapon with an enhancement bonus that continues to benefit its user in combat) 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 he 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 colour changes.
22-25	Character's skin colour 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 coloured, silly or dubious shape, glows bright pink, and so on)

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 one point of Intelligence damage.
71-75	Character must make a Will save each day or take one point of Wisdom damage.
76-80	Character must make a Will save each day or take one point of Charisma damage.
81-85	Character must make a Fortitude save each day or take one point of Constitution damage.
86-90	Character must make a Fortitude save each day or take one point of Strength damage.
91-95	Character must make a Fortitude save each day or take one 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 is appropriate or create a drawback specifically for that item.

Completely Different Effect: The Games Master should choose a negative effect for the item, perhaps using the specific cursed items listed below as examples. The item may initially seem to be the object that was originally determined, but at some point it will display altogether different properties.



Specific Cursed Items

The following 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 non-cursed item of a similar sort. An *identify* spell only has a one percent chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyse dweomer* reveals the true nature of a cursed item.

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 defencelessness</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>Armour 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>Armour 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.

Armour of Arrow Attraction: Magical analysis indicates that this armour is a normal suit of +3 *full plate*. However, the armour 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 armour does not reveal itself until the character is fired upon in earnest. Simple experiments, such as rocks thrown



Armour of arrow attraction

by allies, do not suffice to determine the cursed nature of the armour.

Strong Abjuration; CL 16th; Craft Magic Arms and Armour, *bestow curse*; Price 9,000 gp.

Armour of Rage: This armour is similar in appearance to *armour of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armour 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 him. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armour is the cause of his problems, nor do foes understand the reason for the depth of their enmity.)

Strong Necromancy; CL 16th; Craft Magic Arms and Armour, *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 extra-dimensional 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 five percent cumulative chance of swallowing the contents and then spitting the stuff out in some non-space or on some other plane. Creatures drawn within are consumed in one 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 Conjunction; 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 Defencelessness: These appear to be *bracers of armour* +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 his level. At that moment and thereafter, the bracers cause a -5 penalty to AC. Once their curse is activated, *bracers of defencelessness* can be removed only by means of a *remove curse* spell.

Moderate Conjunction; CL 16th; Create Wondrous Item, *mage armour*, *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 one round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points and a hardness of 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 woollen 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 he succeeds on a Fortitude save (DC 28).

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 *neutralise 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 save at 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 artefact 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 Fortitude save (DC 15) take 2d6 points of Constitution damage immediately. In addition, those failing a second Fortitude save (DC 15) one 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 Conjunction; 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 Will save (DC 17) 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 Conjunction; 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 armour. 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 himself 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 save at 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 odour and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his 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 Will save (DC 13) every day it is within his possession or become chaotic evil.

Moderate Abjuration; CL 8th; Craft Magic Arms and Armour, 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 Will save (DC 15) to sort out. However, while the user thinks he is picking up the thoughts of others, all he 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 is worse, unknown to him, the cursed medallion actually broadcasts his thoughts to creatures in the path of the beam, thus alerting them to his 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 jewellery 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 six 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 Conjunction; 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 Armour, *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 his possession for more than 24 hours, he contracts a terrible rotting affliction that permanently drains one 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.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. He 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.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a Fortitude save (DC 16) or take 1d10 points of Constitution damage.



A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate Conjunction; 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, he 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 defence (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.

Rose-Coloured Glasses: *Rose-coloured glasses* are cursed to show everything and everyone in the wearer's sight in the most favourable light possible. Demons would appear as celestial beings; a lava pit would seem to be a sparkling hot spring. Once put on the *rose-coloured glasses* can only be removed if the wearer receives the benefit of a *remove curse*, *miracle* or *wish* spell.

Moderate Illusion; CL 9th; Craft Wondrous Item, *hallucinatory terrain*, *seeming*; Price 2,000 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 one round or carried by a living creature for one minute, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in one round, causing death. A Reflex save (DC 25) 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 *spear*, 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 his 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 Armour, *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 non-magical 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 two points, but never below a minimum of one 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 he meant to draw or ready some other weapon. The sword can only be disposed of by means of *limited wish*, *wish* or *miracle*.

Strong Evocation; CL 15th; Craft Magic Arms and Armour, *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 Armour, *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 Will saves (DC 15). The first is to determine if the reader takes one point of permanent Intelligence drain. The second is to find out if the reader takes two 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.

Selling Cursed Items

An interesting situation arises when characters decide to sell a cursed item. It may be that they do not know it is cursed, or they may be trying to pull a fast one.

In either case the prospective buyer has a chance of realising that the item is cursed. A good rule of thumb is to give the buyer the same one percent chance per level that an *identify* spell would give. If *analyse dweomer* is available, then this will always identify cursed items for what they are. Some

buyers will pay for such a spell to be cast, cast it themselves, or insist that the seller cast it (or buy a casting) before agreeing to a sale.

Deliberately duping someone into buying a cursed item is an evil act. It is not up to the Games Master to point this out at the time, however. Consequences may be serious even where a cursed item was sold in all good faith – the buyer may come back looking for revenge (or at the very least a refund).

A similar possibility exists where a cursed item is given to a follower, friend or temple. Consequences range from the displeasure of superiors to loss of or even conflict with a (former) friend and ally.

ARTEFACTS

Created long ago by powerful wizards and clerics, beings of power and even by the gods themselves, artefacts are beyond the realm of modern magical items. They remain in the world, surfacing from time to time. Artefacts are almost always connected with great events and/or outstanding individuals.

Artefacts 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 centre of a whole set of adventures – a quest to recover it, a fight against a opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artefacts, since these items should only enter a campaign through deliberate choice on the part of the Games Master.

Minor Artefacts

Minor artefacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Minor Artefact Descriptions

Described below is a selection of the most well known (not necessarily the most numerous) minor artefacts.

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 his possession or while he uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a d% 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, he 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 his 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%
Non-spellcaster employing divine spell	25%
Non-spellcaster 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 he will draw before he begins. Cards must be drawn within one hour of each other, and a character can never again draw from this deck any more cards than he has announced. If the character does not willingly draw his allotted number (or if he 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, summarised on the table, are fully described below.

Balance: As 'weighed in the balance and found wanting' the character must change to a radically different alignment. If the character fails to act according to the new alignment, he 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 at the Games Master's option. All gear and

spells are stripped from the victim in any case. Whether or not these items are recoverable is up to the Games Master. Draw no more cards.

Euryale: The medusa-like 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 unravelled 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 cannot be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues his 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.

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 XP and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewellery 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 4 th 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.



Gem: This card indicates wealth. The jewellery is gold set with precious stones and each piece is worth 2,000 gp, the gems are worth 1,000 gp 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 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 Non Player Character 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 non-magical 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, he is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The two 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 he wishes (but the decision where to place it must be made within one 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 his 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 his 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 save at 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 one round (Fortitude save at DC 15 negates). The hammer's range increment is 30 feet.

Strong Evocation, Necromancy, and Transmutation; CL 20th; Weight 15 lb.

Hydra Teeth: By sprinkling these fangs onto the ground and adding a few drops of fresh blood, each tooth immediately transforms into a skeleton warrior. The skeletons remain under the control of the one who created them and do not count against the limit that may be commanded using an *animate dead* spell.

Orb of Darkness: This major artefact resembles a black crystal ball eight inches in diameter. When held and activated (a full round action) the user is encased in a shimmering field of negative energy. Whilst held, the orb prevents the death of its user. Any attack or effect that would result in the death of the bearer simply does not work. The orb only works for a period of 24 hours at any one time before it must be deactivated for one hour for each death it prevented. In addition, if the orb did prevent death there is a chance that it was only delayed and upon deactivation the user must make a successful Will save (DC 15) or die immediately. The DC increases by five for each death after the first neutralised by the orb.

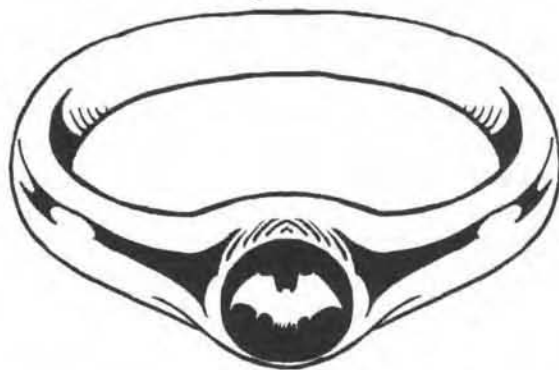
Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (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 centre 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.

Ring of the Demon: The secrets of the construction of these six insanely powerful rings were lost when their creator, Alcador the Mad, attempted to bind both a demon and a pit fiend into the same ring and was savagely torn apart in the ensuing carnage. Once per week, the wearer may use this ring to summon a demon as a standard round action. The

Ring of the balor



summoning works automatically but the demon will be uncontrolled. A demonologist may attempt to control the demon as normal and may even perform a summoning ritual beforehand if he has the required knowledge, in order to get as many bonuses as he can to the Control check. Failure or inability to control the demon will result in it attacking the user, destroying the ring and then returning to the infernal planes. Unlike similar rings created by binders, the demon bound inside this artefact has no chance of breaking free and thus no Binding check is ever required.

Spellshatter Gauntlet: A full gauntlet of cold iron, this piece of armour is so incredibly intricate in design that it almost does not detract at all from the wearer's ability to cast spells. While it does invoke a 5% arcane spell failure chance, the benefits of wearing the *spellshatter gauntlet* more than make up for this drawback. Anyone wearing one of these can use its primary power; spell catching. Once per round, the wearer can attempt to 'catch' any spell with him as its primary target.

This action takes the place of any standard or partial actions the wearer might be able to take in a given round, but once it is declared the wearer can catch a single spell no matter when it occurs before his next turn. Catching a spell requires that the wearer make a touch attack against an armour class of 10 + the caster's Charisma Modifier + the level of the spell. If the spell is successfully caught, it is negated completely, 'shattering' in a harmless explosion of light and sound.

If the wearer is a spellcaster, the *spellshatter gauntlet* does not have to negate the spell he catches. Instead, as his next standard action, he can throw the spell back at its original caster. The spell's level variable effects become based on the wearer's level or the original caster, whichever is lower.

As a side effect of its powers, the wearer of the *spellshatter gauntlet* gains a +2 circumstance bonus to all counterspelling checks and level checks made when casting *dispel magic* for any reason. Any spell countered or dispelled while wearing the gauntlet shatters as described above.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness two 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 ten 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. *Dispel 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 artefact contains many spell powers and other functions. Some of its powers use charges, while others do not. The following powers do not use charges:

- † *Detect magic*
- † *Enlarge person* (Fortitude save at DC 15 negates)
- † *Hold portal*
- † *Light*
- † *Mage armour*
- † *Mage hand*

The following powers drain one charge per usage:

- † *Dispel magic*
- † *Fireball* (10d6 damage, Reflex save at DC 17 for half damage)
- † *Ice storm*
- † *Invisibility*
- † *Knock*
- † *Lightning bolt* (10d6 damage, Reflex save at DC 17 for half damage)
- † *Passwall*
- † *Pyrotechnics* (Will or Fortitude save at DC 16 negates)
- † *Wall of fire*
- † *Web*

These powers drain two charges per usage:

- † *Monster summoning IX*
- † *Plane shift* (Will save at DC 21 negates)
- † *Telekinesis* (400 pounds maximum weight; Will save at 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 him, 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 ten feet of the broken staff take hit points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to six times the number of charges and those 21 feet to 30 feet distant take four times the number of charges. A Reflex save (DC 17) reduces damage by half.

The character breaking the staff has a 50% chance (01–50 on d%) of travelling to another plane of existence, but if he does not (51–100), the explosive release of spell energy destroys him. 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 centre 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 Reflex saving throw (DC 19) 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 six 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 only needs to check for maintaining control 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 cancelled.

Strong Transmutation; CL 16th; 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 centre of the earth. The wielder of the talisman must be evil, and if he is not exceptionally foul and perverse in the sights of his evil deity the good character gains a Reflex save (DC 19) 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 six charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If a good divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong Evocation [evil]; CL 18th.

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 Charisma check (DC 15).



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 artefact grants him one *wish* for every six 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.

Major Artefacts

Major artefacts are unique items – only one of each such item exists. Each artefact has a long history. The tales told about them are fantastic – and often fraught with error and misconception. Major artefacts often lie hidden in the secret places of the world. Their emergence is always connected with (or the cause of) great events.

These are the most potent of magic items, capable of altering the balance of a campaign and as such should only be used after careful consideration.

Major artefacts are not easily destroyed. Each should have a single, specific means of destruction determined by the Games Master. Example means of destruction include:

- † Hurling into the volcano lair of the god of the dragons
- † Crushing under the heel of a demigod
- † Flung into Tatsumo, the River of Molten Steel in Hell
- † Disintegration at the base of the Infinite Staircase
- † Devouring by Talos, the triple iron golem

Since the means of destruction for a major artefact is often virtually unachievable, they are often buried, placed in deep vaults with mighty guardians, sent into the Astral Plane or hidden by those who cannot destroy them but wish to keep them from the hands of others.

Major Artefact Descriptions

Described below is a selection of the most well known (not necessarily the most numerous) major artefacts.

The Black Banner: Throughout many worlds of fantasy, dark tales are told of this dread artefact and it often gains a notoriety of legend that borders on the mythical. Many may have heard of the *black banner*, but few truly believe in its existence. This war banner appears as an ancient battle standard of pure blackness, with tattered, decaying cloth and a staff so brittle it may snap at any time. However, the black banner seems to be impervious to any damage.

Once planted in the ground, the powers of the *black banner* come into effect over all corpses in a radius of one mile. Every round, the *black banner* acts as if it had cast either *animate dead* or *create undead* as a sorcerer of 30th level, at the bearer's discretion. Once per day, it may cast *create greater undead*, again as a 30th level sorcerer. All undead animated and created by the *black banner* automatically have maximum hit points, a Turn Resistance of 8 and are under the complete control of the banner's bearer. If such undead fight within line of sight of the banner, they may not be turned, rebuked, controlled or destroyed at all by clerics using their turn/rebuke ability.

Any free-willed undead coming into line of sight of the *black banner* must make a Will save (DC 30) or immediately come under the control of the banner's bearer. Whilst in contact with the *black banner*, the bearer is immune to any form of negative energy, level drains, *slay living*, *cause wounds*, *harm* and any necromantic spells.

The *black banner's* power may only be disrupted in a very small number of ways. A *sphere of annihilation* will cause the banner to teleport randomly up to 1,000 miles away, causing all undead under its sway to lose their additional benefits and become uncontrolled. Legend says

that only an artefact of equal but positive energy may actually destroy the *black banner* if placed in physical contact with it. Physically transporting the *black banner* to the Positive Energy plane is likely to have a similar effect but the explosive reaction of such large quantities of positive and negative energy brought together would likely prove fatal to any who tried.

The Cauldron of Dagda: This massive iron cauldron is difficult to move, but to those who possess the words to call upon its magic (Undry), it can provide infinite sustenance. Upon speaking each command word, the cauldron is magically filled with enough food to feed 50 people per day. In addition, everyone who partakes of the food is affected by *heroes' feast*.

The Hand and Eye of the Lich Lord: The archlich known only as the Lich Lord may have been the most powerful wizard ever to have lived. He may also have been the most evil. Apparently now risen to deityhood, he left behind relics embodying remnants of his power – the mummified remains of his hand and his eye.

Powers of the Eye: In order to function, the *eye of the lich lord* must be placed into the empty socket of a character's skull. The bearer of the eye loses two points of Charisma, and these points may never be restored. The *eye* may not thereafter be removed without resulting in the death of its host. It grants the host continuous *darkvision* and *true seeing*. Three times per day each, the host can cast the spells *eyebite* and *domination*. Once per day the bearer of the *eye* can call forth *destruction* and *unhallow*. A non-evil character must make a Will save (DC 17) each week or become evil. All powers are at caster level 20th, and all DCs to resist their effects are DC 20.

Powers of the Hand: In order to function the *hand of the lich lord* must be placed on the end of a left arm whose original hand has been severed. The bearer of the hand loses 2 points of Dexterity that may never be regained. Removal of the hand thereafter always results in the death of the host. The touch of the hand, once so placed, deals 1d10 points of cold damage to a target. Three times per day, the hand can permanently drain 1 ability score point (the host can choose which ability) from a victim. The host gains the points drained for the rest of the day (they last until the next sunrise). Once per day

the bearer of the hand can call upon *blasphemy* and *unholy aura*. A non-evil character must make a Will save (DC 17) each week to avoid becoming evil. All powers are at caster level 20, and all DCs to resist their effects are 20.

Powers with Both Artefacts: If a single character bears both the *hand* and the *eye of the lich lord*, the DC to resist all powers of both items rises to 25. The host gains +2 to Strength and +2 to Intelligence, but takes a -2 penalty to Wisdom. He can call upon *summon monster IX* once per day (to summon evil outsiders only). A non-evil character who possesses both items must make a Will save (DC 23) each week to avoid becoming evil.

The Mace of the Saint: An ancient but functional weapon of a powerful warrior-saint who has subsequently risen to deity-hood. He used a potent weapon to strike against the infidels and evil beings he encountered everywhere he went. Today, this relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *mace of the saint* 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 Magic Sword of Nuada: This enchanted blade is rumoured to only strike mortal blows once it is drawn. The sword of Nuada is a +5 *keen vorpal short sword of wounding*. In addition, it ignores all Damage Reduction of any creature it strikes.

The Moaning Diamond: Said to have been ripped from the ground in a ritual that tortured the earth itself, 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 (even though it was birthed in torture). 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. Tales tell of the *moaning diamond* creating stone structures, opening underground chambers where there had been none before, and collapsing entire castles.



The Orbs of Dragonkind: These fabled orbs were created eons ago in order to master dragons in the great Dragon Wars. Each 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. Thus the possessor of the *red dragon orb of dragonkind* is immune to red dragon breath, but not fire of any other kind. Finally, a character possessing an orb can himself 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 ten miles at all times. For dragons of the orb's particular variety, the range is 100 miles. If within one 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 he 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 save at DC 17 negates).
- † *Blue dragon orb: haste* (Fortitude save at DC 17 negates).
- † *Brass dragon orb: teleport* (Will save at DC 19 negates).
- † *Bronze dragon orb: scrying* (Will save at DC 18 negates).
- † *Copper dragon orb: suggestion* (Will save at 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. he can use *dominate* on any other possessor of an orb within one mile (Will save at DC 23 negates).

- † *Green dragon orb: spectral hand.*
- † *Red dragon orb: wall of fire.*
- † *Silver dragon orb: cure critical wounds* (Will save at DC 18 for half).
- † *White dragon orb: protection from energy (cold)* (Fortitude save at DC 17 negates).

The Shadowstaff: This artefact 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 the following 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 Paladin: A hero of old, a long-forgotten paladin bore this relic in many a valiant battle. The *shield of the paladin* disappeared when the paladin fell in a great battle, although it has reportedly surfaced briefly from time to time since then.

This +5 *shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if he 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 he is already a paladin. The *shield of the paladin* also grants spell resistance 15 to its wielder. It absorbs the first ten 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 he attempts to use this artefact. Although these negative levels never result 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.

The Slingshot of Lugh: Crafted in the days when the fey warred against the giants for control over the forests, this slingshot was created by one of the greatest warriors of the fey. The *slingshot of lugh* is a +5 *giant bane sling of distance*. In addition, when used with stones taken from sylvan glades, the slingshot is considered to be a *keen* weapon (threat range doubled) and deals +d6 damage.

The Sword of the Vampire: The vampire was the dreaded lieutenant of the Lich Lord. He used this mighty blade, crafted by his master, to betray and attack the Archlich, cutting off his hand and eye in a terrible battle before the great lich destroyed him. Only his sword survives, and it is said to forever seek vengeance against the lich. The *sword of the vampire* is a +6 *unholy keen vorpal longsword*. It grants the wielder a +10 enhancement bonus to Strength. The sword is intelligent (Int 15, Wis 13, Cha 16, Ego 34) and chaotic evil. It can be used to cast the following spells, once per day each: *call lightning*, (10d6 points of damage, Reflex save at DC 14 for half damage) *blasphemy* and *unhallow*. Once per week it can be used to *slay living*.

The Stone of Fal: This legendary artefact is said to be able to judge who is worthy of leading the armies of the fey. When grasped by someone of lawful alignment, the item bestows one negative level, which cannot be removed by any means short of a *wish* or *miracle*.

When held by a fey, the item grants the following abilities:

- † *Protection from energy*
- † *Minor globe of invulnerability*

In addition, when held by one worthy to lead the armies of the fey (as determined by the Games Master), the item lets out a fierce cry, and following additional abilities are available:

- † Leadership feat
- † *Summon nature's ally* (I-IX) – fey creatures only

The Tower Arcane: A unique, five-foot tall tower shield, this massive bulwark is rimmed in mithral and made of a single piece of seamless darkwood. A mithral boss in the upper centre of the shield bears a design of a tower surrounded by a starburst. Glowing runes encircle the boss, indicating the powerful magic that lies within its martial frame. Far lighter than it appears, the *tower arcane* only weighs ten pounds and is virtually effortless to carry and use.

Any being protected by this +5 *tower shield of heavy fortification* also benefits from a permanent *spell turning* effect. Like the cover from a *shield* spell, this *spell turning* protects the bearer from half the battlefield at a time. The orientation of this defence can be changed on the bearer's turn as a free action. Unlike the spell, the *spell turning* always achieves a high enough effect to turn an incoming spell. Against spells that cannot be turned, like spells with area effects that overlap him, the bearer gains SR 25 as long as he has the *tower arcane* equipped. Lastly, the bearer can invoke an *anti-magic field* that lasts as long as he wills it to. This field, amazingly, does not affect the weight of the shield, though all of its other properties are suspended until the field ends.

Forged and fashioned in an ancient age, the *tower arcane* serves its purpose now as well as it did then. Made to combat the encroachment of powerful wizardry, the *tower arcane* has served with distinction on hundreds of battlefields and girded its bearers through countless conflicts. Violence follows the *tower arcane*, from powerful empires who desire the shield for their own wars to wizards who wish the accursed thing destroyed. In all its long history, nothing has ever marred its surface, much less damaged it. Thus, the *tower arcane* remains an invulnerable threat to spellcasters everywhere.



CREATING MAGIC ITEMS

As with any other object, weapon or device, magic items do not spring into being when someone puts them in a treasure hoard. To exist, they must have at some time been created. Whether godly artefacts left over from ancient times, the produce of mysterious beings labouring away in underground workshops, or an artificer-mage's masterpiece, each item has a history. Effort and money went into its creation.

In the case of many common magical items, the means by which any given object was created will not matter to its user. It is probably not important to Bruinn the Bard who first forged the *+1 shortsword* that he now carries, nor exactly what went into the manufacture of his *potion of cure light wounds*. However, knowing how difficult and/or expensive it is to make any given item allows the Games Master to determine its rarity and market value.

'Yes, I can make the item you request,' said Volutax, mage and artificer to royalty. 'But.' He added, very deliberately.

'But?' Prince Aluciann replied with a puzzled and mildly irritated frown.

'But...' The mage paused delicately.

'But what?' the prince demanded, exhausting what little patience he possessed.

Volutax folded his long-fingered hands and sighed. 'I regret that some of the materials I will require are rather rare...'

'I can pay your price, wizard!' Aluciann was becoming increasingly impatient.

'The issue is not money, your Highness, but rarity. You see, I will need scales from an immature dragon, flayed from its hide within minutes of death, and they must be fresh. Such items are rarely offered for sale...'

'Is that all? Pah! Why do you think I have champions?' Aluciann said with an airy wave. 'I can get you your dragon scales!'

Again, the mage sighed. 'Your highness... you must slay the dragon yourself, and take its hide with a special blade that I will provide for you.'

Aluciann hid his alarm well. After only a second he was once again the arrogant, brash young hero he showed the world. 'Very well. Have the knife or whatever it is ready for me in the morning. And find me a young dragon!' With that, the prince turned and strode towards the door of the workshop without even a semblance of courtesy.

'Very well, Highness.' Volutax said mildly to the young man's back. Clearly, Aluciann wanted his special lightweight magical armour very much – probably so he could wear it under his shirt and cheat in duels. As the heavy door slammed, the old wizard sighed one more time. He probably should have pointed out that immature dragons generally have parents nearby, but the prince's rudeness had prevented him. Prevented him from wanting to, if the truth be told.

Volutax permitted himself one last sigh at the idiocy of youth – not to mention the corresponding lack of good manners – as he turned back to his studies. This was almost certainly not going to end well.

In the case of more unusual or powerful items, characters may be interested to know who made them, and how. Any mage who can produce a *robe of eyes* would be a powerful ally (or enemy). If he is still alive, the characters might have reason to seek him out.

Rules for creating magical items are of course important, particularly when the characters decide that they want to make their own magical equipment, or wish to commission someone to produce items for them. Finding people able to make the desired item, and obtaining the price or any special ingredients, can be an excellent source of adventure ideas. Players may decide that some items are simply not worth the trouble.

This chapter includes a compilation of the standard item creation rules, plus additions such as quirks. Quirks are minor magical effects which allow both Games Masters and players to personalise the items they create, giving them unique attributes which serve to both further differentiate items from one another and make them more noteworthy. The use of these quirks is, of course, entirely optional but they will do much to spice up the magic items in your game without actually increasing or decreasing their power.

Quirky magic items can add a great deal to a campaign by making items unique and memorable and perhaps creating dilemmas by granting access to a useful power in return for a weakness or detrimental trade-off. There is no table for rolling random quirks, since random determination can lead to strange combinations of results which destroy the believability of a magic item, or at least stretch it to the point where it becomes the butt of player jokes; after all, the *ring of invisibility* which is lucky but unreliable is much more mythic than the *ring of invisibility* which constantly tolls like a bell.

This chapter also presents an alternative system for creating magical items – the mythic system. This is an alternative system for creating magical items which has major implications for a campaign. Since it involves the completion of quests and searches for obscure components, mythic item creation can be the source of endless adventure ideas. However, it can distract characters from the main story line of the campaign, so should be used only after due consideration.

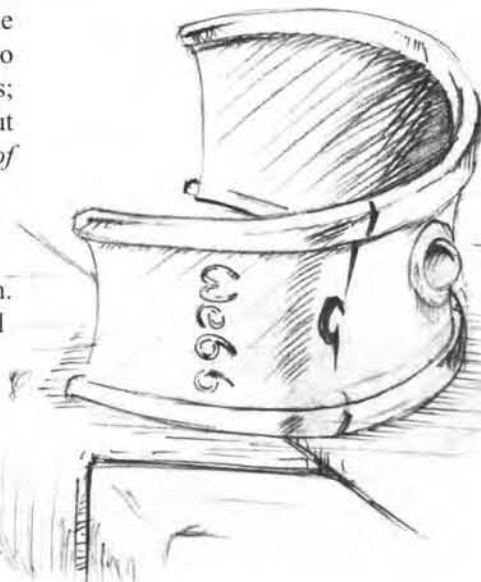
ITEM CREATION

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. Item Creation feats are covered in *Core Rulebook I*. Each different type of magic item requires different feats.

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 later, 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 his own, but never lower than the minimum level needed to cast the needed spell. For example, a 15th level wizard could craft a *wand of fireball* at 10th or even 5th caster level, but no lower than 5th as this is the minimum level to cast *fireball*. The *fireball* produced by the wand would be treated in all ways as if cast by a character of the item's caster level (i.e. damage, range etc).

Using metamagic feats, a caster can place spells in items at a higher level than normal. For example, a caster could heighten the spell's level to increase duration, or quicken the spell to allow use of the item as a free action by placing it in the item at the



higher metamagic level. Metamagic is discussed in detail in *Core Rulebook I*.

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. For example a *cloak of elvenkind* has a market value (and base price) of 2,500gp. Making one costs 1,250gp and 100 XP.

Armour, 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. For example, a *ring of three wishes* has a market price of 97,950 gp, which includes 75,000 gp for the extra 150,000 XP that the creator must expend to forge the ring. The base price of the ring is only 22,950 gp (the market price minus the extra cost for the XP expenditure). Descriptions of such 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 (see *Preparing Wizard Spells* in the *Core Rulebook I*) 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 eight hours each day. He cannot rush the process by working longer each day. Days spent on constructing an item need not be consecutive, and the caster can use the rest of his time as he sees fit. If the creator takes a break from constructing an item (say to go adventuring) then he must keep track of the number of days remaining to completion of the item.

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 artefacts are long lost. If the Games Master wishes to have artefacts or similarly legendary items in his campaign they need not be explained since their powers are so far beyond the norm that even mighty wizards cannot comprehend how such items came to be. However, see *Legendary Items*, below, for a discussion of how items of unique power might come into being.

Masterwork Items

Masterwork items are extraordinarily well-made versions of standard items. They are always expensive but offer advantages over standard items that include durability and improved qualities. For example, a masterwork sword might be extremely well-balanced, and/or keep its edge despite repeated clashes against armour.

Masterwork items are not magical in any way, but they can be enhanced to become magical. It is not possible to enhance standard armour and weapons – only masterwork items can serve as the basis for magical weapons and armour. This is not true for magical items that are not intended for direct use in combat (i.e. items other than armour and weapons). Such items might or might not be masterwork. For example, a



masterwork staff intended to become a magical staff might not be any 'better' than a standard one, but it has been well prepared for its planned role – that of being crafted into an item of power. It will look more impressive than its standard item counterpart, and will stand up to the knocks and bangs of use better as well, retaining both its appearance and durability longer.

Special Materials

Some substances have special properties that can be useful in the creation of magical items. A selection is presented here, but these are by no means the only possibilities. Other special materials, each with unique capabilities, may exist at the discretion of the Games Master.

If a piece of armour or a weapon is made out of more than one type of special material, the benefit of the most prevalent will be gained; not both. For example, a breastplate made from adamantine and mithral will provide either damage reduction or reduced weight, depending upon which material is more prevalent, but not both. The Games Master might allow the existence of composite materials such as an adamantine/mithral alloy, which have different powers to the parent materials. However, great caution should be exercised in order to ensure that unbalancing effects are not brought into the game.

A double-headed weapon can have each head made from a different material. For example, a dire flail could have an alchemical silver head for dealing with lycanthropes and a cold iron head for slaying fey.

Adamantine: Adamantine is an ultra-hard material found in meteorites and occasionally in veins in magical areas. It will add to the quality of armour and weapons.

Weapons forged from adamantine have the ability to bypass hardness when sundering weapons or attacking objects. They completely ignore hardness of less than 20.

Armour forged from adamantine grants the wearer damage reduction depending upon the type of armour. Damage reduction is 1/- for light armour, 2/- for medium and 3/- for heavy armour.

Adamantine is so expensive that weapons and armour forged from it are always masterwork items. The masterwork cost is included in the process given for adamantine items. As a result of masterwork status, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls and the armour check penalty of adamantine armour is reduced by one compared to standard armour of the same type. Items without metal parts obviously cannot be constructed from adamantine. Thus an arrow could be adamantine (the tip, obviously) while a quarterstaff could not.

Only weapons, armour and shields normally made of metal can be fashioned from adamantine. Weapons, armour and shields normally made from steel that are instead forged of adamantine have one-third more hit points than normal. For example, an adamantine greatsword has 13 hit points rather than the ten it would have if made from steel. Adamantine has 40 hit points per inch of thickness and a hardness of 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light Armour	+5,000 gp
Medium Armour	+10,000 gp
Heavy Armour	+15,000 gp
Weapon	+3,000 gp

Bugbear Hide: Any leather, hide or studded leather armour made from the hide of a bugbear receives a +1 natural enhancement bonus. A single bugbear can be skinned to provide two Small suits of armour, one Medium suit or half of a Large suit. Costs for each type of armour are listed below, and weights are as for standard armour of each type. Leather Cost 450 gp, Hide Cost 475 gp, Studded Leather Cost 550 gp.

Cold Iron: Iron mined from certain deep veins and forged at lower temperatures to preserve its special properties is potent against fey creatures. Weapons made from cold iron cost twice as much to construct as their ordinary counterparts, and any magical enhancements cost an additional 2,000 gp. For example, a +2 *longsword* forged from cold iron would cost 10,330 gp (the price of the sword is doubled from 15 to 30 gp, the +2 enhancement bonus costs 8,000 gp and enhancing cold iron costs an additional 2,000 gp and the masterwork component costs 300 gp).



Items without metal parts cannot be made from cold iron. An arrow could, but a quarterstaff could not. A double weapon that has one half made from cold iron increases in cost by 50%. For example a two-bladed sword with one blade of cold iron and the other of steel would cost 150 gp.

Cold iron has 30 hit points per inch of thickness and a hardness of ten.

Darkwood: Darkwood is a magical wood that is every bit as hard and resilient as normal wood but is extremely light. Any wooden or mostly-wooden item (such as a bow, arrow or spear) made from darkwood is considered to be a masterwork item and weights only half as much as a normal wooden item of the same type. Items not normally of wooden construction cannot be made from darkwood and those consisting only partially of wood such as a battleaxe or mace gain no benefit from it even if it is used. The armour check penalty for a shield made from darkwood is reduced by two compared to an ordinary shield of the same type.

To determine the cost of a darkwood item use the original weight but add ten gold pieces per pound to the price of a masterwork version of that item. Darkwood has ten hit points per inch of thickness and hardness 5.

Dragonhide or Dragonscale: The hides of dragons can be used to create masterwork armour and shields. The hide of one dragon is sufficient to create a single suit of masterwork hide armour for a creature one size category smaller than the dragon. Using choice scales and segments of hide it is possible to create one suit of masterwork banded mail for a creature two size categories smaller than the dragon, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller than the dragon. Provided the dragon is Large or larger, sufficient hide is left over to produce a large or small masterwork shield in addition to the armour.

A shield made from a single dragon scale offers protection as noted above and in addition the wielder gains Damage Reduction 5 in the same way as dragonscale armour (this bonus can be stacked with dragonscale armour).

Dragonhide armour is not made of metal, so druids can wear it without penalty. Dragonhide armour

costs double the amount masterwork armour of the same type would cost, but takes no longer to create than ordinary armour of the same type.

Dragonhide has 10 hit points per inch of thickness and a hardness of 10.

Fiendish Hide: Whether scales, chitin, hide or membranous... something, the skin of demons and devils can make garments and armour. What can be made from fiendish hide varies according to the creature's size, and there is less usable material in a demon or devil than there is in a dragon. All hide armour made from fiendish hide is masterwork and despite the wild differences in anatomy, they have very similar characteristics once the useful material is set aside.

The basic characteristics of a suit of fiendish hide armour are as follows: AC +3, maximum Dexterity bonus +4, armour check penalty -2 and 20 pounds of weight. All fiendish hide armour costs 170 gp. An armoursmith needs 16 Tiny fiends, eight Small, four Medium, two Large or one Huge fiend for a single suit of Medium-sized fiendish hide armour. A Gargantuan fiend yields two suits and a Colossal one has enough useful material for four suits of hide armour. The smith cannot mix and match materials from different fiendish species... and using devil and demon parts in the same suit could have serious consequences for the wearer. Fiends can usually tell when a character is wearing fiendish hide armour, but reactions vary from fiend to fiend.

Elemental Kernel: There are four types of elemental kernel - air, water, earth and fire. When found, the kernels glow brightly in the colour of their element: white for air, blue for water, coppery-brown for earth and scarlet for fire. While a miner may not know exactly what a kernel is when it is discovered, he will clearly see it as something more impressive than a mere gemstone.

Imbued with elemental power, weapons and armour which house these kernels are quite useful when used to combat creatures of the various elemental types. Items housing an elemental kernel may be otherwise enhanced through the use of spells and receive additional magical bonuses during their creation.

In order to house a kernel, the armour or weapon must be crafted specifically to hold the kernel - these

precious elemental items may not be attached to existing equipment. Implanting a kernel in an item increases the Crafting check DC by +10. If the Crafting check fails, the kernel is destroyed by the smith, leaving behind a smoking husk of blackened stone. Items of this nature are never 'just for sale' – elemental kernels are at least as rare as adamantine and are snatched up as quickly as they are found. An adventurer wanting an elemental suit of armour or an elemental weapon should be prepared to find his own elemental kernels.

Elemental kernels housed in weapons provide a +4 natural bonus to all attack and damage rolls against creatures of the opposing elemental or outsider types and subtypes. Air kernels, for example, provide a +4 attack and damage bonus when used against creatures of the Elemental (earth) or Outsider (earth) subtypes.

When housed in a suit of armour, elemental kernels provide a +4 deflection bonus to the wearer's Armour Class against creatures of the same elemental type or subtype.

Ice Steel: This lightweight metal is dark, almost black, in its natural state but becomes translucent blue once it has been properly smelted. While not as light as mithral, ice steel is still considerably lighter than iron. Any weapon or armour made from ice steel is 1/3 lighter than a steel item of the same type. In all other ways ice steel is identical to normal steel.

Lustrous Silver: When exposed to moonlight, this metal shines a brilliant white, shedding light as a torch. In addition, the lustrous silver will continue to provide light for two hours for every hour it is exposed to the light of the moon. For example, a disk of lustrous silver exposed to moonlight for three hours will shed light equivalent to a torch for the next six hours. Prized for use in jewellery or other ornamental items, lustrous silver is also quite popular with adventurers and miners, two groups in need of reliable, portable light.

Mithral: Mithral is a very rare silvery metal. It is lighter than iron but just as hard. It can be worked like steel by those who know how and is used to craft armour and weapons of surpassing lightness and beauty. Most mithral armour is one category lighter than its steel counterpart for purposes of movement and other limitations (e.g. determining

whether or not a barbarian can use fast movement ability while wearing the armour). Heavy armour is treated as medium, and medium as light, but light armour is still treated as light.

Spell failure chances for armour and shields made from mithral are reduced by 10%, maximum Dexterity bonus is increased by two, and armour check penalties are reduced by three, though they cannot go below zero.

Items fashioned of mithral weigh half as much as the same item made from steel or other metals. In the case of weapons this lighter weight does not alter a weapon's size category or the ease with which it can be wielded (i.e. whether the weapon is light, one-handed, two-handed, etc).

Items which are not made primarily from metal cannot benefit from being of mithral construction. Thus a sword can be a mithral weapon, but a scythe cannot. Weapons and armour fashioned from mithral are always masterwork items, and masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armour	+1,000 gp
Medium armour	+4,000 gp
Heavy armour	+9,000 gp
Shield	+1,000 gp
Other items	+500gp/lb.

Primal Iron: Formed when the world was young, primal iron is extremely useful in the crafting of weapons and armour. While it possesses no intrinsic magical properties and cannot be used to create magical weapons or armour, it is also immune to most minor magical effects. Armour crafted from primal iron provides a +1 natural bonus to all saves against spells or magical effects targeted specifically at the wearer. This does not provide any additional protection against spells with an area of effect or spells which target the environment surrounding the wearer, however.

Weapons created from primal iron are more able to slice through magical defences, partially ignoring the protection provided by magically-enhanced armour and biting into the flesh of creatures which



normally require magical weapons to strike. When a primal weapon is used to make an attack, it gains a +1 natural bonus to hit and damage if the target has any magical Armour bonuses (such as those provided by magical armour). The weapons are also able to hit creatures which can normally only be hit by +2 weapons or greater, though primal iron does not provide any bonuses to hit or damage against such creatures.

Red Iron: Slick and ruddy in hue, this metal is useless for making armour because of its extreme weight. For weapons, however, the red iron is an excellent material, allowing the wielder to generate much more force than would be possible with a weapon crafted from steel or other materials. Red iron weapons weigh three times as much as if they were made from iron, but allow the wielder to add +2 to the damage the weapon causes on a successful hit.

Silver, Alchemical: Silver can be bonded to a steel weapon using a combination of metallurgy and alchemy. A weapon so treated bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of one point of damage). The alchemical silvering process cannot be applied to non-metal items nor will it work on special metals such as adamantite, cold iron and mithral.

Alchemical silver has 10 hit points per inch of thickness and a hardness of 8.

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light Weapon	+20 gp
One-handed weapon or one head of a double weapon	+90 gp
Two-handed weapon or both heads of a double weapon	+180 gp

Wraithstone: In its raw form, the wraithstone appears as faintly glowing chunks of metal that moan quietly when exposed to sunlight. While difficult to work with (increase the DC of all craft checks by +10), wraithstone is prized by armoursmiths for its excellent protective capabilities.

Wraithstone armour is surprisingly light – it is considered two categories lighter than a normal suit of armour (to a minimum of light) and weighs only 25% as much as a suit of armour made from iron. The low weight and surprising flexibility of the metal also reduces the armour check penalty and arcane spell failure chances by one-half.

CREATING MAGIC ITEMS

Each type of magic item has its own unique characteristics, and for this reason there are different methods and requirements associated with the crafting of each different type. These are dealt with individually below.

Creating Magic Armour

To create magic armour, 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 armour or the pieces of the armour to be assembled. Armour to be made into magic armour must be masterwork armour, 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 armour – half the base price shown on the tables in this section.

Creating magic armour has a special prerequisite: the creator's caster level must be at least three times the enhancement bonus of the armour. For example, a 6th level character can craft magical armour with a +1 or +2 enhancement bonus while a +4 item requires a 12th level creator. If an item has both an enhancement bonus and a special ability (e.g. cold resistance), the higher of the two caster level requirements must be met.

Magic armour or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on the Armour Special Abilities and Shield Special Abilities tables. It is not possible, for example, to create a shield with *spell resistance* ability. It does not matter whether the enhancement bonus is +1, +4 or whatever – but it must be at least +1.

If spells are involved in the prerequisites for making the armour, 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 armour triggers the prepared spells, making them unavailable for casting during each day of the armour's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

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

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

Item Creation Feat Required: Craft Magic Arms and Armour.

Creating Magic Weapons

To create a magic weapon, 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 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 the Weapons table, 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. Thus to make a +3 *longsword* the creator must be of at least 9th level. If an item has both an enhancement bonus and a special ability (such as *flaming*) 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 the Melee Weapon Special Abilities or Ranged Weapon Special Abilities tables. It is not possible to create, say, a *mace of disruption*. A +1 *mace of disruption* is perfectly feasible, as is a +5 version, but at least +1 enhancement bonus is required.

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. A dire flail could, for example, have a +1 *flaming head* and a +3 *disruption head*.



Base Cost to Brew a Potion (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0 th	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	12 gp 5 sp +1 XP	—
1 st	25 gp +2 XP	25 gp +2 XP	50 gp +4 XP	50 gp +4 XP
2 nd	150 gp +12 XP	200 gp +16 XP	200 gp +16 XP	200 gp +16 XP
3 rd	375 gp +30 XP	450 gp +36 XP	525 gp +42 XP	375 gp +30 XP

*Caster level is half class level.

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

Potion Base Prices (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0 th	25 gp	25 gp	25 gp	—
1 st	50 gp	50 gp	100 gp	100 gp
2 nd	300 gp	400 gp	400 gp	400 gp
3 rd	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.

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

Crafting a magic weapon requires one day for each 1,000 gp value of the base price. Therefore a +2 *longsword* with an item cost of 315 gp and a base price of 8,000gp takes eight days to create.

Item Creation Feat Required: Craft Magic Arms and Armour.

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 x the level of the spell x 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 such as *shield other* cannot be made into potions. Spells with a range of Personal cannot be made into potions, so spells such as *shield* never exist in potion form.

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.

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 formularise. Refer to the Estimating Magic Item Gold Piece Values table 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 formularise. Refer to the Estimating Magic Item Gold Piece Values table 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 he 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, he 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 he 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 his 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.

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 two 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.



Scroll Base Prices (By Scriber's Class)

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

*Caster level is half class level.

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

Base Magic Supplies and XP Cost to Scribe a Scroll (By Scriber's Class)

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

*Caster level is half class level.

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

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, he 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 he 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 his 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.

Creating Wondrous Items

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. He 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 formularise. Refer to the Estimating Magic Item Gold Piece Values table 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 the Item Intelligence, Wisdom, Charisma, and Capabilities table treated as additions to time, gp cost and XP cost. The item's

Wand Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0 th	375 gp	375 gp	375 gp	—
1 st	750 gp	750 gp	1,500 gp	1,500 gp
2 nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3 rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4 th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

*Caster level is half class level.

Prices assume that the potion 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 th	187 gp 5 sp, +15 XP	187 gp 5 sp, +15 XP	187 gp 5 sp, +15 XP	—
1 st	375 gp, +30 XP	375 gp, +30 XP	750 gp, +60 XP	750 gp, +60 XP
2 nd	2,250 gp, +180 XP	3,000 gp, +240 XP	3,000 gp, +240 XP	3,000 gp, +240 XP
3 rd	5,625 gp, +450 XP	6,750 gp, +540 XP	7,875 gp, +630 XP	5,625 gp, +450 XP
4 th	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.

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



Summary of Magic Item Creation Costs

Spell Component Costs						
Magic Item	Feat	Item Cost	Material ²	XP ³	Magic Supplies Cost	Base Price ⁴
Armour	Craft Magic Arms and Armour	Masterwork armour	Cost x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Armour and Shields	Value on Table: Armour and Shields
Shield	Craft Magic Arms and Armour	Masterwork shield	x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Armour and Shields	Value on Table: Armour and Shields
Weapon	Craft Magic Arms and Armour	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	¹	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	⁵	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.

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 his *ring of protection* +2, the cost of adding this

Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Gloves of dexterity</i> +2
Armour 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</i> +3
AC bonus (other) ¹	Bonus squared x 2,500 gp	<i>loun stone, dusty rose prism</i>
Natural armour bonus (enhancement)	Bonus squared x 2,000 gp	<i>Amulet of natural armour</i> +1
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance</i> +5
Save bonus (other) ¹	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 ²	<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 ³	Multiply entire cost by 1.5	<i>Helm of teleportation</i>
No space limitation ⁴	Multiply entire cost by 2	<i>loun 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
Armour, 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 ⁵	<i>Wand of stonesskin</i>
Spell has XP cost	Add 5 gp per 1 XP per charge ⁵	<i>Ring of three wishes</i>

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

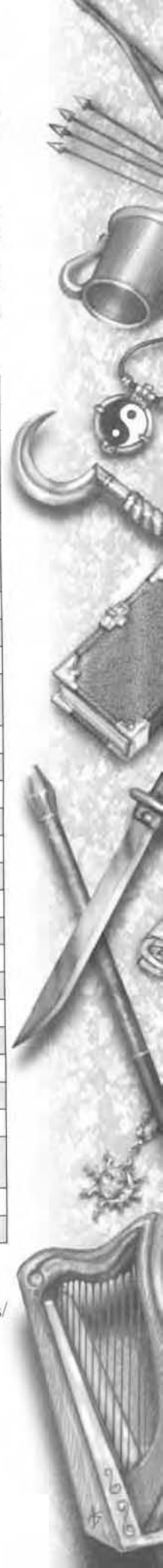
¹ Such as a luck, insight, sacred or profane bonus.

² If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by four. If the duration of the spell is one minute/level, multiply the cost by two, and if the duration is ten minutes/level, multiply the cost by one and a half. 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.



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 categorisations, because a hard-and-fast rule cannot 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 do not match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.

QUIRKS

Magic item quirks are to a magic item's powers what cantrips are to spells – minor effects that are interesting but not especially powerful. Quirks take many forms, sometimes manifesting as actual magical effects and sometimes as unique physical properties that come about as a result of Enchantment but are not in and of themselves magical.

Quirks, both positive and negative, are separated into two categories, major and minor. The difference between them is one of scale. A minor quirk is one which is nothing more than a limited special effect, or a physical property which has no mechanical effects. A major quirk, while still not as powerful as an actual item ability, is one which can have actual mechanical effects on the wielder or those around him.

Any permanent item (meaning one which is not a single-use item, like a scroll) can have one or more quirks. The exact number of quirks which can be embedded in an item is left up to the Games Master's discretion but it is recommended that an item, regardless of its power, be allowed no more than one major positive and one major negative quirk, and no more than two minor quirks. While minor quirks can be selected in any combination (subject to Games Master approval, of course), a positive major quirk must be accompanied by a major negative quirk and vice versa. Under no circumstances should two quirks which directly counter one another's effects be applied to a single magic item.

Creating New Quirks

Though the number of suggested quirks listed in this chapter is extensive enough to provide a good basis for most campaigns, there will undoubtedly come a time when a player will come up with an idea for a quirk which is not on this list. Fortunately, creating your own quirks is a simple matter. The following guidelines will keep you on the right track.

A minor quirk should never have a direct mechanical effect on the magic item, the wielder or any target being. This restriction does not mean that minor quirks cannot result in incidental mechanical effects in unusual situations, simply that the mechanical effect cannot be incorporated into the quirk. So, for example, an effect which causes nearby cats to howl when the item is activated would qualify as a



minor negative quirk, but an effect which causes a -2 penalty to Non Player Character reaction checks would be a major negative quirk.

Major quirks, conversely, can have direct mechanical effects, though under no circumstance should they grant a bonus or penalty greater than $+/-2$. Bonuses and penalties to attack rolls, damage rolls, skill checks and saving throws can be considered quirks, but must be balanced against rarity, as outlined below:

A $+1$ bonus can apply to a broad group or relatively common environmental condition, so long as it is balanced by a -1 penalty which applies to an equally common group or environmental condition. A specific race is an appropriately broad group, as is a specific sex. So, for example, a sword could be given a $+1$ bonus to strike during daylight hours, so long as it suffered a -1 penalty to attack rolls made at night. Likewise, a $+1$ bonus to Intimidate checks against men is an appropriate major quirk,

but must be balanced with a -1 penalty to Intimidate checks made against women. A $+1$ bonus to attack or damage rolls, or to saving throws can also be balanced by its opposite; so a $+1$ bonus to damage against drow could be balanced with a -1 penalty to attack rolls against them. Equally, a -1 penalty to Fortitude saves whilst using the magic item could be balanced by a $+1$ bonus to Reflex saves.

A $+2$ bonus can only be applied to a very specific group or rare environmental effect, but need not be balanced by an opposite effect (though it must still be balanced by a major negative quirk of some sort). Appropriate examples of bonuses include, but are not limited to, a $+2$ to attack rolls against female drow, a $+2$ to damage only when fighting in arctic environments, or a $+2$ bonus to Bluff checks attempted within an open air market.

As a general rule of thumb, just remember – if it has a consistent mechanical effect, it is major quirk, if it does not, it is a minor quirk.

Thematic Quirks

Quirks work best when they are attuned to each magic item, as attuned quirks lend the item an aura of believable mystery, which will add to your campaign and keep campaign verisimilitude. Conversely, adding quirks which make no sense in the context of the item's power will strain suspension of disbelief and may lead to your magic items becoming ridiculous, rather than the impressive rewards you would hope they would be.

Removing Quirks

The only way to remove a quirk from an item is either to destroy that item, or completely drain or suppress all of its magical abilities. As long as there are any magical abilities resident and active (or able to be activated) in an item, the quirk will continue to express itself. In areas that suppress magic, the quirk will be suppressed for as long as all of the abilities of the item are suppressed. Basically, the quirk is intrinsically linked to the magic of the item and cannot be individually erased or removed.

Lists of Quirks

The following quirks are separated into three categories: minor quirks, major positive quirks and major negative quirks.

Minor Quirks

These minor quirks are only examples, not a comprehensive list of all the possible minor magic item quirks. Note that in every case, the minor quirk is simply a nuisance or odd trait, it will never have any innate mechanical effect (though the *light* minor quirk is a possible exception).

Animal Call – Each time you activate an item's powers, or while you wear it or hold it in hand (in the case of weapons, staves and the like), all non-magical animals of a specific type begin to call out, howling, barking, croaking or crowing as appropriate.

Buttons Loosen – When you use the item, first activate or don it, or when you draw the item from its sheath (in the case of weapons), any buttons and clasps loosen. This can prove to be a bit of an embarrassing annoyance.

Everclean – The item resists grime of all sorts, including blood. It need never be cleaned, as dirt and muck simply slides off it like water off oilskin.

Extremities Swell – When you first activate the item's powers, your hands and feet swell. This has no effect on your Dexterity but it does leave you feeling somewhat clumsy.

Font of Youth – When drawn, when worn, or when activated (depending on the type of item), your visage changes so that you look ten years younger than your actual age. This has no mechanical effect.

Frost/Flame – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), both the item and your body become coated with fingers of spectral frost or flame. These flames have no mechanical effect but do look impressive.

Hair Growth – this quirk can only be applied to continuous-use objects, such as magical armour.

Each hour you wear or use the item, your hair grows one inch. When the item is removed, your hair shrinks back to normal, at the rate of one inch per round.

Light – The magic item radiates light while in use. The light is equivalent in brightness to a strong candle flame, illuminating a five foot radius around you. The light cannot be dimmed by the will of the user, but any magical darkness effect will immediately quench it. This quirk cannot be applied to items whose primary abilities are concerned with stealth, such as a *ring of invisibility*.

Phantom Smell – Each time the item is activated, or for the duration of its use in the case of items with a continuous effect, a phantom smell issues forth from it. The smell is weak enough to be almost undetectable to anyone save yourself and those in close physical contact with you. The scent which issues forth should, whenever possible, relate to either the item's powers or to its origins, so a *staff of healing* might bring to mind the aroma of medicine, while armour with the *ghost touch* property might smell of freshly turned grave dirt, or perhaps of embalming fluids.

Phantom Sound – Each time the item is activated, or for the duration of its use in the case of items with a continuous effect, a specific sound issues forth from it. This sound is roughly equal in volume to a low whisper and can normally only be heard by the wielder and those who are in close physical contact with him. The sound can be almost anything and is usually related to the powers of the item, so a *monk's belt* with this quirk might continuously issue a low chant while the wearer is in combat and a *cloak of etherealness* might whisper with a sound akin to a spirit's ghostly wail. This quirk cannot be applied to items which depend on sound for their effects, like a *horn of blasting* or magical harp.

Rainbow Aura – Can only be applied to a weapon or other magic item which radiates light (see *Core Rulebook II*), or which has the light minor quirk. You can alter the colour of the radiated light as you choose, as a free action.

Sands of Time – When drawn, when worn, or when activated (depending on the type of item), your visage changes so that you look ten years older than your actual age. This has no mechanical effect.

Far from an Exact Science

As you may have guessed, creating major and minor quirks is far from an exact science. To use quirks effectively, they must be balanced against the needs and realities of your campaign. In a campaign which features nothing but drow enemies, a +1 bonus to strike drow is a major bonus which will simply not be balanced by a -1 penalty to strike goblins. In such a situation, even a -1 penalty to damage rolls against drow may not be sufficient to counterbalance it. To compensate, you might decide that the bonus can only be applied to drow who are from a specific city, or only against drow fighters, or you might simply outlaw the quirk altogether. Ultimately, as in all situations, the Games Master has the final say.

Not all Bonuses are Created Equal

As characters advance in levels, gaining more feats and abilities, certain penalties begin to lose some of their impact, with penalties to base damage perhaps chief among them. Thanks to feats like Power Attack and Greater Weapon Specialisation, magic weapon enhancements which add raw dice of damage, ever increasing Strength scores and exotic abilities gained as a result of advancing in a class or prestige class, a weapon's base damage rapidly becomes unimportant. Therefore, should you choose to balance positive bonuses to attack rolls with negative bonuses to damage, it is suggested that you use a 'one for two' formula, meaning that a quirk which adds +1 to attack rolls should be balanced by a -2 penalty to damage. Conversely, a +2 bonus to damage can be balanced by a -1 penalty to attack rolls. Remember that a bonus to attack rolls against a specific gender, for example, can also be balanced by an equal attack penalty against the opposite gender, or even by a damage penalty against either gender (so long as the rule of 'two for one' is observed).

Shadow Vagabond – While the item's powers are activated, or while the item is held in hand (in the case of weapons, staves and the like), your shadow disconnects from your body and vanishes. It returns as soon as the item is no longer active, or is no longer in hand. This has no mechanical effects but can be disconcerting, both for you and those around you.

Shivers – You feel an involuntary thrill of fear when you first activate the item.

Skin Tint – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), your skin takes on an unusual tint, perhaps turning red like a fire giant's, or blue like a frost giant's – the shade should be related to the powers or origin of the item. In any case, the tint fades one round after the item is no longer active or held in hand.

Sneeze/Cough – When you use any item powers, or when you successfully strike an opponent in combat (if the item is a weapon) you involuntarily cough or lightly sneeze.

Spectral Aura – While the item's powers are active, or while you wear it or hold it in hand (in the case of

weapons, staves and the like), the item is wreathed in a corona of spectral imagery. The aura is barely visible and can take any form, usually related to the powers or history of the magic item. So, for example, a sword crafted by a wizard obsessed with insects might be surrounded by buzzing, spectral flies, or be covered by an army of phantasmal ants.

Static Electricity – Each time the item is activated, static electricity arcs through your body. While this has no mechanical effect, it does cause your hair to stand on end and will result in an unpleasant jolt should you touch another being or conducting object.

Voice Alters – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), your voice alters, becoming inhuman, grating like stone against stone or taking on tones reminiscent of the item creator's voice.

Void Eyes – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), your eyes become a black void, or shift in colour to an alien shade

or perhaps resemble cat's eyes. Your vision is unaffected and there is no mechanical bonus or penalty but it can be disconcerting to look at you.

Warm/Cool – The item is always pleasantly warm or cool to the touch.

Warts/Scales, etc. – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), your body becomes covered with a light smattering of warts, scales, freckles, pimples or some other minor disfigurement. This disfigurement has no mechanical effect.

Major Positive Quirks

The following quirks are major positive, meaning they offer some benefit to either the wielder, or the magic item itself.

Eager – A magical item with this quirk is always eager to use its powers. While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), you enjoy a +1 enhancement bonus to Initiative checks.

Environment Bonus – For whatever reason, a magic item with this quirk thrives in a specific environment, its powers enhanced by exposure to the air of its favoured land. Choose a single environment, something as specific as arctic lands or the jungle but not so specific as arctic mountains; while within that environment, the item gains either a +1 bonus to attack rolls, a +2 bonus to damage rolls (following the rules for balancing such bonuses in the sidebar above) or a +1 increase to the saving throw DCs of its magical abilities. This quirk is almost always accompanied by the negative quirk Environmental Weakness, or balanced as listed in the Far from an Exact Science sidebar.

Eternal – The magic of an item with this quirk is intrinsically linked to reality and cannot easily be destroyed. It gains a +1 bonus to resist *disjunction* and spells and spell-like effects which could conceivably destroy it, such as a *fireball*. Magical items of draconic origin often have this quirk, as the innate magic of that long-lived species often infuses items they create.

Faceless – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), your facial features are erased and you are left with a smooth orb where a face should be. This can be extraordinarily disconcerting for those around you but it is not without its benefits. You retain full use of your senses and gain a +1 bonus to saves against blindness, deafness and spells and spell-like effects which are based on vision, smell or hearing, such as a medusa's petrification ability. This quirk is automatically paired with the major negative quirk of the same name. This quirk cannot be attached to magic items which alter your appearance, or which render you invisible.

Fury – An item with this quirk resonates, for whatever reason, with an intense hatred for a particular race, a particular gender, or members of a particular group and lashes out at them with exceptional fury. When a weapon has this quirk, it adds either a +1 or a +2 bonus to attack rolls against the members of a particular gender, race or group. The amount of the bonus is directly proportional to the rarity of the group the bonus applies against. This quirk must be countered by a major negative quirk which lowers your attack bonus against another group of the same comparative rarity, by a penalty to damage rolls, or by any other major negative quirk which the Games Master decides is appropriate (see the Far from an Exact Science sidebar for greater details on balancing fury and other, similar quirks).

Hardy – An item with this quirk is more resistant to damage than other, more fragile magical items of the same sort. It gains a +1 bonus to hardness and its break DC is increased by an equal amount. Magical objects of dwarven make often possess the hardy quirk.

Impressive – This quirk can only be applied to magical weapons, shields and armour. The item is almost supernaturally impressive; though it may not appear expensive or fancy, there is some innate quality in the item which commands the viewer's attention. While the weapon or shield is in hand, or when the armour is worn, you gain a +1 or +2 circumstance bonus to Intimidate checks, but only against the members of a particular gender, race or group. The amount of the bonus is directly

proportional to the rarity of the group affected (see sidebar, above). This quirk is often countered by a major negative quirk which makes you less impressive to another group of the same comparative rarity.

Inconspicuous – For whatever reason, a magic item with this quirk is neither impressive nor memorable in any fashion, meaning those who look will be hard pressed to recognise it as a magic item, or even pay attention to it in the first place. The power of this quirk is such that, regardless of its true strength, it never radiates more than a faint magical aura and imposes a –1 penalty to Spellcraft checks made to identify its properties.

Light – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), it radiates light equivalent to a *light* spell (bright light in a 20 foot radius, shadowy light in a 40 foot radius). These glowing items are quite obviously magical and cannot be concealed, nor may its light be shut off. Light cannot be selected as a major positive quirk for items whose primary abilities are concerned with stealth, such as a *ring of invisibility*.

Loyal – A magic item with this quirk is intensely loyal to you and will not suffer to be separated from you. It imposes a –1 penalty to all Disarm checks made to remove it from your grasp and a –1 penalty to Sleight of Hand checks made to steal it from you.

Lucky – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), you enjoy good fortune in all that you do. Once a day, or more if the Games Master feels it appropriate, you gain a +2 circumstance bonus to any one skill check or saving throw. The lucky quirk can be paired with the unlucky negative quirk, making for a fascinating, monkey's paw-like magic item. Gnome and halfling magic items often possess this quirk, as both races are known for being favoured by fortune.

Nightsinger/Daysinger – An item with this quirk embraces and is invigorated by either the warmth and light of the sun, or the cool, dark caress of midnight air. When wielded in its preferred element, it either adds a +1 bonus to attack rolls, benefits from a +1 circumstance bonus to the saving throw DCs of all its powers or, in the case of magic items which do not have such abilities, it gains a +2 bonus to resist *dispelling* and similar effects. Unless the Games Master gives permission otherwise, this quirk must always be coupled with the Nightbane/Daymourner major negative quirk.

Pristine – While the item is carried upon your person, or otherwise in contact with you, neither you nor the weapon are ever touched by ichor, mud or muck of any sort. You, your clothing and your other possessions are always pristine and crease free. While this has no direct mechanical effect, you may sometimes gain a circumstance bonus to Non Player Character reaction checks and to socially-based skill checks when dealing with those who are impressed by a snappy appearance.

Resistant – The magic of an item with this quirk clings stubbornly to existence and refuses to be quenched even for a moment; its caster level is increased by +2 for the purposes of resisting *dispel magic* and other, similar spells and spell-like effects.



A dwarf fighter armed with magical chains with the *Fury* quirk

Savage – An item with this quirk resonates, for whatever reason, with a savage hatred of a particular race, a particular gender, or members of a particular group and lashes out at them with exceptional fury. A weapon with this quirk adds either a +1 or a +2 bonus to damage rolls against the members of that particular gender, race or group. The amount of the bonus is directly proportional to the rarity of the group the bonus applies against. This quirk must be countered by a major negative quirk which lowers your damage bonus against another group of the same comparative rarity, by a penalty to attack rolls or by any other major negative quirk which the Games Master decides is appropriate (see the Far from an Exact Science sidebar for greater details on balancing savage and other, similar quirks). The Savage quirk appears frequently in weapons forged by orcs and half-orcs.

Warmth/Chill – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), both the item and your body are either warmed or cooled by 20 degrees. This strange quirk grants you a +1 bonus to saving throws against either cold attacks (if you are warmed) or fire and heat based attacks (if you are chilled). Likewise, you gain a +1 bonus to all checks to resist either arctic or desert level environmental effects.

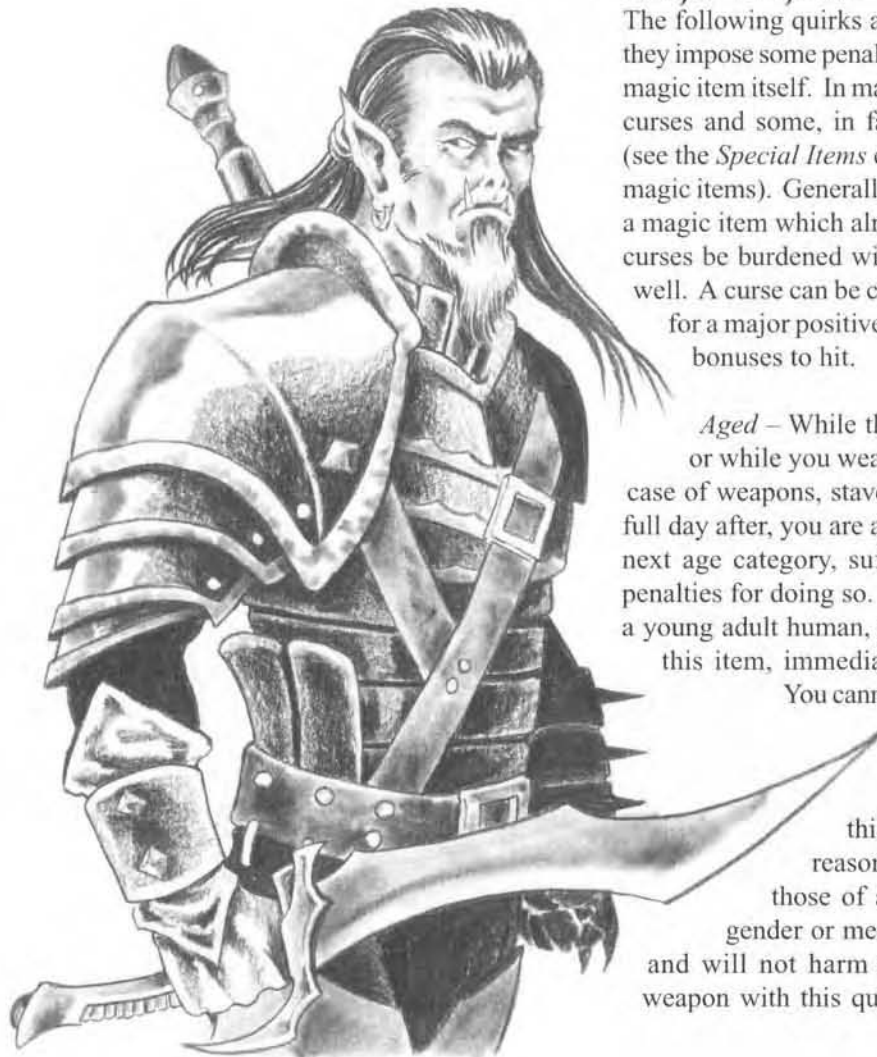
Wise – A magic item with this quirk possesses some measure of wisdom and while it may not possess any actual sentience, it seems to steer its owner towards the best course of action in every circumstance. Once a day, if you are about to use the magical item in a way which would prove disastrous, the item will simply refuse to work.

Major Negative Quirks

The following quirks are major negative, meaning they impose some penalty to either the wielder, or the magic item itself. In many ways, they are like minor curses and some, in fact, replicate certain curses (see the *Special Items* chapter for details on cursed magic items). Generally, it is not recommended that a magic item which already possesses one or more curses be burdened with major negative quirks as well. A curse can be considered sufficient balance for a major positive quirk, even one which adds bonuses to hit.

Aged – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like) and for one full day after, you are aged to the midpoint of your next age category, suffering all the benefits and penalties for doing so. So, for example, if you are a young adult human, you would, upon activating this item, immediately become middle aged. You cannot be aged beyond venerable by this quirk.

Blunted – An item with this quirk is filled, for whatever reason, with a reluctance to harm those of a particular race, particular gender or members of a particular group and will not harm them if it can help it. A weapon with this quirk suffers either a -1 or a



This fighter's sword has the Pristine quirk

-2 penalty to damage rolls against members of that particular gender, race or group. The amount of the penalty is directly proportional to the rarity of the group the penalty applies against, with the greater bonus applied to exceptionally rare groups (see the sidebar, above, for details). This quirk is usually countered with a major positive quirk which raises your damage bonus against another group of the same comparative rarity, by a bonus to attack rolls, or by any other major positive quirk which the Games Master decides is appropriate (see the Far from an Exact Science sidebar for greater details on balancing blunted and other, similar quirks).

Clumsy – An item with this quirk is afflicted, for whatever reason, with an innate clumsiness when wielded against members of a particular race, a particular gender or a particular group. When a weapon has this quirk, it subtracts either a -1 or -2 penalty to attack rolls against the members of that gender, race or group. The amount of the penalty is directly proportional to the rarity of the group the penalty applies against. This quirk is usually countered by a major positive quirk which increases your attack bonus against another group of the same comparative rarity, by a bonus to damage rolls, or by any other major positive quirk which the Games Master decides is appropriate (see the Far from an Exact Science sidebar for greater details on balancing Clumsy and other, similar quirks).

Dangerous – The item is inherently dangerous to you, for whatever reason. Once a day, when you first activate the item, don it or draw it forth (in the case of armour and weapons, respectively), you suffer 1d6 points of damage; this damage cannot be restored by magical healing of any sort and must be healed naturally.

Disfiguring – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like) and for a full day after, your body becomes covered with a thick smattering of warts, scales, freckles, pimples or some other skin disfigurement. You suffer a -2 penalty to all Non Player Character reaction checks. The disfigurement cannot be healed by magic.

Draining – Some strange property of the item requires it to drain your soul energy before its powers can be quickened. Each day, when you first

activate the item, don it, or draw it forth (in the case of armour and weapons, respectively), it drains two points of one of your ability scores. The ability score which is to be drained is dependent upon the nature of the item, so a *mask of the skull* would drain Charisma, for example. A draining quirk cannot drain an attribute that the magic item bolsters, so a *cloak of charisma* cannot drain Charisma, for example.

Faceless – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like) and for five rounds after, your facial features are erased and you are left with a smooth orb where a face should be. This can be extraordinarily disconcerting for those around you and carries with it an associated drawback, in the form of a -4 penalty to all Charisma based skill checks. This quirk is automatically paired with the major positive quirk of the same name. This quirk cannot be attached to magic items which alter your appearance, or which render you invisible.

Fickle – A magic item with this quirk does not abide the touch of a particular owner for long and will always seek to leave its master in pursuit of another, more desirable one. It imposes a -1 penalty to your attempts to resist Disarm checks and grants a +1 bonus to any Sleight of Hand checks made to steal the item from you.

Hair Loss – Whenever you use the item, all of your hair falls out. While it will grow back at its natural rate, the regrowth cannot be aided through the use of magic.

Hatred – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like) you are filled with a palpable anger. You suffer a -2 penalty to all Non Player Character reaction checks made against members of the race (species), gender or group that the item hates.

Loud – When the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), a tremendous sound issues forth from the item, equal in volume to a drunken man singing at the top of his lungs. The exact sound which emanates from the item varies, based on the powers and origin of the magic item.



So, for example, a sword might pound out a sound exactly like a war drum, while a hammer might ring with the sound of the forge. An item whose powers depend on sound cannot possess this quirk.

Reluctant – A magical item with this quirk is always reluctant to use its powers. While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), you suffer a –1 penalty to initiative checks. This quirk is never found in items which increase either your initiative score or your Dexterity score and may not be paired with the major positive quirk *eager*.

Siren – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), the item calls out to a specific animal or type of vermin and they come to sit in its presence. All creatures of that type, for example cats or spiders, within a range of one mile of you come at their fastest possible speed, to crowd around you as a crow hovers over carrion. The quirk grants you absolutely no measure of control over the summoned animals or vermin but they are no more hostile to you than they normally would be.

Unlucky – While the item's powers are active, or while you wear it or hold it in hand (in the case of weapons, staves and the like), you are plagued with misfortune in all that you do. Once a day, or more if the Games Master feels it appropriate, you suffer a –2 penalty to any one skill check or saving throw. The unlucky quirk can be paired with the lucky major positive quirk, making for a fascinating, monkey's paw-like magic item. Gnome and halfling magic items rarely possess this quirk, unless it is accompanied by the lucky quirk.

Unreliable – An item with this quirk cannot be trusted to work when it is most needed. At the beginning of each day, the Games Master should roll a save for the item against a DC of 15. If the save fails (a natural 1 always fails), the item's powers cease to function for a single round during that day. The item will always fail at a critical juncture; the specific moment is selected by the Games Master.

Sample Items With Quirks

Two sample items are listed here in order to demonstrate to you the many ways in which quirks

can be used to add flavour to the magic items of your campaigns and to add a legendary, mythic quality to your game setting.

Cavellan's Gem of Great Insight

The arch-wizard Cavellan was, in his lifetime, perhaps the most learned of all mortal scholars; a genius unparalleled in the fields of magical research and medicinal studies. In addition to his sharp mind, Cavellan was also famed for both his incredible age and his fussy obsession with neatness. Upon his death, his vast collection of magical knick-knacks and bric-a-brac quickly began to circulate throughout both the adventuring and the scholarly community. His most favoured magical item, *Cavellan's gem of great insight* quickly gained a reputation for both its usefulness and for its singularly unpleasant side-effects.

Cavellan's gem of great insight is a *gem of true seeing*, with the major negative quirk *aged* and the quirk *warts*, a combination which serves to transform the wielder into an aged, lumpy and doddering codger, rather like Cavellan himself. Fortunately, the gem also possesses the major positive quirk *pristine*, which at least keeps the wielder clean in his temporary dotage.

Thrax's Armour of Glorious Fury

Thrax is an orc warlord from the Seven Gates mountain range, a demon-haunted madorc with both a thirst for carnage and a surprisingly delicate and refined artistic sensibility. Thrax's most prized possession is a suit of beautifully filigreed armour, all in jade and gold and obsidian, which he wears at all times. Thrax's armour is famed far and wide for its indescribable magnificence, as well as for its inexplicable ability to disappear for long stretches, always at the most inappropriate of times.

Thrax's armour of glorious fury is a suit of +3 *full plate of moderate fortification*. It possesses the major positive quirk *impressive* (which grants a +1 bonus to Intimidate checks made against orcs), the major negative quirk *fickle* and the minor quirks *everclean* and *light*.

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 summarised on the Estimating Magic Item Gold Piece Values table.

Multiple Similar Abilities: For items with multiple similar abilities that do not 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. For example, the many similar spell-like powers of a *staff of power* would be subject to this rule.

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 (such as a ring or necklace) each additional power not only has no discount but instead has a 50% increase in price. For example, a *belt of Strength +4 and Dexterity +4* is more valuable than a *belt of*

Strength worn with *gauntlets of dexterity* as it only takes up one space on a character's body.

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

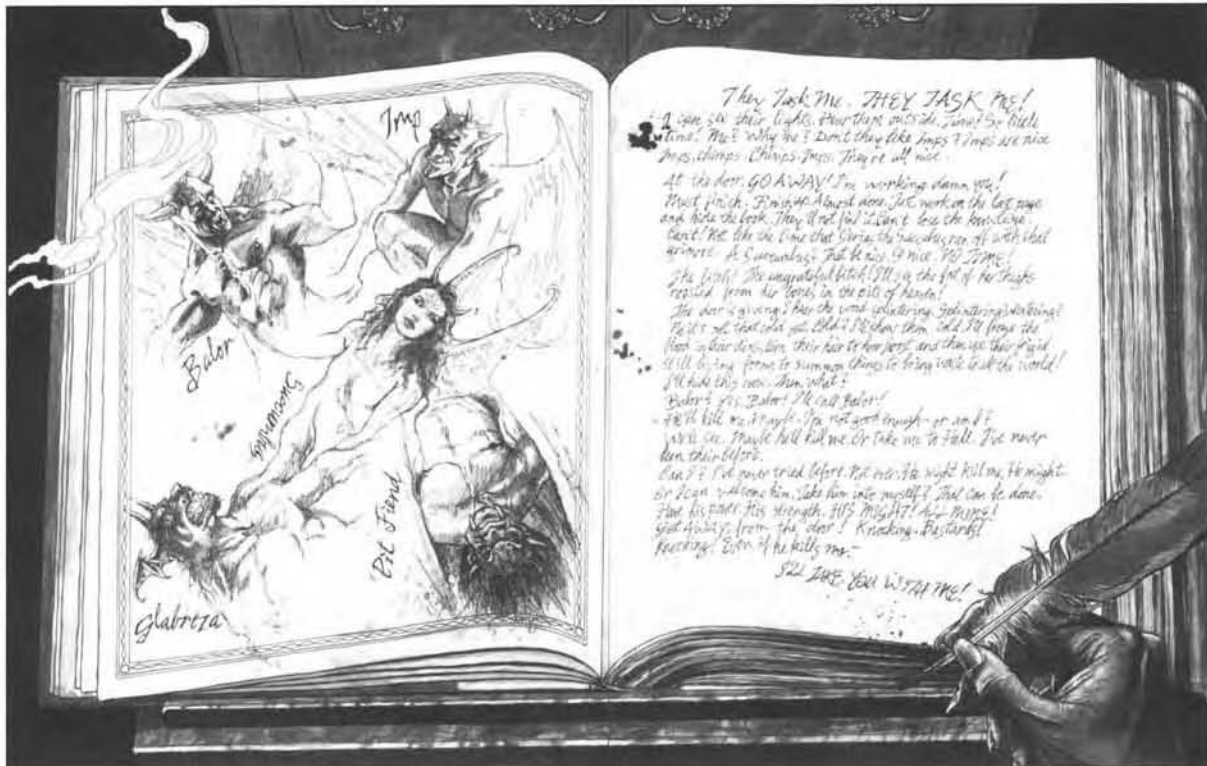
Other Considerations: Once you have a final cost figure, reduce that number if either of the following conditions applies:

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. For example, a *wand of hold person* can be created



by a 3rd level cleric (clerics get *hold person* as a 2nd level spell). This would cost 2 (2nd level spell) x 3 (caster level) x 750 gp, divided by 2 to give 2,250 gp. Since a wizard gets *hold person* as a 3rd level spell, and must thus be at least 5th level to cast it, the cost to create such a wand will be higher. A wizard-crafted *wand of hold person* costs 3 (3rd level spell) x 5 (caster level) x 750 gp, divided by two to give 5,625 gp. *Hold person* is a 3rd level spell for a sorcerer, too, but a sorcerer does not gain the spell until 6th level. Thus, a *wand of hold person* crafted by a sorcerer would cost 3 (spell level) x 6 (caster level) x 750 gp, divided by 2, or 6,750 gp.

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. Thus no matter who crafted the *wand of hold person*, its market value is still 4,500 gp.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas are not enough to truly gauge the exact differences between very dissimilar items such as a *ring of fire resistance* and *boots of speed*. The formulas only provide a starting point; the price of a magic item should be modified based on its actual worth. 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 judgement calls. The items listed in this book can be used as a basis for assessing the worth of an item.

LEGENDARY OBJECTS AND ARTEFACTS

The creation of artefacts is far beyond the capabilities of any mortal spellcaster. It is hard to make generalisations about artefacts since each is by definition unique. As a rule, though, artefacts are old and powerful items created under special circumstances by beings of great power.

The possibility exists for a class of magic item somewhere between artefacts and 'standard' magic items. Such legendary items cannot be created using normal techniques, but come into being

under unusual circumstances. Like artefacts, each is unique and has its own history.

Legendary objects should have a history that explains how they came to be and why their powers are above or different to the ordinary range of magic items. Many legendary items have drawbacks associated with them, but they may be worth it to gain the unusual or even unique benefits associated with the item.

Legendary items, like artefacts, should be carefully placed by the Games Master. They can add depth and flavour to a campaign if used sparingly, but too many uniquely powerful items will make magic seem too mundane.

Note that legendary items may not in fact be any more powerful than some of the more potent 'standard' items. Indeed, a legendary item might be identical to a standard item but for a distinctive appearance and a well-known history. Such an item might not be any better than the standard version, but its possession is far more prestigious.

Legendary Item Example: Slashhammer

When the arch-wizard Kaihlormm set out to create a magical sword with which to defeat his enemy Tarax, he followed the usual steps in making such an item. The blade that became *slashhammer* was exquisitely made, true, but no more so than any other masterwork longsword. The enchantment laid on the weapon should have made it a fairly impressive +3 *bane longsword* keyed to attack humans. However, two things changed the course of the weapon's construction. First, Kaihlormm tried to create a special version of the *bane* enchantment such that the weapon would target not all humans but one specific one – Tarax – and then only in the hands of Kaihlormm. By narrowing the field in this manner, Kaihlormm intended to increase the potency of the enchantment against the single target he had in mind. This refinement was a mixed success.

The other factor was an attack by Tarax' minions on Kaihlormm as he was finishing the weapon. Gifted with the weapon created to kill him by his

well-meaning warriors, Tarax resolved to complete the enchantment and to take the weapon for his own. His counterspells opened the enchantment up somewhat but created a dangerous flaw.

Thereafter, *slashhammer* became both an asset and a liability. In the hands of most users it functions as a +3 *longsword*. However, the weapon, while unintelligent, had both an affinity for and a hatred of spellcasters. In the hands of a wizard, sorcerer or any individual capable of casting spells of those types it functions as a *bane longsword*, with arcane spellcasters as the target of the *bane*. Any individual, of any race, who can cast arcane spells is targeted for additional damage as per the *bane*.

When *slashhammer* slays a spellcaster, two strange events occur. First, the weapon becomes sated for a period of one to six hours, functioning as a non-magical masterwork longsword. Secondly, for each

spellcaster's life taken in the last seven days, the wielder can attempt to strike a death-blow – but only under conditions where the target would be affected by the *bane* (i.e. the target and the wielder are both spellcasters). The effect of this death-blow is to ignore damage rolls. Instead, *slashhammer* strikes for maximum possible damage, including maximum *bane* damage. The attack must still hit. A miss wastes the death-blow. On a critical hit, maximum possible critical damage is scored.

Slashhammer is a very potent weapon in the right hands. However, its hatred of spellcasters seems to extend to its user. Any arcane spellcaster carrying the weapon suffers a –1 circumstance penalty on all checks other than combat rolls. It seems that *Slashhammer* wants to get the wielder into trouble, and there are rumours that its wielders do not tend to live long.



Ancient texts hint to the location of an artefact

ALTERNATIVE MAGIC ITEM CREATION – THE MYTHIC SYSTEM

The standard item creation rules provide a reliable and consistent framework for creating magic items that are properly play-balanced. However, it lacks some of the wonder that might otherwise be associated with magical item creation. The Mythic System presented here offers an alternative, whereby characters must seek out special components or places of power to forge their magical items. Using this system, every item has a story.

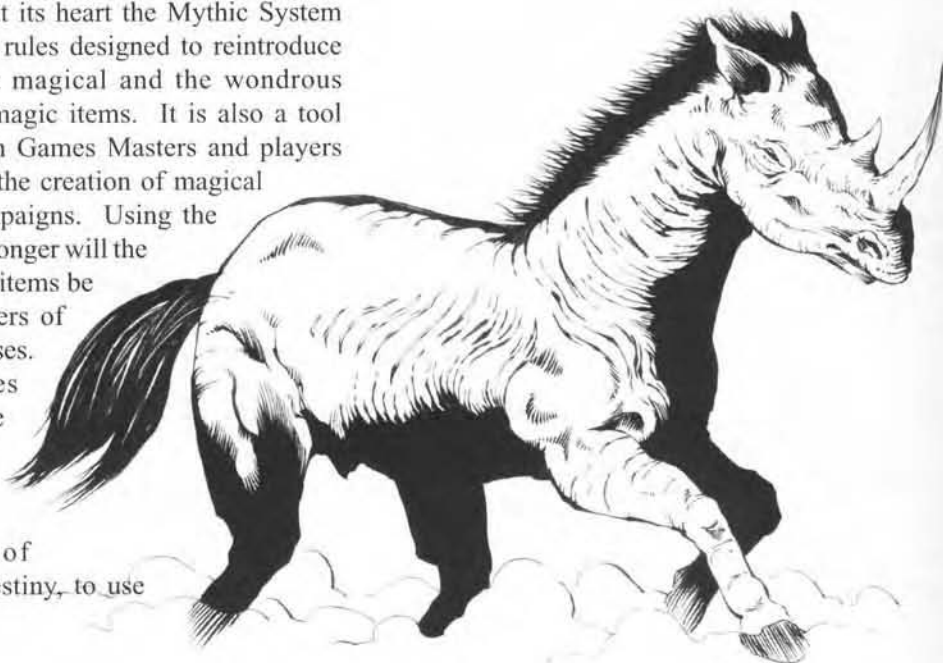
These rules are intended to supplement rather than replace the existing rules for magic item creation. It is thus possible to use both systems in a campaign. On occasion, slightly modified versions of the standard magic creation rules will be provided in this chapter; in all cases, these rules are intended to supersede those found in the rest of the book only for the purposes of using the Mythic System.

WHAT IS THE MYTHIC SYSTEM?

As has been said, at its heart the Mythic System is a set of optional rules designed to reintroduce the illusion of the magical and the wondrous to the creation of magic items. It is also a tool that will allow both Games Masters and players greater freedom in the creation of magical items for their campaigns. Using the Mythic System, no longer will the creation of magical items be restricted to members of the spellcasting classes. Instead, these rules will allow those playing rogues, fighters, barbarians or anyone else to take control of their character's destiny, to use

their character's wit and skill and heroic desire, rather than gold or luck, as the means of gathering the magical items they desire.

The Mythic System is divided into two separate but related categories. In the first, Games Masters and players are given rules for allowing Player Characters and Non Player Characters to use exotic, magical materials in lieu of required spells or as a method of replacing spells needed to imbue magical enhancements in weapons, shields or suits of armour. In the second, they are given rules for their characters doing the same things using divine energies given to them in exchange for the performance of heroic deeds. In addition, the section detailing divine sponsorship also includes rules for using divine energies to replace needed Item Creation feats, or even for replacing spells needed in the imbuing of special properties in magical weapons, shields and suits of armour.



The horn from the mythical rhinohorse is an exotic component

Exotic Materials

Roc feathers. The still-beating heart of a genie. The skin of a dragon. The first breath of a newborn babe. All these things are considered examples of exotic components. Exotic components have a power all their own, power enough to equal that of even the mightiest spells. This means that they are ideal candidates for use in the creation of magical items. Exotic components are broken down into several broad groups, namely:

† **Creature Components:** Creature components are rare or supernatural materials harvested from living or recently deceased supernatural beings. Components can take almost any form but are subject to the specific requirements of the item they are used to create. In addition, creature components must be relatively intact, or their magic will not work; this means that while a gorgon hide with a few sword holes in it is still acceptable as a creature component, a half-disintegrated dragon skin which is mostly composed of cinders is not. Creature components can only come from creatures which have supernatural powers, or which are innately magical; creatures of the animal and vermin types are not normally suitable sources of creature components. Typically, the more powerful the item which is to be created, the more powerful the being who must provide the component.

Creature components cannot come from creatures summoned via *summon monster*, *summon nature's ally* or other, similar spells or spell-like effects.

† **Non-animate Components:** Non-animate components are exotic materials that are harvested from non-sentient objects. Chunks of tree bark, fist-sized diamonds and pieces of marble taken from consecrated altars are all examples of non-animate exotic materials. Non-animate components need not be taken from innately magical objects (bark from a dryad's tree, dirt from a saint's burial mound) but often are. Typically, non-animate components are otherwise mundane materials which are harvested from locations which are touched by supernatural, spiritual, or otherworldly locations, like grass from the rolling fields of fae, or lava from the boiling heart of the Ninth Plane of Hell, or a chunk of altar from a deity's throne. The exact nature of the non-material component which is acceptable for use as an exotic material in the creation of a magical item depends

on the powers of the item to be created. Typically, the more powerful the item to be created; the more rare and difficult to require are the non-animate components.

† **Esoteric Components:** Esoteric components is a catch all category for exotic materials which cannot be harvested from either sentient beings or non-sentient objects. The true name of love, the last snowflake of winter, the deepest shadow in the under earth, the final memories of an ant crushed beneath a giant's heel and the first lie told by an honest man are all examples of esoteric components. In essence, if it cannot be held in the hand, if it cannot be carried in a box, or if it is only an idea, a thought, a memory or a concept, then it is an esoteric component. One of the most important aspects of gathering esoteric components is intent; no matter how skilled the adventurer, no matter how wise, no matter how fortunate, an esoteric component cannot be gained through happenstance, nor may it be gathered ahead of time, 'just in case'. Instead, an esoteric component can only grant a magical spark if it is gathered expressly for the purposes of crafting a specific magic item (though the Games Master is of course free to disregard this rule in the interest of creating a good adventure).

Uses for Exotic Materials

Exotic materials can be used in several fashions, each with its own set of specific rules and requirements. These specific rules are outlined following the universal limitations which are described below.

† An individual exotic material can only be applied to a single use outlined below. So, if a crafter wishes to use exotic materials to both replace needed spells and to defray experience point costs involved in creation, then he must use two different exotic materials.

† Two identical exotic materials cannot be used to fulfil multiple purposes. That is to say that, for example, two phoenix pinions cannot be used to both replace a needed spell and to defray experience point costs. The same general type of exotic materials can be used, however, meaning two different creature components could be used for two different purposes.

† Exotic materials which are already required as part of the creation process cannot also be used



for any of the purposes outlined below, nor may an exotic component which is identical to any required component be used for any of these purposes.

† Exotic materials are always, without exception, consumed or drained in the item creation process. This does not, however, mean that a true name or other, similar object or concept of similar cosmic import is destroyed. Instead, upon the completion of the creation process, all knowledge of the secrets of the concept flee the crafter's mind and any captured energies are instantly released to disperse back into the celestial ether.

Using Exotic Materials to Replace Needed Spells

Every magic item includes required spells which must be known by the crafter and prepared during the construction of the magical item. As a consequence of this, even the most learned and experienced spellcaster is severely limited in the number of magic items which he will be able to create using only known spells. Unfortunately, this means that there will be occasions during which an adventurer will find himself in dire need of a specific magic item with no way, short of divine providence or tremendous outlays of cash, of acquiring them.

In order to overcome this limitation, a crafter can use exotic materials to empower his items rather than spell energies. In order to do this, he must gather one or more exotic materials which meet the standards outlined below.

† **Creature Components:** A component from a sentient being can only be used to replace needed spells if it is taken from a creature that possesses a supernatural power or spell-like ability that is similar or identical in nature to the spell to be replaced. In addition, it must come from a creature

with a challenge rating equal to or higher than the caster level required to cast the spell, or from a creature whose spell-like ability has an effective caster level equal to or higher than that required to cast the spell to be replaced. Alternately, in the case of spells to be replaced which have an elemental or alignment descriptor, such as fire or good, the component can come from a supernatural being which is of that subtype (celestial or fiendish for good or evil, respectively).

A component from a creature whose nature is fundamentally opposed to that of the spell to be replaced cannot be used. This means that a fiendish creature cannot provide components to replace a spell with the good descriptor.

† **Non-animate Components:** A component from a non-animate source must be harvested from a location or object whose fundamental nature corresponds to that of the spell to be replaced. This means that in order to replace a spell like *burning*



Actually discovering the creature for a component can be a challenge all in itself

Using Esoteric Components

Esoteric components are perhaps the most mythic of all the mythic components, or at least the ones most likely to evoke memories of fairy and storybook tales from childhood. Unfortunately, they are also the most likely of the exotic materials to evoke painful memories of New Age, feel-good, faux mythic hokum, the sort of stuff which is the bane of good fantasy literature. So how do you stay on the right track? By Games Mastering boldly.

The worst way to introduce esoteric concepts into your campaign is timidly and apologetically. Remember that the thematic inspirations for esoteric concepts have existed for thousands of years. If esoteric concepts are good enough to form the basis of society building myths, they are certainly good enough for your campaigns. That said, there are few things worse than an esoteric concept which is overly twee, precious and pretentious. Esoteric concepts should be bold and should be based around strong, easily understood ideas. Look to real world mythology for inspiration, as well as to fairy tales and the fantasy stories of the golden age of 20th Century fantasy. A good esoteric concept is one which can be summed up in only a few words and which does not require you to embellish it with words best left to the pages of bodice-ripping romance novels. As a good rule of thumb, an esoteric concept should involve no more than 3–4 key descriptive words: the **first snowflake** of **winter**, the **scream** of a **dying god**, the **shadow** of a **demon's tear**, that sort of thing.

You want us to find a what?

Esoteric concepts as exotic components can be a hard sell to roleplaying gamers for two reasons. First, much of the gaming fan base is drawn from those who are most familiar and comfortable with sword and sorcery tales, a genre which tends towards the down to earth and which concerns itself more with glittering jewels and notched iron than it does with eye of newt and seventh sons of seventh sons. Second, the historical culture of fantasy gaming is one which concerns itself primarily with the tangible, even where magic and spirituality is concerned; rewards of gold and titles, monsters which give physical embodiment to evil, avatars of gods which stride the earth, treasures and spell components which can be picked up and clenched in a heroic fist. Given the above, it is to be expected that players may be taken aback when you first tell them that, to forge the mighty sword *Nightbane*, they must capture the true name of bats and trap the hangman's shadow in an ivory box.

To avoid this, it is best that a player's introduction to esoteric concept components be both gradual and built into more 'standard' adventuring concepts. For example, you might tell the players that the runesword *Devastator* was forged upon an ancient anvil situated in the deserted dwarven fortress under Mount Hellspike, now overrun by an orcish horde, and hint that such a place of power is necessary to forge the magical weapon the players are discussing – or will imbue it with greater powers than otherwise. Reaching the forge and holding it while the prospective mage-smith does his work sounds like a fine adventure in its own right, with an extra-powerful magic item as part of the reward (in addition to whatever booty an orcish horde might have lying around).

You should also not be afraid to use real world mythological, fairy tale or fantasy literature examples to illustrate what you are trying to accomplish. Do not be afraid to directly tell players that you are 'wanting this adventure to be like the *Earthsea* books', or that you want the campaign to evoke Norse mythology. If you give players good, solid reasons for the use of esoteric concepts, then they will rise to the occasion and willingly suspend their disbelief.



hands, the exotic material must come from an object or location which is related to heat or fire, such as a volcano. Likewise, in order to replace a spell like *charm person*, the exotic material must come from an object or location related to the Plane of Faerie, or another, similar place such as a temple dedicated to the goddess of love or trickery. In addition, the component must come from a location or object that possesses ambient magic of some sort. In a typical campaign, this means that the exotic material must be taken from an other-planar source, from a material world location linked to an appropriate plane (like a faerie circle), or from a church, druid's grove or other consecrated area. Some campaign worlds, however, also have areas which have innate mystical properties unconnected to any of the sources listed above – it is up to the Games Master to determine the appropriateness of using objects

taken from such locations in the replacement of needed spells.

In addition to meeting the above requirements, the non-animate exotic material must, in order to replace a spell with a holy or unholy descriptor (or alternately sacred or profane), be gathered from a location which is infused with holy or unholy power. This means that it must, at minimum, be taken from a church or other area consecrated to a god whose alignment is good or evil, as appropriate. For the creation of more powerful items and for the replacement of especially powerful spells, the non-animate component must be harvested from an other planar area whose nature corresponds to the holy or unholy descriptor.

The rarity of the non-animate exotic material required in the substitution of a spell is directly related to the level of the spell to be replaced. A spell of 1st to 3rd level can be replaced by an object taken from a source on the Material Plane which meets the above requirements, while a spell of 4th level or above can only be replaced by an object taken from an extraplanar location, or from a specific location on the material plane.

† **Esoteric Concepts:** An esoteric concept must be related to the nature of both the spell to be replaced and the object to be enchanted, with the rarity and difficulty required to capture the energies of that concept are directly related to the level of the spell to be replaced. So, for example, capturing the shadow of an invisible stalker is sufficient to replace the *improved invisibility* spell, while the knowledge of the true name of life would be required to replace *true resurrection*.

Regardless of the rarity of the exotic material, in no case may it be used to replace more than a single required spell. This restriction holds true even if the source of the exotic material meets all the minimums



Some cities are home to spell component merchants

necessary to allow it to replace all spells required in the creation of an item.

In the case of spells which have an accompanying experience point cost, the cost is not defrayed by the use of exotic materials. The crafter must pay the experience point costs as normal.

Using Exotic Materials to Replace Needed Spells for the Imbuing of Effective Enhancements:

Magical weapons, shields and suits of armour can be imbued with powerful and unique magical properties. There are enough different types of these unique magical properties to allow a crafter to design an item which can do almost anything he can dream of. Unfortunately, imbuing a weapon, shield or suit or magical armour with one of these properties is not as simple as waving fingers, whacking the object with a hammer and calling it a day. Instead, just as with the creation of wondrous items, the crafter must know specific, required spells; this requirement severely limits the crafter's ability to take advantage of the many choice enhancements available.

It is a good thing, then, that exotic materials can be used to replace spells required for the imbuing of magical properties. The rules for replacing spells required in the imbuing of magical enhancements are exactly the same as those listed for *Using Exotic Materials to Replace Needed Spells*, above, with the following additions:

† **Creature Components:** A creature can only be used as the source of an exotic component if it has a challenge rating which is equal to or higher than the caster level required to imbue the magical enhancement. So, for example, a magical enhancement with an effective caster level of +5 can only be imbued by a caster of 15th level or higher, meaning only a creature with a challenge rating of 15 or higher is considered suitable as a source of exotic materials.

† **Non-animate Components and Esoteric Components:** The rarity of the non-animate or esoteric component required is based off the minimum caster level required to cast the spell to be replaced, or the minimum caster level required to imbue the magical enhancement, whichever is higher.

As above, no exotic material can be used to replace more than one required spell, even if the source of

the exotic materials meets all the requirements for replacing all required spells.

Also as above, in the case of spells which have an accompanying experience point cost, the cost is not defrayed by the use of exotic materials. The crafter must pay the experience point costs as normal.

Using Exotic Materials to Defray Experience Point Costs

Crafting magical items is tiring work which can only be accomplished at great cost. A crafter must always give up a portion of his life energy, expressed as the spending of experience points, each and every time he wishes to create a magical item. Knowing that he must always pay this heavy toll leaves many crafters (and those playing said crafters) understandably reluctant to create truly potent magic items. Fortunately, exotic materials can be used to defray these costs, at least somewhat.

† **Creature Components:** In order for a creature to be considered suitable as a source of exotic materials with which to defray experience point costs, it must meet or exceed all the minimum requirements necessary for it to be able to replace the highest level/most powerful spell required for the crafting of the item. If it meets this minimum standard, then the creature component reduces the amount of experience points the crafter must invest in the item's Enchantment to 1/50th the base price of the item. Note that a creature component used in this fashion does not replace the required spells, even though it meets or exceeds the minimum standards required to do so.

The benefits of using a creature component to defray experience point costs do not stack with any other method of reducing experience point costs, including feats and/or abilities granted from levels in any prestige class. Likewise, creature components cannot be used to reduce the experience points the bonded champion prestige class must sacrifice to imbue his bonded weapon with magical energy.

† **Non-animate Components:** Regardless of their rarity or mystical power, non-animate exotic materials cannot be used to defray experience point costs. This is due to the fact that they do not possess a life energy of their own.



† **Esoteric Components:** In order for an esoteric component to be considered suitable for defraying the experience point costs of imbuing a magical item, it must meet or exceed all the minimum requirements for replacing the highest level spell required in the crafting of the item. This is because the crafter is attempting to draw upon the ambient magical energies of the cosmos itself, to tie the item to reality on a fundamental level and to, in essence, convince existence that it should embrace the item as an extension of its own ethereal flesh.

Esoteric components which meet this minimum requirement reduce the amount of experience points the crafter must invest in the item's Enchantment to 1/50th the base price of the item. Note that an esoteric component used in this fashion does not replace the required spells, even though it meets or exceeds the minimum standards required to do so.

The benefits of using an esoteric component to defray experience point costs do not stack with any other method of reducing experience point costs, including feats and/or abilities granted from levels in any prestige class. Likewise, esoteric components cannot be used to reduce the experience points the bonded champion prestige class must sacrifice to imbue his bonded weapon with magical energy.

Using Exotic Materials to Replace Needed Feats

Regardless of their rarity or mystical power, exotic materials cannot be used to replace needed Item Creation feats. Only the gods have the power to grant a prospective crafter knowledge of the intricacies required to enchant an object of mystical power. It is not recommended that the Games Master ever allow exotic materials, even those gathered from the most esoteric of sources, to be used in this fashion.

DIVINE SPONSORSHIP

In a typical fantasy campaign setting, the gods are meddlesome, parental figures, forever sticking their divine noses into mortal business. In this, they are much like the gods of our own real-world myths and legends. Fortunately for mortals, the gods of fantasy gaming also tend to be easily impressed by the exploits of heroes and champions. Wise and daring mortals can use this to their advantage, by seeking out divine patrons to help them in the

creation of mighty implements of war, healing and spell weaving. Such heroes need not even be particularly pious, though it certainly does not hurt; the gods, particularly those who embody the domains of War, Strength and Protection, consider the performance of great deeds in their name to be the truest form of worship. The following rules provide you with all the guidance you need to utilise divine sponsorship in your campaigns.

Acquiring and Using Divine Sponsorship

While every use of divine sponsorship has certain requirements that are unique to that use, there are a few universal rules, which apply to all forms of divine sponsorship. These are outlined below:

† Great deeds performed in the name of divine sponsorship must be performed with intent and must be performed after the hero has successfully gained sponsorship. No matter how impressive the action, no deed can ever grant the character any of the divine sponsorship bonuses presented below if it is not performed under existing patronage.

† All forms of divine sponsorship require either the hero approaching the god directly and offering to perform great deeds in his name in exchange for patronage, or the god approaching the hero, either through a cleric or through dreams and visions, and offering patronage in exchange for the hero's service.

A hero seeking sponsorship must approach the god directly, or through an intermediary. He can only communicate his intent through prayer and only if he is in a church dedicated to the god whose patronage he is seeking, or in another location which is sacred to that god. The hero, or his intermediary, must spend a minimum of one hour in prayer to the god, stating his intentions and communicating his desires to the god. At the end of this period of prayer, the hero (or an intermediary) must attempt a Diplomacy check, with the intent to alter the god's attitude to Helpful. With a successful Diplomacy check, the god accepts the offer. There is no penalty for failing the check. The initial attitude of the prospective patron depends upon the hero's relationship with the deity. Deities are considered Friendly to those who are dedicated worshipers, Indifferent to those who are of similar alignment, Unfriendly to those whose alignment is opposed to the deity's and

Hostile to those who are dedicated worshippers of gods considered hostile to the deity.

A character with 5 or more ranks in Knowledge (religion) gains a +2 competence bonus to his Diplomacy check when seeking patronage. Likewise, a character who sacrifices an amount of gold or other precious objects with a value equal to 1,000 gp x the caster level of the magical item which is to be created gains a +3 circumstance bonus to the check. Finally, a character who is a cleric, paladin or druid in service to the prospective divine patron gains a +2 circumstance bonus to their Diplomacy check.

Should a god wish to approach a hero to offer him patronage, then he may do so at any time. The god then offers to invest the hero with divine power in the cause of creating a powerful magical item. The character is free to accept or refuse the offer as he wishes, with the repercussions of refusal determined by the manner in which the hero conducts himself in the course of declining the offer. Typically, when a god offers patronage, he will do so with the creation of a specific magic item in mind; this item will always be invested with holy or unholy energy and the god will expect the hero to only wield the weapon in his name and to serve his interests. To do otherwise is to risk the wrath of even the most understanding of divinities.

† In order for a mortal hero to gain the benefits of patronage, he must complete a quest of a magnitude suitable for the power of the item to be crafted. Most often, the hero agrees to destroy a powerful opponent of the god who is sponsoring him; in such cases, the hero must singlehandedly slay the monster or being, and the monster or being must have a challenge rating equal to or greater than either the caster level of the item to be crafted or the hero's own character level, whichever is higher. The quest can take other forms as well, with the difficulty of the quest directly related to the power of the item to be created. Examples of appropriate quests include the construction of a church in hostile territory, the conversion of a certain

number of worshippers (numbering in the thousands), or the restoration of the faith of a fallen member of the faith (a task which will require far more than the use of an *atonement* spell).

† Once given, patronage lasts only until the hero successfully crafts the specific magic item, or until the quest is abandoned. A hero who wishes to use divine sponsorship to craft another magic item can later seek patronage with the same god, or with another god; should he decide to seek patronage with the same god, he gains a +2 circumstance bonus to the check if the original patronage was completed successfully, or a -2 penalty if the quest failed or was abandoned.

† Once a hero has acquired divine sponsorship, whether by pursuing it or by having it offered to him, he may not accept more divine sponsorship. Attempts to do so will not only automatically fail but will cause the character's initial divine sponsorship to end. The consequences of ending sponsorship in this fashion are up to the Games Master to decide



The Goddess of the Night can offer her sponsorship

and should be based upon the relationship between the god and the hero and between the gods who were 'competing' to offer sponsorship. If the hero is lucky and his relationship with the original sponsoring god is an especially good one, then the consequences will not be life or soul threatening. Under no circumstances, however, will there be no negative consequences.

Should a hero be required to complete more than one quest in the course of enchanting a magical item (such as when a barbarian warlord wishes to gain access to both the Craft Magic Arms and Armour feat and the ability to imbue his desired weapon with effective enhancement bonuses), then the sponsoring god will automatically give a new quest when the first is completed. The character will continue to gain new quests each time he completes the previous, until he either fails to complete a quest, or he successfully completes all required quests.

† The divinely sponsored hero need not craft the item himself. So long as he is present throughout the crafting process, the divine energies he gains access to can be used as needed by the item's actual crafter.

† Once a hero has received divine sponsorship for the completion of a quest, he must endeavour to complete the quest in a timely fashion. The hero is effectively placed under a *quest* spell which cannot be dispelled or ended by any means short of the god choosing to do it himself. The sponsored hero does not suffer any damage for failing to honour the quest but does have to make Fortitude saves to avoid becoming sickened.

Using Divine Sponsorship to Replace Needed Spells

Even the greatest of mortal spells is as nothing compared to the power of a god. It is therefore a simple thing for a divine patron to invest his chosen hero with divine power enough to overcome the limitations of his spellcasting knowledge.

In order for a divine sponsor to be able to grant his chosen hero divine power, the hero must successfully complete a task which is thematically appropriate to the spell to be replaced. This means either defeating a creature who has access to a spell-like ability or supernatural power which is identical to, or similar to the spell to be replaced,

or completing a quest of a difficulty commensurate to the power of the spell. In either case, to earn his divine energy, the hero must singlehandedly overcome at least one encounter with an encounter level equal to or greater than either the caster level required to cast the replaced spell, or the hero's character level, whichever is higher.

In order to use divine sponsorship in this fashion, the sponsored hero must normally have character levels at least equal to the caster level normally required to cast the spell which is to be replaced. The Games Master can, if he so chooses, waive this requirement but should only do so if it will serve the needs of the adventure and the campaign as a whole.

Using Divine Sponsorship to Replace Needed Spells for the Imbuing of Effective Enhancements:

While clerics, paladins and other servants of the divine spend much of their time in combat against enemies of their faith and thus have great need of effective enhancements to their weapons, shields and armour, the majority of those enhancements require spells which few, if any divine spellcasters have access to. Fortunately, a god's power can easily compensate for this weakness.

As with replacing required spells in the crafting of wondrous items, the divinely sponsored hero must successfully complete a task which is thematically appropriate to the effective enhancement to be imbued. This means either defeating a creature who has access to an ability which is identical to, or similar to the enhancement to be imbued, or completing a quest of a difficulty commensurate to the power of the enhancement. In either case, to earn his divine energy, the hero must singlehandedly overcome at least one encounter with an encounter level equal to or greater than the caster level required to cast the highest level of spell required to imbue the effective enhancement, the minimum caster level required to imbue an effective enhancement bonus of that power (the effective bonus of the enhancement $\times 5$, meaning a +5 effective enhancement can only be imbued by a caster of 15th level or higher), or the hero's character level, whichever of those is the highest.

When imbuing a weapon, suit of armour or shield with an effective enhancement ability in this fashion, the character can ignore any normally required spells, subject to the rules above.

In order to use divine sponsorship in this fashion, the sponsored hero must have character levels at least equal to the caster level normally required to imbue the effective enhancement (the effective bonus $\times 5$, as above). The Games Master can, if he so chooses, waive this requirement but should only do so if it will serve the needs of the adventure and the campaign as a whole. Even then it is recommended that the Games Master strongly consider all the implications of doing so, as many of the more powerful effective enhancements can wreak havoc with low challenge rating opponents.

Using Divine Sponsorship to Defray Experience Point Costs

Normally, a crafter must dedicate a portion of his own life energy, in the form of experience points, to every item he creates, lest jealous reality destroy his hard work. Deities, however, have no such restriction and thanks to their sponsorship, neither do daring and resourceful heroes.

With the successful completion of an appropriate quest, the sponsored hero gains a number of extra experience points equal to the reward given for successfully overcoming the highest encounter level encounter of the challenge. In order to gain access to these extra experience points, the hero must overcome the challenge single-handedly. The extra experience points gained from divine sponsorship can only be used in the crafting of the magic item the hero undertook the quest to create; the gained points can pay for both the standard experience point expenditures which all craftings require (typically $1/25$ th the base price of the item) and for any extra experience points costs which must be expended as part of the casting of required spells.

As with other uses of divine sponsorship, the hero must complete a quest which has at least one encounter with an encounter level equal or greater to the caster level of the item to be created, or the minimum caster level required to imbue the item with an effective enhancement bonus ability, or the minimum caster level required to cast the highest level required spell, whichever is highest.

Using Divine Sponsorship to Replace Needed Feats

The power of the gods is such that they can even inspire and guide heroes they favour in the creation of items that they could normally never conceive of creating. A god will only do this for those heroes who have earned his special favour, so this use of divine sponsorship is normally limited only to those heroes who worship their sponsoring god, who serve their in some capacity as a cleric or paladin or the like, or who have proven themselves again and again to be friends to, and champions of, their sponsoring deity. Even then, the gods will only sponsor heroes in this fashion if the hero intends to make a magical item which will be of direct, long-term value to the god and his mortal church and only if the hero pledges to only use it in such service.

Should a god consider a hero worthy of gaining this most powerful of all divine investitures, then the hero given the chance to reap the benefits of this most holy boon must still single-handedly complete a highly dangerous and difficult quest. In the course of the quest, the hero must singlehandedly overcome an encounter with a encounter level at least equal to the minimum caster level required to select the desired Item Creation feat + 5. This means that, for example, a divine sponsored hero who is questing to gain temporary knowledge of the feat Craft Magic Arms and Armour must overcome a challenge with an encounter level of at least 10. In addition, the hero must have character levels equal to the minimum required to select the feat, but need not meet any other requirements.

If a divinely sponsored hero successfully completes his quest, he gains knowledge of the appropriate Item Creation feat but does not gain knowledge of the spells needed to craft the specific item. These he must gain in some other fashion (often by completing another quest). Once the item in question has been crafted, all knowledge of the Item Creation feat is lost.



APPENDIX: RANDOM MAGIC ITEMS

Placement of Random Magic Items

As a general rule, it is best to decide upon the contents of a treasure hoard before the players encounter it – or its guardians. This allows the Games Master to decide what use the opposition will make of the items in the hoard and also ensures that finds are logical. A fluke roll on a random chart might grant the characters an unfairly powerful (or weak) item, and there is always the question of what such an item was doing in the possession of that group of monsters.

This does not mean that random determination of treasure is a bad thing. It brings an element of chance into the equation, ensuring that the Games Master does not fall into habits, repeatedly giving opponents the same favourite items. Random treasures can provoke scenario ideas and send characters in unexpected directions as they try to find a buyer or a use for an unusual item. Characters may be disappointed not to get an easy-to-use item like a wand or magic sword, yet later be thankful for the oddball treasure they found, having used their creativity to wring unexpected uses out of it.

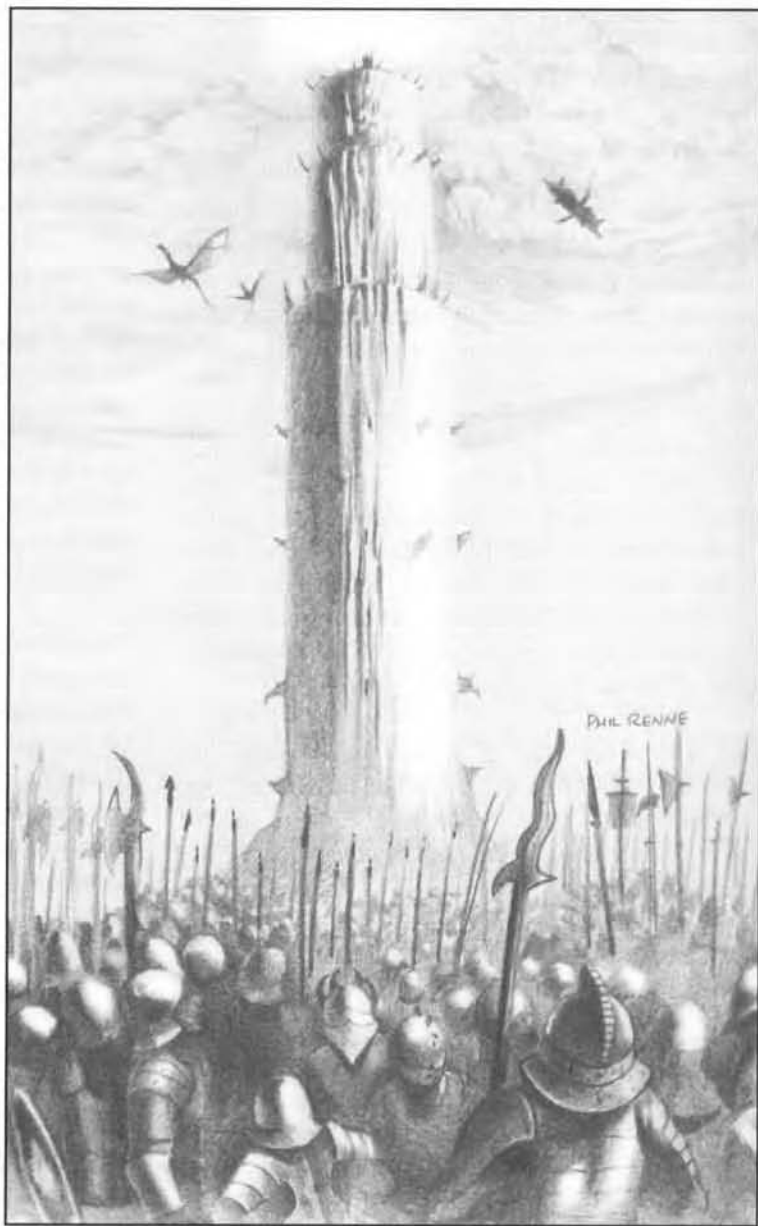
Magical treasures are usually defined as minor, medium and major. Minor treasures are fairly trivial and often represent a few items of no great power assembled for the use of a Non Player Character or opponent. Medium treasures are most common, and are 10–12 times as valuable as minor ones, on average. Major treasures are singularly impressive finds, being worth 4 times as much as a medium treasure on average.

The Games Master may sometimes choose to ignore random generation and deliberately place items. This

should always be the case for very powerful objects such as artefacts but may apply to any magical treasure.

Determining a Random Magical Treasure

When a magical treasure is found, either as a result of deliberate placement or random determination (see *Core Rulebook II*) the following procedure is used to determine its contents.



A wizard's tower can be a good place to find magic items

1. Decide if the treasure is minor, medium or major.
2. Use the Random Magic Items Generation table (below) to determine the general nature of the item, such as scroll, wand etc. If the Games Master uses cursed items in his campaign, roll d%. On a result of 01-05, a random cursed item has been found instead.

Random Magic Item Generation

Minor	Medium	Major	Item
01-04	01-10	01-10	Armour 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

3. Roll on the specific items table for the general type found. This will determine the exact nature of the found item.
4. Once the specific item has been determined, check for special properties:

† **Wand or Staff:** Roll d%. A result of 01-30 indicates an inscription or decoration that provides a clue as to the function of the item. 31-100 indicates no special qualities.

† **Armour, Shield, Ring, Rod or Wondrous item:** Roll d%. A result of 01 indicates that the item is intelligent. 02-31 indicates an inscription or decoration that provides a clue as to the function of the item. 32-100 indicates no special qualities.

† **Ranged Weapon:** Roll d%. A result of 01-05 indicates an intelligent item. 06-25 indicates an inscription or decoration that provides a clue as to the function of the item. 26-100 indicates no special qualities.

† **Melee Weapon:** Roll d%. 01-20 indicates that the item sheds light. 21-25 indicates an intelligent item. 26-35 indicates that the item is both intelligent and sheds light. 36-50

indicates an inscription or decoration that provides a clue as to the function of the item. 51-100 indicates no special qualities.

5. If the item has a limited number of charges or uses, determine the number of uses randomly as described in Charges, Doses and Uses, above. Items will never have less than one charge, dose or use remaining.

It may be that the Games Master prefers to place an item deliberately, or choose what items appear in a given treasure. In this case, ignore whichever of steps 1-5 do not apply and select an appropriate item, its powers and number of uses remaining. Note that artefacts do not appear on the random charts and must be placed in this way.



A king often relies on magical items to rule more effectively

RANDOM DETERMINATION OF SPECIFIC ITEMS

Random Armour Type

d%	Armour	Armour Cost ¹
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

¹ Add to enhancement bonus on the Armour and Shields table to determine total market price.

Armour and Shields

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

¹ Armour and shields cannot actually have bonuses this high. Use these lines to determine price when special abilities are added in.

² Roll on Specific armours table.

³ Roll on Specific Shields table.

⁴ Roll on Armour Special Abilities table or Shield Special Abilities table.

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

Random Shield Type

d%	Shield	Shield Cost ¹
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

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

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

Armour Special Abilities

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

¹ Add to enhancement bonus on the Armour and Shields table 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.

Shield Special Abilities

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

¹ Add to enhancement bonus on the Armour and Shields table 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.

Specific Armours

Minor	Medium	Major	Specific Armour	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	—	Rhino hide	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	Banded mail of luck	18,900 gp
—	—	33–50	Celestial armour	22,400 gp

—	—	51–60	<i>Plate armour 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 armour</i>	52,260 gp

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

Weapons

Minor	Medium	Major	Weapon Bonus	Base Price ¹
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 ²	72,000 gp
—	—	—	+7 ²	98,000 gp
—	—	—	+8 ²	128,000 gp
—	—	—	+9 ²	162,000 gp
—	—	—	+10 ²	200,000 gp
86–90	63–68	50–63	Specific weapon ³	—
91–100	69–100	64–100	Special ability and roll again ⁴	—

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

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

³ See Specific Weapons table.

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

Weapon Type Determination

d%	Weapon Type
01–70	Common melee weapon
71–80	Uncommon weapon
81–100	Common ranged weapon

Common Melee Weapons

d%	Weapon	Weapon Cost ¹
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 ²	+600 gp
58–61	Rapier	+320 gp
62–66	Scimitar	+315 gp
67–70	Shortspear	+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 the Weapons table 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.

Uncommon Weapons

d%	Weapon	Weapon Cost ¹
01–03	Axe, orc double ²	+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 ²	+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	Halfspear	+301 gp
52–54	Hammer, gnome hooked ²	+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 ²	+700 gp
90–91	Trident	+315 gp
92–94	Urgrosh, dwarven ²	+650 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

¹ Add to enhancement bonus on the Weapons table 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.

Common Ranged Weapons

d%	Weapon	Weapon Cost ¹
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

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



Melee Weapon Special Abilities

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

¹ Add to enhancement bonus on the Weapons table 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.

Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–12	01–08	01–04	<i>Bane</i>	+1 bonus
13–25	09–16	05–08	<i>Distance</i>	+1 bonus
26–40	17–28	09–12	<i>Flaming</i>	+1 bonus
41–55	29–40	13–16	<i>Frost</i>	+1 bonus
56–60	41–42	—	<i>Merciful</i>	+1 bonus
61–68	43–47	17–21	<i>Returning</i>	+1 bonus
69–83	48–59	22–25	<i>Shock</i>	+1 bonus
84–93	60–64	26–27	<i>Seeking</i>	+1 bonus
94–99	65–68	28–29	<i>Thundering</i>	+1 bonus
—	69–71	30–34	<i>Anarchic</i>	+2 bonus
—	72–74	35–39	<i>Axiomatic</i>	+2 bonus

—	75–79	40–49	<i>Flaming burst</i>	+2 bonus
—	80–82	50–54	<i>Holy</i>	+2 bonus
—	83–87	55–64	<i>Icy burst</i>	+2 bonus
—	88–92	65–74	<i>Shocking burst</i>	+2 bonus
—	93–95	75–79	<i>Unholy</i>	+2 bonus
—	—	80–84	<i>Speed</i>	+3 bonus
—	—	85–90	<i>Brilliant energy</i>	+4 bonus
100	96–100	91–100	Roll again twice ²	—

¹ Add to enhancement bonus on the Weapons table 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.

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

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
—	—	64–65	<i>Friend shield (pair)</i>	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

Rods

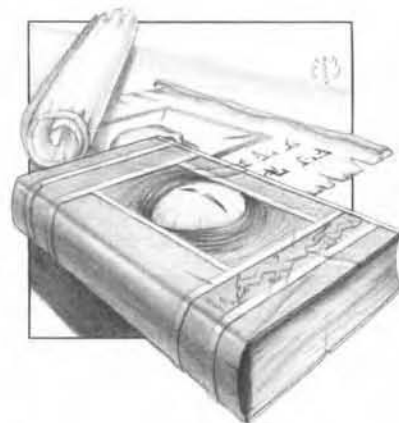
Medium	Major	Rod	Market Price
01–07	—	Metamagic, <i>enlarge, lesser</i>	3,000 gp
08–14	—	Metamagic, <i>extend, lesser</i>	3,000 gp
15–21	—	Metamagic, <i>silent, lesser</i>	3,000 gp
22–28	—	<i>Immovable</i>	5,000 gp
29–35	—	Metamagic, <i>empower, lesser</i>	9,000 gp
36–42	—	<i>Metal and mineral detection</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>maximise, 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>Splendour</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>maximise</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
—	97–98	<i>Alertness</i>	85,000 gp
—	99	Metamagic, <i>maximise, greater</i>	121,500 gp
—	100	Metamagic, <i>quicken, greater</i>	170,000 gp

Scroll Types

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

Number of Spells on a Scroll

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



Scroll Spell Levels

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

¹ These numbers assume that the creator is a cleric, druid, or wizard.

Arcane Spell Scrolls

0th Level Arcane Spells

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

1st Level Arcane Spells

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
52-54	<i>mage armour</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>undetactable alignment</i>	50 gp
97-98	<i>unseen servant</i>	25 gp
99-100	<i>ventriloquism</i>	25 gp

2nd Level Arcane Spells

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 splendour</i>	150 gp
35	<i>enthral</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
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

RANDOM MAGIC ITEMS

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

3rd Level Arcane Spells

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
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

4th Level Arcane Spells

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
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>neutralise 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>scrying</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

5th Level Arcane Spells

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
34–35	<i>feeblemind</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 hound</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 ¹
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.

6th Level Arcane Spells

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
34–37	<i>dispel magic, greater</i>	1,650 gp
38–40	<i>eagle's splendour, 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

7th Level Arcane Spells

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>	23775 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 ¹
44–45	<i>mage's magnificent mansion</i>	2,275 gp
46–48	<i>mage's sword</i>	2,275 gp
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>scrying, 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 ²
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.

8th Level Arcane Spells

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 ¹
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
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 ¹

¹ Assumes a creature of ten Hit Dice or less.

9th Level Arcane Spells

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 ¹

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

Divine Spell Scrolls

0th Level Divine Spells

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

2nd Level Divine Spells

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 splendour</i>	150 gp
36–37	<i>enthral</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>undetected alignment</i>	150 gp
96–97	<i>warp wood</i>	150 gp
98	<i>wood shape</i>	150 gp
99–100	<i>zone of truth</i>	150 gp

3rd Level Divine Spells

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>neutralise 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
99–100	<i>wind wall</i>	375 gp

4th Level Divine Spells

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

5th Level Divine Spells

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
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 ¹
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>scrying</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 ¹
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.

6th Level Divine Spells

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 splendour, 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 ¹
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
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.

7th Level Divine Spells

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>screaming, 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

8th Level Divine Spells

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

RANDOM MAGIC ITEMS

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

9th Level Divine Spells

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 ¹
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

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

Staves

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

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 splendour</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
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

RANDOM MAGIC ITEMS

—	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>Neutralise 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>Restoration¹</i>	26,000 gp
—	—	100	<i>Stoneskin²</i>	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 stonesskin* is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

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 armour +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 armour +1</i>	2,000 gp
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

RANDOM MAGIC ITEMS

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 armour +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>Marvellous 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
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

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 armour +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 armour +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
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

RANDOM MAGIC ITEMS

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 armour +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 armour +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>Cirlet 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 armour +5</i>	25,000 gp
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 colours</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

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 armour +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 armour +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 armour +7</i>	49,000 gp

RANDOM MAGIC ITEMS

29	<i>Pearl of power, 7th level spell</i>	49,000 gp
30	<i>Amulet of natural armour +5</i>	50,000 gp
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 armour +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
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

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