

The Pathfinder Roleplaying Game

BETA PLAYTEST EDITION MAGIC ITEM ADDENDUM

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INTELLIGENT ITEMS

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

Designing an Intelligent Item

Creating a magic item with intelligence follows these simple guidelines. Intelligent items must have an alignment, mental ability scores, languages, senses, and at least one other special ability. These statistics and abilities can be improved during creation, increasing the item's overall cost. Many of these abilities add to an item's Ego score. Intelligent items with high Ego scores are difficult to control and can sometimes take control of their owner, making them dangerous to possess.

An intelligent magic item has a base cost increase of 500 gp. When determining the total value of an intelligent item, add this cost to the cost of all of its additional abilities gained through being intelligent, before adding them to the magic item's base cost.

Intelligent Item Alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he or she so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

TABLE 15-19: INTELLIGENT ITEM ALIGNMENT

d%	Alignment of Item
01–10	Chaotic good
11–20	Chaotic neutral*
21–35	Chaotic evil
36–45	Neutral evil*
45–55	Lawful evil
56–70	Lawful good
71–80	Lawful neutral*
81–90	Neutral good*
91–100	Neutral

* The item can also be used by any character whose alignment corresponds to the non-neutral portion of the item's alignment.

Intelligent Item Ability Scores

Intelligent magic items possess all three mental ability scores, Intelligence, Wisdom, and Charisma. Each one of these ability scores begins at a value of 10, but can be increased to as high as 20. Table 15-20 shows the cost to increase one of the item's ability scores. This cost must be paid for each ability score raised above 10. For example, an intelligent magic item with a 15 Intelligence, 12 Wisdom, and 10 Charisma would cost at least 2,400 gp more than the base item (including the 500 gp for being an intelligent item).

TABLE 15-20: INTELLIGENT ITEM ABILITY SCORES

Score	Base Price Modifier	Ego Modifier
10	—	—
11	+200 gp	—
12	+500 gp	+1
13	+700 gp	+1
14	+1,000 gp	+2
15	+1,400 gp	+2
16	+2,000 gp	+3
17	+2,800 gp	+3
18	+4,000 gp	+4
19	+5,200 gp	+4
20	+8,000 gp	+5

Languages Spoken by Item

Like a character, an intelligent item understands Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. If the item does not possess speech, it can still read and understand the languages it knows.

Senses and Communication

Every intelligent magic item begins with the ability to see and hear within 30 feet, as well as the ability to communicate empathically with its owner. Empathy only allows the item to

encourage or discourage certain actions through urges and emotions. Additional forms of communication and better senses increase the item's cost and Ego score, as noted on Table 15–21.

Empathy (Su): Empathy allows the item to encourage or discourage certain actions by communicating emotions and urges. It does not allow for verbal communication.

Speech (Su): An intelligent item with the capability for speech can talk using any of the languages it knows.

Telepathy (Su): Telepathy allows an intelligent item to communicate with its wielder telepathically, regardless of its known languages. The wielder must be in contact with the item to communicate in this way.

Senses: Senses allows an intelligent magic item to see and hear out to the listed distance. Adding darkvision or blindsense allows the item to use those sense out to the same range as the item's base senses.

Read Languages (Ex): The item can read script in any language, regardless of its known languages.

Read Magic (Sp): An intelligent magic item with this ability can read magical writings and scrolls as if through *read magic*. This ability does not allow the magic item to activate scrolls or other items. An intelligent magic item can suppress and resume this ability as a free action.

Intelligent Item Powers

Each intelligent item should possess at least one power, although more powerful items might possess a host of powers. To find the item's specific powers, choose or roll on Table 15–22. 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

TABLE 15-21: INTELLIGENT ITEM COMMUNICATION AND SENSES

Ability	Base Price Modifier	Ego Modifier
Empathy	—	—
Speech	+500 gp	—
Telepathy	+1,000 gp	+1
Senses (30 ft.)	—	—
Senses (60 ft.)	+500 gp	—
Senses (120 ft.)	+1,000 gp	—
Darkvision	+500 gp	—
Blindsense	+2,000 gp	+1
Read languages	+1,000 gp	+1
Read magic	+2,000 gp	+1

is a standard action the item takes. The caster level for these effects is equal to the item's caster level. Save DC's are based off the item's highest mental ability score.

Special Purpose Items

Some intelligent magic items have special purposes that motivate them and guide their actions. Intelligent magic items with a special purpose gain a +2 Ego bonus. An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of “defeat/slay arcane spellcasters” doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of “defend elves” doesn't mean that if the wielder is

TABLE 15-22: INTELLIGENT ITEM POWERS

d%	Item Power	Base Price Modifier	Ego Modifier
01–10	Item can cast a 0-level spell at will	+1,000 gp	+1
11–20	Item can cast a 1st-level spell 3/day	+1,200 gp	+1
21–25	Item can use <i>magic aura</i> on itself at will	+2,000 gp	+1
26–35	Item can cast a 2nd-level spell 1/day	+2,400 gp	+1
36–45	Item has 5 ranks in one skill*	+2,500 gp	+1
46–50	Item can sprout limbs and move with a speed of 10 feet	+5,000 gp	+1
51–55	Item can cast a 3rd-level spell 1/day	+6,000 gp	+1
56–60	Item can cast a 2nd-level spell 3/day	+7,200 gp	+1
61–70	Item has 10 ranks in one skill*	+10,000 gp	+2
71–75	Item can change shape into one other form of the same size	+10,000 gp	+2
76–80	Item can <i>fly</i> , as per the spell, at a speed of 30 feet	+10,000 gp	+2
81–85	Item can cast a 4th-level spell 1/day	+11,200 gp	+2
86–90	Item can <i>teleport</i> itself 1/day	+15,000 gp	+2
91–95	Item can cast a 3rd-level spell 3/day	+18,000 gp	+2
96–100	Item can cast a 4th-level spell 3/day	+33,600 gp	+2

* Intelligent items can only possess Intelligence-, Wisdom-, or Charisma-based skills, unless they possess also possess some form of movement.

TABLE 15-23: INTELLIGENT ITEM PURPOSE

d%	Purpose
01–20	Defeat/slay diametrically opposed alignment*
21–30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)
41–50	Defeat/slay nonspellcasters
51–55	Defeat/slay a particular creature type (see the bane special ability for choices)
56–60	Defeat/slay a particular race or kind of creature
61–70	Defend a particular race or kind of creature
71–80	Defeat/slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Defeat/slay all (other than the item and the wielder)
96–100	Choose one

* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of “defeat/slay all” isn’t just a matter of self-preservation. It means that the item won’t rest (or let its wielder rest) until it places itself above all others.

Table 15–23 has a number of sample purposes that a magic item might possess. If the wielder specifically ignores or goes against an intelligent item’s special purpose, the item gains a +4 bonus to its Ego until the wielder cooperates. This is in addition to the +2 Ego bonus gained by items with a special purpose.

Dedicated Power

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated powers even if the owner is dominant (see Items Against Characters, below). The caster level for these effects is equal to the item’s caster level. Save DC’s are based off the item’s highest mental ability score.

Item Ego

Ego is a measure of the total power and force of personality that an item possesses. An item’s Ego score is the sum of all of its Ego modifiers plus an additional bonus for the cost of the base magic item (excluding the cost of all of the intelligent item enhancements). An item’s Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Base Magic Item Value	Ego Modifier
Up to 1,000 gp	—
1,001 gp to 5,000 gp	+1
5,001 gp to 10,000 gp	+2
10,001 gp to 20,000 gp	+3
20,001 gp to 50,000 gp	+4
50,001 gp to 100,000 gp	+6
100,001 gp to 200,000 gp	+8
200,001 gp and higher	+12

Items Against Characters

When an item has an Ego of its own, it has a will of its own. The item is 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, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character’s desires and demands concessions such as any of the following.

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.



TABLE 15-24: SPECIAL PURPOSE ITEM DEDICATED POWERS

d%	Dedicated Power	Base Price Modifier	Ego Modifier
01–20	Item can detect any special purpose foes within 60 feet	+10,000 gp	+1
21–35	Item can use a 4th-level spell at will	+56,000 gp	+2
36–50	Wielder gets +2 luck bonus on attacks, saves, and checks	+80,000 gp	+2
51–65	Item can use a 5th-level spell at will	+90,000 gp	+2
66–80	Item can use a 6th-level spell at will	+132,000 gp	+2
81–95	Item can use a 7th-level spell at will	+182,000 gp	+2
96–100	Item can use <i>true resurrection</i> on wielder, once per month	+200,000 gp	+2

- 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 safeguard the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item to a more suitable possessor due to alignment differences or conduct.

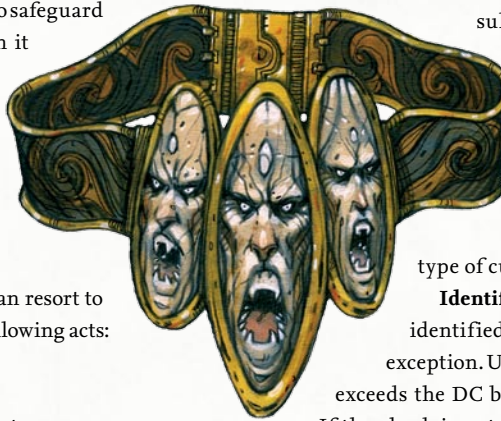
In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are natural rivals, even with others of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters that possess them, even though they may never successfully control their possessors. They may be powerless to force their demands, but most remain undaunted and continue to air their wishes and demands.



CURSED ITEMS

Cursed items are magic items with some sort of potentially negative impact. Occasionally they mix bad with good, forcing characters to make difficult choices. Cursed items are almost never made intentionally. Instead they are the result of rushed work, inexperienced crafters, or a lack of proper components.

While many of these items still have a function, they either do not work as intended or come with serious drawbacks. When a magic item creation skill check fails by 5 or more, roll on Table 15–25 to determine the type of curse possessed by the item.

Identifying Cursed Items: Cursed items are identified like any other magic item with one exception. Unless the check made to identify the item exceeds the DC by 10 or more, the curse is not detected.

If the check is not made by 10 or more, but still succeeds, all that is revealed is the magic item's original intent. If the item is known to be cursed, the nature of the curse can be determined by exceeding the normal DC to identify the item.

Removing Cursed Items: While some cursed items can be simple discarded, others force a compulsion upon the user to keep the item, no matter the costs. Others reappear even if discarded or are impossible to throw away. These items can only be discarded after the character or item is targeted by a *remove curse* or similar magic. The DC of the caster level check to undo the curse is equal to 10 + the item's caster level. If the spell is successful, the item can be discarded on the following round, but the curse reasserts itself if the item is used again.

TABLE 15-25: COMMON ITEM 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

Common Cursed Item Effects

The following are some of the most common cursed item effects. GMs should feel free to invent new cursed item effects to fit a specific 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. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, she shouldn't immediately know that a weapon is cursed. Once she knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as intended—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (01–05 on d%) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Aboveground
56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random race or kind of creature
65–72	Within 10 feet of an arcane spellcaster
73–80	Within 10 feet of a divine spellcaster
81–85	In the hands of a nonspellcaster
86–90	In the hands of a spellcaster
91–95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97–99	On nonholy days or during particular astrological events
100	More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01–05 the item activates at some random point during that day.

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 the item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.
- Character must change her name to a specific name. The item only works for characters of that name.
- Character must add a specific class at the next opportunity if not of that class already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of her life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day (such as *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 but carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or

held, in the case of some weapons), usually the drawback remains with the character for as long as she has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01–04	Character's hair grows 1 inch longer every hour.
05–09	Character either shrinks 1/2 inch (01–50 on d%) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink).
41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance [01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character gains one negative level.
65	Character gains two negative levels.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01–05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.

- 99 Character cannot cast any spells.
- 100 Either pick one of the above that's appropriate or create a drawback specifically for that item.

SPECIFIC CURSED ITEMS

The following are provided as specific examples of cursed items. Instead of prerequisites, each cursed item is associated with one or more ordinary magic items, whose creation might result in the cursed item. Cursed items can be sold, if the curse is not known to the buyer, as if they were the item they appear to be. Deceiving a buyer in this way is often considered a severe crime.

Cursed suits of armor and weapons can actually come in many forms and the examples listed here are merely the most common. For example, a *cursed* –2 sword, might appear as a +3 *shortsword* or a +1 *dagger*, with a similar negative instead of the listed –2.

TABLE 15-26: SPECIFIC CURSED ITEMS

d%	Item
01–05	<i>Incense of obsession</i>
06–15	<i>Ring of clumsiness</i>
16–20	<i>Amulet of inescapable location</i>
21–25	<i>Stone of weight</i>
26–30	<i>Bracers of defenselessness</i>
31–35	<i>Gauntlets of fumbling</i>
36–40	–2 sword, <i>cursed</i>
41–43	<i>Armor of rage</i>
44–46	<i>Medallion of thought projection</i>
47–52	<i>Flask of curses</i>
53–54	<i>Dust of sneezing and choking</i>
55	<i>Helm of opposite alignment</i>
56–60	<i>Potion of poison</i>
61	<i>Broom of animated attack</i>
62–63	<i>Robe of powerlessness</i>
64	<i>Vacuous grimoire</i>
65–68	<i>Spear, cursed backbiter</i>
69–70	<i>Armor of arrow attraction</i>
71–72	<i>Net of snaring</i>
73–75	<i>Bag of devouring</i>
76–80	<i>Mace of blood</i>
81–85	<i>Robe of vermin</i>
86–88	<i>Periapt of foul rotting</i>
89–92	<i>Sword, berserking</i>
93–96	<i>Boots of dancing</i>
97	<i>Crystal hypnosis ball</i>
98	<i>Necklace of strangulation</i>
99	<i>Poisonous cloak</i>
100	<i>Scarab of death</i>

AMULET OF INESCAPABLE LOCATION

Aura moderate abjuration; **CL** 10th
Slot neck; **Weight** 1/2 lb.

DESCRIPTION

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, as per an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

CREATION

Magic Items *amulet of proof against detection and location*

ARMOR OF ARROW ATTRACTION

Aura strong abjuration; **CL** 16th

Slot body; **Weight** 50 lb.

DESCRIPTION

Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a –15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

CREATION

Magic Items +3 *full plate*

ARMOR OF RAGE

Aura strong necromancy; **CL** 16th

Slot body; **Weight** 50 lb.

DESCRIPTION

This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a –4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.

CREATION

Magic Items *armor of command*, +1 *full plate*

BAG OF DEVOURING

Aura moderate conjuration; **CL** 17th

Slot none; **Weight** 15 lb.

DESCRIPTION

This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on combat maneuver checks made to grapple. If it pins a creature, it pulls them inside as a free action

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim’s body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

CREATION

Magic Items *bag of holding* (any type)

BOOTS OF DANCING

Aura strong enchantment; **CL** 16th

Slot feet; **Weight** 1 lb.

DESCRIPTION

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.

CREATION

Magic Items *boots of elvenkind*, *boots of levitation*, *boots of speed*, *boots of striding and springing*, *boots of teleportation*, *boots of the winterlands*, *winged boots*

BRACERS OF DEFENSELESSNESS

Aura moderate conjuration; **CL** 16th

Slot arms; **Weight** 1 lb.

DESCRIPTION

These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.



CREATION

Magic Items *bracers of armor +5*

BROOM OF ANIMATED ATTACK

Aura moderate transmutation; **CL** 10th

Slot none; **Weight** 3 lb.

DESCRIPTION

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 creature attempts to fly using the broom, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

CREATION

Magic Items *broom of flying*

CRYSTAL HYPNOSIS BALL

Aura moderate divination; **CL** 17th

Slot none; **Weight** 7 lb.

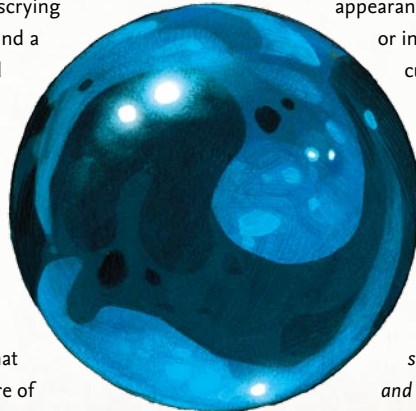
DESCRIPTION

This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

CREATION

Magic Items *crystal ball*



DUST OF SNEEZING AND CHOKING

Aura faint conjuration; **CL** 7th

Slot none; **Weight** —

DESCRIPTION

This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of

sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

CREATION

Magic Items *dust of appearance, dust of tracelessness*

FLASK OF CURSES

Aura moderate conjuration; **CL** 7th

Slot none; **Weight** 2 lb.

DESCRIPTION

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a –2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

CREATION

Magic Items *decanter of endless water, efreeti bottle, ever-smoking bottle, iron flask*

GAUNTLETS OF FUMBLING

Aura moderate transmutation; **CL** 7th

Slot hands; **Weight** 2 lb.

DESCRIPTION

These gauntlets may be of supple leather or heavy protective material suitable for use with armor. They appear to be any sort of magic gauntlet or glove. The gauntlets perform according to their appearance until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

CREATION

Magic Items *gauntlet of rust, gloves of arrow snatching, glove of storing, gloves of swimming and climbing*

HELM OF OPPOSITE ALIGNMENT

Aura strong transmutation; **CL** 12th

Slot head; **Weight** 3 lb.

DESCRIPTION

This metal cap looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from

the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore a character's 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.

CREATION

Magic Items *hat of disguise, helm of comprehend languages and read magic, helm of telepathy*



INCENSE OF OBSESSION

Aura moderate enchantment; **CL** 6th

Slot none; **Weight** —

DESCRIPTION

These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense. The user is determined to use her spells at every opportunity, even when not needed or useless. The user remains obsessed with her abilities and spells until all have been used or cast, or until 24 hours have elapsed.

CREATION

Magic Items *incense of meditation*

MACE OF BLOOD

Aura moderate abjuration; **CL** 8th

Slot none; **Weight** 8 lb.

DESCRIPTION

This +3 *heavy mace* must be coated in blood every day, or else its bonus fades away until the mace is coated again. The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

CREATION

Magic Items +3 *heavy mace*

MEDALLION OF THOUGHT PROJECTION

Aura faint divination; **CL** 7th

Slot neck; **Weight** —

DESCRIPTION

This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort them out.

However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself.

These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.

CREATION

Magic Items *medallion of thoughts*

NECKLACE OF STRANGULATION

Aura strong conjuration; **CL** 18th

Slot neck; **Weight** —

DESCRIPTION

A *necklace of strangulation* appears to be a rare and wondrous piece of magical jewelry and can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

CREATION

Magic Items *necklace of adaptation, necklace of fireballs, periapt of health, periapt of proof against poison, periapt of wound closure*

NET OF SNARING

Aura moderate evocation; **CL** 8th

Slot none; **Weight** 6 lb.

DESCRIPTION

This net provides a +3 bonus on attack rolls but can only be used underwater. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature. If thrown on land, it changes course to target the creature that threw it.

CREATION

Magic Items +3 *net*

PERIAPT OF FOUL ROTTING

Aura faint abjuration; **CL** 10th

Slot neck; **Weight** —

DESCRIPTION

This engraved gem appears to be of little value. If any character

keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the *periapt of foul rotting* likewise crumbles to dust.

CREATION

Magic Items *periapt of health*, *periapt of proof against poison*, *periapt of wound closure*

POISONOUS CLOAK

Aura strong abjuration; CL 15th

Slot shoulders; **Weight** 1 lb.

DESCRIPTION

This cloak is usually made of a wool, 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 takes 4d6 points of Constitution damage unless she succeeds on a DC 28 Fortitude save.

Once donned, a *poisonous cloak* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection spell*, but not before.

CREATION

Magic Items *cloak of arachnida*, *cloak of the bat*, *cloak of etherealness*, *cloak of resistance +5*, *major cloak of displacement*

POTION OF POISON

Aura moderate conjuration; CL 12th

Slot none; **Weight** —

DESCRIPTION

This potion has lost its beneficial magical abilities and become a potent poison. The imbiber must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

CREATION

Magic Items any potion

ROBE OF POWERLESSNESS

Aura moderate transmutation; CL 13th

Slot body; **Weight** 1 lb.

DESCRIPTION

A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, she takes a –10 penalty to Strength and either Intelligence, Wisdom, or Charisma (if the character is a spellcaster, the robe targets the characters primary spellcasting score, otherwise it targets 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*.

CREATION

Magic Items *robe of the archmagi*, *robe of blending*, *robe of bones*, *robe of eyes*, *robe of scintillating colors*, *robe of stars*, *robe of useful items*

ROBE OF VERMIN

Aura moderate abjuration; CL 13th

Slot body; **Weight** 1 lb.

DESCRIPTION

The wearer notices nothing unusual when the robe is donned, and it functions normally. 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 Spellcraft check (DC 20 + spell level) or lose the spell.

CREATION

Magic Items *robe of the archmagi*, *robe of blending*, *robe of bones*, *robe of eyes*, *robe of scintillating colors*, *robe of stars*, *robe of useful items*

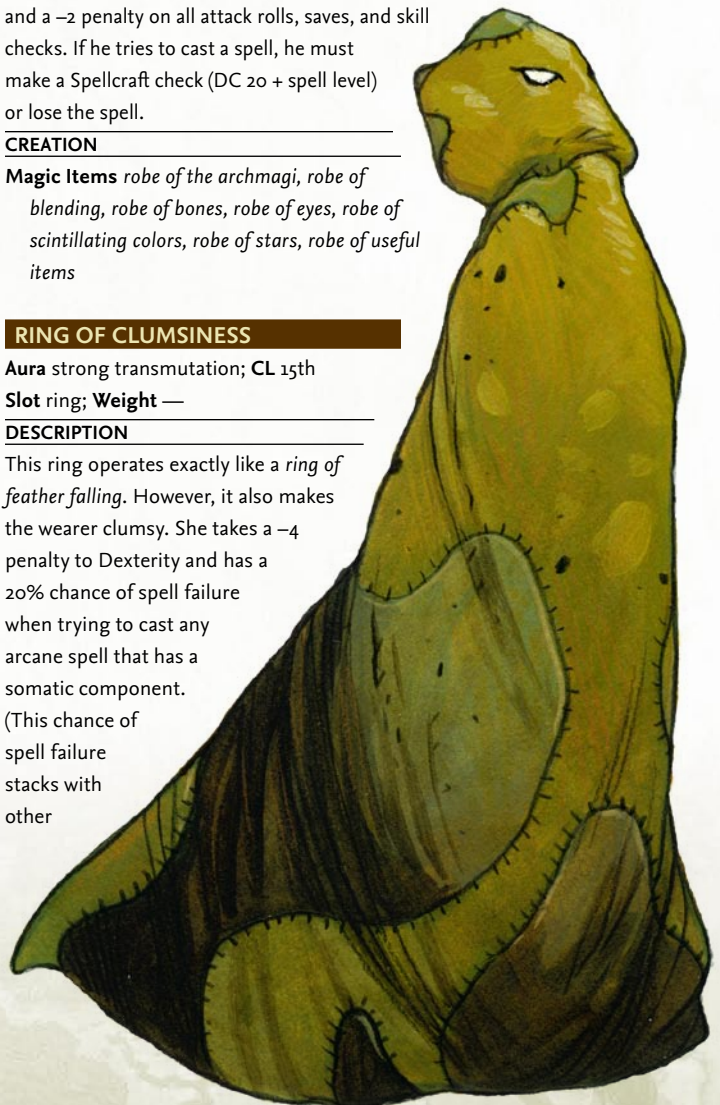
RING OF CLUMSINESS

Aura strong transmutation; CL 15th

Slot ring; **Weight** —

DESCRIPTION

This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. She takes a –4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other



arcane spell failure chances.)

CREATION

Magic Items *ring of feather falling*

SCARAB OF DEATH

Aura strong abjuration; **CL** 19th

Slot neck; **Weight** —

DESCRIPTION

This small pin appears to be any one of various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried in a living creature's possessions for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents it from coming to life and allows for long-term storage of the item.

CREATION

Magic Items *amulet of mighty fists, amulet of natural armor, amulet of the planes, amulet of proof against detection and location, brooch of shielding, golembane scarab, scarab of protection*

SPEAR, CURSED BACKBITER

Aura moderate evocation; **CL** 10th

Slot none; **Weight** 3 lb.

DESCRIPTION

This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

CREATION

Magic Items +2 *shortspear*

STONE OF WEIGHT (LOADSTONE)

Aura faint transmutation; **CL** 5th

Slot none; **Weight** 1 lb.

DESCRIPTION

This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere the possessor's person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

CREATION

Magic Items *ioun stone, stone of alarm, stone of controlling earth elementals, stone of good luck*

-2 SWORD, CURSED

Aura strong evocation; **CL** 15th

Slot none; **Weight** 4 lb.

DESCRIPTION

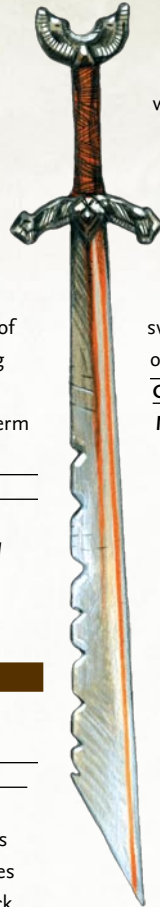
This longsword performs well against targets in practice, but when used against an opponent in combat it causes its wielder to take a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. The sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

CREATION

Magic Items +2 *longsword*



SWORD, BERSERKING

Aura moderate evocation; **CL** 8th

Slot none; **Weight** 12 lb.

DESCRIPTION

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.

CREATION

Magic Items +2 *greatsword*

VACUOUS GRIMOIRE

Aura strong enchantment; **CL** 20th

Slot none; **Weight** 2 lb.

DESCRIPTION

A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence and Charisma drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

CREATION

Magic Items *blessed book, manual of bodily health, manual of gainful exercise, manual of quickness of action, tome of clear thoughts, tome of leadership and influence, tome of understanding*

ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magical equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

The secret to creating artifacts is long lost, and as a result, they cannot be created by any mortal means. Unlike normal magic items, artifacts are not easily destroyed. Instead of construction information, each artifact includes one possible means by which it might be destroyed.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

BOOK OF INFINITE SPELLS

Aura strong (all schools); **CL** 18th

Slot none; **Weight** 3 lb.

DESCRIPTION

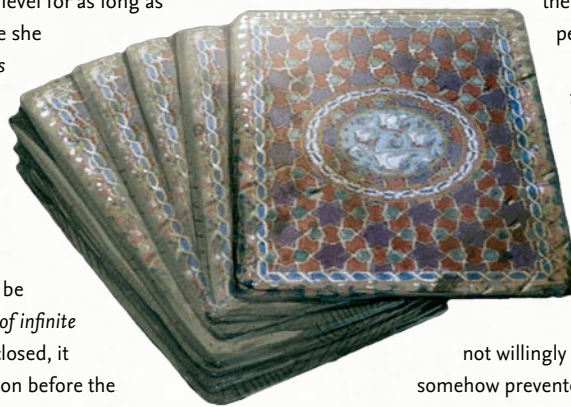
This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Determine the exact spell randomly.

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.

The owner of the book need not have the book on her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.



Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

DESTRUCTION

The *book of infinite spells* can be destroyed when the current page contains the *erase* spell, by casting the spell on the book itself.

DECK OF MANY THINGS

Aura strong (all schools); **CL** 20th

Slot none; **Weight** —

DESCRIPTION

A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

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	o. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of 25 pieces of jewelry or 50 gems.
Idiot	Two of pentacles	Two of clubs	Lose 1d4+1 Intelligence. You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and 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.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The 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 unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the Jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, and 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 or she is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and made forever hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

Skull: A dread wraith appears. The character must fight it alone— if others help, they get dread wraiths to fight as well. If the character

is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably lost.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another matter entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

DESTRUCTION

The *deck of many things* can be destroyed by losing it in a wager with a deity of law. The deity must be unaware of nature of the deck.

PHILOSOPHER'S STONE

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 3 lb.

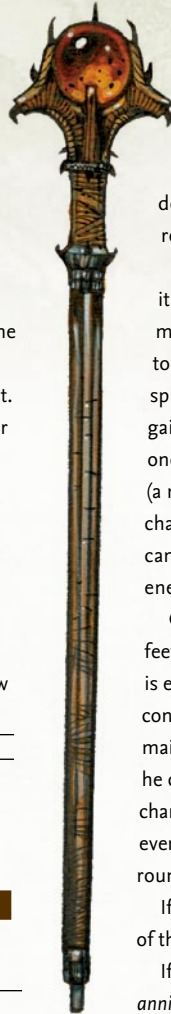
DESCRIPTION

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 character with at least 10 ranks in Craft (alchemy) to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any cure potion while the substance is still potent, it creates a special oil of life that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

DESTRUCTION

The philosopher's stone can be destroyed by being placed in the heel of a titan's boot for at least one entire week.



SPHERE OF ANNIHILATION

Aura strong transmutation; **CL** 20th

Slot none; **Weight** —

DESCRIPTION

A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse.

Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Int modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet + 5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

See also *talisman of the sphere* (below).

DESTRUCTION

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.

STAFF OF THE MAGI

Aura strong (all schools); **CL** 20th

Slot none; **Weight** 5 lb.

DESCRIPTION

A long wooden staff, shod in iron and inscribed with sigils and

runes of all types, this potent artifact contains many spell powers and other functions. Unlike a normal staff, a *staff of the magi* holds 50 charges and cannot be recharged normally. Some of its powers use charges, while others don't. A *staff of the magi* does not lose its powers if it runs out of charges. The following powers do not use charges:

- *Detect magic*
- *Enlarge person* (Fortitude DC 15 negates)
- *Hold portal*
- *Light*
- *Mage armor*
- *Mage hand*

The following powers drain 1 charge per usage:

- *Dispel magic*
- *Fireball* (10d6 damage, Reflex DC 17 half)
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- *Passwall*
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning IX*
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

DESTRUCTION

A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 23 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01–50 on d%) of traveling to another plane of existence, but if she does not (51–100), the explosive release of spell energy destroys her (no saving throw). Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

TALISMAN OF PURE GOOD

Aura strong evocation [good]; **CL** 18th

Slot none; **Weight** —

DESCRIPTION

A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage per round of contact. If an evil divine spellcaster touches one, he takes 8d6 points of damage per round of contact. All other characters are unaffected by the device.

DESTRUCTION

The *talisman of pure good* can be destroyed by placing it in the mouth of a holy man, who died while committing a truly heinous act of his own free will.

TALISMAN OF THE SPHERE

Aura strong transmutation; **CL** 16th

Slot none; **Weight** 1 lb.

DESCRIPTION

This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

DESTRUCTION

A *talisman of the sphere* can only be destroyed by throwing the item into a *sphere of annihilation*.

TALISMAN OF ULTIMATE EVIL

Aura strong evocation [evil]; **CL** 18th

Slot none; **Weight** —

DESCRIPTION

An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the



earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity, the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage per round of contact. If a good divine spellcaster touches one, she takes 8d6 points of damage per round of contact. All other characters are unaffected by the device.

DESTRUCTION

If a *talisman of ultimate evil* is given to the newborn child of a redeemed villain, it instantly crumbles to dust.

Major Artifacts

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

AXE OF THE DWARVISH LORDS

Aura strong conjuration and transmutation; **CL** 20th

Slot none; **Weight** 12 lb.

DESCRIPTION

This is a +6 *keen throwing goblinoid bane dwarven waraxe*. Any dwarf who holds it doubles the range of his or her darkvision. Any nondwarf who grasps the *Axe* takes 4 points of temporary Charisma damage; these points cannot be healed or restored in any way while the *Axe* is held. The current owner of the *Axe* gains a +10 bonus on Craft (armorsmithing, blacksmithing, gemcutting, stonemasonry, and weaponsmithing) checks. The wielder of the *Axe* can summon an elder earth elemental (as *summon monster IX*; duration 20 rounds) once per week.

DESTRUCTION

The *Axe of the Dwarvish Lords* rusts away to nothing if it is ever used by a goblin to behead a dwarven king.

CODEX OF THE INFINITE PLANES

Aura strong transmutation; **CL** 30th

Slot none; **Weight** 3 lb.

DESCRIPTION

The *Codex* is enormous—supposedly, it requires two strong men to lift it. No matter how many pages are turned, another always remains. Anyone opening the *Codex* for the first time is utterly annihilated, as with a *destruction* spell (Fortitude DC 30). Those who survive can peruse its pages and learn its powers, though not without risk. Each day spent studying the *Codex* allows the reader to make a Spellcraft check (DC 50) to learn one of its powers (choose the power learned randomly; add a +1 circumstance bonus on the check per additional day spent reading until a power is learned). However, each day of study also forces the reader to

make a Will save (DC 30 + 1 per day of study) to avoid being driven insane (as the *insanity* spell). The powers of the *Codex of the Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *plane shift*, and *soul bind*. Each is usable at will by the owner of the *Codex* (assuming that he or she has learned how to access the power). The *Codex of the Infinite Planes* has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level. Activating any power requires a Spellcraft check (DC 40 + twice the spell level of the power; the character can't take 10 on this check). Any failure on either check indicates a catastrophe befalls the user (roll on the table below for the effect). A character can only incur one catastrophe per power use.

d% Catastrophe

- | | |
|--------|--|
| 01–25 | Natural Fury: An <i>earthquake</i> spell centered on the reader strikes every round for 1 minute, and an intensified <i>storm of vengeance</i> spell is centered and targeted on the reader. |
| 26–50 | Fiendish Vengeance: A <i>gate</i> opens and 1d3+1 balor demons, pit fiends, or similar evil outsiders immediately step through and attempt to destroy the owner of the <i>Codex</i> . |
| 51–75 | Ultimate Imprisonment: Reader's soul is captured (as <i>trap the soul</i> ; no save allowed) in a random gem somewhere on the plane while his or her body is entombed beneath the earth (as <i>imprisonment</i>). |
| 76–100 | Death: The reader utters a <i>wail of the banshee</i> and then is subject to a <i>destruction</i> spell. This repeats every round for 10 rounds until the reader is dead. |

DESTRUCTION

The *Codex of the Infinite Planes* is destroyed if one page is torn out and left on every plane in existence. Note that tearing out a page immediately triggers a catastrophe.

THE ORBS OF DRAGONKIND

Aura strong enchantment; **CL** 20th

Slot none; **Weight** 5 lb.

DESCRIPTION

Each of these fabled *Orbs* contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can, as a standard action, dominate dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 25 Will save to resist. Spell resistance is not useful against this effect. Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can herself use

the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if she later loses the item. Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

- *Black Dragon Orb: Fly* (Will DC 17 negates).
- *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).
- *Brass Dragon Orb: Teleport* (Will DC 19 negates).
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
- *Gold Dragon Orb:* The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs*—including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. She can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
- *Green Dragon Orb: Spectral hand*.
- *Red Dragon Orb: Wall of fire*.
- *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).
- *White Dragon Orb: Protection from energy (cold)* (Fortitude DC 17 negates)

DESTRUCTION

An *orb of dragonkind* immediately shatters if it is caught in the



breath weapon of a dragon who is a blood relative of the dragon trapped within. This causes everyone within 90 feet to be struck by the breath weapon of that dragon, released as the orb explodes.

THE SHADOWSTAFF

Aura Strong conjuration; **CL** 20th.

Slot none; **Weight** 1 lb.

DESCRIPTION

This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a –2 penalty on all attack rolls, saves, and checks. The *Shadowstaff* also has these powers.

- *Summon Shadows:* Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.
- *Summon Nightshade:* Once per month, the staff can summon an advanced shadow demon 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.

DESTRUCTION

The *Shadowstaff* fades away to nothingness if it is exposed to true sunlight for a continuous 24 hour period.

MAGIC ITEM CREATION

To create magic items, spellcasters use special feats, which allow them to invest time and money into an item's creation. At the end of this process, the spellcaster must make a single skill check (usually Spellcraft, but sometimes other skills) to finish the item. If an item type has multiple possible skills, you choose which skill to make the check with. The DC to create a magic item is 5 + the listed minimum caster level for the item. Failing this check means that the item does not function and the materials and time are wasted. Failing this check by 5 or more results in a cursed item (see Cursed Items for more information).

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). The DC to create a magic item increases by +5 for each prerequisite the caster does not meet. The only exception to this is the requisite item creation feat, which is mandatory.

TABLE 15-27: ESTIMATING MAGIC ITEM GOLD PIECE VALUES

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Belt of Dexterity +2</i>
Armor bonus (enhancement)	Bonus squared x 1,000 gp	<i>+1 chainmail</i>
Bonus spell	Spell level squared x 1,000 gp	<i>Pearl of power</i>
AC bonus (deflection)	Bonus squared x 2,000 gp	<i>Ring of protection +3</i>
AC bonus (other) ¹	Bonus squared x 2,500 gp	<i>loun stone, dusty rose prism</i>
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	<i>Amulet of natural armor +1</i>
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance +5</i>
Save bonus (other) ²	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	<i>+1 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 ³	<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>
No space limitation ³	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
Armor, shield, or weapon	Add cost of masterwork item	<i>+1 composite longbow</i>
Spell has material component cost	Add directly into price of item per charge ⁴	<i>Wand of stoneskin</i>
Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.		

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

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

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

4 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.

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

Magic supplies for items are always half of the base price in gp. For many items, the market price equals the base price. Armor, shields, weapons, and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components. For these items, the market price equals the base price plus an extra price for the spell component costs. The cost to create these items is the magic supplies cost plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires 8 hours of work per 1,000 gp in the item's base price (or fraction thereof), with a minimum of at least 8 hours. Potions and scrolls are an exception to this rule; they can take as little as 2 hours to create (if their base price is 250 gp or less). Scrolls and potions whose base price is more than 250 gp, but less than 1,000 gp, take 8 hours to

create, just like any other magic item. The character must spend the gold at the beginning of the construction process. Regardless of the time needed for construction, a caster can create no more than one magic item per day. This process can be accelerated to 4 hours worth of work per 1,000 gp in the item's base price (or fraction thereof) by increasing the DC to create the item by +5.

The caster can work for up to 8 hours each day. He cannot rush the process by working longer each day, but the days need not be consecutive, and the caster can use the rest of his time as he sees fit. If the caster is out adventuring, he can devote 4 hours each day to item creation, although he only nets 2 hours worth of work. This time is not spent in one continuous period, but rather during lunch, morning preparation, and during watches at night. If time is dedicated to creation, it must be spent in 4-hour blocks of uninterrupted time. This work is generally done in a controlled environment, where distractions are at a minimum, such as a laboratory or shrine. Work that is performed in a distracting or dangerous environment nets only half the amount of progress (just as with the adventuring caster).

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

The secrets of creating artifacts are long lost.

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, using that price as a guide. Otherwise, use the guidelines summarized on Table 15–27.

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

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

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

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

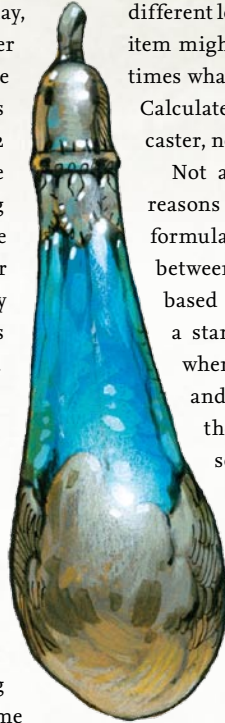
Item Requires Skill to Use: Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

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

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

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

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



Creating Magic Armor

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

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met. Magic armor or a magic shield must have at least a +1 enhancement bonus to have any armor or shield special abilities.

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

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

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

Item Creation Feat Required: Craft Magic Arms and Armor.

Skill Used in Creation: Spellcraft or Craft (armorsmithing).

Creating Magic Weapons

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

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met. A magic weapon must have at least a +1 enhancement bonus to have any melee or ranged special weapon abilities.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require. 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 the caster's currently prepared spells, just as if they had been cast.)

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

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

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

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

Item Creation Feat Required: Craft Magic Arms and Armor.

Skill Used in Creation: Spellcraft, Craft (bowmaking) (for magic bows and arrows), or Craft (weaponsmithing) (for all other weapons).

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 with a range of personal cannot be made into potions.

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

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 the caster's currently prepared spells, just as if it had been cast.) Brewing a potion requires 1 day.

Item Creation Feat Required: Brew Potion.

Skill Used in Creation: Spellcraft or Craft (alchemy)

POTION BASE PRICES (BY BREWER'S CLASS)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	25 gp	25 gp	25 gp	—
1st	50 gp	50 gp	50 gp	50 gp
2nd	300 gp	400 gp	400 gp	400 gp
3rd	750 gp	900 gp	1,050 gp	1,050 gp

* Caster level is half class level.

Prices assume that the potion was made at the minimum caster level. The cost to create a potion is half the base price.

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 determine. Refer to Table 17–2 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 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 the caster's 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.

Scroll Base Prices (By Scriber's Class)

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

* Caster level is half class level.

Prices assume that the scroll was made at the minimum caster level. The cost to create a scroll is half the base price.

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

Item Creation Feat Required: Forge Ring.

Skill Used in Creation: Spellcraft or Craft (gemcutting).

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 determine. Refer to Table 17–2 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. 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 the caster's 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 1 day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

Skill Used in Creation: Spellcraft, Craft (blacksmithing), Craft (sculpting), or Craft (weaponsmithing).

Creating Scrolls

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

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost

for scribing each spell scroll no matter how many times she previously has scribed the same spell.

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

Scribing a scroll requires 1 day per each 1,000 gp of the base price. Although an individual scroll might contain more than one spell, each spell must be scribed as a separate effort, meaning that no more than 1 spell can be scribed in a day.

Item Creation Feat Required: Scribe Scroll.

Skill Used in Creation: Spellcraft, Craft (calligraphy), or Profession (scribe).

Creating Staves

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—400 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 (300 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (200 gp x the level of the spell x the level of the caster). Staves are always fully charged (10 charges) when created.

If desired, a spell can be placed into the staff at less than the normal cost, but then activating that particular spell drains additional charges from the staff. Divide the cost of the spell by the number of charges it consumes to determine its final price. Note that this does not change the order in which the

spells are priced (the highest level spell is still priced first, even if it requires more than one charge to activate). The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material component costs sufficient to activate the spell 50 times (divide this amount by the number of charges one use of the spell expends). 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 the caster's currently prepared spells, just as if they had been cast.)

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

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

Item Creation Feat Required: Craft Staff.

Skill Used in Creation: Spellcraft, Craft (blacksmithing), Craft (sculpting), or Profession (woodcutter).

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). Material components are consumed when she begins working, but focuses are not. A focus used in creating a wand can be reused. The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. (That is, that spell slot is expended from the caster's currently prepared spells, just as if it had been cast.)

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

Item Creation Feat Required: Craft Wand.

Skill Used in Creation: Spellcraft, Craft (blacksmithing), Craft (sculpting), or Profession (woodcutter).



Wand Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	750 gp	750 gp
2nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3rd	11,250 gp	13,500 gp	15,750 gp	15,750 gp
4th	21,000 gp	24,000 gp	30,000 gp	30,000 gp

* Caster level is half class level.

Prices assume that the wand was made at the minimum caster level. The cost to create a wand is half the base price.

Creating Wondrous Items

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to determine. Refer to Table 17–2 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. 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 the caster's 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 1 day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

Skill Used in Creation: Spellcraft or an applicable Craft or Profession skill check.

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 *longsword*.

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

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