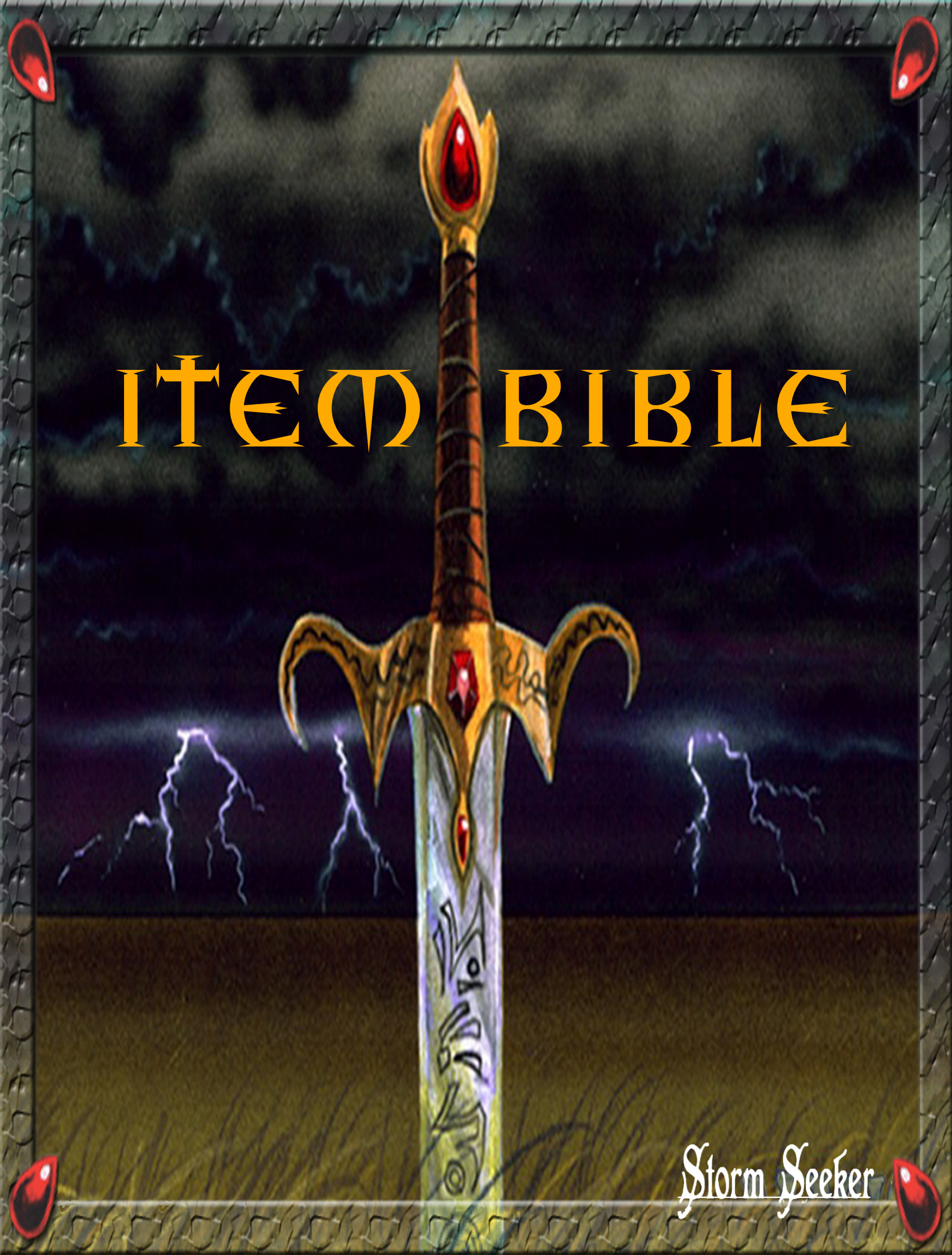

ITEM BIBLE
Storm Seeker

ABOLETH GLYPHS

LORDS OF MADNESS (3.5)

GLYPH OF ENFEEBLEMENT

All nonaboleths within 20 feet of this glyph are weakened and debilitated, and take a –6 penalty to Strength, Dexterity, and Constitution.
The effect of this glyph persists for 1d4 rounds after a creature exits the area of effect.
A successful DC 16 Will save negates the effect completely.
Moderate necromancy; CL 9th; Craft Aboleth Glyph, *bestow curse*; Price 72,000 gp.

GLYPH OF EXTENSION

Any aboleth within 20 feet of this glyph doubles the range of its enslave special attack.
Moderate transmutation; CL 9th; Craft Aboleth Glyph, *eagle's splendor*; Price 20,000 gp.

GLYPH OF LAW

All nonlawful creatures within 30 feet of this glyph become nervous and unsure of their abilities.
These creatures take a –1 penalty on attack rolls, weapon damage rolls, and saving throws.
This effect cannot be resisted with a saving throw.
Moderate abjuration; CL 9th; Craft Aboleth Glyph, *magic circle against law*; Price 30,000 gp.

GLYPH OF SLAVE'S GLORY

All creatures within 30 feet of this glyph and currently under the effect of an aboleth's enslave ability are filled with feelings of pride for and loyalty to their aboleth masters.
The creatures gain a +2 morale bonus on Strength, Constitution, and Will saving throws.
If a slave attacks another aboleth while within the area of this glyph, he takes 10d6 points of force damage (DC 16 Reflex save for half) and immediately loses all benefits of the glyph until he leaves the area and reenters it.
Moderate transmutation; CL 9th; Craft Aboleth Glyph, *rage*; Price 40,000 gp.

GLYPH OF THE DEEP

Any air-breathing creature that approaches within 20 feet of this glyph must make a DC 19 Fortitude save to avoid having its lungs instantly fill with water.
A creature whose lungs fill with water immediately begins to drown.
On the first round, its hit points drop to 0, and it falls unconscious.
On the following round, its hit points drop to –1, and on the third round, it dies.
Any effect that returns a drowning character to positive hit points wakens the creature and allows it to cough up the water in its lungs.
Otherwise, only a DC 15 Heal check can empty the creature's lungs of water and save it from a watery death.
Strong conjuration; CL 15th; Craft Aboleth Glyph, *control water*; Price 120,000 gp.

GLYPH OF THE SLIME CURSE

Within 30 feet of this glyph, any saving throws against an aboleth's slime special attack are made with a –4 penalty.
A failed save indicates that transformation occurs in a single round.
Moderate transmutation; CL 9th; Craft Aboleth Glyph; Price 25,000 gp.

ARMOR AND SHIELD SPECIAL ABILITIES

ARMS AND EQUIPMENT GUIDE (3.0)

ACIDIC

A suit of armor or shield with this ability has a slick sheen and is constantly covered in a layer of lightly smoking acid. The wearer (and anything she carries) is immune to acid, including that produced by the armor.
Acidic armor deals 2d4 points of acid damage per round of contact during a grapple; momentary touch attacks have no effect.
Objects not held by the wearer can be damaged by direct contact with the armor for a full round.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor; *Melf's acid arrow*, *resist elements*; *Market Price*: +4 bonus.

AQUATIC

This armor appears streamlined and possesses a greenish glint.
Aquatic armor enables its wearer to move freely through water without the need for Swim checks.
Drowning rules still apply (see the Drowning Rule in Chapter 3 of the DUNGEON MASTER'S *Guide*), unless the wearer can breathe water.
Rare versions of *aquatic armor* include a persistent *water breathing* effect (as the spell, but affecting only the wearer).
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*, *water breathing* (when present); *Market Price*: +2 bonus (+3 bonus with *water breathing*).

ARROW CATCHING

A shield with this quality attracts ranged weapons to it. It grants a +1 deflection bonus to Armor Class against ranged weapons as projectiles and thrown weapons veer toward the shield, not the shield bearer.
Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's bearer diverts from its original target and targets the shield's bearer instead. (If the shield bearer has total cover with respect to the attacker, the projectile or thrown weapon is not diverted).
Projectiles and thrown weapons that have an enhancement bonus higher than the shield's total bonus to AC are not diverted, but the shield's increased AC bonus still applies against attacks directed at the bearer.
Those attacking the shield bearer with ranged weapons ignore any miss chance that would normally apply due to concealment or magical effects.
The bearer activates this ability with a command word and can shut it off by repeating it.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *entropic shield*; *Market Price*: +1 bonus.

BANE BLIND

A favorite of rangers and bounty hunters, *bane blind armor* grants *improved invisibility* to the wearer against a specific creature type chosen when the armor is created.
Creatures who are subject to the *bane blind* find that their scent ability is likewise unable to detect the wearer, although hearing, tremorsense, and other sensing methods still work.
Any category of creature on the ranger's favored enemy list can be chosen for the *bane blind* effect.
The following table determines what type of creature a random suit of *bane blind* armor affects.

d%	Creature Type
01–10	Aberrations
11–15	Animals
16–30	Beasts
31–32	Constructs
33–34	Elementals
35–37	Fey
38–47	Giants
48–57	Humanoid type (DM chooses specific race)
58–67	Magical beasts
68–77	Monstrous humanoids (DM chooses specific race)
78–79	Oozes
80–81	Outsider, chaotic (DM chooses specific race)
82–83	Outsider, lawful (DM chooses specific race)
84–86	Outsider, evil (DM chooses specific race)
87–89	Outsider, good (DM chooses specific race)
—	Plants [1]
90–94	Shapechangers
95–97	Undead
98–100	Vermin

[1] There are no examples of *bane blind armor* designed for use against plants.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *improved invisibility*; *Market Price*: +3 bonus.

BUFFERING

Buffering armor and *buffering shields* are always dull black, and they appear to possess depths that couldn't exist.
A suit of armor or a shield with this quality absorbs ability-draining and level-draining attacks.
It can absorb as many points of ability damage or levels drained per day as its enhancement bonus.
It also allows Fortitude saves against energy-drain attacks that normally don't allow such saves.
A successful save halves the effect.
Buffering armor and *buffering shields* do not change saves against attacks that already allow them.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *restoration*; *Market Price*: +3 bonus.

COMMAND

This armor or shield always appears brilliant and gleaming, no matter what the conditions and despite all attempts to paint over or obscure it.
Coveted by military leaders of all sorts, it carries a powerful aura that grants a +4 competence bonus on Charisma-based skill checks and reaction checks.
Furthermore, all allies within 30 feet of the wearer of the armor or shield get a +2 morale bonus on Will saves.
Command armor and *command shields* make their owners very noticeable, imposing a –6 penalty on Hide checks.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, 5 levels of spellcasting ability; *Market Price*: +2 bonus.

DANCING

The wearer can release a *dancing shield* as a standard action and command it to protect a single character (possibly the wearer himself).
The *dancing shield* floats in the air in front of the protected character, darting in the way of an opponent's weapons and providing cover against attacks from one opponent per round.
Treat the shield's armor bonus (including its enhancement bonus) as a cover bonus to Armor Class.
At the end of 4 rounds, the *dancing shield* falls to the ground. It must be picked up and commanded for it to function again.
It ceases dancing before 4 rounds have passed if so commanded.
Only one *dancing shield* can protect a character at a time.
It is half as effective (half the cover bonus to Armor Class) when protecting a Large creature, and it cannot provide meaningful cover for a Huge or bigger creature.
A *dancing shield* functions only for a character that is proficient with shields.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +3 bonus.

DAYLIGHT

A suit of armor or a shield with this quality glows with the brilliant light of a *daylight* spell for up to 30 minutes per day.
A command word, usually inscribed on the inside of the armor or the back of the shield, activates and deactivates the illumination.
Except when glowing, this armor or shield appears completely normal.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *daylight*; *Market Price*: +2 bonus.

DISTRACTING

Armor or shields with this quality shimmer and glow hypnotically.
Anyone engaged in combat with the wearer must succeed on a Will save each round or be affected by the *daze* spell.
Once per day, the wearer can activate *hypnotic pattern* (as the spell from a 9th-level caster).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *daze*, *hypnotic pattern*; *Market Price*: +3 bonus.

FEARSOME

This suit of armor or shield creates an aura of fear around the wearer (as the *fear* spell from a 7th-level caster).
This aura affects all opponents within 40 feet of the wearer.
The armor or shield appears completely normal, except to those who fail their save.
The fearful see a creature from the their worst nightmares in place of the wearer.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *fear*; *Market Price*: +2 bonus.

FEATHERED

A suit of armor or a shield with this ability appears to be created from thousands of iridescent feathers.
This characteristic has no effect on the armor's or shield's weight, armor check penalty, or other statistics.
Feathered armor or a *feathered shield* allows the wearer to fly up to 50 minutes per day (as the *fly* spell).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *fly*; *Market Price*: +2 bonus.

SACRED

A suit of armor or a shield with this quality assists only wearers who have the ability to turn or rebuke undead.
Sacred armor or a *sacred shield* increases the owner's effective level for the turning check by +2.
Armor and shields with this ability are always specific to a deity and prominently feature the god's holy symbol.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, ability to turn or rebuke undead; *Market Price*: +2 bonus.

WRAPPING

A shield with this quality hinders foes who are struck by it.
With a successful shield bash attack, the *wrapping shield's* bearer can make the shield magically bind itself to the opponent.
It will not move until the command words are uttered (often "shield release"), the target dies, or the shield is pulled off with a successful Strength check (DC 20).
The bearer loses any benefit to Armor Class while the shield is attached to the target.
A *wrapping shield* does not function against Huge or larger creatures.
nor does it work on incorporeal foes.
The wearer can loose himself from the shield normally.
It is difficult for the opponent to perform any physical actions while the shield is so attached, and it's equally difficult for the *wrapping shield's* bearer to do much while someone is wriggling against the shield.
Both incur an additional armor check penalty of –5 (which stacks with any existing armor check penalties, but applies only to skill checks) and a –2 circumstance penalty on attacks.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *make whole*; *Market Price*: +1 bonus.

BOOK OF EXALTED DEEDS (3.5)

ANGELIC

This armor or shield is adorned with feather-like patterns and other heavenly motifs.
The armor or shield increases the wearer's enhancement bonus to AC by +1 against attacks from evil creatures.
It also grants its user a +4 sacred bonus on saving throws against spells with the evil descriptor.
An evil creature that dons the armor or uses the shield does not gain its benefits.
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *dispel evil*, P*hieran's resolve*, creator must be good; Price +2 bonus.

EMPYREAL

This exquisitely crafted armor or shield, favored by celestial champions of good, is often set with precious gems and adorned with images of powerful archons, eladrins, or guardinals.
The wearer can transfer all or part of its enhancement bonus to a sacred bonus on saving throws.
The wearer decides to make the transfer on his turn, and the choice remains in effect until his next turn.
Any evil creature wearing empyreal armor or holding an empyreal shield is sickened (–2 penalty on attack rolls, saving throws, ability checks, and skill checks) for as long as the armor is worn or the shield is held (no saving throw).
Moderate abjuration and necromancy [good]; CL 9th; Craft Magic Arms and Armor, *resistance*, *shield of faith*, *sicken evil*; Price +2 bonus.

EXALTED

The wearer of this pristine armor, if good, takes only half of the extra damage dealt by an unholy weapon (+1d6 instead of +2d6) and gains the benefits of a constant *protection from evil* spell.
Furthermore, the armor negates the vile damage dealt by a vile melee, ranged, or natural weapon (described in the *Book of Vile Darkness*).
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *protection from evil*, creator must be good; Price +3 bonus.

SACRED

A suit of armor or a shield with this quality assists only wearers who have the ability to turn or rebuke undead.
Sacred armor or a sacred shield increases the owner's effective level for the turning check by +2.
Armor and shields with this ability are always specific to a deity and predominantly feature the god's holy symbol.
Moderate conjuration; CL 8th; Craft Magic Arms and Armor, ability to turn or rebuke undead; Price +2 bonus.

SOULFIRE

This armor's wearer is immune to all death spells, magical death effects, and energy drain, and any negative energy effects (such as from *chill touch* or *inflict* spells).
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +4 bonus.

TWILIGHT

This suit of armor, favored by eladrin spellcasters, becomes semi-incorporeal and translucent when donned.
It also possesses a faint sunset-colored sheen.
The twilight armor reduces the chance of arcane spell failure by –10%.
Faint abjuration; CL 5th; Craft Magic Arms and Armor; Price +1 bonus.

BOOK OF VILE DARKNESS (3.0)

DARKSOUL PROTECTION

This wearer of this armor, if of evil alignment, takes only half damage from spells or effects that cause greater damage to evil creatures, such as a *holy smite* spell, the smite evil ability of a paladin, or the extra damage dealt by a holy weapon.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *protection from good*; *Market Price*: +1 bonus.

DEMONMIGHT WARD

This armor increases the wearer's enhancement bonus to Armor Class by +1 against attacks from creatures of good alignment, or by +2 against attacks from good outsiders.
Furthermore, it provides a +1 bonus on all saving throws against spells and spell-like effects from good creatures, and a +2 bonus on saving throws against spells with the good descriptor.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *dispel good*, *unheavened*; *Market Price*: +2 bonus.

POISON SPIKE

This special ability is identical to mundane armor spikes except that the spikes retract into hidden compartments in the armor.
When they come out in response to a command word, they deal 1d6 points of piercing damage (just as normal armor spikes), and the spikes are coated with a dose of a poison that deals 1d3 points of Strength damage as both initial and secondary damage (Fort DC 16).
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: +1 bonus.

CHAMPIONS OF RUIN (3.5)

GNASHING

Armor with this property bites at a foe that grapples you.
Lore: A character who makes a DC 20 Knowledge (history) check knows that the first suit of gnashing armor was created by the human cleric Ferstal, a worshiper of Tiamat. Her suit of gnashing full plate featured carvings of dragon heads.
Description: This armor has images of many different faces carved into it.
The visages show expressions of vicious cruelty.
One bares its clenched teeth in a snarl; another's mouth is open as if to bite.
In most cultures, gnashing armor is crafted to look like the region's main terrors: devils, demons, mythological creatures, or popular local or regional villains.
For instance, gnashing armor made by humans living in the Nelanther Isles would show scarred and vicious reavers or fearsome ogres.
Activation: A suit of gnashing armor automatically bites any opponent that is grappling the wearer.
Effect: When the wearer of a suit of gnashing armor is grappling, the carvings of faces animate and begin to bite, striving to tear at the opponent.
The suit deals 1d6 points of damage to each grappling foe. The damage is considered piercing, slashing, and bludgeoning.
Aura/Caster Level: Strong transmutation; CL 11th.
Construction: Craft Magic Arms and Armor, *animate objects*, variable gp, variable XP, variable days (depending on the armor being improved).
Weight: —.
Price: +1 bonus.

HIDEOUS

A suit of armor or a shield with this property helps you intimidate your enemies.
Description: Armors or shields with this property are embellished with scalps, skulls, bones, dried viscera, and other countless horrors.
This armor emits a faint odor of rancid meat and a faint illusory miasma of flies.
The flies give off a buzzing sound seem to taste the embellishments of flesh and bone.
Activation: Armor or a shield with the hideous special ability automatically grants its wearer its bonus.
Effect: Hideous armor provides a +5 competence bonus on Intimidate checks and a –2 penalty on Diplomacy checks.
Aura/Caster Level: Faint conjuration; CL 4th.
Construction: Craft Magic Arms and Armor, creator must have 5 ranks of Intimidate, +1,875 gp, +150 XP, +4 days (add to the cost of the armor being improved).
Variants: Two more powerful versions of the hideous special ability are sometimes used.
The improved version grants a +10 competence bonus on Intimidate checks, costs +7,500 gp, +600 XP, +15 days and has a market price of +15,000 gp.
The greater special ability grants a +15 competence bonus on Intimidate checks, costs +16,875 gp, +1,350 XP, +34 days and has a market price of +33,750 gp.
Weight: —.
Price: +3,750 gp.

OCULAR

A suit of armor or a shield with this property grants all-around vision.
Lore: A DC 25 Knowledge (religion) check yields the fact that long ago, a small cult of humanoids living in Skullport venerated the Great Mother and her progeny.
These beholder worshipers endeavored to create a variety of items to make them more like their idols.
Description: Armor and shields with this property feature multiple small eyes on stalks.
At any one moment, some of the eyes are open and some are closed.
Activation: Armor or a shield with the ocular ability automatically grants its wearer its bonus.
Effect: This property grants the wearer all-around vision, making her exceptionally alert.
The many eyes provide a +4 competence bonus on Spot and Search checks, and the wearer can't be flanked.
A *blindness* spell cast on the wearer negates this property.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Craft Magic Arms and Armor, *arcane eye*, variable gp, variable XP, variable days (depending on the armor being improved).
Weight: —.
Price: +2 bonus.

WARY

A suit of armor or a shield with this property improves your rogue-like ability to be responsive to flanking enemies.
Description: Armors or shields with this property tend to be nondescript.
Prerequisite: Improved uncanny dodge ability.
Activation: Armor or a shield with the wary ability only functions if its wearer has improved uncanny dodge.
Effect: This armor property increases your effective rogue level by four with regard to being flanked.
Aura/Caster Level: Faint transmutation; CL 5th.
Construction: Craft Magic Arms and Armor, *cat's grace*, +2,500 gp, +200 XP, +5 days (add to the cost of the armor being improved).
Weight: —.
Price: +5,000 gp.

CITYSCAPE (3.5)

SENTINEL

Price: +15,120 gp
Caster Level: 7th
Aura: Moderate; (DC 13) divination
Activation: Standard (command)
This shield almost gleams, polished as it is to a mirror-like sheen.

The sentinel ability is almost always added to shields, though it is technically possible to add it to the helm or breastplate of a suit of armor.
Each sentinel shield (or armor) is irrevocably tied to a small mirror, which was created as part of the process at the same time as the shield itself.
As a standard action, the bearer of the shield can cause an image of whatever the shield is facing to appear in the mirror, not unlike a *scrying* spell.
The person with the mirror sees everything in a 120-foot cone in front of the shield (or less if the ambient light reduces visibility below 120 feet).
This effect is blocked by any effect that blocks *scrying*.
The connection can be severed as a move action.
This ability can be activated three times per day for up to 7 minutes at a time.
If either part of the pair—the shield and the mirror—is destroyed, this ability is lost.
Prerequisites: Craft Magic Arms and Armor, *scrying*.
Cost to Create: 7,560 gp, 605 XP.

COMPLETE ADVENTURER (3.5)

BEASTSKIN

First created by powerful druids, armor with this special ability is particularly useful to characters of that sort.
Whenever you use the wild shape class feature while wearing a suit of armor with the beastskin property, you can expend an additional daily use of your wild shape ability to cause the armor to be transformed with you.
When used in this manner, the beastskin armor becomes a suit of armor fitted for your new form rather than simply merging with your body.
The armor continues to grant its armor bonus, applying the appropriate armor check penalty, slowing your movement rate, and otherwise functioning as a suit of armor fitted to the new form.
The armor's weight increases or decreases to match your new size (and shape, if you assume a quadrupedal form) and therefore might affect your carrying capacity differently than it does in your natural form.
If in your natural form you are proficient with the type of armor to which the beastskin quality has been supplied, then you are proficient with the beastskin armor when you are transformed, regardless of what shape you take.
This special ability can be applied only to armor, not to shields.
Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ironwood*; Price +2 bonus.

FOCUSED

A focused shield helps you anticipate your enemy's moves in battle, helps you see through feints and similar moves, and provides enhanced benefits when you are facing only one creature.
A focused shield grants a +10 circumstance bonus on your Sense Motive check that opposes a Bluff check made to feint.
In addition, any time when you are threatened by only one creature, the shield bonus to your AC provided by a focused shield improves by 1.
This special ability can be applied only to shields, not to armor.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *shield*; Price +1 bonus.

COMPLETE ARCANE (3.5)

DEATH WARD

Once per day, someone wearing armor enhanced by this special ability who is struck with a death effect (death spells, magical death effects, energy drain, and any negative energy effects such as those from *inflict* spells or *chill touch*) can ignore the effect.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +1 bonus.

MAGIC-EATING

This type of armor is normally decorated with spirals and fanged mouths.
It functions like *armor of spell resistance* with spell resistance 13, except that any spell that targets the wearer and fails to overcome the armor's spell resistance is consumed by the armor, giving the wearer 1d8 temporary hit points to a maximum of 8 temporary hit points at any time (no matter how many spells the armor consumes).
Temporary hit points gained in this fashion last for up to 1 hour.
Strong transmutation; CL 16th; Craft Magic Arms and Armor, *limited wish*, *spell resistance*; Price +3 bonus.

PROOF AGAINST TRANSMUTATION

A character wearing this armor is impervious to any transmutation effect that would alter his form, including polymorph and petrification effects, as well as disintegration (*disintegrate* can still reduce the wearer to –10 hit points, but doesn't turn his remains to dust).
The wearer can choose to allow specific spells to bypass the armor's protection (so as to cast transmutation spells on himself, for example, or to receive the benefit of *polymorph* or *enlarge person* from an allied spellcaster).
Strong abjuration; CL 12th; Craft Magic Arms and Armor, *spell immunity*; Price +5 bonus.

COMPLETE WARRIOR (3.5)

ANTI-IMPACT

Armor with the anti-impact quality is designed to cushion the blow from massive blunt traumas.
Anti-impact armor doesn't give extra protection against weapon damage (beyond its AC bonus), but bludgeoning damage that affects all or most of the entire body (such as constriction and falling damage) is halved.
Faint Abjuration; CL 4th; Craft Magic Arms and Armor, *feather fall*; Price +2,000 gp.

AXEBLOCK

This armor is magically enhanced to turn away slashing weapons such as axes and most swords.
The wearer gains damage reduction 5/bludgeoning or piercing.
If a single shield or suit of armor has two of the three blocking armor qualities (axeblock, hammerblock, and spearblock), it grants its owner just 5 points of damage reduction by whatever damage type appears twice.
For example, a *+1 chain shirt* with the axeblock (DR 5/bludgeoning or piercing) and hammerblock (DR 5/piercing or slashing) special abilities only provides DR 5/piercing.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus.

HAMMERBLOCK

Armor with this quality functions the same as axeblock armor, except that it provides damage reduction of 5/piercing or slashing.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus.

SPEARBLOCK

Armor with this quality functions the same as axeblock armor, except that it provides damage reduction of 5/bludgeoning or slashing.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus.

DEFENDERS OF THE FAITH (3.0)

ABSORBING

Armor and shields with this enchantment are always a dull black, and appear to possess depths that couldn't exist.
A suit of armor or a shield with this enchantment absorbs ability-draining and level-draining attacks.
It can absorb as many points of ability damage or levels drained per day as its enhancement bonus.
It allows Fortitude saves against energy-drain attacks that normally don't allow such saves.
A successful save means the attack has half effect.
Absorbing armor or a shield does not change saves against attacks that already allow them.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *restoration*; *Market Price*: +3 bonus.

ANTIPATHY

A suit of armor or shield with this enchantment has the supernatural ability set by its creator to affect creatures either by alignment or by a specific creature type (see the *antipathy* spell in the *Player's Handbook*).
The power is usable once per day as a standard action.
Creatures of the specified type within 60 feet must make a Will save (DC 24) or flee this zone and not voluntarily reenter it for 2 hours.
Affected creatures within the zone suffer a –4 penalty to Dexterity as long as they remain in the affected area.
The zone is mobile with the wearer.
If the wearer moves so a creature that fled is once more in the zone, then the creature is allowed another saving throw.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *antipathy*; *Market Price*: +4 bonus.

AQUATIC

Armor and shields with this enchantment appear streamlined and possess a greenish glint.
A suit of armor or shield with this enchantment enables its wearer to move freely through water without the need for Swim checks.
Drowning rules still apply (see The Drowning Rule, page 85 of the DUNGEON MASTER'S *Guide*), unless the item is also enchanted with *water breathing*.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*, *water breathing*; *Market Price*: +2 bonus, or +3 bonus with *water breathing*.

BLINDING

Armor and shields with this enchantment flash with a brilliant light up to twice per day on command of the wearer or wielder.
All within 20 feet except the wearer or wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *searing light*; *Market Price*: +1 bonus.

CALLED

This powerful enchantment allows the owner to utter a command word and call the armor or shield to her as a standard action.
Armor appears correctly donned at the end of the action, or a shield appears on the proper arm.
The armor or shield appears completely normal otherwise.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *teleport*; *Market Price*: +1 bonus.

CHARMING

Armor or shields with this enchantment appear designed with beauty in mind as well as functionality.
The design of the armor enhances the physical beauty of whoever wears it.
An opponent who strikes the wearer of this armor or bearer of this shield must save against the appropriate *charm* spell (*charm monster* or *charm person or animal*) for the type of opponent.
An opponent who successfully strikes the wearer in melee receives a +4 bonus on the save.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *charm monster*, *charm person or animal*; *Market Price*: +3 bonus.

COMMAND

This armor or shield always appears brilliant and gleaming, no matter what the conditions and despite all attempts to paint over or obscure it.
Coveted by military leaders of all sorts, this armor or shield carries a powerful aura that gives a +4 competence bonus to Charisma and a +2 morale bonus on Will saves to all allies within 30 feet.
The enchantment also makes the possessor very noticeable, giving a –6 penalty on Hide checks.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, 5 levels of spellcasting ability; *Market Price*: +2 bonus.

DAYLIGHT

A suit of armor or a shield with this enchantment glows with the brilliant light of a *daylight* spell for up to 30 minutes a day.
A command word activates and deactivates the enchantment, and is usually inscribed on the inside of the armor or the back of the shield.
Except when glowing, this armor or shield appears completely normal.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *daylight*; *Market Price*: +2 bonus.

ENERGY DRAIN

A suit of armor or a shield with this enchantment allows the bearer to drain levels with the wearer's touch attack (if armor) or with a shield bash (if shield).
Other than the requirement of a touch attack, the magical effect is exactly like an *enervation* spell cast by a 7th-level wizard.
Such armor or shield always has the face of a snarling vampire carved on the front of it.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: +2 bonus.

ETHEREAL

The two variations on this enchantment are for suits of armor or shields.
The first allows the bearer to use the effect of an *ethereal jaunt* spell as if cast by a 9th-level cleric.
The second allows the bearer and anyone touching him to become ethereal as if an 11th-level cleric cast *etherealness*.
The armor or shield appears insubstantial and unreal, except on the Ethereal Plane where it appears completely normal.
Self Only: *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *ethereal jaunt*; *Market Price*: +3 bonus.
All in Contact: *Caster Level*: 11th; *Prerequisites*: Craft Magic Arms and Armor, *etherealness*; *Market Price*: +4 bonus.

FEARSOME

A suit of armor or a shield with this enchantment creates an aura of fear around the wearer as by a 7th-level wizard casting *fear*.
This aura affects all opponents within 40 feet of the wearer.
This armor or shield appears completely normal, except to those who fail their save.
Then the bearer appears to be a creature from the opponent's worst nightmares.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *fear*; *Market Price*: +2 bonus.

FEATHERED

A suit of armor or a shield with this enchantment appears to be created from thousands of iridescent feathers.
This characteristic has no effect on the armor's or shield's weight, armor check penalty, or other statistics.
The enchantment allows the wearer to fly up to 50 minutes per day.
In all other respects it functions as if the wearer cast *fly* on herself, allowing a speed of 90 feet (or 60 feet if the armor is medium or heavy) with good maneuverability.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *air walk*; *Market Price*: +2 bonus.

ICE

A suit of armor or a shield with this enchantment appears to be carved from ice.
The enchantment has two effects.
First, it simulates a *slow* spell cast by a 5th-level wizard. This affects the first five opponents to come within 30 feet of the wearer.
Second, the wearer may invoke a *ray of frost* as if a 5th-level wizard, up to five times per day.
The ray springs from the front of the armor or shield.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *slow*, *ray of frost*; *Market Price*: +3 bonus.

SACRED

A suit of armor or a shield with this enchantment has no effect unless the wearer has the ability to turn or rebuke undead.
In that case, the wearer turns or rebukes undead two levels higher than she would without the enchantment.
Armor or a shield with this enchantment is always specific to a deity and features the deity's holy symbol prominently.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, ability to turn or rebuke undead; *Market Price*: +2 bonus.

SPEED

This armor or shield enchantment provides a +4 haste bonus to AC and gives the wearer an extra partial action every round, as the *haste* spell.
This armor seems to be constantly vibrating, always appearing blurred.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: +3 bonus.

UNDEAD CONTROLLING

The wearer of a suit of armor or a shield with this enchantment may control up to 26 HD of undead per day, as the *control undead* spell.
At dawn each day, the wearer loses control of any undead still under his sway.

Armor or a shield with this power appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *control undead*; *Market Price*: +4 bonus.

UNDEAD DISRUPTING

The wearer of a suit of armor or a shield with this enchantment may attack undead as with a *disrupt undead* spell cast by a 5th-level wizard up to four times per day.
Armor and shields with this ability usually display prominently the holy symbol of a good deity.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *disrupt undead*; *Market Price*: +2 bonus.

DRAGONS OF FAERÛN (3.5)

COMMAND

A suit of armor or a shield with this special ability bestows a dignified and commanding aura upon its owner.
The wearer gains a +2 competence bonus on all Charisma-based checks.
The wearer also gains a +2 competence bonus to his Leadership score.
Friendly troops within 360 feet of the user become braver than normal (for example, more willing than normal to follow a leader into battle against dangerous foes).
Since the effect arises in great part from the distinctiveness of the armor, if the wearer hides or conceals himself in anyway, the command effect does not function.
Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price +3 bonus.

FEARSOME

This suit of armor or shield creates an aura of fear around the wearer (as the *fear* spell, CL 7th).
This aura affects all opponents within 40 feet of the wearer.
The armor or shield appears completely normal, except to those who fail their saves.
Those afflicted see a creature from their worst nightmares in place of the wearer.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price +2 bonus.

DROW OF THE UNDERDARK (3.5)

DARK

Price: +8,000 gp
Property: Armor
Caster Level: 8th
Aura: Moderate; (DC 19) illusion
Activation: —
This armor has a dull appearance.
It does not reflect light, and it maintains its color regardless of lighting conditions.
Dark armor is specially crafted to blend in with its surroundings when viewed with darkvision.
You gain a +5 circumstance bonus on Hide checks made to conceal yourself from creatures with darkvision.
In addition (when fighting such creatures), you gain concealment.
You lose these benefits whenever you are in an area of bright light.
Prerequisite: Craft Magic Arms and Armor, *invisibility*.
Cost to Create: 4,000 gp, 320 XP, 8 days.

FEARSOME

Price: +5,000 gp
Property: Armor
Caster Level: 3rd
Aura: Faint; (DC 16) necromancy
Activation: —
This foul armor has a sinister appearance.
It is dark, almost black, and covered with sharp barbs and spikes.
Fearsome armor functions as if it has armor spikes (PH 124) if the armor doesn't have this feature already.
In addition, when wearing this armor, you gain a +5 enhancement bonus on Intimidate checks, and you can demoralize opponents (PH 76) as a move action instead of a standard action.
Prerequisite: Craft Magic Arms and Armor.
Cost to Create: 2,500 gp, 200 XP, 5 days.

SPIDER BOON

Price: +9,000 gp
Property: Armor
Caster Level: 8th
Aura: Moderate; (DC 20) transmutation
Activation: Swift (command)
This armor is etched with spiderweb patterns.
It is slightly slippery to the touch.
Spider boon armor allows you to navigate through the sticky strands of webbing.
You gain a +4 enhancement bonus on Climb and Escape Artist checks.
Also, the webs of monstrous spiders or spiderkin (such as ettercaps) cannot affect you.
Three times per day, you can increase the enhancement bonus on Climb checks to +8 and gain a climb speed equal to your base land speed.
When under this effect, you can take 10 on Climb checks even if rushed or threatened.
This function lasts for 8 rounds.
Prerequisite: Craft Magic Arms and Armor, *freedom of movement*, *spider climb*, drow.
Cost to Create: 4,500 gp, 360 XP, 9 days.

SPIDER BOUND

Price: +2,500 gp (buckler), +5,000 gp (light shield), +10,000 gp (heavy shield), +15,000 gp (tower shield)
Property: Shield
Caster Level: 12th
Aura: Strong; (DC 21) conjuration

Activation: Standard (command)
This shield resembles a large spider.
The small rubies used for its eyes burn with a hellish light.
Once per day, you can speak a command word to cause your shield to transform into a fiendish spider.
The spider's size depends on the type of shield, as shown on the following table.

Shield	Fiendish Monstrous Spider Size
Buckler	Small
Light shield	Medium
Heavy shield	Large
Tower shield	Huge

The spider follows your mental commands.
It remains for 10 rounds or until reduced to 0 hit points, at which point it instantly reverts back to a shield.
While the spider is activated, you lose your shield bonus to AC.
Prerequisite: Craft Magic Arms and Armor, *summon monster* I (buckler), *summon monster* II (light shield), *summon monster* IV (heavy shield), *summon monster* VI (tower shield), drow.
Cost to Create: 1,250 gp, 100 XP, 3 days (buckler); 2,500 gp, 200 XP, 5 days (light shield); 5,000 gp, 400 XP, 10 days (heavy shield); 7,500 gp, 600 XP, 15 days (tower shield).

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ACID RESISTANCE

A suit of armor or a shield with this enchantment normally has a dull gray appearance.
The armor absorbs the first 10 points of acid damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resist elements*; *Market Price*: +3 bonus.

ANIMATED

Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands.
Only one shield can protect a character at a time.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +2 bonus.

ARROW DEFLECTION

This shield protects the wielder as if he had the Deflect Arrows feat.
Once per round when he would normally be struck by a ranged weapon, he can make a Reflex saving throw (DC 20).
If the ranged weapon has an enhancement bonus, the DC increases by that amount.
If he succeeds, the shield deflects the weapon.
He must be aware of the attack and not flat-footed.
Attempting to deflect a ranged weapon doesn't count as an action.
Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrows*, can't be deflected.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: +2 bonus.

BASHING

This shield is made to make a shield bash.
No matter what the size of the attacker, a large bashing shield deals ids points of damage and a small bashing shield deals 1d6 points of damage.
The shield acts as a +1 *weapon* when used to bash.
(Tower shields cannot be bashing shields).
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +1 bonus.

BLINDING

A shield with this enchantment flashes with a brilliant light up to twice per day upon command of the wielder.
All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *searing light*; *Market Price*: +1 bonus.

COLD RESISTANCE

A suit of armor or a shield with this enchantment normally has a bluish, icy hue or is adorned with furs and shaggy pelts.
The armor absorbs the first 10 points of cold damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resist elements*; *Market Price*: +3 bonus.

ETHEREALNESS

On command, this enchantment allows the wearer of the armor to become ethereal (see the *ethereal jaunt* spell) once per day.
The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *ethereal jaunt*; *Market Price*: +5 bonus.

FIRE RESISTANCE

A suit of armor with this enchantment normally has a reddish hue and often is decorated with a draconic motif.
The armor absorbs the first 10 points of heat damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resist elements*; *Market Price*: +3 bonus.

FORTIFICATION

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

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

Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *limited wish* or *miracle*; *Market Price*: Varies (see above).

GHOST TOUCH

This armor or shield seems almost translucent.
Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures.
Further, it can be picked up, moved, and worn by incorporeal creatures at any time.
Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *etherealness*; *Market Price*: +3 bonus.

GLAMERED

A suit of armor with this capability appears normal.
Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing.
The armor retains all its properties (including weight) when glamered.
Only a true seeing spell or similar magic reveals the true nature of the armor when disguised.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: +1 bonus.

INVULNERABILITY

This suit of armor grants the wearer damage reduction of 5/+1.
Caster Level: 18th; *Prerequisites*: Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; *Market Price*: +3 bonus.

LIGHTNING RESISTANCE

A suit of armor or a shield with this enchantment normally has a bluish hue and often bears a storm or lightning motif.
The armor absorbs the first 10 points of electrical damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resist elements*; *Market Price*: +3 bonus.

REFLECTION

This shield seems like a mirror.
Its surface is completely reflective.
Once per day as a free action, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.
Caster Level: 14th; Prerequisites; Craft Magic Arms and Armor, *spell turning*; *Market Price*: +5 bonus.

SHADOW

This type of armor is jet black and blurs the wearer whenever she tries to hide, granting a +10 circumstance bonus to Hide checks (essentially a bonus for an extremely favorable condition).
This bonus does not stack with the Hide bonus granted by a *cloak of elvenkind* or obscuring or blinding-based Hide check bonuses.
(The armor's armor check penalty still applies normally).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *invisibility*; *Market Price*: +1 bonus.

SILENT MOVES

This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it.
It adds a +10 circumstance bonus to its wearer's Move Silently checks.
(The armor's armor check penalty still applies normally).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *silence*; *Market Price*: +1 bonus.

SLICK

Slick armor seems coated at all times with a slightly greasy oil.
It adds a +10 circumstance bonus to its wearer's Escape Artist checks.
(The armor's armor check penalty still applies normally).
Caster Level: 4th; *Prerequisites*: Craft Magic Arms and Armor, *grease*; *Market Price*: +1 bonus.

SONIC RESISTANCE

A suit of armor or a shield with this enchantment normally has a glistening appearance.
The armor absorbs the first 10 points of sonic damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resist elements*; *Market Price*: +3 bonus.

SPELL RESISTANCE

This enchantment grants the armor's wearer spell resistance while the armor is worn.
The spell resistance can be SR 13, SR 15, SR 17, or SR 19, depending on the armor.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *spell resistance*; *Market Price*: +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

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ACID RESISTANCE

A suit of armor or a shield with this property normally has a dull gray appearance.
The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

ACID RESISTANCE, IMPROVED

As acid resistance, except it absorbs the first 20 points of acid damage per attack.
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

ACID RESISTANCE, GREATER

As acid resistance, except it absorbs the first 30 points of acid damage per attack.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

ANIMATED

Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands.
Only one shield can protect a character at a time.
A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.
Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*; Price +2 bonus.

ARROW CATCHING

A shield with this ability attracts ranged weapons to it.
It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it.
Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead.
(If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted).
Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply.
Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons).
The wielder can activate or deactivate this ability with a command word.
Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

ARROW DEFLECTION

This shield protects the wielder as if he had the Deflect Arrows feat.
Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save.
If the ranged weapon has an enhancement bonus, the DC increases by that amount.
If he succeeds, the shield deflects the weapon.
He must be aware of the attack and not flat-footed.
Attempting to deflect a ranged weapon doesn't count as an action.
Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrows*, can't be deflected.
Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

BASHING

A shield with this special ability is designed to perform a shield bash.
A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage).
The shield acts as a +1 weapon when used to bash.
(Only light and heavy shields can have this ability).
Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

BLINDING

A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder.
Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light*; Price +1 bonus.

COLD RESISTANCE

A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts.
The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

COLD RESISTANCE, IMPROVED

As cold resistance, except it absorbs the first 20 points of cold damage per attack.
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

COLD RESISTANCE, GREATER

As cold resistance, except it absorbs the first 30 points of cold damage per attack.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

ELECTRICITY RESISTANCE

A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif.
The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

ELECTRICITY RESISTANCE, IMPROVED

As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

ELECTRICITY RESISTANCE, GREATER

As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

ETHEREALNESS

On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day.
The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.
Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

FIRE RESISTANCE

A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif.
The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

FIRE RESISTANCE, IMPROVED

As fire resistance, except it absorbs the first 20 points of fire damage per attack.
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

FIRE RESISTANCE, GREATER

As fire resistance, except it absorbs the first 30 points of fire damage per attack.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

FORTIFICATION

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

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

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

GHOST TOUCH

This armor or shield seems almost translucent.
Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures.
It can be picked up, moved, and worn by incorporeal creatures at any time.
Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.
Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness*; Price +3 bonus.

GLAMERED

A suit of armor with this ability appears normal.
Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing.
The armor retains all its properties (including weight) when glamered.
Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.
Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +2,700 gp.

INVULNERABILITY

This suit of armor grants the wearer damage reduction of 5/magic.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

REFLECTING

This shield seems like a mirror.
Its surface is completely reflective.
Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.
Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

SHADOW

This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks.
(The armor's armor check penalty still applies normally).
Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price +3,750 gp.

SHADOW, IMPROVED

As shadow, except it grants a +10 competence bonus on Hide checks.
Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +15,000 gp.

SHADOW, GREATER

As shadow, except it grants a +15 competence bonus on Hide checks.
Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility*; Price +33,750 gp.

SILENT MOVES

This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it.
It provides a +5 competence bonus on its wearer's Move Silently checks.
(The armor's armor check penalty still applies normally).
Faint illusion; CL 5th; Craft Magic Arms and Armor, *silence*; Price +3,750 gp.

SILENT MOVES, IMPROVED

As silent moves, except it grants a +10 competence bonus on Move Silently checks.
Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +15,000 gp.

SILENT MOVES, GREATER

As silent moves, except it grants a +15 competence bonus on Move Silently checks.
Moderate illusion; CL 15th; Craft Magic Arms and Armor, *silence*; Price +33,750 gp.

SLICK

Slick armor seems coated at all times with a slightly greasy oil.
It provides a +5 competence bonus on its wearer's Escape Artist checks.
(The armor's armor check penalty still applies normally).
Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease*; Price +3,750 gp.

SLICK, IMPROVED

As slick, except it grants a +10 competence bonus on Escape Artist checks.
Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease*; Price +15,000 gp.

SLICK, GREATER

As slick, except it grants a +15 competence bonus on Escape Artist checks.
Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease*; Price +33,750 gp.

SONIC RESISTANCE

A suit of armor or a shield with this property normally has a glistening appearance.
The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

SONIC RESISTANCE, IMPROVED

As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

SONIC RESISTANCE, GREATER

As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

SPELL RESISTANCE

This property grants the armor's wearer spell resistance while the armor is worn.
The spell resistance can be 13, 15, 17, or 19, depending on the armor.
Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

UNDEAD CONTROLLING

The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell.
At dawn each day, the wearer loses control of any undead still under his sway.
Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

WILD

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape.
Armor and shields with this ability usually appear to be made covered in leaf patterns.
While the wearer is in a wild shape, the armor cannot be seen.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

DUNGEON MASTER'S GUIDE 2 (3.5)

ENERGY DEFENSE [SYNERGY]

This special ability enhances armor that already provides potent protection against a certain type of energy.
Specifically, any energy against which the armor would normally provide protection is redirected to give the wearer additional defensive capabilities against more mundane attacks.
Description: Energy defense armor bears a motif similar to that of energy resistance armor.
However, certain elements of the armor—such as flanges, spikes, and other decorations—indicate that it has some offensive capabilities as well.
Upon activation, the energy defense ability wreathes the wearer's body in the element from which its energy resistance property already provides protection.
Creatures that attack the wearer in melee are struck by leaping darts of energy that dance from the armor's surface to their weapons.
Prerequisite: The energy defense ability can be added only to armor or a shield that already has the energy resistance, improved energy resistance, or greater energy resistance special ability.
Activation: The wearer activates the energy defense ability as an immediate action in response to an attack that deals energy damage of the type that her armor already resists.
Thus, if a spell or effect that deals acid damage targets the wearer of acid resistance armor that has the energy defense ability, she can take an immediate action to generate an acid shield around herself.
When such an attack occurs, the wearer chooses whether or not to activate the ability, and she can choose to activate it even if she is flat-footed or unaware of the source of the attack.
She can also choose to activate it as a standard action in preparation for an attack, if desired.
(See page 237 for the definition of an immediate action).
The wearer cannot activate the energy defense property in response to an attack that deals no damage of the type that the armor could normally resist.
Effect: The energy defense ability increases the armor's energy resistance by 2.
Thus, acid resistance armor that normally grants resistance to acid 10 now grants resistance to acid 12.
In addition, any creature that damages the wearer with a natural or manufactured melee weapon deals normal damage and also takes 1d6+10 points of energy damage of the type from which the armor provides protection.
Thus, in response to an attack that dealt acid damage, the wearer would be wreathed in acidic energy, and any creature that hit her with a natural or melee weapon would deal normal damage, but also take 1d6+10 points of acid damage.
Attacks with weapons that have exceptional reach are exempt from this damage.
The energy defense effect is usable once per day, regardless of its method of activation.
The effect lasts for 10 rounds or until the wearer dismisses it (though doing so wastes any unused duration).
Once the effect ends, it is not available again for 24 hours.
Aura/Caster Level: Moderate abjuration and evocation; CL 10th.
Construction: Craft Magic Arms and Armor, *fire shield*, *resist energy*.
Price: +3 bonus.

ENERGY IMMUNITY

This armor renders the wearer impervious to a specific type of energy damage determined on activation.
Because the armor can be activated in response to such an attack, it minimizes the wearer's risk of taking energy damage of any sort.
Description: Armor with the energy immunity special ability is decorated in elemental motifs.
No particular element is favored in the design; waves, flames, rock formations, and billows of wind are all represented equally.
When the energy immunity ability is activated, the wearer feels a rush of its power.
The exact nature of the effect depends upon which kind of energy the wearer has invoked its protection against.
He feels a rush of warmth if the armor is protecting him from cold damage, or a chill wind if it is protecting him against fire.
A metallic tang fills his mouth and nostrils if electricity protection is in force, and an acrid tang fills the air around him if acid protection has been activated.
Activation: The wearer can activate the energy immunity ability as an immediate action in response to an attack that deals energy damage.
When such an attack occurs, he chooses whether or not to activate the ability and can activate it even if he is flat-footed or unaware of the source of the attack.
He can also activate the armor as a standard action in preparation for an attack he knows is coming.
(See page 237 for the definition of an immediate action).
Effect: This armor functions normally until its energy immunity ability is activated.
At that point, the wearer gains immunity to damage from his choice of the following energy types: acid, cold, electricity, or fire.
Once the choice has been made, it cannot be changed until the ability is activated again.
The energy immunity effect is usable once per day, regardless of its method of activation.
The effect lasts for 13 minutes or until the wearer dismisses it.
Once the effect expires or is dismissed, it is not available again for 24 hours.
Aura/Caster Level: Moderate abjuration; CL 13th.
Construction: Craft Magic Arms and Armor, *protection from energy*.
Price: +3 bonus.

FORTIFYING DEFENSE [SYNERGY]

Fortification, already one of the most powerful armor special abilities, becomes even more intriguing with the addition of the fortifying defense synergy ability.

This power builds off the fortification quality by crippling an enemy's ability to deal damage—even against targets other than the wearer.
Description: Fortifying defense armor is built to make the wearer look like an impregnable fortress of defense.
Even light armor with this special ability looks sturdier than normal.
When armor with the fortifying defense ability negates a critical hit or sneak attack, it seems to grow around the wearer.
In contrast, the creature that made the critical hit or sneak attack against the wearer seems to wilt, as if the armor's increasing bulk were sapping its strength.
Prerequisite: The fortifying defense ability can be added only to armor or a shield that already has the light, moderate, or heavy fortification special ability.
Activation: When the armor negates the extra damage from a critical hit or sneak attack as a result of its fortification ability, the fortifying defense ability activates automatically.
No action on the wearer's part is required.
Thus, the ability activates 25% of the time for light fortification armor, 50% of the time for moderate fortification armor, and 100% of the time for heavy fortification armor.
Effect: The creature whose extra damage was negated by the armor's fortification ability must immediately make a DC 20 Will save.
Failure means the armor saps some of the creature's natural combat prowess, negating its ability to deal extra damage with a critical hit or sneak attack against any target for 1d4 rounds.
The creature still deals normal damage with its weapons or natural attacks, but any threat is treated as a normal hit—that is, no roll to confirm the critical hit is permitted.
Likewise, the affected creature cannot deal sneak attack damage for the duration of the effect, although it deals normal damage for such attacks.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Craft Magic Arms and Armor, *limited wish* or *miracle*.
Price: +3 bonus (light fortification armor), +4 bonus (moderate fortification armor), or +5 bonus (heavy fortification armor).

SLIPPERY AURA [SYNERGY]

Slippery aura armor expands on the slippery mind special ability, granting its potent effects to the wearer's allies for a short time each day.
Description: Armor with this ability features several decorative studs that radiate outward from the surface.
Runes of escape surround each stud, as if the armor's power might also affect creatures around the wearer.
When the slippery aura is active, these studs seem to twinkle softly, and the runes rotate slowly around the base of each one.
Prerequisite: The slippery aura ability can be added only to armor or a shield that already has the slippery mind special ability (see below).
Activation: Activating the slippery aura is a standard action.
Effect: When the slippery aura is activated, each ally within a 10-foot-radius gains the slippery mind ability that slippery mind armor normally provides only to the wearer.
Thus, any ally within the area who fails a saving throw against an enchantment spell or effect can attempt a second save 1 round later at the same DC.
If he fails the second save, the armor grants no further retries.
This special ability has no effect on an ally who already possesses the slippery mind class ability.
The ability is usable once per day.
The effect lasts for 10 minutes, or until the wearer dismisses it (though doing so wastes any unused duration).
Once the effect ends, it is not available again for 24 hours.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Craft Magic Arms and Armor, *mind blank*, +22,500 gp, +1,800 XP, +45 days.
Price: +45,000 gp.

SLIPPERY MIND

A creature wearing armor with this ability wriggles free of potent enchantment effects more easily than normal.
Description: Armor with this special ability is engraved with symbols and runes representing negation or escape.
It looks like the crafter designed it specifically to aid the wearer in escaping snares of some sort.
When the ability activates, these runes and glyphs flash with a dull, white light.
Dwarf smiths create most of the armor with this ability, but they prefer not to advertise its exact power to creatures that use enchantment attacks.
Thus, they tend to leave the symbols of negation that decorate the armor's surface somewhat vague.
Activation: This armor special ability activates automatically the round after the wearer fails a saving throw against an enchantment spell or effect.
No action on the wearer's part is required.
Effect: If the wearer fails a saving throw against an enchantment spell or effect, she can attempt a second save 1 round later at the same DC.
If the wearer fails the second save, the armor grants no further retries.
This special ability has no effect on a creature that already possesses the slippery mind class ability.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Craft Magic Arms and Armor, *mind blank*, +22,500 gp, +1,800 XP, +45 days.
Price: +45,000 gp.

SPELL TRAPPING [SYNERGY]

When an opponent's magical attack fails to overcome this armor's innate spell resistance, the incoming effect is stored within the armor until the wearer chooses to unleash it at a foe.
Description: This armor features the familiar symbols of warding that decorate spell resistance armor.
These particular runes, however, also seem to indicate a redirection of power—almost as if the armor could channel or direct magical energy in some way.
Spell trapping armor (or a spell trapping shield) is slightly tacky to the touch, almost as if a fine paste covered its surface.
Touching it leaves no residue on the fingers, but no amount of cleaning removes the film.

In fact, because of its slightly sticky quality, spell trapping armor is difficult to clean at all.
Prerequisite: The spell trapping ability can be added only to armor or a shield that already has the spell resistance quality.
Activation: The increase in spell resistance provided by the spell trapping ability is constantly active.
Trapping a spell that fails to overcome the armor's spell resistance, however, requires an immediate action on the wearer's part.
(See page 237 for the definition of an immediate action).
Releasing a stored spell is a standard action that provokes attacks of opportunity.
The wearer cannot activate the spell trapping ability if a spell fails to overcome spell resistance he has from another source, such as race or some other item.
Effect: The spell trapping ability increases the armor's spell resistance by 2.
Thus, armor with spell resistance 15 now grants the wearer spell resistance 17.
In addition, when a spell of 5th level or lower that targets the wearer fails to overcome the armor's spell resistance, the wearer can make an immediate action to trap it within the armor.
This ability is usable only once per day, regardless of the level of spell trapped.
The armor can hold one spell of up to 5th level at a time; the wearer can dismiss a stored spell as a standard action to make room for another one.
The stored spell is preserved as originally cast in every way, and the wearer can release it at any time.
Since the wearer cannot voluntarily fail a check to overcome spell resistance, attempts to store a spell by casting it directly into the armor are risky at best.
Aura/Caster Level: Strong abjuration and evocation; CL 15th.
Construction: Craft Magic Arms and Armor, *spell resistance*, *imbue with spell ability*.
Price: +5 bonus.

DUNGEONSCAPE (3.5)

DURABLE

To protect their valuable magic armor, many fighters add this special ability to guard against familiar dungeon hazards.
Description: Durable armor is coated with special substances that repel caustic attacks.
The surface of the armor is slick to the touch, indicating the special magical and alchemical treatments applied during its manufacture.
Prerequisite: Only metal armors can have this special ability.
Activation: The effects of durable armor automatically come into effect when needed.
No action on the wearer's part is required.
Effect: Durable armor has immunity to special attacks that would cause it to dissolve or rust, including the effects of *rusting grasp* (PH 273) and the touch of black puddings, gray oozes, and rust monsters.
Durable armor takes no damage from green slime or from acid, though it does not extend this protection to the wearer.
Aura/Caster Level: Moderate abjuration; CL 7th.
Construction: Craft Magic Arms and Armor, *protection from energy*.
Price: 500 gp.

RESTFUL

Armor with the restful special ability allows a warrior to sleep peacefully, knowing that he will be prepared if trouble finds him during the night.
Description: Armor of any type can be constructed to have this special ability, though medium and heavy armors are the most common choices.
Restful armor always seems designed for maximum comfort, with additional padding and softened fastenings.
When you sleep in restful armor, a dimly glowing circle of blue runes encircles your head, emitting peaceful thoughts.
Activation: The restful ability activities when you fall asleep wearing the armor.
No other action on your part is required.
Effect: Sleeping in restful armor does not cause you to become fatigued, even if the armor is medium or heavy.
Further, you can make Listen checks with a penalty of only –5 while sleeping in the armor.
If you make a successful Listen check while sleeping, you can choose to wake up or to remain asleep, depending on the noise you hear.
Aura/Caster Level: Faint abjuration; CL 5th.
Construction: Craft Magic Arms and Armor, *sleep*, *lullaby*.
Price: 500 gp.

SWARMGUARD

Any armor with this special ability protects its wearer from the hundreds of bites or stings that result from being overrun by a swarm of creatures.
Description: Swarmguard armor is precisely crafted with a bare minimum of gaps between pieces.
Delicate script is engraved around each seam that is absolutely necessary, warding it against intrusion by the tiniest of vermin.
When exposed to a swarm attack, the script glows bright red, blocking creatures that try to penetrate the armor's defenses.
Activation: The swarmguard ability activates automatically when a creature of the swarm subtype enters your space.
No action on your part is required.
Effect: You gain damage reduction 5/– to the swarm attack ability of any creature of the swarm subtype.
You gain a bonus on Fortitude saving throws and on Concentration checks to resist a swarm's distraction ability (MM 316).
This bonus is equal to the armor bonus of the armor you are wearing.
Aura/Caster Level: Moderate abjuration; CL 7th.
Construction: Craft Magic Arms and Armor, *repel vermin*.
Price: +1 bonus.

EXPANDED PSIONICS HANDBOOK (3.5)

APORTER

As a standard action, a suit of aporter armor or an aporter shield transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *psionic dimension door* power.
The armor or shield can transport the wearer in this fashion twice per day.
Moderate psychoportation; ML 10th; Craft Psionic Arms and Armor, *psionic dimension door*; Price +40,320 gp.

AVERTER

On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet.
This is a mind-affecting compulsion effect, as the *aversion* power.
Faint telepathy; ML 5th; Craft Psionic Arms and Armor, *aversion*; Price +12,960 gp.

ECTOPLASMIC

As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into *ectoplasmic form* for up to 5 minutes once per day, as the power of the same name.
In this semisolid state, the wearer gains damage reduction 10/psionics.
Faint psychometabolism; ML 5th; Craft Psionic Arms and Armor, *ectoplasmic form*; Price +10,800 gp.

FLOATING

This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks.
Additionally, it grants a +4 circumstance bonus on Swim checks.
Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *float*; Price +4,000 gp.

GLEAMING

This kind of armor is usually made of crystal, though it doesn't have to be.
Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment.
Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, *concealing amorpha*; Price +3 bonus.

HEARTENING

This kind of shield grants the wearer up to 5 temporary hit points per day on command.
These temporary hit points fade after 4 minutes.
The wearer can activate this power as an immediate action at any time.
Faint psychometabolism; ML 4th; Craft Psionic Arms and Armor, *vigor*; Price +720 gp.

LANDING

A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall.
Regardless of the height of a fall, the wearer always lands on her feet.
Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *catfall*; Price +4,000 gp.

LINKED

This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles.
This ability is otherwise similar to the *mindlink* power.
Moderate telepathy; ML 6th; Craft Psionic Arms and Armor, *mindlink*; Price +6,000 gp.

MANIFESTER

This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power he knows.
These power points must all be used on the same power.
As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.
Moderate clairsentience; ML 6th; Craft Psionic Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

MINDARMOR

This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.
Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *empty mind*; Price +24,000 gp.

PHASING

The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials.
The wearer can call on this special ability as a standard action.
When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired.
A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now-impassable barrier.
Phasing through a wall that separates two adjacent squares on the grid counts as 5 feet of distance.

Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet; for example, phasing through a 10-foot-thick stone wall counts as 15 feet of distance.
Strong psychoportation; ML 13th; Craft Psionic Arms and Armor, *psionic phase door*; Price +65,520 gp.

POWER RESISTANCE

This kind of armor or shield grants the wearer power resistance while it is worn.
The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.
Moderate clairsentience; ML 9th; Craft Psionic Arms and Armor, *power resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

QUICKNESS

This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in *armor of quickness*.
Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *burst*; Price +1 bonus.

RADIANT

The wearer of this kind of armor gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic).
The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed.
This light is sufficient to illuminate a 60-foot-radius area.
If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.
For example, if the armor absorbs 4 points of damage from one attack and another 6 points from an attack 2 rounds later, the armor radiates light for a total of 8 consecutive rounds.
Likewise, if the armor absorbs 10 points of damage from one attack and another 5 points from an attack 2 rounds later, the armor radiates light for a total of 10 consecutive rounds.
Moderate psychokinesis; ML 9th; Craft Psionic Arms and Armor; *energy adaptation*; Price +4 bonus.

RANGED

The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet.
While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats.
No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability).
The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.
A ranged shield flies through the air back to the creature that threw it.
It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn).
Catching a ranged shield when it comes back is a free action.
If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.
Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *far hand*; Price +1 bonus.

SEEING

This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked).
The wearer gains a +1 enhancement bonus on Spot checks but takes a –2 penalty on saves against gaze attacks.
Faint clairsentience; ML 5th; Craft Psionic Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

TIME BUTTRESS

This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield.
Once per day, the wielder can use *timeless body* as though manifesting the power.
Strong psychoportation; ML 17th; Craft Psionic Arms and Armor, *timeless body*; Price +5 bonus.

VANISHING

On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power *cloud mind*.
The wearer can use this ability twice per day.
Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *cloud mind*; Price +3 bonus.

WALL

As a standard action once per day, the wielder can drop this kind of shield at his feet and command a *wall of ectoplasm* (as the power) to come into being, with the shield as the point of origin for the effect.
This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet.
The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).
Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

FAITHS AND PANTHEONS (3.0)

COMMAND

This armor or shield always appears brilliant and gleaming, no matter what the conditions and despite all attempts to paint over or.

obscure it.
Coveted by military leaders of all sorts, this armor or shield carries a powerful aura that gives a +4 enhancement bonus to Charisma and a +2 morale bonus on Will saves to all allies within 30 feet.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *prayer*; *Market Price*: +60,000 gp.

DAYLIGHT

A suit of armor or a shield with this special ability glows with the brilliant light of a *daylight* spell for up to 30 minutes a day.
A command word activates and deactivates the enchantment, and is usually inscribed on the inside of the armor or the back of the shield.
Except when glowing, the armor or shield appears completely normal.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *daylight*; *Market Price*: +2,200 gp.

EVERBRIGHT

This quality can be applied only to metal armor.
The armor is as bright and shiny as polished silver.
The armor never tarnishes and is immune to acid and rust attacks.
The wearer gains acid resistance 5.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, spellcaster 12th level; *Market Price*: +1 bonus.

STRENGTH

A character wearing armor with this special ability gains a +2 or +4 enhancement bonus to Strength.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +2, add +8,000 gp; +4, add +32,000 gp.

GHOSTWALK (3.0)

ABSORBING

Armor and shields with this ability are always a dull black and appear to possess depths that couldn't exist.
A suit of armor or a shield with this ability absorbs ability drain and energy drain attacks.
It can absorb as many points of ability scores or levels drained per day as its enhancement bonus.
It allows a Fortitude save (DC 10 + attacker's Cha modifier) against an energy drain attack that normally doesn't allow such a save.
A successful save means the attack has half effect (and then apply the armor's absorbing ability).
This property does not change saves against attacks that already allow them.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *restoration*; *Market Price*: +3 bonus.
This special ability first appeared in *Defenders of the Faith*.

DEATH WARD

Once per day, armor enhanced by this special ability makes the wearer immune to death effects, as if a *death ward* spell had been cast by a 7th-level caster.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *death ward*; *Market Price*: +2 bonus.
This special ability first appeared in *Magic of Faerûn*.

ENERGY DRAIN

A suit of armor or a shield with this ability allows the bearer to drain levels with the wearer's touch attack (if armor) or with a shield bash (if shield).
Other than the requirement of a touch attack, the magical effect is like an *enervation* spell cast by a 7th-level wizard.
Such armor or shield usually has the face of a snarling vampire carved on the front of it.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: +2 bonus.
This special ability first appeared in *Defenders of the Faith*.

GHOST DISRUPTING

The wearer of a suit of armor or a shield with this ability may attack ghosts (or other ectoplasm-based creatures) as with a *disrupt ectoplasm* spell cast by a 5th-level wizard up to four times per day.
Armor and shields with this ability usually are decorated with a lattice of gray lines.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *disrupt ectoplasm*; *Market Price*: +2 bonus.

NEGATIVE ENERGY PROTECTION

Armor enhanced by this special ability grants the wearer *negative energy protection* for 5 rounds the first time each day the wearer is exposed to any negative energy attack.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *negative energy protection*; *Market Price*: +2 bonus.
This special ability first appeared in *Magic of Faerûn*.

UNDEAD CONTROLLING

The wearer of a suit of armor or a shield with this ability may control up to 26 HD of undead per day, as with the *control undead* spell.
At dawn each day, the wearer loses control of any undead still under his sway.
Any armor or shield with this power is usually decorated with bone.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *control undead*; *Market Price*: +4 bonus.
This special ability first appeared in *Defenders of the Faith*.

UNDEAD DISRUPTING

The wearer of a suit of armor or a shield with this ability may attack undead as with a *disrupt undead* spell cast by a 5th-level wizard up to four times per day.
Armor and shields with this ability usually display prominently the holy symbol of a good deity.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *disrupt undead*; *Market Price*: +2 bonus.

This special ability first appeared in *Defenders of the Faith*.

HEROES OF BATTLE (3.5)

EASY TRAVELING

A suit of easy traveling armor makes overland movement simpler to its wearer.
The wearer can carry up to a medium load as if it were a light load (ignoring the maximum Dexterity bonus, check penalty, and reduced speed normally incurred by a medium load).
This applies only to the load carried by the character, not to any reduction in speed caused by the armor itself.
In addition, the wearer is able to walk for up to 10 hours in a day before having to make Constitution checks to avoid taking nonlethal damage (see page 164 of the *Player's Handbook*).
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bear's endurance*; Price +1,500 gp.

HERALDIC CRESTS

A heraldic crest is a special magical property that can be placed on any light, heavy, or tower shield with a +1 or higher enhancement bonus.
Each heraldic crest grants a minor benefit to the shield's bearer so long as the bearer meets one of the following criteria.
• Has the Leadership feat; or
• Has one or more commander auras (see page 75); or
• Has been specially granted the right to use the heraldic crest by a lord, high priest, or similar ruler.
The DM is the final arbiter as to whether any character meets this prerequisite.
Each shield bearing a heraldic crest has a more potent ability that can be used once per day.
Any character who meets at least one of the prerequisites can activate the magical power of the shield's heraldic crest as a free action.
Unless otherwise noted, the power affects the shield's bearer only.
No shield can bear more than one heraldic crest.
If a shield with a heraldic crest is imbued with a second crest, the first crest vanishes.
Crafting a Heraldic Crest
In addition to the normal prerequisites for crafting a magic item, the creator of a heraldic crest must meet at least one of the prerequisites given above for activating the crest's special power.

COURAGE

This symbol depicts a pouncing lion.
The bearer gains a +1 morale bonus on initiative checks.
Once per day, on command, the shield casts *aid* on the bearer.
Faint enchantment; CL 5th; Craft Magic Arms and Armor, *aid*; Price 4,000 gp.

FEROCITY

This heraldic crest depicts a charging boar.
If the bearer has the rage class feature, its duration is extended by 1 round.
Once per day, on command, the shield casts *rage* on the bearer (as the spell, with a duration of 5 rounds).
Faint enchantment; CL 5th; Craft Magic Arms and Armor, *rage*; Price 6,000 gp.

GLORY

This crest is emblazoned with a red sun rising above a golden field.
The bearer gains a +1 morale bonus on melee weapon damage rolls.
Once per day, on command, the shield casts *heroism* on the bearer (as the spell, with a duration of 5 minutes).
Faint enchantment; CL 5th; Craft Magic Arms and Armor, *heroism*; Price 11,000 gp.

HONOR

This emblem depicts a noble stag.
The bearer gains a +1 morale bonus on saves against chaotic spells.
Once per day, on command, the shield casts *order's wrath*, centered on the bearer.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *order's wrath*; Price 12,000 gp.

INSIGHT

This crest shows a soaring owl.
The bearer gains a +2 enhancement bonus on Spot checks.
Once per day, on command, the shield casts *see invisibility* on the bearer.
Faint divination; CL 3rd; Craft Magic Arms and Armor, *see invisibility*; Price 5,000 gp.

VALIANT DEFENSE

This crest shows a stone tower.
The bearer gains a +1 deflection bonus to AC at all times.
Once per day, on command, the shield casts *shield other* on a designated creature within 30 feet of the bearer (treat this as if the bearer were the caster of the spell).
While this effect is active, the bearer loses the deflection bonus granted by the shield.
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *shield other*; Price 6,000 gp.

RETALIATION

A suit of armor with this special ability strikes back at foes who hit hard in melee.
Each time the wearer takes 10 or more points of damage from a single melee attack, the armor deals 1d6 points of damage to the attacker.
If the wearer is dropped to below 0 hit points by a melee attack, the armor strikes the attacker for 3d6 points of damage.
The damage from retaliation armor is treated as magic for the purpose of overcoming damage reduction.
Strong evocation; CL 9th; Craft Magic Arms and Armor, *symbol of pain*; Price +3 bonus.

LIBRIS MORTIS (3.5)

ECTOPLASMIC FEEDBACK

A suit of armor with this property creates a backlash of positive energy when its wearer is hit by an incorporeal melee touch attack.
This deals 1d6 points of damage to the attacking creature (no save).
The armor's property has no effect on corporeal creatures.
Faint abjuration; CL 5th; Craft Magic Arms and Armor, *ectoplasmic feedback*; Price +8,000 gp.

GHOST WARD

A suit of armor or shield with this property allows its wearer to add the armor or shield's enhancement bonus (but not its armor or shield bonus) to his Armor Class against incorporeal touch attacks (but not against other touch attacks).
Faint abjuration; CL 5th; Craft Magic Arms and Armor, *mage armor*; Price +1 bonus.

MAGIC OF FAERÛN (3.0)

BLUESHINE

This quality can be applied only to metal armor, which gains a blue-black color when so treated.
The armor never tarnishes and is immune to acid and rust attacks.
The wearer also gains a +5 circumstance bonus on Hide checks.
This bonus does not stack with the Hide bonus granted by a *cloak of elvenkind*.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, spellcaster 12th level+, 5+ ranks in Alchemy; *Market Price*: +1 bonus.

DEATH WARD

Once per day, armor enhanced by this special ability makes the wearer immune to death effects.
The armor's magic automatically confers *death ward* for a period of 70 minutes the first time the wearer is exposed to a death effect in the course of a day.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *death ward*; *Market Price*: +2 bonus.

EVERBRIGHT

This quality can only be applied to metal armor.
The armor is as bright and shiny as polished silver.
The armor never tarnishes and is immune to acid and rust attacks.
The wearer gains acid resistance 5.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, spellcaster 12th level+; *Market Price*: +1 bonus.

MAGIC EATING

This type of armor is normally decorated with spirals and fanged mouths.
It functions exactly like *armor of spell resistance* with spell resistance 13, except that if the spell resistance is effective against a spell that targets only the wearer, the armor consumes the spell and gives the wearer 1d8 temporary hit points.
These hit points do not stack, so it is impossible to have more than 8 temporary hit points from the armor at any time.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *the Simbul's synostodweomer*, *spell resistance*; *Market Price*: +3 bonus.

NEGATIVE ENERGY PROTECTION

This armor's magic automatically confers *negative energy protection* once per day for a duration of 5 rounds the first time the wearer is exposed to any negative energy attack in the course of a day.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *negative energy protection*; *Market Price*: +1 bonus.

NIMBLENESS

This type of armor feels lighter and less restrictive than other armor of its type.
While the actual weight is unchanged, the maximum Dexterity bonus increases by +2 and the armor check penalty decreases by 1.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: +1 bonus.

PROOF AGAINST TRANSMUTATION

The character wearing this armor is impervious to transmutation effects that alter his or her form, including polymorph, petrification, and even disintegration.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *spell immunity*; *Market Price*: +6 bonus.

STRENGTH

The character wearing this armor gains a +2 or +4 enhancement bonus to Strength.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +2, add +8,000 gp; +4, add +32,000 gp.

MAGIC OF INCARNUM (3.5)

SOULBOUND ARMOR OR SHIELD

A soulbound suit of armor or shield allows its wearer to invest essentia to improve his Armor Class.
Description: Soulbound armor and shields have no special appearance except when essentia is invested in them, at which point they take on a faint blue sheen.

Prerequisite: Anyone can wear a soulbound shield or suit of soulbound armor, though only those with an essentia pool can take advantage of its full benefit.
Activation: Investing essentia in or reallocating essentia invested in a soulbound shield or suit of armor is part of the swift action required to invest or reallocate essentia.
Effect: A soulbound shield or suit of armor serves as a receptacle for the wearer's essentia much like a soulmeld. Every point of essentia invested in the shield or armor increases its enhancement bonus to Armor Class by 1, up to a maximum of +5.
Soulbound armor and shields have an essentia capacity. Lesser soulbound armor or shields have a maximum essentia capacity of 2, while greater soulbound armor or shields have a maximum essentia capacity of 4.
The maximum value of essentia that can be invested in the armor or shield is equal to this capacity or the character's normal essentia capacity (see Table 2–1: Essentia Capacity), whichever is less.
Chakra Bind: Soulbound shields and suits of armor grant bonuses when they are bound to chakras as described below.
Arms: If you bind a soulbound shield to your arms chakra, you gain a +4 insight bonus on checks or rolls made to avoid being bull rushed or overrun, or to avoid the shield being sundered.
Soul: If you bind soulbound armor to your soul chakra, you gain a +4 insight bonus on saves made against the attacks of creatures whose alignments are opposed to yours in any way.
For example, a lawful good character would gain this bonus against the spells, spell-like abilities, and supernatural attacks of chaotic or evil creatures, while a neutral good character would gain the bonus only against the attacks of evil creatures.
Neutral characters gain no benefit from this chakra bind.
Aura and Caster Level: Moderate abjuration (lesser) or strong abjuration (greater); CL 6th (lesser) or 18th (greater).
Construction: Craft Magic Arms and Armor, magic *vestment*, essentia pool 2 (lesser) or 4 (greater).

MASTERS OF THE WILD (3.0)

AQUATIC

Armor and shields with this enchantment appear streamlined and possess a greenish glint.
A suit of armor or shield with this enchantment enables its wearer to move freely through water without the need for Swim checks.
Drowning rules still apply unless the item is also enchanted with *water breathing*.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*, *water breathing*; *Market Price*: +2 bonus, or +3 bonus with *water breathing*.

EASE

A suit of armor with this enchantment allows its wearer to rest comfortably overnight without removing it, regardless of how heavy it is.
The wearer can don ease armor in only 5 rounds, or remove it in a single round.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *soften earth and stone*; *Market Price*: +1 bonus.

WILD

The armor and enhancement bonuses of this item remain in effect even while the wearer is in *wild shape*.
Such items meld into the wearer's *wild shape* and thus cannot be seen in that form.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *meld into stone*; *Market Price*: +3 bonus.

MINIATURES HANDBOOK (3.5)

PAIRED

A shield with this special ability is ringed by a series of scales that lock into a mesh when brought in contact with an ally's shield that possesses the same ability.
The wielder of a paired shield gains a +1 enhancement bonus to Armor Class for every adjacent ally also wielding a paired shield.
Faint abjuration; CL 5th; Craft Magic Arms and Armor; Price +1 bonus

ORIENTAL ADVENTURES (3.0)

AGILITY

This armor gives its wielder a +2, +4, or +6 resistance bonus on all Reflex saving throws made while wearing the armor.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resistance*, caster level must be three times armor's bonus; *Market Price*: +2,000 gp (+2), +8,000 gp (+4), or +18,000 (+6).

BALANCE

This armor gives its wielder a +8 competence bonus on all Balance checks while wearing the armor.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: +1,280 gp.

BLURRING

This armor makes its wearer appear blurred and hazy, just like the *blur* spell.
It functions whenever the armor is worn.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *blur*; *Market Price*: +50,000 gp.

DISPLACEMENT

This armor makes its wearer appear to be standing right next to his actual location, just like the *displacement* spell. It functions whenever the armor is worn.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *displacement*; *Market Price*: +100,000 gp.

FEAR

Three times per day, this armor allows the wearer to radiate an aura of fear to a radius of 30 feet.
All creatures within this radius must make a successful Will save (DC 14) or become panicked.
They suffer a –2 morale penalty on saving throws, and they flee from you.
A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it.
If cornered, a panicked creature cowers.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *fear*; *Market Price*: +3 bonus.

HEALING

Once per day, this armor heals the wearer as if casting *cure moderate wounds* on him (healing 2d8+3 hit points).
This occurs automatically the first time in a day the wearer has been wounded to 20 points below his maximum hit points or lower.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *cure moderate wounds*, *deathwatch*; *Market Price*: +2 bonus.

PRESENCE

This armor provides the wearer with a +2 enhancement bonus to Charisma.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, creator must be 12th level; *Market Price*: +2 bonus.

SHAPESHIFTING

This armor's enhancement bonus becomes a deflection bonus when the wearer changes shape by using *polymorph self* or other magic.
Thus, a hengeyokai wearing +2 *shapeshifting brigandine* armor would gain a +2 deflection bonus to her AC in her animal form.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph self*; *Market Price*: +1 bonus.

SIGNALING

The bearer of this shield can cast *whispering wind* three times per day.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *whispering wind*; *Market Price*: +12,960 gp.

STAMINA

This armor gives its wielder a +2, +4, or +6 resistance bonus on all Fortitude saving throws made while wearing the armor.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resistance*, caster level must be three times armor's bonus; *Market Price*: +2,000 gp (+2), +8,000 gp (+4), or +18,000 (+6).

WILD

The wearer of a suit of armor or a shield with this enchantment preserves his armor bonus (and any enhancement bonus) while in her *wild shape*.
Armor and shields with this ability usually appear to be made covered in leaf patterns.
While the wearer is in a wild shape, the armor cannot be seen.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *meld into stone*; *Market Price*: +2 bonus.

PLANAR HANDBOOK (3.5)

AMPHIBIOUS

This armor, often decorated with a wave motif, enables a character to breathe water.
The wearer also gains a +5 competence bonus on Swim checks.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *water breathing*; Price +21,000 gp.

FIRE WARDING

This armor negates the wearer's vulnerability to fire.
For example, a frost giant wearing this armor takes only normal damage from fire.
Moderate abjuration; CL 5th; Craft Magic Arms and Armor, *protection from energy*, creator must have the cold subtype; Price +24,000 gp.

FROST WARDING

This armor negates the wearer's cold vulnerability.
For example, a fire giant wearing this armor takes only normal damage from cold.
Moderate abjuration; CL 5th; Craft Magic Arms and Armor, *protection from energy*, creator must have the fire subtype; Price +24,000 gp.

HAMATULA BARBS

Any creature striking the wearer of this armor with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the armor's barbs.
This damage does not apply to attackers using reach weapons, such as longspears.
The wearer is not harmed by the armor's barbs.
Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *hamatula barbs*; Price +2 bonus.

PLANAR TOLERANCE

A suit of armor or a shield with this ability negates the natural effects of all planes as if the wearer were affected by a *planar tolerance* spell.
Strong abjuration; CL 8th; Craft Magic Arms and Armor, *planar tolerance*; Price +25,000 gp.

SLIMY

A suit of armor or a shield with this property always appears tacky, as if in covered in partially dried, gooey red jelly.
Up to three times per day, the wearer can speak a command word to coat himself with the effect of a *babau slime* spell (see page 95).
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *babau slime*; Price 16,200 gp.

STYPTIC

The wearer of a suit of armor with this property does not suffer ongoing blood loss such as from dying or infernal wounds (see the *infernal wound* spell, page 99).
The wounds will automatically close, preventing further hit point loss and stabilizing a dying character.
In addition, the wearer has a 25% chance of being unaffected by a blood-draining attack that depletes Constitution, such as a vampire's or stirge's blood drain ability or the effect of a wounding weapon.
Faint transmutation; CL 7th; Craft Magic Arms and Armor, creator must have 10 ranks in Heal; Price +2 bonus.

PLAYER'S GUIDE TO FAERÛN (3.5)

DEATH WARD

This armor's magic confers a *death ward* effect on the wearer once per day for a duration of 7 minutes.
The protection automatically takes effect the first time the wearer is exposed to a negative energy or death effect in the course of a day.
This armor property replaces both the *death ward* and the *negative energy protection* special abilities described in *Magic of Faerûn*.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +2 bonus.

PLAYER'S HANDBOOK 2 (3.5)

TWILIGHT

This armor special ability, which first appeared in the *Book of Exalted Deeds* supplement, is of particular use to duskblades.
Such armor becomes translucent when donned and possesses a faint sunset-colored sheen.
Twilight armor reduces the chance of arcane spell failure by 10%.
Faint abjuration; CL 5th; Craft Magic Arms and Armor; Price +1 bonus.

PSIONICS HANDBOOK (3.0)

APORTER

As a move-equivalent action, this suit of armor or shield instantly transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *dimension door* power.
The armor or shield can transport the wearer in this fashion twice per day.
Manifester Level: 10th; *Prerequisites*: Craft Psionic Arms and Armor, *dimension door*; *Market Price*: +3 bonus.

AVERTER

On command, up to three times per day, any creature to whom the wearer presents this shield must succeed at a will save (DC 13) or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet.
This is a mind-affecting compulsion effect, as the *aversion* power.
Manifester Level: 12th; *Prerequisites*: craft Psionic Arms and Armor, *aversion*; *Market Price*: +2 bonus.

CRYSTALLINE

This armor is made completely of crystal, although it possess all the qualities of armor of its type.
Gleams and flashes within the crystal give the wearer and his armor a "fuzzy" appearance, granting the wearer one-half concealment.
This concealment translates into a 20% miss chance for each attack.
Manifester Level: 15th; *Prerequisites*: Craft Psionic Arms Armor, *displacement*; *Market Price*: +3 bonus.

ECTOPLASMIC

As a move-equivalent action, this armor converts itself, its wearer, and all the wearer's equipment into ectoplasmic form for up to 15 minutes per day, similar to the power *ectoplasmic form* (see the entry in Chapter 5: Powers for more details).
In this semiliquid state the wearer gains damage reduction 20/+1.
The wearer can take on ectoplasmic form in increments of up to 5 minutes, but even 1 round spent in ectoplasmic form counts as one such increment.
Manifester Level: 8th; Prerequisites: Craft Psionic Arms and Armor, *ectoplasmic form*; *Market Price*: +3 bonus.

FLOATING

This armor is psionically buoyant in water or similar liquid, negating the normal Swim check penalty for wearing armor.
Additionally, it grants a +4 circumstance bonus on Swim checks.
Manifester Level: 4th; *Prerequisites*: Craft Psionic Arms and Armor, *float*; *Market Price*: +1 bonus.

HEARTEN

This shield grants the owner up to 5 temporary hit points per day on command.
These temporary hit points fade after 4 minutes.
The wearer can activate this power as a free action at any time.
Manifester Level: 4th; *Prerequisites*: Craft Psionic Arms and Armor, *verve*; *Market Price*: +1 bonus.

LANDING

A suit of armor with this capability appears normal.
The wearer, however, automatically ignores any damage dealt by the first 20 feet of a fall.
Regardless of the height of the fall, the wearer always lands on her feet.
Manifester Level: 4th; *Prerequisites*: Craft Psionic Arms and Armor, *catfall*; *Market Price*: +1 bonus.

LINKED

The wearer of this armor or shield forms a telepathic bond with other wearers of *linked* armor or shields within 10 miles.
This ability is otherwise similar to the *mindlink* power.
Manifester Level: 6th; *Prerequisites*: Craft Psionic Arms and Armor, *mindlink*; *Market Price*: +3 bonus.

MANIFESTER

This shield must have at least one other special quality with a specified number of uses per day.
It allows the wielder to use that ability more often than otherwise allowed.
For each additional use, the wielder pays 5 power points as a standard action.
Manifester Level: 18th; *Prerequisites*: Craft Psionic Arms and Armor, *psychic chirurgery*; *Market Price*: +4 bonus.

MINDARMOR

This armor or shield grants the wearer a +4 bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.
Manifester Level: 5th; *Prerequisites*: Craft Psionic Arms and Armor, *negate psionics*; *Market Price*: +3 bonus.

PHASING

The wearer of this armor can move through wooden, plaster, or stone walls, but not other materials.
Each day, the wearer can pass through a total length of 60 feet, breaking this distance up into several smaller passages or one long one, as desired.
A wearer who exceeds this daily allotment is ejected from the material at the point of entry, ending up prone in front of the now impassible wall.
Manifester Level: 15th; *Prerequisites*: Craft Psionic Arms and Armor, *phase door*; *Market Price*: +3 bonus.

POWER RESISTANCE

This ability grants the armor's wearer power resistance while the armor is worn.
The power resistance can be PR 13, PR 15, PR 17, or PR 19, depending on the armor.
Manifester Level: 15th; *Prerequisites*: craft Psionic Arms and Armor, *power resistance*; *Market Price*: +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); +5 bonus (PR 19).

QUICKNESS

This armor increases the wearer's speed by 5 feet.
Thus, a character whose normal speed in armor is 20 feet moves 25 feet in *armor of quickness*.
Manifester Level: 4th; *Prerequisites*: Craft Psionic Arms and Armor, *burst*; *Market Price*: +1 bonus.

RADIANT

The wearer gains energy resistance 10 against energy attacks (acid, cold, electricity, fire, and sonic).
The armor absorbs the first 10 points of damage dealt by any such attack, causing it to shine for a number of rounds equal to the points of damage absorbed.
This light is sufficient to illuminate a 60-foot-radius area.
Manifester Level: 18th; *Prerequisites*: Craft Psionic Arms and Armor, *energy barrier*; *Market Price*: +5 bonus.

RANGED

The wielder of this shield can throw it in combat, with a range increment of 30 feet.
While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by appropriate feats.
No matter the size of the wielder, a small shield deals 1d6 points of damage and a large one 1d8.
The wielder's Strength modifier (if within 30 feet of the target) and the shield's enhancement bonus, if any, add to the base damage.
Whether it misses or strikes its target, the shield returns through the air to the wielder that threw it.
It returns on the next move-equivalent action of the wielder, who can also take a move-equivalent action as the shield returns.
If no clear route exists back to the wielder, the shield falls to the ground.
Manifester Level: 5th; *Prerequisites*: craft Psionic Arms and Armor, *far hand*; *Market Price*: +1 bonus.

REINFORCEMENT

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

Reinforcement Type	Chance for Normal Damage	Market Price
Minor	25%	+1 bonus
Medium	75%	+3 bonus
Greater	100%	+5 bonus

Manifester Level: 13th; *Prerequisites*: Craft Psionic Arms and Armor, *iron body*; *Market Price*: varies (see above).

SEEING

This armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their sneak attack because the wearer is still partly flanked).
The wearer gains a +1 enhancement bonus on all Spot checks but concurrently suffers a –2 penalty on saves against all gaze attacks.
Manifester Level: 5th; *Prerequisites*: Craft Psionic Arms and Armor, *expanded vision*; *Market Price*: +1 bonus.

THOUGHT BASTION

This shield protects the wielder as the Psychic Bastion feat. While holding the shield, the wielder gains mental hardness +1 against a foe's successful psionic attack—even *id insinuation*.
This bonus stacks with other mental hardness bonuses due to the Psychic Bastion feat or through psionic defense modes.
Manifester Level: 5th; *Prerequisites*: Craft Psionic Arms and Armor, Psychic Bastion, *thought shield*; *Market Price*: +2 bonus.

TIME BUTTRESS

This shield gives the wielder a chance to avoid telling blows by reliving the last few moments of combat.
Once per day, the wielder can use *time regression* as though manifesting the power.
Manifester Level: 15th; *Prerequisites*: Craft Psionic Arms and Armor, *time regression*; *Market Price*: +5 bonus.

VANISHING

On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible.
This invisibility is broken by the standard methods.
The wearer can use this ability twice per day.
Manifester Level: 5th; *Prerequisites*: Craft Psionic Arms and Armor, *invisibility*; *Market Price*: +3 bonus.

WALL

As a standard action, the wielder can hold forth this shield and command a *wall of ectoplasm* to grow from the edges of the shield.
This forms a wall whose area is up to 120 feet square or a sphere or hemisphere with a radius of up to 12 feet.
The shield remains part of the wall until the duration elapses or until repossessed by the wearer, at which time the *wall of ectoplasm* dissipates.
Manifester Level: 12th; *Prerequisites*: Craft Psionic Arms and Armor, *wall of ectoplasm*; *Market Price*: +3 bonus.

RACES OF FAERÛN (3.0)

COOLING

This metal armor seems cool to the touch, no matter what the environment.
The wearer of such armor gains fire resistance 5.
At the cost of increasing the armor's cost by another +1 property, this ability can be upgraded to the fire resistance ability described in the DUNGEON MASTER'S *Guide*.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *endure elements*; *Market Price*: +1 bonus.

WARMING

This metal armor seems warm to the touch, no matter what the environment.
The wearer of such armor gains cold resistance 5.
At the cost of increasing the armor's cost by another +1 property, this ability can be upgraded to the *cold resistance* ability described in the DUNGEON MASTER'S *Guide*.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *endure elements*; *Market Price*: +1 bonus.

RACES OF THE WILD (3.5)

WOODWALK

Armor with this special ability allows the wearer to enter a tree and exit from another tree as if under the effect of *tree stride*, but only if he has the woodland stride ability.
Using this ability is a free action, but the wearer can use it only three times each day (that is, he can enter one tree and exit from another one on three occasions in 24 hours).
Woodwalk armor is a favorite among elf and raptoran druids and rangers.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *tree stride*; Price +9,000 gp.

SANDSTORM (3.5)

COOL

This special ability can be placed only on a suit of armor.
The suit's wearer does not take the normal –4 penalty on Fortitude saves to resist the effects of hot environments.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *endure elements*; Price +2,400 gp.

DESSICATION RESISTANCE

This special ability can be placed only on a suit of armor. The armor absorbs the first 10 points of dessication damage per attack that the wearer would normally take.
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *protection from dessication*; Price +9,000 gp.

SCORPION CARAPACE

This special ability can be placed only on a suit of armor. A favorite of many desert fighters, this suit of armor contains the essence of and has a visual resemblance to a desert scorpion.
The wearer gains the benefit of the Scorpion's Resolve and Scorpion's Sense feats (see page 53).
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, Scorpion's Resolve and Scorpion's Sense or *resistance*, and creator must be 12th level; Price +32,000 gp.

SHINING SOUTH (3.5)

ANCHORING

A character wearing a suit of armor or a shield with this property is difficult to move from his position during a fight.
The wearer gains a +5 enhancement bonus on the appropriate ability checks to resist bull rush, overrun, and trip attacks.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; Price +3,750 gp.

ANCHORING, GREATER

As anchoring, except it grants a +10 enhancement bonus on the appropriate ability checks against bull rush, overrun, and trip attacks.
Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *bull's strength*; Price +15,000 gp.

BLINKING

On command, a character wearing armor with this property can blink back and forth from the Material Plane and the Ethereal Plane (as the blink spell).
This ability can be activated once per day and lasts for 1 minute.
Faint transmutation; CL 10th; Craft Magic Arms and Armor, *blink*; Price +15,000 gp.

BLURRING

The form of a creature wearing this type of armor or shield shifts and wavers.
This distortion grants the wearer concealment (20% miss chance).
Those who cannot see the wearer may ignore the effect, as can someone under the effect of true seeing.
Faint illusion; CL 3rd; Craft Arms and Armor, *blur*; Price +36,000 gp.

COMFORT

Armor with this property allows its wearer to ignore the effects of intense natural heat or cold.
The character can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described on pages 302 and 303 of the *Dungeon Master's Guide*).
The character's other equipment is likewise protected.
Faint abjuration; CL 5th; Craft Magic Arms and Armor, *endure elements*; Price +5,000 gp.

FREEDOM

A character wearing armor with this property can act as if continually under the effect of a freedom of movement spell.
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price +60,000 gp.

HEALING

When someone wearing armor with this property is rendered disabled or dying from injuries, the armor heals 20 points of damage automatically (the wearer does not need to activate the property).
This ability functions once per day.
Moderate evocation; CL 11th; Craft Magic Arms and Armor, *contingency*, *cure moderate wounds*; Price +32,000 gp.

HEALTH

A character wearing a suit of armor or a shield with this property is immune to all types of diseases, whether natural or supernatural.
Faint conjuration; CL 5th; Craft Magic Arms and Armor, *remove disease*; Price +11,250 gp.

MASKING

A suit of armor or a shield with this ability protects its wearer and his gear from divination spells and items (such as crystal balls).
If a divination is attempted on the wearer, the caster of the divination must succeed on a DC 20 caster level check.
Faint abjuration; CL 5th; Craft Magic Arms and Armor, *nondetection*; Price +45,000 gp.

MENACING

Armor or shields with this property allow their users to terrify foes.
Three times per day, on command, the wearer becomes frightening, forcing any opponent within 30 feet and with fewer HD than she possesses to make a Will saving throw (DC 10 + 1/2 the wearer's HD + her Cha modifier).
Those who fail become panicked for 10 rounds and cower if cornered.

Those who make the saving throw are shaken for 1 round, but are immune to further uses of this ability from the same menacing armor for 24 hours.
Moderate necromancy; CL 9th; Craft Magic Arms and Armor, Selective Spell, fear; Price +60,000 gp.

MIRROR IMAGE

On command, three times per day, a suit of armor or a shield with this property allows the user create images of himself such as those created by the mirror image spell. The ability creates six images that last for 6 minutes or until they are struck, whichever comes first.
Moderate illusion; CL 6th; Craft Magic Arms and Armor, *mirror image*; Price +20,000 gp.

PROOF AGAINST ENCHANTMENTS

A character wearing a suit of armor or a shield that possesses this property gains immunity to the first three enchantment spells that would otherwise affect him each day.
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *break enchantment*; Price +50,000 gp.

SAILING

The wearer of armor with this quality automatically succeeds on Balance checks (up to DC 20) while on board a ship.
Though its weight does not change, the armor itself is slightly buoyant, granting the wearer a +5 circumstance bonus on Swim checks.
Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *sea legs*, creator must have 5 ranks in the Swim skill; Price +20,000 gp.

SANCTUARY

Three times per day, on command, a character wearing armor or a shield with this property is protected as if by a sanctuary spell (Will DC 11 negates).
The effect lasts for 1 minute.
Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *sanctuary*; Price +1 bonus.

VERMIN CONTROLLING

The wearer of a suit of armor or a shield with this property may control up to 26 HD of vermin per day, similar to the undead controlling property (see the *Dungeon Master's Guide* for more details).
At dawn each day, the wearer loses control of the vermin still under his sway.
Armor or shields with this ability appear to be made of segmented body parts (such as an arachnid or an insect); this feature is entirely decorative and has no other effect on the armor.
Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price +49,000 gp.

STORMWRACK (3.5)

BUOYANT

This special ability can be placed only on a suit of armor.
Buoyant armor looks no different from a normal suit, but it is much lighter.
It weighs only half as much as normal, and its armor check penalty is not doubled for Swim checks.
The armor is no less awkward to wear, however, so medium and heavy armors still slow the wearer.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.

DEEP

This special ability can be placed only on a suit of armor.
A suit of deep armor is a dull black color.
The wearer gains the ability to breathe water and is immune to damage from cold water and to pressure in extreme depths of water.
Additionally, he gains darkvision out to 60 feet.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *transformation of the deeps*; Price +22,500 gp.

GILLED

This special ability can be placed only on a suit of armor.
Gilled armor has a decorative fluted border around the neck.
A water-breathing wearer of gilled armor can breathe and speak freely in air.
Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *air breathing*; Price +7,500 gp.

NACREOUS

A shield or suit of nacreous armor has a pearlescent sheen.
The wearer has improved protection from piercing weapons, gaining an additional +2 bonus to AC against such attacks.
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *mage armor*; Price +1 bonus.

SWORD AND FIST (3.0)

ARROW CATCHING

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

diverted to the wearer (but the shield's increased AC bonus still applies against these weapons).
The wielder activates this ability with a command word and can shut it off by repeating the command word.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *entopic shield*; *Market Price*: +1 bonus.

DANCING

The wearer can loose a dancing shield as a standard action and command it to protect a single character (possibly the wearer himself).
The dancing shield floats in the air in front of the protected character, darting in front of an opponent's weapons and providing with respect to the attacker, the projectile or thrown cover against attacks from one opponent per round. (It provides cover against an attacker unless it has already done so since its wielder's last turn).
Use the shield's armor bonus (including its enhancement bonus) as the cover bonus to AC.
At the end of 4 rounds, the dancing shield falls to the ground.
The user must pick it up and command it for it to function again.
Only one dancing shield can protect a character.
It is half as effective as normal (half the cover bonus to AC) when protecting a Large-size creature, and it cannot effectively provide cover for a Huge or bigger creature.
The dancing shield only functions for a character that is proficient with using shields.
It ceases dancing before 4 rounds have passed if so commanded.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +3 bonus.

UNDERDARK (3.5)

DROWCRAFT

Drowcraft armors were once common, but they have fallen out of everyday use in many drow cities.
Drowcraft armor provides a +2 deflection bonus to Armor Class if the wearer is in an earth node or area of *faerzress*.
Outside these areas, the deflection bonus is lost, but the armor otherwise functions normally.
Drowcraft armor that is exposed to sunlight must make a DC 8 Fortitude save or dissolve utterly.
A new save at the same DC is required for each day of exposure.
Covered armor and armor exposed to indirect light (such as indoors) are still vulnerable to this effect, but a drowcraft armor can be kept safe indefinitely inside a lead-lined case.
A drowcraft armor treated with darkoil (see Special Items, above) is immune to the effects of sunlight.
Strong abjuration; CL 12th; Craft Magic Arms and Armor, *contingency*, *disintegrate*, drow; Price +1 bonus.
Halfweight: All halfweight armors are exceptionally crafted works of art that use psionic circuitry, exceptional materials, and unbelievable articulation engineering to reduce the weight of normal armor to half its listed weight.
A halfweight armor is treated as light armor in every way, except that the protection it provides is not affected.
Thus, *+1 halfweight breastplate* is light armor and can be used without penalty by someone who has proficiency only with light armor.
Moderate transmutation; CL 8th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, psionic creature; Price +3 bonus (+2 bonus if used on illithidwrought armor).

ILLITHIDWROUGHT

Illithidwrought armors are common enough within the confines of illithid-controlled areas, but they are little known in the world beyond.
Such armors sometimes seem to have minds of their own, moving and shifting almost imperceptibly, even when not worn.
An illithidwrought armor grants any wearer a +1 insight bonus to Armor Class.
This bonus rises to +2 for a psionic creature.
Moderate divination; CL 8th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, psionic creature; Price +2 bonus.

MALLEABLE

Malleable armor allows its wearer to move naturally in the cramped quarters of caves and tunnels.
The wearer of malleable armor ignores the speed reduction for hampered movement when moving in a narrow space (an area smaller than but at least one-half of the wearer's space) or a low space (an area shorter than but at least one-half of the wearer's height).
The wearer also retains his Dexterity bonus (if any) to his Armor Class.
If the space is both narrow and low, the wearer functions as if only one of those conditions applied.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, Tunnelrunner feat; Price +1 bonus.

STARVER

Armor created with this special ability is so named because more than a few mind flayers have lost tentacles to its slashing blades.
Such armor incorporates a special defense against creatures that attempt to grab or swallow the wearer.
When an enemy attempts a grapple check against the wearer, razor-sharp blades spring out in all directions, dealing 2d6 points of slashing damage to the grappling creature.
The blades instantly retract if the wearer is released; otherwise, they continue to deal 2d6 points of damage to the grappling creature each round on the wearer's turn.
They also deal damage against any creature that has swallowed the wearer.
Should the wearer die, the blades become inert.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor; Price +2 bonus.

XORN MOVEMENT

This property grants the wearer the benefit of the *xorn movement* spell (see Chapter 4) for 9 rounds per day.
This duration need not be used all at once.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *xorn movement*; Price 36,000 gp more than the armor's normal price.

BONDING RITUALS

DUNGEON MASTER'S GUIDE 2 (3.5)

RITUAL OF BLOOD

You forge a bond with your chosen weapon by using it to defeat a powerful enemy.
Prerequisite: Base attack bonus +3.
Task: You must use the chosen weapon to strike the killing blow against a living creature whose Challenge Rating is at least 2 higher than your character level.
The creature must be an aberration, animal, dragon, giant, magical beast, monstrous humanoid, or vermin.
Ceremony: Within 1 hour of completing the task, you must complete a 15-minute ceremony of respect for the vanquished foe, during which you anoint both yourself and the weapon with the creature's blood (or similar sort of bodily fluid).
Benefit: You gain a +2 bonus on Knowledge checks related to creatures of the same type as the vanquished foe (see the Knowledge skill description, page 78 of the *Player's Handbook*).
For example, defeating a wyvern as part of the Ritual of Blood grants you a +2 bonus on Knowledge (arcana) checks regarding dragons.
Truebond Benefit: You gain a +4 bonus on damage rolls against creatures of the same type as the vanquished foe.
Typical Items: This ritual can be used with any weapon.

RITUAL OF DREAD

You forge a bond with your chosen weapon by overcoming your natural fear of life-draining effects.
Prerequisite: Intimidate 6 ranks.
Task: You must use the chosen weapon to deliver the killing blow against a creature with the energy drain special attack (such as a vampire) whose Challenge Rating is at least 2 higher than your character level.
Ceremony: Within 1 minute of completing the task, you must spend a full-round action to channel the dissipating negative energy of your vanquished foe into yourself and your weapon.
This process bestows one negative level on you, which must remain in effect for 24 hours.
If the negative level is removed by any means during this period, the ritual automatically fails.
At the end of the 24-hour waiting period, the negative level disappears as if you had successfully saved against it, and the ceremony is complete.
Benefit: You gain a +2 bonus on Fortitude saves made to remove negative levels.
Truebond Benefit: You can ignore the effects of a single negative level, taking no penalties on rolls and losing neither hit points nor spells.
(You must still make the usual saving throw 24 hours later to remove the negative level so that it does not become permanent).
If you have gained more than one negative level, you function as if you had one less negative level than you actually do.
Typical Items: This ritual can be used with any weapon.

RITUAL OF FAITH

You forge a bond with the chosen item by using it in battle against an enemy of your faith.
Prerequisites: Knowledge (religion) 3 ranks, able to cast 2nd-level divine spells.
Task: While wielding or wearing the item, you must deliver the killing blow to an outsider whose Challenge Rating is at least 2 higher than your character level.
At least one component of this outsider's alignment must be opposed to yours.
For example, if you are lawful good, the outsider must be either chaotic or evil.
If you are neutral, neither component of the outsider's alignment can be neutral (that is, it must be lawful good, chaotic good, lawful evil, or chaotic evil).
Ceremony: Within 1 hour of completing the task, you must begin an 8-hour ritual of prayer and concentration in a temple or on a site dedicated to your patron deity.
Benefit: You gain a +1 bonus on Will saves against spells or spell-like abilities used by outsiders whose alignment does not match your own.
Truebond Benefit: The bonded item is considered to have your alignment, and any effects it generates have alignment aspects that match yours.
Furthermore, if you have any abilities that affect your alignment-based spells (such as the Good domain), these abilities also affect the bonded item's powers.
Finally, any attack made by a bonded weapon that has this benefit overcomes damage reduction of the appropriate types.
For example, if you are lawful good, your bonded weapon overcomes damage reduction as if its attacks were both good and lawful.
Typical Items: This ritual can be used with any armor, shield, staff, amulet, phylactery, or vestment.

RITUAL OF FIRE

You forge a bond with your chosen item by enduring the destructive power of a fiery conflagration.
Prerequisite: Base attack bonus +3.
Task: While holding the chosen item, you must voluntarily fail a saving throw against a fire spell cast by an enemy whose caster level equals or exceeds your character level.
The spell must be capable of dealing damage equal to at least half your full normal hit points.
You may not use any means (including spells such as *resist energy*) to protect yourself from the fire damage dealt by the spell.
You need not survive the damage to complete the task.
Ceremony: Within 24 hours of completing the task, you must complete a 1-hour ceremony of prayer in front of a bonfire or similar conflagration.
Benefit: You gain a +1 bonus on saving throws against spells or effects with the fire descriptor.

Truebond Benefit: You gain resistance to fire 10.
Typical Items: This ritual can be used with any armor, shield, weapon, cloak, ring, or helm.

RITUAL OF HONOR

You forge a bond with the chosen item by defeating an enemy in honorable combat.
Prerequisites: Diplomacy 6 ranks, any lawful alignment.
Task: You must challenge and defeat a creature whose Challenge Rating equals or exceeds your character level and whose Intelligence score is 3 or higher.
All damage dealt to the creature must be nonlethal, and none of it may be dealt by any of your allies.
Ceremony: Within 1 hour of completing the task, you must begin a 10-minute ceremony of respect for the vanquished foe.
This ceremony must conclude with the bestowal of sufficient healing (magical or otherwise) to restore the creature to consciousness.
Benefit: As long as the bonded item is stowed (not held, worn, or otherwise immediately useable), you gain a +1 bonus on initiative checks.
Truebond Benefit: You gain a +4 dodge bonus to AC against attacks of opportunity made by creatures that you have not yet attacked.
Typical Items: This ritual can be used with any weapon, armor, or shield.

RITUAL OF MAGIC

You forge a bond with the chosen item by overcoming an enemy spellcaster's magical prowess.
Prerequisite: Spellcraft 6 ranks.
Task: You must successfully counter or dispel a spell cast by an enemy whose caster level is at least 2 higher than your own.
Ceremony: Within 24 hours of completing the task, you must meditate for 8 consecutive hours without interruption.
Benefit: You gain a +1 bonus on caster level checks made while holding or wearing the bonded item.
Truebond Benefit: You gain a +1 bonus on saving throws against spells and spell-like abilities made while holding or wearing the item.
Typical Items: This ritual can be used with any rod, staff, wand, amulet, cloak, or robe.

RITUAL OF PURITY

You forge a bond with the chosen item by undergoing a grueling ritual of bodily purification.
Prerequisite: Concentration 6 ranks or Autohypnosis 6 ranks (see the *Expanded Psionics Handbook*).
Task and Ceremony: You must meditate and fast for 14 consecutive days, eating no food and drinking only water. You may not use any means (either magical or mundane) to heal the nonlethal damage dealt by starvation, nor may you accept any assistance from another character in completing (or surviving) this task.
The item must be in your possession during the entire process.
Benefit: You gain a +1 bonus on Constitution checks and Constitution-based skill checks.
Truebond Benefit: You take no penalties to Strength or Dexterity for fatigue.
Typical Items: This ritual can be used with any weapon, bracers, or cloak.

RITUAL OF SONG

You forge a bond with the chosen item by using it to demonstrate your talent for performance.
Despite its name, this ritual applies to any kind of performance, even one with no vocal components.
Prerequisite: Perform (any) 6 ranks.
Task and Ceremony: You must use Perform checks to earn at least 1% of the gp cost for imbuing the bonded item with its new ability.
See the Perform skill description, page 79 of the *Player's Handbook*, for details.
The item must be incorporated into each of these performances in some way—perhaps as accompaniment to a musical performance, or as a prop or costume accessory.
Benefit: You gain a +1 bonus on Perform checks made while holding or wearing the item.
Truebond Benefit: You can add 1 to the caster level of any spell you cast while holding or wearing the item, as long as the spell has both a verbal and a somatic component.
A spell cast without either or both of these components for any reason—either because it does not require them or because it is affected by a feat such as Still Spell—does not gain this benefit.
Typical Items: This ritual can be used with any amulet, cloak, hat, instrument, or vest.

RITUAL OF THEFT

You forge a bond with your chosen item by using it in grand larceny.
Prerequisites: Any three of the following skills (6 ranks each): Bluff, Disable Device, Hide, Move Silently, Open Lock, Search, or Sleight of Hand.
Task: You must steal one or more objects that together are worth at least as much as the gp cost of the ceremony (see below) from a foe whose Challenge Rating is at least 2 higher than your character level.
The foe need not be in physical possession of the objects at the time of the theft, but he must be within 100 feet of them.
You must then use your chosen item in some fashion that involves one of the same rolls or checks you made during the theft.
Ceremony: Within 1 hour of completing the task, you must give away stolen treasure whose gp value equals or exceeds the cost of imbuing the bonded item with its new abilities. Throughout the distribution of these items, you must spread tales of your skill and cunning.
Benefit: You gain a +1 bonus on any Open Lock check or Search check on which you take 10.
Truebond Benefit: You gain a +2 bonus on any Open Lock or Search check on which you take 20, and on any Bluff, Disable Device, or Sleight of Hand check on which you take 10.
Typical Items: This ritual can be used on any boots, cloak, gloves, or container.

RITUAL OF TRAVEL

You forge a bond with the chosen item by carrying it with you during a long journey.
Prerequisite: Knowledge (geography) 6 ranks or Survival 6 ranks.
Task: You must complete an overland trek of at least 50 miles per character level you possess.
You can have company on this journey, but you must cover the entire distance on foot.
The chosen item must accompany you throughout this task.
Ceremony: At some point during each day of travel, you must meditate for 1 hour.
If this meditation is interrupted, you can begin meditating again.
However, if you let an entire 24 hours pass without performing the required meditation, you must restart the journey.
Benefit: You gain a +1 bonus on Survival checks, as well as on all checks and saves mentioned in the description of the Endurance feat (see page 93 of the *Player's Handbook*).
Truebond Benefit: You can move at your normal speed through difficult terrain that would normally halve your speed, including undergrowth (but not heavy undergrowth), shallow bogs, steep slopes, and dense rubble. Obstacles (such as low walls), as well as any magically created difficult terrain, hamper your movement as normal.
Typical Items: This ritual can be used on any boots, cloak, or container.

CONSTRUCTS

ARMS AND EQUIPMENT GUIDE (3.0)

EQUINE GOLEM CONSTRUCTION

An equine golem's body must be carved from a single hardwood tree at least 100 years old.
The golem costs 20,000 gp to create, which includes 400 gp for the body.
Assembling the body requires a successful Craft (woodworking) check (DC 13).
The creator must be 12th level and able to cast arcane spells.
Completing the ritual drains 750 XP from the creator and requires *animate objects*, *geas/quest*, *limited wish*, *phantom steed*, and *shatter*.

CITY OF SPLENDORS WATERDEEP (3.5)

GARGOYLE CONSTRUCTION

A guardgoyle's body is sculpted from granite or basalt and coated with gem dust.
The materials cost 1,000 gp.
The creature's master can assemble the body or hire someone else to do the job.
Creating the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.
After the body is sculpted, the guardgoyle is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and the ritual can be performed together.
Damage to a guardgoyle can be repaired with a *stone shape* spell; each such use restores 1d8 hit points to the creature. *Repair damage* spells also work.
CL 7th; Craft Construct, *alarm*, *fly*, *shout*, *stone shape*, caster must be at least 7th level; Price 4,000 gp; Cost 2,500 gp + 120 XP.

SCALADAR CONSTRUCTION

A scaladar's body is sculpted from 2,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 5,000 gp.
Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.
In addition, an existing *ring of Trobriand* must be employed or a new one created as part of the process.
(The cost of doing so is not included in the cost or price of the construct).
CL 13th; Craft Construct, *arcane sight*, *limited wish*, *polymorph any object*, *protection from energy*, *shield*, caster must be at least 13th level; Price 25,000 gp; Cost 15,000 gp + 800 XP.

WALKING STATUE OF WATERDEEP CONSTRUCTION

A walking statue is a great colossus made of dense stone, usually dolomite or andesite.
It stands 40 feet tall and weighs about 1,000 tons.
The stone must be of good quality, and costs 50,000 gp.
Assembling the body requires a DC 25 Craft (sculpting) or Craft (stonemasonry) check.
CL 18th; Craft Construct, *ethereal jaunt*, *Mordenkainen's disjunction*, *see invisibility*; Price 250,000 gp; Cost 150,000 gp + 8,000 XP.

CITYSCAPE (3.5)

SIEGE GOLEM CONSTRUCTION

A siege golem's body must be crafted from enormous amounts of high-quality hardwoods, with iron joints and leather fittings, costing a total of 3,000 gp.
The catapult requires masterwork craftsmanship.
The body must then be engraved with mystical sigils, and treated with rare tinctures worth another 3,000 gp.
Assembling the body requires a DC 15 Craft (carpentry) check.
CL 14th; Craft Construct, *geas/quest*, *fabricate*, *limited wish*, caster must be at least 14th level; Price 100,000 gp; Cost 56,000 gp + 4,000 XP.

COMPLETE DIVINE (3.5)

BOGUN CONSTRUCTION

Unlike a homunculus, a bogun is created from natural materials available in any forest.
Thus, there is no gold piece cost for its creation.
All materials used become permanent parts of the bogun.
The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a bogun.
Before casting any spells, a physical form must be woven out of living (or once-living) vegetable matter to hold the magical energy.
A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin.
The creator may assemble the body personally or hire someone else to do it.
Creating the mannequin requires a Craft (basketweaving or weaving) check (DC 12).
Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete.
The creator must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic.

If the creator is personally weaving the creature's body, that process and the ritual can be performed together.
When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking.
Missing even one day causes the process to fail.
At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.
On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget bogun*.
These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

COMPLETE WARRIOR (3.5)

BLADE GUARDIAN CONSTRUCTION

A blade guardian is built from wood, silver, stone, and steel.
The materials cost 4,000 gp.
The guardian's master may assemble the body or hire someone to do the job.
Creating the body re quires a DC 16 Profession (engineering) check.
After the body is sculpted, the blade guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and the ritual can be performed together.
A blade guardian with more than 8 Hit Dice can be created, but each additional Hit Die adds 3,000 gp to the market price, and the price increases by 15,000 gp if the creature's size increases to Large, modifying the cost to create accordingly.
Caster Level: 11th; *Prerequisites*: Craft Construct (see page 303 of the *Monster Manual*), *fabricate*, *locate creature*, *Tenser's transformation*; *Market Price*: 30,000 gp; *Cost to Create*: 18,000 gp + 1,200 XP.

GAUNTLET GUARDIAN CONSTRUCTION

A gauntlet guardian is built from brass, stone, and steel.
The materials cost 3,000 gp.
The guardian's master may assemble the body or hire someone else to do the job.
Creating the body requires a DC 16 Profession (engineering) check.
After the body is sculpted, the gauntlet guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and the ritual can be performed together.
A gauntlet guardian with more than 4 Hit Dice can be created, but each additional Hit Die adds 2,000 gp to the market price, and the price increases by 10,000 gp if the creature's size increases to Medium, modifying the cost to create accordingly.
Caster Level: 9th; *Prerequisites*: Craft Construct (see page 303 of the *Monster Manual*), *fabricate*, *locate creature*, *stone shape*; *Market Price*: 20,000 gp; *Cost to Create*: 11,500 gp + 800 XP.

SPARK GUARDIAN CONSTRUCTION

A spark guardian is built from wood, leather, and copper.
The materials cost 2,000 gp.
The guardian's master may assemble the body or hire someone else to do the job.
Creating the body requires a DC 16 Profession (engineering) check.
After the body is sculpted, the spark guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and the ritual can be performed together.
A spark guardian with more than 2 Hit Dice can be created, but each additional Hit Die adds 1,000 gp to the market price, and the price increases by 5,000 gp if the creature's size increases to Medium, modifying the cost to create accordingly.
Caster Level: 7th; *Prerequisites*: Craft Construct (see page 303 of the *Monster Manual*), *lightning bolt*, *locate creature*, *minor creation*; *Market Price*: 10,000 gp; *Cost to Create*: 7,000 gp + 400 XP.

DRACONOMICON (3.5)

DRAGONBONE GOLEM CONSTRUCTION

A dragonbone golem's body must be crafted from the skeletons of one or more dragons, strung together with adamantine wire worth 5,000 gp.
Creating the body requires a DC 20 Heal check.
CL 13th; Craft Construct (see page 303 of the *Monster Manual*), *animate dead*, *cause fear*, *geas/quest*, caster must be at least 13th level; Price 115,000 gp; Cost 60,000 gp + 4,400 XP.

DRAKESTONE GOLEM CONSTRUCTION

A drakestone golem's body is intricately chiseled from a single block of high-quality stone, usually granite, weighing at least 3,000 pounds and costing 5,000 gp.
It must also be polished with rare oils worth 10,000 gp.
Assembling the body requires a DC 25 Craft (sculpting or masonry) check.
CL 16th; Craft Construct (see page 303 of the *Monster Manual*), *animate objects*, *antimagic field*, *flesh to stone*, *geas/quest*, caster must be at least 16th level; Price 175,000 gp; Cost 95,000 gp + 6,400 XP.

IRONWYRM GOLEM CONSTRUCTION

An ironwyrm golem is sculpted from 5,000 pounds of pure iron, smelted with other rare components and elixirs costing at least 25,000 gp.
Assembling the body requires a DC 30 Craft (armorsmithing or weaponsmithing) check.

CL 18th; Craft Construct (see page 303 of the *Monster Manual*), *animate objects*, *antimagic field*, *geas/quest*, *incendiary cloud*, *limited wish*, caster must be at least 18th level; Price 225,000 gp; Cost 125,000 gp + 8,000 XP.

DROW OF THE UNDERDARK (3.5)

ADAMANTINE SPIDER CONSTRUCTION

An adamantine spider is assembled from exquisitely wrought adamantine components.
During the construction process, each component is bathed in a mixture of venom, roper blood, and the tears of a dozen slaves.
The components and materials cost 450 gp, and constructing the body requires a DC 18 Craft (metalworking) check.
In addition to the cost of materials, the creator must purchase or craft the poison the construct uses separately.
An adamantine spider can be constructed with more than 4 Hit Dice.
Each additional Hit Die adds 3,000 gp to the cost.
The creation cost also includes the materials for the command amulet attuned to that adamantine spider.
For the purpose of creation, the amulet is considered part of the construct.
It is not possible to recreate a destroyed amulet, nor to bypass the amulet's function to control the adamantine spider without it.
CL 12th; Craft Construct, *animate objects*, *discern location*; Price 10,900 gp; Cost 5,450 gp + 436 XP.

EPIC LEVEL HANDBOOK (3.0)

ADAMANTINE GOLEM CONSTRUCTION

An adamantine golem's body is sculpted from 45,000 pounds of pure iron and is then polymorphed into adamantine (using *wish*).
The golem costs 500,000 gold pieces to create, which includes 25,000 gp for the body.
Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 40).
The creator must be 30th level, have the Craft Epic Magic Arms and Armor feat, and be able to cast arcane spells.
Completing the ritual drains 10,000 XP from the creator and requires *Bigby's crushing hand*, *geas/quest*, *polymorph any object*, and *wish*.

FLESH COLOSSUS CONSTRUCTION

Only a master necromancer of surpassing power can create a flesh colossus.
The bodies of not less than three hundred previously animated Medium-size humanoid creatures must be stripped of their flesh and the bones, which are then rendered in two great vats.
The resulting semiliquid bone-paste is then cast into a new articulated skeleton of great size, to which the rendered flesh is applied like wet clay to shape the figure.
Finally, the necromancer must bind a ghost of at least 10 HD (the more powerful the better) into the colossus to act as its controlling spirit.
Without the controlling spirit, the colossus is just an oversized zombie; with it, it functions as a golem of great size and repugnant appearance.
If no ghost is available, the necromancer may occupy the colossus himself by casting *magic jar*.
The colossus costs 760,000 gp to create, which includes 100,000 gp for the body.
Assembling the body takes no great skill, and many flesh colossi reveal that fact in their uncouth forms.
The creator must be 29th level and able to cast epic spells.
Completing the ritual drains 30,600 XP from the creator and requires *magic jar*, *limited wish*, *polymorph any object*, and *finger of death*.

IRON COLOSSUS CONSTRUCTION

An iron colossus's body is sculpted from 150,000 pounds of pure iron.
The colossus costs 1,000,000 gp to create, which includes 100,500 gp for the body.
Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 42).
The creator must be 35th level and able to cast epic spells.
Completing the ritual drains 50,000 XP from the creator and requires *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.

METAL DESTRIER

Forged by Rary the Traitor, this construct resembles a mechanical heavy warhorse with gleaming silver skin and burning yellow eyes.
It follows the orders of its creator, or whomever its creator designates as its new master (currently Robilar).
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, Craft (armor/smithing) check (DC 20), 2 months of extended magical ritual to complete; *Market Price*: 200,000 gp.

ROBILAR'S METAL DESTRIER

Large Construct
Hit Dice: 18d10 (99 hp)
Initiative: –1 (Dex)
Speed: 50 ft.
AC: 30 (–1 size, –1 Dex, +22 natural)
Attacks: 2 hooves +23 melee, 1 bite +18 melee
Damage: Hoof 2d10+11, bite 2d6+5
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Dire charge
Special Qualities: Construct traits, fast healing 1, magic immunity, DR 50/+3, rust vulnerability
Saves: Fort +6, Ref +5, Will +6
Abilities: Str 33, Dex 9, Con —, Int –, Wis 11.Cha 1
Climate/Terrain: Any land
Organization: Solitary or with rider
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 19–24 HD (Large); 25–54 HD (Huge)

MYTHRAL GOLEM CONSTRUCTION

A mithral golem's body is sculpted from 8 1/2 tons of pure iron and is then polymorphed into mithral (using *wish*).
A mithral golem costs 250,000 gold pieces to create, which includes 5,000 gp for the body.
Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 30).
The creator must be 25th level, have the Craft Epic Magic Arms and Armor feat, and be able to cast arcane spells.
Completing the ritual drains 5,000 XP from the creator and requires *geas/quest*, *haste*, *polymorph any object*, and *wish*.

STONE COLOSSUS CONSTRUCTION

A stone colossus's body is chiseled from a single block of hard stone, such as granite, weighing at least 375,000 pounds.
The colossus costs 760,000 gp to create, which includes 100,000 gp for the body.
Assembling the body requires a successful Craft (sculpting) or Craft (masonry) check (DC 37).
The creator must be 25th level and able to cast epic spells.
Completing the ritual drains 30,600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *shatter*.

EXPANDED PSIONICS HANDBOOK (3.5)

PSION–KILLER CONSTRUCTION

A psion-killer's body is constructed from massive blocks of quartz crystal with a total weight of at least 5,000 pounds and costing at least 8,000 gp.
Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.
ML 16th; Craft Construct, *bend reality*, *dispel psionics*, *fabricate*, *mind seed*, manifester must be at least 16th level; Price 150,000 gp; Cost 79,000 gp + 5,680 XP.

FIEND FOLIO (3.5)

BLACKSTONE GIANT CONSTRUCTION

A blackstone gigant's body is carved from a single block of hard, black stone weighing at least 50,000 pounds.
A blackstone gigant costs 200,000 gp to create, which includes 5,000 gp for the body.
Assembling the body requires a successful Craft (sculpting) or Craft (stonemasonry) check (DC 25).
The creator must be 20th level and be able to cast divine spells.
Completing the ritual drains 8,000 XP from the creator and requires the Craft Wondrous Item feat, *animate objects*, *flesh to stone*, *geas/quest*, and *miracle*.

BLOOD GOLEM OF HEXTOR CONSTRUCTION

A blood golem's semisolid body is created from the blood of 16 Medium-size humanoids sacrificed to Hextor.
The golem costs 50,000 gp to create.
Extracting the blood from the sacrificial victims requires a Heal check (DC 15).
The creator must be 14th level and able to cast divine spells.
Completing the creation drains 1,000 XP from the creator and requires *animate objects*, *bull's strength*, *gentle repose*, and *heal*.
The magic armor of the golem costs the standard amount for its kind, except that the materials cost for the masterwork full plate costs more than the normal amount because of the larger size and special requirements of the golem's physiology (total cost for the armor is 4,150 gp).
The masterwork flails cost 315 gp each.
Blood golems can be built with more powerful armors or weapons.

BRAIN GOLEM CONSTRUCTION

A brain golem's body is formed from the brains of intelligent creatures and topped off with a bud from a mind flayer community's elder brain to form the creature's "head".
Its skin is a membrane secreted by the elder brain bud.
The golem costs 55,000 gp to create, which includes 1,000 gp for the construction of the body.
Assembling the body requires a Heal check (DC 15).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 1,200 XP from the creator and requires *bull's strength*, *feeblemind*, *geas/quest*, *limited wish*, *mage armor*, and *polymorph any object*.

DEMONFLESH GOLEM CONSTRUCTION

A demonflesh golem can be constructed only in the Abyss or on another chaotic infernal plane (in the D&D cosmology, this would include Pandemonium and Carceri; see *Manual of the Planes*).
Assembly requires access to a variety of demon bodies and fiendish grafts (see Appendix 3), specifically including a claw fiendish arm, a fast fiendish leg, a fear fiendish eye, membranous fiendish wings, and a whip fiendish tail.
The golem costs 130,000 gp to create, which includes 1,000 gp for the construction of the body.
Assembling the body requires a Heal check (DC 15) and a Knowledge (the planes) check (DC 20).
The creator must be 18th level and able to cast both arcane and divine spells.
Completing the ritual drains 3,000 XP from the creator and requires *darkness*, *destruction*, *geas/quest*, *horrid wilting*, *planar binding*, *poison*, *unholy aura*, and *unholy blight*.

HELLFIRE GOLEM CONSTRUCTION

A hellfire golem can be constructed only on the Nine Hells of Baator or another lawful infernal plane (in the D&D cosmology, this would include Acheron and Gehenna; see *Manual of the Planes*).
The body is formed from special clays found only on such planes, and it is suffused with unholy energy from its plane of creation.
The golem costs 125,000 gp to create, which includes 2,000 gp for the construction of the body.
Assembling the body requires a Craft (sculpting) check (DC 20).
The creator must be 18th level and able to cast both arcane and divine spells.
Completing the ritual drains 2,500 XP from the creator and requires *burning hands*, *fireball*, *flame strike*, *flare*, *geas/quest*, *planar ally*, and *produce flame*.

MAUG CONSTRUCTION

Only the Thulkarr understand the secrets of a maug's creation, but rumors persist that old ruins might conceal ancient tablets describing that process and the rites by which a whole race can be banished to Acheron.
In addition to knowledge of the secret rites, it requires 10,000 gp and 500 XP to create a maug; the Thulkarr sell the services of maug mercenaries for the express purpose of garnering the funds necessary to build more of their kind.

NECROPHIDIUS CONSTRUCTION

To construct a necrophidius, the creator needs the Craft Wondrous Item feat and must expend 5,000 gp in materials and 100 XP.
The cost includes the need for a skeleton of a Medium-size snake, the skull of a humanoid creature, and all other mundane ingredients.
Assembling the body requires a successful Craft (sculpting) check (DC 13).
If the creator is a sorcerer or wizard, the construction process requires *geas/quest*, *hold person*, *hypnotism*, and *Mordenkainen's faithful hound*.
If the creator is a cleric, it requires *animate objects*, *command*, *geas/quest*, and *hold person*.
The process takes five days.
Larger examples of this creature can be created, with each additional Hit Die increasing the cost by 2,500 gp and 50 XP.

WICKER MAN CONSTRUCTION

A wicker man is made from green vines and branches cut from ancient oak and darkwood trees; the total weight of these materials must be at least 800 pounds.
A wicker man costs 70,000 gp to create, which includes 3,000 gp for the wood and 20,000 gp for special alchemical herbs and oils that must be used to treat the wood.
Assembling the body requires a successful Craft (woodworking) check (DC 17) and a successful Craft (alchemy) check (DC 15).
The creator must be 16th level and able to cast divine spells.
Completing the ritual drains 2,800 XP from the creator and requires *entangle*, *liveoak*, and *protection from energy*.

FIENDISH CODEX 2 (3.5)

HELLFIRE ENGINE CONSTRUCTION

A hellfire engine is assembled from 40,000 pounds of cold iron bathed in the blood of a dozen celestials and then polished with a rare blend of brimstone, sulfur, and acids found only in Hell, costing at least 80,000 gp.
Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.
CL 25th; Craft Construct (MM 303), *hellfire storm*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 25th level and lawful evil; Price 320,000 gp; Cost 200,000 gp + 9,600 XP.

HEROES OF BATTLE (3.5)

BRASS STEED CONSTRUCTION

A brass steed's body is sculpted from 3,000 pounds of copper and zinc smelted with rare tinctures and admixtures costing at least 1,000 gp.

Creating the body requires a DC 12 Craft (armorsmithing) check or a DC 12 Craft (weaponsmithing) check.
CL 8th; Craft Construct, *animate objects*, *bull's strength*, *flame arrow*, *geas/quest*, *haste*, caster must be at least 8th level; Price 19,000 gp; Cost 10,000 gp + 720 XP.

HEROES OF HORROR (3.5)

CADAVER GOLEM CONSTRUCTION

The pieces of a cadaver golem must come from normal humanoid corpses that have not decayed significantly.
Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain.
In some cases, more bodies might be necessary.
Special unguents and bindings worth 750 gp are also required.
Creating a flesh golem requires casting a spell with the evil descriptor.
This rite is used very infrequently, since few spellcasters care to create a homicidal, sentient golem they cannot control.
Assembling the body requires a DC 16 Craft (leatherworking) check or a DC 16 Heal check.
CL 12th; Craft Construct, *bull's strength*, *create undead*, *geas/quest*, *limited wish*, caster must be at least 12th level; Price 30,000 gp; Cost 15,750 gp + 1,170 XP.

LIBRIS MORTIS (3.5)

GRAVE DIRT GOLEM CONSTRUCTION

A grave dirt golem's body must be formed from a volume of grave soil (soil dug from the immediate vicinity of a grave). This soil must weigh at least 1,000 pounds, and it must be treated with rare oils and powders worth at least 1,500 gp.
Creating the body requires a DC 15 Craft (sculpting) check.
CL 11th; Craft Construct (see *Monster Manual*, page 303), *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 36,500 gp; Cost 18,250 gp + 1,400 XP.

TOMBSTONE GOLEM CONSTRUCTION

A stone golem becomes a tombstone golem with the following substitutions.
Rather than simple stone, the creature is made up of fused grave headstones, inscribed with names in various languages, often more than one name per headstone, along with birth and death dates.
Second, its supernatural ability to slow opponents is replaced by the slay living ability.
Finally, increase the Challenge Rating by 2.
Substitute *slay living* (see below) for *slow* as a required ingredient of the construction, and change the price to 135,000 gp and the cost to 70,000 gp + 5,200 XP.

LORDS OF MADNESS (3.5)

ELDER EIDOLON CONSTRUCTION

Although the technique to build eidolons is ancient and, for all practical purposes, lost to time, rules for creating them are presented here.
Discovering the secrets of creating eidolons could form the core of a high-level adventure.
The eidolon's creator must have the Craft Construct feat.
The eidolon's body must be built from stone, and requires a DC 25 Craft (sculpting or stonemasonry) check.
Knowledge (architecture and engineering) can be substituted for the Craft skill when building an eidolon.
The cost of the eidolon's body depends on its size:

Size	Cost
Tiny	500 gp
Small	1,000 gp
Medium	2,000 gp
Large	5,000 gp
Huge	10,000 gp
Gargantuan	25,000 gp
Colossal	50,000 gp

The market price is 6,000 gp per Hit Die of the eidolon, plus the cost of its body.
The cost to create is 3,000 gp and 240 XP per Hit Die, plus the cost of the body.
The minimum caster level to create an eidolon is equal to its Hit Dice.
For example, a Gargantuan eidolon with 20 Hit Dice has a market price of 145,000 gp and requires 4,800 XP to create. The cost to create is 85,000 gp, and the caster must be at least 20th level.

LOST EMPIRES OF FAERÛN (3.5)

BATTLE HORROR CONSTRUCTION

A battle horror is created in much the same manner as a helmed horror, except that the armor acquires a +5 enhancement bonus.
A battle horror with more than 20 Hit Dice can be created, but each additional Hit Die adds +8,000 gp to the price.
Strong transmutation; CL 18th; Craft Construct (see *Monster Manual*), Craft Magic Arms and Armor, *air walk* or *fly*, *blink*, *dimension door*, *limited wish*, *magic missile*, *spell turning*; Price 150,000 gp; Cost 76,650 gp.

CRAWLING CLAW CONSTRUCTION

A swarm of crawling claws is created from the hands of three hundred Medium or Small humanoids.

No assembly is required, but the hands must be treated with unguents worth 250 gp.
In addition to the hands, creating a crawling claw swarm requires casting a spell with the evil descriptor.
CL 7th; Craft Construct, *animate dead*, *cat's grace*, *lesser geas*, caster must be at least 7th level; Price 18,000 gp; Cost 9,250 gp + 710 XP.

HELMED HORROR CONSTRUCTION

A helmed horror is built from a suit of masterwork full plate armor.
After procuring the armor, the creator must animate it via an extended magical ritual that requires a specially prepared laboratory or workroom that is similar to an alchemist's laboratory and costs 500 gp to establish.
The ritual also gives the armor a +3 enhancement bonus.
A helmed horror with more than 13 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the price.
Strong transmutation; CL 15th; Craft Construct (see *Monster Manual*), Craft Magic Arms and Armor, *air walk* or *fly*, *limited wish*, *spell turning*; Price 75,000 gp; Cost 39,150 gp.

TOMB TAPPER CONSTRUCTION

While the secrets of thaalud construction have long been lost to the world at large, the tomb tappers know the secret of making more of their kind.
They usually choose to replace destroyed individuals, but they never increase their total number.
Five thaalud cooperating with each other can fashion a new tomb tapper in 100 days.
The exact requirements of the ritual are not known, but the tomb tappers must fashion the new individual's body from stone, iron, and at least 10,000 gp worth of adamantine.

MAGIC OF INCARNUM (3.5)

INCARNUM GOLEM CONSTRUCTION

An incarnum golem's body must be sculpted from adamantine, iron, and plates of magically hardened glass.
These materials cost a total of 7,500 gp.
Creating the body requires a DC 15 Craft (sculpting) check.
CL 11th; Craft Construct (see page 303 in the *Monster Manual*), ability to shape a soulmeld, *animate object*, *limited wish*, *planar binding*, caster must be at least 11th level; Price 47,500 gp; Cost 27,500 gp + 1,600 XP.

MANUAL OF THE PLANES (3.0)

ASTRAL CARRACK CONSTRUCTION

This 100-foot-long astral ship has an open main deck and a completely enclosed middle deck and bottom deck.
It requires a crew of twenty, but generally runs on a crew of forty, including an 11th-level captain, an 8th-level first officer, and five 4th-level lieutenants.
Astral ships are magically created craft of great utility on the Astral Plane.
They are certainly not creatures in their own right, but if properly manned, they can be treated as colossal constructs moving through the Astral Plane.

MASTERS OF THE WILD (3.0)

BOGUN CONSTRUCTION

Unlike a homunculus, a bogun is created from natural materials available in any forest.
Thus, there is no gold piece cost for its creation.
All materials used become permanent parts of the bogun.
The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a bogun.
Before casting any spells, a physical form must be woven out of living (or once-living) vegetable matter to hold the magical energy.
A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin.
The creator may assemble the body personally or hire someone else to do it.
Creating the mannequin requires a Craft (basketweaving or weaving) check (DC 12).
Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete.
The creator must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic.
If the creator is personally weaving the creature's body, that process and the ritual can be performed together.
When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking.
Missing even one day causes the process to fail.
At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.
On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget bogun*.
These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

MONSTER MANUAL I 3.0 (3.0)

CLAY GOLEM CONSTRUCTION

A clay golem must be sculpted from one single block of clay weighting at least 1,000 pounds.
The golem costs 60,000 gp to create, including 1,500 gp for the body and 30,000 gp for vestments, which can be reused.
Creating the body requires a successful Craft (sculpting or masonry) check (DC 15).
The ritual requires a 16th-level creator who can cast divine spells.
Completing the ritual drains 1,200 XP from the creator and requires *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*.

FLESH GOLEM CONSTRUCTION

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly.
Assembly requires a minimum of six different bodies, one for each limb, the torso (with head) and the brain.
In some cases, more bodies may be necessary.
The golem costs 50,000 gp to create, which includes 500 gp for the construction of the body.
Assembling the body requires a successful Craft (leatherworking) or Heal check (DC 13).
The creator must be 14th level and able to cast arcane spells.
Completing the ritual drains 1,000 XP from the creator and requires *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, and *protection from arrows*.

HOMUNCULUS CONSTRUCTION

A homunculus costs 100 gp to create, including 20 gp for the body.
This cost includes all the materials and spell components that are consumed by or become a permanent part of the creation.
The first task is shaping the creature from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood.
The creature's master may assemble the body or hire someone else to do the job.
Creating the body requires a Craft (sculpture or masonry) check (DC of 12).
After the body is sculpted, it is animated through an extended magical ritual that requires a 7th-level character with the Craft Wondrous Item feat.
This ritual requires a week to complete: The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and ritual can be performed together.
A character not actively working on the ritual must rest and can perform no other activities except eating, sleeping, or talking.
If he or she misses a day, the process fails, and the ritual must be started anew; any gp spent on the failed ritual is lost (but not XP).
The previously crafted body can be reused, as can the laboratory.
Completing the ritual requires casting *arcane eye*, *mirror image*, and *mending* on the final day of the ritual and drains 25 XP from the creator.
He or she must cast the spells personally, but they can come from outside sources, such as scrolls.

IRON GOLEM CONSTRUCTION

An iron golem's body is sculpted from 5,000 pounds of pure iron.
The golem costs 100,000 gp to create, which includes 1,500 gp for the body.
Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 2,000 XP from the creator and requires *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.

SHIELD GUARDIAN CONSTRUCTION

A shield guardian costs 100,000 gp to create.
This cost includes the construct's physical body, the keyed amulet, and all the materials and spell components that are consumed or become a permanent part of them.
This cost includes 1,000 gp for the body and 500 gp for the amulet.
The first task is creating the body, a humanoid figure of wood, bronze, stone and steel.
The construct's master can assemble the body or can hire someone to do the job.
Creating the body requires a successful Profession (engineering) or Craft (sculpture) check (DC 16).
The second requirement is creating the keyed amulet from bronze, which requires a successful Craft (metalworking) check (DC 12).
After the body and amulet are fashioned, the creature must be animated through an extended magical ritual that requires a week to complete.
Understanding the ritual requires a 12th-level character with the Craft Wondrous Item feat.
The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom.
The chamber is similar to both an alchemist's laboratory and a smithy and costs 1,000 gp to establish.
When not working on the ritual, the character must rest and can perform no other activities except eating, sleeping, or talking.
If personally constructing the creature's body, the creator can perform the building and ritual together.
If the creator misses a day of the ritual, the process fails and must be started again.
Money spent is lost, but XP spent are not.
The shield guardian's body can be reused, as can the chamber.
Completing the ritual drains 2,000 XP from the creator and requires *limited wish*, *locate object*, *make whole*, *shield*, and *shield other*, which must be cast on the final day of the ritual.

The creator must cast the spells personally, but they can come from outside sources, such as scrolls.
Amulet: If the keyed amulet is destroyed, the guardian ceases to function until a new one is created.
If the wearer dies but the amulet is intact, the shield guardian carries out the last command given.

STONE GOLEM CONSTRUCTION

A stone golem's body is chiselled from a single block of hard stone, such as granite, weighting at least 3,000 pounds. The golem costs 80,000 gp to create, which includes 1,000 gp for the body.
Assembling the body requires a successful Craft (sculpting or masonry) check (DC 17).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 1,600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *slow*.

MONSTER MANUAL I 3.5 (3.5)

CLAY GOLEM CONSTRUCTION

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp.
Creating the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (pottery) check.
CL 11th; Craft Construct (see page 303), *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 1,540 XP.

FLESH GOLEM CONSTRUCTION

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly.
Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary.
Special unguents and bindings worth 500 gp are also required.
Note that creating a flesh golem requires casting a spell with the evil descriptor.
Assembling the body requires a DC 13 Craft (leatherworking) check or a DC 13 Heal check.
CL 8th; Craft Construct (see page 303), *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 8th level; Price 20,000 gp; Cost 10,500 gp + 780 XP.

GREATER STONE GOLEM CONSTRUCTION

A greater stone golem is a colossus of granite, the largest and most fearsome stone golem commonly created. These immensely powerful constructs are most often used to guard royal tombs, magical armories, and similar places of ancient power.
A greater stone golem is 18 feet tall and weighs around 32,000 pounds.
It resembles a typical stone golem in all respects, except that the Will save DC is 31 against its slow ability.
CL 14th; Craft Construct (see page 303), *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 196,000 gp; Cost 105,000 gp + 7,640 XP.

HOMUNCULUS CONSTRUCTION

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood.
The materials cost 50 gp.
The creature's master may assemble the body or hire someone else to do the job.
Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (pottery) check.
After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and ritual can be performed together.
A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.
Craft Construct (see page 303), *arcane eye*, *mirror image*, *mending*, caster must be at least 4th level; Price — (never sold); Cost 1,050 gp + 78 XP.

IRON GOLEM CONSTRUCTION

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp.
Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.
CL 16th; Craft Construct (see page 303), *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

SHIELD GUARDIAN CONSTRUCTION

A shield guardian is built from wood, bronze, stone, and steel.
The materials cost 5,000 gp.
The creature's master may assemble the body or hire someone else to do the job.
Creating the body requires a DC 16 Craft (blacksmithing) or Craft (carpentry) check.
The keyed amulet is fashioned at the same time, and its cost (20,000 gp) is included in the cost of the guardian.
After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.
If the creator is personally constructing the creature's body, the building and the ritual can be performed together.
A shield guardian with more than 15 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the market price, and the price increases by +20,000 gp if the

creature's size increases to Huge, modifying the cost to create accordingly.
CL 15th; Craft Construct (see page 303), *limited wish*, *discern location*, *shield*, *shield other*, caster must be at least 15th level; Price 120,000 gp; Cost 65,000 gp + 4,600 XP.
Amulet: If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

STONE GOLEM CONSTRUCTION

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp.
Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.
CL 14th; Craft Construct (see page 303), *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

MONSTER MANUAL 2 (3.0)

BOGUN CONSTRUCTION

Unlike a homunculus, a bogun is created from natural materials available in any forest. Thus, there is no gold piece cost for its creation.
All materials used become permanent parts of the bogun.
The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a bogun.
Before casting any spells, the creator must weave a physical form out of living (or once-living) vegetable matter to hold the magical energy.
A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin.
The creator may assemble the body personally or hire someone else to do it.
Creating the mannequin requires a Craft (basketweaving) or Craft (weaving) check (DC 12).
Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete.
He or she must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic.
If the creator is personally weaving the creature's body, that process and the ritual can be performed together.
When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking.
Missing even one day causes the process to fail.
At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.
On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget bogun* (see below).
These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

BRASS GOLEM CONSTRUCTION

A brass golem's body is constructed from 1,000 pounds of brass and costs 200,000 gp to create.
(This amount includes 1,500 gp for the body and 32,320 gp for the +3 *wounding greataxe*).
Assembling the body requires one successful Craft (armorsmithing) check (DC 25) and one successful Craft (weaponsmithing) check (DC 25).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 4,000 XP from the creator and requires the *geas/quest*, *limited wish*, *maze*, *Mordenkainen's sword*, and *polymorph any object* spells.

BRONZE SERPENT CONSTRUCTION

A bronze serpent's body is constructed from 1,000 pounds of bronze.
The creator must be at least 16th level and able to cast arcane spells.
Completing the ritual drains 4,000 XP from the creator and requires the spells *geas/quest*, *limited wish*, *polymorph any object*, and *shocking grasp*.
The serpent costs 200,000 gp to create, including 1,500 gp for the body.
Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 25).

CLAY HALF-GOLEM CONSTRUCTION

A clay limb must be sculpted from a single block of clay weighing at least 100 pounds.
The sculpting requires a successful Craft (sculpting) or Profession (mason) check (DC 20).
The rituals cost 12,000 gp and 240 XP and require *animate objects* and *geas/quest*.
Attaching the limb requires the ability to cast 6th-level divine spells.

DRAGONFLESH GOLEM CONSTRUCTION

A drolem's body is constructed from either an entire dragon corpse, or enough parts of dragon corpses to assemble a whole dragon.
The drolem costs 200,000 gp to create.
Assembling the body requires one successful Knowledge (nature) check and one successful Heal check (both DC 25).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 4,000 XP from the creator and requires the *geas/quest*, *limited wish*, and *polymorph any object* spells.

DREAD GUARD CONSTRUCTION

A dread guard may be constructed from any suit of masterwork heavy armor, and a Medium-size one may wield any Medium-size or Large martial weapon.
A Large dread guard may wield any Large or Huge martial weapon.
The cost of creating a dread guard is 40,000 gp.

This amount includes the cost of a masterwork suit of heavy armor and, if desired, a masterwork shield.
Construction requires a martial weapon, but it need not be a masterwork weapon.
Assembling the body requires a successful Craft (armorsmithing) check (DC 25).
The creator must be at least 15th level and able to cast arcane spells.
Completing the ritual drains 800 XP from the creator and requires the *fabricate*, *geas/quest*, and *polymorph any object* spells.

Flesh Half-Golem Construction

The pieces of a flesh golem must come from corpses of the same size and type as the recipient (for instance, a Medium-size humanoid character can not use Small animal limbs).
The limbs must not have decayed significantly.
"Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20).
The rituals cost 10,000 gp and 200 XP and require *bull's strength* and *geas/quest*.
Attaching the limb requires the ability to cast 6th-level arcane spells.

Iron Half-Golem Construction

An iron limb is sculpted from 500 pounds of pure iron.
The sculpting requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 20).
The rituals cost 20,000 gp and 400 XP and require *cloudkill* and *geas/quest*.
Attaching the limb requires the ability to cast 6th-level arcane spells.

Juggernaut Construction

Since a juggernaut is constructed from massive blocks of granite and other dense stone, a typical specimen weighs at least 50,000 pounds.
It costs 70,000 gp to create, including 5,000 gp for the body.
Assembling the body requires a successful Craft (sculpting) or Profession (mason) check (DC 18).
The creator must be 18th level and able to cast arcane spells.
Completing the ritual drains 2,000 XP from the creator and requires the *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, *forcecage*, *grease*, *hold monster*, *magic missile*, *slow*, *wall of force*, and *web* spells.

Kython Construction

Kytons are the only beings known to be capable of creating chain golems, and they go to great lengths to keep the method of construction a secret from all other creatures—including other devils.
Should another creature either develop or acquire the method of chain golem creation, the kytons would spare no effort to assassinate that individual before he or she could spread the knowledge further.

Nimblewright Construction

A nimblewright's body is a hollow humanoid shell made of flexible precious metal alloys weighing 500 pounds.
It costs 35,000 gp to create, which includes 15,000 gp for the body.
Assembling the body requires a successful Craft (sculpting) or Profession (mason) check (DC 16).
The creator must be 18th level and able to cast arcane spells.
Completing the ritual drains 1,600 XP from the creator and requires the *geas/quest*, *haste*, *limited wish*, and *polymorph any object* spells.

Runic Guardian Construction

The process for creating a runic guardian is nearly identical with that for creating a shield guardian.
A runic guardian costs 200,000 gp to create.
This price includes the construct's physical body, the keyed piece of jewelry, and all the materials and spell components that are consumed or become a permanent part of the guardian.
Creating the body requires a successful Profession (engineer) or Craft (sculpting) check (DC 20).
The creation of the keyed jewelry item requires a successful Craft (metalworking) check (DC 15).
This jewelry is always made of the same metals and other materials as the guardian's runes.
After the body and jewelry are constructed, the creature must be animated through magical rites that require one month to complete.
The creator must be at least 16th level and have the Craft Wondrous Item feat.
The creator must cast any spells he or she wishes to place on the runic guardian personally at this time, though they may come from an outside source such as a scroll.
The creator must labor for at least 8 hours per day in a specially prepared workroom or laboratory that costs 2,000 gp to establish.

Stained Glass Golem Construction

A stained glass golem's body is constructed from 50 pounds of glass shards and costs 10,000 gp to create.
Assembling the body requires a successful Craft (glassmaking) check (DC 25).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 200 XP from the creator and requires the *geas/quest*, *limited wish*, and *polymorph any object* spells.

Stone-Half-Golem Construction

A stone limb must be chiseled from a single block of stone weighing at least 300 pounds.
The carving requires a successful Craft (stoneworking) check (DC 20).
The rituals cost 16,000 gp and 320 XP and require *geas/quest* and *stone to flesh*.

Attaching the limb requires the ability to cast 6th-level arcane spells.

PLANAR GOLEMS

Planar golems, such as the gloom golem and prismatic golem, are special kinds of constructs made from the matter of an Outer Plane. Building one is a task suited only to those who can control the very essences of the planes.

A planar golem may be constructed only on the plane from which it is crafted. A spirit from the planar matter is trapped by a powerful magic item and then bound to the creator's will. The matter is extremely difficult to shape, always destroying the expensive item in the process.

Planar golems are notoriously difficult to control, because planes have their own characteristics that override those of the golems' forgers. A planar golem takes on some traits of the plane it comes from. The creator of the planar golem, as well as anyone who would control it, must be of an alignment matching that of the plane used to create the golem. If the controller's alignment changes, the golem becomes uncontrolled until the controller returns to the former alignment.

Planar golems have the extraplanar subtype unless on their home plane. Planar golems otherwise follow the normal rules for golems as detailed in the *Monster Manual* Golem entry (page 134).

CREATING NEW PLANAR GOLEMS

Two types of planar golems are introduced in this book: the gloom golem (from the Gray Waste of Hades) and the prismatic golem (from the Blessed Fields of Elysium). Other types of planar golems can be created from the matter of other planes. They include the following:

Amorphion (Ever-Changing Chaos of Limbo): Comprised of churning stone, water, fire, air, and color, an amorphion emanates a continual aura of chaos that causes spells or spell-like abilities in the affected area to go awry, as though affected by the wild magic planar trait (see pages 149–150 of the *Dungeon Master's Guide* for details).

ALCHEMICAL GOLEM CONSTRUCTION

An alchemical golem's body is made from a complex series of noxious alchemical liquids poured into a tough, humanoid-shaped membrane.

The golem's cost includes 2,000 gp for the construction of the body.

Creating the body is a complex task that requires a DC 20 Craft (alchemy) check.

CL 14th; Craft Construct (see page 206), *geas/quest*, *limited wish*, *poison*, and *polymorph any object*, caster must be at least 14th level; Price 70,000 gp; Cost 36,000 gp + 2,720 XP.

GLOOM GOLEM CONSTRUCTION

A gloom golem's body is crafted from a single block of clay taken from the banks of the River Styx as it flows through the Gray Wastes of Hades.

The block weighs at least 1,000 pounds and costs 10,000 gp.

Assembling the body requires both a DC 21 Craft (sculpting) check and a DC 21 Knowledge (the planes) check.

MONSTER MANUAL 3 (3.5)

Ash Golem (Bleak Eternity of Gehenna): Made from the pyroclastic ash of Gehenna, this golem resembles a giant ashen skeleton surrounded by a cloud of blinding hot cinders.

Battleglory (Heroic Domains of Ysgard): This golem is made from the bones, armor, and weapons of a dozen slain barbarians, knitted into a single shambling form that fights relentlessly.

Gear Golem (Clockwork Nirvana of Mechanus): A clockwork creature, this precision golem grinds and ratchets implacably toward its foes. It can grab foes and hold them against its whirling gears, grinding and crushing them.

Mindstrike Golem (Windswept Depths of Pandemonium): This hideous golem feeds on sanity and resembles a 15-foot-long worm composed of black blood. Its bite transforms its wounded victims into screaming, deluded maniacs.

Perfector (Peaceable Kingdoms of Arcadia): This golem is fashioned from polished silver and gold, perfectly formed into the shape of an archon, formian, or other lawful being. It can burn evil creatures with its luminous gaze, and its touch can also lift curses and cure maladies.

Sentinel of Mithardir (Olympian Glades of Arborea): The body of this golem resembles an elf formed out of chalky white dust lifted from the endless desert of Mithardir, Arborea's third layer. Lightning plays across the surface of the golem as it walks. In battle, the golem can channel this electricity into its dusty fists or hurl lightning bolts at distant foes.

Shacklelock Golem (Tarterian Depths of Carceri): This golem resembles a shambling mass of chains, shackles, and manacles, created to entwine and bind its foes.

Valorhammer (Seven Mounting Heavens of Celestia): This golem resembles a winged dwarf fashioned from pure white alabaster and adorned with inlaid mithral filigree. It can smite evil, and the mithral warhammer it wields is treated as a holy merciful weapon in its stony hands alone.

Woodwrath Golem (Wilderness of the Beastlands): A rolling mass of rustling leaves, sharpened twigs, and wooden spikes deals piercing damage in addition to trampling its foes into the ground.

CL 11th; Craft Construct (see page 206), *crushing despair*, *limited wish*, *planar binding*, *polymorph any object*, caster must be evil and at least 11th level; Price 40,000 gp; Cost 25,000 gp + 1,200 XP.

GRIGSOL CONSTRUCTION

A grisgol's body is a haphazard collection of old magic wands, staffs, potions, miscellaneous items, and, most importantly, scraps of scrolls and magic tomes.

This costs approximately 10,000 gp.

Assembling the body requires a DC 25 Craft (bookbinding) check.

The creator of a grisgol must also capture a lich's phylactery and use it in the grisgol's construction.

The creator first must facilitate the destruction of the lich whose phylactery he or she wants to use.

After the lich's body is destroyed, the creator of the grisgol must finalize construction before the lich returns (usually in 1d10 days).

If the lich returns before the grisgol is completed, the lich must be destroyed again.

Animating the grisgol while the lich is still in limbo binds the essence of the lich to the grisgol.

If a grisgol is to be given the ability to cast a spell with a material component worth more than 100 gp or any XP component, the creator must include 50 of that material component or spend 50 times the XP cost as part of the creation.
If the grisgol is to be given the ability to cast a spell with a focus, the creator must include the focus as part of the creation.
CL 19th; Craft Construct (see page 303 of the *Monster Manual*), *control undead*, *geas/quest*, *illusory script*, *insanity*, *limited wish*, *mending*, *polymorph any object*, plus all spells to be included in the grisgol, caster must be at least 19th level; Price 210,000 gp; Cost 110,000 gp + 8,000 XP.

HANGMAN GOLEM CONSTRUCTION

A hangman golem's body is crafted from numerous magically treated ropes that cost 1,250 gp.
Creating the body is a complex task that requires a DC 20 Craft (weaving) check.
Five or more ranks in the Use Rope skill grants a +2 bonus on the Craft check.
CL 16th; Craft Construct (see page 206), *animate rope*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 16th level; Price 144,000 gp; Cost 72,625 gp + 5,710 XP.

MUD GOLEM CONSTRUCTION

A mud golem's body is made from special mud found in magically charged areas or created through magical means. The golem cost includes 1,000 gp for the construction of the body.
Creating the body is a complex task that requires a DC 15 Craft (pottery) or a DC 15 Craft (sculpting) check.
CL 14th; Craft Construct (see page 206), *geas/quest*, *limited wish*, *polymorph any object*, *transmute rock to mud*, caster must be at least 14th level; Price 65,000 gp; Cost 33,000 gp + 2,560 XP.

PRISMATIC GOLEM CONSTRUCTION

Crafted from gems exposed to the glorious light of Elysium, a prismatic golem's body costs 50,000 gp to construct.
Assembling the body requires both a DC 22 Craft (sculpting) check and a DC 22 Knowledge (the planes) check.
CL 17th; Craft Construct (see page 206), *greater planar binding*, *polymorph any object*, *prismatic sphere*, *wish*, caster must be good and at least 17th level; Price 250,000 gp; Cost 150,000 gp + 8,000 XP.

SHADESTEEL GOLEM CONSTRUCTION

A shadesteel golem must be created entirely on the Plane of Shadow, using 1,500 pounds of steel tempered with rare shadow-liquids.
This shadow-tempered steel costs 10,000 gp to create.
The creator must then make a DC 30 Craft (armorsmithing) check to forge the golem's body.
CL 17th; Craft Construct (see page 206), *energy drain*, *geas/quest*, *limited wish*, *polymorph any object*, *shades*, caster must be at least 17th level; Price 130,000 gp; Cost 70,000 gp + 4,800 XP.

SHREDSTORM CONSTRUCTION

Creating the "body" of a shredstorm costs 15,000 gp for the adamantine blades.
A successful DC 25 Craft (weapon smithing) check is required to forge the blades from raw metal.
CL 13th; Craft Construct, *fly*, *geas/quest*, *greater magic weapon*, *lightning bolt*, *limited wish*, caster must be at least 13th level; Price 85,000 gp; Cost 50,000 gp + 2,800 XP.

SLAUGHTERSTONE BEHEMOTH CONSTRUCTION

A slaughterstone behemoth's body is chiseled from a single block of hard stone, much like the body of a stone golem. The behemoth weighs at least 10,000 pounds.
The stone must be of exceptional quality and costs 10,000 gp.
Assembling the body requires a DC 25 Craft (sculpting) check or a DC 25 Craft (stonemasonry) check.
CL 18th; Craft Construct, *geas/quest*, *sound burst*, *stoneskin*, caster must be at least 18th level; Price 170,000 gp; Cost 90,000 gp + 6,400 XP.

SLAUGHTERSTONE EVISCERATOR CONSTRUCTION

A slaughterstone eviscerator's body is chiseled from a single block of stone, much like the body of a stone golem. The eviscerator weighs at least 3,000 pounds.
The stone must be of exceptional quality and costs 7,500 gp.
Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.
Creating an eviscerator also requires four Large +2 *adamantine greatswords*.
These swords are forever melded into the form of the eviscerator and are destroyed if it is.
CL 16th; Craft Construct, *keen edge*, *geas/quest*, *haste*, *stoneskin*, caster must be at least 16th level; Price 127,500 gp; Cost 67,500 gp + 4,800 XP.

TOPIARY GUARDIAN CONSTRUCTION

Creating a topiary guardian begins with acquiring a perfectly sculpted topiary of a boar, lion, or triceratops. Shaping the plant takes six weeks and requires a DC 25 Craft (gardening), Craft (sculpting), or Profession (gardener) check.
After the topiary has been properly crafted, the creator must treat it with rare tinctures and oils costing 1/25th the base price of the guardian (800 gp for a Medium topiary guardian, 2,400 gp for a Large topiary guardian, or 4,600 gp for a Huge topiary guardian).
Once the topiary is properly treated, the animating ritual can commence.
The entire ritual for animation must take place outdoors, since the shrub remains dependent on sun, rain, and soil until the final day of the procedure.

CL 13th; Craft Construct, *awaken*, *geas/quest*, *limited wish*, creator must be a 13th-level caster; Price 20,000 gp (Medium), 60,000 gp (Large), 115,000 gp (Huge); Cost 10,800 + 800 XP (Medium), 32,400 gp + 2,400 XP (Large), 62,100 gp + 4,600 XP (Huge).

WEB GOLEM CONSTRUCTION

A web golem's body is made from layer upon layer of webbing harvested from monstrous spiders.
The material costs 1,000 gp for construction of the body.
Creating the body is a complex task that requires a successful DC 20 Craft (weaving) or Profession (silk maker) check.
CL 14th; Craft Construct (see page 206), *geas/quest*, *limited wish*, *poison*, *polymorph any object*, *spider climb*, *web*, caster must be at least 14th level; Price 65,000 gp; Cost 33,000 gp + 2,560 XP.

MONSTER MANUAL 4 (3.5)

CLOCKROACH CONSTRUCTION

A clockroach is crafted from metal plates that protect finely wrought gears and other mechanical elements, with a total cost of 75 gp.
Constructing the body requires a DC 14 Craft (metalworking) check.
A clockroach with more than 1 Hit Die can be created, but each additional Hit Die adds 2,000 gp to the cost.
The creation cost also includes the materials for the command amulet attuned to that clockroach.
The amulet is part of the clockroach, not a mechanical key. It is not possible to recreate a destroyed amulet, not to somehow bypass the amulet's function and program the clockroach without it.
CL 4th; Craft Construct, *arcane eye*, *Melf's acid arrow*, *message*; Price 2,150 gp; Cost 1,075 gp + 80 XP.

CLOCKWORK MENDER CONSTRUCTION

A clockwork mender is made of bronze, steel, silver, gold, and a pint of the creator's blood.
The materials cost 400 gp.
Creating the body requires a DC 15 Craft (blacksmithing) check.
A clockwork mender with more than 1 Hit Die can be created, but each additional Hit Die adds 2,000 gp to the cost to create.
CL 5th; Craft Construct, mending, *repair light damage*; Price — (never sold); Cost 1,250 gp + 68 XP.

CLOCKWORK STEED CONSTRUCTION

A clockwork steed's body is constructed from finely balanced gears, springs, and pistons treated with special alchemical agents and made from rare alloys costing 150 gp.
Assembling the body requires a DC 18 Craft (blacksmithing) check.
CL 4th; Craft Construct, *animate objects*, *mount*; Price 2,150 gp; Cost 1,150 gp + 80 XP.
Upgrades increase the base cost as described below.

CLOCKWORK STEED UPGRADES

The following abilities can be added to a clockwork steed. Upgrades cost the same for both stallions and ponies.

ARMOR PROFICIENCY

The steed gains proficiency with all types of armor (but not with shields).
A clockwork steed without this upgrade that wears barding takes the appropriate armor check penalty on attack rolls and Strength-and Dexterity-based checks.
Price 100 gp; Cost 50 gp + 4 XP.

DAMAGE REDUCTION

The steed gains damage reduction 5/magic or adamantine.
Price 500 gp; Cost 250 gp + 20 XP.

IMPROVED BATTLE READINESS

This upgrade allows a skilled rider to use a swift action instead of a move action to command the steed to take full-round actions.
Price 500 gp; Cost 250 gp + 20 XP.

IMPROVED BULL RUSH

The steed gains the Improved Bull Rush feat and lets a rider command it to make bull rush attempts.
Price 150 gp; Cost 75 gp + 6 XP.

IMPROVED OVERRUN

The steed gains the Improved Overrun feat and lets a rider command it to make overrun attempts.
Price 150 gp; Cost 75 gp + 6 XP.

IMPROVED TRIP

The steed gains the Improved Trip feat and lets a rider command it to make nip attempts.
Price 200 gp; Cost 100 gp + 8 XP.

TRAMPLE

To qualify for this upgrade, the steed must have the Improved Overrun upgrade.
This upgrade allows a rider to use the Trample feat while making overrun attempts with the steed.
Price 150 gp; Cost 75 gp + 6 XP.

FANG GOLEM CONSTRUCTION

The cost to create a fang golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem.
Creating a golem is essentially similar to creating any sort of magic item (DMG 282).
However, a golem's body includes costly material components that require some extra preparation.

The golem's creator can assemble the body or hire someone else to do the job, but the builder must have the appropriate skill, as described below.
Completing the golem's creation drains the indicated XP from the creator and requires casting any spells on the final day.
The creator must cast the spells personally, but they can come from outside sources such as scrolls.
A fang golem's body must be assembled from fangs, claws, tusks, and the like, with a total weight of at least 1,000 pounds (more for larger specimens).
These are bound with cords or strips of hide to wood laths, all treated with preservative oils costing 500 gp.
Creating the body requires a DC 15 Craft (sculpting) or Craft (weaving, check.
The market price of an advanced golem increases by 5,000 gp for each additional Hit Die.
Add an additional 50,000 gp it the golem's size increases.
The XP cost for creating an advanced golem is equal to 1/25 the increased market price minus the cost of the special materials required.
CL 7th; Craft Construct, *greater magic fang*, *reincarnate*, *spike stones*, caster must be at least 7th level; Price 15,000 gp; Cost 8,000 gp + 580 XP.

MONSTER MANUAL 5 (3.5)

FORCE GOLEM CONSTRUCTION

A force golem's metal body is composed of several different alloys, blended together in a precise combination before being poured into specially-created molds that cost 2,000 gp.
Raw materials and supplies for this process cost 2,250 gp.
A mold can be used only once; it is destroyed in the process of creating the golem.
Creating the body from the shaped pieces requires a DC 20 Craft (armorsmithing) check.
Once the body is finished, the creator of a force golem must lure an elemental spirit from the Elemental Plane of Earth.
The spirit agrees to obey the creator in exchange for being able to remain sentient, and the creator bonds the spirit with the golem body.
When the bonding process is complete, the elemental spirit warps and shapes the body to its own liking.
CL 12th; Craft Construct, *animate objects*, *contact other plane*, *lesser planar binding*, caster must be at least 12th level; Price 50,000 gp; Cost 29,250 gp + 2,000 XP.

MAGMACORE GOLEM CONSTRUCTION

A magmacore golem's body must be carved from a single stone slab weighing no fewer than 2,000 pounds.
Before carving, the slab is treated with rare oils and powders worth 500 gp, and it is shaped by someone who must succeed on a DC 10 Craft (sculpting) check.
Then the armor is attached—a suit of masterwork full plate specially crafted for the creation process at a cost of 1,650 gp.
When the spirits of fire and earth are bound within the armored body, the stone melts into a mass of molten rock.
CL 9th; Craft Construct, *animate objects*, *commune*, *lesser planar binding*, caster must be at least 9th level; Price 35,000 gp; Cost 19,650 gp + 1,400 XP.

SCOURING SLINGER CONSTRUCTION

The secret druidic ritual for creating a scouring slinger involves the initial creation of three shambling mounds that are incorporated into the creature's construction.
CL 18th; Craft Construct, *creeping doom*, *shambler*; Price 117,000 gp; Cost 58,500 gp + 3,000 XP.

SCOURING STANCHION CONSTRUCTION

The secret druidic ritual for creating a scouring stanchion requires the participation of a treant willing to sacrifice its life to become the construct.
A druid must make a DC 25 Craft (woodcarving) check after one day of working to inscribe special runes in the treant's trunk.
CL 18th; Craft Construct, *creeping doom*, *animate plants*; Price 105,000 gp; Cost 52,500 gp + 3,000 XP.
Variants: Larger scouring slingers and scouring stanchions can be constructed.
Each additional Hit Die adds 500 gp to the cost.
Repairing a scouring construct follows the normal rules for repairing constructs (see the Craft Construct feat. MM 303).

SHARDSOUL SLAYER CONSTRUCTION

Three shardsoul slayer bodies must be created from specially prepared alloys worth 1,500 gp.
The constructs' armored forms are forged in a process requiring three days and a single successful DC 15 Craft (armorsmithing) check.
As each body is smelted and poured, the molten metal is blended with quicksilver, then slowly cooled.
This quicksilver costs 500 gp.
The creator then calls and binds an elemental spirit from the Elemental Plane of Earth.
A finely crafted crystal prism worth 1,000 gp must be used in the fragmenting of the elemental spirit.
This prism is consumed at the time of creation, cracked and dulled by the process.
CL 9th; Craft Construct, *animate objects*, *lesser planar binding*, *shatter*, caster must be at least 9th level; Price 70,000 gp; Cost 41,000 gp + 2,800 XP.
This process creates three shardsoul slayers.

MONSTERS OF FAERÛN (3.0)

DIAMOND GOLEM CONSTRUCTION

The heart of a diamond golem is a perfect diamond that must be worth at least 10,000 gp.
The golem costs an additional 65,000 gp to create, which includes 2,000 gp for the semiprecious stones that make up the body.
Assembling the body requires a successful Craft (gemworking) or Heal check (DC 16).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 1,500 XP from the creator and requires *dispel magic*, *limited wish*, *polymorph any object*, *stone shape*, and *sunbeam*.

EMERALD GOLEM CONSTRUCTION

The heart of an emerald golem is a perfect emerald that must be worth at least 10,000 gp.
The golem costs an additional 60,000 gp to create, which includes 2,000 gp for the semiprecious stones that make up the body.
Assembling the body requires a successful Craft (gemworking) or Heal check (DC 15).
The creator must be 17th level and able to cast arcane spells.
Completing the ritual drains 1,500 XP from the creator and requires *dimensional anchor*, *polymorph any object*, *stone shape*, and *teleportation circle*.

RUBY GOLEM CONSTRUCTION

The heart of a ruby golem is a great ruby that must be worth at least 10,000 gp.
The golem costs an additional 55,000 gp to create, which includes 2,000 gp for the semiprecious stones that make up the body.
Assembling the body requires a successful Craft (gemworking) or Heal check (DC 15).
The creator must be 16th level and able to cast arcane spells.
Completing the ritual drains 1,500 XP from the creator and requires *limited wish*, *move earth*, *polymorph any object*, and *stone shape*.

THAYAN GOLEM CONSTRUCTION

To date, no one outside of a few select Thayan wizards has managed to deduce the means of constructing one of these golems.
There are examples of designs similar in function to the Thayan golem in the history of Faerûn, but they are rare indeed.

PLANAR HANDBOOK (3.5)

LIVING ASTRAL SHIP CONSTRUCTION

CR —; Colossal construct; HD 8d10+1d10 per 10 feet of length; Init as the pilot – 4; Spd as the pilot (+30 ft. with psychic sails) on the Astral Plane, fl y 50 ft. (poor) in a gravity well; AC varies (–8 size, +1 natural per HD); Atk as cleric of level equal to the ship's HD; Space/Reach 30 ft./10 ft. (or as ram); SA ram, mounted weapons; SQ construct traits, hardness; AL n/a; SV as commoner of level equal to the ship's HD, with no ability score modifiers.
Construct Traits: Like most constructs, living astral ships have immunity to mind-affecting spells and abilities, poison, disease, and similar effects.
They are not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.
Hardness: A living astral ship is usually composed of different materials but has an overall hardness of 5 to 10. An astral ship composed mainly of wood might have hardness 5, while an astral ship made of iron would have hardness 10.
See Smashing an Object, page 165 of the *Player's Handbook*, for more information on hardness.
Mounted Weapons: A living astral ship can be fitted with heavy catapults, light catapults, and ballistas (see Siege Engines, page 99 of the *Dungeon Master's Guide*, for statistics).
An astral ship can have one mounted weapon for every 2 Hit Dice it possesses, although nonmilitary astral ships typically forgo a full array of weapons in favor of having cargo space.
A heavy catapult counts as two weapons for the purpose of determining how many weapons an astral ship can carry.
Ram (Ex): In any round in which no ship-mounted weapons are fired, a living astral ship can ram a Huge or larger creature or object.
If the prow of the astral ship is more than 50 feet away in a straight line from a target, it can move up to double its speed to deliver a ram attack using its regular attack bonus.
The ram deals either bludgeoning or piercing damage, depending on the shape of its prow.
The damage dealt is 1d10 points per point of the astral ship's hardness.
For example, an astral ship with hardness 10 deals 10d10 points of damage with a successful ram attack, or triple damage on a critical hit (threat range 20).
Building a living astral ship requires the Craft Construct feat and 10 ranks in Knowledge (the planes).
Flying the ship requires the pilot (who must have an Intelligence score of 1 or higher) to sit in a specially attuned chair called a helm.
The helm allows the pilot to propel the ship by thought at a speed (in feet) equal to 10 times the pilot's Intelligence score.
When the ship passes within a gravity well, such as that generated by a large chunk of drifting matter, it slows to a speed of 50 feet.
A living astral ship can move at double speed and running speed.

Piloting the ship is always considered a full-round action, and the pilot cannot engage in other activities while controlling the ship.
A pilot seated in the helm receives a 360-degree mental picture of the area around the ship, out to normal visibility range.
The pilot feels as if he or she is flying directly over the ship and able to look in all directions at once.
The helm radiates strong transmutation magic under the scrutiny of *detect magic*.
It serves as a conduit between the pilot and the vessel and is rooted to the ship.
Destroying any part of it (the seat itself or the parts connecting it to the rest of the ship) renders the vessel powerless and inert.
A helm has the same hardness as the rest of the astral ship and hit points equal to three times the ship's hardness.
Rarely sold on the open market, living astral ships can find their way into someone's hands by theft or other means.

PSIONICS HANDBOOK (3.0)

PSION–KILLER CONSTRUCTION

A psion-killer's body is constructed from massive blocks of quartz crystal, with a total weight of at least 4,000 pounds.
The golem costs 90,000 gp to create, which includes 10,000 gp for the body.
Assembling the body requires a successful Craft (sculpting) or profession (masonry) check (DC 17).
The creator must be 18th level and able to manifest psionic powers.
Completing the construction drains 1,600 XP from the creator and requires *emulate power*, *matter manipulation*, *negate psionics*, and *psychic chirurgery*.

SANDSTORM (3.5)

SAND GOLEM CONSTRUCTION

Only the Dusty Conclave of walkers in the waste has the hidden knowledge of sand golem creation.
A sand golem's body must be formed from a mass of shapesand (see page 25) having a volume of 1,000 cubic feet (equivalent to a 10-foot cube), and treated with volcanic ash and precious powders worth at least 2,000 gp.
Creating the body requires a DC 15 Craft (sculpting) check.
CL 14th; Craft Construct (see page 303 of the *Monster Manual*), *awaken sand*, *fuse sand* (see page 116), *geas/quest*, caster must be at least 14th level; Price 50,000 gp; Cost 27,000 gp + 920 XP.

SERPENT KINGDOMS (3.5)

SERPENTFLESH GOLEM CONSTRUCTION

The parts for a serpentflesh golem must all come from normal scaly corpses that have not decayed significantly.
At least one body is needed per desired limb, plus one for the torso and one for the brain.
Special unguents and bindings worth 500 gp are also required.
Each additional arm beyond two raises the cost by 5,000 gp and 100 XP.
Creating a serpentflesh golem requires casting a spell with the evil descriptor.
Assembling the body requires a DC 13 Craft (leatherworking) check or a DC 13 Heal check.
CL 8th; Craft Construct (see page 303 in the *Monster Manual*), *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 8th level; Price 20,000 gp; Cost 10,500 gp + 780 XP (or more, see above).

SPELL COMPENDIUM (3.5)

BOGUN CONSTRUCTION

Unlike a homunculus, a bogun is created from natural materials available in any forest.
Thus, there is no gold piece cost for its creation.
All materials used become permanent parts of the bogun.
The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a bogun.
Before casting any spells, the creator must weave a physical form out of living (or once-living) vegetable matter to hold the magical energy.
A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin.
The creator can assemble the body personally or hire someone else to do it.
Creating this mannequin requires a DC 12 Craft (basketweaving or weaving) check.
Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete.
The creator must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic.
If the creator is personally weaving the creature's body, that process and the ritual can be performed together.
When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking.
Missing even one day causes the process to fail.
At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.
On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget bogun*.
These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

CORAL GOLEM CONSTRUCTION

A coral golem's ornate body is sculpted from beds of harvested coral.
The raw materials needed to assemble a coral golem cost 16,000 gp.
Assembling the body requires a DC 24 Craft (sculpting) check.
A coral golem with more than 16 Hit Dice can be created, but each additional Hit Die adds +1,000 gp to the cost of raw materials and +2,500 gp to the market price.
CL 14th; Craft Construct, *geas/quest*, *regenerate*, *symbol of stunning*, caster must be at least 14th level; Price 124,000 gp; Cost 78,000 gp + 4,960 XP.

CURSED ITEM SPECIAL ABILITIES

ARMS AND EQUIPMENT GUIDE (3.0)

AWKWARD USE

This curse applies only to items with the spell trigger or command word activation methods.
Activating the item requires awkward movements in addition to the normal actions, and provokes attacks of opportunity from threatening foes.

DIVINATION RESISTANT

When subjected to a Divination spell, including *detect magic*, *identify*, and *analyze dweomer*, the item receives a Will saving throw to resist the effect.
If its saving throw is successful, the spell reveals no information about the item.
This curse usually comes into play only when the item is first discovered, and it might be overlooked as nonmagical treasure.

DRAWBACK

The DUNGEON MASTER's *Guide* lists a number of drawbacks often found on otherwise beneficial items. When randomly generating a cursed item, roll d%: 01–65, consult the table in the DUNGEON MASTER's *Guide*; 66–100, consult the table below.

d%	Drawback
01–08	The character cannot be awakened when sleeping until she has slept a full 8 hours. This applies whether the character falls asleep normally or is subjected to a magical *sleep* effect. Loud noise, slapping, and even wounding do not wake the character from sleep. Elves and half-elves are immune to this drawback.
09–18	The character's hearing diminishes. The character takes a –4 penalty on Listen checks and has a 5% chance to miscast any spell with a verbal component.
19–26	The character takes a –2 penalty on saving throws to avoid becoming dazed or stunned. When dazed or stunned, he remains so for 1 round longer than the normal duration.
27–34	The character does not recover well from wounds. He regains only half the normal number of hit points from resting, and subtracts 1 point per die from the result of healing spells. The character has only a 5% chance per round of stabilizing when dying, and only a 5% chance per minute of waking up when unconscious.

d%	Drawback
35–42	Whenever the character would be shaken, she becomes frightened instead. Whenever she would be frightened, she becomes panicked instead.
43–51	The character becomes easily distracted, taking a –4 penalty on Concentration checks.
52–61	The character develops two random mental or physical quirks, rolled randomly on Table 5–5: One Hundred Traits in the *Dungeon Master's Guide*.
62–69	The character develops a pathological fear of being grappled. He cannot initiate a grapple and automatically becomes shaken when successfully grappled by an enemy.
70–77	The character becomes sensitive to light. Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the character for 1 round. In addition, the character takes a –1 penalty on all attack rolls, saves, and checks while operating in bright light.
78–82	The character becomes especially vulnerable to fire, as if she had the cold subtype. She gains no extraordinary resistance to cold, however.
83–87	The character becomes especially vulnerable to cold, as if she had the Fire subtype. She gains no extraordinary resistance to fire, however.
88–90	The character becomes susceptible to loud noises and sonic attacks, taking a –2 penalty on all saves against sonic effects.
91–92	Every time the character takes damage from a slashing or piercing weapon, the wound bleeds for an additional 1 point of damage each round, as if the weapon had the wounding property. Multiple wounds result in cumulative bleeding. The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any healing spell.
93–96	The character becomes susceptible to critical hits. For purposes of confirming a threat, the character takes a –4 penalty on effective Armor Class.
97	Any hit scored with a *blessed* crossbow bolt instantly kills the character.
98–99	The character experiences flashbacks to the lives of previous owners of the item. At the start of every encounter, there is a 5% chance that the character notices something about an opponent that causes her to recall a past owner's life. If this happens, the character takes no action for 1 round and thereafter takes a –2 penalty on all attacks directed at that opponent.
100	DM's choice: DM either picks one of the above (or one from the DMG) that's appropriate or creates a drawback specifically for that item.

EXTRA SPACE

The item uses up two magic item spaces on a character's body.

A ring might use both a ring space and a bracer/bracelet space (perhaps it includes a bracelet linked by fine gold chain to the ring itself), a cloak might also use an amulet space because it includes an elaborate brooch, or a helmet might prevent a character from using eye lenses or goggles.

FRAGILE

The item has both a lower hardness than its material would normally have (reduce hardness by 1) and fewer hit points than it normally would (reduce hit points by 2).

POSSESSED

The item's magical power comes not from the normal process of making a magic item, but from a malevolent spirit inhabiting it.

The possessing creature may be a ghost, a devil, a demon, or some other evil creature, at the DM's discretion.

The item does not radiate magic if detected for, but it might radiate an aura of evil.

A character who makes a successful Search check (DC 25) while examining the possessed item can tell that there is "something strange" about it.

The spirit in the item is aware of what is going on around the object: It can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight).

In any round in which it takes no other action (such as using a spell-like ability), it can extend its senses to twice its normal range (120 feet).

The possessing creature is vulnerable to spells that specifically affect creatures of its type or alignment (such as *holy word* and *holy smite*, as well as *chaos hammer* or *order's wrath*) and mind-affecting spells or effects, but it is unaffected by physical attacks or standard magical effects (such as a *fireball*).

Harming the object does not harm the possessing creature, although if the object is destroyed the creature is forced into an ethereal form.

The possessing creature can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy.

It cannot cast spells (since it can neither speak nor move), attack physically, or perform any other physical action.

The creature possessing the object can attempt to hide its presence by making a special Hide check.

This "mental" Hide check uses the creature's Intelligence modifier instead of its Dexterity modifier.

A successful check allows the creature to avoid virtually anything that would betray its presence in the object: It can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via *detect evil*.

The DC for this Hide check is the same as the saving throw DC for the spell the creature is trying to avoid.

The creature gains a +4 circumstance bonus on this check if it is not controlling the possessed object at the time of the check.

Making this check is not an action; the possessing creature can do it in response to another creature's action (such as casting *detect evil*).

The possessing creature has the ability to make the possessed item radiate a corrupt and befouling nature. Anyone touching the object in this state must make a Will save or fall under the effect of a *bestow curse* spell.

The affected creature does not know that the curse came from the item, and in fact might not know right away that he or she is affected by the curse.
Nothing about the object's appearance suggests that it is possessed.
The curse lasts until it is removed, even if the creature vacates the object it possessed.
At the DM's discretion, the creature inhabiting the object may at some time attempt to possess a character who has been carrying or using the object.
If this occurs, the target receives a –1 penalty on the saving throw to resist possession for each day the possessed item has been on his person or in his use, to a maximum of –10.
A possessed item's powers function at the command of the possessing spirit, not the item's owner.
Most of the time, possessing creatures find it convenient to obey the commands of the owner, but occasionally a creature might refuse to activate the power when commanded, or activate it at an apparently random time.
Possessed items may appear to have the simple curse of intermittent functioning, while the truth is much worse.

SHORT CIRCUIT

This curse only applies to items with charges, including all staffs and wands.
Each time the item is activated, there is a 25% chance it burns one additional charge, with no additional effect.
On a d% roll of 100, however, the effect is actually doubled, as if two charges of the item went off simultaneously.

WON'T RESIZE

Most magic items resize to fit whatever character tries to wear them.
These cursed items do not.
If necessary, roll on the following table to determine what size creature the item was made for.

d%	Size
01	Tiny
02–26	Small
27–76	Medium-size (50% chance item is sized for a specific race or kind, such as elf or dwarf)
77–96	Large
97–98	Huge
99	Gargantuan
100	Colossal

While this certainly seems like a curse to a player character who wants an item but finds it to be the wrong size, creatures such as giants think of it as something of a blessing.
They generally make no secret of the item's properties, hoping it will deter Medium-size thieves from coveting it.
This curse does not apply to weapons, which normally do not resize.

DUNGEON MASTER'S GUIDE 3.0 (3.0)

COMPLETELY DIFFERENT EFFECT

The DM should choose a negative effect for the item, perhaps using the specific cursed items (see below) as examples.
The item may seem to be the item that was originally determined, but at some juncture it displays different properties altogether.

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 (making him invisible, emitting lightning bolts, or whatever) and cannot be convinced otherwise without the help of a *remove curse*.

DRAWBACK

Items with drawbacks are usually beneficial to the possessor (for instance, a weapon with an enhancement bonus still benefits its wielder in combat), but they also carry some negative aspect.
You might think of them as "give and take" items.
Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has it.
The following are drawbacks that remain in effect as long as the item is in the character's possession:

d%	Drawback
01-04	Character's hair grows 1 inch longer (only happens once).
05-09	Character either shrinks a half-inch (a 01-50 result on d%) or grows that much taller (a 51-100 result). This event only happens once.

d%	Drawback
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, strange glow, etc.).
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, etc.).
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 [a 01-05 result 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 to attacks, 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 temporary Intelligence damage.
71-75	Character must make a Will save each day or take 1 point of temporary Wisdom damage.
76-80	Character must make a Will save each day or take 1 point of temporary Charisma damage.
81-85	Character must make a Fortitude save each day or take 1 point of temporary Constitution damage.
86-90	Character must make a Fortitude save each day or take 1 point of temporary Strength damage.
91-95	Character must make a Fortitude save each day or take 1 point of temporary Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [a 01-05 result on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	DM's choice: DM either picks one of the above that's appropriate or creates a drawback specifically for that item.

INTERMITTENT FUNCTIONING

The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three types include unreliable, dependent, and uncontrolled items.

DEPENDENT

The item only functions in certain situations.
To determine what the situation is, either select an activation condition 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 (holy, magical, etc.)

UNCONTROLLED

An uncontrolled item occasionally activates at random times.
Roll d% every day.
On a result of 01–05 (or whatever range the DM determines as appropriate), the item activates at some random point during that day.
Results range from the humorous, such as when the wearer of a *ring of invisibility* suddenly disappears right in the middle of bargaining in the market, to the disastrous, such as when the wielder's *wand of fireball* discharges in the middle of her friends—er, former friends.

UNRELIABLE

Each time the item is activated, there is a 5% chance (a 01–05 result on d%) that it does not function.
At the DM's option, the failure chance can be altered to be anything from 1% to 10%, depending on the item and the campaign.

OPPOSITE EFFECT OR TARGET

These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else.
For example, *eyes of charming* with the opposite effect enrage targets rather than charm them.
A *rod of curing* inflicts wounds.
Eyes of petrification turn the wearer to stone.
A magic arrow curves around to strike the archer.
The interesting point to keep in mind here is that these items aren't always bad to have.
A *wand of lightning bolt* that heals rather than harms can be used as a potent healing item.
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 bonus of a good magic item is, she shouldn't immediately know that the weapon is so cursed.

Once she knows, however, the item can be discarded unless some sort of enchantment 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 such an item.

REQUIREMENT

In a sense, a command word is a requirement.
Nevertheless, some items have much more stringent requirements to be used.
To keep the item functioning, one (or more) of the following conditions must be met.
• Character must eat twice as much as normal.
• Character must sleep twice as much as normal.
• Character must undergo a specific quest (one time only, and then item functions normally thereafter).
• Character must sacrifice (destroy) 100 gp worth of valuables per day.
• Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
• Character must swear fealty to a particular noble or his family.
• Character must discard all other magic items.
• Character must worship a particular deity.
• Character must change her name to a specific name. (The item only works for characters of that name.)
• Character must change his class to a specific class 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 restoration), 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).

DUNGEON MASTER'S GUIDE I 3.5 (3.5)

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DRAWBACK

Items with drawbacks are usually still beneficial to the possessor (for instance, a weapon with an enhancement bonus continues to benefit its wielder in combat), but they also carry some negative aspect.
You might think of them as "give and take" items.
Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.
Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01–04	Character's hair grows 1 inch longer. Only happens once.
05–09	Character either shrinks 1/2 inch (01–50 on d%) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
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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.
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To determine what the situation is, either select a situation or roll on the following table.

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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 (or whatever range the DM decides is appropriate), the item activates at some random point during that day.
Results range from the humorous, such as when the wearer of a cursed *ring of invisibility* suddenly disappears right in the middle of bargaining in the market, to the disastrous, such as when the wielder's *wand of fireball* discharges in the midst of her friends—er, former friends.

UNRELIABLE

Each time the item is activated, there is a 5% chance (01–05 on d%) that it does not function.
At the DM's option, the failure chance can be altered to be anything from 1% to 10%, depending on the item and the campaign.

OPPOSITE EFFECT OR TARGET

These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else.
For example, *eyes of charming* with the opposite effect makes targets hostile rather than *charming* them.
A *staff of healing* causes wounds.
Eyes of petrification turn the wearer to stone.
A magic arrow curves around to strike the archer.
The interesting point to keep in mind here is that these items aren't always bad to have.
A *wand of lightning bolt* that heals rather than harms can be used as a potent healing item.
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.

REQUIREMENT

In a sense, a command word is a requirement.
Nevertheless, some items have much more stringent requirements that must be met for them to be usable.
To keep an item with this kind of curse functioning, one or more of the following conditions must be met.
• Character must eat twice as much as normal.
• Character must sleep twice as much as normal.
• Character must undergo a specific quest (one time only, and then item functions normally thereafter).
• Character must sacrifice (destroy) 100 gp worth of valuables per day.
• Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
• Character must swear fealty to a particular noble or his family.
• Character must discard all other magic items.
• Character must worship a particular deity.
• Character must change her name to a specific name. (The item only works for characters of that name).
• Character must add a specific class at the next opportunity if not of that class already.
• Character must have a minimum number of ranks in a particular skill.
• Character must sacrifice some part of her life energy (2 points of Constitution) one time.
If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning.
(The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item).
• Item must be cleansed with holy water each day.
• Item must be used to kill a living creature each day.
• Item must be bathed in volcanic lava once per month.
• Item must be used at least once a day, or it won't function again for its current possessor.
• Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
• Item must have a particular spell cast upon it each day (such as *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).

EXPANDED PSIONICS HANDBOOK (3.5)

BACKFIRE

The imbedded psionic effect of the cursed item targets the user instead of its intended target.
For example, a cursed *crawling tattoo of concussion blast*, when activated, does not drop from the skin and attack the opponent but instead springs at the wearer's face and delivers its attack.

EXHAUSTING

A cursed item of this sort resembles a normal psionic item with a power that can be freely activated, but it instead drains the user of power points whenever he activates its power.
For instance, an *exhausting torc* appears to be a *torc of free will* until a *brain lock* effect targets the wearer, who then loses 1 power point.
Such items aren't necessarily bad to possess.
The above example is less useful than a true *torc of free will*, but still prevents its wearer from being affected by the power.

SUBVERSIVE

A cursed item of this sort appears identical to a standard psionic item.
However, it holds an inner malice for the wearer, whose saving throws take a constant –2 penalty.
The owner isn't instantly aware of this penalty but may become aware after a while, when it becomes clear that he fails saves that others make with the same result on the saving throw.

PSIONICS HANDBOOK (3.0)

BACKFIRE

The imbedded psionic effect targets the user instead of its intended target.
For example, a cursed *crawling tattoo of biocurrent* when tapped, does not drop from the skin and attack the opponent but instead springs at the wearer's face and delivers the attack.

EXHAUSTING

The item resembles a normal psionic item with free activation, but it instead drains the user of power points whenever she activates its ability.
For instance, an *exhausting torc* appears to be a *torc of free will* until a brain lock effect targets the wearer, who loses 1 power point.
Such items aren't necessarily bad to find.

The above example is less useful than a true *torc of free will* but still prevents in wearer from being dazed.

SUBVERSIVE

The item appears identical to one that would normally grant mental hardness, such as an *amulet of Psychic Bastion*, but when used actually makes the wearer more vulnerable to psionic attack.
(Mental hardness can't be reduced below 0).
Some cursed psionic items may require a power point expenditure to remove, or to be rendered inactive by *matter manipulation*.

DWEOMERED DRAGON SCALES

DRAGON MAGIC (3.5)

AMBER PINWHEEL

This apparent toy was first crafted by the jann, and later shared with certain tribes of nomads dwelling in the Raurin desert of Faerûn.
They use it to protect themselves on long desert treks.
Description: Resembling an ornate child's toy, this brown dragon scale is gilded with rose gold.
It is pierced in the middle and fastened to a short silver rod, allowing it to spin freely.
Activation: An *amber pinwheel* has two abilities, both activated by setting it into the ground and speaking a command word (a standard action).
The effects last for up to 12 hours, though if the pinwheel is dislodged from its location, its effects end immediately.
Each command word can be used only once per day.
Anyone who grasps an *amber pinwheel* receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: One command word causes an *amber pinwheel* to create an invisible dome of force 10 feet high and 20 feet in diameter.
The dome blocks particulate matter (dust, sand, snow, and the like) and nonmagic projectiles of any size.
Magic projectiles, spells, water, gas attacks, and wind (but not flying debris) can pass through the dome.
This applies within the dome as well; for example, someone inside the dome can't fire nonmagical ranged attacks at a foe on the outside.
Any material covering the dome when this effect ends fills the space formerly occupied by the dome.
A second command word creates the illusion of a sand dune with the same dimensions as the dome of force.
Both abilities can be in effect at once.
Aura/Caster Level: Moderate abjuration and illusion; CL 10th.
Construction: Craft Wondrous Item, *hallucinatory terrain*, *wall of force*, 1,950 gp, 156 XP, 4 days.
Weight: 3 lb.
Price: 3,900 gp.

AZURE SKULLCAP

In addition to their obvious protective qualities, these items are popular among spellcasters for use as hidden weapons for when all else fails.
Description: This large, brilliant blue dragon scale is edged in mithral and set with blue sapphires and tourmalines in a decorative pattern.
It fits snugly over the head, occupying space on the body as a magic helm or hat.
Activation: The resistance and bonus to natural armor function continuously while worn.
Once per day, the wearer can use *lightning bolt* with a purely mental standard action.
Anyone donning an *azure skullcap* receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: An *azure skullcap* grants its wearer resistance to electricity 5 and a +1 enhancement bonus to natural armor.
In addition, the wearer can use it to produce a lightning bolt effect.
Aura/Caster Level: Moderate abjuration and evocation; CL 8th.
Construction: Craft Wondrous Item, *barkskin*, *lightning bolt*, *resist energy*, 7,500 gp, 600 XP, 15 days.
Weight: 1 lb.
Price: 15,000 gp.

BERUTO OF THE CARP DRAGON

This belt grants its wearer a swim speed and the ability to breathe water.
Description: Decorated with seashells, this hemp belt has a buckle fashioned from a yu lung dragon scale.
Activation: A *beruto of the carp dragon* functions continuously while worn, occupying the same body slot as a belt.
When first donned, it telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.
Effect: The wearer gains the ability to breathe water normally but loses the ability to breathe air.
He also gains a swim speed equal to his base land speed, along with the other benefits of having a swim speed (see Movement Modes, MM 311).
After removing the *beruto of the carp dragon*, the wearer resumes breathing air.
Aura/Caster Level: Moderate transmutation; CL 7th.
Construction: Craft Wondrous Item, *water breathing*, 1,100 gp, 88 XP, 3 days.
Weight: 1 lb.
Price: 2,200 gp.

BRASSY BRACERS

These bracers sear enemies with boiling heat while diverting their attacks.
Description: This pair of brass dragon scales, each about the size and shape of a man's fist, are edged in mithral and set with moonstones in a spiral pattern.
Affixed to the back of each is a buckle and leather strap so they can be worn on the forearms.
Activation: Once per day, the wearer can create a shield of superheated air with a purely mental swift action.
Anyone donning the *brassy bracers* receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: Activating the *brassy bracers* surrounds the wearer in a swirling shield of superheated air for up to 10 rounds.
The shimmering heat waves provide concealment for him, imposing a 20% miss chance on attacks made against him.
The wearer can deactivate the effect as a standard action.

In addition, the heat deals 2d6 points of fire damage to any creatures striking the wearer with a natural attack or nonreach melee weapon.
The wearer is immune to the heat damage of his own bracers.
Aura/Caster Level: Moderate abjuration and illusion; CL 10th.
Construction: Craft Wondrous Item, *blur*, *fire shield*, 2,550 gp, 204 XP, 6 days.
Weight: 1 lb.
Price: 5,100 gp.

BRONZED CUFF

Anyone who wears this scale can summon a powerful whip of pure energy.
Description: Shaped to fit easily on a creature's wrist, this bronze dragon scale is set with a pair of tiger's eye topazes and rimmed with bronze studs.
Activation: Twice per day, the wearer can summon the whip with a swift action.
It can be dismissed with a tree action.
Anyone donning a *bronzed cuff* receives mental instructions in Draconic on the effects of the item and how to activate it.
A *bronzed cuff* can be worn with magic bracers on the same arm without affecting the ability of either magic item, but it does not work when a magic ring is worn on the hand of the same arm.
Effect: When a *bronzed cuff* is activated, a *+1 brilliant energy shock whip* appears in the hand of the arm wearing the cuff. (If that hand already holds an object, the cuff fails to activate).
The whip remains for 5 rounds or until dismissed; otherwise, it cannot leave the hand of the wielder for any reason.
Aura/Caster Level: Strong conjuration; CL 16th.
Construction: Craft Wondrous Item, *call lightning* or *lightning bolt*, *continual flame*, *gaseous form*, 9,000 gp, 720 XP, 18 days.
Weight: —.
Price: 18,000 gp.

CRIMSON CLAW

Easy to conceal from a casual search, a *crimson claw* is another handy hidden weapon for any character.
Description: This small red dragon scale resembles a false fingernail for a finger or claw.
It is decorated with a flame pattern in delicate gold leaf and magically adheres to cover the wearer's existing nail.
A DC 15 Search check reveals that the *crimson claw* isn't simply a painted part of the wearer's body.
Activation: The resistance and bonus to natural armor function continuously while worn (occupying space on the body as a glove or gauntlet).
Once per day, the wearer can produce a *burning hands* effect with a purely mental standard action.
Anyone donning a *crimson claw* receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: A crimson claw grants its wearer resistance to fire 5 and a +1 enhancement bonus to natural armor.
In addition, the wearer can use it to produce a *burning hands* effect Aura/Caster Level: Faint abjuration and evocation; CL 5th.
Construction: Craft Wondrous Item, *barkskin*, *burning hands*, *resist energy*, 5,000 gp, 400 XP, 10 days.
Weight: —.
Price: 10,000 gp.

CUPRIC BROOCH

Originally created by the dao to allow their most loyal slaves to navigate the Elemental Plane of Earth and earthen barriers on the Material Plane, these handy brooches have slipped out into the world at large.
Description: This small copper dragon scale is set in a rectangular granite frame affixed to a metal pin.
Activation: Three times per day, the wearer can activate a *cupric brooch* as a full-round action.
Anyone donning a *cupric brooch* receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: When activated, a *cupric brooch* enables its wearer to move and breathe freely when passing through any type of stone or earth (but not magma or lava).
This effect does not grant the wearer the ability to see within stone or earth, and his speed is likely halved along with the other effects of blindness.
The wearer travels as though walking (or swimming, if that would result in a taster movement rare) and can move in any direction.
He can't use the brooch to pass through stone or earthen creatures.
The effect lasts for 1 minute.
Aura/Caster Level: Moderate transmutation; CL 9th.
Construction: Craft Wondrous Item, *meld into stone*, *passwall*, 11,000 gp, 880 XP, 22 days.
Weight: —.
Price: 22,000 gp.

DARK CLASP

This innocuous item extends the reach of attacks, surprising enemies who foolishly believe themselves beyond danger.
Description: This purple-black deep dragon scale comes in two parts, which fit together to form a twining serpent.
A *dark clasp* usually fastens a cloak, but it can secure any type of clothing, occupying space on the body as an amulet.
The wearer of a *dark clasp* gains a slightly ophidian feature, usually vertical pupils.
Activation: Three times per day, a *dark clasp* can be activated with a swift action.
Anyone who wears the clasp receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: The *dark clasp* allows its wearer to make a single melee attack with a reach 5 feet longer than normal by elongating the arm (or similar body part) delivering the attack.
The attack must be made with one limb, so the wearer cannot gain greater reach with a weapon that is wielded in two hands.
Alternatively, the wearer can perform a single move action or standard action (such as picking up a set of keys outside a cell) with 5 additional feet of reach.

Again, this effect applies only to actions that can be performed with one limb.
Aura/Caster Level: Faint transmutation; CL 3rd.
Construction: Craft Wondrous Item, *mage hand*, 1,200 gp, 96 XP, 3 days.
Weight: —.
Price: 2,400 gp.

EBON MASK

This mask provides minor defensive properties and also lets its wearer avoid the dangers of drowning—useful when exploring the marshy lairs of black dragons.
Description: This dull black dragon scale is edged in iron. It is roughly triangular in shape and slightly larger than a human fist when not worn.
Activation: An *ebon mask* functions continuously while worn, occupying space on the body as goggles or lenses. If held to the face, it magically adheres to cover the nose and mouth.
Anyone donning an *ebon mask* receives mental instructions in Draconic on its effects.
Only the wearer can remove an *ebon mask* unless he is unconscious or killed, in which case it detaches easily.
Effect: An *ebon mask* grants the ability to breathe water but does not prevent the wearer from breathing air.
It also grants resistance to acid 5 and a +1 enhancement bonus to natural armor.
While highly prized for its benefits, an *ebon mask* has a drawback: It muffles speech, imposing a 20% chance of spell failure when the wearer attempts to cast spells with verbal components.
Aura/Caster Level: Moderate abjuration and transmutation; CL 6th.
Construction: Craft Wondrous Item, *barkskin*, *resist energy*, *water breathing*, 4,500 gp, 360 XP, 9 days.
Weight: 1 lb.
Price: 9,000 gp.

EMERALD EYE PATCH

Prized by characters who explore dark forests and jungles, this patch also comes in handy for anyone searching for just the right herb or spice.
Description: This scintillating green dragon scale is 2 inches in diameter and features a faceted emerald in its center.
Activation: Activating either effect of the *emerald eye patch* requires a standard action.
The rebuke/command plant creatures effect functions three times per day, while the *detect plants* effect can be used at will.
If it is held to the face, the patch magically adheres to cover one eye.
Anyone donning an *emerald eye patch* receives mental instructions in Draconic on the effects of the item and how to activate it.
Only the wearer can remove the patch unless she is unconscious or killed, in which case it detaches easily.
Effect: The wearer of an *emerald eye patch* can rebuke or command plant creatures, just like the granted power of the Plant domain, as a 10th-level cleric.
In addition, the wearer can *detect plants* at will as if using the *detect animals or plants* spell (PH 218), but this ability detects only plants.
Aura/Caster Level: Moderate divination and transmutation; CL 10th.
Construction: Craft Wondrous Item, *control plants*.
6,000 gp,480 XP, 12 days.
Weight: —.
Price: 12,000 gp.

FANGED RING

This item is useful to any character who frequently finds herself unarmed, though monks and similar martial artists prize it most highly.
Description: Protruding 3 inches above its setting, this gray fang dragon scale is set in a heavy gold band.
The ring appears cumbersome but does not interfere with any actions.
Activation: A *fanged ring* functions continuously while worn.
Anyone donning the ring receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: A *fanged ring* grants its wearer the Improved Unarmed Strike feat and the Improved Natural Attack (unarmed strike) feat.
If the wearer deals a critical hit with an unarmed strike, he also deals 1 point of Constitution damage to the creature struck.
Aura/Caster Level: Strong transmutation; CL 12th.
Construction: Forge Ring, *divine* power, *poison*.
5,000 gp.
400 XP, 10 days.
Weight: —.
Price: 10,000 gp.

FIERY KABUTO OF THE CELESTIAL DRAGON

In addition to being a badge of honor and loyalty, this helm grants immunity to cold and fire and burns would-be attackers.
Description: This extremely ornate helm is decorated with red and yellow enamel and features a large t'ien lung dragon scale as its central decoration.
Prerequisite: While this item functions for any character, wearing a kabuto is a right normally reserved for samurai (see Oriental Adventures or *Complete Warrior*).
Other characters who wear this item risk drawing the ire of those who hold to such standards of honor.
In campaigns that don't include samurai, the *fiery kabuto* is most appropriate for paladins, knights (see *Player's Handbook* II), and similarly honorable characters.
Activation: Activating or turning of a *fiery kabuto* requires a standard action; expanding the diameter of the sphere of flame requires a full-round action.
It functions once per day.
When first donned, it telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.
Effect: A *fiery kabuto of the celestial dragon* creates a sheath of fire around its wearer that lasts for 10 rounds.
The wearer is immune to the helm's flames and also gains immunity to cold and fire.

Furthermore, the flames deal 1d6 points of fire damage to any creature that strikes the wearer with a natural weapon or nonreach melee weapon.
The wearer can attempt a DC 15 Concentration check as a full-round action to expand the size of the flames to a 20-foot-radius sphere.
Each creature within the sphere takes 2d6 points of fire damage each round at the end of the wearer's turn, but they no longer take damage from striking him.
Aura/Caster Level: Strong evocation; CL 13th.
Construction: Craft Wondrous Item, *fires of purity* (*Oriental Adventures*) or *fire shield*, 4,500 gp, 460 XP, 9 days.
Weight: 3 lb.
Price: 9,000 gp.

GOLDEN VISOR

When worn as part of a helm, this item grants its wearer keen senses similar to those of a dragon, as well as a menacing aura to keep foes at bay.
Description: This gold dragon scale is edged in steel and pierced with viewing slits, looking very much like the visor of a helmet.
Activation: A *golden visor* must be attached to a helm to function, occupying space on the body as goggles or lenses. While the helm is worm, its darkvision and low-light vision effects function continuously, and the wearer can activate blindsense and the aura of menace each once per day as a standard action.
The wearer receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: The wearer of a helm fitted with a *golden visor* gains darkvision out to 60 feet and a dragon's low-light vision (seeing four times as well as a human in low-light conditions).
Once per day, the visor also grants blindsense out to 30 feet. In addition, the wearer can generate an aura of menace once per day.
An enemy with fewer Hit Dice than the wearer who tries to approach within 20 feet of him must succeed on a DC 20 Will save or be unable to approach for 1 round.
It the wearer moves closer to an affected creature, the effect is broken for that creature, and it gains immunity to the aura for 24 hours.
Aura/Caster Level: Moderate divination and enchantment; CL 11th.
Construction: Craft Wondrous Item, *clairaudience/clairvoyance*, *darkvision*, *invisibility purge*, *repulsion*, 12,000 gp, 960 XP.
24 days.
Weight: 1 lb.
Price: 24,000 gp.

IYARINGU OF THE EARTH DRAGON

This handy earring makes it easier for its wearer to cross difficult terrain.
Description: This large, gaudy earring is fashioned from a peacock-like quill of a li lung dragon and decorated with jade beads and pieces of red coral.
Activation: An *iyaringu* functions continuously while worn, occupying space on the body as a hat or headband.
When first worn, it telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.
Effect: An *iyaringu of the earth dragon* grants sure footing, allowing the wearer to move at his normal speed through bogs, rubble, and undergrowth (see DAJG Chapter 3 for more details on terrain).
He can remain standing even during an earthquake.
The earring has the same effect when the wearer encounters similar magical obstacles, but it does not negate any damage that might be dealt.
For example, the wearer is not reduced to half speed in the area of a *spike stones* spell, but he still takes ids points of damage for every 5 feet of movement.
Aura/Caster Level: Faint transmutation; CL 5th.
Construction: Craft Wondrous Item, *freedom of movement*, 3,750 gp, 300 XP, 8 days.
Weight: —.
Price: 7,500 gp.

KODATE OF THE SPIRIT DRAGON

This tiny shield is ideal for spies and.
other stealthy characters who need to slip in or out of tight spots.
Description: This buckler is fashioned from silver-plated steel and has a shen lung dragon scale embedded in its center.
Activation: The enhancement bonus and the ability to speak and understand the Spirit Tongue function while the *kodate* is held.
Twice per day, the owner can become ethereal as a swift action.
When first held, the buckler telepathically instructs the owner (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.
Effect: A *kodate of the spirit dragon* functions as a *+1 buckler*, and its owner can speak and understand the Spirit Tongue.
When activated, the item renders its owner ethereal for 1 round, similar to the *ethereal jaunt* spell (PH 227).
Aura/Caster Level: Moderate abjuration and transmutation; CL 10th.
Construction: Craft Magic Arms and Armor, *ethereal taunt*, *tongues*, 3,165 gp, 240 XP, 6 days.
Weight: 6 lb.
Price: 6,165 gp.

KURIBUNE OFTHE RIVER DRAGON

Small enough to be carried in a box, this scale expands into a full-size rowboat.
Description: This 6-inch-diameter chiang lung dragon scale is decorated with blue and green enamel, the interior studded with freshwater pearls arranged like benches in a tiny rowboat.
It is usually stored in a watertight black lacquer box.
Activation: To activate a kuribune, the owner must place it in contact with water and speak the command word (a standard action).
He can return it to dragon scale form by sprinkling a handful of sand or dirt into the boat (another standard action).

When first grasped, a *kuribune* telepathically instructs the owner (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.
Effect: When activated, a *kuribune of the river dragon* enlarges into a normal 12-foot rowboat that can hold up to three Medium creatures.
The boat obeys simple one-word commands (such as "start", "stop", "left", "right", and so on) spoken by someone sitting in the prow, and it travels at a constant speed of 10 feet per round (subject to the current and rowing).
Aura/Caster Level: Strong transmutation; CL 12th.
Construction: Craft Wondrous Item, Craft (shipmaking) 5 ranks, *contingency*, *fabricate*, *find the path*, 1,500 gp, 240 XP, 3 days.
Weight: 1 lb.
Price: 3,000 gp.

OPALESCENT AMULET

Treasured by those who hunt in the frostfell.
this item protects its owner from the common dangers of that deadly realm.
Description: This milky white dragon scale is framed by a silver setting and hangs from a filigree chain.
Tiny opals stud the surface of the scale in a snowflake pattern.
Activation: An *opalescent amulet* functions continuously while worn.
Anyone donning it receives mental instructions in Draconic on its effects.
Effect: An *opalescent amulet* grants the icewalking ability of a white dragon, which functions as the *spider climb* spell (PH 283) but only in icy areas.
The wearer also gains resistance to cold 5 and a +1 enhancement bonus to natural armor.
Aura/Caster Level: Moderate abjuration and transmutation; CL 6th.
Construction: Craft Wondrous Item, *barkskin*, *resist energy*, *spider climb*, 4,500 gp, 360 XP, 9 days.
Weight: —.
Price: 9,000 gp.

PEARLY OKIMONO OF THE SEA DRAGON

Many ship captains keep a *pearly okimono of the sea dragon* in their cabins, although smaller vessels have one mounted on their bows for decoration.
It is a mark of prestige to possess one, since these items greatly benefit warships, exploratory vessels, and fishers alike.
Description: This ornate lung wang dragon scale is 12 inches in diameter and inlaid with mother-of-pearl, coral, and white pearls depicting an ocean scene.
Activation: An *okimono* functions continuously as long as it is affixed to a water vessel.
When first grasped, it telepathically instructs the owner (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.
Effect: When carried aboard a waterborne vessel, a *pearly okimono of the sea dragon* grants a +5 bonus on any Profession (sailor) checks made to control the ship by someone on the vessel.
It also increases the vessel's hardness by 5 and halves any chance that the ship will capsize in rough water.
Aura/Caster Level: Moderate divination and transmutation; CL 11th.
Construction: Craft Wondrous Item, *commune with nature* or *commune with greater spirit* (see *Oriental Adventures*), *control winds*, *ironwood*, 3,750 gp, 300 XP, 8 days.
Weight: 6 lb.
Price: 7,500 gp.

SHADOWY DIADEM

This headband can cloak its wearer in a sudden shroud of darkness and protect him from the life-draining attacks of undead.
Description: This black iron headband is studded with onyx and black sapphires, with a triangular shadow dragon scale affixed to its center.
Activation: A *shadowy diadem* can be activated three limes per day as a swift action.
Its effects last for 10 rounds, or until the wearer enters the area of a spell of 3rd level or higher that has the light descriptor.
Anyone donning the headband receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: A *shadowy diadem* cloaks its wearer in a swirling mass of darkness that provides concealment and grants immunity to energy drain effects.
Aura/Caster Level: Moderate abjuration and illusion; CL 7th.
Construction: Craft Wondrous Item, *blur*, *death ward*, 2,200 gp, 176 XP, 5 days.
Weight: 1 lb.
Price: 4,400 gp.

SONOROUS SCALE

Characters who are tired of having their prize jewelry swiped by thieves will find that this scale to be a shocking deterrent to would-be pickpockets.
Description: This song dragon scale is decorated with a variety of precious metals and gems with no discernible pattern or form.
Activation: Speaking a command word causes a *sonorous scale* to transform into an attractive piece of jewelry of the speaker's choice, such as a brooch, pendant, bracelet, circlet, or amulet.
No matter what its shape, this item does not inhibit the function of any other magic item in use by its owner.
Alter donning the jewelry, the wearer can touch it safely, but anyone else grabbing it will trigger the damage and keening effects.
The wearer can speak a second command word to deactivate the keening, and a third to turn the jewelry back into a dragon scale, which can be touched safely by anyone.
Anyone who dons a *sonorous scale* receives mental instructions in Draconic on the effects of the item and how to activate it.
Effect: When activated, a *sonorous scale* acts purely as a theft deterrent.
If someone tries to take the piece of jewelry from the wearer, it deals 3d8 points of electricity damage to the thief and emits a high-pitched keening sound that can be heard

with a DC-20 Listen check (making it clearly audible up to 300 feet away, assuming no barriers exist).
The noise stops only if the item is removed from the wearer, if the wearer is slain, or if the wearer deactivates the keening with a command word.
Aura/Caster Level: Moderate evocation; CL 6th.
Construction: Craft Wondrous Item, *alarm*, *shocking grasp*, 1,250 gp, 100 XP, 3 days.
Weight: —.
Price: 2,500 gp.

STERLING COLLAR

Anyone who wears this collar can walk gracefully through the clouds like a silver dragon and also gains some of the creature's natural defenses.
Description: This silver dragon scale is expertly shaped to fit around the throat and is studded with chrysoberyls and white pearls.
Activation: The resistance to cold and natural armor bonus granted by the *sterling collar* function continuously while the item is worn.
Once per day, the wearer can activate the ability to walk on clouds (an immediate action) for up to 10 minutes.
Effect: A *sterling collar* grants resistance to cold 5 and a +1 enhancement bonus to natural armor.
In addition, the wearer can walk on clouds just as a silver dragon does; treat this as an *air walk* spell (PH 196) that works only in log or clouds.
Aura/Caster Level: Moderate abjuration and transmutation; CL 9th.
Construction: Craft Wondrous Item, *air walk*, *barkskin*, *resist energy*, 6,000 gp, 480 XP, 12 days.
Weight: 1 lb.
Price: 12,000 gp.

TAREKAZARI OF THE COILED DRAGON

This jeweled amulet allows its owner to speak with a dead creature or to prevent a fallen comrade from being reanimated.
Description: This amulet is fashioned from a pan lung dragon scale decorated with silver and amethysts.
It hangs from a silver chain and bears an inscription that reads "Honor thine ancestors" in Draconic.
Activation: To activate a *tarekazari*, its owner must place the amulet on the remains of a creature and speak the command word (a standard action).
It functions once per day.
When first grasped, the amulet telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on its effects and how to activate it.
Effect: When activated, a *tarekazari of the coiled dragon* first recites the names of five generations of the dead creature's ancestors.
It then allows three questions to be asked of the creature's spirit, subject to all the restrictions of a *speak with dead* spell (PH 281) cast by a 7th-level caster.
Alternatively, the creature's remains can be rendered immune to reanimation as an undead creature by any effect.
This immunity is permanent.
The *tarekazari* does not permit questioning a creature's spirit and then rendering the same creature immune to reanimation-—-one effect must be chosen.
Aura/Caster Level: Moderate divination and transmutation; CL 7th.
Construction: Craft Wondrous Item, *hallow* or *dispel taint* (see *Oriental Adventures*), *legend lore*, *speak with dead*, 1,800 gp, 144 XP, 4 days.
Weight: —.
Price: 3,600 gp.

WATERY HACHIMAKI OF THE TYPHOON DRAGON

By channeling the mighty power of a run mi lung dragon, this headband grants control of the wind and the rain.
Description: This blue silk headband is sewn with black pearls and features a tun mi lung dragon scale as its central ornament.
Activation: Activating the *hachimaki* requires a standard action.
Each of its effects functions once per day.
When first donned, the item telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on its effects and how to activate it.
Effect: A *hachimaki* can be used to produce a *control weather* el feet and a *control winds* effect, each once per day.
Aura/Caster Level: Strong transmutation; CL 13th.
Construction: Craft Wondrous Item, *control weather*, *control winds*, 12,000 gp, 960 XP, 24 days.
Weight: —.
Price: 24,000 gp.

EPIC ARMOR AND SHIELD SPECIAL ABILITIES

EPIC LEVEL HANDBOOK (3.0)

ACID WARDING

A suit of armor or shield with this special ability normally has a dull gray appearance.
The armor absorbs the first 50 points of acid damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price*: +6 bonus.

COLD WARDING

A suit of armor or shield with this special ability normally has a bluish, icy hue or is adorned with furs and shaggy pelts.
The armor absorbs the first 50 points of cold damage per round that the wearer would normally take (similar to the resist elements spell).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price*: +6 bonus.

EXCEPTIONAL ARROW DEFLECTION

This shield functions like a shield of arrow deflection (see the DUNGEON MASTER's *Guide*), except that it can deflect any type of ranged attack (including spells that require a ranged touch attack) as if it were an arrow.
Any time the bearer would normally be struck by a ranged attack, he can make a Reflex saving throw (DC 20).
If the ranged attack has an enhancement bonus (or a spell level), the DC increases by that amount.
If he succeeds, the shield deflects the attack.
The bearer must be aware of the attack and not flat-footed.
Attempting to deflect a ranged attack doesn't count as an action.
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shield*, *wall of force*; *Market Price*: +8 bonus.

FIRE WARDING

A suit of armor or shield with this special ability normally has a reddish hue and often is decorated with a draconic or fiery motif.
The armor absorbs the first 50 points of fire damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price*; +6 bonus.

GREAT INVULNERABILITY

This suit of armor or shield grants the wearer damage reduction.
The damage reduction can be 10/+2, 15/+3, 20/+4, or 25/+5, depending on the armor.
Caster Level: 19th (10/+2), 20th (15/+3), 21st(20/+4), 22nd (25/+5); *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *stoneskin*, *wish*, or *miracle*; *Market Price*: +4 bonus (10/+2), +5 bonus (15/+3), +6 bonus (20/+4), +7 bonus (25/+5).

GREAT REFLECTION

This mirror-like shield is completely reflective.
Any time its bearer is targeted with a spell, it automatically reflects the spell back at the caster (as the spell turning spell).
The wearer can lower or raise this effect as a free action (thus allowing beneficial spells in as desired).
Caster Level: 25th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell turning*; *Market Price*: +10 bonus.

GREAT SPELL RESISTANCE

This suit of armor or shield grants the wearer spell resistance.
The spell resistance can be 21, 23, 25, or 27, depending on the armor.
Caster Level: 21st (SR 21), 22nd (SR 23), 23rd (SR 25), 24th (SR 27); *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell resistance*; *Market Price*: +6 bonus (SR 21), +7 bonus (SR 23), +8 bonus (SR 25), +9 bonus (SR 27).

INFINITE ARROW DEFLECTION

This shield functions like a *shield of arrow deflection* (see the DUNGEON MASTER's *Guide*), though it can deflect any number of projectiles or thrown weapons each round.
Any time the bearer would normally be struck by a ranged weapon, he can make a Reflex saving throw (DC 20).
If the ranged weapon has an enhancement bonus, the DC increases by that amount.
If he succeeds, the shield deflects the weapon.
He must he aware of the attack and not flat-footed.
Attempting to deflect a ranged weapon doesn't count as an action.
Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrow*, can't be deflected.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows*, *shield*; *Market Price*: +6 bonus.

LIGHTNING WARDING

A suit of armor or shield with this special ability normally has a bluish hue and often is decorated with a storm or lightning motif.
The armor absorbs the first 50 points of lightning damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price*: +6 bonus.

NEGATING

Immediately after the wearer of this armor is hit with a magic weapon, the armor casts *greater dispelling* on the weapon.
(In the case of projectile weapons, the armor casts *greater dispelling* on the weapon that fired the projectile if it is in range.
If it is out of range, the armor does nothing).
No weapon can be affected by the armor more than once per day (regardless of the success of the dispel check).
Caster Level: 20th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling*; *Market Price*: +5 bonus.

SONIC WARDING

A suit of armor or shield with this special ability normally has a glistening appearance.
The armor absorbs the first 50 points of sonic damage per round that the wearer would normally take (similar to the *resist elements* spell).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price*: +6 bonus.

EPIC RINGS

EPIC LEVEL HANDBOOK (3.0)

ADAMANT LAW

The wearer of this blue-black ring is constantly sheathed in a *shield of law* effect.
It bestows one negative level on any chaotic creature that puts it on.
The negative level remains as long as the ring is worn and disappears when the ring is removed.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.
Caster Level: 15th; *Prerequisites*: Forge Ring, Forge Epic Ring, *shield of law*, creator must be lawful; *Market Price*: 250,000 gp.

CHAOTIC FURY

The wearer of this jagged metal ring is constantly sheathed in a *cloak of chaos* effect.
It bestows one negative level on any lawful creature that puts it on.
The negative level remains as long as the ring is worn and disappears when the ring is removed.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.
Caster Level: 15th; *Prerequisites*: Forge Ring, Forge Epic Ring, *cloak of chaos*, creator must be chaotic; *Market Price*: 250,000 gp.

ELEMENTAL IMMUNITY

This plain adamantine band continually provides the wearer with immunity to a single type of energy: fire, cold, electricity, acid, or sonic.
The wearer takes no damage from the energy of the specific type.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *protection from elements*; *Market Price*: 240,000 gp.

EPIC PROTECTION

This ring offers continual magical protection in the form of a deflection bonus to Armor Class of +6 or higher.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *shield of faith*, creator's caster level must be three times the ring's bonus; *Market Price*: 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+3), 1,620,000 gp (+9), 2,000,000 gp (+10).

EPIC WIZARDRY

Like the ring of wizardry, this special ring comes in a variety of types useful only to arcane spellcasters.
The wearer's arcane spells per day are doubled for one particular spell level.
An *epic ring of wizardry* V doubles 5th-level spells, an *epic ring of wizardry* VI doubles 6th-level spells, an *epic ring of wizardry* VII doubles 7th-level spells, an *epic ring of wizardry* VIII doubles 8th-level spells, and an *epic ring of wizardry* IX doubles 9th-level spells.
Bonus spells from high ability scores, school specialization, or any other source are not doubled.
Caster Level: 23rd (*epic wizardry* V), 26th (*epic wizardry* VI), 29th (*epic wizardry* VII), 32nd (epic wizardry VIII), 35th (*epic wizardry* IX); *Prerequisites*: Forge Ring, Forge Epic Ring, *wish*; *Market Price*: 250,000 gp (*epic wizardry* V), 360,000 gp (*epic wizardry* VI), 490,000 gp (*epic wizardry* VII), 640,000 gp (*epic wizardry* VIII), 810,000 gp (*epic wizardry* IX).

INEFFABLE EVIL

The wearer of this crimson ring is constantly sheathed in an *unholy aura* effect.
It bestows one negative level on any good creature that puts it on.
The negative level remains as long as the ring is worn and disappears when the ring is removed.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.
Caster Level: 15th; *Prerequisites*: Forge Ring, Forge Epic Ring, *unholy aura*, creator must be evil; *Market Price*: 250,000 gp.

IRONSKIN

This plain band of black iron grants its wearer damage reduction 10/+5.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *iron body*; *Market Price*: 400,000 gp.

RAPID HEALING

The wearer of this ring of bone grants a living wearer fast healing 3.
It must be worn for 24 hours before its powers activate, and if removed it will not function again until it has been worn for 24 hours by the same individual.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *regenerate*; *Market Price*: 300,000 gp.

SEQUESTERING

This crystalline ring becomes invisible when worn.
Upon command, the wearer gains the benefits of a *sequester* spell (though she does not become comatose as normal for the spell).
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *sequester*; *Market Price*: 300,000 gp.

UNIVERSAL ELEMENTAL IMMUNITY

This ring appears to be fashioned from four lengths of pure element: acid, fire, cold, electricity.
The stone set in the band emits a rumble like distant thunder once every day.

When worn, it functions as a *ring of elemental immunity* for all types of energy—fire, cold, electricity, acid, and sonic. The wearer takes no damage from energy of any of these types.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *protection from elements*; *Market Price*: 2,160,000 gp.

UNIVERSAL ELEMENTAL RESISTANCE, MAJOR

This ring functions as a *ring of major elemental resistance* for all types of energy—fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *protection from elements*; *Market Price*: 216,000 gp; *Cost to Create*: 108,000 gp + 12,160 XP.

VIRTUOUS GOOD

The wearer of this pure golden ring is constantly sheathed in a *holy aura* effect.
It bestows one negative level on any evil creature that puts it on.
The negative level remains as long as the ring is worn and disappears when the ring is removed.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.
Caster level: 15th; *Prerequisites*: Forge Ring, Forge Epic Ring, *holy aura*, creator must be good; *Market Price*: 250,000 gp; *Cost to Create*: 125,000 gp + 12,500 XP.

WEAPONBREAKING

A *ring of weaponbreaking* is identical to a *ring of ironskin*, and has one additional power.
Any weapon that successfully strikes the wearer must also make a Fortitude saving throw (DC 20) or be shattered into pieces.
Caster Level: 20th; *Prerequisites*: Forge Ring, Forge Epic Ring, *iron body*, *shatter*; *Market Price*: 600,000 gp; *Cost to Create*: 300,000 gp + 16,000 XP.

EPIC RODS

EPIC LEVEL HANDBOOK (3.0)

BESIEGEMENT

This rod functions as a +3 *light mace*.
In addition, it is useful for besieging fortifications.
Whenever the wielder makes a charge attack, the rod improves to a +6 weapon.
Twice per day, the rod can create a battering ram that lasts for 24 rounds.
This ram can strike once per round, dealing 20 points of damage with each hit.
It cannot be used to target individuals, only fortifications.
It can be damaged by normal means (65 hp, AC 22), and *disintegrate* or *dispel magic* destroys it.
The rod also has the following powers:
Siege Engine: One heavy catapult, two light catapults, or three siege towers may be generated with each use of this power.
The power can be used three times per day.
Ammunition for 20 shots is included with each weapon created.
See the Siege Engines section in Chapter 5 of the DUNGEON MASTER's *Guide* for more information.
Each weapon created last for 12 hours.
Transmute Rock to Mud: This power can be used three times per day (caster level 24th, save DC 17).
Caster Level: 24th; *Prerequisites*: Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, Bigby's clenched fist, passwall, Rary's telepathic bond, *transmute rock to mud*; *Market Price*: 447,745 gp; *Cost to Create*: 224,025 gp + 14,474 XP.

EPIC ABSORPTION

Like a *rod of absorption*, this rod draws single-target or ray spells and spell-like abilities into itself, nullifying the effect and storing the potential spell levels until the wielder releases the energy in the form of spells of her own.
Spells of any level (including those boosted beyond 9th level by metamagic) can be absorbed, although epic spells cannot.
The rod absorbs a maximum of 150 spell levels and can thereafter only discharge any remaining potential it might have.
The rod cannot be recharged.
Caster Level: 23rd; *Prerequisites*: Craft Rod, Craft Epic Rod, Empower Spell, Maximize Spell, empowered maximized *spell turning*; *Market Price*: 1,500,000 gp.

EPIC CANCELLATION

This rod is similar in appearance to a *rod of cancellation*, but more powerful.
Its touch drains an item of all magical properties, including the magical energy in epic magic items (but not most artifacts).
The item touched gets a Will saving throw (DC 26).
If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own.
In such cases, contact is established by making a melee touch attack roll.
Upon draining three items, the rod becomes brittle and useless.
Drained items can only be restored by *wish*, *miracle*, or epic spells specifically designed to restore lost power.
A *rod of epic cancellation* can neutralize a normal *sphere of annihilation* without itself being cancelled.
Caster Level: 25th; *Prerequisites*: Craft Rod, Craft Epic Rod, dispel magic; Market Price: 330,000 gp.

EPIC MIGHT

This rod is similar to a *rod of lordly might*, although it is far more powerful.
It is larger than its normal counterpart, and it is constructed of adamantine rather than normal metal.
It has six buttons, several spell-like functions, and several mundane uses, and it can also be used as a magic weapon of various sorts.
The following spell-like functions of the rod can each be used once per day.
• *Dominate Person*: Touched foe is recipient of a *dominate person* spell, if the wielder so commands (Will save DC 24).
The wielder must choose to use this power and then succeed with a melee touch attack to activate the power, if the attack fails, the effect is lost.
• *Stun*: Upon command, all enemies viewing the rod are stunned, as per the *power word, stun* spell (10-foot maximum range, Will save DC 24).
Invoking this power is a standard action.
• *Damage*: Upon command, the rod deals 10d8 points of damage to an opponent on a successful touch attack and cures the wielder of a like amount of damage (Will save DC 26).
The wielder must choose to use this power before attacking, as with *dominate person*.
The following weapon uses of the rod have no limits on their use.
• In its normal form, the rod can be used as a *+6 heavy mace*.
• When button 1 is pushed, the rod becomes a *+3 longsword of fiery blasting*.
• When button 2 is pushed, the rod becomes a *+8 battleaxe*.
• When button 3 is pushed, the rod becomes a *+10 shortspear* or *+10 longspear*.
The following mundane uses of the rod also have no limits on their use.
• *Climbing pole/ladder*: When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks.
The rod lengthens to anywhere between 5 and 150 feet in a single round; stopping when button 4 is pushed again.
Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in staggered progression.
The rod is firmly held by the spike and hooks and can bear up to 10,000 pounds.
The wielder can retract the pole by pushing button 5.

• The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength bonus of +24.
• When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.
Caster Level: 30th; *Prerequisites*: Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor.
Craft Epic Magic Arms and Armor, *cure critical wounds*, *inflict critical wounds*, *bull's strength*, *fireball*, *dominate person*, *power word stun*; *Market Price*: 4,293,432 gp; *Cost to Create*: 2,151,372 gp + 52,841 XP.

EPIC NEGATION

This rod negates the spell or spell-like function or functions of magic items, including epic magic items (but not artifacts).
The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack).
The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of the functions, for 2d4 rounds.
To negate instantaneous effects, the rod wielder needs to have readied an action.
The target item gets no saving throw or means to resist this effect.
The rod can function three times per day.
Caster Level: 24th; *Prerequisites*: Craft Rod, Craft Epic Rod, *dispel magic*, *limited wish* or *miracle*; *Market Price*: 446,000 gp.

EPIC RULERSHIP

This rod appears to be a royal scepter worth at least 25,000 gp in materials and workmanship alone.
The wielder can command the obedience and fealty of creatures within 360 feet when she activates the device (a standard action).
Creatures totaling 900 Hit Dice can be ruled, but creatures with Intelligence scores of 17 or higher are entitled to a Will saving throw (DC 29) to negate the effect.
Ruled creatures obey the wielder as if she were their absolute sovereign.
Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.
The rod can be used for 1,500 total minutes before crumbling to dust.
This duration need not be continuous.
Caster Level: 25th; *Prerequisites*: Craft Rod, Craft Epic Rod, Improved Heighten Spell, improved heightened *mass charm*; *Market Price*: 575,000 gp; *Cost to Create*: 300,000 gp + 15,500 XP.

EPIC SPELLCASTER

This magnificent adamantine rod grants its wielder a +10 insight bonus on Spellcraft checks made to cast epic spells for as long as he holds or carries the rod.
Caster Level: 21st; *Prerequisites*: Craft Rod, Craft Epic Rod; *Market Price*: 245,400 gp.

EPIC SPLENDOR

This rod grants its wielder a +8 enhancement bonus to Charisma for as long as she holds or carries the item.
Three times per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of fur and jewels.
Apparel created by the rod can remain in existence up to 24 hours.
The value of the garb ranges from 70,000 to 100,000 gp (1d4+6 × 10,000 gp)—10,000 gp for the fabric, 50,000 gp for the furs, and the rest for jewel trim (maximum of 40 gems, maximum value 1,000 gp each).
In addition, the rod can, once per week, create a palatial mansion in any floor plan the user desires.
The mansion is palatial, able to accommodate up to 250 people, housing them in private chambers and serving them fine banquets.
The mansion lasts for three days, after which time it, and everything originally in it (including items removed from the mansion), disappear.
Caster Level: 21st; *Prerequisites*: Craft Rod, Craft Epic Rod, fabricate, *Mordenkainen's magnificent mansion*; *Market Price*: 297,400 gp; Cost to Create: 191,200 gp + 12,124 XP.

EXCELLENT MAGIC

This rod sports a shining adamantine headpiece.
Once per day when casting a nonepic or epic spell that has an experience point component, the rod supplies up to 2,000 XP, not the caster.
If more experience points are required to cast the spell, the caster provides them.
As a special use of the rod, the caster can substitute the power inherent in the rod for the experience point development cost of an epic spell.
Doing so drains all the power from the rod, rendering it useless.
Caster Level: 21st; *Prerequisites*: Craft Rod, Craft Epic Rod; *Market Price*: 650,000 gp; *Cost to Create*: 325,000 gp + 26,000 XP.

FORTIFICATION

This rod functions as a +3 *light mace*.
In addition, it is useful for the construction and defense of fortifications.
Whenever the wielder is benefiting from cover, the rod improves that to nine-tenths cover (+10 cover AC bonus and +4 cover Reflex save bonus; failure on the save results in half damage and success results in no damage), Three times per day, the rod can create food and water, as per the cleric spell, for twenty-four people.
The rod also has the following powers:
Fortify: Four times per day, a stone wall can be created that is 12 inches thick, 10 feet high, and 30 feet long.
This wall has a parapet and battlements across the top.
Alternatively, the power can be used to mend a broken existing wall.
The gap to be filled can be no more than 300 square feet in area).
In addition, once per day, a great door of iron can be created that is set into one of the newly created walls.

This door, 4 inches thick, may be a double door, a drawbridge, or a portcullis, as chosen by the wielder.
Siege Engine: One heavy catapult, two light catapults, or three ballistae may be generated with each use of this power.
The power can be used four times per day.
Ammunition for 20 shots is included with each weapon created.
See the Siege Engines section in Chapter 5 of the DUNGEON MASTER's *Guide* for more information.
Caster Level: 24th; *Prerequisites*: Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, *Bigby's interposing hand*, *create food and water*, *major creation*, *wall of iron*, *wall of stone*; *Market Price*: 465,665 gp; *Cost to Create*: 231,985 gp + 14,634 XP.

INVULNERABILITY

When held, this stout adamantine rod grants its wielder the following powers.
• +5 natural armor bonus.
• +5 resistance bonus on saving throws.
• Damage reduction 50/+3.
• Immunity to critical hits.
• Spell resistance 32.
Caster Level: 20th; *Prerequisites*: Craft Rod, Craft Epic Rod, *iron body*, *resistance*, *spell resistance*; *Market Price*: 600,000 gp.

NIGHTMARES

This rod is constructed of an ebony material and takes the form of a horrible, writhing form with a skull-like unearthly head that is unsettling to behold.
Anyone who comes within 20 feet of the wielder feels a grave sense of unease.
Each person so affected must make a Will save (DC 17) or At the effects of a *nightmare* spell the next time he falls asleep.
The wielder is immune to this effect.
Three times per day, the wielder can utter a command word that causes the rod to emit a horrid, inhuman scream.
Up to twenty of the closest creatures within a 30-foot radius who hear this terrible wail believe that their worst nightmares have become reality and suffer the effects of a wail of the banshee spell (DC 23).
Caster Level: 21st; *Prerequisites*: Craft Rod, Craft Epic Rod, *nightmare*, *permanency*, *wail of the banshee*; *Market Price*: 284,000 gp.

PARADISE

This item creates a nondimensional space, similar in effect to a *rod of security*.
However, the rod's possessor and up to 999 other creatures can stay in complete safety for up to 1,000 days divided by the number of creatures affected.
Natural healing takes place at five times the normal pace.
The rod functions like its nonepic counterpart in all other ways (see the DUNGEON MASTER's *Guide*).
Caster Level: 24th; *Prerequisites*: Craft Rod, Craft Epic Rod, Improved Heighten Spell, improved heightened *gate*; *Market Price*: 610,000 gp.

THE PATH

This rod appears as a shillelagh of darkened, polished oak. It serves as an aid to trailblazing and travel.
It grants the wielder a +30 enhancement bonus on Wilderness Lore checks for tracking and Intuit Direction checks.
The handle of the rod is hollow, functioning like a telescope.
When the wielder peers through it, the limits of vision are three times normal (and spotting distances for encounters are tripled; see Table 3–1 in the DUNGEON MASTER's *Guide*).
In addition, the telescoping handle enables the wielder to view things as though affected by a *true seeing* spell.
The rod also has the following powers.
Map: Three times per day a section of the rod unrolls like a scroll from a tube, revealing a map of the surrounding area, centered on the location of the rod.
The area shown on the map covers an area as small as 50 feet in radius to as large as 24 miles in radius, zooming in or out with a set of command words.
The map reveals natural topography and all types of structures (even hidden ones), but it will not show the location of creatures.
Passage: Three times per day, this power allows the wielder and up to five others in a 20-foot radius to move unhindered through natural plant growth or bodies of water (as per the *freedom of movement* spell).
Bridge: Once per day, this power allows the user to create a 5-foot-wide, 40-foot-long stone causeway across chasms and canyons.
The bridge created lasts for 1 hour.
Pass without Trace: Once per day, this power can be used on the wielder and twenty others, for 21 minutes.
It is otherwise as the spell of the same name (caster level 24th).
Caster Level: 21st; *Prerequisites*: Craft Rod, Craft Epic Rod, *find the path*, *freedom of movement*, *pass without trace*, *wall of stone*; *Market Price*: 306,870 gp.

RESTLESS DEATH

The holder of this rod can rebuke or control undead as if he were four levels higher.
(The rod doesn't grant the ability to rebuke or control undead if you don't already have it).
In addition, the wielder may speak a command word to cast *animate dead*.
Any skeletons or zombies animated by the rod's power are automatically controlled by the rod, up to the rod's maximum limit of 42 HD, and they follow the orders of the rod's wielder.
These undead don't count toward the wielder's limit of controlled undead.
Finally, the wielder can speak a second command word to cast *slay living* (heightened to 10th level; DC 25).
Caster Level: 21st; *Prerequisites*: Craft Rod, Craft Epic Rod, *animate dead*, *control undead*, *slay living*; *Market Price*: 625,000 gp.

WYRM

Any of the various rods in this series functions as a +5 *quarterstaff*.

Upon casting the rod to the ground (a standard action) and uttering a command word, the rod grows into a specific type of dragon (depending on the specific type of rod) by the end of the round.

The dragon created is a wyrm (see the *Monster Manual* for full details) and obeys the commands of the owner.

The dragon returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 500 feet from the owner.

If the dragon form is slain, it returns to rod form and cannot be activated again for three days.

A *wyrm rod* only functions if the possessor is of the same alignment as the dragon type.

Caster Level: 34th (white or brass), 35th (black or copper), 36th (green or bronze), 37th (blue or silver), 38th (red or gold); *Prerequisites*: Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Improved Heighten Spell, improved heightened *polymorph other*, creator must be same alignment as dragon type; *Market Price*: 1,458,200 gp (brass or white), 1,562,600 gp (black or copper), 1,670,600 gp (bronze or green), 1,782,200 gp (blue or silver), 1,897,400 gp (gold or red); *Cost to Create*: 729,400 gp + 24,576 XP (brass or white), 781,600 gp + 25,620 XP (black or copper), 835,600 gp + 26,700 XP (bronze or green), 891,400 gp + 27,816 XP (blue or silver), 949,000 gp + 28,968 XP (gold or red).

EPIC SPECIFIC ARMORS AND SHIELDS

DRACONOMICON (3.5)

DRAGONARMOR OF INVINCIBILITY

This is a set of +5 *halfplate armor* (barding) designed to fit a dragon of a specific size.
It adjusts to fit any individual dragon within a specific size category, size Medium or bigger.
In addition to its +12 armor bonus, the armor is fitted with spikes and blades designed to enhance the dragon's attacks, granting a +5 enhancement bonus to each of the dragon's natural weapon attacks (as if by use of the spell *superior magic fang*).
Strong transmutation; CL 15th; Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor [an epic feat available only to characters who have at least 28 ranks in both Knowledge (arcana) and Spellcraft], *superior magic fang*; Price 276,350 gp (Medium), 327,500 gp (Large), 379,950 gp (Huge), 434,750 gp (Gargantuan), 444,350 gp (Colossal); Cost 138,850 gp + 11,000 XP (Medium), 165,050 gp + 13,000 XP (Large), 192,450 gp + 15,000 XP (Huge), 222,250 gp + 17,000 XP (Gargantuan), 231,850 gp + 17,000 XP (Colossal); Weight 50 lb. (Medium), 100 lb. (Large), 250 lb. (Huge), 500 lb. (Gargantuan), 1,000 lb. (Colossal).

EPIC LEVEL HANDBOOK (3.0)

ANTIMAGIC ARMOR

This +1 *negating full plate armor of invulnerability* is crafted of adamantine (and thus has a natural enhancement bonus of +3).
The armor provides a –5 penalty on dispel checks made against it or its wearer.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling*, *stoneskin*, *wish* or *miracle*; *Market Price*: 871,500 gp; *Cost to Create*: 436,500 gp + 18,700 XP.

ARMOR OF THE ABYSSAL HORDE

This crimson and black suit of +6 *full plate armor* is fashioned to make the wearer appear demonic, The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth.
The armor's clawed gauntlets are effectively +4 keen weapons (1d10/19–20) that afflict the target as if she had been struck by an *energy drain* spell (Fortitude negates DC 23).
The armor bestows two negative levels on any nonevil creature wearing it.
These negative levels persist as long as the armor is worn and disappear when the armor is removed.
The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the armor is worn.
Caster Level: 20th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, creator must be evil, *energy drain*; *Market Price*: 768,260 gp; *Cost to Create*: 385,260 gp + 17,660 XP.

ARMOR OF THE CELESTIAL BATTALION

This bright silver or gold +7 *chainmail* is so fine and light that it can be worn under normal clothing without revealing its presence, though most owners wear it openly and with pride.
It has a maximum Dexterity bonus of +10, no armor check penalty, and an arcane spell failure chance of 10%.
It is considered light armor, and it allows the wearer to fly at will (as the *fly* spell).
Furthermore, the wearer is at all times surrounded by a *magic circle against evil* effect (as the spell) which, if dispelled, can be created again as a free action.
Caster Level: 20th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, creator must be good, *magic circle against evil*; *Market Price*: 616,300 gp; *Cost to Create*: 308,300 gp + 16,160 XP.

BULWARK OF THE GREAT DRAGON

This +6 *large shield* is made from the scales of a great wyrm dragon and bears the graven image of a dragon's head.
Three times per day, the bearer of the shield can command it to belch forth a breath weapon of the appropriate type.
The range of this breath weapon is 80 feet (if a line) or 40 feet (if a cone).
Regardless of the type, the breath weapon deals 20d6 points of damage.
In addition, the shield provides the bearer with resistance 50 to the energy type that matches its breath weapon.
To determine what type of dragon shield is found, roll and consult the following table:

d%	Color	Breath
01–10	Black	Line of acid
11–20	Blue	Line of lightning
21–30	Brass	Line of fire
31–40	Bronze	Line of lightning
41–50	Copper	Line of acid
51–60	Gold	Cone of fire
61–70	Green	Cone of corrosive (acid) gas
11–80	Red	Cone of fire
81–90	Silver	Cone of cold
91–100	White	Cone of cold

Caster level: 20th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price*: 1,612,970 gp; *Cost to Create*: 806,570 gp + 26,128 XP.

DRAGONSKIN ARMOR

This +5 *full plate armor* is crafted from the hide of a great wyrm dragon.
At the wearer's command, the armor sprouts enormous dragon wings, slowing the wearer to fly at a speed of 90 feet (clumsy) for a total of 4 hours each day.
The armor also grants immunity to a specific type of energy, based on the color of dragon that supplied the armor.
Roll d% on the following table to determine the color and immunity.

d%	Color	Immunity
01–10	Black	Acid
11–20	Blue	Lightning
21–30	Brass	Fire
31–40	Bronze	Lightning
41–50	Copper	Acid
51–60	Gold	Fire
61–70	Green	Acid
71–80	Red	Fire
81–90	Silver	Cold
91–100	White	Cold

The wearer of the armor takes a –4 circumstance penalty on Diplomacy checks with dragons, but gains a +4 circumstance bonus on Intimidate checks against dragons.
Caster Level: 24th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*, *shapechange*; *Market Price*: 564,550 gp; *Cost to Create*: 283,250 gp + 15,629 XP.

SHAPESHIFTER'S ARMOR

This suit of +6 *hide armor* grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph self*, *shapechange*, *wild shape*, or similar abilities).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shapechange* or *wild shape ability*; *Market Price*: 400,165 gp; *Cost to Create*: 200,165 gp + 14,000 XP.

WARLORD'S BREASTPLATE

This +6 *mithral breastplate* has an armor check penalty of –1, a maximum Dexterity bonus of +5, and an arcane spell failure chance of 10%.
It is considered light armor and weighs 15 pounds.
It grants the wearer a +4 enhancement bonus to Charisma and allows the wearer to attract and lead a number of followers as if he had the Leadership feat (though this power doesn't allow the wearer to attract a cohort).
If the wearer already has the Leadership feat, this armor has no cumulative effect on his followers.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *charm monster*, *sympathy*; *Market Price*: 416,200 gp; *Cost to Create*: 210,200 gp + 14,120 XP.

EPIC SPECIFIC WEAPONS

EPIC LEVEL HANDBOOK (3.0)

BACKSTABBER

This +6 *short sword* adds +2d6 to the wielder's sneak attack damage.
If the wielder does not have the sneak attack ability, this weapon does not grant it.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *inflict moderate wounds*; *Market Price*: 770,310 gp; *Cost to Create*: 385,310 gp + 17,700 XP.

CHAOSBRINGER

This +6 *greataxe of chaotic power* grants its wielder the ability to fly into a rage (identical to a barbarian's rage) once per day (or one additional time per day if the wielder already has the rage class feature).
If the wielder has the greater rage class feature, the weapon also grants the wielder the Incite Rage epic feat.
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *emotion*, *mass charm*; *Market Price*: 4,025,350 gp; *Cost to Create*: 2,012,850 gp + 50,250 XP.

ELVEN GREATBOW

In the hands of any nonelf, this bow performs only as a +2 *composite longbow*.
In the hands of an elf, this weapon functions as a +5 *mighty composite longbow of unerring accuracy*.
Its "pull" (the Strength bonus of its mighty aspect) matches its elven wielder's current Strength at all times.
Furthermore, any arrows loosed from the bow are considered keen, regardless of the enhancement bonus of the arrow fired.
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *bull's strength*, *keen edge*, *true seeing*; *Market Price*: 2,900,400 gp; *Cost to Create*: 1,450,400 gp + 39,400 XP.

EVERWHIRLING CHAIN

This +4 *defending everdancing spiked chain of speed* continuously twitches in its wielder's hands, as if it is ready to spring to the attack (or defense) of its own accord.
The wielder of the *everwhirling chain* can use it to make any number of attacks of opportunity per round (as if he had the Improved Combat Reflexes feat).
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*, *haste*, *shield* (or *shield of faith*); *Market Price*: 5,220,325 gp; *Cost to Create*: 2,610,325 gp + 52,200 XP.

FINALDEATH

This +5 *undead dread ghost touch morningstar* also grants its wielder immunity to energy drain attacks.
Furthermore, if its wielder is capable of turning undead, he gains the Positive Energy Aura feat.
Caster Level: 22nd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *negative energy protection*, *plane shift*, *summon monster* IX, creator must be able to turn undead; *Market Price*: 3,580,308 gp; *Cost to Create*: 1,790,308 gp + 45,800 XP.

GRIPSOUL

This terrible weapon is enruned with green, glowing sigils, and is set with a jet-black pearl on the crossguard.
Gripsoul is a +6 *keen longsword*, but instead of dealing additional damage on a critical hit, the weapon imprisons the victim in a gem set in the pommel of the sword as per a *binding* spell heightened to 16th level (DC 30).
The same is true of any blow that would otherwise kill a foe or knock him unconscious.
Only one creature can be so held, but the wielder can release the bound soul at any time with a command word.
Caster Level: 27th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *binding*; *Market Price*: 1,856,500 gp; *Cost to Create*: 934,500 gp + 28,440 XP.

HOLY DEVASTATOR

In the hands of any character other than a paladin, this sword performs as a +3 *holy longsword*.
In the hands of a paladin, this weapon functions as a +7 *longsword of holy power* and grants a +5 sacred bonus on the wielder's saving throws against spells with the evil descriptor or spells cast by evil characters.
If the paladin wielder smites evil with the *holy devastator*, she adds twice her paladin level to damage (rather than her paladin level).
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy aura*, *holy smite*, *holy word*; *Market Price*: 4,620,315 gp; *Cost to Create*: 2,310,315 gp + 56,200 XP.

MACE OF RUIN

This +7 *heavy mace* ignores the hardness or damage reduction of any object or creature it strikes.
Furthermore, the weapon can deal critical hits to objects and constructs as if they were living creatures.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *disintegrate*; *Market Price*: 1,000,312 gp; *Cost to Create*: 500,312 gp + 20,000 XP.

QUARTERSTAFF OF ALACRITY

Both ends of this +5 *quarterstaff of speed* have equal enhancement and special powers, meaning that it allows an additional attack with each end every round.

While the *quarterstaff of alacrity* is held, it grants its wielder a +5 resistance bonus on Reflex saves.
It also deflects ranged weapons as if the wielder had the Deflect Arrows and Infinite Deflection feats.
Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows*, *shield*; *Market Price*: 462,600 gp; *Cost to Create*: 231,600 gp +14,620 XP.

SOULDRINKER

This +5 *bastard sword* bestows 2d4 negative levels on its target whenever it deals damage, just as if its target had been struck by the *energy drain* spell.
Each negative level bestowed grants the wielder 5 temporary hit points.
One day after being struck, the subject must make a Fortitude save (DC 25) for each negative level or lose a level.
If this sword's power causes a character to have negative levels at least equal to her current level, the character is instantly slain and the wielder gains an additional 10 temporary hit points.
Temporary hit points gained from this weapon last for a maximum of 1 hour.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor.
Spell Focus (Necromancy), *energy drain*; *Market Price*: 478,335 gp; *Cost to Create*: 239,315 gp + 14,780 XP.

STORMBRAND

This +4 *thundering shocking burst greatsword* allows its wielder to fly at will (as the *fly* spell).
Furthermore, the wielder can move normally (including flying) even in the strongest winds.
When the weapon is drawn, the wielder gains electricity resistance 30 and sonic resistance 30.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blindness/deafness*, *call lightning or lightning bolt*, *control winds*, *fly*, *protection from elements*; *Market Price*: 235,350 gp; *Cost to Create*: 117,850 gp + 12,350 XP.

UNHOLY DESPOILER

In the hands of any character other than a blackguard, this sword performs as a +3 *unholy longsword*.
In the hands of a blackguard, this weapon functions as a +7 *longsword of unholy power* and grants a +5 profane bonus on the wielder's saving throws it spells with the good descriptor or spells cast by good characters.
If a blackguard wielder smites good with the *unholy despoiler*, she adds twice her blackguard level to damage (rather than her blackguard level).
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blasphemy*, *unholy aura*, *unholy blight*; *Market Price*: 4,650,315 gp; *Cost to Create*: 2,325,315 gp + 56,500 XP.

EPIC STAFFS

EPIC LEVEL HANDBOOK (3.0)

COSMOS

This smooth staff is crafted from a jet-black stone. Staring into its surface reveals a shimmering, wavering star field with the occasional comet, nebula, or solar flare visible.
It allows use of the following spells.
• *Chain lightning* (intensified, 1 charge, DC 29)
• *Meteor swarm* (intensified, 1 charge, DC 34)
• *Sunburst* (intensified, 1 charge, DC 32)
Caster Level: 27th; *Prerequisites*: Craft Staff, Craft Epic Staff, Intensify Spell, *chain lightning*, *meteor swarm*, *sunburst*; *Market Price*: 683,437 gp.

DOMINATION

This staff is short (about 4 feet long) and thick (about 4 inches in diameter) with iron bands encircling it like shackles at regular intervals.
It allows use of the following heightened spells.
• *Dominate monster* (1 charge, DC 33)
• *Demand* (1 charge, DC 32)
• *Mass charm* (1 charge, DC 32)
• *Geas* (heightened, 1 charge, DC 33)
Caster Level: 21st; *Prerequisites*: Craft Staff, Craft Epic Staff, Heighten Spell, *demand*, *dominate monster*, *geas*, *mass charm*; *Market Price*: 464,400 gp.

FIERY POWER

This *+5 flaming quarterstaff* grants its wielder fire resistance 30 whenever held.
In addition, it has the following powers.
• *Wall of fire* (extended, 1 charge, DC 18)
• *Delayed blast fireball* (intensified to 240 points of damage, 2 charges, DC 22)
• *Meteor swarm* (heightened to 12th, 2 charges, DC 30)
• *Summon monster* IX (extended, 2 charges, elder fire elemental only)
A *staff of fiery power* can be broken in a retributive strike. The breaking of the staff must be purposeful and declared by the wielder.
All charges currently in the staff are instantly released in a 30-foot-radius globe.
All within 10 feet of the broken staff take points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half.
The character breaking the staff has a 50% chance of traveling to another plane of existence; if he does not, the explosive release of spell energy destroys him.
After all charges are used up from the staff, it remains a *+5 quarterstaff* with no special abilities.
(Once empty of charges, it cannot be broken in a retributive strike).
Caster Level: 25th; *Prerequisites*: Craft Staff, Craft Epic Staff, Extend Spell, Heighten Spell, Improved Heighten Spell, Intensify Spell, Spell Focus (Evocation), *continual flame*, *delayed blast fireball*, *meteor swarm*, *protection from elements*, *summon monster* IX, *wall of fire*; *Market Price*: 500,000 gp.

THE HIEROPHANTS

This gnarled, age-darkened walking stick is carved in vines and allows use of the following spells.
• *Creeping doom* (enlarged, extended, 1 charge, DC 23)
• *Command plants* (enlarged, extended, 1 charge, DC 25)
• *Elemental swarm* (intensified, 2 charges, DC 34)
• *Shambler* (intensified, 2 charges, DC 34)
Caster Level: 27th; *Prerequisites*: Craft Staff, Craft Epic Staff, Enlarge Spell, Extend Spell, Intensify Spell, *creeping doom*, *command plants*, *elemental swarm*, *shambler*; *Market Price*: 501,187 gp.

MIGHTY FORCE

This platinum-shod staff has three powers.
• *Shield* (quickened, 1 charge, may be activated once per round)
• *Forcecage* (1 charge)
• *Bigby's crushing hand* (1 charge)
Caster Level: 21st; Prerequisites: Craft Staff, Craft Epic Staff, Quicken Spell, *Bigby's crushing hand*, *forcecage*, *shield*; *Marker Price*: 265,000 gp.

NATURE'S FURY

This *+5 aberration bane quarterstaff* is made from a single gnarled piece of oak that has been struck by lightning.
It allows use of the following spells.
• *Earthquake* (1 charge)
• *Whirlwind* (heightened to 10th level, 1 charge, DC 25)
• *Fire storm* (heightened to 10th level, 1 charge, DC 25)
After all charges are used up from a *staff of nature's fury*, it remains a *+5 quarterstaff* with no special abilities.
Caster Level: 21st; *Prerequisites*: Craft Staff, Craft Epic Staff, Heighten Spell, Improved Heighten Spell, *earthquake*, *fire storm*, *summon monster* I (or *summon nature's ally* I), *whirlwind*; *Market Price*: 500,000 gp.

NECROMANCY

This staff seems to be a series of finger bones fused together.
It allows use of the following spells.
• *Circle of death* (intensified, 2 charges, DC 29)
• *Create greater undead* (1 charge)
• *Finger of death* (improved heightened to 16th, 2 charges, DC 34)
• *Soul bind* (improved heightened to 16th, 2 charges, DC 34)
The soul trapped through the use of the *soul bind* spell is trapped in the staff rather than a gem.

Only by breaking the staff can the souls be freed.
Caster Level: 27th; *Prerequisites*: Craft Staff, Craft Epic Staff, Intensify Spell, Heighten Spell, Improved Heighten Spell, *circle of death*, *create greater undead*, *finger of death*, *soul bind*; *Market Price*: 1,505,312 gp; *Cost to Create*: 1,290,156 gp + 14,303 XP.

PLANAR MIGHT

The wielder of this powerful staff is immune to the effects of any planar alignment traits, as well as the positive-dominant and negative-dominant traits (as described in *Manual of the Planes*).
It also allows use of the following spells.
• *Greater planar ally* (1 charge)
• *Greater planar binding* (1 charge)
• *Gate* (1 charge)
When using the *greater planar ally* power, you must still bargain with the called creature.
In addition to its other powers, a *staff of planar might* is a *+5 outsider bane quarterstaff* (roll 1d4 to determine what alignment of outsiders the staff's bane power works against: 1=chaotic, 2=evil, 3=good, 4=lawful).
After all charges are used up from a *staff of planar might*, it remains a *+5 quarterstaff* with no special abilities.
Caster Level: 21st; *Prerequisites*: Craft Staff, Craft Epic Staff, *gate*, *greater planar ally*, *greater planar binding*, *protection from elements*; *Market Price*: 460,000 gp.

PRISM

This staff stands 6 feet tall, is made of crystal, and has three flat sides rather than being round.
It allows use of the following spells.
• *Prismatic sphere* (extended, 1 charge, DC 25)
• *Prismatic spray* (extended, 1 charge, DC 22)
• *Prismatic wall* (extended, 1 charge, DC 23)
Caster Level: 21st; *Prerequisites*: Craft Staff, Craft Epic Staff, Extend Spell, *prismatic sphere*, *prismatic spray*, *prismatic wall*; *Market Price*: 326,812 gp.

RAPID BARRAGE

Either of the rod's two powers can be activated as a free action (though the staff may only be activated once per round).
• *Magic missile* (intensified, quickened, 1 charge, 5 missiles dealing 10 points of damage each)
• *Fireball* (heightened to 6th, enhanced, quickened, 1 charge, 20d6 damage, DC 19)
Caster Level: 25th; *Prerequisites*: Craft Staff.
Craft Epic Staff, Enhance Spell, Heighten Spell, Intensify Spell, Quicken Spell, *fireball*, *magic missile*; *Market Price*: 417,750 gp.

SPHERES

This wooden staff is shod in iron and has a 5-inch-diameter iron ball adorning its top.
It allows use of the following spells.
• *Otiluke's freezing sphere* (1 charge, DC 19)
• *Otiluke's resilient sphere* (1 charge, DC 16)
• *Otiluke's telekinetic sphere* (1 charge, DC 22)
Caster Level: 21st; *Prerequisites*: Craft Staff, Craft Epic Staff, *Otiluke's freezing sphere*, *Otiluke's resilient sphere*, *Otiluke's telekinetic sphere*; *Market Price*: 228,375 gp.

WALLS

This staff is not round, but rather a square metallic pillar 6 feet tall, 2 inches on a side.
It has a square stone headpiece, inset with a clear diamond.
It allows use of the following spells.
• *Wall of iron* (1 charge)
• *Wall of stone* (1 charge)
• *Wall of force* (1 charge)
Caster Level: 30th; *Prerequisites*: Craft Staff, Staff Craft Epic Staff, Extend Spell, extended *wall of force*, *wall of iron*, *wall of stone*; *Market Price*: 275,625 gp.

WINTER

This steel pole is constantly coated with a thin layer of frost.
It has a circular metallic headpiece 6 inches in diameter, through which a scene of a raging snowstorm is always visible.
The staff allows the use of the following spells.
• *Cone of cold* (intensified, 2 charges, DC 28)
• *Ice storm* (intensified, 2 charges, DC 26)
• *Otiluke's freezing sphere* (intensified, 2 charges, DC 29)
• *Wall of ice* (1 charge)
Caster Level: 24th; *Prerequisites*: Craft Staff, Craft Epic Staff, Extend Spell, Intensify Spell, *cone of cold*, *ice storm*, *Otiluke's freezing sphere*, *wall of ice*; *Market Price*: 292,500 gp.

EPIC UNIVERSAL ITEMS

EPIC LEVEL HANDBOOK (3.0)

RING OF EPIC PSIONICS

This special crystal ring comes in a variety of types useful only to psionic characters (characters who have power points per day).
The wearer's total power points per day are increased, depending on the ring.
The points granted are not bonus points—while the ring is worn, it actually increases the wearer's points per day, but a night's rest is required before gaining access to the increased power point per day total.
(Power points are not actually stored in the ring, as would be the case for a crystal capacitor.
Instead, the ring grants power points by magnifying the manifester's own power).
A *ring of epic psionics* V increases the wearer's daily power points by 43 points, a *ring of epic psionics* VI grants 63 power points, a *ring of epic psionics* VII grants 87 power points, a *ring of epic psionics* VIII grants 115 points, and a *ring of epic psionics* IX grants 147 power points.
Manifester Level: 23rd (*epic psionics* V), 26th (*epic psionics* VI), 29th (*epic psionics* VII), 32nd (*epic psionics* VIII), 35th (*epic psionics* IX); *Prerequisites*: Craft Universal Item, Craft Epic Universal Item, *great emulation*; *Market Price*: 250,000 gp (*epic psionics* V), 360,000 gp (*epic psionics* VI), 490,000 gp (*epic psionics* VII), 640,000 gp (*epic psionics* VIII), 810,000 gp (*epic psionics* IX).

EPIC WEAPON SPECIAL ABILITIES

EPIC LEVEL HANDBOOK (3.0)

ACIDIC BLAST

On command, an acidic blast weapon drips a potent acid (though this deals no damage to the wielder).
On any hit, this acid splashes the creature struck, dealing +3d6 points of bonus acid damage.
On a successful critical hit it instead deals +6d6 points of acid damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4).
Bows, crossbows, and slings with this special ability bestow the bonus acid damage upon their ammunition.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *acid fog*; *Market Price*: +6 bonus.

CHAOTIC POWER

A weapon of chaotic power is chaotically aligned and infused with the power of chaos.
When it strikes a lawful target, this power erupts forth and deals +3d6 points of bonus chaotic damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later).
On a successful critical hit it instead deals +6d6 points of chaotic damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).
The weapon bestows three negative levels on any lawful creature attempting to wield it.
These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings with this special ability bestow the chaotic power upon their ammunition.
This special ability does not stack with the chaotic special ability described in the DUNGEON MASTER's *Guide*.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *word of chaos*; *Market Price*: +8 bonus.

DISTANT SHOT

A distant shot weapon can be used against any target within line of sight at no penalty for range.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *discern location*; *Market Price*: +6 bonus.

DREAD

A dread weapon excels at attacking one type of creature.
Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus (so a +3 *dread longsword* is a +7 *longsword* against its foe).
Further, it deals +4d6 points of bonus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be destroyed instantly and turned to dust.
(This even affects creatures immune to critical hits or death magic).
To randomly determine a dread weapon's designated foe, roll on the following table.

d%	Designated Foe
01–05	Aberrations
06–08	Animals
09–13	Beasts
14–20	Constructs
21–25	Dragons
16–30	Eletnentals
31–35	Fey
36–40	Giants
41–45	Magical beasts
46–50	Monstrous humanoids
51–53	Oozes
54–58	Outsiders, chaotic
59–65	Outsiders, evil
66–70	Outsiders, good
71–75	Outsiders, lawful
76–77	Plants
78–85	Shapechangers
86–92	Undead
93–94	Vermin
95–100	Humanoids (roll on humanoid subtype table below)

d%	Humanoid Subtype
01–10	Aquatic (includes aquatic elf, lizardfolk, locathah, merfolk, sahuagin)
11–20	Dwarf
21–32	Elf (includes half-elf)
33–37	Cnoll
38–42	Gnome
43–57	Coblinoid (includes bugbear, goblin, hobgoblin)
58–62	Halfling
63–74	Human
75–89	Reptilian (includes kobold, lizardfolk, troglodyte)
90–99	Orc (includes half-orc)
100	Other (DM's choice of any subtype not included here, or roll again)

Caster Level: 22nd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *summon monster* IX; *Market Price*: +7 bonus.

EVERDANCING

An everdancing weapon is much like a dancing weapon, though it can be loosed with a free action and will fight as long as desired.
It can move up to 60 feet away from its owner.
Its owner can instruct it to move to a different target as a move-equivalent action.
If its owner is rendered unconscious or otherwise unable to direct it, it will fight the same opponent as long as that opponent is conscious and within range.
The owner of an everdancing weapon can grasp it again as a free action (assuming it is within reach).
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*; *Market Price*: +8 bonus.

FIERY BLAST

On command, a fiery blast weapon is sheathed in fire (though this deals no damage to the welder;.

On any hit, this fire engulfs the creature struck, dealing +3d6 points of bonus fire damage.
On a successful critical hit it instead deals +6d6 points of fire damage (or +9d6 it the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4).
Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *fireball*; *Market Price*: +6 bonus.

HOLY POWER

A weapon of holy power is good aligned and blessed with holy power.
When it strikes an evil target, this power erupts forth and deals +3d6 points of bonus holy (good) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later).
On a successful critical hit it instead deals +6d6 points of holy (good) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).
The weapon bestows three negative levels on any evil creature attempting to wield it.
These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.
Bows, crossbows, and slings with this special ability bestow the holy power upon their ammunition.
This special ability does not stack with the holy special ability described in the DUNGEON MASTER's *Guide*.
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy word*; *Market Price*: +8 bonus.

ICY BLAST

On command, an icy blast weapon is sheathed in icy cold (though this deals no damage to the wielder).
On any hit, this cold washes over the creature struck, dealing +3d6 points of bonus cold damage.
On a successful critical hit it instead deals +6d6 points of cold damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4).
Bows, crossbows, and slings with this special ability bestow the bonus cold damage upon their ammunition.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cone of cold*; *Market Price*: +6 bonus.

LAWFUL POWER

A weapon of lawful power is lawfully aligned and infused with the power of law.
When it strikes a chaotic target, this power erupts forth and deals +3d6 points of bonus lawful damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later).
On a successful critical hit it instead deals +6d6 points of lawful damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).
The weapon bestows three negative levels on any chaotic creature attempting to wield it.
These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded.
These negative levels never result in actual level loss, hut they cannot he overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings with this special ability bestow the lawful power upon their ammunition.
This special ability does not stack with the lawful special ability described in the DUNGEON MASTER's *Guide*.
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *dictum*; *Market Price*: +8 bonus.

LIGHTNING BLAST

On command, a lightning blast weapon crackles with electrical energy (though this deals no damage to the wielder).
On any hit, lightning coruscates around the creature struck, dealing +3d6 points of bonus electricity damage.
On a successful critical hit it instead deals +6d6 points of electricity damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4).
Bows, crossbows, and slings with this special ability bestow the bonus electricity damage upon their ammunition.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *lightning bolt*; *Market Price*: +6 bonus.

MIGHTY DISRUPTION

Like the weapon of disruption, this type of weapon is the bane of all undead.
Any undead creature struck in combat must succeed at a Fortitude save (DC 21) or be destroyed.
A weapon of mighty disruption must be a bludgeoning weapon.
(If you roll this property randomly for a piercing or slashing weapon, reroll).
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *true resurrection*; *Market Price*: +6 bonus.

SONIC BLAST

On command, a sonic blast weapon emits a low thrumming hum (though this deals no damage to the wielder).
On any hit, this becomes a thunderous roar that deals + 3d6 points of bonus sonic damage to the creature struck.
On a successful critical hit instead deals +6d6 points of sonic damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4).
Bows, crossbows, and slings with this special ability bestow the bonus sonic damage upon their ammunition.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shout*; *Market Price*: +6 bonus.

TRIPLE–THROW

This special ability can only be placed on a weapon that can be thrown.
(If you roll this properety randomly for a weapon that cannot be thrown, reroll).
A triple-throw weapon creates two duplicates of itself when thrown.
Both the original and the duplicate weapons attack separately (at the same attack bonus).
Regardless of the success of any of the attacks, the duplicates immediately disappear after the attack is completed.
Any bonuses on damage due to accuracy or precision including those from sneak attacks, the Precise Shot feat the ranger's favored enemy bonus) apply only to the original weapon's damage, not to the duplicates.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shades*; *Market Price*: +6 bonus.

UNERRING ACCURACY

A weapon of unerring accuracy negates any cover or concealment bonuses (short of total cover or total concealment) of its target.
Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *true seeing*; *Market Price*: +6 bonus.

UNHOLY POWER

A weapon of unholy power is evilly aligned and blessed with unholy power.
When it strikes a good target, this power erupts forth and deals + 3d6 points of bonus unholy (evil) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later).
On a successful critical hit it instead deals +6d6 points of unholy (evil) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).
The weapon bestows three negative levels on any good creature attempting to wield it.
These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings with this special ability bestow the unholy power upon their ammunition.
This special ability does not stack with the unholy special ability described in the DUNGEON MASTER's *Guide*.
Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *unholy word*; *Market Price*: +8 bonus.

EPIC WONDROUS ITEMS

EPIC LEVEL HANDBOOK (3.0)

AMULET OF EPIC NATURAL ARMOR

This amulet, usually crafted from dragon scales, toughens the wearer's body and flesh, giving him a natural armor bonus to his AC of +6 or higher, depending on the type of amulet.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item. Craft Epic Wondrous Item, *barkskin*, creator's caster level must be three times the amulet's bonus; *Market Price*: 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10); *Weight*: —.

BELT OF EPIC STRENGTH

This wide belt is made of thick hide and studded with adamantine.
The belt adds an enhancement bonus of +8 or higher to the wearer's Strength score.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *bull's strength*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: 1 lb.

BOOTS OF SWIFTNESS

These soft-soled leather shoes grant their wearer a +6 enhancement bonus to Dexterity.
The wearer's speed doubles (this does not stack with any magical or supernatural enhancement to speed), she gains the evasion ability (as the rogue class feature), and the wearer's jumping distance is not limited by her height.
The wearer gains a +20 competence bonus on Balance, Climb, Jump, and Tumble checks.
Three times per day, the wearer can utter a command word to activate the boots' *haste* power (as the *haste* spell, lasts 20 rounds).
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *cat's grace*, *expeditious retreat*, *haste*, *jump*; *Market Price*: 256,000 gp; *Weight*: 1 lb.

BRACERS OF EPIC ARMOR

These items appear to be wrist or arm guards.
They surround the wearer with an invisible but tangible field of force; granting him an armor bonus of +11 or higher, just as though he were wearing armor.
Both bracers must be worn for the magic to be effective.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *mage armor*, creator's caster level must be twice the bracers' bonus; *Market Price*: 1,210,000 (+11), 1,440,000 (+12), 1,690,000 gp (+13), 1,960,000 (+14), 2,250,000 gp (+15); *Weight*: 1 lb.

BRACERS OF EPIC HEALTH

These platinum arm bands usually bear the image of a dragon or other powerful creature.
They grant the wearer an enhancement bonus of +8 or higher to Constitution.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *endurance*; *Market Price*: 640,000 gp(+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: 1 lb.

BRACERS OF RELENTLESS MIGHT

These adamantine tracers grant a +12 enhancement bonus to the wearer's Strength and Constitution.
The wearer is treated as two size categories larger than normal (to a maximum of Colossal) for purposes of combat-related opposed checks that apply a modifier based on size, such as bull rush, grapple, and trip.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *bull's strength*, *endurance*, *enlarge*; *Market Price*: 4,384,000 gp; *Weight*: 1 lb.

CABINET OF FEASTING

This extraordinary cabinet has the ability to produce a delicious feast for up to forty people, three times per day.
Merely opening the doors of the cabinet reveals platters of food of all types and flavors of the very freshest sort.
The meal has all the qualities and benefits of that produced by a *heroes' feast* spell.
Caster Level: 40th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *heroes' feast*; *Market Price*: 288,000 gp; *Weight*: 20 lb.

CLOAK OF EPIC CHARISMA

This lightweight and fashionable cloak has a decorative gold trim.
When worn, it grants a +8 or higher enhancement bonus a character's Charisma score.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *charm monster*; *Market Price*: 640,000 gp (+8), 10,000 gp (+10), 1,440,000 gp (+12); *Weight*: 1 lb.

CLOAK OF EPIC RESISTANCE

These garments offer magic protection in the form of a +6 or higher resistance bonus on all saving throws (Fortitude, Reflex, and Will).
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *resistance*, creator's caster level must be three times the cloak's bonus; *Market Price*: 360,000 (+6), 490,000 (+7), 640,000 gp (+8), 810,000 (+9), 1,000,000 gp (+10); *Weight*: 1 lb.

ELMINSTER'S EVERSMOKING PIPE

This powerful magic item appears as nothing more than an ordinary tool for smoking pipeweed.

It carries a number of powerful magics, however, placed there by an archmage who enjoys adopting an innocuous guise despite his great power.
The pipe can be lit or extinguished by the use of a command word.
Its smoke keeps all Tiny or smaller vermin at least 10 feet from the smoker and automatically turns all *magic missile* attacks against the smoker back upon their caster.
The smoker can exhale forcefully from the pipe to extinguish it and fire a single flame as if from a *produce flame* spell.
The pipe can create *pyrotechnics* once every 3 rounds, without extinguishing the pipeweed within.
Elminster can summon the pipe as if with *Drawmij's instant summons* without needing components, form the smoke into simple nonmagical symbols that last up to 5 rounds, and *dimension door* nine times per day with the pipe.
Finally, the pipe gives *water breathing* to its bearer for 2 hours per day.
Caster Level: 13th; Prerequisites: Craft Wondrous Item, Craft Epic Wondrous Item, *repel vermin*, *produce flame*, *pyrotechnics*, *Drawmij's instant summons*, *silent image*, *protection from arrows*, *shield*, *water breathing*, *dimension door*; Market Price: 421,200 gp; Weight: 1 lb.

GATE KEY

This small tube has a series of rotating rings and small buttons along its length.
When properly operated, it can be used to attune any bounded space, such as a doorway or a cave opening, to another bounded space on another plane of existence previously visited by the wielder.
When two bounded spaces are attuned, an interdimensional portal springs up at each location, and the two portals are connected.
When the wielder creates a pair of portals, he also establishes the necessary key that travelers must have to access the portal.
Possible keys include nothing, a pearl, a particular hair color, or even the *gate key* itself.
Up to sixty different pairs of portals can be attuned in this manner.
Once all sixty pairs of portals are created, the key cannot create additional gates, though it may still be the necessary key to access some or all of the portals.
To any creature without the proper key, the interdimensional portals are not visible (through *true seeing* or similar magic reveals their presence).
Caster Level: 21st; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *gate*; *Market Price*: 378,000 gp; *Weight*: 1 lb.

GLOVES OF EPIC DEXTERITY

These tightfitting, thin leather gloves are very flexible and allow for delicate manipulation.
They add an enhancement bonus of +8 or higher to the wearer's Dexterity score.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *cat's grace*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

HEADBAND OF EPIC INTELLECT

This device is a light cord with a small diamond set so that it rests upon the forehead of the wearer.
The headband adds an enhancement bonus of +8 or higher to the wearer's Intelligence score.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *commune* or *legend lore*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

HORSESHOES OF THE PEERLESS STEED

These horseshoes magically adhere to the feet of any hoofed creature.
Anyone riding the creature gains a +10 competence bonus on Ride checks and is treated as having ranks in the appropriate Ride skill (and thus does not take the –5 penalty for riding an unfamiliar mount).
The horseshoes grant the creature (or its rider, as appropriate) the effects of the Trample, Ride-By Attack, and Spirited Charge feats.
The wearer of the horseshoes gains spell resistance 32 against enchantment effects.
In addition, the ground speed of the creature wearing the horseshoes doubles.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, Ride skill, *haste*, *spell resistance*; *Market Price*: 217,000 gp; *Weight*: 1 lb.
each.

MANTLE OF EPIC SPELL RESISTANCE

This embroidered garment is worn over normal clothing or armor.
It grants the wearer spell resistance 40.
Caster Level: 29th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *spell resistance*; *Market Price*: 290,000 gp.
Weight: 1 lb.

MANTLE OF GREAT STEALTH

The wearer of this neutral gray cloak gains a +30 bonus on Hide and Move Silently checks.
The wearer's outline is blurry and indistinct, granting one-half concealment (20% miss chance) at all times (as the *blur* spell).
The mantle also grants nondetection to its wearer (as the spell).
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *blur*, *invisibility*, *nondetection*, *silence*; *Market Price*: 242,000 gp; *Weight*: 1 lb.

PERIAPT OF EPIC WISDOM

This large pearl set on a platinum chain grants an enhancement bonus of +8 or higher to the wearer's Wisdom score.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *commune* or *legend lore*; *Market Price*:

640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12);
Weight: —.

FORBIDDEN TOMES

Table 6–7: Example Forbidden Tomes

Examination Period	Knowledge (arcana) DC to Understand Tome	Number of Spells Contained in Tome	Initial Sanity Loss	Sanity Loss upon Completion	Knowledge (forbidden lore) ranks gained
1 week	20	0	1	1d4	1
1 week	20	1	1d4	1d4	1
1 week	25	2	1d4	2d6	1
2 weeks	25	1d4	1d6	2d6	2
2 weeks	25	1d6	1d10	2d6	2
2 weeks	25	3	1d6	2d6	2
2 weeks	30	1d6+1	1d6	2d6	3
3 weeks	20	1d4+1	1d10	2d6	2
3 weeks	25	1d6	1d6	2d10	2
3 weeks	30	1d4+5	1d10	3d6	3

FORBIDDEN KNOWLEDGE

The Sanity rules assume that some knowledge is so alien to human understanding that simply learning of its existence can shatter the psyche. While magic and nonhuman races form an everyday part of a D&D character's life, even a seasoned adventurer cannot conquer or understand some things. Knowledge of these secrets and creatures is represented by a new skill that goes hand in hand with a character's Sanity score: Knowledge (forbidden lore).

This type of knowledge permanently erodes a character's ability to maintain a stable and sane outlook, and a character's current Sanity can never be higher than 99 minus the modifier the character has in the Knowledge (forbidden lore) skill. This number (99 minus Knowledge [forbidden lore] ranks) is the character's maximum Sanity.

KNOWLEDGE (FORBIDDEN LORE) (NONE)

You know That Which Should Not Be Known. You have had horrible supernatural experiences and read forbidden tomes, learning truly dark secrets that have challenged everything you thought you knew. Since these revelations defy logic or commonly accepted fact, it does not matter how intelligent or wise you are when using this skill—only how much exposure to these dark secrets themselves you have experienced.

Check: Answering a question about the horrible deities and secrets that lurk at the edges of reality has a DC of 10 (for really easy questions), 15 (for elementary questions), or 20 to 30 (for difficult or really tough questions). Unlike in other fields of study, there are almost no really easy questions associated with this dark knowledge.

You can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, the DM can give another piece of useful information.

The DM can decide which monsters are subject to the Knowledge (forbidden lore) skill and which monsters are subject to one of the Knowledge skills described in the *Player's Handbook*. For example, the DM may rule that Knowledge (the planes) is still the relevant skill for learning or knowing about outsiders, rather than allowing them to be iedntified by Knowledge (forbidden lore). However, in most campaigns that use the Sanity variant, aberrations and oozes should be able to be identified by Knowledge (forbidden lore) rather than by Knowledge (arcana) and Knowledge (dungeoneering) respectively.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Special: You cannot gain ranks in this skill by spending skill points. You can only gain ranks by reading forbidden tomes or having experiences with horrible creatures. Each rank you gain in this skill permanently reduces your maximum Sanity by 1 point: The more you know about the horrible truths underlying reality, the less capable you are of leading a normal life.

A character's first episode of insanity (that is, an occurrence of temporary or indefinite insanity) bestows 2 ranks in the Knowledge (forbidden lore) skill, thereby lowering his maximum Sanity by 2 points. Each time a character fails a Sanity check and endures another episode of insanity, he gains an additional rank in Knowledge (forbidden lore).

For example, Caldark has 1 rank of Knowledge (forbidden lore) after reading a strange manuscript. She then steps outside, sees a chaos beast, and goes indefinitely insane, her raving mind failing to understand the strange creature she has encountered. Since she has never gone insane before, her player adds 2 ranks of Knowledge (forbidden lore) to Caldark's character sheet. Now Caldark's Maximum Sanity is 96 (99 minus 3 ranks of Knowledge [forbidden lore]).

You cannot take the Knowledge (forbidden lore) skill during character creation. However, the skill has no maximum rank; your level does not limit the number of ranks in Knowledge (forbidden lore) that you can acquire.

GRAFTS

FIEND FOLIO (3.5)

ABOLETH

ABOLETH TENTACLE

An aboleth tentacle typically replaces an arm or forelimb on the grafted creature, though sometimes it is attached just above a forelimb or below an arm.
The creature gains a +4 bonus to Strength when using the tentacle for any purpose, including attacking.
A successful natural attack with the tentacle deals 1d6 points of damage plus the grafted creature's adjusted Strength bonus, and can cause the struck creature to transform.
Affected creatures must succeed on a Fortitude save (DC 10 + 1/2 grafted creature's HD + grafted creature's Con modifier) or begin to transform as if struck by an aboleth's tentacle (see the *Monster Manual*).
Prerequisite: Graft Flesh, creator must be an aboleth; *Market Price*: 50,000 gp.

MUCUS SHEATH

A mucus sheath actually involves extensive skin grafts, resulting in the subject being constantly coated in a thin layer of mucus.
This sheath adds 10 feet to the creature's swim speed and gives it a +10 circumstance bonus on Escape Artist checks.
It also serves as a focus for certain psionic abilities to better affect the subject: The grafted creature takes a –4 penalty on Will saves against mind-affecting effects.
The mucus also doubles the range at which an aboleth can effectively control a slave, to 2 miles.
Prerequisite: Graft Flesh, creator must be an aboleth; *Market Price*: 5,000 gp.

SKUM EYES

Skum eyes are bulbous and fish-like.
This graft cannot be added to skum, since they already have its abilities.
The grafted creature gains a +2 racial bonus on Spot checks, increasing to +4 while it is underwater.
Prerequisite: Graft Flesh, creator must be an aboleth; *Market Price*: 600 gp.

SKUM TAIL

This graft cannot be added to skum, since they already have an identical appendage.
A skum tail is slender and muscular, and it gives the creature a natural swim speed of 40 feet.
Like any creature with a natural swim speed, the grafted creature need not make Swim checks to move at its swim speed underwater, and gains a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard.
The grafted creature can always choose to take 10 on a Swim check, even if rushed or threatened when swimming, and can use the run action while swimming, if it swims in a straight line.
Prerequisite: Graft Flesh, creator must be an aboleth; *Market Price*: 6,000 gp.

BEHOLDER

CROWN OF EYES

A crown of eyes consists of six small eyes that are set into a creature's skull all around its circumference.
Their vision is poor (half normal range), but they have darkvision with a range of 60 feet and confer all-around vision on the grafted creature.
This gives the grafted creature a +4 racial bonus on Search and Spot checks and prevents it from being flanked.
Prerequisite: Graft Flesh; *Market Price*: 60,000 gp.

EYE STALK

An eye stalk is grafted onto a creature's head and connected to its nervous system.
The creature can use it to produce an eye ray as a standard action three times per day; the effect exactly duplicates one of a beholder's smaller eye rays.
An individual eye stalk can produce only one kind of ray.
The grafted creature uses its own attack bonus to determine whether the ray hits its target, but the effect's save DC is always 18.
The ray has a range of 150 feet.
Prerequisite: Graft Flesh plus one of the following spells: *charm monster*, *charm person*, *disintegrate*, *fear*, *finger of death*, *flesh to stone*, *inflict moderate wounds*, *sleep*, *slow*, or *telekinesis*; *Market Price*: 195,000 gp.

GAZING EYE

This graft replaces one of the creature's own eyes and gives it a gaze attack.
This attack can *charm monster*, cause *sleep*, petrify, or *cause fear*.
It has a range of 30 feet and a save DC of 16 (including a +2 bonus because only one of the grafted creature's eyes can make the attack), but otherwise functions like a beholder's eye rays.
Prerequisite: Graft Flesh plus one of the following spells: *cause fear*, *charm monster*, *flesh to stone*, or *sleep*; *Market Price*: 195,000 gp.

PLATED SKIN

A plated skin graft covers the creature's vulnerable body parts with bony plates like those that protect a beholder.
The creature's natural armor bonus increases by +4.
Prerequisite: Graft Flesh, *barkskin*; *Market Price*: 64,000 gp.

REPLACEMENT EYE

A replacement eye is grafted into the creature's skull in place of one of its own eyes.
The grafted creature can use it to produce an eye ray as a standard action three times per day; the effect exactly duplicates one of a beholder's smaller eye rays.

An individual replacement eye can produce only one kind of ray.
The grafted creature uses its own attack bonus to determine whether the ray hits its target, but the save DC is always 18.
The ray has a range of 50 feet.
Prerequisite: Graft Flesh plus one of the following spells: *charm monster*, *charm person*, *disintegrate*, *fear*, *finger of death*, *flesh to stone*, *inflict moderate wounds*, *sleep*, *slow*, or *telekinesis*; *Market Price*: 195,000 gp.

THIRD EYE

Implanted in the forehead above the creature's normal eyes, a third eye duplicates the effects of a beholder's large central eye, producing an antimagic cone similar to an *antimagic field* cast by a 13th-level sorcerer.
This small eye only affects a 50-foot cone, however.
It functions three times per day.
Prerequisite: Graft Flesh, *antimagic field*; *Market Price*: 165,000 gp.

FIENDISH

Table A2–1: Fiendish Graft Damage by Creature Size

Creature Size	Flexible or Long Arm, Fiendish Jaw	Clawed Arm, Grappling Tentacle, Trampling Leg
Fine	—	1
Diminutive	1	1d2
Tiny	1d2	1d3
Small	1d3	1d4
Medium-size	1d4	1d6
Large	1d6	1d8
Huge	1d8	2d6
Gargantuan	2d6	2d8
Colossal	2d8	4d6

CHARMING EYE

This eye has a golden iris and an hourglass-shaped pupil like a goat's.
The grafted creature gains the ability to see perfectly in darkness of any kind, even magical darkness.
In addition, the grafted creature gains a charming gaze attack.
Anyone within 30 feet of the grafted creature that meets its eyes must make a Will saving throw (DC 14) or be *charmed* for one day per total Hit Dice of the grafted creature.
The save DC against this effect reflects a +2 bonus because only one of the grafted creature's eyes can make the attack.
The grafted creature is immune to its own gaze attack.
Prerequisites: Graft Flesh, *charm monster*, *true seeing*, creator must be a fiend; *Market Price*: 120,000 gp.

CLAWED ARM

A clawed arm is muscular and sinewy, with a large, clawed hand.
The grafted creature gains a +4 bonus to Strength when using the arm for any purpose, including attacking.
If it is not holding anything or being used to perform another action, the grafted creature can direct the clawed arm to make one natural attack per round, using the creature's base attack bonus and adjusted Strength modifier.
This attack is in addition to the creature's normal actions in a round.
A successful attack deals damage based on the creature's size (see Table A2–1) plus the creature's adjusted Strength bonus.
Prerequisites: Graft Flesh, *bull's strength*, *haste*, creator must be a fiend; *Market Price*: 50,000 gp.

FAST LEG

Long and agile, a fast leg increases the creature's speed by 10 feet when not wearing heavy armor or carrying a heavy load.
Further, the creature gains a +5 competence bonus on Climb and Jump checks.
Prerequisites: Graft Flesh, *expeditious retreat*, *jump*, creator must be a fiend; *Market Price*: 4,000 gp.

FEARSOME EYE

This eye is bright red in color and has a black iris.
The grafted creature gains the ability to continuously *see invisibility* as the spell from a 20th-level caster.
In addition, the grafted creature gains a fear gaze attack.
Anyone within 30 feet of the grafted creature that meets its eyes must make a Will saving throw (DC 14) or be paralyzed with fear for 1d4 rounds.
The save DC against this effect reflects a +2 bonus because only one of the grafted creature's eyes can make the attack.
The grafted creature is immune to its own gaze attack.
Prerequisites: Graft Flesh, *fear*, *see invisibility*, creator must be a fiend; *Market Price*: 120,000 gp.

FEATHERED WINGS

Feathered wings resemble those of a vrock or erinyes: large and bird-like, though often bearing claws at the top joint.
The grafted creature can fly at a speed equal to twice its normal land speed, with average maneuverability.
When not flying, the grafted creature can use the wings to buffet and disorient its opponents.
Each round, in addition to its normal attacks, it can make a Bluff check (opposed by its opponent's Sense Motive check).
If this check is successful, the grafted creature's attacks in that round gain a +2 circumstance bonus.
Prerequisites: Graft Flesh, *fly*, creator must be a fiend; *Market Price*: 10,000 gp.

FIENDISH EAR

A fiendish ear is large and fan-shaped, with sharp spikes connected by thick membranous skin.
A creature with a fiendish ear receives a +4 racial bonus on Listen checks and gains the benefit of the Blind-Fight feat.
Any time the grafted creature rolls a natural 1 on a Listen check, the ear transmits sound from the Windswept Depths of Pandemonium.
The grafted creature is deafened for 1d4+1 rounds and suffers the effects of a *confusion* spell for the same duration.
While deafened, it loses the benefit of the Blind-Fight feat.
Prerequisites: Graft Flesh, creator must be a fiend; *Market Price*: 2,500 gp.

FIENDISH JAW

This is a large, heavy jawbone covered in thick, scaly skin. Two large tusks protrude from a row of sharp, crooked teeth.
These tusks allow the grafted creature to make a gore natural attack, dealing damage based on the grafted creature's size (see Table A2–1).
Prerequisites: Graft Flesh, creator must be a fiend; *Market Price*: 2,000 gp.

FIENDISH SKIN

Fiendish skin improves the grafted creature's natural armor bonus by +1 and grants it a +2 inherent bonus to Dexterity.
In addition, the grafted creature gains darkvision with a range of 60 feet.
Once per day, the grafted creature can use *poison* as the spell from a 16th-level caster (Fort save DC 18 + grafted creature's Cha modifier).
Prerequisites: Graft Flesh, *barkskin*, *cat's grace*, *poison*, creator must be a fiend; *Market Price*: 55,000 gp.

FLEXIBLE ARM

A flexible arm is long and flexible like a tentacle, with a crude, three-fingered claw at the end.
If it is not holding anything or being used to perform another action, the grafted creature can direct the arm to make one natural attack per round, using the grafted creature's base attack bonus and Strength modifier.
This attack is in addition to the grafted creature's normal actions in a round.
A successful attack deals damage based on the grafted creature's size (see Table A2–1) plus its Strength bonus.
If the grafted creature uses the flexible arm to wield a weapon, all attacks with that weapon take a –2 penalty.
Once per day, as a standard action, the grafted creature can direct the arm to cast *magic missile* as a 5th-level caster.
Prerequisites: Graft Flesh, *haste*, *magic missile*, creator must be a fiend; *Market Price*: 27,000 gp.

GRAPPLING TENTACLE

A grappling tentacle strongly resembles a flexible arm—it is a long tentacle with barbed hooks instead of fingers or claws at the end.
It cannot use a weapon effectively, though it can perform gross manipulation such as pulling a large lever or lifting a portcullis.
The grafted creature gains a +4 bonus to Strength when using the tentacle for any purpose.
When the grafted creature grapples, it uses its adjusted Strength score (with the tentacle's bonus) and gains an additional +4 bonus on its grapple checks made to hold, pin, or damage an opponent.
It does not gain this special bonus when trying to break free of a grapple.
The grappling tentacle can be used to make natural attacks, dealing damage based on the grafted creature's size (see Table A2–1) plus its adjusted Strength bonus.
It does not confer the benefits of the improved grab special attack.
Prerequisites: Graft Flesh, *bull's strength*, creator must be a fiend; *Market Price*: 20,000 gp.

LONG ARM

A long arm is thin and wiry, and unusually long for the grafted creature's size.
The grafted creature's natural reach for attacks made with the arm or weapons held in the arm increases by 5 feet.
Though it cannot take independent action, the arm can be used to make natural attacks, dealing damage based on the grafted creature's size (see Table A2–1).
Prerequisites: Graft Flesh, creator must be a fiend; *Market Price*: 5,000 gp.

MEMBRANOUS WINGS

Membranous wings resemble those of a succubus, pit fiend, or bat.
The grafted creature can fly at a speed equal to twice its normal land speed, with average maneuverability.
The grafted creature gains fire and cold resistance 10.
Prerequisites: Graft Flesh, *fly*, *protection from energy*, creator must be a fiend; *Market Price*: 50,000 gp.

SPRINGING LEG

This extremely long leg is bent, either forward (like a frog's) or backward (like a grasshopper's).
The creature gains a +30 competence bonus on Jump checks.
The creature's normal land speed is reduced by 10 feet, however, because of the discrepancy between its two legs.
Prerequisites: Graft Flesh, *jump*, creator must be a fiend; *Market Price*: 35,000 gp.

STING TAIL

A sting tail is long and thick, with a segmented, chitinous appearance and a stinger like that of a scorpion at the end.
The grafted creature can direct the sting tail to make one natural attack per round, using the grafted creature's base attack bonus and Strength modifier.
This attack is in addition to the grafted creature's normal actions in a round.
A successful attack deals 2d4 points of damage (regardless of the grafted creature's size) plus the grafted creature's Strength bonus.
In addition, the stinging tail delivers a poison (Fort DC 14 negates) with each successful attack.
Initial and secondary damage are the same (1d6 Str).
Prerequisites: Graft Flesh, *haste*, *poison*, creator must be a fiend; *Market Price*: 50,000 gp.

STRONG LEG

A strong leg is thick and muscular.
A creature with this leg gains a +2 inherent bonus to its Constitution score.
Prerequisites: Graft Flesh, *endurance*, creator must be a fiend; *Market Price*: 8,000 gp.

TRAMPLING LEG

A trampling leg is short and thick, ending in a stump-like foot similar to an elephant's.
As a standard action during its turn each round, the grafted creature can move up to its speed and literally run over opponents at least one size category smaller than itself.

This attack deals bludgeoning damage based on the grafted creature's size (see Table A2–1).
A trampled opponent can attempt either an attack of opportunity at a –4 penalty or a Reflex save (DC 10 + 1/2 the grafted creature's HD + grafted creature's Str modifier) for half damage.
Prerequisites: Graft Flesh, *bull's strength*, *polymorph other*, creator must be a fiend; *Market Price*: 5,000 gp.

WHIP TAIL

A whip tail is long and thin, and lashes around behind the grafted creature as if of its own volition.
As a full-round action, the grafted creature can direct the tail to attack one creature within a radius equal to the creature's natural reach plus 10 feet.
The tail uses the grafted creature's base attack and size modifier and adds a Strength modifier of +2, dealing 1d6+3 points of damage on a successful hit (regardless of the grafted creature's size and Strength).
Wounds from the whip tail burn fiercely, causing the struck creature to be dazed for 1 round unless it makes a successful Fortitude save (DC 11).
Prerequisites: Graft Flesh, *ghoul touch*, creator must be a fiend; *Market Price*: 8,000 gp.

ILLITHID

Table A2–2: Illithid Graft Damage by Creature Size

Creature Size	Goring Horn	Grasping Mandibles	Raking Tentacle	Rending Claw
Fine	1d2	1d3	—	1
Diminutive	1d3	1d4	1	1d2
Tiny	1d4	1d6	1d2	1d3
Small	1d6	1d8	1d3	1d4
Medium-size	1d8	2d6	1d4	1d6
Large	2d6	2d8	1d6	1d8
Huge	2d8	4d6	1d8	2d6
Gargantuan	4d6	4d8	2d6	2d8
Colossal	4d8	8d6	2d8	4d6

ANTENNAE GRAFT

A pair of long antennae sprout from the grafted creature's head, and hundreds of inch-long hairs are embedded into its shoulders and arms.
The combined effect of these complex sensory organs is to give the grafted creature tremorsense, allowing it to sense the location of anything within 60 feet that is in contact with the ground.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 20,000 gp.

CLIMBING LEGS

Climbing legs jut out from the creature's body.
Each has a knee that bends to the creature's side, and ends in a splayed foot with large, sticky pads on the four toes.
The overall effect strongly resembles the legs and feet of a gecko.
The creature can walk up walls and even upside down on ceilings at a speed of 15 feet, as if wearing *slippers of spider climbing*.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 4,000 gp.

GORING HORN

This graft alters the entire facial structure of the creature, lengthening its face into a bestial muzzle and attaching a long, sharp horn.
The grafted creature can make a natural attack with the horn, dealing piercing damage based on the grafted creature's size (see Table A2–2).
The creature also gains the benefit of the Improved Bull Rush feat.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 8,000 gp.

GRASPING MANDIBLES

These are a huge pair of chitinous mandibles strongly resembling those of an umber hulk, grafted onto either side of the creature's mouth (with accompanying enlargement of the jaw and its muscles).
The grafted creature deals slashing damage with its bite attack based on the grafted creature's size (see Table A2–2).
If the grafted creature hits an opponent that is at least one size category smaller than itself with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.
Each successful grapple check it makes during successive rounds automatically deals bite damage.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 15,000 gp.

HAULING BACK

This graft contorts and strengthens the creature's spine and back muscles, while forcing it to stoop low enough to use its hands while walking.
A hauling back applied to a bipedal creature turns it into a quadruped for the purposes of determining carrying capacity.
Illithids typically apply this graft to Large or larger creatures, since the benefit is minimal for Medium-size creatures and nonexistent for smaller ones.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 2,000 gp.

RAKING TENTACLE

This is a long, flexible tentacle with sharp, bony protrusions at the end.
It replaces an arm or forelimb, allowing the grafted creature to make a natural attack with the raking tentacle.
The tentacle deals slashing damage based on the grafted creature's size (see Table A2–2).
It extends the grafted creature's natural reach by 5 feet but cannot be used to wield a weapon or perform any fine manipulation.
The grafted creature takes a –2 penalty on all skill checks requiring the use of hands.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 5,000 gp.

RENDING CLAW

A rending claw is actually an entire arm—overlong for the grafted creature's height (typically reaching all the way to the floor) and powerfully muscled.
The hand boasts long, sharp claws resembling knife blades.
The grafted creature can make a natural attack with the rending claw, dealing slashing damage based on the grafted creature's size (see Table A2–2).
The rending claw deals ×3 damage on a critical hit.
The grafted creature takes a –4 penalty on skill checks that require precision or fine manipulation with the rending claw.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: 5,000 gp.

WEAPON GRAFT

While most grafts are living tissue attached to another living body, a weapon graft is exactly what the name suggests: a normal, masterwork, or magic melee weapon grafted onto the hand of a thrall so it is never unarmed.
The weapon actually becomes a natural weapon, though its other properties are unchanged.
The grafted creature receives a +1 bonus on all attack and damage rolls with the weapon, as long as it is proficient with the weapon.
However, it cannot use the hand with the graft for anything but combat, and it takes a –2 penalty on all skill checks requiring the use of hands.
Prerequisites: Graft Flesh, creator must be an illithid; *Market Price*: Weapon price + 1,000 gp.

MAUG

Table A2–3: Maug Graft Damage by Creature Size

Creature		Stone Spitter		
Size	Roller	Stone	Bullet	Increased
Fine	1d6	—	1	1d2+1
Diminutive	1d8	1	1d2	1d3+1
Tiny	2d6	1d2	1d3	1d4+1
Small	2d8	1d3	1d4	1d6+1
Medium-size	4d6	1d3	1d4	1d6+1
Large	4d8	1d4	1d6	1d8+1
Huge	8d6	1d6	1d8	1d10+1
Gargantuan	8d8	1d8	1d10	2d6+1
Colossal	16d6	1d10	2d6	2d8+1

LOCKING HAND

This stone hand is designed so that its fingers can clasp and lock together.
It replaces a creature's normal hand.
When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a –4 penalty to deal subdual damage.
A locking hand does not change the amount of damage a creature deals with its unarmed or natural attacks.
The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp.
The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself while falling, and to hold onto a surface when damaged while climbing.
A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.
Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use.
The bonus from a locking hand stacks with that provided by a locked gauntlet.
Prerequisites: Graft Flesh, *bull's strength*, creator must be a maug; *Market Price*: 2,000 gp.

ROLLERS

Six great stone cylinders beneath a pyramid of rock, rollers replace the creature's legs and feet.
Rollers add 20 feet to the grafted creature's land speed and give it the ability to trample foes, but the grafted creature takes a –8 penalty on Climb, Ride, and Swim skill checks.
The grafted creature cannot run.
As a standard action during its turn each round, the grafted creature can move up to its speed and run over opponents at least one size category smaller than itself.
This attack deals bludgeoning damage based on the creature's size (see Table A2–3).
A trampled opponent can attempt either an attack of opportunity at a –4 penalty or a Reflex save (DC 10 + 1/2 grafted creature's HD + grafted creature's Str modifier) for half damage.
Prerequisites: Graft Flesh, *expeditious retreat*, *polymorph other*, creator must be a maug; *Market Price*: 10,000 gp.

SHOVING ARM

A shoving arm is a piston-like stone appendage that ends in an upright, flattened stone hand.
It is attached a creature's torso along with a stone "belt" to secure it in place.
The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against any opponent within 5 feet of the grafted creature.
The grafted creature makes a melee touch attack that does not provoke an attack of opportunity.
If it hits with its shoving arm, it and the struck opponent make opposed Strength checks as though the grafted creature had made a bull rush attack.
In addition to the normal bonuses, the grafted creature adds a special +5 bonus on this roll.
If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result.
The grafted creature does not move with the shoved defender.
For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature.
The shoving arm can push creatures and objects in straight lines only.
Prerequisites: Graft Flesh, *bull's strength*, creator must be a maug; *Market Price*: 2,000 gp.

SHUDDER PLATE

Usually placed in the chest of a creature, a shudder plate looks like a thin square of shale set in a stone frame.
Specially designed and enhanced, a shudder plate quietly shakes and vibrates in its case, giving the grafted creature a supernatural understanding of the area surrounding it.
If the grafted creature is in contact with the ground, it can sense the location of anything within 15 feet that is also in contact with the ground.
In addition, the grafted creature takes a –4 penalty on Move Silently skill checks.
Prerequisites: Graft Flesh, *see invisibility*, creator must be a maug; *Market Price*: 8,000 gp.

SPIKE STONES

These small round stones are inserted into the surface of the flesh of a creature, all over its body.
The grafted creature can cause them to grow as a standard action that does not provoke an attack of opportunity.
The stones suddenly lengthen into sharp spikes, capable of piecing flesh and armor alike.
In a grapple, the spikes deal 2d4 points of piercing damage in addition to normal grapple damage when the grafted creature makes a successful grapple check.
A grafted creature can also use the spikes as a light weapon that deals 1d4 points of piercing damage; in conjunction with an unarmed or natural attack, the spike stones deal an additional 1d4 points of piercing damage with each hit.
Prerequisites: Graft Flesh, *spike stones*, creator must be a maug; *Market Price*: 4,000 gp.

STONE SPITTER

A stone spitter is a box-like or bin-like device, usually affixed to the shoulder of a creature.
At the weapon's base is a tube from which stones can be fired with amazing accuracy and deadly effect.
A creature grafted with a stone spitter can use it to fire a stone or sling bullet by making a ranged attack.
Such attacks have a range increment of 50 feet, dealing damage according to the grafted creature's size (see Table A2–3).
Six times per day, the stone spitter can fire its ammunition at a supernaturally high velocity and power.
Such attacks deal damage one die type higher than normal (use the "Increased" column on Table A2–3) and have a +1 enhancement bonus on attack and damage rolls.
A stone spitter can be loaded with up to 50 stones or sling bullets.
Prerequisites: Graft Flesh, *magic stone*, creator must be a maug; *Market Price*: 2,000 gp.

UNDEAD

BONEMAIL

Bonemail resembles armor crafted from interlocking bones and shards of bone, but is actually part of the grafted creature's body.
Bonemail grants a +2 natural armor bonus to the grafted creature's AC.
Prerequisite: Graft Flesh, *gentle repose*; *Market Price*: 16,000 gp.

ENERVATING ARM

An enervating arm is a gaunt limb of desiccated, leathery flesh.
It grants a +4 inherent bonus to the grafted creature's Strength.
Twice per day, the grafted creature can use an enervating touch to bestow one negative level on a living creature.
The Fortitude save to remove the negative level has a DC of 14.
A touch that misses does not count against the daily limit.
Prerequisite: Graft Flesh, *enervation*; *Market Price*: 40,000 gp.

MUMMIFIED EYE

This hard, round orb looks much like a normal eye at first glance, but it has a distinctly dry appearance and does not move in the socket.
Often a pale light seems to shine inside it.
The grafted creature can use the *eyebite* spell as a 12th-level caster once per day.
Prerequisite: Graft Flesh, *eyebite*; *Market Price*: 50,000 gp.

PARALYZING ARM

A paralyzing arm is a hardy limb of preserved undead flesh.
It grants a +4 inherent bonus to the grafted creature's Strength.
Twice per day, the grafted creature can use a paralyzing touch: A living creature touched must make a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes.
Elves are immune to this paralyzing touch.
A touch that misses does not count against the daily limit.
Prerequisite: Graft Flesh, *gentle repose*, *ghoul touch*; *Market Price*: 40,000 gp.

WEAKENING ARM

A weakening arm is a skeletal forelimb that grants a +4 inherent bonus to the grafted creature's Strength.
Twice per day, the grafted creature can use a weakening touch: A living creature touched takes 1d6 points of Strength damage.
A touch that misses does not count against the daily limit.
Prerequisite: Graft Flesh, *ray of enfeeblement*; *Market Price*: 40,000 gp.

YUAN–TI

ADDED TAIL

Extending from the creature's tailbone rather than replacing its legs, an added tail gives the grafted creature a natural swim speed equal to half its land speed.
Like any creature with a natural swim speed, the grafted creature need not make Swim checks to move at its swim speed underwater, and gains a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard.
The grafted creature can always choose to take 10 on a Swim check, even if rushed or threatened when swimming, and can use the run action while swimming, if it swims in a straight line.
The grafted creature also gains a +4 racial bonus on Balance checks, and can constrict Small or smaller creatures: With a

successful grapple check, it deals 1d4 points of bludgeoning damage plus 1 1/2 times its Strength modifier to the grappled foe.
Prerequisites: Graft Flesh, creator must be a yuan-ti; *Market Price*: 6,000 gp.

POISON FANGS

These long, sharp fangs allow the grafted creature to deliver poison (Fort DC 17 negates) with its bite.
Initial and secondary damage are the same (1d6 Con).
If the grafted creature did not previously have a natural bite attack, it can bite only a grappled foe (delivering the poison with a successful grapple check to pin the creature) or a helpless opponent.
Prerequisites: Graft Flesh, creator must be a yuan-ti; *Market Price*: 8,000 gp.

REPLACEMENT TAIL

This tail replaces the grafted creature's legs or rear limbs.
The grafted creature's base land speed is reduced by 10 feet, but it can climb and swim at half its original land speed.
The creature can constrict Medium-size or smaller creatures: With a successful grapple check, it deals 1d4 points of bludgeoning damage plus 1 1/2 times its Strength modifier to the grappled foe.
Prerequisites: Graft Flesh, creator must be a yuan-ti; *Market Price*: 12,000 gp.

SCALY SKIN

This yuan-ti skin improves the grafted creature's natural armor bonus by +3.
Prerequisites: Graft Flesh, creator must be a yuan-ti; *Market Price*: 36,000 gp.

SERPENT ARM

This is a long, flexible arm ending in a snake head.
The grafted creature can make one bite attack with the arm, dealing 1d4 points of damage plus poison (Fort DC 17 negates).
Initial and secondary damage are the same (1d6 Con).
Prerequisites: Graft Flesh, creator must be a yuan-ti; *Market Price*: 12,000 gp.

LIBRIS MORTIS (3.5)

UNDEAD

BONEMAIL

Bonemail resembles armor crafted from interlocking bones and shards of bone, but is actually part of the grafted creature's body.
Bonemail grants a +2 natural armor bonus to the grafted creature's AC.
Graft Flesh, *animate dead*; Price 16,000 gp.

BODAK'S EYE

This white, empty eye fits into a humanoid creature's empty eye socket and allows the grafted creature to make a death gaze attack once per day.
The creature must use a standard action to target a creature with the gaze, and the range of the effect is 30 feet.
A DC 15 Fortitude save negates the effect.
Unlike an actual bodak's death gaze, a target that dies from this attack does not transform into a bodak 24 hours later.
Graft Flesh, *finger of death*; Price 25,000 gp.

ENERVATING ARM

An enervating arm is a gaunt limb of desiccated, leathery flesh.
It grants a +4 inherent bonus to the grafted creature's Strength.
Twice per day, the grafted creature can use an enervating touch to bestow one negative level on a living creature.
Removing the negative level requires a DC 14 Fortitude save.
A touch that misses does not count against the daily limit.
Prerequisites: Graft Flesh, *enervation*; Price 40,000 gp.

EYE OF FLAME

This crimson eye-shaped gem fits into a humanoid creature's empty eye socket and can produce a *fireball* once per day upon command.
The *fireball* deals 10d6 points of damage (Reflex DC 14 half).
Half of the damage is fire damage, and the other half is divine damage that affects even targets resistant to fire.
Graft Flesh, *fireball*; Price 10,800 gp.

GHOSTLY ARM

This gray, incorporeal arm can't be used to manipulate solid objects.
However, the grafted creature can use the ghostly arm to deliver an incorporeal touch attack that deals 1d6 points of damage, the equivalent of a ghost's corrupting touch attack.
Treat the arm as a secondary weapon, but because it is incorporeal the arm has no Strength score and therefore gains no bonus or penalty on damage rolls from the user's Strength.
Graft Flesh, *ethereal jaunt*; Price 6,000 gp.

MOHRG'S TONGUE

This long, cartilaginous tongue bears sharp claws at its tip.
The grafted creature can make touch attacks with the tongue (treat it as a secondary weapon).
A successful touch paralyzes the target for 1d4 minutes (Fortitude DC 17 negates).
Graft Flesh, *ghoul touch*; Price 24,000 gp.

MUMMIFIED EYE

This hard, round orb fits into a humanoid creature's empty eye socket and looks much like a normal eye at first glance, but it has a distinctly dry appearance and does not move in the socket.
The grafted creature can use the *eyebite* spell as a 12th-level caster once per day.
Graft Flesh, *eyebite*; Price 50,000 gp.

MUMMIFIED HAND

This withered hand is swathed in the remnants of funereal wrappings.
The grafted creature can use the mummified hand to deliver a slam attack; the damage dealt is the same as that dealt by a zombie of the creature's size.
In addition, three times per day the grafted creature can deliver mummy rot with a slam attack.
The choice to use mummy rot must be made before the attack is rolled; if the attack misses, the daily use is lost.
The Fortitude save to resist the mummy rot is DC 16.
Graft Flesh, *contagion*; Price 16,200 gp.

PARALYZING ARM

A paralyzing arm is a hardy limb of preserved undead flesh.
It grants a +4 inherent bonus to the grafted creature's Strength.
Twice per day, the grafted creature can use a paralyzing touch.
A living creature touched must make a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes.
Elves are immune to this paralyzing touch.
A touch that misses does not count against the daily limit.
Graft Flesh, *gentle repose*, *ghoul touch*; Price 40,000 gp.

SKELETAL HAND

The grafted creature can use this bony hand to make claw attacks.
The damage dealt is the same as that dealt by a skeleton of the creature's size.
Graft Flesh, *animate dead*; Price 3,000 gp.

UNDEAD SKIN

This mottled gray hide grants the grafted creature 25% resistance to critical hits and sneak attacks, similar to *armor of light fortification*.
This resistance doesn't stack with similar abilities.
Graft Flesh, *animate dead*; Price 16,000 gp.

VAMPIRIC FANGS

This set of sharp teeth replaces the creature's existing teeth.
The grafted creature gains the ability to drain blood from a living victim with its fangs by making a successful grapple check.
If it pins the foe, it drains blood, dealing 1d4 points of Constitution damage each round.
On each such successful drain attack, the grafted creature gains 5 temporary hit points that last for up to 1 hour.
Graft Flesh, *vampiric touch*; Price 25,000 gp.

WEAKENING ARM

A weakening arm is a skeletal forelimb that grants a +4 inherent bonus to the grafted creature's Strength.
Twice per day, the grafted creature can use a weakening touch.
A living creature touched takes 1d6 points of Strength damage.
A touch that misses does not count against the daily limit.
Graft Flesh, *ray of enfeeblement*; Price 40,000 gp.

ZOMBIE ARM

A zombie arm is a perpetually rotting limb.
It grants a +2 inherent bonus to the grafted creature's Strength, but also permanently reduces the grafted creature's Dexterity by 2.
The grafted creature can use the zombie arm to make slam attacks; the damage dealt is the same as that dealt by a zombie of the creature's size.
Graft Flesh, *animate dead*; Price 25,000 gp.

LORDS OF MADNESS (3.5)

ABOLETH

AMPHIBIOUS SKIN

This invasive graft can only be applied to a creature with the aquatic subtype.
It replaces the grafted creature's skin entirely with a thick membrane.
The grafted creature gains the amphibious special quality, allowing it to breathe both air and water.
Graft Flesh (aboleth), creator must be an aboleth; Price 30,000 gp.

INKSAC

An inksac is normally placed inside a creature's abdomen; a vent protrudes just beyond the surface of the creature's skin above each hip.
Once per minute as a free action, the creature can emit a cloud of jet-black ink in a spread with a radius of twice the creature's natural reach.
This cloud provides concealment to all creatures in the area.
Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) are affected by concealment when in a cloud of ink.
Only a *daylight* spell (or a higher-level light spell) can allow creatures in the area to see.
The ink cloud does not form unless the creature is in water; on land it just spews out as a big inky mess.
Graft Flesh (aboleth), creator must be an aboleth; Price 9,000 gp.

MUCUS PROJECTOR

This graft consists of a large, fleshy sac with a tube-like extension.
It is typically grafted onto a creature's back so the tube can extend up over a shoulder.
A creature with a mucus projector can activate it once every 1d4 rounds as a standard action.
When activated, it contracts violently and sprays a thin stream of aboleth mucus out of the tube.
The creature must make a ranged touch attack to strike its intended target, which must be within 30 feet.
On a hit, the target must succeed on a Fortitude save (DC 10 + 1/2 grafted creature's HD + grafted creature's Con modifier) or begin to transform as if struck by an aboleth's slime (see page 8 of the *Monster Manual*).

A mucus projector works equally well on the surface or underwater.
Graft Flesh (aboleth), creator must be an aboleth; Price 36,000 gp.

WATERJET

This long, thin tube is normally grafted onto a creature's back.
The grafted creature can use this graft once per minute while swimming to double its normal swim speed for 1 round.
Graft Flesh (aboleth), creator must be an aboleth; Price 2,500 gp.

ILLITHID

BURROWING CLAWS

This graft replaces both of the recipient's hands with thick-fingered claws tipped with iron-hard ridges.
The recipient gains a –4 penalty on Disable Device, Open Lock, and Sleight of Hand checks, but gains a burrow speed of 20 feet.
The creature can even burrow through solid stone or any other material with hardness of no more than 8.
The claws allow the creature to deal lethal damage with its unarmed strikes.
Illithids gift thralls with these grafts when they need to expand a cavern's size or dig new tunnels through the stony ground.
Graft Flesh (illithid), creator must be an illithid; Price 30,000 gp.

DARKSIGHT EYES

These pale, pupilless eyes are similar in appearance to the eyes of an illithid.
The graft recipient gains darkvision out to 60 feet.
Illithids graft these eyes into favored thralls that can more easily accomplish their jobs in the lightless underground if they can see.
Graft Flesh (illithid), creator must be an illithid; Price 24,000 gp.

MIND BLAST RELAY

This strange graft is implanted into the depths of the grafted creature's brain.
The graft gives the creature complete immunity to *mind blasts*.
Further, any mind flayer within 60 feet of a creature with a mind blast relay graft can automatically detect the graft when it uses telepathy on that creature.
A mind flayer can then choose to relay its *mind blast* attack into that creature by activating its own *mind blast*.
Once the *mind blast* is relayed, the mind flayer can choose to either allow the *mind blast* to manifest (in which case it does so in a 20-foot-radius blast centered on the grafted creature) or to relay it to a new creature with a mind blast relay within 20 feet of the current creature.
A mind flayer can continue to relay its *mind blast* as a free action again and again until it gets to the mind blast relay it desires, at which point the creature allows it to manifest.
Each time a *mind blast* is relayed, the DC to save against its effect is reduced by 2.
A mind flayer must maintain line of sight to each creature in the chain of mind blast relays, but otherwise the only practical limit to the usefulness of this graft is the number of relays available and the original save DC of the illithid's *mind blast*.
Graft Flesh (illithid), creator must be an illithid; Price 50,000 gp.

SILTHILAR

CHITIN PLATING

This graft consists of numerous interlocking chitin plates grafted onto the creature's skin.
These plates are tough, yet flexible, and grant the recipient a natural armor bonus ranging from +1 to +5.
This natural armor bonus does not stack with any other natural armor bonus the creature might possess as a virtue of his race, but it does stack with enhancement bonuses to natural armor granted by magic such as *barkskin* or an *amulet of natural armor*.
Graft Flesh (silthilar); Price 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5).

FLEXIBLE SPINE

This invasive graft replaces the creature's spine, including the spinal cord, with a much more flexible and efficient set of nerves and vertebrae.
The graft grants a +4 racial bonus on initiative checks, Balance checks, Escape Artist checks, and Tumble checks.
Graft Flesh (silthilar), *regenerate*; Price 91,000 gp.

EXTENDED LEGS

This graft extends the creature's legs, making it taller and faster.
The creature's height increases by 5%, but this does not increase the creature's size category.
The creature's base land speed increases by 5 feet.
Graft Flesh (silthilar), *longstrider*; Price 91,000 gp.

HEALING BLOOD

This unique graft consists of a total transfusion of blood.
The creature's original blood supply is drained completely and replaced with a similar fluid that grants the grafted creature fast healing 2.
Graft Flesh (silthilar), *regenerate*; Price 182,000 gp.

RUDIMENTARY EYESPOTS

This graft consists of several patches of light-sensitive skin placed on the back of the grafted creature's neck and the back of each hand.
These patches improve the grafted creature's vision, granting it a +4 bonus on Spot checks.
In addition, the creature can no longer be flanked.
Graft Flesh (silthilar), *regenerate*; Price 60,000 gp.

SILTHILAR BONES

This graft transforms and augments the creature's skeletal structure, making it stronger.
The grafted bones improve the creature's Constitution score by 2 points.
Graft Flesh (silthilar), *bear's endurance*; Price 110,000 gp.

SILTHILAR HEART

This complex graft adds several augmentations to the grafted creature's heart and cardiovascular system.
If the grafted creature drops below 1 hit point but not below –10 hit points, the graft immediately generates a pulse of magic healing that cures 4d8+20 points of damage.
A silthilar heart can generate this healing only once every 24 hours.
Graft Flesh (silthilar), *cure serious wounds*, *contingency*; Price 91,000 gp.

SILTHILAR MUSCLES

This graft transforms and augments the creature's existing muscles.
The grafted muscles improve the creature's Strength score by 2 points.
Graft Flesh (silthilar), *bull's strength*; Price 110,000 gp.

SILTHILAR TENDONS

This graft replaces the creature's tendons, making the creature more adroit and coordinated.
The grafted tendons improve the creature's Dexterity score by 2 points.
Graft Flesh (silthilar), *cat's grace*; Price 110,000 gp.

RACES OF THE DRAGON (3.5)

DRACONIC

BUFFETING WINGS

Your arms sprout veined membranes, granting you the power of flight and allowing you to strike your enemies.
Location: Arms.
Description: Each of your arms sprouts rays of cartilage supporting fins (if from a metallic dragon) or long bone projections connected by taut flesh (if from a chromatic dragon).
The membranes of your *buffeting wings* fold down when not in use.
You can still wear and benefit from clothing and armor, though wearing a shield limits your wings' effectiveness (see below).
Activation: Using *buffeting wings* to fly requires a move action, as normal for any move.
Using a wing to make a slam attack is an attack action, or part of a full attack action if you are using both wings or additional natural weapons.
Effect: You gain a fly speed equal to your base land speed with average maneuverability.
You can't carry aloft more than a light load.
If you already have wings, this benefit replaces your original fly speed and maneuverability.
You can't use your *buffeting wings* to fly if you are wearing a shield (other than a buckler).
You can also use *buffeting wings* to make up to two secondary slam attacks, but only while standing on the ground.
Each attack deals damage as a wing attack made by dragon of your size (1d4 points for a Medium creature).
You cannot attack with weapons held in your hands during the same round that you use *buffeting wings* (though you can use other natural attacks), and you can't use a wing to attack if that arm wears a shield (other than a buckler).
In addition to the hit point cost, these wings reduce your overall agility, resulting in a permanent –2 penalty to Dexterity.
Construction: Wyrmgrafter, *overland flight* or *flight of the dragon**, 50,000 gp, 4,000 XP, 100 days.
* Spell described in *Draconomicon*, page 113.
Donor: A tissue sample from an unhatched wyrmling.
Sacrifice: 8 hp, –2 Dexterity.
Price: 100,000 gp.

DRAGONBONE LEGS

Powerful draconic leg bones are grafted into each of your legs, giving you greater physical might in athletic tasks.
Location: Legs.
Description: Your legs become thicker and more heavily muscled as the new bone takes hold.
Since the tissue graft is internal, the appearance of your skin is unchanged.
Activation: A host uses *dragon bone legs* as part of the appropriate action to use the skill in question (Climb, Jump, or Swim).
No special activation is required.
Effect: You gain a +4 bonus on Climb, Jump, and Swim checks.
Construction: Wyrmgrafter, *bull's strength*, 4,000 gp, 320 XP, 8 days.
Donor: A bone sample from a living dragon.
Sacrifice: 4 hp.
Price: 8,000 gp.

DRAGONHEART PRESENCE

A bit of a dragon's heart tissue is grafted into your chest, giving you some of the dragon's indomitabile spirit.
Location: Flesh.
Description: Although your appearance does not undergo an obvious physical change, you ooze confidence and pride.
If the donor was a chromatic dragon, this attitude is tinged with arrogance and a certainty of victory.
If the flesh came from a metallic dragon, you radiate an air of watchful patience.
Activation: *Dragonheart presence* is always active once the graft is installed.
It requires no action on your part to activate or deactivate.
Effect: You gain immunity to paralysis effects and the frightful presence of dragonkind.
In addition, you gain a +2 bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks you make involving a creature with the dragonblood subtype.

Construction: Wyrmgrafter, *remove paralysis*, 6,000 gp, 480 XP, 12 days.
Donor: A piece of flesh from an unhatched wyrmling's heart.
Sacrifice: 4 hp.
Price: 12,000 gp.

FRIGHTFUL CREST

Your head has been adorned with a portion of the crest, spikes, or horns of the donor dragon.
You gain an aura of fear similar to a dragon's frightful presence.
Location: Head.
Description: A *frightful crest* takes the form of the primary head ornament of the dragon from which it was taken; for example, a graft from a black dragon has its characteristic crumpled horns, while that from a silver dragon is a rayed fin.
A *frightful crest* melds seamlessly into the surrounding flesh, gradually blending into your natural skin color.
Activation: A *frightful crest* activates whenever you attack or charge.
You cannot choose to suppress the effect.
Effect: When a *frightful crest* activates, any living nondragon enemy within 30 feet becomes panicked for 1 round if it has fewer Hit Dice than you; creatures with HD equal to or greater than yours are shaken for 1 round instead.
A successful Will save negates this effect and renders the creature immune to your *frightful crest* for 24 hours; the save DC is 10 + 1/2 your HD + your Cha modifier.
This is a mindaffecting fear effect.
Characters who are immune to a dragon's frightful presence are also immune to a *frightful crest*.
Construction: Wyrmgrafter, *fear*, 14,000 gp, 1,120 XP, 28 days.
Donor: A crest or horn from a dragon.
Sacrifice: 6 hp.
Price: 28,000 gp.

GLARING EYE

The pupil of a dragon's eye has been grown into your own. As a result, you gain the keen senses and the wakefulness of a dragon.
Location: Head.
Description: A *glaring eye* is the same color as the eye of the dragon it was grown from and has a slitted pupil like that of a crocodile.
It has no lid and cannot close.
Activation: A *glaring eye* is always active once the graft is installed.
It requires no action on your part to activate or deactivate.
Effect: You gain blindsense out to a distance of 30 feet and a +2 bonus on Search and Spot checks.
You also gain immunity to magic sleep effects.
Construction: Wyrmgrafter, *sense of the dragon**, 5,000 gp, 400 XP, 10 days.
* New spell described on page 117.
Donor: A sample of eye tissue from an unhatched wyrmling, or an eye from a dragon.
Sacrifice: 2 hp.
Price: 10,000 gp.

GLEAMING SCALES

Your skin is hardened with scales grown from samples taken from a living dragon, allowing you to grow a protective plating over vulnerable areas.
Location: Skin.
Description: Strong, gleaming dragon scales cover the skin of your torso and limbs.
The scales are the color of the donor dragon.
Gleaming scales have a glossy texture and can be ridged, depending on the dragon variety.
They move as you do, not hindering your movement in the least.
Activation: *Gleaming scales* are always active once the graft is installed.
The graft requires no action on your part to activate or deactivate.
Effect: Your natural armor bonus to AC improves by 1.
Because the graft improves your natural armor, an effect that provides an enhancement bonus to your natural armor (such as an *amulet of natural armor*) stacks with *gleaming scales*.
Gleaming scales also provides resistance 5 to the same energy type to which the donor dragon's is immune or resistant, or it increases your existing resistance to that energy type (regardless of its origin) by 5.
If the donor dragon has immunity or resistance to more than one kind of energy, choose which energy type to which you are resistant.
If the donor dragon has no immunity or resistance to energy, the graft grants no resistance.
Construction: Wyrmgrafter, *dragonskin**, 4,500 gp, 360 XP, 9 days.
* Spell described in *Draconomicon*, page 111.
Donor: A sample of scaled skin from an unhatched wyrmling.
Sacrifice: 4 hp.
Price: 9,000 gp.

METABOLIC FIRE

You acquire the dragon's devastating ability to breathe energy.
Location: Flesh.
Description: The implantation of this graft within your chest leaves no casually visible effect.
However, exposure to the energy within your body darkens your teeth until they become solid black, like obsidian.
A faint gleam of fire, rime of frost, crackle of electricity, or shimmer of acidic saliva might play around your teeth when you show them.
Prerequisite: You must have at least one other draconic graft before you can gain *metabolic fire*.
Activation: Using *metabolic fire* is a standard action.
Effect: You gain a breath weapon, usable once every 1d4 rounds, that functions as described on page 306 of the *Monster Manual*.
The form of the weapon (line or cone) is the same as that of the donor dragon; a cone-shaped breath weapon has a length of 30 feet, while a line-shaped breath weapon has a length of 60 feet.
The breath weapon granted by *metabolic fire* deals 6d8 points of damage; a successful Reflex save (DC 10 + one-half your HD + your Con modifier) halves the damage.

The damage type matches the type of energy damage dealt by the donor dragon.
Despite the name of the graft, it can deal any type of energy damage associated with the donor dragon.
Construction: Wyrmgrafter, *dragon breath**, 28,000 gp, 2,240 XP, 56 days.
* Spell described in *Draconomicon*, page 111.
Donor: Tissue from the draconis fundamentum (the organ responsible for a dragon's breath weapon, described on page 8 of *Draconomicon*) taken from an unhatched wyrmling.
A donor dragon without a breath weapon (or having a breath weapon that doesn't deal energy damage) can't be used as a graft donor.
Sacrifice: 6 hp.
Price: 56,000 gp.

RESILIENT SCALES

With the application of mature dragon scales, your scaly skin renders you immune to a type of energy.
Location: Skin.
Description: Thick, tough dragon scales cover your entire body.
Their color is deep and true, resembling those of the donor dragon.
Activation: *Resilient scales* is always active once the graft is installed.
The graft requires no action on your part to activate or deactivate.
Effect: *Resilient scales* grants resistance 30 to the same type of energy as the donor dragon's immunity.
If the donor dragon has immunity to more than one kind of energy, the creator chooses which energy type the graft provides resistance against.
If you have at least one other draconic graft, *resilient scales* counts as two grafts for the purpose of determining the damage reduction granted by your draconic grafts.
For example, if you have *resilient scales* and *dragonheart presence*, you would have DR 2/magic (as if you had three draconic grafts).
Construction: Wyrmgrafter, *resist energy*, 35,000 gp, 2,800 XP, 70 days.
Donor: A sample of scaled skin from a living dragon that has immunity to an energy type.
Sacrifice: 6 hp.
Price: 70,000 gp.

SMASHING TAIL

You sprout a muscular, scaled tail with which you can smash enemies.
You must be of Medium size or larger to receive a *smashing tail* graft.
Location: Legs.
Description: The tail has the same coloration as the dragon from which the graft was taken.
It also sports the normal ornamentation of that tail (fins, spikes, and so on).
Activation: Using a *smashing tail* in combat requires an attack action, or is part of a full attack action if you are using multiple weapons.
Effect: Your tail can make a secondary slam attack that deals damage as a dragon one size category larger than you (1d8 for a Medium creature), adding 1-1/2 times your Strength bonus to the damage.
Your tail also provides you with a +2 bonus on Balance checks and Swim checks.
Construction: Wyrmgrafter, *bull's strength*, 15,000 gp, 750 XP, 30 days.
Donor: A tissue sample from an unhatched wyrmling.
Sacrifice: 4 hp.
Price: 30,000 gp.

TALONED ARM

One of your arms is sheathed in a dragon's flesh, which gives you a natural claw attack.
Location: Arms.
Description: A *taloned arm* has sharp, curved claws and is scaled in the same color as the dragon that supplied the graft.
It looks more bulky than your original arm, although the graft does not actually increase your Strength.
The scales of a *taloned arm* become smaller and finer toward your upper arm, fading entirely into the surrounding skin color at the shoulder.
Activation: Using this draconic graft in combat requires an attack action, or is part of a full attack action if you are using multiple weapons.
Effect: You can use a *taloned arm* to make a secondary claw attack that deals damage as a dragon of your size (1d6 for a Medium creature).
When making a full attack, you can attack with your claw in addition to any other attacks you make.
Construction: Wyrmgrafter, *magic fang*, 17,000 gp, 1,360 XP, 34 days.
Donor: A single claw from a dragon.
Sacrifice: 2 hp.
Price: 34,000 gp.

SERPENT KINGDOMS (3.5)

YUAN-TI

ADDED TAIL

An added tail extends from the recipient's tailbone rather than replacing its legs, granting it a natural swim speed equal to one-half its land speed.
Like any creature with a natural swim speed, the grafted creature need not make Swim checks to move at its swim speed underwater and gains a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard.
The grafted creature can always chose to take 10 on a Swim check, even if rushed or threatened when swimming, and it can use the run action while swimming if it swims in a straight line.
The grafted creature also gains a +4 racial bonus on Balance checks and can constrict creatures one or more size categories smaller than itself, dealing 1d4 points of bludgeoning damage plus 1-1/2 times its Strength bonus on a successful grapple check.
Strong transmutation; CL 15th; Graft Yuan-ti Flesh; Price 6,000 gp.

POISON FANGS

These long, sharp fangs allow the grafted creature to deliver poison (injury, Fortitude DC 10 + 1/2 grafted creature's character level + grafted creature's Con modifier, initial and secondary damage 1d6 Con) with a successful bite attack.
A grafted creature that did not previously have a bite attack can bite only a helpless opponent or a grappled foe (delivering the poison with a successful grapple check to pin the creature).
Strong transmutation; CL 15th; Graft Yuan-ti Flesh; Price 8,000 gp.

REPLACEMENT TAIL

This graft replaces the recipient's legs or rear limbs.
The grafted creature's land speed is reduced by 10 feet, but it can climb and swim at one-half its original land speed.
The creature can constrict creatures of its own size category or smaller, dealing 1d4 points of bludgeoning damage plus 1-1/2 times its Strength bonus on a successful grapple check.
Strong transmutation; CL 15th; Graft Yuan-ti Flesh; Price 12,000 gp.

SCALY SKIN

This piece of yuan-ti skin improves the grafted creature's natural armor bonus by +3.
Strong transmutation; CL 15th; Graft Yuan-ti Flesh; Price 36,000 gp.

SERPENT ARM

This long, flexible arm ends in a snake head.
The grafted creature can make one bite attack with the arm, dealing 1d4 points of damage plus poison (injury, Fortitude DC 10 + 1/2 grafted creature's character level + grafted creature's Con modifier, initial and secondary damage 1d6 Con).
Strong transmutation; CL 15th; Graft Yuan-ti Flesh; Price 12,000 gp.

UNDERDARK (3.5)

ILLITHID

BRAINMATE

This graft is a boon for illithids that travel far from the elder brains that anchor their communities.
To creatures accustomed to the constant psychic susurration of the elder brain's thoughts, knowledge, and perceptions, such a loss of contact can be unsettling.
A traveling illithid is often forced to stiffen his tentacles and bear up under such contact deprivation—unless he carries a brainmate graft.
The brainmate is a 5-inch-diameter bud of gray matter protected by a layer of thick mucous.
To function, the graft must be placed on the recipient's skull, either prominently or at the base of the neck.
The gray matter is actually a snippet of flesh grown by an elder brain specifically for harvesting for a graft.
Thus, the brainmate contains a subset of an elder brain's skills and knowledge.
A brainmate grants its wearer a +10 circumstance bonus to any two of the following skills: Knowledge (arcana), Knowledge (psionics), Knowledge (local), Knowledge (history), and Knowledge (Underdark local).
Prerequisites: Graft Illithid Flesh, creator must be an illithid; Price 10,000 gp.

EXTRACTING TENTACLE

An extracting tentacle is a long, flexible tentacle with the ability to pierce flesh and bone as though they were butter.
This tentacle can be grafted to a Small, Medium, or Large recipient in place of its own arm or forelimb.
The recipient can then use the tentacle to make one primary natural attack per round (or a secondary natural attack if it uses a weapon in its other hand as a primary weapon).
The tentacle deals base piercing damage of 1d6 points if grafted to a Medium creature, or 1d4 points if grafted to a Small creature, or 1d8 points if grafted to a Large creature.
If the grafted creature successfully grapples its foe by any means and maintains the grapple during the next round, the extracting tentacle automatically extracts the foe's brain (or heart), instantly killing that creature.
The victim is entitled to a Fortitude save (DC 10 + 1/2 the grafted creature's HD + the grafted creature's Con modifier) to negate the extraction.
The extracting tentacle cannot be used to wield a weapon or perform any fine manipulation, and it does not extend the recipient's reach.
The grafted creature takes a –2 penalty on all skill checks requiring the use of hands.
Prerequisites: Graft Illithid Flesh, creator must be an illithid; Price 45,000 gp.

GRABBING TENTACLE

A grabbing tentacle is a long, flexible tentacle coated with sucker-like spots that can be grafted to a Small, Medium, or Large recipient in place of its own arm or forelimb.
The recipient can then use the tentacle to make one primary natural attack per round (or a secondary natural attack if it uses a weapon in its other hand as a primary weapon).
The tentacle deals base damage of 1d4 points if grafted to a Medium creature, or 1d3 points if grafted to a Small creature, or 1d6 points if grafted to a Large creature.
If it hits with the tentacle, the grafted creature may attempt to start a grapple without provoking an attack of opportunity, as if it possessed the Improved Grab special attack (see Chapter 7 of the *Monster Manual*) with that limb.
The grabbing tentacle also extends the creature's natural reach by 5 feet, but it cannot be used to wield a weapon or perform any fine manipulation.
The grafted creature takes a –2 penalty on all skill checks requiring the use of hands.
Prerequisites: Graft Illithid Flesh, creator must be an illithid; Price 20,000 gp.

HUMANOID SKIN

The graft recipient's skin is stripped off in a painful flensing operation, then replaced with a layer of still-living

humanoid skin carefully selected from a donor of the same general height, weight, and frame.
After the skin graft, an average viewer would assume the recipient is a humanoid of the donor's race (usually a human, elf, or half-elf).
The recipient gains a +10 circumstance bonus on Disguise checks made to appear as either a humanoid of the appropriate race or the specific donor humanoid.
If the humanoid skin hides monstrous features below its surface (such as extra arms, tentacles, or antennae) using those features requires thrusting them through the skin's surface as a standard action.
This act showers all nearby creatures with blood and deals 1d4 points of damage to the graft recipient.
A curing spell applied to the graft within 24 hours returns the monstrous features to hiding and restores the skin to pristine condition.
If such healing is not applied in that time frame, the whole skin rots away and a new one must be procured.
Prerequisites: Graft Illithid Flesh, creator must be an illithid, *alter self*; Price 5,000 gp.

GRELL ALCHEMY ITEMS

LORDS OF MADNESS (3.5)

GREATER LIGHTNING LANCE

A larger and more powerful version of the *lightning lance*, a *greater lightning lance* is found in the tentacles of the philosophers and patriarchs.
It resembles a slender silver tube 5 feet long.
This weapon deals 5d6 points of electricity damage (no save) to a single enemy with a successful ranged touch attack (range 60 feet).
If this touch attack hits, the electricity bolt then arcs to a second target of the user's choice within 30 feet of the primary target, dealing 5d6 points of damage (no save) to the secondary target with a second successful ranged touch attack.
A *greater lightning lance* usually functions only in the grasp of a grell, although a DC 25 Use Magic Device check allows a character of a different race to employ the weapon.
A *greater lightning lance* has 7 charges.
Spent charges are renewed each day, so a wielder can expend up to 7 charges in any 24-hour period.
Faint evocation; CL 5th; Grell Alchemy, *shocking grasp*; Price 18,000 gp.

GRELL CRYSTAL

A dingy, translucent, dishwater gray in color, grell crystal is a common building material in grell lairs.
It is used to fashion light walls, shelves, partitions, and utensils.
In its unset form, grell crystal is a dry powder made of small, silver-gray crystals that look like rough, dirty salt.
When dropped in water, the crystals expand and harden into flat sheets.
One pound of crystal powder and 5 gallons of water create a 25-square-foot sheet that is 1 inch thick and weighs 50 pounds.
It takes about 1 hour for the sheet to grow to full size.
While it is growing, it can be pruned or shaped into specific forms with a little careful manipulation.
Grell that work with crystal take ranks in Craft (crystalwork) to make items.
When set, grell crystal has hardness 7, 20 hit points per inch of thickness, a break DC of 20, and a Climb DC of 25.
Grell layer the crystal several inches thick when particularly strong structures are needed.
Grell Alchemy and Craft (alchemy); Craft DC 20; Price 10 gp; Weight 1 lb. (unset).

LIGHTNING LANCE

Grell living in colonies or nests defend their homes with *lightning lances*, silver tube-like devices about 3 feet in length.
These weapons deal 3d6 points of electricity damage (no save) to a single enemy within 60 feet with a successful ranged touch attack.
A *lightning lance* usually functions only in the grasp of a grell, although a DC 25 Use Magic Device check allows a character of a different race to employ the weapon.
A *lightning lance* has 5 charges.
Spent charges are renewed each day, so a wielder can expend up to 5 charges in any 24-hour period.
Faint evocation; CL 3rd; Grell Alchemy, *shocking grasp*; Price 3,800 gp.

SILVERSPEAR

This device is simply a +2 *silvered shortspear* designed to be worn over the end of one of a grell's tentacles.
The *silverspear* then replaces that tentacle's attack.
A normal adult grell's tentacle attack improves as follows: +7 melee (1d6+2/×3).
A grell wielding a *silverspear* gains an additional 5 feet of reach with that tentacle (15 feet for a typical adult grell).
Tiny channels in the weapon's interior convey the grell's paralytic poison to the weapon's head, so any creature struck by the *silverspear* is subject to paralysis just as if it had been struck by the grell's tentacle.
Any creature other than a grell can use the weapon as a +2 *silvered shortspear*, but cannot paralyze with it.
Moderate evocation; CL 6th; Grell Alchemy or Craft Magic Arms and Armor, *greater magic weapon*; Price 8,392 gp; Cost 4,392 gp + 320 XP.

IMPOSSIBLE TO BE MADE ITEMS

MONSTER MANUAL 3 (3.5)

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps. Faint transmutation; CL 6th; cannot be made; Price 1,000 gp.

INTELLIGENT ITEMS

ARMS AND EQUIPMENT GUIDE (3.0)

BLACKRAZOR

Blackrazor is a *+3 greatsword* whose blade resembles a piece of the night sky studded with strange stars.
It has the ability to detect living creatures within a 60-foot radius; this works in a similar fashion to the *detect thoughts* spell, but it can determine only the presence or absence of creatures (whether conscious or not) and how many, not their mental strength or their surface thoughts.
In addition, the sword can cast *haste* upon its wielder, as a 10th-level caster, once per day, and it grants its wielder immunity to mind-affecting spells and effects.
Blackrazor communicates telepathically, and it can both speak and read Common, Abyssal, Draconic, and Giant.
Blackrazor has a special purpose: To consume souls.
It is not finicky about whose soul it consumes, and under certain circumstances it will happily feed on its wielder's.
Whenever *Blackrazor* deals enough damage to bring a living creature to –1 or fewer hit points (even below –10), it immediately uses an effect similar to *death knell* to kill the creature and drain its life force (Will save DC 15 negates).
Its wielder gains the benefit of the *death knell* effect: 1d8 temporary hit points, +2 Strength, and +1 to effective caster level.
These benefits last for 10 minutes per Hit Die of the slain creature.
Blackrazor itself consumes the soul, however, making it impossible to restore life to the creature except through use of a *wish*, *miracle*, or *true resurrection* spell—but even these powerful spells have only a 50% chance of success.
For every three days the sword remains unfed, its Ego score increases by 1, until it can compel its bearer to kill something for it to eat.
Upon feeding, its Ego returns to its normal value.
Blackrazor reacts poorly to contact with negative energy.
If it is used to make a successful melee attack against an undead creature, it bestows one negative level upon its wielder and transfers some of this life energy to the undead creature in the form of 5 temporary hit points (which partially offsets the damage it deals).
If it bestows as many negative levels upon its wielder as he has Hit Dice, it consumes its wielder's soul through its *death knell*-like effect.
The saving throw DC to remove the negative levels is 17.
If the wielder uses *Blackrazor* while afflicted with negative levels from any source, every two living creatures killed with the sword remove one negative level from its wielder, instead of granting temporary hit points and Strength.
AL CN; SV Fort +7, Ref +7, Will +7; Str —, Dex —, Con —, Int 17, Wis 10, Cha 15, Ego 19.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *death knell*, *haste*, *mind blank*; *Market Price*: 90,150 gp; *Cost to Create*: 45,250 gp + 3,592 XP.

DEMONCLEAVER

This impressive name belongs to a rather uninspiring, though extremely self-confident, *+1 holy kukri*.
It has two moderately useful primary abilities: Its wielder has free use of the Improved Initiative feat and can *detect evil* at will.
It is prone to singing defiant battlesongs about slaughtering demons, switching between Common and Celestial apparently at random.
Though convinced it is a mighty weapon against evil foes, it puts on a show of humility at times, begging to be allowed the chance to shatter on a balor's hide or the like.
Its loftiest dream is to be carried into battle by a noble halfling paladin again—the last time this happened, some five centuries ago, the paladin died a grisly death.
AL LG; SV Fort +9, Ref +9, Will +8; Str —, Dex —, Con —, Int 13, Wis 8, Cha 17, Ego 9.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *detect evil*, *holy smite*, creator must be good; *Market Price*: 34,708 gp; *Cost to Create*: 17,508 gp + 1,376 XP.

MARK OF THE FAVORED

This *ring of regeneration* was created by Wee Jas as a gift to one of her loyal champions.
In addition to its regenerative properties, the ring can cast *cure light wounds* on its wearer once per day, and it grants its wearer uncanny dodge as a 5th-level barbarian.
In addition, the wearer can *detect magic* at will.
Also once per day, it can *heal* either its wearer or another servant of Wee Jas.
The ring can communicate telepathically, and it also speaks and reads Common, Celestial, and Infernal.
Mark of the Favored has a special purpose: To defend the servants and interests of Wee Jas.
As long as its wearer remains loyal to Wee Jas, the ring can cast *true resurrection* on the wearer, but it can use this ability only once.
AL LN; SV Fort +9, Ref +9, Will +12; Str —, Dex —, Con —, Int 15, Wis 16, Cha 7, Ego 20.
Caster Level: 15th; *Prerequisites*: Forge Ring, *cure light wounds*, *detect magic*, *heal*, *regenerate*, *true resurrection*, creator must have uncanny dodge class ability; *Market Price*: 150,010 gp.

MINION OF THE SERPENT LORD

This *rod of the viper* insists on the use of its full name at all times, vociferously protesting every time a wielder attempts to give it a nickname.
(Past nicknames have ranged from "Minion" to "Meazel", and it has loathed every one).
Its wielder can *see invisibility* and *detect good* at will.
Minion of the Serpent Lord speaks Common, Abyssal, Infernal, and Draconic.
AL NE; SV Fort +7, Ref +7, Will +9; Str —, Dex —, Con —, Int 17, Wis 15, Cha 17, Ego 13.
Caster Level: 10th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *detect good*, *poison*, *see invisibility*, creator must be evil and at least 15th level; *Market Price*: 37,000 gp.

NIMBLE WARDER

This *+1 light fortification mithral shirt* is all about protection.

It grants the benefits of the Mobility feat and the evasion ability to its wearer.
It communicates only by semiempathic means, throbbing when its wearer gets into danger.
It has a fear of bebiliths that far exceeds their capacity to damage it.
AL N; SV Fort +8, Ref +8, Will +7; Str —, Dex —, Con —, Int 10, Wis 9, Cha 11, Ego 4.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *limited wish* or *miracle*, creator must have access to Mobility feat and evasion class ability; *Market Price*: 41,100 gp; *Cost to Create*: 21,100 gp + 1,600 XP.

SHARD

Shard is a *+1 chaotic longsword* of unknown origin, though some say it could only have been forged in the Ever-Changing Chaos of Limbo.
Though highly intelligent, it is borderline insane, and even its magical abilities are random in nature, to say nothing of its personality.
Each encounter, it randomly determines which of the following feats to bestow on its wielder (roll before making initiative checks):

d6	Feat
1	Combat Reflexes
2	Blind-Fight
3	Improved Initiative
4	Mobility
5	Sunder
6	Expertise

Shard can also *detect law* at will, though what it chooses to do with the information it gains varies from day to day.
Twice per day, *Shard* can use *feeblemind* on an opponent it strikes in melee (or on its wielder, if it desires).
Shard speaks and reads Common, Celestial, and Abyssal, and can also communicate telepathically.
AL CN; SV Fort +5, Ref +5, Will +3; Str —, Dex —, Con —, Int 15, Wis 6, Cha 18, Ego 16.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *chaos hammer*, *detect law*, *feeblemind*, creator must be chaotic and have access to all six feats mentioned above; *Market Price*: 76,910 gp; *Cost to Create*: 38,610 gp + 3,064 XP.

STORMBLADE

Stormblade is a *+1 shocking burst bastard sword* with lightning bolts engraved along the blade.
Besides its shocking burst property, it grants its wielder the Combat Reflexes feat and allows the wielder to use *jump* for 20 minutes once per day.
Finally, the sword can produce a *lightning bolt* (8th-level caster, 8d6 damage, Reflex half DC 17) once per day.
Though its powers suggest the terror and chaos of a storm, *Stormblade* is a noble and virtuous weapon.
It fights with grim determination, regretting every lost life, but resigned to the necessity of violence in a world so full of evil.
It speaks and reads Common, Celestial, Dwarf, Elf, and Giant.
AL CG; SV Fort +7, Ref +7, Will +8; Str —, Dex —, Con —, Int 19, Wis 12, Cha 13, Ego 14.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *jump*, *lightning bolt*, creator must have access to Combat Reflexes feat; *Market Price*: 49,575 gp; *Cost to Create*: 24,955 gp + 1,969 XP.

THE FALCONBLADE

Also called the Sword of the Avenger, this weapon is a *+1 reptile bane short sword* with a pommel carved to resemble a falcon's head.
Its bane property affects all reptiles, including creatures with the reptilian subtype, yuan-ti, mundane and magical snakes, nagas, and possibly other creatures at the DM's discretion (but not dragons).
In addition to its magical bonuses in combat, it possesses the ability to communicate through empathy and a few special powers that reflect the deity Re-Horakhty's eternal opposition to his enemy Set and Set's serpentine minions.
The sword can *neutralize poison* three times per day, though it is effective only against snake venom, not the poison of scorpions, spiders, or even other reptiles.
It can neutralize the poison of yuan-ti, however, and any other monster that is basically snake-like.
In addition, the wielder of the sword gains a +2 bonus on saving throws against snake venom.
AL LG; SV Fort +9, Ref +9, Will +8; Str —, Dex —, Con —, Int 12, Wis 9, Cha 16, Ego 10.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *neutralize poison*, *summon monster* I; *Market Price*: 38,030 gp; *Cost to Create*: 19,170 gp + 1,509 XP.

THE PEARL OF SECRETS

The *Pearl of Secrets* is a black *pearl of power* (8th-level spell) that claims to have been created by Vecna himself.
The *Pearl* is highly intelligent, and it can both speak and read Common, Abyssal, Infernal, and Draconic.
It can also communicate telepathically, however, and prefers this method of communication.
In addition to the standard use of a *pearl of power*, the wielder of the *Pearl of Secrets* can use *true seeing* at will, *detect thoughts* three times per day, and *detect secret doors* at will.
The *Pearl of Secrets* is incredibly egotistical as well as cunning and wise.
It generally insists on being in control, urging or (if possible) forcing its owner to seek after the *Eye and Hand of Vecna*, unearth dark secrets, and generally commit acts of despicable evil.
AL NE; SV Fort +10, Ref +10, Will +15; Str —, Dex —, Con —, Int 17, Wis 21, Cha 14, Ego 23.
Skills: Sense Motive +15.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *detect secret doors*, *detect thoughts*, *true seeing*, creator must be able to cast 8th-level spells; *Market Price*: 165,280 gp; *Weight*: —.

WAVE

Wave is a +3 *trident* with an amazing array of special abilities and significant intelligence.
In addition to its +3 enhancement bonus, it has the special abilities of both a *trident of fish command* and a *trident of warning*.
A character holding *Wave* can breathe underwater (as if a *water breathing* spell had been cast upon her) and can see underwater five times farther than water and light conditions would normally allow (as if wearing a *helm of underwater action*).
Wave can communicate telepathically, and it speaks Common, Aquan, Aboleth, Draconic, Kuo-Toan, and Sylvan.
It can also read all languages and *read magic*.
Wave has a special purpose: To spread the worship of a sea deity (Poseidon in a campaign using the Olympian pantheon from *Deities and Demigods*, or some other deity as appropriate).
It has no qualms about bringing death or disfigurement to any who refuse to honor its patron deity.
When it scores a successful critical hit against such a creature, *Wave* affects that target (only) with a *horrid wilting* spell (10d8 damage; Fortitude half DC 22).
AL N; SV Fort +7, Ref +7, Will +8; Str —, Dex —, Con —, Int 19, Wis 12, Cha 15, Ego 26.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *detect magic*, *freedom of movement*, *horrid wilting*, *speak with animals*, *wall of force*, *water breathing*; *Market Price*: 166,115 gp; *Cost to Create*: 83,215 gp + 6,632 XP.

WHELM

Whelm is a +3 *warhammer* of dwarven manufacture.
In the hands of a dwarf, its enhancement bonus increases to +5, and it can be thrown with a 30-foot range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again.
When hurled, it deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.
Whelm has three primary powers: *Detect secret doors* at will, *detect evil* at will, and *locate object* in a 120-foot radius at will.
Whelm can communicate telepathically, and it speaks and reads Common, Dwarven, Giant, Gnome, and Goblin.
Whelm's special purpose is to destroy goblinoids and giants. Once per day, when struck upon the ground in pursuit of that goal, *Whelm* sends forth a shock wave that forces all creatures within 30 feet to make successful Fortitude saves (DC 18) or be stunned for 1d4 rounds.
Whelm bears a minor curse: One day after first using the weapon in battle, the wielder becomes agoraphobic, dreading open, outdoor spaces.
The character takes a –2 penalty on attack rolls, saving throws, and skill checks in outdoor settings.
For each consecutive 24-hour period during which the wielder fails to spend at least 8 hours indoors or underground, this penalty increases by –1, to a maximum of –5.
This condition persists until the wielder disposes of *Whelm* permanently.
AL LN; SV Fort +10, Ref +10, Will +14; Str —, Dex —, Con —, Int 12, Wis 18, Cha 7, Ego 20.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *detect evil*, *detect secret doors*, *locate object*, creator must be a dwarf of at least 16th level; *Market Price*: 122,412 gp; *Cost to Create*: 61,362 gp + 7,284 XP.

WHISPER

Whisper is a +3 *ghost touch short sword* forged in a land where ghosts ran wild.
In addition to its ghost touch property, it allows the wielder to *see invisibility* at will, and it can cast *shield* on its wielder three times per day.
It communicates only by empathy, sharing its strong feelings of hatred toward ghosts with its wielder in order to encourage her to hunt what it considers undead abominations.
As might be expected, *Whisper* has a special purpose: To destroy ghosts.
When its wielder is using it in combat against a ghost, it grants the character a +2 luck bonus on all saving throws, a +2 deflection bonus to her Armor Class, and SR 15.
AL NG; SV Fort +6, Ref +6, Will +7; Str —, Dex —, Con —, Int 15, Wis 13, Cha 16, Ego 17.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*, *see invisible*, *shield*; *Market Price*: 125,790 gp; *Cost to Create*: 63,050 gp + 5,019 XP.

BOOK OF EXALTED DEEDS (3.5)

BARSOLIDOR, THE TYRANT BANE

+3 *longsword*; AL CG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision, and hearing; Ego score 15.
Languages: Celestial, Common, Draconic, Elven.
Lesser Powers: *Cure moderate wounds* on wielder 3/day, *zone of truth* 3/day, 10 ranks in Knowledge (history) (total modifier +13).
Greater Powers: Detect lawful evil at will.
Personality: Originally called Razorleaf, this sword was renamed shortly after the death of its creator, an elf crusader who dedicated his life to fighting tyranny.
A champion and advisor of many kings, Barsolidor succeeded in imprinting fragments of his life experience on the blade before his death.
The sword vehemently opposes tyranny and slavery, and when its current wielder grows too old to fight, it asks to be passed on to a younger champion of good who shares its purpose and ideals.
Strong divination; CL 15th; Craft Magic Arms and Armor, *cure moderate wounds*, *detect evil*, *detect law*, *zone of truth*; Price 52,515 gp.

CADUCEUS

Staff of healing; AL NG; Int 14, Wis 14, Cha 10; Speech, 120 ft. vision and hearing; Ego score 6.
Languages: Celestial, Common, Infernal.
Lesser Powers: *Ease pain* 1/day, *vision of heaven* 3/day.

Personality: Legend has it that a faithful cleric of Pelor found this white ash staff with silver inlaid runes in a brook while on a pilgrimage.
The cleric heard a babbling sound coming from the brook, walked out among its shoals, and drew the talking staff from its shallow depths.
Caduceus (kah-DOO-shuss) has no memory of its origin, but it chats incessantly about the many great heroes it has helped over the years.
The staff abhors bloodshed and violence, and it sometimes elects to not heal wounds it feels are justified or deserved.
Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *cure serious wounds*, *ease pain*, *lesser restoration*, *remove blindness/deafness*, *remove disease*, *vision of heaven*; Price 34,950 gp.

EZRYLON

+2 demon bane short sword with a *+4 ring of protection** built into its pommel; AL LG; Int 13, Wis 10, Cha 13; Empathy, 60 ft. vision and hearing; Ego score 11.
* This ring does not function if Ezrylon is wielded in a hand with a magic ring worn on it.
This ring confers its deflection bonus to AC only while the weapon is drawn.
Special: This weapon is fashioned from Solanian truesteel (see Chapter 3: Exalted Equipment) and gains a +1 bonus on the confirmation roll for a critical hit.
Languages (understand only): Abyssal, Common.
Lesser Powers: *Daze monster* 3/day, 10 ranks in Knowledge (the planes) (total modifier +11).
Personality: A half-celestial weaponsmith crafted Ezrylon for a halfling paladin of unshakable valor.
During a raid on an evil temple, the halfling fell beneath the maul of a fiendish minotaur cleric, who later tasked a minion to destroy the paladin's sword.
Ezrylon persuaded the slow-witted underling to sell it instead, and gradually the blade found its way into the hands of an evil gnome assassin.
Through this unlikely partnership, Ezrylon learned that evil often feeds on itself, and for several years, the assassin put Ezrylon's demon bane power to good use.
The assassin lost the blade in a gambling match with a shady merchant, who is currently seeking a buyer for the blade.
Ezrylon isn't quick to judge evildoers, but it swells with anger when it senses demons nearby.
Moderate abjuration; CL 15th; Craft Magic Arms and Armor, Forge Ring, *daze monster*, *shield of faith*, *summon monster* I; Price 64,810 gp.

HWYRR, THE CLARION HARP

Harp of charming; AL CG; Int 18, Wis 10, Cha 18; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 14.
Languages: Celestial, Common, Draconic, Elven, Gnome.
Lesser Powers: *Elation* 3/day, *Faerinaal's hymn* (see below), 10 ranks in Knowledge (history) (total modifier +14).
Greater Powers: *Dismissal* 1/day, *fear* 3/day (against foes only).
Personality: The frame of this golden harp is fashioned into a handsome likeness of Faerinaal, Queen Morwel's eladrin consort (see Chapter 7: Celestial Paragons).
Crafted by a firre eladrin bard in Queen Morwel's court, Hwyrr serves Faerinaal as a chronicler of events on the Material Plane.
As it finds its way into the hands of different adventuring bards, Hwyrr learns new tales of heroism that it will someday recount to Faerinaal when it finally returns to Queen Morwel's court.
When it senses battle occurring within 60 feet, Hwyrr automatically begins playing *Faerinaal's hymn* and continues to do so until one of its other powers is employed.
Hwyrr takes great pride in its appearance and constantly insinuates itself into conversations, recounting tales of its past owners' exploits to help its current owner deal with immediate or similar problems.
Strong enchantment; CL 15th; Craft Magic Arms and Armor, *dismissal*, *elation*, *Faerinaal's hymn*, *fear*, *suggestion*; Price 84,000 gp.

IASALAS, THE WATERSHOD

*+1/+1 ki focus quarterstaff**; AL LG; Int 14, Wis 14, Cha 10; Speech, 120 ft. vision and hearing; Ego score 10.
* Both ends of the quarterstaff have the *ki* focus special ability.
Languages: Aquan, Celestial, Common.
Lesser Powers: *Water walk* 3/day (wielder only), 10 ranks of Sense Motive (total modifier +12).
Personality: Iasalas is imbued with the spirit of an elder water elemental and is adorned with graven symbols of the sea, including eels and anemones.
A fierce weapon, it relishes the sound of evil's brittle bones cracking under its mighty blows.
It has little patience for those of different alignment and those who can't wield it masterfully, and it chides a wielder who frequently misses his enemies in combat and criticizes underhanded or unseemly tactics.
Once earned, however, Iasalas's loyalty is unflinching and absolute.
Strong transmutation; CL 12th; Craft Magic Arms and Armor, *water walk*, creator must be a monk; Price 48,100 gp.

LUNISTRA, THE HEARTSTAR

+4 soulfire breastplate; AL NG; Int 12, Wis 10, Cha 12; Empathy, 30 ft. vision and hearing; Ego score 11.
Languages (understand only): Celestial, Common.
Lesser Powers: *Cure moderate wounds* 3/day (on wearer only).
Personality: Lunistra is a golden breastplate shaped in the likeness of a lupinal guardinal's visage, with a golden eight-pointed star adorning its forehead.
When donned by a creature of good alignment, Lunistra exudes unflinching confidence in its ability to protect the wearer from grave harm.
Lunistra maintains a constant readied action to cast *cure moderate wounds* on the wearer if he or she is reduced to 0 hp or fewer, and it resists any attempt by the wearer to deplete its *cure moderate wounds* ability in less critical situations.
Strong abjuration; CL 13th; Craft Magic Arms and Armor, *cure moderate wounds*, *death ward*; Price 71,850 gp.

SERYL, THE LAUGHING BOW

+2 merciful composite longbow (+4 Str bonus); AL CG; Int 10, Wis 15, Cha 15; Speech, 60 ft. darkvision and hearing; Ego score 10.
Special: Seryl is made from serren, a wood found on the first layer of Arborea (see Special Materials in Chapter 3: Exalted Equipment).
The wood grants Seryl the ghost touch special quality, although this is a nonmagical feature.
Languages: Elven.
Lesser Powers: *Faerie fire* 3/day, 10 ranks in Diplomacy (total modifier +12), 10 ranks in Spot (total modifier +12).
Personality: Although it is over five hundred years old, the elven bow named Seryl views the world with a child's sense of wonder.
For reasons that elude it, Seryl finds dwarves especially hilarious and enjoys spending time around them, laughing at their jokes and marveling at their tales.
It does not enjoy inflicting pain on others and strongly advocates taking prisoners over needless slaughter.
Moderate conjuration; CL 6th; Craft Magic Arms and Armor, *cure light wounds*, *faerie fire*; Price 38,900 gp.

TORVION, THE FIFTH SHIELD

+4 angelic light steel shield; AL LG; Int 10, Wis 13, Cha 13; Empathy, 60 ft. vision and hearing; Ego score 10.
Special: Torvion is fashioned from aurorum (see Special Materials in Chapter 3: Exalted Equipment for details).
If sundered, it can be fully restored by rejoining its broken fragments (as a full-round action).
Languages (understand only): Celestial.
Lesser Powers: *Bless* 3/day, *eyes of the avoral* (continuous) on good-aligned owner.
Personality: Torvion is one of seven identical shields crafted on Celestia.
It was given to an astral deva named Jeveth, who was summoned via *greater planar ally* spell to the Material Plane to help adventurers destroy a fiendish red dragon.
Jeveth bore Torvion into glorious battle and perished moments before the wyrm met its end.
The adventurers placed Torvion and the deva's other possessions in a hallowed tomb within their keep.
Although the keep stands in ruins today, these items still lie beneath an alabaster statue of Jeveth that remains largely intact.
If found, Torvion conveys excitement at being unearthed, exuding tremendous confidence when brought to bear in battle.
However, it manifests an unsettling fear of red dragons, solitude, and dark places when exposed to them.
It need not be drawn to confer its *eyes of the avoral* ability on its owner.
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *bless*, *dispel evil*, *eyes of the avoral*, *Phieran's resolve*, caster must be good; Price 49,659 gp.

ZAETHWAR, THE SINFLAYER

Adamantine *+5 holy spiked chain*; AL LG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 19.
Languages: Celestial, Common, Draconic, Infernal.
Lesser Powers: *Ease pain* 3/day, *refreshment* 3/day, 10 ranks of Intimidate (total modifier +13).
Greater Powers: Detect chaotic evil at will.
Personality: Fashioned by a planetar weaponsmith named Jebylon, Zaethwar exists to slay chaotic evil creatures and demons in particular.
It refuses to settle for half-measures in the war against chaos and evil and mentally asserts itself over any wielder who tries to withdraw from a battle in which chaotic evil opponents are present, endeavoring to stay and fight.
If its wielder is subjected to a pain effect or nonlethal damage, Zaethwar casts *ease pain* or *refreshment* to counter any such debilitation.
Strong evocation [good]; CL 18th; Craft Magic Arms and Armor, *ease pain*, *holy smite*, *refreshment*, creator must be good; Price 134,025 gp.

CHAMPIONS OF VALOR (3.5)

ALBRUIN

Albruin is a powerful magic sword coated in silver, which makes it effective against undead and lycanthropes.
It is intelligent, with a mischievous personality that may drag you on unplanned adventures.
You are but the latest in a long and varied line of wielders who have ranged from Cormyr to Impiltur to the Moonsea, with many adventures along the way.
History: *Albruin* is believed to be the creation of the long-dead smith Surdee, who was famous in his day for the craftsmanship of his work that came out of the forges of ice-bound Glister, where he worked ore fresh from the mines above the city on the edge of the glacier.
The blade itself evades questions about its origins: It has no markings or definite touches of workmanship that identify *Albruin* as the work of anyone in particular.
Albruin was held for decades in the royal house of Cormyr, kept as a family treasure but seldom (due to its alignment) borne by the kings of that land.
It was stolen from the palace at Suzail in the Year of Daystars (1268 DR) by the thief Nypan ("Nipe"), a halfling who was soon arrested in Wheloon by soldiers of Cormyr and slain when he attempted to escape.
Nipe did not have the blade when seized, and he did not reveal its whereabouts.
It was rumored among the thieves of that place that Nypan sold it to a "gray trader" (fence) named Blusken Shult, who delivered the sword to a waiting buyer.
The blade's whereabouts were uncertain until the Year of the Wandering Waves (1292 DR), when a lady of high birth in Selgaunt, one Shamur Karn (later Uskreven), found the blade left behind in her bedchamber by a visitor fleeing the city guard.
He never returned, and Shamur sold it in the Year of the Talking Skull (1293 DR) before she disappeared.
The sword was bought by a recruiter visiting the city of Selgaunt on matters of trade (gold for mercenaries) on behalf of Prince Thaum of Telflamm.

With his army in tow, Thaum sailed across the Easting Reach and sacked the city of Sarshel with complete surprise.
During the fighting, Thaum came to covet the blade Albruin, and so the prince had its bearer murdered in an ambush by his own men so that Thaum could seize it for his own.
After Thaum's death, Albruin was acquired by Adjuz, one of Thaum's warriors, who took it back to the Dalelands.
He perished at the hands of brigands along the Moonsea Ride, but not before he had sought out the sage Elminster of Shadowdale to ascertain its powers.
After the death of Adjuz, the trail of the sword is hidden for some eight winters, but it is known to have been in the hands of the mercenary general Malakar on this visit to Zhentil Keep in the spring of the Year of the Broken Helm (1302 DR), and was identified by the sage Murail of Sarbreen when a mercenary warrior sought him out to learn the blade's properties in that city in the Year of the Catacombs (1308 DR).
Albruin has not been seen since, but Elminster is known to have observed that its plain appearance and ability to control many of its bearers has certainly contributed to this anonymity.
Description: Somewhat broader in blade than a classic longsword, Albruin gleams with the sheen of its silver coating.
The blade is otherwise unremarkable, making its name known to would-be bearers only through telepathy.
Activation: Albruin is a *+3 silvered longsword*.
It does not radiate light.
Effect: *+3 silvered longsword*; AL CN; Int 17, Wis 10, Cha 17; Speech (Common, Elven, Undercommon, thieves' cant); telepathy; 120 ft. darkvision and hearing; Ego score 16.
It sheds an eerie blue radiance equivalent to a *light* spell (bright illumination in a 20-foot radius, shadowy illumination in a 40-foot radius) when drawn.
Lesser Powers: C*ure moderate wounds* 3/day, *neutralize poison 1/day* (wielder only), *read magic* at will.
Greater Power: I*nvisibility purge* (30 ft. range) 3/day.
Personality: Albruin has the heart of a scamp, eternally curious yet easily distracted and given to making mischief.
Commissioned by a Dambrathan half-drow prince who fled the reach of Queen Ausitil for the Great Grey Land of Thar and sought a boon companion, the blade's intended recipient never received the sword because Albruin induced a smith at Surdee's forge to steal it away ere the prince arrived to claim his weapon.
Albruin has little interest in notoriety and seeks only wielders who take it to a steady stream of interesting locales.
Although not heroic by nature, the sword enjoys the immediate accolades of heroism, and is thus much more likely to prefer a good-aligned wielder to an evil one.
Albruin is most likely to exert the strength of its personality when a mysterious ruin is in the offing, yet its wielders seem inclined to seek adventure elsewhere.
Aura/Caster Level: Moderate evocation. CL 9th.
Construction: Craft Magic Arms and Armor, *cure moderate wounds*, *invisibility purge*, *neutralize poison*, *read magic*, 25,030 gp, 1,970 XP, 50 days.
Weight: 4 lb.
Price : 49,565 gp.

CHALSEMBYR'S HEART

This beautiful greatsword is a unique and intelligent weapon with ties to the temple of Torm.
Sadly, it was lost, and many paladins of The True seek it throughout Faerûn.
Lore: Many among those who follow Torm have long sought to know the location of the Loyal Fury's ancient mortal kingdom of Chalsembyr.
Some of his most devout servants have dedicated their lives to finding it, wandering during most of their lifetimes in search of clues.
One such intrepid explorer was Bertold the Seeker, a paladin of extraordinary dedication and selflessness.
(Knowledge [religion] DC 10) Legend says that Bertold carried with him a greatsword fashioned by clerics of the House of the Hand in Procampur.
This weapon, known as *Chalsembyr's Heart*, was designed to assist him in his quest to find Chalsembyr.
As it happened, Bertold was ambushed and killed by ogres while crossing the Toadsquat Mountains on the southern edge of the Eastern Shaar.
(Knowledge [religion] DC 15) There was a quality the clerics had imbued in the weapon that Bertold did not know about.
Instead of being drawn to the House of the Triad upon his death as he had expected, Bertold's soul was drawn into the sword, preserved there so that his knowledge of Chalsembyr would not be lost.
It remained there, waiting for another to come along and claim it—and, by extension, Bertold's knowledge.
The legend suggests that should another paladin take *Chalsembyr's Heart* as her own blade, she will upon her death be destined to take Bertold's place in the sword, finally freeing Bertold himself to join his lord in the House of the Triad.
Each successive paladin who dies in the service of Torm while wielding the greatsword will similarly serve as a guide in sword form for future seekers of Chalsembyr.
(Knowledge [religion] DC 30).
Description: *Chalsembyr's Heart* is a greatsword masterfully crafted of cold iron with a lion motif throughout.
The iron itself has been tinted in gold, and the point where the cross guard and the blade meet bears a raised head of a lion face-on on one side and in profile on the other.
The cross guards themselves appear as lion's paws, and the base of the hilt—which is wrapped in white leather bound in gold wire—holds one large brilliant-cut white diamond surrounded by five fiery yellow rectangular corundums.
The words "Seek the High Seat Always" in Celestial are etched along both sides of the blade.
Prerequisite: In the hands of others, *Chalsembyr's Heart* is simply a *+2 cold iron greatsword*.
Effect: *+5 holy cold iron greatsword*; AL LG; Int 13, Wis 14, Cha 16; telepathy, 120 ft. vision and hearing, read languages; Ego score 24.
Lesser Powers: 10 ranks in Decipher Script (total modifier +11) and 10 ranks in Knowledge (history Chalsembyr) (total modifier +11).
Greater Power: *Detect thoughts* at will.
Special Purpose: Find Chalsembyr.
Dedicated Power: Sword can perform a benevolent form of *soul bind* on a paladin of Torm upon death.
Aura/Caster Level: Strong evocation [good]. CL 20th.

Construction: Craft Arms and Armor, *miracle*, 51,450 gp, 8,920 XP, 52 days.
Weight: 8 lb.
Price: 100,450 gp.

HADRYLLIS

H*adryllis* is the founding sword of Rashemen, wielded by the hero Yvengi to drive the scourge of Nar-summoned demons from the land.
The legendary Bane of Eltab, as it is also known, is said to be capable of expunging the curse of the Demonlands from the nations that border the Easting Reach.
History: H*adryllis* is the legendary magical blade of Yvengi. With the aid of Hadryllis, the half-Rus/half-Rashemi hero liberated Rashemen from the rule of Eltab, the Lord of the Hidden Layer, in the Year of Leather Shields (–75 DR), driving the demon prince and his minions from the land.
The origins of H*adryllis* are lost in the mist of time, but it appears to be of Raumathari origin, suggesting it was given to Yvengi by the wychlaran, commonly known as the Witches of Rashemen, a secret sisterhood formed in the dying days of Raumathar to preserve that empire's magical lore.
The blade may have been forged by the first vremyonni, commonly known as "Old Ones", male Rashemi arcane spellcasters who specialize in the creation of magic items. Lending some credence to this belief, the vremyonni speak of a "great blade forged by the gods and given to the captain of Raumathar's armies to shatter the most unholy working of the Nar demonbinders".
After Eltab's defeat, a succession of Iron Lords of Rashemen wielded H*adryllis* as the Rashemi sword of state.
The sword was lost during the rebellion of Bregg the Strong (189–194 DR), who fomented an insurrection against the wychlaran after they refused to name him Iron Lord.
The blade briefly reappeared in the markets of Kensten (now Bezantur) several years later, only to be purchased by a cleric of Anhur and brought back to the Mulhorandi city of Sultim.
An incarnation of Anhur used the sword to great effect during the War of Claws (202–204 DR), an ill-fated invasion of southern Unther and Mulhorand by the Arkaiuns of Eltabranar.
Eltab was defeated on the field of battle and imprisoned beneath the Thaymount through the use of the weapon's magic.
After the war, H*adryllis* was returned to the Blood Fortress of Sultim, where the church of Anhur believes it remains, hidden away in an ancient subterranean armory in case Mulhorand finds cause to defend itself against the machinations of Eltab once again.
In truth, the sword was stolen several centuries ago by the witches of Rashemen and has been replaced by an excellent forgery.
Since returning to Rashemen, H*adryllis* has been held by a succession of Iron Lords, but none have wielded it openly, because the wychlaran have instructed them to keep it hidden in reserve in case Eltab ever returned.
In the Year of the Shield (1367 DR), after an earthquake wracked the Thayan city of Eltabbar, the wychlaran detected Eltab's escape from his Zulkir-constructed prison.
The wychlaran then instructed the reigning Iron Lord to give H*adryllis* to a band of adventurers who had just stopped an invasion of Rashemen by Thay.
The adventurers used the blade to defeat Szass Tam's plot to bind Eltab to the Thaksoril's seat with the nine Runes of Chaos, but the Lord of the Hidden Layer escaped as a result. Although the adventurers are believed to have also survived the battle, neither they nor Szass Tam are believed to still have the sword.
Description: This powerful cold iron blade is masterfully forged and adorned with Raumviran runes along both sides of the blade, spelling out its name.
The hilt is wrapped with aughisky hide, from a rare equine monster found in the icy waters of Lake Ashane.
Activation: H*adryllis* is a *+3 outsider bane holy cold iron greatsword.*
Its bane special ability functions only against evil outsiders. It glows (equal to a *light* spell in effect) when drawn.
Effect: AL CG; Int 17, Wis 10, Cha 17; Speech (Common, Dwarf, Elf, Orc, Raumvira); telepathy; 120 ft. darkvision and hearing; Ego score 19.
Lesser Powers: B*lindness* 3/day (struck target only), *detect magic* at will, *bull's strength* 3/day (wielder only).
Greater Power: I*nvisibility purge* (30 ft. range) 3/day.
Special Purpose: Defeat/slay evil outsiders, specifically Eltab.
Dedicated Power: H*adryllis* has the unique property of being able to shatter the Adamantine Binding that lies in the depths of the Citadel of Conjurers, a legendary Narfelli ruin near the mouth of the Moaning Gorge in Impiltur. This unique binding tethers both Eltab and the scattered demoncysts (tiny pockets of the 248th layer of the Abyss) to the Demonlands of Faerûn.
Personality: H*adryllis* is consumed with its calling, urging its wielder into battle with any fiend that presents itself, to the point of attempting to *dominate* any wielder who turns aside from such a battle.
The sword is sullen and withdrawn when its hated foes are not present, seeing little point to battling "mindless monsters".
Aura/Caster Level: Strong abjuration. CL 18th.
Construction: Craft Magic Arms and Armor, *blindness/deafness*, *bull's strength*, *detect magic*, *holy smite*, *invisibility purge*, *summon monster* I, creator must be good, 67,850 gp, 2,700 XP, 68 days.
Weight: 8 lb.
Price: 135,350 gp.

CITY OF SPLENDORS WATERDEEP (3.5)

ETTIN AXE OF URUTH

This unique *+1 icy burst/+1 flaming burst orc double axe* is imbued with two sentiences, Ur and Krypt, respectively, and can illuminate its surroundings at will as a torch.
Ur: AL LE; Int 14, Wis 14, Cha 10; speaks Common, Orc, and Troll; 120-ft.
vision and hearing; Ego score 9.

Lesser Power: Item has 10 ranks in Sense Motive (total modifier +12) and 10 ranks in Spellcraft (total modifier +12).
Krypt: AL CE; Int 14, Wis 10, Cha 14; speaks Common, Orc, and Troll; 120-ft.
vision and hearing; Ego score 9.
Lesser Power: Item has 10 ranks in Intimidate (total modifier +12) and 10 ranks in Bluff (total modifier +12).
Although one axe head is lawful evil and one axe head is chaotic evil, the weapon is considered neutral evil for purposes of determining which bearers can wield it.
If the heads work in concert, which is rare, the item's ego is considered equal to 13.
Fashioned by Lethchauntos the Black and wielded by King Uruth before his death in the Battle of the Westwood, this orc double axe is famous for the endless verbal spats between its twin personalities.
Most intelligent items try their best to mislead or distract their host so that she ignores or destroys rival items within 60 feet.
This common trait manifests in the *ettin axe of Uruth* in the form of nigh-constant attempts to denigrate the other sentience.
Claimed by War Lord Gharl in the aftermath of the Orcfastings War, but quickly interred and forgotten in the depths of Nimoar's Hold, the *ettin axe of Uruth* vanished during the Siege of the Black Horde, apparently stolen by orc infiltrators.
Subsequent divinations performed after the weapon was stolen revealed only that the double axe remained within Waterdeep, suggesting that the Black Horde interlopers had failed to escape with this potent symbol of orc might.
The weapon's current location and recent history remain unknown.
Strong evocation; CL 15th; Craft Magic Arms and Armor, either *chill metal* or *ice storm*, either *flame blade*, *flame strike*, or *fireball*; Price 64,660 gp; Cost 32,660 gp + 2,560 XP; Weight 15 lb.

MAGEBANE

This intelligent +2 *bastard sword* is made of an unusual black metal, hilt and blade all one piece.
Runes of green fire twist up and down the blade endlessly, but the blade does not otherwise glow.
Forged during the Seventh Age of Calimshan as a sword of state for one of the ruling mameluks, *Magebane* was employed to hunt down wizards of the qysar's court who survived the fall of the Imperium.
Its last owner was a satrap of Manshaka who died nearly a century ago, and the blade has been missing ever since.
Only Keilier Twistbeard knows that it lies in the Blue Alley (see page 115), a seeming reward for anyone who survives the deathtrap.
Magebane: AL NE; Int 17, Wis 10, Cha 17; speaks Auran, Alzhedo, and Common; telepathy; 120-ft.
darkvision and hearing; Ego score 16.
Lesser Powers: Detect magic at will, item has 10 ranks in Knowledge [arcana] (total modifier +13) and Spot (total modifier +13).
Special Purpose: Defeating or slaying arcane spellcasters (including spellcasting monsters and those that use spell-like abilities).
Dedicated Power: *Feeblemind*.
Strong transmutation; CL 4th; Craft Magic Arms and Armor; Price 102,935 gp; Cost 51,635 gp + 2,052 XP; Weight 6 lb.

DRAGON MAGIC (3.5)

SWORD OF THE GREAT HARROWING

When bathed in the blood of dragons, no sword is deadlier against a draconic foe than a *sword of the great harrowing*.
A longsword imbued with sentience and a seething hatred for all dragons, the blade and its bearer seek out dragons to behead—but the sword is ever watchful for a more powerful wielder.
Lore: These swords, created by the Harrowers (see page 143), are more powerful versions of dragonbane swords (DC 15 Knowledge [arcana]).
Seven *swords of the great harrowing* are known to exist, and all are fully sentient.
However, not all are still in the hands of the Harrowers (DC 25 Knowledge [arcana]).
Description: A *sword of the great harrowing* is a wide-bladed longsword with a fang-decorated crossguard and a ruby inset in the pommel.
The sword glows like many magic weapons, but its true power becomes apparent once it activates its dragonblood consumption power (described below).
Then the sword turns bright red, and a whirling cascade of crimson energy surrounds the sword, the wielder, and the dragon they are fighting.
Personality: Originally created by the Harrowers, the *swords of the great harrowing* are in many ways similar to the dragons they hate: single-minded, ruthless, and endlessly patient.
A *sword of the great harrowing* knows it needs a strong hand 10 wield it, though, so it acts as friend and confidant to its bearer, offering counsel and support when asked.
Only two occurrences can put such a sword at odds with its wielder.
First, it the wielder refuses to face a dragon in combat, the *sword of the great harrowing* immediately attempts to take control of him.
Second, if the sword becomes aware of a more powerful potential owner, it silently observes for a time, and then tries to subtly engineer a conflict between its current owner and what it hopes will be its future master.
These swords speak Common, Elven, Dwarven, and Draconic.
AL N; Int 10, Wis 17, Cha 17; speech and telepathy; 120 ft.
darkvision and hearing; Ego score 17.
Activation: Because it's an intelligent weapon, a *sword of the great harrowing* takes actions of its own during its wielder's turn.
Its actions are generally limited to activating one of its three powers.
Effect: A *sword of the great harrowing* is a *+1 dragonbane longsword* with two lesser powers that it is eager to use on behalf of its master.
Three times per day each, it can use *resist energy* (20 points, sword's choice of energy type) and *remove fear*.
But in battle with a wounded dragon, a *sword of the great harrowing* becomes something much more.

Immediately after the wielder successfully deals damage to a dragon with the sword, it activates its dragonblood consumption power.
At the end of each of the wielder's turns, check whether the sword dealt damage to the dragon that round.
If it did, its enhancement bonus increases by 1 for future attacks against that dragon.
If it did not, its enhancement bonus decreases by 1 for future attacks against that dragon.
One hour after the last time the sword deals damage to a dragon, this effect fades, and the sword's enhancement bonus returns to normal.
A *sword of the great harrowing*'s enhancement bonus can't drop below +1 (or the normal enhancement bonus of the sword, if improved beyond +1), nor can it rise above the dragon's age category (including the benefit of the bane quality).
For dragons without an age category, treat the age category as 1/4 the dragons Hit Dice (maximum age category of 10 for a dragon with 40 or more Hit Dice).
Variants: As written, a *sword of the great harrowing* is neutral, an implacable foe of both chromatic and metallic dragons. But the DM can change its alignment and narrow its focus to produce a variant sword that hates only evil dragons (or only good ones).
It's also possible to change the sword into another type of weapon.
Simply subtract 15 gp from the cost, and add the cost of the new weapon.
Aura/Caster Level: Strong transmutation; CL 15th.
Construction: Craft Magic Arms and Armor, *locale creature*, *resist energy*, *remove fear*, 30,315 gp, 2,400 XP, 60 days.
Weight: 4 lb.
Price: 60,315 gp.

DRAGONS OF FAERÛN (3.5)

DRAGONSLAIR

A unique version of the *swords of dragonblood* was created by the Cult mage Larkonlan, as a phylactery for the dracolich Dretchroyaster.
In addition to its normal properties, the sword has the everbright special ability and has numerous powers derived from its master.
To confuse those who attempt to read the runes inscribed upon it, they magically rearrange themselves to read "dragon slayer".
In addition, unbeknownst to the Cult, twelve previous archmages have handled the gem embedded in' the sword, enchanting it so that they can teleport to its location no matter their location, or the location of the gem.
When Dretchroyaster's spirit is contained in the stone, it becomes an intelligent weapon with the following statistics.
Dragonslair: +2 *everbright sword of dragonblood*; AL LE; Int 12, Wis 12, Cha 12; Speech (Common and Draconic only), telepathy, 120 ft. darkvision, blindsense, and hearing, read languages, *read magic*; Ego score 21.
Lesser Powers (CL 15th): *Warp wood* (3/day), *entangle*, (1/day), *plant growth* (1/day), *suggestion* (1/day, cast by the dracolich).
Major Powers (CL 15th): *Water breathing* (at will), detect the location and distance of the nearest green dragon on the same plane (at will), grants wielder immunity to the effects of harmful gases.
Personality: The personality of the sword is identical to that of the dracolich.

DUNGEON MASTER'S GUIDE I 3.5 (3.5)

ACROLA, WATCHFUL TOOTH OF ASHARDALON

+5 *keen dagger*; AL CG; Int 10, Wis 18, Cha 18; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 22.
Lesser Powers: *Zone of truth* 3/day, Item has 10 ranks in Listen (total modifier +14) and Spot (total modifier +14).
Greater Powers: *Clairvoyance* 3/day, *slow* 3/day.
Personality: Bards tell that a tooth pried from the living body of the terrible dragon Ashardalon arose with its own mind and will.
The tale would seem odd, for the goals of the long knife are nothing like those of the dread dragon.
The well-intentioned but tireless dagger has taken as its personal cause that of protecting the weak and the helpless. Acrola frequently uses its *clairvoyance* power to scout out areas of trouble or evil, and then Acrola drags its wielder into the fray.
Strong transmutation; CL 15th; Craft Magic Arms and Armor, *keen edge*; Price 132,802 gp.

BOSK, THE POETIC BLADE

+2 *longsword*; AL N; Int 14, Wis 14, Cha 10; Speech, 30 ft. vision and hearing; Ego score 8.
Lesser Powers: *Bless* 3/day, *hold person* 3/day.
Personality: Created by a wizard experimenting with sentience, Bosk was later sold by its creator and has changed hands many times.
Always willing to offer its opinion, advice, a story, or even a poem of its own devising, Bosk has never met an owner who was a perfect match, though perhaps a deaf swordwielder would be best.
Moderate divination; CL 15th; Craft Magic Arms and Armor, *legend lore*; Price 15,815 gp.

IQUEL

+2 *holy composite longbow*; AL NG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 16.
Lesser Powers: *Daze monster* 3/day, *faerie fire* 3/day, *locate object* 3/day.
Greater Powers: *Lesser globe of invulnerability* 1/day.
Personality: A loyal and trusted companion to the hero Iquel, this once nameless bow took its first wielder's name after his heroic stand against a balor.

Since then, Iquel has searched for a wielder who can live up to its high standard: a grandmaster archer with a zeal for good.
Despite its commitment to the forces of good in the world, Iquel enjoys casual conversation, relaxation, and delicate care.
Strong evocation (if *miracle* is used) [good]; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 66,600 gp.

JOMNOTH, GIANTBLIGHT

+3 *giantbane dwarven waraxe*; AL LG; Int 10, Wis 14, Cha 14; Speech, 120 ft. vision and hearing; Ego score 14.
Lesser Powers: *Cure moderate wounds* 3/day, *detect magic* at will.
Special Purpose: Defeat/slay giants.
Dedicated Power: *Song of discord*.
Personality: Forged by a long-dead dwarf smith, Jomnoth, also known as Giantblight, dates from an age of giant invasions.
The success of the waraxe cannot be questioned, since upon occasion a single dwarf hero has struck down a number of bewildered and overwhelmed giants.
A stoic but forceful will has been incarnated into the waraxe blade.
Jomnoth speaks little, and is reluctant to give advice or gainsay its wielder except under the most extreme circumstances.
As long its owner is willing to strike deep into the keeps and lairs of giantkind, the waraxe never objects.
Strong conjuration; CL 15th; Craft Magic Arms and Armor, *summon monster* I; Price 176,430 gp.

VESAC, THE DECEIVER

Luck blade; AL NE; Int 16, Wis 10, Cha 16; Speech, 60 ft. darkvision and hearing; Ego score 15.
Lesser Powers: *Minor image* 1/day, *major image* 1/day, 10 ranks in Bluff (total modifier +13).
Personality: A powerful and selfish blade, Vesac has served as the weapon of dozens of petty tyrants and would-be conquerors.
The lure of its powerful three *wishes* draws in many who seek to gain power, wealth, or advance their own agenda. However, Vesac itself is only interested in advancing the tales of its own legend.
Despite having many wielders over the ages, it continues to hoard its *wishes*, frequently deluding wielders (by using its illusion powers) into thinking that their desires have been fulfilled.
Strong evocation (if *miracle* is used); CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 161,560 gp; Cost 80,780 gp + 5,718 XP.

ZAX, CLOAK OF KINGS

Cloak of Charisma +6; AL LN; Int 10, Wis 14, Cha 14; Speech, 120 ft. vision and hearing; Ego score 5.
Lesser Powers: *Zone of truth* 3/day, Item has 10 ranks in Diplomacy (total modifier +12) and 10 ranks in Knowledge (history) (total modifier +10).
Personality: This magic cloak has provided advice to royal courts for generation after generation, not only the settling of disputes, but also with accounts of the foibles of leaders past.
Zax, as this cape has always been known, is a fine-looking garment of sable and fur.
Like most rulers, Zax itself has grown somewhat stern and aloof over the years, though its Ego has never been strong enough to dominate its wearer.
Moderate conjuration; CL 15th; Craft Wondrous Item, *eagle's splendor*; Price 56,500 gp.

PLAYER'S GUIDE TO FAERÛN (3.5)

BLACK SWORD

This item is a +3 *bastard sword* created at the height of the Imaskari Empire to overthrow the emperor.
Its statistics are as follows: AL LN; Int 10, Wis 14, Cha 14; Speech, 120-ft.
vision and hearing; Ego score 15.
Lesser Powers: *Darkness* 3/day, *silence* 3/day.
Greater Power: *Dispel magic* 3/day.
Special Purpose: Overthrow tyrants.
Dedicated Power: Wielder gets a +2 luck bonus on attack rolls, saves, and checks.
Personality: The *black sword* is haughty and single-minded. It does not like to be wielded by creatures it thinks are beneath it (which includes most characters), and it speaks little when it is in such unpleasant circumstances.
If placed in a position of being able to fight a tyrant, however, it grows extremely excited and constantly urges its wielder on.
Strong transmutation; CL 12th; Craft Magic Arms and Armor, *darkness*, *dispel magic*, *divine favor*, *silence*; Price 131,335 gp; Cost 55,835 gp + 5,240 XP.

SHAZZELLIM

This +1 *keen scimitar* was created by the Red Wizards of Thay to combat the Harpers.
Its crosspiece has an ornament shaped like a pair of rearing serpents.
Its statistics are as follows.
AL NE; Int 17, Wis 10, Cha 17; Speech and telepathy, 120-ft.
darkvision and hearing; Ego score 17.
Lesser Powers: *Detect magic* at will, *locate object* 3/day, 10 ranks in Search (total modifier +13).
Special Purpose: Slay members of the Harpers.
Dedicated Power: *Fireball* (10d6 fire damage).
Personality: *Shazzellim* is mean and dour.
It almost seems to resent its existence and sentience, and it certainly loathes the poor quality of care it has received since its forging, as demonstrated by a few nicks in the blade and some damage to the ornament of its crosspiece.
Shazzellim speaks Common, Orc, Abyssal, and Infernal.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *detect magic*, *fireball*, *locate object*; Price 92,415 gp; Cost 46,365 gp + 3,684 XP.

RACES OF STONE (3.5)

GHARRIAKHA, THE HEARTHWARDEN

+4 *defending dwarven waraxe*; AL LG; Int 13, Wis 13, Cha 8; Empathy, 60-ft.
darkvision and hearing; Ego score 10.
Lesser Powers: *Cure moderate wounds* 3/day, *deathwatch*.
Personality: In life Gharriakha was a dwarven defender, and the weapon that contains her ashes shares her selfless, protective spirit.
It is content to remain quiet and stay out of the spotlight, while offering all the help it can to its wielder.
Generally, its only communications are the feelings of encouragement and support it sends to its wielder.
Strong abjuration; CL 15th; Craft Magic Arms and Armor, *shield* or *shield of faith*, creator must be a dwarf; Price 61,830 gp.

MORZHUL, THE FORGEHEART

+2 *flaming burst warhammer*; AL CN; Int 18, Wis 10, Cha 16; Speech, telepathy, 120-ft.
darkvision, blindsense, and hearing; Ego score 25.
Lesser Powers: *Daze monster* 3/day, *faerie fire* 3/day, item has 10 ranks in Intimidate (total modifier +13).
Greater Power: *Wall of fire* 1/day (in a ring centered on the wielder).
Special Purpose: Defeat/slay creatures with the cold subtype.
Dedicated Power: 10d6 *fireball*.
Personality: Morzhul, in life, was an adventuring dwarf cleric of the forge-god, Tharmekhûl.
He was dedicated to eradicating creatures of cold, and Morzhul's spirit continues that mission now that it is bound to this hammer.
The weapon's personality is best described as fiery—it speaks loudly and with passion, urging its wielder into battle.
Strong evocation; CL 15th; Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*, creator must be a dwarf; Price 127,212 gp.

TRUTHSEEKER

+1 *axiomatic greataxe*; AL LN; Int 10, Wis 14, Cha 12; Speech, 120-ft.
darkvision and hearing; Ego score 10.
Lesser Powers: *Zone of truth* 3/day, item has 10 ranks in Sense Motive (total modifier +12).
Personality: The name of the once-living dwarf whose spirit is linked to this greataxe is no longer known, and the weapon will not reveal it.
It is known, however, that in life he was a judge, and his obsession with truth is manifested in the personality of the weapon that carries his spirit.
The weapon immediately initiates conflict with a wielder who lies.
Strong evocation [lawful]; CL 15th; Craft Magic Arms and Armor, *order's wrath*, creator must be a dwarf and lawful; Price 34,120 gp.

ZHAVAK THE SUNDERER

+2 *bane* (*constructs*) *adamantine battleaxe*; AL LG; Int 10, Wis 17, Cha 15; Speech, telepathy, 120-ft.
darkvision and hearing; Ego score 18.
Lesser Powers: *Bless* 3/day, *cure moderate wounds* 3/day, item has 10 ranks in Knowledge (arcana) (total modifier +13).
Special Purpose: Defeat/slay constructs.
Dedicated Power: *Rusting grasp*.
Personality: Generally as dour as the most taciturn dwarf, Zhavak's personality springs to life when the weapon is in battle with constructs.
The dwarf whose spirit is linked to the weapon was a mighty cleric of Moradin slain in battle with an iron golem, and Zhavak loves to fight such foes above all others.
It is prone to giving its wielder tactical advice in battle with golems, which is not always sound.
Devoutly religious, it immediately initiates conflict if its wielder does not demonstrate proper piety.
Strong conjuration; CL 15th; Craft Magic Arms and Armor, *summon monster* I, creator must be a dwarf; Price 99,110 gp.

SANDSTORM (3.5)

DANCE MASKS OF THE GREAT MOTHER

The bhukas believe that the spirit children of their mother deity Kikanuti travel the world and visit her earthly children.
At festival times, bhuka shamans don these ritual masks and are possessed by the intelligence that rests in them.
Possession lasts until the shaman is overcome by exhaustion and loses consciousness.
The mask is then removed and reverently stored away until the next festival.
Generally, each bhuka village is the guardian of one mask, and they are all brought to a grand dance held by all the villages.
Each mask takes the same body slot that a helmet or headband would.
Some examples are given below.

CORN CHILD

This high, conical mask is intricately decorated with dried corn kernels of different colors.
Corn Child is the bringer of plenty, the closest of Kikanuti's children to the bhukas.
When the dancer puts it on, he lets the item's Ego overwhelm him and use its powers to enrich the crops, purify the water, and provide a feast to all participants.
The possession continues until the wearer has gorged himself on food and drink and has blessed all the surrounding fields, at which time he collapses unconscious.
Int 12, Wis 18, Cha 16; Speech, telepathy, read languages, *read magic*, 120 ft. darkvision, blindsense, and hearing; Ego score 18.
Lesser Powers: *Cure moderate wounds* 3/day, *purify food and drink* 3/day.
Mask has 10 ranks in Knowledge (nature) (total modifier +11).

Greater Powers: *Heroes' feast* 1/day, *plant growth* 3/day.
Strong conjuration; CL 17th; Craft Wondrous Item, *miracle*, creator must be a bhuka; Price 120,000 gp.

MOON OWL

This feathered headdress resembles the head of the totemic animal after which it is named.
Moon Owl represents the night sky, the cool resting time of the desert, as well as vigilance and wisdom.
The mask's purpose is to defend the children of Kikanuti from their enemies.
When the dancer puts it on, she allows the item's Ego to overwhelm her and use its powers to first detect then travel to and destroy the closest hostile creature.
The possession continues until the wearer is slain in combat or returns victorious, at which time she collapses unconscious.
If the wearer is slain, the *moon owl* mask teleports back to its village.
Int 12, Wis 18, Cha 18; Speech, telepathy, read languages, *read magic*, 120 ft. darkvision, blindsense, and hearing; Ego score 23.
Lesser Powers: *Bless* 3/day, *cure moderate wounds* 3/day.
Mask has 10 ranks in Listen (total modifier +14).
Greater Powers: *Locate creature* 3/day, *teleport* 2/day.
Special Purpose: Defend the bhukas.
Dedicated Power: Cast 15d6 greater shout 3/day.
Strong varies; CL 17th; Craft Wondrous Item, miracle, creator must be a bhuka; Price 256,000 gp.

STORM EAGLE

This feathered headdress resembles the head of the totemic animal after which it is named.
Storm Eagle represents the day sky and the life-giving power of the thunderstorm.
When the dancer puts it on, she allows the item's Ego to overwhelm her and use its powers to call a mighty rainstorm down upon the surrounding region.
While the possession continues, the wearer dances in a great frenzy, faster and faster, until she collapses unconscious.
Int 14, Wis 14, Cha 18; speech, telepathy, read languages, *read magic*, 120 ft. vision and hearing; Ego score 18.
Lesser Powers: *Bless* 3/day.
Mask has 10 ranks in Listen (total modifier +12) and 10 ranks in Spot (total modifier +12).
Greater Powers: *Control weather* 1/day, *quench* 3/day.
Strong transmutation; CL 17th; Craft Wondrous Item, *miracle*, creator must be a bhuka; Price 86,000 gp.

ITEM FAMILIAR SPECIAL ABILITIES

UNEARTHED ARCANA (3.5)

ARMOR, SHIELD, OR WEAPON SPECIAL ABILITY

An item familiar empowered with this special ability gains an ability equivalent to a +1 bonus (as found on Table 7–5, 7–6, or 7–14 in the *Dungeon Master's Guide*), such as the light fortification, bashing, or defending special ability.
This ability contributes to the overall enhancement bonus of the item and its value but does not cost the master of the familiar any gold pieces or time.
This ability may be used in conjunction with the normal rules for improving an existing magic item (see Improving an Item Familiar, below, and Adding New Abilities, page 288 of the *Dungeon Master's Guide*).
A character may select this special ability multiple times, each time enabling her familiar to gain a different ability equivalent to a +1 bonus.
Prerequisite: The item familiar must be a type of magic armor, a magic shield, or a magic weapon.

CANTRIPS/ORISONS

An item familiar empowered with this special ability can cast 0-level spells.
The familiar may cast any spell invested in it as a standard action (or longer, as defined by the spell's casting time) as long as the spell does not have an expensive material component or an XP component.
The item familiar need not provide any verbal or somatic components, and it need not provide any material components that cost less than 1 gp.
It has access to all the 0-level spells from any single class spell list of the master's choice (taking into account any alignment restrictions against casting spells of a certain class or alignment subtype).
It can cast a number of 0-level spells per day as if it were a sorcerer of the master's character level (though the master does not have to be a spellcaster).
The item familiar uses its own ability scores to determine spell save DCs but can cast its 0-level spells only on its master's order.
The master may use a free action on her turn to issue these orders, or she may give a number of contingency orders (such as "If I fall unconscious, cast *cure minor wounds* on me") equal to one more than her Charisma modifier (minimum one).

GREATER POWER

An item familiar empowered with this special ability gains any single greater power listed on the Intelligent Item Greater Powers table, page 270 of the *Dungeon Master's Guide*.
The item uses this power as described, at the master's command.
A character may select this special ability multiple times, each time applying it to a different greater power.
Prerequisite: An item must have at least one lesser power (see below) for every greater power it is given.
The master must spend the amount of gold pieces given in the Base Price Modifier column of the Intelligent Item Greater Powers table to purchase the greater power.
The process of empowering an item in this way takes 24 hours.

GREATER SENSES

An item familiar empowered with this special ability gains blindsense out to 30 feet.
Prerequisite: The item familiar must already have the improved senses special ability (see below).

IMPROVED SENSES

An item familiar empowered with this special ability gains darkvision out to 60 feet.

INCREASED SAPIENCE

An item familiar empowered with this special ability gains +4 to any single ability score and +2 to its other two scores.
The item can now communicate telepathically in a recognizable language with the master out to 120 feet and can speak audibly in Common.
It can speak, read, and understand one additional language per point of Intelligence bonus.
A character may select this special ability multiple times, each time improving all three of the item's ability scores and increasing the number of languages it can speak, read, and understand.

LESSER POWER

An item familiar empowered with this special ability gains any single lesser power listed on the Intelligent Item Lesser Powers table, page 269 of the *Dungeon Master's Guide*.
The item uses this power as described, at the master's command.
A character may select this special ability multiple times, each time applying it to a different lesser power.
Prerequisite: The master must spend the amount of gold pieces given in the Base Price Modifier column of the Intelligent Item Lesser Powers table to purchase the lesser power.
The process of empowering an item in this way takes 24 hours.

SPECIAL PURPOSE AND DEDICATED POWER

An item familiar empowered with this special ability gains a special purpose and a dedicated power chosen by its master (see the Intelligent Item Purpose and Special

Purpose Item Dedicated Powers tables on page 270 of the *Dungeon Master's Guide*).

An item familiar usually displays more flexibility in how it carries out its special purpose than a standard intelligent item, especially if its purpose conflicts with its master. However, if a master (especially one who gave the item a special purpose in the first place) consistently acts against the item's special purpose, the item has even more leverage for keeping the "master" in line.

An item familiar can temporarily sever the link between item and master, essentially shutting down access to any abilities invested in the item plus all its normal magical abilities, as if the item had been lost or destroyed. The item only reestablishes the link if it is convinced the master is committed to helping it fulfill its special purpose.

No item familiar may have more than one special purpose and one dedicated power.

Prerequisite: The master must spend the amount of gold pieces given in the Base Price Modifier column of the Special Purpose Item Dedicated Powers table to purchase the dedicated power.

The process of empowering an item in this way takes 24 hours.

SPELL USE

An item familiar empowered with this ability may cast any spell invested in it as a standard action (or longer, as defined by the spell's duration) as long as it does not have an expensive material component or an XP component. The item familiar need not provide any verbal or somatic components, and it need not provide any material components that cost less than 1 gp.

The item familiar must meet the ability score prerequisites for the spell but casts the spell at the master's level.

The item familiar may cast the spell only on the master's order (as described in Cantrips/Orisons, above).

If an item familiar casts an invested spell, it is as if the master cast it for purposes of spells per day and preparation.

Prerequisite: The item must have an invested spell slot of the appropriate spell level (see Invest Spell Slots, above), and the master must have the ability to cast 3rd-level spells.

ITEM SPECIAL ABILITIES

SAVAGE SPECIES (3.0)

GHOST TOUCH EQUIPMENT

Just as magic armor, shields, and weapons can be imbued with the ghost touch special ability, so can rings, rods, staffs, wands, wondrous items, and any permanent magic items.

Once specially enchanted, these items can be picked up, moved, carried, or worn by incorporeal creatures at any time.

However, this process does not grant these magic items the ability to affect corporeal or incorporeal targets, other than whatever effect the item normally provides.

Caster Level: 9th; *Prerequisites*: Appropriate item creation feat for item type, *plane shift*; *Market Price*: Increase item cost by 10%.

LIVING ITEMS

COMPLETE SCOUNDREL (3.5)

GREEN AIR BRAMBLE

A creeping vine cultivated by many traveling druids and clerics of nature-loving deities, this fast-growing plant sprouts clusters of swampy green berries even in the harshest weather and most inhospitable climes.
Hardier than many plants, green air bramble requires very little water or soil, allowing it to be uprooted and transported for long stretches with ease, as long as it has a plentiful supply of fresh air.
However, it is particularly susceptible to poisons of all types.
If exposed to such toxins, its berries swiftly wrinkle, turning a bright yellow in the process, and its normally healthy, small green leaves and tendrils turn brown and contract.
This sensitivity makes the creeper a valuable first warning to travelers fearing toxins, and many green-thumbed adventurers carry staffs twined with green air bramble, or dangle lengths of it from their belts.
As long as you are carrying a length of green air bramble in a visible location, such as coiled around a staff or on your person, you gain a +2 bonus on Fortitude saves made to resist inhaled poisons and airborne sickening or nauseating effects, such as those created by a troglodyte's stench or a *stinking cloud* spell.
Green air bramble grants no benefit against sickening or nauseating effects that don't travel through the air, such as a cloaker's nauseating moan or the distraction caused by a swarm.
A 3-foot length of green air bramble is required to gain a benefit from the plant.
A length of the vine can be wrapped around a quarterstaff, polearm, longbow, or any similarly long-hafted weapon without reducing its effectiveness.
Long-lived as well as hardy, a green air bramble lasts indefinitely if planted in moist soil for 6 hours per week.
Once it is exposed to poison, however, the vine dies.

GUT MITES

The cause of a common, painful affliction among gigantic creatures, the pests called gut mites have been the salvation of more than one unlucky monster hunter.
Each no bigger than a human's thumbnail, these white, fly-like parasites lay their eggs in the preferred food of large predators.
The grubs quickly hatch within a creature's stomach and feast on the liquefied food within—and, when that food runs out, the tender flesh of its host's gut.
One or two make their presence known within a host by merely a dull aching, but a swarm of gut mites can leave even the mightiest beast coiled in pain.
Harvested from the entrails of gigantic monsters, small swarms of these creatures are bottled and sold to those likely to encounter ravenous beasts.
A typical bottle contains some adult gut mites and a mass of squirming grubs in a nutrient goo.
It is a blessing to any character who has been swallowed whole.
If you open a flask of gut mites while you are within a monster's gizzard or stomach and pour out its ravenous contents, the grubs burrow into the tissue.
The monster immediately vomits up the contents of its stomach, including any swallowed creatures, and cannot use its swallow whole ability for 1d4 minutes.
A successful DC 20 Fortitude save negates this effect, and instead causes the swallowing creature to be sickened for 1d4 minutes.
Creatures immune to extra damage from critical hits are not affected by gut mites.
A flask of gut mites can be used only once.
The adults die within a day or two, while the grubs can survive for a week before their nutrient medium is depleted.

JABBERWEED

One of the few plants native to the Windswept Depths of Pandemonium, jabberweed is an ugly, tenacious root that looks something like a pocked, many-fingered, skeletal hand.
The countless holes that riddle jabberweed constantly gasp and wheeze, creating a low susurrus of background noise that is unnoticeable on the wind-scoured landscape of the plant's home plane.
Sprouts of jabberweed are sold wrapped in moist cloth.
While wrapped, the plant creates no noise.
Once unwrapped and exposed to air, it begins whispering, creating a low hissing audible out to 100 feet.
Creatures that succeed on a DC 15 Listen check notice the sound of the jabberweed as well as the direction of its source.
Regardless of whether any creatures notice the sound, all creatures within 100 feet of the plant take a –4 penalty on other Listen checks, since the noise disguises and muffles many minor sounds.
If retrieved and repacked in moist cloth, jabberweed can be used multiple times while it lives.
Jabberweed can survive for 1 week after being removed from its home plane.
You can attempt a DC 18 Knowledge (nature) check once per week to keep a sprout of jabberweed alive for that week.
The plant dies 1 week after a failed check.

PLANAR MOTES

Having some of the characteristics of plants and some of animals, planar motes are native to the Outer Planes.
They are wispy creatures, each about the size of a gold piece, resembling floating globules of plane-stuff.
Their shape and coloring vary wildly and reflect their native planes.
Planar motes from Arcadia, for example, look like large dandelion seeds, while those from Baator take the form of floating urchins spiked with metal barbs.

Largely harmless and seemingly unintelligent, planar motes are thought to be spontaneously generated by the planes themselves, although it is unclear for what purpose.
Despite their strange nature and lack of Hit Dice, planar motes emit auras of moderate strength directly tied to the alignment of the plane they came from.
A planar mote from Bytopia, for example, has a moderate aura of good, while a mote from the Abyss has moderate auras of both chaos and evil (see Chapter 5 of the *Dungeon Master's Guide* for the alignments of the Outer Planes).
So concentrated is a planar mote's alignment aura that it can disguise your alignment while you carry it.
Any alignment-detecting spell detects the alignment of the mote, as long as it is more powerful than your own alignment aura (PH 219).
For example, a 12th-level lawful good warrior carrying a planar mote from Arborea (chaotic and good) would register as chaotic good, since his aura is weaker than that of the mote.
However, a 5th-level lawful evil cleric of Hextor carrying the same mote would register as lawful evil, because his aura is strong, overpowering the mote's.
A planar mote is not a magic item; it does not take up space on the body or radiate magic.
A planar mote functions only for the creature it is in closest contact with.
Relying on its home plane for survival, a planar mote fades away and vanishes 1 week + 1d6 days after being taken from its native plane.
A planar mote is destroyed if subjected to the spells *banishment*, *dismissal*, *dispel chaos/evil/good/law* (corresponding to the mote's alignment), or *protection from chaos/evil/good/law* (corresponding to the mote's alignment).
A planar mote can also be physically attacked.
It has hardness 1 and 5 hit points.
Planar motes fly at a speed of 10 feet with perfect maneuverability.
To gain one's effect, a user must contain it in some manner or risk having it escape.
A simple jar or box carried in the user's pack often suffices.
Much more rare are greater planar motes, which shed strong alignment auras.
These more potent motes last for 1 month + 2d6 days after removal from their home plane, but otherwise function in the same way as normal planar motes.

RUST MONSTER WAND

The skittering larval young of rust monsters are just as insatiable as adults when it comes to ferrous metals.
Little more than 1 inch long and bristling with underdeveloped armor and appendages, these nuisances have the same rusting ability as mature rust monsters, their whip-like antennae ever probing for the touch of metal.
Some clever thieves have figured out that these creatures can be helpful when carefully harnessed in a suitable container.
Such a container, commonly called a rust monster wand, is a 1-foot-long piece of glass tubing about 4 inches in diameter that contains about a dozen rust monster larvae.
One end of the tube is sealed shut, and the other one is fitted with a two-layer wooden cap.
The outer layer of this top covers the wand's end; when closed, it prevents the larvae from touching anything outside the wand.
The inside layer is a thin latticework that keeps the immature aberrations inside the tube but allows their antennae to extend through the holes in the lattice.
Uncapping the solid cover and running the tip of the wand across a metal surface allows the hungry young to slowly but effectively eat through metal objects or barriers.
The rust monster larvae in a wand can ruin a Large weapon or suit of armor (or a metal object of similar size) in 1 minute, a Medium weapon or suit of armor in 9 rounds, or a Small weapon or suit of armor in 6 rounds.
The wand is brittle and must be applied to a target rather delicately, so it cannot be used as a weapon.
The larvae within a rust monster wand can survive for about 2 months if given air (by opening the outer layer of the end cap) and fed the equivalent of five coins of metal (or more) per day.
If removed from the wand, individual larvae do not have the size or ability to do appreciable harm to metal equipment.
One of these creatures by itself has 1 hit point and can be crushed as a standard action.

TORCH BUG ITEMS

Common to plains and savannas, the sluggish torch bug looks like a bloated firefly.
The insect's bulbous abdomen, nearly the size of a child's fist, accounts for more than half its body.
When torch bugs are agitated, or during their lengthy mating season, their abdomens glow with a warm, yellow light.
Inhabitants of areas thick with torch bugs harvest the sluggish insects for a variety of purposes.

TORCH BUG PASTE

Bladders made from severed torch bug abdomens are sold for the strange mixture of chemicals that grant the insects their glow.
Each contains one application of the luminescent slime known as torch bug paste.
These bladders do not shed light, and the paste within does not begin glowing until exposed to air.
Torch bug paste can be applied to inanimate objects or living creatures.
One bladder contains enough paste to paint up to a 10-foot-square area; a full-round action is required per 5-foot square covered.
A treated area glows for 1 hour and sheds as much light as a torch (emanating bright light out to 20 feet and shadowy illumination for another 20 feet beyond that).
Torch bug paste makes a painted object highly visible, and it is often used as a temporary decoration or to mark targets in the dark.
It can be used to write short words or simple symbols, but these marks must be rather large, since the paste's glow obscures details.
A bladder of torch bug paste can also be thrown as a splash weapon (PH 158).
Treat this attack as a ranged touch attack with a range increment of 10 feet.

A bladder of torch bug paste bursts upon striking a firm surface, covering the target and every adjacent creature or item with the glowing chemical.
Creatures struck by the paste are affected as if by a *faerie fire* spell for 1 hour.
This effect is not magical and cannot be dispelled.
Torch bug paste can be washed away from a creature or a 5-foot square as a full-round action but requires at least 1 gallon of water.

TORCH BUG TUBE

A torch bug tube is a 1-foot-long, sealed glass cylinder with ends capable of being unscrewed.
Inside dwells a single adult torch bug.
When the tube is shaken (a move action for any creature holding it), the insect inside becomes irritated and begins glowing.
This glow sheds as much light as a torch (emanating bright light out to 20 feet and shadowy illumination for another 20 feet beyond that).
The light begins to dim as the bug calms down and goes out after 3 minutes unless the tube is shaken again.
A torch bug tube can be taken underwater without being extinguished and does not emanate a magical aura.
A torch bug can glow for up to 1 hour a day, after which it must eat and rest; torch bugs must be fed daily (they eat mostly smaller insects), or they grow too weak to shed light and eventually die.
In addition, the tube end must be unscrewed once per day to replenish the insect's air supply.

MAGICAL LOCATIONS

COMPLETE CHAMPION (3.5)

ATHENAEUM OF BOCCOB

The worshipers of Boccob the Uncaring understand that their deity requires them to help themselves more and rely upon his gifts less than the followers of other deities.
Still, some holy sites reflect the divinity of Boccob, and an *athenaeum of Boccob* is just the sort of gift that the Lord of All Magics might provide for his followers.
When a character open to the all-encompassing power of magic visits an *athenaeum of Boccob*, her own mystical energies are rejuvenated, and she gains power according to her stature and understanding.
Those who come to such a site unprepared or unable to fully grasp its benefits seldom recognize the importance of the place.
Lore: Characters can gain the following pieces of information about an *athenaeum of Boccob* by making Knowledge (religion) or Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 15: An *athenaeum of Boccob* is a holy site suffused with mystical energies and secret knowledge.
DC 20: A*thenaeums of Boccob* can be found anywhere that knowledge is collected and stored for long periods of time, but they are usually sites where powerful spells have been invoked.
DC 25: To gain the benefits of an *athenaeum of Boccob*, a character or group of characters must spend at least 8 hours reading or working to decipher the manuscripts, tablets, or other writings found therein.
Description: Books, scrolls, engravings, stone tablets, and other forms of writing fill an *athenaeum of Boccob*.
Whatever else may be there, the focus of the holy site is the collection and preservation of knowledge.
Spell inscriptions, lore of ancient kings, and descriptions of long-extinct creatures rest amid texts mundane, arcane, and divine in nature.
Creatures with the ability to cast spells or use spell-like abilities feel the crackle of energy around them upon entering an *athenaeum of Boccob*.
If they examine the writings in the library, they find topics of interest to them, even if they do not understand the languages of the manuscripts.
Even those with no magical ability find the collection of lore awesome.
Prerequisite: An *athenaeum of Boccob* can confer its special ability only on a character who has an Intelligence or Wisdom score of 12 or higher and the ability to cast spells or use spell-like abilities.
Site Activation: To use the power contained within an *athenaeum of Boccob*, a qualified character must spend at least 8 hours delving into the texts inside it.
No mortal could ever read all the texts found in such a place, even if she could understand all the languages in which the manuscripts are written, but she must try.
Decipher Script and spells such as *comprehend languages* must be used if the character possesses them, but "best efforts" by characters without these abilities also count toward the requirement.
After trying to read the texts for the required amount of time, the character must rest or sleep enough to prepare her mind for spellcasting the next day.
Once she has done so, the *athenaeum of Boccob* imbues her with knowledge and abilities commensurate with her spellcasting prowess.
Recharge: Up to six characters can use the *athenaeum of Boccob* in a given week.
After the last one has gained the benefits, the location must recharge for a full week before it can confer benefits again.
Special Ability (ex): A character who has completed the required reading and resting periods gains the Sudden Empower and Sudden Maximize metamagic feats, even if she does not meet the prerequisites.
These feats are usable once per day, and she can use each a total of seven times.
Special: If the character has a spell-like ability that could benefit from the Empower Spell-Like Ability feat (MM 304), she can choose that feat instead of the Sudden Empower feat for the benefit.
Duration: Once the character has used either feat seven times, that portion of the benefit is discharged.
The benefit has no other duration limits—the recipient can hold onto her remaining uses of these feats for years if she so chooses.
She cannot gain the benefits of an *athenaeum of Boccob* again, however, until she has discharged all available uses of both feats.
Aura: Strong (no school).
Ability Value: 2,000 gp.
Adaptation: Any deity who is a patron of spellcasters and interested in the accumulation of knowledge could be associated with one of these sites.

COLD FORGE OF MORADIN

A *cold forge of Moradin* is a holy site touched by the dwarf deity of smithcrafting.
Worshipers of the Soul Forger claim that Moradin visits every forge in the world, and when he finds one that has been abandoned and desecrated by the enemies of the dwarves, he touches it with his own hammer and imbues it with his power.
He then sends dreams and visions of it to his true followers, hoping to awaken the spirit of vengeance and justice in their hearts.
When recovered by good characters or nonevil dwarves, these smithies imbue their rescuers' weapons with new properties.
According to legend, when Moradin awakens many cold forges in close proximity, characters who visit several of them can gain additional benefits.
Lore: Characters can gain the following pieces of information about a *cold forge of Moradin* by making

Knowledge (religion) or Knowledge (history) checks at the appropriate DCs, as given below.
DC 15: A *cold forge of Moradin* is a holy site imbued with secrets of blacksmithing known only to the dwarf god.
DC 20: *Cold forges of Moradin* can be found only in areas that were once occupied by dwarves but are now abandoned.
DC 25: To gain the benefits of a *cold forge of Moradin*, a character or group of characters must clear the immediate area of enemies and hold the site against the foes of the dwarves for a short period of time.
Description: The dark, underground hall surrounding a *cold forge of Moradin* is often filled with dust, smashed stones, and broken weaponry.
Somewhere amid the rubbish lies an old anvil, possibly covered with the shattered bits of armor and weapons of its last defenders.
Near the anvil is a forge that seems ice cold at first but rekindles of its own volition and heats up over time.
Nonevil characters who discover such a site are overtaken by a sense of melancholy at first.
This effect results from the leftover emotions of the long-dead dwarf smiths that have become ingrained in the rubble.
But when the forge awakens and the walls begin to reflect the light and shadows from the fire, visitors find the room welcoming and somehow bolstering.
Prerequisite: A *cold forge of Moradin* confers its special ability only on the weapons of intelligent, nonevil creatures.
Site Activation: To awaken the forge, a character or group must defeat any evil creatures in the immediate vicinity (usually the room housing the forge and any neighboring rooms) and hold the area against other evil creatures for 24 hours.
Any evil creatures that enter during this period must be slain or driven off; otherwise the defenders must start the process again.
During this period of occupation, the anvil must be set up again and the entire area must be cleared of debris.
Once the area is clean, a flame ignites within the forge and grows brighter and hotter every hour.
The heat never becomes unbearable, but anyone standing in the room can feel its warmth and smell the odor of smelting ore.
As soon as the required occupation period is over, the anvil begins to glow with a golden light.
Each of the characters who participated in cleansing the area can touch one weapon (or 50 pieces of ammunition) to the anvil.
For 1 week thereafter, that weapon gains properties that enhance its abilities when wielded by the character who imbued it with power here.
Recharge: A *cold forge of Moradin* usually works only once, but if it is part of a larger complex (perhaps an abandoned dwarf city overrun by humanoids and dragons), Moradin might choose to "touch" it multiple times, allowing its power to be used once a week.
In such a case, characters wishing to reuse the *cold forge of Moradin* must have made progress toward reclaiming more of the complex each time they return, or it will not function.
Special Ability (su): A weapon touched to the anvil by a qualified creature gains the ability to overcome damage reduction as if it were silvered and made of both adamantine and cold iron.
It gains none of the other properties of those substances, however, so it doesn't automatically defeat hardness, isn't more costly to make magical, and doesn't have a –1 penalty on damage rolls.
Special: Sometimes Moradin touches several forges in close proximity to each other.
If PCs reclaim more than one of these sites in a week's time, their weapons might gain additional properties, as given below.
The benefits of each additional weapon property stack with those applied before.
• Bane (usually against dragons, goblinoids, or some other creature dwarves normally despise)
• Holy
• Axiomatic
Duration: A weapon retains all the special abilities gained from a *cold forge of Moradin* for 1 week after the last time it was touched to the anvil, or until it is no longer in the possession of a creature that helped cleanse the forge.
Thus, if a character cleanses two *cold forges of Moradin*, gaining the special materials property and then the bane property, the weapon retains both those properties for 1 week after the weapon touched the second anvil.
If the weapon is taken from a qualified character and recovered during the 1-week period, the lost properties return, but any lost duration is not recovered.
Aura: Moderate evocation and transmutation [good].
Ability Value: 1,500 gp (special materials property), 1,000 gp per additional property.
Adaptation: A *cold forge of Moradin* can be adapted as a site dedicated to any nonevil dwarf deity, or even to any deity patronizing smiths or weaponcrafters.
It works best as a holy site for a racial deity, however, since such deities usually have natural enemies of other races.

COLISEUM OF KORD

Some of the older arenas in the world have played host to more conflict, contests of strength, and athletic events than any field of battle—and a few have stood for centuries or millennia.
Many followers of Kord choose to participate in such games to test themselves against others.
Scattered throughout the world are the arenas in which the greatest heroes of Kord have tested their mettle, often with the Brawler himself looking down from the heavens and blessing the contests and contestants.
These sites, known as *coliseums of Kord*, have acquired some of the god's divine power.
Lore: Characters can gain the following pieces of information about a *coliseum of Kord* by making Knowledge (religion) checks at the appropriate DCs, as given below.
DC 10: Kord's followers often test themselves in contests of strength and athletics.
The arenas where some of his legendary priests and heroes competed have become holy sites.
DC 15: A follower of Kord, or any other mighty athlete, can earn Kord's blessing by performing rites and participating in trials within these arenas.
DC 25: Kord smiles on those who would test themselves, but he demands constant and continued effort.
Each additional use of a *coliseum of Kord* by the same individual has tougher requirements, and the benefits fade more swiftly.

Description: Each *coliseum of Kord* looks different, in keeping with its location, culture, and history.
However, each is an arena or amphitheater of some sort, typically with a holy symbol of Kord displayed prominently within.
Prerequisite: Any character who is willing and able to undergo the necessary trials can gain the benefits of a *coliseum of Kord*.
Location Activation: To gain the benefits of a *coliseum of Kord*, a character must first spend 1 full round uttering a prayer to Kord.
She must then prove victorious in some sort of physical challenge against one or more opponents in the arena.
This contest might be an actual combat, a race, a sporting event of some sort, or some other physical trial.
The precise details are up to the DM, but some examples are given below.
No spells or magic items of any kind are permitted in this contest—it is a trial of physical prowess only.
A *coliseum of Kord* can boost the abilities of only one individual at a time, even if more than one contestant participates on each side.
Obstacle Course: The character must race one or more rivals through a course peppered with walls, pits, rope bridges, and the like.
While overcoming most of these obstacles requires sheer physical prowess, some require creative thinking as well.
For instance, the last 10 to 15 feet of a climbing wall might lack handholds of any sort.
Though it appears impassible, a strong and quick competitor might be able to climb the hack of his rival and thus gain sufficient height to jump the rest of the way.
Scavenger Hunt: In this contest, viable only in the largest of coliseums, the arena is set up as a maze, a series of scaffolds, or even a wilderness area such as a jungle.
Hidden throughout the area are a number of prizes that the contestants must recover, as well as various hurdles—including traps, hostile combatants, and minor monsters—that they must overcome.
Some scavenger hunts require a contestant to recover every object, while others require only finding a certain number before the allotted time runs out.
Test of Endurance: The character engages in a race or a series of exercises against a particularly potent rival.
Once the contest begins, the contestants cannot stop for any reason—not for rest, or even for food, drink, or healing.
They must continue until one or the other drops from exhaustion or thirst.
The one left standing is the victor.
Recharge: A *coliseum of Kord* can confer its benefits on only one character per week.
Furthermore, any given individual can have only one benefit from it at any given time.
Special Ability (ex): A *coliseum of Kord* grants a character who passes the test an inherent bonus of +2 to Strength, Dexterity, or Constitution.
She can choose the ability, as long as it is one that the contest tested in some way.
Duration: Kord demands that his champions test themselves regularly.
The first time a character gains the benefit from a *coliseum of Kord*, it lasts for a year.
The second time, it lasts for 6 months.
The benefit lasts for 3 months the third time, 1 month the fourth time, and 1 week each time thereafter.
Aura: Strong transmutation.
Ability Value: 18,334 gp.

PALACE OF BURNING ICE

With the possible exception of Obad-Hai, no deity combines so many disparate elements as Tiamat, the five-headed Queen of Dragons.
From the frozen northern reaches to the hearts of raging infernos, her influence is felt everywhere that chromatic dragons thrive—and some variety thrives everywhere.
But nowhere is the dragon deity's influence more overt than in her holy sites.
The Draconic name of these places translates roughly as "Palaces of Burning Ice", but human sages refer to them as *frozen calderas of the Dragon Queen*.
The name is certainly appropriate, because whatever other features might differ, these sites appear in only one sort of location—the caldera of a volcano in a frozen mountain range.
cant, considerable wealth and magic must be sacrificed to obtain the most potent.

Keyed Locations
1. Level One Entrance Cavern
2-6. The Five Dragon Lairs
7. Level Two Entrance Cavern
8. Abishai Roosts
9-10. Secret Vault
11-13. Abishai Lairs
14. Empty Cave with Pit
15-16. Frostborn Kobold Warrens
17. Level Four Entrance Cavern
18. Hidden Alcoves
19. White Wyrmling Nests
20-21. Lair of the White Wyrm
22-23. The White Wyrm's Larder
24. The White Wyrm's Vault
25. Icy Cell
26-27. Den of the Ice Manticores (Half-Dragons)
28. Empty Cave with Shaft
29. Level Five Entrance Cavern
30. Empty Cavern

31. Bone-filled Cavern
32-33. Den of the Fire Nagas (Half-Dragons)
34. The Queen's Hoard (Temple)
35. Red Wyrmling Nests
36. Hidden Hoard
37. Secret Exit
38-39. Holy Shrine
40-47. Fireborn Kobold Warrens
48-49. Lair of the Red Wyrm
50. The Red Wyrm's Larder
51. Secret Shaft
52. Level Three Entrance Cavern
53. Cloisters of the Dragon Priests
54-55. High Priest's Lair
56. High Priest's Vault



Description: Other than the type of location, the only commonality between different *frozen calderas of the Dragon Queen* is the inner sanctum, which is sometimes known as the Queen's Hoard.
This enormous chamber is dominated by a carving of the five-headed Dragon Queen that occupies the entire the back wall, glaring down at all who enter.
On the floor below the engraving is a pit that leads down into the fires and lava beneath the earth.
Sacrifices of wealth must be dropped into the hole and allowed to melt away.
Though the walls are often covered in a thin layer of ice, a haze of heat radiates from the pit.
Prerequisite: Only a nongood creature of character level 7th or higher can access the power of a *frozen caldera of the Dragon Queen*.
Claiming the more advanced powers of such a place also requires a sacrifice of treasure.
Location Activation: To gain the benefit of the most basic power of a *frozen caldera of the Dragon Queen*, a character must offer a prayer to Tiamat and touch each of the five carved heads of her image in a ritual that takes 5 minutes to perform.
To gain the benefit of the greater powers, the character must sacrifice treasure in the pit beneath the engraving after performing this rite.
Recharge: Once a *frozen caldera of the Dragon Queen* has bestowed one or more powers on a given individual, it cannot do so again for five years.
Even if a character accesses only the basic power, this limit applies to any use of the site.
Thus, anyone who wishes to gain multiple powers must claim them all at once.
When a *frozen caldera of the Dragon Queen* has granted powers to five different individuals, it goes dormant for 5 months.
Special Ability: A *frozen caldera of the Dragon Queen* can grant up to three abilities to any single character.
The most basic requires only the ritual; the other two require payments of treasure.
The costs for dragons and dragonblooded creatures and for other creatures are given on the table below.

Ability Conferred	Cost for Dragons and Dragonblooded Creatures	Cost for All Others
Energy resistance	—	—
Breath weapon	12, 000 gp	13, 200 gp
Draconic form	50, 000 gp	55, 000 gp

Energy Resistance (*su*): The petitioner must choose acid, cold, electricity, or fire.
He gains resistance 5 to the selected energy type.
Breath Weapon (*su*): The petitioner chooses one of the breath weapons listed below.
Each is usable once per day and deals 6d8 points of damage.
A successful Reflex save (DC 10 + character's HD + character's Con modifier) halves the damage.
This ability is gained in addition to any breath weapon or similar ability that the creature might already have.

60-ft. line of acid
30-ft. cone of corrosive (acid) gas
30-ft. cone of cold
60-ft. line of electricity
30-ft. cone of fire

Draconic Form (*sp*): Once per day for 10 rounds, the petitioner can transform into a mature adult dragon of one of the five standard chromatic kinds.
He does not gain the spellcasting ability of that form and has his normal Hit Dice for the purpose of effects that

affect only beings with a particular number of Hit Dice, but he takes on all the dragon's other traits.
While in *draconic form*, the petitioner loses all his own extraordinary, spell-like, supernatural, and spellcasting abilities.
If the petitioner is a dragon, it instead gains the powers of a dragon one age category higher than its own for up to 10 rounds per day.
Duration: Each of these abilities lasts for one year.
Aura: Strong abjuration and evocation.
Ability Value: 10,000 gp (2,000 gp per affected creature).

SEPULCHER OF WEE JAS

Despite the false assumptions often made by commoners and adventurers alike, the majority of necromancers do not go on to become liches or other undead.
Most simply die, finally and irrevocably, like everyone else.
The faithful of Wee Jas sometimes gather in a spot where one of their greatest lies entombed to venerate the deceased as a true master of both magic and death.
If their faith is strong enough, and the deceased necromancer's power was potent enough, the goddess might imbue the site with a fraction of her own power, which can be claimed by anyone willing—and able—to take it.
Lore: Characters can gain the following pieces of information about *sepulchers of Wee Jas* by making Knowledge (arcana) or Knowledge (religion) checks at the appropriate DCs, as given below.
A character seeking to locate the grave-site of a particularly powerful and famous necromancer can sometimes do so with a Knowledge (arcana) or Knowledge (religion) check. The base DC is 25, but this DC can vary dramatically at the DM's discretion, based on how famous or how secretive the deceased was.
DC 20 (*arcana* or *religion*): Some of the tombs where the most powerful necromancers lie buried have become holy sites to the faithful of Wee Jas.
DC 22 (*arcana*): Although Wee Jas has both arcane and divine necromancers among her followers, the overwhelming majority of sepulchers of Wee Jas form at the graves of arcane necromancers.
DC 22 (*religion*): Determining whether a given site is a true *Sepulcher of Wee Jas* or just the tomb of a necromancer with lingering enchantments can be extremely difficult.
Wee Jas's faithful never alter the tomb when they begin worshiping at it, so it holds no visual distinction.
While spells such as *detect magic* might reveal the truth, sometimes the only way to be sure is to attempt to access the power of a *Sepulcher of Wee Jas* at the site and see whether it works.
DC 28 (*arcana* or *religion*): Only those willing to taste death and those with a gift for necromantic magic can claim the power of a *Sepulcher of Wee Jas*.
Those who prove unworthy suffer for their hubris.
Description: Every *Sepulcher of Wee Jas* is an ornate tomb or crypt.
Most are constructed of marble or granite, but a few are simply dug into the earth or made of materials other than stone.
These sites often boast detailed decorations and engravings, which might or might not include symbols of Wee Jas.
The typical *Sepulcher of Wee Jas* is merely one tomb in the middle of a great cemetery, but a few stand alone on private lands.
The air within the Sepulcher is cold and dry, and sounds often fail to echo, as though the dimensions of the crypt were larger than they appear.
Prerequisite: Only a spellcaster who has Spell Focus (necromancy), and at least 5 ranks in both Knowledge (arcana) and Knowledge (religion) can gain the powers of a Sepulcher of Wee Jas.
An actual worshiper of Wee Jas has an easier time qualifying (see below), but allegiance to the Ruby Sorceress is not a prerequisite.
Location Activation: The ritual required to access the power of a *Sepulcher of Wee Jas* is particularly hideous because the petitioner must sample death.
She must enclose herself in a coffin within the Sepulcher and lie within—awake but unmoving—for 24 hours.
During this period, she takes 1d6 points of negative energy damage every 2 hours.
Assuming the character survives, she must attempt a DC 30 Knowledge (arcana) or Knowledge (religion) check (her choice) when the required time has elapsed.
A worshiper of Wee Jas gains a +5 circumstance bonus on this check.
Success indicates that the petitioner has acquired sufficient insight into death to gain the site's granted power.
A character who fails the check by 10 or more points, however, instantly contracts *mummy rot* (DMG 292), no saving throw allowed.
Recharge: A given *Sepulcher of Wee Jas* can grant its benefits to a single character only once per month.
Special Ability (su): Any time the recipient of the power granted by a *Sepulcher of Wee Jas* kills a humanoid of her own creature instantly reanimates as a zombie under her control.
This zombie does not count against the character's HD-based limit on the number of undead that can be controlled by spells such as *animate dead*, and commanding it is a free action.
The zombie remains animate for a number of rounds equal to 1 + the level of the spell that slew it, then dies again.
In addition, the standard Will save for half damage no longer applies to any *inflict* spells that the recipient spontaneously casts (though it applies normally for prepared *inflict* spells).
A spellcaster who lacks the ability to swap out prepared spells for *inflict* spells gains the power to do so as though she were an evil cleric of her divine caster level, but only once per day.
The Will save applies normally in this case.
Duration: The abilities granted by a *Sepulcher of Wee Jas* last for 1 month.
Aura: Strong necromancy.
Ability Value: 7,000 gp.
Adaptation: Although few deities other than Wee Jas are associated with both death and magic, any god of death or necromancy could create a similar holy site.

TEMPLE OF THE FIRST DAWN

In a distant land, atop a plateau so high that the air is thin and the wind blows cold, stands an enormous cathedral.

Made by hands far older than human, its gold-hued mithral framework supports stained glass walls of unearthly beauty. The air inside is warm and comforting despite the chilling winds outside, and darkness and evil seem distant and unimportant within its walls.
This luminous structure is the *Temple of the First Dawn*, the holiest site of Pelor's faith.
According to myth, this spot was where the rays of the sun first touched the earthen skin of the world, warming its surface and lighting the eternal night on the morning when creation began.
The cathedral is aptly named, because this place is indeed the site of the very first dawn.
Lore: Characters can gain the following pieces of information about the *Temple of the First Dawn* by making Knowledge (religion) checks at the appropriate DCs, as given below.
DC *15*: The *Temple of the First Dawn* was built on the site where, according to Pelorian myth, the rays of the sun first touched the earth when reality began.
Even the greatest of Pelor's scholars don't know who built this cathedral.
DC *20*: The *Temple of the First Dawn* enhances light and healing magic and suppresses dweomers of darkness and death.
DC *25*: Almost any nonevil creature is welcome to claim the benefits of the *Temple of the First Dawn*, but doing so requires a show of intense devotion to Pelor.
Beings of evil cannot draw on the powers of this site.
Description: The *Temple of the First Dawn* appears to be made entirely of stained glass.
Its multicolored panes form different images, icons, and patterns depending on the position of the viewer and the sun.
The grandest pattern of all is an intricately formed holy symbol of Pelor on the roof, through which the sun shines down into the structure.
The glass is held in place by a framework of golden mithral that has been magically enhanced to be as unbreakable as stone.
No shadows ever fall within the *Temple of the First Dawn*.
A combination of magic and the angle of the glass keeps the light diffuse and constant from all angles, making it impossible for any object to cast a shadow within the structure.
Even at night, the glass glows with a light of its own that, though dimmer than true sunlight, serves the same purpose.
All the light from all the windows focuses on a single point in the precise center of the cathedral.
Here, on the ground, is a strange golden spot—uneven but roughly circular.
The holy sun symbol of Pelor is faintly embossed into its center.
This spot is the heart of the *Temple of the First Dawn*—supposedly the exact place where the first sunbeam touched earth.
Prerequisite: Only nonevil characters can benefit from the powers of the *Temple of the First Dawn*.
Location Activation: To take advantage of the minor ability granted by the site, a character need only cast the appropriate spell while within the cathedral's stained-glass walls (see below).
To access the major ability of the *Temple of the First Dawn*, a character must prove her capacity for self-sacrifice by spending several days in prayer and fasting within the structure.
At least 8 hours of each day must be spent in prayer at the center of the cathedral, and the petitioner must refrain from food and drink long enough to take one-quarter of her full normal hit points in nonlethal damage.
Only then can she draw upon the major power of the site.
Recharge: The *Temple of the First Dawn* needs no recharge time for its minor ability.
Once it has granted its major benefit three times, it cannot do so again for the length of a season (3 months).
Special Ability (su): The *Temple of the First Dawn* has both a minor ability, which is constantly available, and a major ability, which requires the ritual described above.
Minor: Any spells that have the healing or light descriptor that are cast within the walls of the temple are automatically maximized or extended, as appropriate, as though affected by the Maximize Spell and Extend Spell feats, with no change in spell slot.
If a spell that utilizes negative energy or has the darkness descriptor is cast within these walls, its duration and any variable effects it might have are halved.
Major: The major ability granted by the *Temple of the First Dawn* varies based on the abilities of the petitioner, as follows.
A cleric or other character who has the ability to turn undead can expend a turn attempt to render all undead within 60 feet susceptible to critical hits for 6 rounds.
In addition, a character who already has the ability to spontaneously cast cure spells gains the ability to quicken a spell that has the light or healing descriptor as if using the Quicken Spell feat, but without the associated change in spell slot.
This ability is usable once per day.
Any spellcaster who lacks the ability to swap out prepared spells for cure spells gains the power to do so, but only once per day, and she cannot use the temple's quicken ability on them.
Duration: The major ability lasts for 1 month.
The minor ability is effective only as long as the petitioner remains within the temple's walls.
Aura: Strong abjuration, conjuration, and evocation.
Ability Value: 9,250 gp.

COMPLETE MAGE (3.5)

BIGBY'S TOMB

Though he is immortalized for the distinctive spells he created, the great wizard Bigby knew all too well that (barring lichdom) death would eventually claim him.
With the help of a small group of trusted apprentices and stoneworkers, he designed and built a suitable final resting place.
Hidden far from prying eyes or light-fingered hands, *Bigby's tomb* has acquired a persistent arcane magic of its own, which manifests in the style of spells that the great wizard invented.
To those intrepid enough to seek it out, the tomb can offer a bit of the great wizard's power.

An arcane spellcaster who finds the tomb and spends significant time within its walls gains the power to use one or more of the spells that carry Bigby's name as a spell-like ability.
Such a discovery, though, is easier said than done, for the location of B*igby's tomb* changes from time to time.
To ensure that his mortal remains would stay undisturbed, the wizard created an entirely new spell that would literally pick up his tomb (with a pair of hands made of arcane force) and transport it to a new location each time anyone visited it.
Magically protected from the ravages of the elements, the tomb can be found anywhere in a subterranean vault, in an undersea grotto, at the heart of a volcano, in the catacombs beneath a forgotten city, or any other location large enough to accommodate it.
Any character who comes within 100 feet of the tomb feels as though dozens of invisible hands are propelling him forward, though his speed is unaffected and he can turn away without penalty.
Over time, the tomb also works subtle changes in the surrounding terrain, causing nearby rocks, vegetation, clouds, or flames to take on the vague shapes of hands.
Lore: Characters can gain the following pieces of information about B*igby's tomb* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	Bigby built his tomb while he still lived.
15	The final resting place of the great wizard Bigby is infused with the power of his most famous spells.
20	Those who seek out the tomb can gain the power to use some of the *Bigby's hand* spells.
25	*Bigby's tomb* shifts its location from time to time, carried by hands of arcane force.

Description: The door to B*igby's tomb* looks like the back of a giant hand, positioned with fingers upward.
To open it, a visitor must seize the tops of the fingers and pull down.
The open door then forms a ramp into the tomb.
B*igby's tomb* consists of a single, square chamber about 100 feet on a side that appears to be hollowed out of whatever substance surrounds it.
Against one wall of this room is a dais supporting an ornate sarcophagus whose surface is covered with relief sculptures of hands of all shapes and sizes—young hands, old hands, tapered hands, and rough hands.
Some of the hands grasp others, some seem to be pushing something away, some are balled into fists, and some are outstretched in invitation.
The walls of the tomb are covered with frescoes of similar design, and the floor carries on the theme in mosaics.
Magical hands of arcane force appear to move about the chamber, dusting, cleaning, and creating new artwork, but these are *permanent images*.
The tomb is silent except for the sounds of the hands at work.
A sense of excitement pervades the place, giving the visitor the impression that infinite possibilities exist for those willing to seize them.
The never-used sarcophagus remains empty to this day.
When the sarcophagus is touched, a permanent *magic mouth* on the skeleton says, "Take my hand".
Prerequisite: B*igby's tomb* can confer its special ability only on an arcane spellcaster with an Intelligence score of 12 or higher who has access to spells of the evocation school and can cast 2nd-level or higher spells.
Location Activation: To gain the ability conferred by B*igby's tomb*, a qualified creature must grasp one of the hands sculpted on the sarcophagus.
Doing so causes the hand to detach from the wrist and meld with the visitor's hand, making it larger and stronger-looking than the other.
Only one creature at any given time can possess the special ability granted by B*igby's tomb*.
Recharge: Once it has granted one spellcaster its special ability, B*igby's tomb* cannot do so again until the detached hand has returned to the sarcophagus.
Special Ability (sp): B*igby's tomb* grants the ability to use one of the B*igby's hand* spells (caster level equals creature's character level) as a spell-like ability once per day upon detaching the stone hand.
The specific spell granted depends on the user's spell ability.
• A character who can cast arcane spells of 4th level or lower gains B*igby's slapping hand* (see the sidebar).
• A character who can cast arcane spells of 5th, 6th, or 7th level gains B*igby's interposing hand*.
• A character who can cast arcane spells of 8th or 9th level gains B*igby's clenched fist*.
Once granted, this ability cannot be changed for the duration of the effect.
The use of this ability causes the character's hands to glow with arcane power.
Duration: The ability to use the selected B*igby's hand* spell lasts for one year.
At the end of that time, the spellcaster's hand returns to normal, and the stone hand reappears on the sarcophagus.
Aura: Strong evocation.
Ability Value: 1,200 gp (B*igby's slapping hand*); 8,000 gp (B*igby's interposing hand*); 20,000 gp (B*igby's clenched fist*).

BIGBY'S SLAPPING HAND

Evocation [Force]
Level: Sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One Tiny hand
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes

You complete the spell and blow into the leather glove. Immediately a blue-white, translucent hand appears next to the enemy and smacks it across the side of the head—not enough to hurt it, but hard enough to give others nearby a chance to attack.

This spell distracts the subject, causing it to immediately provoke attacks of opportunity from creatures threatening its space. The spell allows no saving throw, but a slapped creature can negate the effect with a DC 20 Concentration check.
Focus: A leather glove.



BOCCOB'S READING ROOM

Boccob, the god of magic, values knowledge most highly. Legend holds that certain places that were sacred to him in the past—the former sites of great libraries, colleges of magic, and so forth—became suffused with the god's arcane power.

Even though the structures that once stood there have long since fallen to ruin or been completely razed, these sites remain wellsprings of arcane lore.

Such locations are called Boccob's *reading rooms*.

A Boccob's *reading room* can form anywhere on the surface of the earth or underground.

These sites often occur in the forgotten ruins of ancient libraries and houses of knowledge, but they form just as often in the private retreats of great wizards who used them for solitary study.

Occasionally, a Boccob's *reading room* forms in a wilderness area where no remnant of any former structure remains.

Lore: Characters can gain the following pieces of information about a Boccob's *reading room* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *Boccob's reading room* is a magical site that holds the collected knowledge of one or more great arcane spellcasters.
15	A *Boccob's reading room* forms from a high concentration of magical knowledge and lore, such as that collected in an arcane library or college.
20	*Boccob's reading rooms* allow certain creatures to gain a bit of the collected arcane knowledge that once resided within their confines.

Description: A Boccob's *reading room* occupies a cubic area about 20 feet on a side.

It usually forms either inside an abandoned structure or within an area of ruins, but it can also be in a cave or other natural setting.

If it is indoors, its walls are a neutral, restful shade; if it is located in ruins or outdoors, the area is visually unremarkable.

The only unusual features of the site are a large, comfortable chair and a reading lamp, which might or might not seem very out of place in the setting.

The musty smell of old books pervades a Boccob's *reading room*, even though no actual books remain.

The room is unnaturally silent, and voices and even footfalls are muffled.

Any intelligent creature entering the area feels that some new arcane secret waits here, waiting to be learned.

When a spellcaster has successfully gained new spell knowledge from a Boccob's *reading room*, a small mark shaped like a book appears on one of his hands.

This mark is permanent.

Prerequisite: Only a spellcaster capable of preparing and casting 3rd-level arcane spells can sense and access the power of a Boccob's *reading room*.

Location Activation: When a qualified spellcaster enters the site, a book appears on the chair.

By spending 8 uninterrupted hours perusing this tome, the spellcaster gains a portion of the collected arcane knowledge that was once kept here.

If his perusal is interrupted, the spellcaster can begin again.

Recharge: Once a Boccob's *reading room* has conferred its power upon a single creature, it cannot do so again for 30 days.

However, a spellcaster can benefit from a Boccob's *reading room* no more than once a year.

Special Ability (ex): Upon drawing forth the power of a Boccob's *reading room*, a spellcaster who prepares spells can write one new spell of any level he can cast into his spellbook.

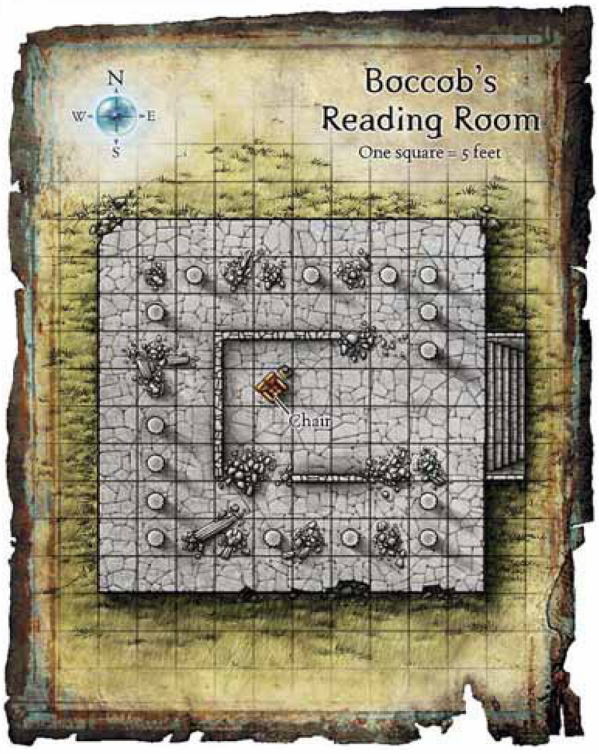
Doing this requires 1 hour, and there is no cost for materials except for the required pages in the spellbook.

A spellcaster who employs spellbooks cannot benefit from the same Boccob's *reading room* more than once per year, but he can benefit from any number of different Boccob's *reading rooms* within the same year.

Duration: The new spell knowledge gained from a Boccob's *reading room* is permanent.

Aura: Strong divination.

Ability Value: 100 gp per level of the added spell.



BONEYARD

In any place where large numbers of creatures are buried in mass graves or left to rot without proper funerary rites, a *boneyard* might form.
The presence of so much raw material for necromantic magic seems to draw negative energy of its own accord, changing the gravesite into a nexus of necromantic power.
Most *boneyards* form underground, but they can also manifest in aboveground tombs, or even firepits where massive numbers of corpses were cremated.
Such magical locations form at the sites of great battles where the corpses of fallen enemies were left unburied for scavengers.
But they can also manifest in the former dwelling places of great necromancers who hoarded corpses for their work.
Lore: Characters can gain the following pieces of information about a *boneyard* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *boneyard* is a site that forms any place with large numbers of unsanctified corpses.
15	A *boneyard* consists of the purest essence of necromantic magic.
20	Anyone who meditates within a *boneyard* can draw a small portion of its magic into herself to augment her necromantic spells and effects.

Description: A *boneyard* is a vast expanse of humanoid remains that covers up to 500 square feet.
Bones, ashes, and partial skeletons litter the ground or floor, and the odor of the charnel house is almost overpowering, even though the flesh has long since rotted away from the bones.
Bones always exist in quantity in a *boneyard*, even if it was formed at the site of a crematory.
In an outdoor *boneyard*, the surrounding vegetation is withered and dead.
The bones in a *boneyard* do not move of their own accord, but clicks and rattles are audible throughout its confines, as though the bones were restless and eager to move.
When a spellcaster who has successfully drawn power from a *boneyard* casts a necromancy spell, her hands briefly appear skeletal.
Although this effect looks impressive, no physical change of any kind occurs to her hands.
Prerequisite: Only an arcane spellcaster capable of casting at least three different necromancy spells of 3rd level or higher can sense and access the power contained within a *boneyard*.
Location Activation: To claim the power of a *boneyard*, a qualified spellcaster must meditate uninterrupted within its confines for 8 hours.
If the required meditation period is interrupted, the character can begin again.
Recharge: Once a *boneyard* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (ex): Once per day, a spellcaster who has drawn forth the power from a *boneyard* can cast a necromancy spell that is affected by her choice of the Empower Spell, Extend Spell, or Enlarge Spell metamagic feats.
The spell's level is not modified, and she can decide to apply the feat at the moment she casts the spell—she need not prepare it ahead of time.
If she is a spontaneous caster, she requires no additional time to add the metamagic feat to the necromancy spell she casts.
Duration: The ability to augment necromancy spells lasts for one year.
Aura: Strong necromancy.
Ability Value: 12,000 gp.

CLOUDSEAT

Wherever mortals have communed on a regular basis to unlock the secrets of the future, a *cloudseat* can form.
Sages speculate that *cloudseats* are actually small tears in the fabric of time that allow glimpses of probable futures.
But whatever their nature, *cloudseats* offer arcane spellcasters who are proficient with divination magic a chance to gain the knowledge they seek faster than usual.
Cloudseats can form indoors or outdoors in any kind of terrain or setting.
Many form in the dwelling places of powerful diviners.
A few, however, are located in wilderness areas that have been popular as oracle sites.
Lore: Characters can gain the following pieces of information about a *cloudseat* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *cloudseat* is a site that forms where divination magic is routinely used to see the future.
15	A *cloudseat* consists of the purest essence of divination magic.
20	Anyone who meditates while sitting in a *cloudseat* can draw a small portion of its magic into himself to augment his divination spells and effects.

Description: A *cloudseat* resembles a stool, chair, or throne formed of clouds.
It can be any color and intensity, from pastel to jewel tone.
Though it appears insubstantial, a *cloudseat* is perfectly capable of supporting the weight of a Large or smaller creature.
A *cloudseat* typically has a clean, fresh scent, like the air after a thunderstorm.
Anyone who sits in *it* can hear voices murmuring indistinctly, as if they were coming from far away.
Typically, such a creature is seized with the desire to decipher what these voices are saying, but no more than a word or two is ever audible.
Sometimes a sense of foreboding surrounds a *cloudseat*, but more often, those in its area gain a strong sense of power and destiny.
Anyone who actually sits in a *cloudseat* feels euphoric, as though he knows that he is to play a vital role in the grand scheme of things and bring about great change.
When a spellcaster who has successfully drawn power from a *cloudseat* casts a divination spell, his eyes briefly become completely white, and his voice takes on a guttural edge.
Prerequisite: Only an arcane spellcaster capable of casting at least three different divination spells of 2nd level or higher can access the power of a *cloudseat*.
Location Activation: To claim the power of a *cloudseat*, a qualified spellcaster must sit in it and meditate uninterrupted for 8 hours.
During this time, the creature might experience horrifying or euphoric dreams.
If the required period of meditation is interrupted, the spellcaster can begin again.
Recharge: Once a *cloudseat* has granted its ability to a single creature, it cannot do so again for one year.
Special Ability (ex): Once per day, a spellcaster who has drawn power from a *cloudseat* can cast a divination spell of 2nd level or lower as a swift action, regardless of its usual casting time.
Duration: The swift casting ability lasts for one year.
Aura: Strong divination.
Ability Value: 2,000 gp.

CRYPT OF WEE JAS

A *crypt of Wee Jas* is a site formed when the power of the deity of death and magic touches the Material Plane.
Sages speculate that the lifelong pursuit of necromancy could change the burial places of Wee Jas's adherents into *crypts of Wee Jas*, but these sites can also form in other places where death magic has been used against powerful foes.
A *crypt of Wee Jas* typically forms in underground locations, but it can also manifest in a mausoleum or catacomb that houses the dead.
Often such magical locations form in the burial crypts of famous necromancer families, but they can also come into being at locations where necromantic magic has permanently affected a well, pool, or other landscape feature.
Lore: Characters can gain the following pieces of information about a *crypt of Wee Jas* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *crypt of Wee Jas* is a site that forms where concentrations of death magic exist.
15	A *crypt of Wee Jas* allows those skilled with necromantic magic to predict death.
20	Any spellcaster who draws the power of a *crypt of Wee Jas* into herself can determine how near any given creature is to death.

Description: A *crypt of Wee Jas* looks like an ornate mausoleum decorated with arcane sigils, glowing skulls, and bones painted in stark white.
Its walls are made of stone or earth, and it invariably contains a sarcophagus that glows with arcane power.
This sarcophagus is empty except for a swirling darkness.
A *crypt of Wee Jas* carries no odor of death, but the skulls and bones that decorate the walls leave no doubt as to its nature.
The darkness within the sarcophagus makes a faint whooshing sound, but other than that the place is silent.
When a spellcaster who has successfully drawn power from a *crypt of Wee Jas* uses the granted ability, her eyes briefly become twin pools of swirling darkness.
Prerequisite: Only an arcane spellcaster who can cast at least three different necromancy spells of 2nd level or higher can sense and access the power contained within a *crypt of Wee Jas*.
Location Activation: To claim the power of a *crypt of Wee Jas*, a qualified spellcaster must draw forth its power as an act of will.
Doing so requires a full-round action and provokes attacks of opportunity.
Recharge: Once a *crypt of Wee Jas* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): A spellcaster who draws forth the power from a *crypt of Wee Jas* constantly senses how near death any given creature is, as with the *deathwatch* spell, except that the range is 60 feet.
Duration: The ability to use the *deathwatch* effect lasts for one year.
Aura: Faint necromancy.
Ability Value: 1,000 gp.



DRAGONSBLOOD POOL

The blood of a dragon carries great arcane power, but only those with draconic bloodlines can access it.
When a dragon dies in a battle of truly epic proportions, its spilled blood can form a *dragonsblood pool*.
Sorcerers and other creatures with draconic bloodlines can sometimes claim the latent power of such a site for themselves.
A *dragonsblood pool* can form anywhere that dragons dwell.

Many of these sites are on the surface of the earth, hidden in forest glades, volcanoes, icy caves, or the shifting sands of deserts.
Some, however, manifest deep underground, or even within the walls of great cities that have sprung up around them.
Over time, the magic of the dead dragon's blood twists the surrounding land and vegetation into weird shapes reminiscent of sleeping or flying dragons.
Lore: Characters can gain the following pieces of information about a *dragonsblood pool* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *dragonsblood pool* results from the spectacular death of a powerful dragon.
15	A *dragonsblood pool* can increase the spellcasting power of any creature with a draconic bloodline.
20	A *dragonsblood pool* has a metaphysical connection to the dragon from which it came. That connection can manifest in peculiar ways in those who harvest its power.

Description: A *dragonsblood pool* is a roughly circular body of dark liquid about 100 feet in diameter.
Wavelets ripple the surface even when no wind is present, as if some unseen power were disturbing the fluid.
The liquid in the pool is thick, viscous, and dark red-brown in color.
The unmistakable odor of blood permeates the area around the pool.
Anyone who approaches it becomes aware of a faint rushing sound, like that made by a great dragon's wings.
Some small remnant of the dragon's frightful presence remains as well, causing a vague feeling of apprehension in those who come near.
Furthermore, the immediate area is suffused with the essence of the dead dragon's breath, as given on the following table.

Dragon Color	Effect
Black or green	The sharp smell of acid permeates the air, and the rocks nearby seem corroded.
Blue or bronze	The air smells of electricity, like the aftermath of a thunderstorm, and touching any portion of the surroundings delivers a small static charge.
Brass	Visitors to the area feel sleepy.
Copper	Visitors feel as if they are moving through quicksand, though their movement rates are not actually affected.
Cold	Visitors to the area feel weak, though their Strength scores are not actually affected.
Red	The area seems unnaturally warm, and the vegetation looks scorched.
White or silver	The area seems unnaturally cold, and the nearby rocks and vegetation *are* covered with a rime of frost.

The eyes of a spellcaster who has successfully drawn power from a *dragonsblood pool* turn yellow and take on a draconic appearance.
Prerequisite: To gain the benefits of a *dragonsblood pool*, a creature must be able to spontaneously cast at least one spell of 2nd level or higher.
Location Activation: A qualified spellcaster can sense the lingering power of a *dragonsblood pool* and claim a small shard of it by drinking a small amount of liquid (equivalent to the amount in a potion bottle) from it.
A *dragonsblood pool* holds enough power to boost the spellcasting ability of up to three qualified spellcasters simultaneously.

Recharge: After a *dragonsblood pool* has conferred its ability three times, it cannot grant its power again for one full year.
Special Ability (ex): A spellcaster who draws forth the power of a *dragonsblood pool* gains one bonus arcane spell slot of 1st, 2nd, or 3rd level (spellcasters choice, but not of a higher level than the character can cast).
No single creature can have more than one bonus spell slot from a *dragonsblood pool* at a time.
Duration: The bonus spell slot lasts for one year.
Aura: Strong transmutation.
Ability Value: 6,000 gp (2,000 gp per creature affected).

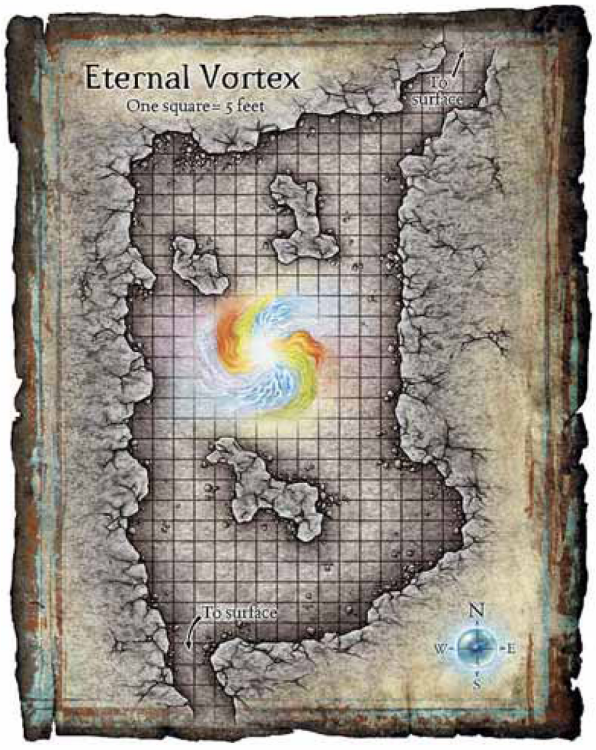
ETERNAL VORTEX

An *eternal vortex* is a swirling maelstrom of arcane energy that holds the essence of evocation magic.
Legend holds that such a location is formed from multiple castings of powerful evocation spells in the same spot.
The raw energy of such spells became so concentrated that it could not all dissipate in the usual way.
Instead, remnants of it persisted, eventually forming a vortex of magical power.
An *eternal vortex* can form in any spot—indoors, outdoors, or underground.
Such magical locations form at the sites of [great battles in which warmages turned the tide with their powerful spells.
They can also manifest where dragons or other powerful foes once dwelled, particularly if they were eventually brought low by the concerted power of numerous evocations.
Lore: Characters can gain the following pieces of information about an *eternal vortex* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	An *eternal vortex* is a site that forms where significant battles were fought with evocation magic.
15	An *eternal vortex* consists of the purest essence of evocation magic.
20	Anyone who meditates beside an *eternal vortex* can draw a small portion of its magic into herself to augment her evocation spells and effects.

Description: An *eternal vortex* looks like a whirlpool of elemental force.
Fire, ice, acid, and bolts of raw electricity swirl down toward its center in an endless dance, each retaining its own character even when in contact with the other forces.
Periodically, explosions burst from its walls with deafening crashes, sending gouts of elemental material shooting out into the center of the vortex.
The vortex is blindingly bright and garishly colored, and its opening can be placed horizontally, vertically, or in any other orientation on a surface.
An *eternal vortex* throbs with power, and the area around it appears blasted and ruined.
The air in the vicinity sparkles with small flashes of energy—tiny arcs of lightning, tongues of flame, rays of cold, and colorful splashes of acid.
The low rumble of the vortex is punctuated by small bangs and pops of stray sonic energy The vortex inspires a feeling of awe and a twinge of fear in viewers.
When a spellcaster who has successfully drawn power from an *eternal vortex* casts an evocation spell that deals energy damage, her hands are surrounded with the type of energy that the spell produces.
Although this effect looks impressive, it deals no damage of any kind.
Prerequisite: Only an arcane spellcaster capable of casting at least three different evocation spells of 3rd level or higher can sense and access the power contained within an *eternal vortex*.
Location Activation: To claim the power of an *eternal vortex*, a qualified spellcaster must meditate uninterrupted at its lip for 8 hours.
If the required meditation period is interrupted, the character can begin again.
Recharge: Once an *eternal vortex* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (ex): Once per day, a spellcaster who draws forth the power from an *eternal vortex* can cast an evocation spell of 6th level or lower that automatically repeats its effect on the following round, at the start of the spellcaster's next turn.
The repeated spell has the same point of origin as the original spell, and creatures within the area are entitled to spell resistance and saving throws just as if the spell had been cast normally.
This special ability can only be applied to evocation spells with an instantaneous duration.
Duration: The ability to repeat the effect of evocation spells lasts for one year.
Aura: Strong evocation.
Ability Value: 10,000 gp.



METAMAGIC STORM

Metamagic is a method by which spellcasters alter the way magical energy is formed and used.
Some sages speculate that metamagic has an identity of its own—that it is a wild, untamed force even more mysterious than magic itself.
A *metamagic storm* embodies these elements, manifesting as glimmering sheets of light in the night sky.
A *metamagic storm* can form anywhere that magical energy is highly concentrated and only barely controlled.
It comes into being where great arcane duels have occurred, or where wizards or sorcerers have waged war against their foes.

Lore: Characters can gain the following pieces of information about a *metamagic storm* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *metamagic storm* is a site that forms where the concentration of magical energy is high.
15	A *metamagic storm* offers many ways to sculpt and refine magical energy by modifying spells.
20	Anyone who meditates beneath a *metamagic storm* can draw a small portion of its power into himself to augment his spellcasting.

Description: A *metamagic storm* looks like multicolored sheets of flickering light in a night sky.
Green, blue, red, and violet radiance coruscates in endless patterns, washing the black sky in jewel-toned shades.
The patterns of color reflect the various forms of metamagic that can be employed to form and shape spells.
A *metamagic storm* emits no sound, but a sweet scent pervades the land beneath it.
When a spellcaster who has successfully drawn power from a *metamagic storm* casts a spell modified by the granted benefit, his eyes briefly blaze with coruscating light.
Prerequisite: Only an arcane spellcaster who already possesses at least one metamagic feat can sense and access the power contained within a *metamagic storm*.
Location Activation: To claim the power of a *metamagic storm*, a qualified spellcaster must meditate uninterrupted beneath it, absorbing its light, for 8 hours.
If the required meditation period is interrupted, the character can begin again.
Recharge: Once a *metamagic storm* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (ex): A spellcaster who draws forth the power from a *metamagic storm* gains one metamagic feat of his choice as a bonus feat.
He must qualify for the feat to select it, but the feat gained can't be used to meet any other requirements or prerequisites.
Duration: The bonus metamagic feat lasts for one year.
Aura: None.
Ability Value: 5,000 gp.

RAINBOW FALLS

Wherever magic has been employed to profoundly change the nature of creatures, places, or items, *rainbow falls* can form.
Such a site holds within it the essence of transmutation magic, and the raw power of such alteration magic ensures that nothing near it is the same as it once was.
Rainbow falls can form in any spot—indoors, outdoors, or underground.
Such magical locations form where magic has been used to sculpt the land, or in the homes of great transmuters.
But they can also manifest in natural locations that are prone to change, such as earthquake zones.
Lore: Characters can gain the following pieces of information about a *rainbow falls* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	*Rainbow falls* form where magic has been used to effect profound changes on the landscape or native creatures.
15	*Rainbow falls* consist of the purest essence of transmutation magic.
20	Anyone who meditates under a *rainbow falls* can draw a small portion of its magic into himself to augment his transmutation spells and effects.

Description: A *rainbow falls* resembles a sparkling waterfall at least two stories high.
The water looks clear for the most part, but every color of the rainbow coruscates through it.
The water falls into a small pool at the base that never increases in size, sending up a multicolored fine spray.
If any creature touches the water, however, the water changes to mist and vanishes, only to return the instant the creature retreats.
Though a *rainbow falls* runs constantly, its appearance is always shifting.
The rainbow colors that tint its water shift continually, and now and again some object spills over the top of the falls and changes to water on the way down, blending in with the clear stream.
The air in the vicinity smells clean and fresh, and the sound of splashing water provides a pleasant backdrop for the scene.
When a spellcaster who has successfully drawn power from a *rainbow falls* casts a transmutation spell, his body momentarily seems to shift and distort, though no actual change occurs.
Prerequisite: Only an arcane spellcaster capable of casting at least three different transmutation spells of 2nd level or higher can sense and access the power contained within a *rainbow falls*.
Location Activation: To claim the power of a *rainbow falls*, a qualified spellcaster must meditate uninterrupted beside it for 8 hours.
If the required meditation period is interrupted, the character can begin again.
Though the water appears real enough, it changes to air around the spellcaster's body, so he does not get wet during this period.
Recharge: Once a *rainbow falls* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (ex): Once per day, a spellcaster who draws forth the power from a *rainbow falls* can cast a transmutation spell and triple its duration, to a maximum duration of 24 hours.
Spells with instantaneous durations are not affected.
Duration: The ability to extend the duration of a transmutation spell lasts for one year.
Aura: Moderate transmutation.
Ability Value: 2,000 gp.



SHIELDSTONE CAVERN

Wherever powerful abjuration magic has been used repeatedly to protect a large number of creatures, a *shieldstone cavern* might form.

Not only do such sites provide useful sanctuaries from attack, but they also have the power to augment abjuration spells for arcane spellcasters who can access their power.

Because of their link with protective magic, *shieldstone caverns* manifest in or near population centers, particularly those that are frequently besieged by attackers.

Because these sites usually occur within earth or rock, they are found in mountains or hillsides, or beneath cities. However, a shieldstone cavern can also form within a gigantic tree, or in a significant volume of some solid substance such as ice.

Lore: Characters can gain the following pieces of information about a *shieldstone cavern* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *shieldstone cavern* forms where magic has been used to protect large numbers of people.
15	A *shieldstone cavern* draws upon the pure essence of abjuration magic.
20	Anyone who stands within a *shieldstone cavern* can draw a small portion of its magic into himself to augment his abjuration spells and effects.

Description: When a *shieldstone cavern* forms, it hollows a roughly hemispherical cavern out of the solid substance in which it manifests.

Furthermore, the protective magic inherent in such a location causes it to form in the most defensible location in the area.

The cavern formed can be up to 100 feet in diameter, depending on the available space.

The interior of the cavern has smooth walls and floor on which glowing protective sigils form and fade, plus a stream of clear, fresh water.

A ghostly image of a shield covers the entrance, but anyone needing shelter or protection can freely pass through it into the cavern.

Within the cavern, the air is fresh and slightly warm.

Any intelligent creature entering a *shieldstone cavern* feels a strong sense of peace and safety, as though no harm could breach its walls.

Whenever an arcane spellcaster who has successfully drawn power from a *shieldstone cavern* casts an abjuration spell, an image of a shield briefly appears on the back of each of his hands.

Prerequisite: Only an arcane spellcaster capable of casting at least three different abjuration spells of 2nd level or higher can sense and access the power contained within a *shieldstone cavern*, though any creature can take shelter within its confines.

Location Activation: Any creature that enters a *shieldstone cavern* and asks aloud for protection is affected as if by *shield* and *protection from arrows* for as long as it remains within its confines.

Furthermore, the intangible hand becomes a stone door that functions as if affected by *hold portal* and *arcane lock* until the protected creature asks for release.

To claim the special ability granted by a *shieldstone cavern*, a qualified spellcaster must meditate uninterrupted for 8 hours within its confines.

If this meditation is interrupted, the character can begin again.

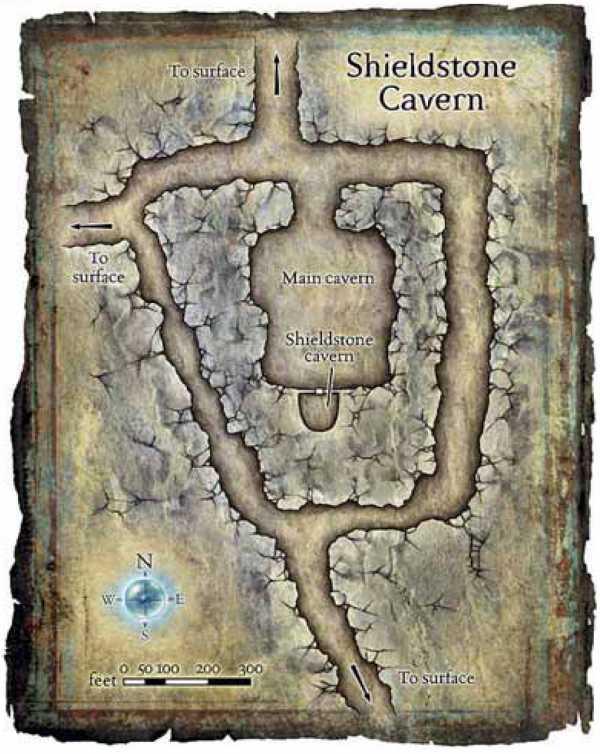
Recharge: Once a *shieldstone cavern* has conferred its benefits on a single spellcaster, it cannot do so again for one year.

Special Ability (ex): The effective caster level of a spellcaster who draws power from a *shieldstone cavern* increases by 1 for all abjuration spells.

Duration: The increase in caster level lasts for one year.

Aura: Strong abjuration.

Ability Value: 1,000 gp.



SOULHEART POOL

A *soulheart pool* is a body of water that holds the essence of enchantment magic.
Legend holds that such a location is formed from the fleeting memories of hundreds of fey creatures gathering for dance or celebration, and that the concentrated remnants of their ability to charm and beguile others has coalesced into a pool.
A *soulheart pool* invariably forms in a remote, wilderness location of the sort frequented by fey creatures.
Most are on the surface, but a rare few are found in subterranean areas where fey native to such locations reside.
The existence of a *soulheart pool* causes the area around it to take on a rosy glow, as if it were suffused with the light of dawn.
Lore: Characters can gain the following pieces of information about a *soulheart pool* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *soulheart pool* is a site that forms where large numbers of fey creatures have gathered.
15	A *soulheart pool* consists of the purest essence of enchantment magic.
20	Anyone who meditates beside a *soulheart pool* can draw a small portion of its magic into herself to augment her enchantment spells and effects.

Description: A *soulheart pool* looks like an unusually calm pool of clear water about 50 feet in diameter.
Sometimes the surface of the pool shimmers briefly, like the surface of a stone in the summer heat.
Anyone who looks into the pool can see fleeting, delightful images of old friends, old flames, and pleasing memories.
The area around a *soulheart pool* feels warm and cozy, and the air smells of whatever scents bring pleasant memories to the visitor.
A pleasant feeling of relaxation envelops the place, making visitors wish to stay.
Whenever a spellcaster who has successfully drawn power from a *soulheart pool* casts an enchantment spell, her face briefly takes on a fey-like appearance.
Prerequisite: Only an arcane spellcaster capable of casting at least three different enchantment spells of 2nd level or higher can sense and access the power contained within a *soulheart pool*.
Location Activation: To claim the power of a *soulheart pool*, a qualified spellcaster must meditate uninterrupted within its confines for 8 hours.
If the required meditation period is interrupted, the character can begin again.
Recharge: Once a *soulheart pool* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): Once per day, a spellcaster who draws forth the power from a *soulheart pool* can recast any enchantment spell (without spending a spell slot) on the turn after she first casts it.
She must target the same creature or creatures she targeted the first time she cast the spell.
Recasting a spell in this way requires a standard action, regardless of the spell's normal casting time.
Duration: The conferred ability lasts for one year.
Aura: Strong enchantment.
Ability Value: 4,000 gp.

VALE OF SMOKE AND FOG

A *vale of smoke and fog* is a misty depression that holds the essence of illusion magic.
Such a location is usually formed when the same spot has been blanketed by illusion spells for long period of time.
Sages speculate that the lingering effects of such magic can degrade reality at the site over time, rendering it blurry and indistinct.
V*ales of smoke and fog* can form anywhere that has a solid floor—whether indoors, outdoors, or underground.
Such magical locations form at the sites of great wizards' secret hideaways or the former locations of faerie mounds.
But they can also manifest where fey lovers have trysted, or where great treasures have lain protected by illusion for centuries.
Lore: Characters can gain the following pieces of information about a *vale of smoke and fog* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *vale of smoke and fog* is a site that forms in areas that have been cloaked by illusion for centuries.
15	A *vale of smoke and fog* consists of the purest essence of illusion magic.
20	Anyone who meditates within a *vale of smoke and fog* can draw a small portion of its magic into herself to augment her illusion spells and effects.

Description: A *vale of smoke and fog* manifests as a depression in an otherwise solid floor.
The depression might be large and deep, forming a valley or a rift in the earth, or it might be small enough to fit inside an underground chamber.
The depression is filled with gray mist that forms swirls and eddies as though disturbed by the passage of an unfelt breeze or an invisible creature.
Muted sounds, such as voices or growls, occasionally issue forth from it.
Anyone who stares into the fog can catch glimpses of people, places, and items, but they vanish back into the fog with tantalizing swiftness.
A deep sense of mystery shrouds a *vale of smoke and fog.*
The fact that reality itself is weakened here causes those who enter to be assailed by vague doubts.
The mist winds and creeps around the limbs of visitors, and wherever it touches, reality fades.
Creatures see their limbs disappear, or change form, and objects seem to appear in hands touched by the gray mist.
The faces of comrades mutate into those of creatures or comrades long dead.
Sounds and smells occur and then fade, seemingly at random.
When a spellcaster who has successfully drawn power from a *vale of smoke and fog* casts an illusion spell, her hands appear to turn into fog.
Although this effect looks impressive, no actual change occurs.
Prerequisite: Only an arcane spellcaster capable of casting at least three different illusion spells of 4th level or higher can sense and access the power contained within a *vale of smoke and fog.*
Location Activation: To claim the power of a *vale of smoke and fog,* a qualified spellcaster must meditate uninterrupted within its confines for 8 hours.
If the required meditation period is interrupted, the character can begin again.
Recharge: Once a *vale of smoke and fog* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (ex): The duration of all illusion spells cast by a spellcaster who has drawn power from a *vale of smoke and fog* increases by 50%, and the save DC of each such spell increases by 1.
Duration: The ability to cast enhanced illusion spells lasts for one year.
Aura: Strong illusion.
Ability Value: 18,000 gp.



WORLDMEET GLADE

In any place where conjuration magic is frequently used to summon creatures, some of the essence of those creatures might cling to the environs, creating a magical location that draws summonable creatures to it and augments their power.
Such a location is known as a *worldmeet glade*, and arcane spellcasters who routinely employ spells of the conjuration school can access its particular magic.
Worldmeet glades typically form in natural environs close to the dwellings of powerful conjurers.
Some speculate that these conjurers physically brought the biggest, best, and most robust conjurable creatures to this location, but in fact it is the lingering conjuration magic that both draws them to the site and augments their power.
Lore: Characters can gain the following pieces of information about a *worldmeet glade* by making Knowledge (arcana) checks at the appropriate DCs, as given below.

Knowledge (arcana)

DC	Information Gained
10	A *worldmeet glade* is a site that forms where extraplanar creatures are routinely summoned.
15	A *worldmeet glade* consists of the purest essence of conjuration magic.
20	Anyone who meditates within a *worldmeet glade* can draw a small portion of its magic into himself to augment his conjuration spells and effects.

Description: A *worldmeet glade* is an outdoor location with several different kinds of habitats concentrated in a smaller than normal space.
Typically, such a site includes a forest, a marsh, a freshwater lake, a saltwater lake, and some hilly or mountainous terrain.

Some even include deserts and frozen tundra, depending on the kinds of creatures present.
The temperature in any given section is appropriate for its terrain, and all the sections coexist without "bleeding" into one another.
A *worldmeet glade* teems with life.
The air is filled with squawks, grunts, roars, and growls, and creatures cavort in every part of the space.
Nuts, berries, and ordinary prey animals abound to satisfy the hunger of every creature present.
If both good and evil creatures are present, they ignore one another rather than fighting.
The thrum of life is everywhere, and an intangible sense of peace and harmony pervades the area.
When a spellcaster who has successfully drawn power from a *worldmeet glade* casts a summoning spell, the summoned creature is briefly outlined in a green glowing light.
Prerequisite: Only an arcane spellcaster capable of casting at least three different conjuration spells of 3rd level or higher can sense and access the power contained within a *worldmeet glade*.
Location Activation: To claim the power of a *worldmeet glade*, a qualified spellcaster must meditate uninterrupted for 8 hours within its confines.
If this meditation is interrupted, the character can begin again.
Recharge: Once a *worldmeet glade* has bestowed its power on a single spellcaster, it cannot do so again for one year.
Special Ability (ex): A *worldmeet glade* grants a qualified spellcaster the ability to summon an enhanced version of any creature he could normally call with a given *summon monster* spell.
The creature gains +2 hit points per Hit Die and a +2 bonus on all saving throws, checks, attack rolls, and damage rolls.
Duration: The ability to summon enhanced creatures lasts for one year.
Aura: None.
Ability Value: 18,000 gp.



COMPLETE PSIONIC (3.5)

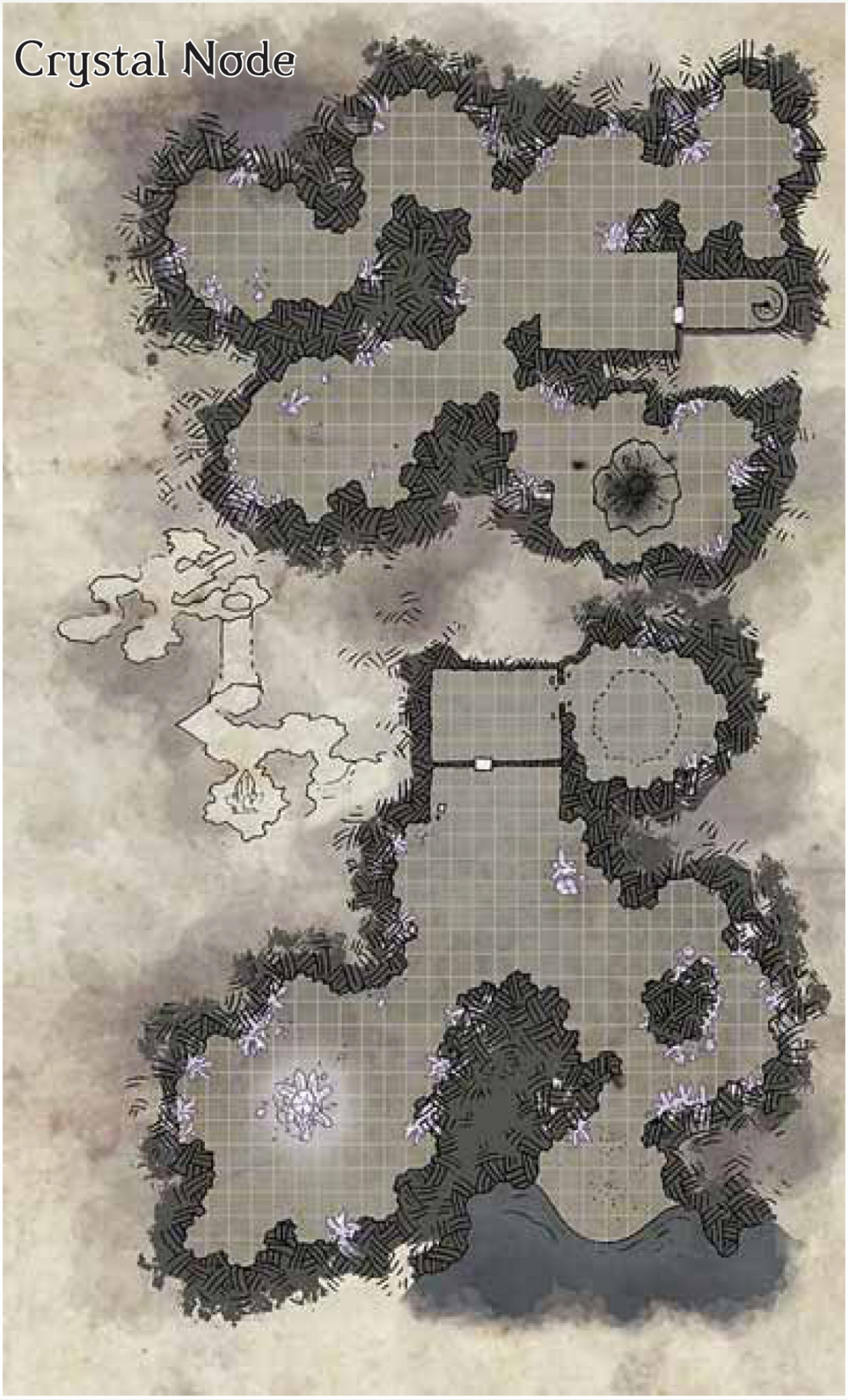
CRYSTAL NODE

The earth gives up its secrets guardedly, or not at all.
Some believe that the veins of oil running through the miles of strata below are manifestations of the earth's blood, if so, the veins of pure mineral are the world's nerves.
In rare instances, pure crystal veins intersect within a cavernous grotto.
These nodes are lit with the slow trickle of psionic power swirling through the earth itself in unknowable telluric currents.
Such grottos are called *crystal nodes*.
Lore: A *crystal node* is a psionic location imbued with excess psionic energy.
(DC 15 Knowledge [psionics]).
A *crystal node* can grant some of its exceptional power to a skilled psionic character who manages to brave the dark tunnels leading to its location.
(DC 20 Knowledge [psionics]) A psionic character who masters the power of a *crystal node* swells the bounds of his own mind.
For a long time afterward, the character has daily access to more power points than is normally possible for a character of his level.
(DC 25 Knowledge [psionics]) Description (Typical): A wide cavern is lit by dimly glowing mineral veins.
Crystal stalagmites and stalactites punch up through the floor and hang down from the ceiling with angular perfection.
A particularly large crystal pulses slowly at the center of the chamber.

A faint sound resonates through the air.
so deep in pitch that only a bit of the much larger sound is audible to most creatures.
Prerequisite: To access the power contained within a *crystal node*, a creature must have 1 or more power points.
Location Activation and Effect: A *crystal node* confers its power upon a creature that stands before the largest crystal in the center of the cavern and expends its psionic focus while touching the crystal.
Each *crystal node* can affect up to five creatures, dimming more with each conferral, before its psionic charge is depleted for one year.
After a year's period of renewal, it is once again able to confer its ability.

Special Ability Activation and Effect (ex): A character who meets the prerequisites and activates the effect gains the conferred ability: an enlarged power point reserve.
The recipient is treated as if his power point reserve were 5 points higher than normal.
The extra power points return with his regular power points each day after rest—for all intents and purposes, the character simply has more power points per day.
The conferred enlarged power point reserve lasts for one year before it fades.
Aura: Strong psychometabolism.
Ability Value: 4,500 gp per affected creature.

Crystal Node



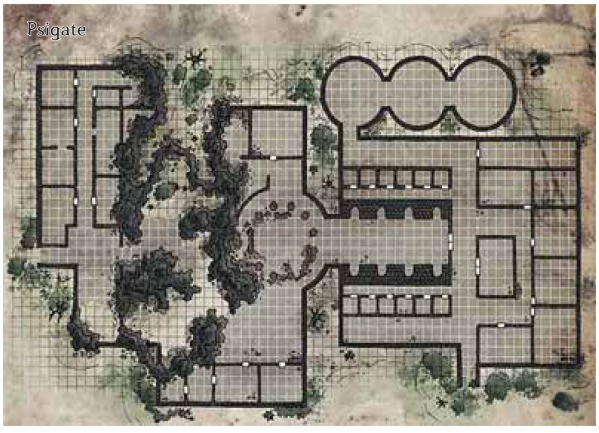
EMERGENT CALDERA

A geologic upwelling of red-hot magma, coupled with an accidental intersection of a large vein of pure crystal, sometimes spontaneously generates an *emergent caldera*. These psionic locations are thick with heat and geologically generated psionic energy.
Given that regular volcano calderas are rare, *emergent calderas* are all the more difficult to discover.
Lore: An *emergent caldera* is a psionic location imbued with psionic pyromantic potential.
(DC IS Knowledge [psionics]).
The psionic essence of fire contained in locations known as *emergent calderas* can augment fire-based psionic powers.
(DC 20 Knowledge [psionics]).
Manifesters of sufficient skill who journey to such a location can pull, some of this essence into themselves, enhancing their own fire powers.
(DC 25 Knowledge [psionics]).
Description (Typical): A wide, smoking basin rests deep within the heart of a mountain, perhaps originally uncovered by an abandoned mine.
Jagged shards of reddish crystal protrude here and there from the basin of the caldera, glowing all the redder for the internal heat they contain.
A haze hangs in the air, obscuring the center of the caldera as it smolders with a violent orange light.
Prerequisite: To access the power contained within an *emergent caldera*, a character must be a manifester of 5th level or higher, with knowledge of one or more psychokinesis energy powers.
Location Activation and Effect: When a manifester who meets the prerequisites climbs into the caldera and plunges into the haze at the center of the volcano (braving mere fire, or perhaps lacing creatures or other guardians of the area jealous of its conferred abilities), he can elect to expend 1 power point as a standard action that provokes attacks of opportunity.
In response, the visible crystals all around discharge what appears to be fiery lightning, and each bolt unerringly strikes the character.
The bolts deal no damage; instead, the manifester gains the special ability of the *emergent caldera*.
Each *emergent caldera* can affect only one manifester before its magic is suppressed for one year's time.
After a year of renewal, the location is once again able to confer its ability.
Special Ability Activation and Effect (su): When a manifester who has drawn the power of the *emergent caldera* into himself manifests a power with the fire descriptor, he is treated as if his manifester level were one higher than normal.
Furthermore, the power manifested gains an additional visual display—the manifester seems to catch fire and wear a flaming nimbus that quickly fades.
The conferred ability lasts for one year before it fades.
Aura: Strong psychokinesis.
Ability Value: 3,000 gp.

PSIGATE

A *psigate* is a unique location imbued with the psionic impetus of travel.
Created by ancient psionic architects, *psigates* grant psionic creatures that pass through them the ability to travel to a stated destination.
A *psigate* is most often found in ruins or among an ancient circle of stones on a high mountain top.
Psigates often lie undisturbed for ages before being discovered, and during this time, strange creatures sometimes pass through the area.
Lore: A *psigate* is a psionic location imbued with the power of travel.
(DC 15 Knowledge [psionics]).
Intelligent creatures that enter the area containing a *psigate* gain an effective but fleeting ability to communicate with a creature in another location.
This ability can be used once.
(DC 18 Knowledge [psionics]).
Psionic creatures that expend power points can energize a *psigate* and use it to step through to a new location.
This ability can be used once.
(DC 21 Knowledge [psionics]).
Description (Typical): A welter of ancient corridors in a buried ruin gives way to a clear, round space bordered by a circle of weathered obelisks.
Some stand, some lean, and some have fallen over completely.
In the past, arches connected every standing stone in a great circle, but time has toppled all but one arch.
Three clear crystals are set in the span of the remaining arch.
Prerequisite: To be affected by the lesser ability of a *psigate*, a character must have an Intelligence score of 8 or higher and must step into the center of the arch.
To be affected by the greater ability of a *psigate*, a character must be psionic.
Location Activation and Effect (lesser): A character who wishes to gain a *psigate*'s lesser ability must step into the center of the arch and succeed on a DC 11 Psicraft check.
Once the lesser ability has been conferred, a *psigate* takes a full week to regenerate its power to confer any ability.
Location Activation and Effect (greater): A character who wishes to gain a *psigate*'s greater ability must step into the center of the arch and expend 9 power points.
Doing this causes the crystals in the vicinity to glow.
Once the greater ability has been conferred, a *psigate* takes a week to regenerate its power to confer the ability again.
Special Ability Activation and Effect (Lesser) (ps): A creature that meets the prerequisites and activates the lesser effect gains the ability to manifest *correspond* (EPH 88) once during the next clay with a manifester level equal to his Hit Dice.
The *correspond* power granted by the gate is a psi-like ability usable only once.
The ability must be used within 24 hours, or it is lost harmlessly.
Special Ability Activation and Effect (Greater) (ps): A creature that meets the prerequisites and activates the greater effect gains the ability to manifest *psionic plane shift*

(EPH 124) with a manifester level equal to the creature's Hit Dice.
The manifester and any other targeted creatures must walk through the arch to use the power.
The *psionic plane shift* power granted by the arch is a psi-like ability usable only once.
The ability must be used within 24 hours of walking through the arch, or it is lost harmlessly.
Aura: Moderate telepathy and psychoportation.
Ability Value: 2,500 gp.



COMPLETE SCOUNDREL (3.5)

BUSSENGEIST HAUNT

Tragedy follows calamity, disaster follows catastrophe, and a lifetime of death leads to an afterlife of mourning.
Or, at least, such is the way of the *bussengeist haunt.*
Spawning wherever some foul action or gross inaction leads to a catastrophe of life-shattering proportions, these dim towers, fallen gatehouses, broken dams, and similarly gloomy locales are infused with an almost palpable regret, a weight that saps all levity and dampens the soul.
Yet despite such a place's ill nature, those bearing a lesser burden of misfortune might cast their weight away in such a place, like tears into a lake.
Often neglected and abandoned to its own unnatural gloom, a *bussengeist haunt* might appear anywhere that has fallen under the shadow of tragedy.
The specific locale described below is just one example.
Lore: Characters with ranks in Knowledge (history) or Knowledge (religion) can research a *bussengeist haunt* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *10*: Decades ago a great misfortune occurred at Nereid Dam, causing the dam to break and wipe out a nearby town.
DC *15*: Nereid Dam now lies in ruins, a crumbling watchtower on one shore being the only evidence that it ever stood.
This tower is rumored to be haunted.
DC *20*: A cruel black dragon shattered Nereid Dam.
Supposedly a guard saw the monster as it approached, but rather then alerting the defending garrison, he attempted to flee.
He died with the rest.
DC *25*: Some places resound with the gravity of the actions that occurred there.
A *bussengeist haunt* is such a place, infused with the results of a tragic action or inaction.
Bussengeist haunts often attract mournful ghosts and other regretful or tortured undead.
Description: On the moldy shores of the Wreckwater hunch the last, dilapidated remains of Nereid Dam.
Even flights of bats and the teeming reptiles of the murky water refuse to linger among the crumbling gray stones of the tower that yet stands.
Overgrown and abandoned, its wooden floors long rotted and fallen, the two-story tower is a husk thick with dust and ages-old debris.
Yet when the wind blows across the river and through the sagging ruin, the tower creaks and groans with its own regretful song.
And sometimes, some say, a voice moans over these sounds of decrepitude—a hollow, tortured sigh ever calling, "Why?" While within the boundaries of a *bussengeist haunt,* no character can use a luck reroll from a luck feat (page 72) or an action point (from the *Eberron Campaign Setting*).
Prerequisite: A character must be suffering from the effect of a curse or ill luck to make use of a *bussengeist haunt.*
Location Activation: A character must spend at least 10 minutes describing her problems, curses, or afflictions while within the boundaries of a *bussengeist haunt.*
At the end of this declaration, she gains the benefit of the location.
The character must be able to confess her own problems aloud; thus, a silenced, petrified, or otherwise muted character cannot receive its ability.
This spiritual unburdening attracts the attention of 1d4 spirits chained to the area (plus one additional spirit for each creature after the first seeking the location's benefit).
These spirits manifest in a variety of forms, most commonly as allips, ghosts, or spectres, depending on the level of the characters who enter.
The apparitions are the remnants of those whose acts doomed so many and created the *bussengeist haunt.*
They are not malicious but seek forgiveness for their actions from any who will listen.
Their terrible forms can make conversation difficult, with confrontation all too common.
Characters who do manage to communicate with these spirits and hearken to their tales can convince the undead to leave them in peace.
Recharge: Any character who enters and activates a *bussengeist haunt* can acquire its special ability, and multiple characters can do so at the same time.
A character can return to remove a later curse.
Each time requires dealing with the resident spirits, however.
Special Ability (Su): A character who confesses her worries and problems to a *bussengeist haunt* casts them away, her magical afflictions subsumed into the existing ill will of the location.
Treat this effect as if *break enchantment* had been cast on the character.

All who benefit from a *bussengeist haunt*, though, become infused with a portion of the negative emotion and foul stigma associated with this location.
This dark energy applies a –1 penalty on attack rolls, saves, and checks and prevents the character from using any luck rerolls or action points for the next 7 days.
Duration: The *break enchantment* effect is instantaneous, while the dark energy lingers for 7 days.
Variation: A *bussengeist haunt* might appear in any of a number of forms.
Any place that holds the psychic residue of a great tragedy might be a focal point for ill emotions, such as the boarded-over office of a neglectful regent, a wizard's workplace housing a still-open portal to the Elemental Plane of Fire, or a charred druidic circle.
Ability Value: 1,000 gp.

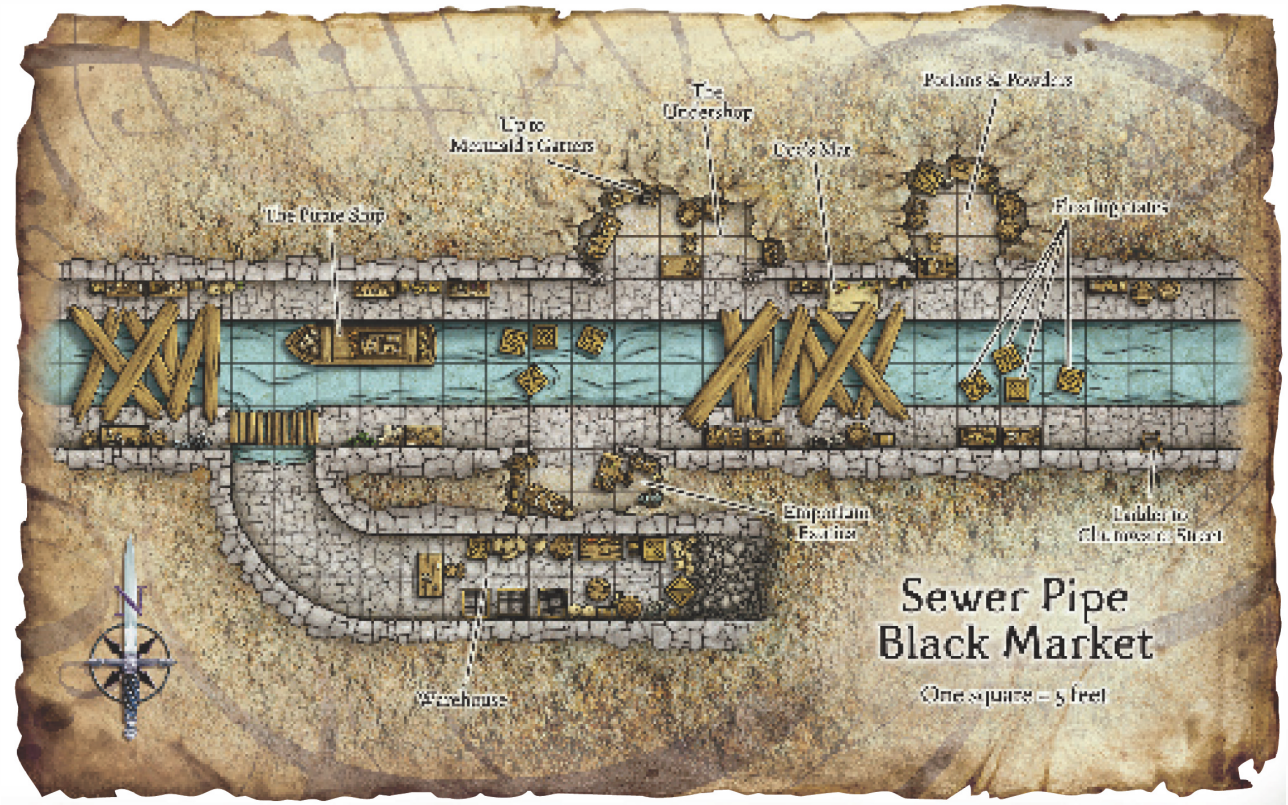
CHAMPION'S CROWN

Blood-soaked and forever reverberating with the screams of countless wild crowds, the *champion's crown* is the goal of every gladiator and sporting competitor, the summit of athletic accomplishment.
A steep ziggurat festooned with laurels and the weapons of past heroes, the *champion's crown* dominates one end of the imperial coliseum, a distant but everpresent goal.
The adulation of a crazed crowd and the invigorating soul of triumph lend this site its power.
Lore: Characters with ranks in Knowledge (local) can research the *champion's crown* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 10: The *champion's crown* is the podium of victors at the coliseum.
DC 15: The *champion's crown* has numerous tiers used in varying sporting events, but the pinnacle is reserved for those who have accomplished the greatest feats and who have gained the adoration of the crowd.
DC 20: The weapons of past victors adorn the *champion's crown*.
It is said that these weapons and the spirits of past champions guard the ziggurat against the unworthy and cheaters who attempt to ascend.
DC 25: The *champion's crown* is far older than the coliseum. It was once used as an altar by some nameless cult for ceremonial battles and ritual bloodlettings.
Description: Towering over 60 feet tall, the *champion's crown* is a black stone ziggurat pierced with numerous gigantic nails of rusted iron.
Covering its surface are images of gory battle, and in places, grisly sacrifice.
Much of this dark imagery is covered over with laurel garlands, lengths of blue cloth, and the weapons of past champions, some ages old.
At 10-foot intervals, one on each side of the structure, are platforms made to honor lesser champions and lower-ranking athletes.
These rostrums each correspond to specific rankings, well known by visitors.
Prerequisite: Only a creature that has fairly achieved some great victory in the coliseum, sparked the adulation of a full crowd, and climbs to its highest platform can gain the benefit of the *champion's crown*.
An official, priest, or master of ceremonies presiding over the coliseum determines who is worthy of such prestige. Rarely is someone allowed to scale the *champion's crown* after only one appearance.
This place of honor is reserved for one who has participated in a championship and bested all comers or performed a feat of prowess never before witnessed on the coliseum floor.
Location Activation: A character who arrives at the pinnacle of the *champion's crown* and spends 1 minute soaking in the adoration of the crowd gains the benefit of this location.
It is possible, though rare, for several characters to be so honored at the same time.
Ascending to the victor's platform of the *champion's crown* requires a successful DC 12 Climb check.
The top of the ziggurat has room for four Medium creatures.
Recharge: Any champion who has performed admirably in the coliseum might gain the benefits of the *champion's crown*.
The true love of the people is rare, however, and usually no more than three individuals in a city enjoy the special ability conferred by the location.
Successful gladiatorial groups or sporting teams sometimes exceed this limit.
An individual can regain the benefits of this location after 1 year if he once again accomplishes a crowd-pleasing and noteworthy feat in the coliseum.
Special Ability (Ex): A character who has rightfully ascended the *champion's crown* becomes a hero of the community that holds the coliseum.
He gains a +2 bonus on Diplomacy, Gather Information, and Intimidate checks made to influence or gain information from any individual who resides in that city.
In addition, all residents of the community have a default initial attitude of friendly toward the character if they recognize him.
Duration: The favor of the public is fickle, and thus the benefits of this location fade after 1 year.
Ability Value: 1,000 gp.

COURT OF THIEVES

Below labyrinthine sewers, deep basement vaults, and the lairs of hidden creatures that feast on society's filth lies the lost throne of the underworld, the famed yet forgotten *court of thieves*.
Generations of bandit lords, robber kings, master assassins, and at times fouler tyrants held court in this sprawling den of excesses hidden beneath the very noses of those who would root it out.
Those days are long past.
Lore: Characters with ranks in Knowledge (history) or Knowledge (local) can research the *court of thieves* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 10: The *court of thieves* was a hidden place where anything could be bought and any pleasure could be had.
DC 15: All thieves' guilds and criminal activities were once ruled over by the elusive *court of thieves*.

DC 20: Treasures from a hundred lands were piled at the feet of the king of thieves as payment for the privilege of conducting crimes within his city.
DC 25: The vices of greedy brigands and honorless rogues eventually splintered the king's power and left the *court of thieves* abandoned.
Description: The *court of thieves* is a subterranean palace, a complex of chambers built in secret far beneath city streets. One hall might be as vast and grand as the royal opera house—and indeed might have been used for a similar purpose—while the next could be nothing more than a crumbling chamber of exposed rock and sewer pipes.
The most splendid and remarkable room in the *court of thieves* is the hall housing the Throne of Thieves.
This giant-sized throne of the king of thieves is ornately and fantastically sculpted, and within its nooks and crevices generations of rogues kept their precious trinkets, lucky charms, and symbols of Olidammara.
Although the court was largely stripped by the criminals who abandoned it, these trifles were left behind out of respect for the dethroned king of thieves.
The entrance to the *court of thieves* has long been lost. Hidden deep within an ancient sewer, crumbled warehouse, tavern basement, or in the shadow of some bastion of law, the door is masterfully disguised.
Those who do manage to find it must then best a gantlet of tricks and traps designed to keep out uninvited guests, not to mention overcoming whatever creatures might now call the *court of thieves* home.
Prerequisite: A character must navigate the *court of thieves* all the way to the Throne of Thieves to gain the location's benefit.
Location Activation: A character merely has to take a trinket from the Throne of Thieves to gain this location's special ability.
Although ancient, these baubles are not valuable, being lucky copper coins minted by long fallen empires, archaic or no-longer-used holy symbols, rusted lockpicks scored with an owner's initials, and similar such items.
Recharge: As long as the location of the *court of thieves* remains a secret, anyone can gain its benefits.
Should its location become widespread knowledge, though, the exceptional nature of having visited the place fades, and it no longer confers any benefit.
Special Ability (Ex): Any character who successfully navigates the dangers of the *court of thieves* is blessed with the great luck of Olidammara.
He gains a bonus luck feat (page 72) of his choice, though he must still meet the normal prerequisite for that feat.
Furthermore, any character who bears an item taken from the Throne of Thieves is considered to have touched rogue royalty.
The character doubles his Charisma bonus (if any) for the purpose of determining his Leadership score when trying to attract a cohort or followers with levels of bard or rogue. In addition, the character can also have double the normal number of contacts within the criminal underworld (DMG2 153).
Duration: The luck feat gained by the character is a permanent benefit.
The other benefits last as long as the character possesses the trinket taken from the Throne of Thieves.
Ability Value: 6,000 gp.



THE FROG GOD'S FANE

Half sunken and overgrown by ages of decay, the ancient temple of a strange, little-known deity molders deep in the jungle marshes.
Its location has been long forgotten, and now the only attendants of the *frog god's fane* croak lazily amid moldy relics and fallen statues forming islands of gold.
Lore: Characters with ranks in Knowledge (history), Knowledge (nature), or Knowledge (religion) can research the *frog god's fane* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *15*: Countless civilizations have risen and fallen deep within the jungle.
Their ruins still lie hidden from civilized eyes.
DC *20*: A cult that worshiped Wastri, a deity shaped like a frog, once held great influence from a stone temple in an untamed swamp.
Frogs of incredible size are sometimes spotted near mysterious ruins deep within the flooded jungle.
DC *25*: Wastri directs his followers to further the needs of humans and amphibians.
His worshipers once erected rich temples to honor their deity in the murky places his swamp-born wards might attend.
Description: Crumbling and overrun by denizens of the swamp—especially bloated and oversized amphibians—the *frog god's fane* is now more a monument to rot than to any deity.
Whole floors have been flooded, and the riches that once lined the walls and served as sacrifices have been lost to ages of muck and eroding waters.
Yet within its deepest sanctuaries, through passages filled by brackish waters, lie hidden chambers in air pockets.
Within these depths remain treasures untouched by swamp water, but even more valuable are the strange secrets carved in stone: sculptures once viewed only by the highest of priests, which detail worship by both human and amphibian.
Prerequisite: A character must discover the ruined *frog god's fane* and reach the secret chambers within its depths to gain the benefit of this location.
Location Activation: A character must spend at least 10 minutes in meditation on the scriptural secrets hidden deep within the *frog god's fane*, and make a DC 15 Intelligence check at the end of that time.
If she succeeds on this check, she gains the benefit of this location.
Otherwise, she has failed to accept some vital truth among the markings.
Recharge: Any number of characters who plumb the treacherous depths of the *frog god's fane* can gain the benefit of this location.
A character who fails the required Intelligence check cannot try again until her Intelligence score permanently increases.
Special Ability (Ex): Upon succeeding on the Intelligence check to understand the frog god's secrets, the character makes a fundamental connection, gaining an insight into truths she never realized were linked.
She gains Skill Focus in her choice of Knowledge (history), (nature), or (religion) as a bonus feat.
Furthermore, even if the character has no ranks in the chosen Knowledge skill, she can make checks with that skill as if she were trained.
Duration: A character who gains the insight of the *frog god's fane* learns its secrets and gains its benefits permanently.
Variation: Any seat of great and unfathomable information might grant an effect like that of the *frog god's fane*.
For example, a metal tower crashed from the stars might grant those who come to understand it bonuses on Knowledge (architecture and engineering) and Knowledge (the planes) checks, while the ancestral library of the imperial family might provide insights into Knowledge (geography) and Knowledge (nobility and royalty).
Such information is too esoteric to share, requiring one to experience it personally to gain its benefits, but a character might learn some important piece of information that could lead to further adventures.
Ability Value: 2,000 gp.

HEWARD'S HALL

An obscure patron of bards and other music makers, the mortal Heward studied the ancient songs of the elves, and legends say, eventually brought music to humanity.
He created instruments that are commonplace today and composed some of the oldest songs and airs known to the race, as well as crafting a unique pipe organ known for its mystical properties.
His furthering of music led bards to honor Heward's name, eventually giving rise to a number of cathedrals, concert halls, and playhouses dedicated to the first bard, each taking the name "Heward's hall".
Some of these sites are incredibly inspirational to songsmiths and musicians of all walks, instilling within them the ability to push their own talents to extreme heights.
The specific locale described below is just one example of such a legendary performance venue.
Lore: Characters with ranks in Knowledge (religion) can research a *Heward's hall* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *15*: Heward is the patron of bards and human musicians.
This result reveals the commonly known stories bout him.
DC *20*: Numerous concert halls and theaters are known as Heward's halls, in honor of the first bard.
Some such places are very inspirational to artists.
DC *25*: Owners, managers, or religious groups controlling a legendary *Heward's hall* often restrict access to only the most accomplished or promising artists.
Description: Behind the stage of the Saltmarsh Playhouse's main auditorium is an organist's nook, a famed *Heward's hall*.
The high-ceilinged room allows an accompanist to play the impressive, two-story pipe organ without its size and grandeur detracting from performances on stage.
The walls of the room and many of the towering brass pipes of the organ are engraved with well-known songs that are said to have been composed by Heward or that are dedicated to the first bard.
Directly over the dual keyboards of the organ sits a stone bust of Heward himself, a foppish-looking rake with a jaunty smile and tousled hair.

Despite all efforts, the Saltmarsh *Heward's hall* is constantly plagued by small rodents, and the organ itself requires frequent retuning.
Aydi Zarastian, guildmaster of the playhouse, created this *Heward's hall* as a matter of tradition, holding that all the finest theaters and performance halls should host such a shrine.
As a connoisseur of the arts, she grants access only to those with formal training and true musical talent.
Prerequisite: To gain the special ability conferred by a *Heward's hall*, a character must possess at least 10 ranks in a Perform skill and must succeed on a DC 30 Perform check made as part of a public performance in the hall.
The performer can't take 10 on this check.
The owner of the *Heward's hall*, however, might place additional conditions or limits on access.
Though most performers prefer to use the Saltmarsh hall's great pipe organ (requiring Perform [keyboard instruments]), other types of performances are permitted.
Location Activation: At the conclusion of a successful performance in a *Heward's hall*, the location immediately confers its benefit on the performer.
Recharge: Only one character per night can gain the benefit of a *Heward's hall*.
Special Ability (Ex): A character who successfully completes a performance in a *Heward's hall* gains Skill Focus (Perform) as a bonus feat, using the same Perform subcategory as that of the performance.
If the performer already has Skill Focus (Perform) in that subcategory, he can instead select any bardic music feat for which he meets the prerequisite.
The performer also gains a +2 competence bonus on Craft checks to create new artistic compositions related to Perform skills.
This bonus applies to all forms of performance, from acting to instrumental play.
Variation: This version of a *Heward's hall* enhances the Perform skill, but the idea of an inspirational site yielding greater works can easily be adapted to any number of other skills.
For example, the nonmagical forge in which a famous weapon or legendary artifact was created might inspire future generations to create great works in metal over its fires, granting Skill Focus (Craft) or even an item creation feat.
Duration: The bonus feat granted by a *Heward's hall* is permanent.
The competence bonus on Craft checks fades after 1 year.
Ability Value: 5,000 gp.

THE HIGHEST SPIRE

Jutting past castle towers and temple minarets, the *highest spire* reaches from the mortal world to stab at the very heavens.
The pinnacle of what is unquestionably the tallest building in the city, it draws travelers from the world over to stand in its incredible shadow.
Every year as part of an annual festival, a handful of daredevils and adventure seekers gaze up at the famed structure's summit not out of awe, but determined to reach the top.
Lore: Characters with ranks in Knowledge (local) can research the *highest spire* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 10: The *highest spire* is aptly named, being the tallest building in the city and possibly in the civilized world.
DC 15: Every year, during a citywide festival, a dozen or so revelers attempt to scale the *highest spire* to win the title "Spire Hawk".
DC 20: Every year several people are bruised and battered climbing the spire, and occasionally the attempt ends in a climber's death.
DC 25: No guard can patrol the spire's highest reaches. Who knows what might lurk or roost in its cloud-cloaked recesses? Description: Hewn from a distant mountain peak's night-blue marble and studded with star-like pearls, the *highest spire* itself is a 50-foot steeple sculpted as an exulting, spear-wielding archon.
The spire is mounted atop the tallest building in the city, whose summit is a full 1,333 feet from the ground.
Constructed by magic, and supposedly held aloft by the same forces, this wonder of the world compels visitors to attempt to scale it year after year.
The loftiest reaches of the *highest spire* are treacherous, and not simply due to the height.
The tower's many projections and the intricate wings and folds of the spire's angelic form create sizable niches.
Rumors have long held that dire bats, arrowhawks, even a dragon or even a territorial and ill-tempered couatl might live at the peak of this artificial mountain.
(The DM should assign one or more hostile creatures to interfere with progress to the top, based on the average level of the ascending characters).
Prerequisite: A character must climb from the building's base to the peak of the *highest spire* on a specific holiday to gain the location's benefit.
Location Activation: The building the *highest spire* perches atop requires successful DC 25 Climb checks to scale, while climbing the convoluted spire itself requires only DC 15 checks.
The first character to complete the ascent immediately benefits from the location's conferred power.
Climbers are not permitted to use any spell, wondrous item, or other magical effect to assist in the climb (including Strength-boosting effects) or to reach the pinnacle by other means.
Scarring the building, such as by hammering pitons into its surfaces, is also forbidden, although nondamaging climbing implements and mechanical inventions are acceptable.
Festival mages check all participants and closely monitor their ascents.
These mages commonly prepare protective spells such as *feather fall* to aid imperiled climbers, but athletes are encouraged to make their own precautionary arrangements.
The ban against magic is the only rule once climbing begins.
Interfering with other climbers is frowned upon, but not prohibited.
Recharge: After a character has become the year's Spire Hawk, no one can benefit from the *highest spire*'s special ability for 1 year.
The next year, a new climber earns the title (this could be the previous year's champion).

No character can gain more than one bonus feat from the *highest spire*, though a second victory still bestows the other benefits noted below.
Special Ability (Ex): The experience of scaling the *highest spire* grants a character insight into her own athletic talents that she never realized before.
She gains her choice of Skill Focus (Climb) or Agile Athlete (see the sidebar) as a bonus feat.
Additionally, that character earns the title "Spire Hawk" and receives a finely crafted wooden medallion carved with the image of the archon at the tower's peak.
For the next year, that character holds the champion's title and wears this medallion, gaining a +2 circumstance bonus on Diplomacy checks when dealing with natives of the city that is home to the *highest spire*.
In addition, the character receives a 10% discount on all goods and services purchased in that city (up to a maximum discount of 1,000 gp on items or services costing 10,000 gp or more).
Duration: The bonus feat conferred by this location is permanent.
The other benefits remain until the next city festival, a year later.
At that time, the character must be the first to climb the *highest spire* again, or lose these benefits to the new champion.
Variation: The *highest spire* might be any location that involves an annual feat of skill and endurance.
Changing this location to suit your campaign is as simple as making the event a lengthy marathon, night-long ball, song competition, scavenger hunt, or any other trial that tests the competitors' ability and stamina.
The frequency of the event might also change, shortening to several times a year or becoming a rare festival that occurs only once a decade.
The difficulty might also change, even requiring Constitution checks (perhaps of increasing difficulty) and imposing ever greater restrictions to continue competing.
Ability Value: 3,000 gp.

IRON WYRM VAULT

The lifeblood of a nation—tax gold, imperial heirlooms, the spoils of forgotten wars—all flows here to the ultimate in security, the *iron wyrm vault*.
This treasure trove of a centuries-old dynasty is every thief's dream, and countless such dreamers have lost their lives reaching for their fantasy.
Lore: Characters with ranks in Knowledge (nobility and royalty) can research the *iron wyrm vault* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *10*: The rulers of the nation keep their most precious treasures in an ancient trove called the *iron wyrm vault*.
DC *15*: Countless traps, magical wards, and undying guardians protect the *iron wyrm vault*, their numbers expanding with the innovations of each new generation.
DC *20*: Members of the royal family know how to circumvent the defenses of the *iron wyrm vault*.
DC *25*: The *iron wyrm vault* is named for its most obvious decoration, which is also rumored to be its strongest guardian.
Description: While the entire compound that houses the *iron wyrm vault* is known by that name, the actual vault is a hall of interconnected chambers that include lavishly appointed salons, display rooms of glittering artifacts, and repositories brimming with loose coins.
Above the entire complex hangs a sculpture of exquisite quality, an amazingly life-like dragon the size of a great wyrm shaped from pure adamantine.
Within the *iron wyrm vault*, dazzling treasures collect dust. The smells of old air and mild decay mingle with the static charge of magical protections so numerous and powerful as to be palpable.
Those who enter feel as though they're being watched. Some of the relics stored here are kept hidden away out of fear, and other ancient treasures even have minds and agendas all their own.
The DM should populate the iron wyrm vault with magic traps and guardians appropriate for the levels of the characters infiltrating it.
(Avoid protections that would damage the valuables, such as a *fireball* trap in a room filled with priceless paintings).
Against epic-level characters, the great sculpture might be an ironwyrm golem of immense size (*Draconomicon* 165).
Prerequisite: A character must successfully navigate the protections of the *iron wyrm vault* to claim its benefit.
Location Activation: Simply breaking into the *iron wyrm vault* without the knowledge or consent of the place's royal owners isn't quite enough to make the burglar a legend. Only claiming an item from the *iron wyrm vault* as proof of its infiltration activates the location's benefit.
At the DM's option, those captured after reaching the vault might gain the location's benefit even if they have nothing to show for their visit, as tales of their daring act—and perhaps even subsequent trial—spread through word of mouth.
Recharge: Any character who enters the *iron wyrm vault*, successfully passes its countless guardians and trials, and returns with proof of his accomplishment gains the location's benefit.
Special Ability (Ex): Breaching the *iron wyrm vault* grants the thief great insights into his own powers of stealth and thievery.
The character gains one of the following as a bonus feat: Nimble Fingers, Skill Focus (Disable Device, Hide, Move Silently, Open Lock, or Search), Stealthy, or Tactile Trapsmith (see the sidebar).
Furthermore, the successful burglar gains a +2 bonus on Diplomacy and Gather Information checks made to influence or gain information from any thief, freedom fighter, or other opponent of the nation that controls the *iron wyrm vault* (as long as the character's escapade is known to them).
However, he takes a –2 penalty on the same checks made in conjunction with guards, members of the noble class, and other "respectable" sorts within that nation.
These benefits are in addition to any treasure the character might have stolen from the *iron wyrm vault*.
Duration: Having infiltrated one of the most heavily guarded treasure troves in the land makes a thief a legend for life, so the effects of the *iron wyrm vault* are permanent.
Variation: The *iron wyrm vault* might be any heavily guarded trove of any kind of treasure, perhaps the storehouse of an influential religion, crime syndicate, or powerful monster.

Likewise, what is stored within also might be anything of value, such as a library of arcane tomes, an arsenal of powerful weapons, or even a prison filled with dissidents. The DM should alter the groups affected by the location's benefit to better fit any modifications.
Additionally, the skill check modifiers granted by this location might vary depending on what a character takes from the vault.
One who steals the crown of the nation's founder, for example, might receive a +5 bonus (and –5 penalty) instead of the normal +2/–2.
Ability Value: 3,000 gp.

Olidammara's Shell

One legend associated with the bard of the gods, Olidammara, tells how the divine trickster was once cornered by an army of ogres.
Rather than fight the savages, the keen-witted deity surrounded himself with a spherical carapace that resembled the shell of an armadillo.
Once he was thus covered, the god teleported away from inside the shell, leaving the brutes to beat on the empty container for a year and a day.
After the ogres finally dispersed, a greedy wizard discovered the shell and sought to use the divine creation for his own purposes.
Much to the mage's chagrin, however, the shell disappeared from his possession.
Now *Olidammara's shell* appears and disappears at the fickle god's whim, and might show up in unlikely places.
Lore: Characters with ranks in Knowledge (religion) can research *Olidammara's shell* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 15: A successful check reveals the story of Olidammara using his shell to escape the army of ogres.
DC 20: *Olidammara's shell* teleports from place to place, seemingly with the same whimsical nature as Olidammara himself.
Those who find the shell and touch it gain good luck.
DC 25: *Olidammara's shell* does not allow itself to be tracked or exploited.
Those who find it should thank their own luck and benefit from the shell while they can, for it vanishes as quickly as it appears.
Description: Approximately 4 feet in diameter, *Olidammara's shell* is an unbreakable sphere with a dull metallic luster.
In its jumps from place to place, the shell takes on slightly smaller or larger sizes to better suit its surroundings, and even takes on different colors, at the deity's whim.
Wherever it appears, the shell floats of its own accord as it spins slowly, even in places where such magical levitation would normally be impossible.
Furthermore, an *antimagic field* apparently surrounds the shell, since most magic seems unable to work in its vicinity.
Currently *Olidammara's shell* hovers about 40 feet off the ground, just above a massive pedestal perched atop the gigantic gate of Castle Granite Throne, the fortress home of a clan of stone giants.
Although the giants largely ignore the shell, rumors have started circulating in nearby towns of the divine object's appearance.
Adventure-seekers and daredevils have sought to magically fly or levitate up to the shell, only to fall upon entering its *antimagic field*.
Since none have dared enter the castle and the giants thwart all attempts to reach it, the shell remains a goal as obvious and tempting as it is frustratingly elusive.
Prerequisite: A character must have at least one luck feat (page 72) to gain the benefit conferred by *Olidammara's shell*.
Location Activation: A character who touches and remains in contact with *Olidammara's shell* for 1 full round gains this location's special ability.
Recharge: Any number of characters can potentially make use of *Olidammara's shell*.
However, every time a character tries to touch the shell, roll 1d6.
On a result of 1, the shell teleports away before being touched, preventing the character from gaining any benefit.
Otherwise, the location confers its special ability.
Special Ability (Su): Upon touching *Olidammara's shell*, a character gains a bit of the luck of the trickster deity.
She gains five extra luck rerolls, each of which can be used only once.
Duration: The benefits of *Olidammara's shell* are both temporary and whimsical.
Whenever a character gains the benefit of the location, the DM should roll 1d6 twice, multiplying the result of one die roll by the other.
After that number of days have passed, the special ability ends and the character loses any remaining bonus luck rerolls conferred by the location.
Variation: *Olidammara's shell* might appear anywhere that is exotic, that is considered to be lucky, or that requires extraordinary skill or luck to reach.
Such a location might be a patch of four-leafed clovers, a tiny island in the middle of the ocean, the top of an earthen spire jutting from a flat plain, the peak of a ruined tower, or the depths of a wyvern's lair, as long as it appeals to Olidammara's sense of humor.
The bard of the gods enjoys watching the drama surrounding his shell play out.
He might even appear in disguise to start spreading rumors of the shell's latest location.
For even greater enjoyment, sometimes Olidammara surrounds the shell with magical effects in addition to *antimagic field*.
Spells such as *antipathy*, *blade barrier*, *fire shield*, *prismatic wall*, and *sympathy* are favorites of the trickster deity.
Ability Value: 1,000 gp.

Otyugh Hole

Beneath the cells and barred yards of Saint's Cudgel prison, below even its darkest, most secret torture pit, lies an unfinished earthen basement that holds a crumbling, ruined well.
This fetid ditch is more than just a filthy oubliette—it's the *otyugh hole*, the bottomless black, the "O" hole, a fearful legend among those who claim to fear nothing, and its threat can snap even the maddest rabblerouser back into line.
The most feared punishment within a prison, castle, or torturer's tower, an *otyugh hole* is a wretched solitary

confinement pit meant to disgust and break the hardest convict.
Any who enter face torments of darkness, silence, and dread, but those who survive this ordeal become underworld legends.
Lore: Characters with ranks in Knowledge (local) can research an *otyugh hole* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *10*: An *otyugh hole* is a prison cesspit where the foulest prisoners are punished.
DC *15*: Many forced into *otyugh holes* go mad, die, or simply disappear.
Those who emerge intact are heroes among their fellow felons.
DC *20*: Some jailers purposely or knowingly allow creatures such as ghouls, slimes, or otyughs access to prisoners thrown into *otyugh holes*.
Description: An *otyugh hole* is a disgusting, lightless pit about 30 feet deep, usually covered with a rusting metal hatch.
Crudely dug to serve its purpose or converted from some other ruined shaft, it reeks with the debris and waste that trickles down from above.
No sensory stimuli reach those forced into an *otyugh hole* except the warm wetness and gagging reek of its knee-deep putridity.
Crude graffiti, scrawled by countless previous inmates, often lines the lower walls of these horrific prisons.
Those who have survived an *otyugh hole* can determine who really has endured its torments and who's a liar by asking about such scrawls.
One infamous *otyugh hole* bears the frantically scratched name, "Maercson", both a marker and a warning against the tentacled something that lurks behind one of the pit's crumbling walls.
Prerequisite: A character must be 3rd level or higher to gain the special ability conferred by an *otyugh hole*.
Location Activation: Gaining the benefits of an *otyugh hole* requires enduring a full week of existence within it.
The difficulty of this achievement depends on the state of the pit, the level of guard activity surrounding it, and the attentiveness of any creatures that scour the pit for food.
Gaining access to an *otyugh hole*—a place that officials deny even exists—might be a challenge as well.
One difference between an *otyugh hole* and the other legendary sites described here is that a lawbreaking character might end up visiting (and thus gaining the benefit of) an *otyugh hole* without intentionally seeking it out.
Recharge: While any number of characters could receive its special ability, an *otyugh hole* can grant its benefit only once per week, and only to a single character (since it is a form of solitary confinement).
The site gains its power from its exclusivity: Should a large number come to know the pit's details and claim (truly or not) to have weathered its foulness, the exceptional accomplishment of enduring the *otyugh hole* is cheapened and the site's benefits fade.
Special Ability: A character who has endured a week in an *otyugh hole* gains a noticeable edge to his personality, which manifests as a bonus feat chosen from the following list: Extend Rage (see the sidebar), Iron Will, Menacing Demeanor (see the sidebar), or Skill Focus (Intimidate).
The character must still meet the normal prerequisite for the feat chosen.
Duration: The emotional scars, and the resulting personality change, resulting from confinement in an *otyugh hole* are permanent.
Ability Value: 3,000 gp.

DROW OF THE UNDERDARK (3.5)

BLOOD OF THE SPIDER QUEEN

Eons ago when Lolth faced Corellon Larethian in open battle, she was bested and forced to flee for her life. Wounded and beaten, she dragged herself through the caverns of the Underdark, beyond her enemy's sight, until she could reach a portal to her beloved Demonweb Pits. Trailing her in this exodus from the world of light were her followers, the drow, who then established themselves in Underdark caverns to create a new society below the ground.
During Lolth's flight, she bled her divine essence onto the stones over which she passed.
Locations where this occurred became known as the *blood of the Spider Queen*.
The dark elves prize these locations highly, and most ancient drow cities were founded on or near such sites.
Lore: Characters can gain the following pieces of information about a *blood of the Spider Queen* site by making Knowledge (dungeoneering), Knowledge (history), or Knowledge (religion) checks at the stated DCs.
DC *10* (*religion*): The *blood of the Spider Queen* marks sites where Lolth dragged her wounded body through the Underdark to escape the wrath of Corellon after their epic battle.
DC *15* (*dungeoneering*, *history*, or *religion*): Many of the oldest drow cities were established around sites where *blood of the Spider Queen* was found.
DC 20 (*history* or *religion*): A drow priestess who discovers a *blood of the Spider Queen* site is considered to be blessed by Lolth and a leader among drow.
DC *25* (*religion*): A drow priestess who discovers a *blood of the Spider Queen* site is granted a boon by Lolth and can start her own noble house as a matriarch.
DC *35* (*dungeoneering*, *history*, or *religion*): A successful check at this level allows the character to learn or recall a clue to the location of a specific *blood of the Spider Queen* site.
DC *40* (*religion*): The abilities granted by a *blood of the Spider Queen* site work for male and female drow alike, but the priestesses carefully guard this secret.
Description: *Blood of the Spider Queen* is always either a shallow pool of ichor or a long, sticky smear on a tunnel wall or floor.
It can be found in any type of Underdark terrain but is never located on the surface.
The ichor is a thick, black, tar-like substance that gives off a foul odor detectable from 20 feet away.
If found in a pool, the ichor is never more than a few inches deep; if found in a smear, it is never more than 20 feet long. Regardless of the size of the deposit, the ichor always remains fresh and never dries out.

Unintelligent Underdark creatures instinctively avoid such sites.
Intelligent creatures immediately notice a sinister air that seems to hang about this foul effluvia.
A drow who has claimed the power granted by a *blood of the Spider Queen* site looks no different, but other dark elves notice that a palpable aura of Lolth's favor surrounds the beneficiary.
Prerequisite: Only a drow follower of Lolth who has at least five cleric levels can gain the power granted by a *blood of the Spider Queen* site.
The priestesses want everyone to believe that the recipient must also be female, but it works for males as well—a secret that is extremely well guarded among drow clergy.
Location Activation: To claim the gift of a *blood of the Spider Queen* site, the drow must sacrifice a living, sentient creature to Lolth at the blessed site and let the blood of the offering mingle with the divine substance of the deity.
Recharge: Once it has granted its gift to a drow cleric of Lolth, a *blood of the Spider Queen* site cannot do so again as long as that drow lives and remains a faithful follower of the deity.
Special Ability (Su): A *blood of the Spider Queen* site grants the recipient a +5 bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks when dealing with other drow.
She also gains a recognizable aura of having been chosen by Lolth to lead the dark elves.
This latter benefit has no game effect other than to let other drow know that they risk Lolth's wrath by openly defying the recipient.
Finally, a *blood of the Spider Queen* site grants the recipient the effect of a permanent *sanctuary* spell against other drow, whether or not they are followers of Lolth.
Any dark elf who wants to attack the recipient must make a successful DC 22 Will save to follow through with the attack.
Lolth bestows these particular benefits to create some semblance of hierarchy for her otherwise chaotic children.
The powers of a *blood of the Spider Queen* site bring just enough stability to the drow to support the noble houses and the cities.
Of course, the gift is a double-edged sword, because the social structure guarantees constant infighting among the dark elves, but Lolth finds the internecine warfare a source of great amusement.
Duration: Any drow who receives this blessing from Lolth retains it as long as she lives and remains loyal to the Spider Queen.
In rare instances, the gift has endured beyond death when contingencies were in place to facilitate a quick transition to an undead state (such as when a drow dies and becomes a lich).
Aura: Strong transmutation.
Ability Value: 5,000 gp.

CAVESTALKER FORMATION

Many fanciful rock formations add to the mysterious allure of the caverns of the Underdark.
The whimsical shapes seem to have been carved by a deliberate hand, and these sculptures of living stone these never fail to inspire awe.
In many cases, they are not natural formations at all, but rather manifestations of the spirits of intrepid explorers who met their ends in the environment to which they were so attuned.
When an experienced cavestalker falls prey to one of the many perils of the Underdark, the site of his death is sometimes imbued with his knowledge of the stone tunnels, spawning a *cavestalker formation*.
Lore: Characters can gain the following pieces of information about a *cavestalker formation* by making a Knowledge (dungeoneering) check against the stated DCs.
DC *10*: When a worthy cavestalker dies in the Underdark, sometimes the earth absorbs his spirit into the stone.
DC *15*: Fanciful rock formations exist throughout the Underdark, but some of them hold the souls of cavestalkers and can bestow powers when touched.
DC *20*: Someone who gains the power of a *cavestalker formation* can use it to hide from the senses of Underdark creatures.
Description: A *cavestalker formation* appears to be a natural sculpture of stone in an underground setting.
Exotic in appearance, the formation is usually a fancifully shaped column.
stalagmite, drapery, or flowstone.
Often, a discernible image of a face is seen in the smooth folds and wrinkles of the stone, or a humanoid outline is vaguely apparent.
In other cases, the image takes the form of a symbol associated with the late cavestalker—perhaps a broken sword for someone who carried a shield decorated with that emblem, or a swooping bat for one who was a werebat.
Prerequisite: The power of a *cavestalker formation* can be tapped only by a character who has levels in the barbarian, ranger, or druid classes; or by someone who has levels in the cavelord, cavestalker, deep diviner, or prime Underdark guide prestige classes.
Location Activation: A qualified character can sense the lingering essence of a *cavestalker formation* and claim a portion of its power by spending a full-round action in direct contact with the stone.
This requirement could prove problematic if the formation grows on the roof of a cavern, behind a thundering waterfall, or above a river of molten rock.
Recharge: Up to five creatures can tap the power of a given *cavestalker formation* before it is spent.
The formation must then recharge for one year before it can confer its benefits again.
Special Ability (Ex): When activated, a *cavestalker formation* grants the recipient a +5 competence bonus on Hide checks made in an underground setting.
Duration: The Hide check bonus lasts for one year.
Aura: Strong illusion (glamer).
Ability Value: 1,500 gp.

FONT OF DELIGHTS AND SORROWS

Legends tell of ancient altars dedicated to perverse deities that are tucked away in remote reaches of the Underdark.
Explorers who are willing to give their souls to whatever mad god watches over such an altar can gain great power.
Far too many fools succumb to these seductive evils, selling their lives cheaply to sample the delights promised by these profane places.

These altars, known as *fonts of delights and sorrows*, occur spontaneously.
They can appear anywhere, at any time, but they rarely remain intact for long before a paladin or some other do-gooder destroys them.
Thus, *fonts of delights and sorrows* are more common in the direst corners of the Underdark, where only the most courageous or the most reckless would dare venture.
Lore: Characters can gain the following pieces of information about a *font of delights and sorrows* by making Knowledge (religion) checks against the stated DCs.
DC *15*: A *font of delights and sorrows* comes into being at the behest of dark deities.
DC *20*: Those who drink from its waters invite unspeakable evil into their hearts and minds.
DC *25*: These locations are often protected by clerics of evil gods, who usher willing victims onto the path of corruption, and who murder heroes seeking to destroy the font.
Description: Although *fonts of delights and sorrows* appear in a variety of locations, they are identical in form.
They are wide stone basins decorated with horrid images of mortals capering with lewd demons or performing unspeakable acts of depravity and cruelty.
Within each font is a pool of black liquid that seems to drink in the light.
No noise or tremor can disturb its obsidian surface.
Only when physically touched does the fluid assume the normal qualities of water—albeit unclean water.
Prerequisite: Only a creature that has attained at least five levels is worthy of gaining the evil blessing of a *font of delights and sorrows*.
Location Activation: Anyone who tastes the brackish waters immediately takes 1d6 points of Constitution damage.
If the drinker meets the prerequisite, he also gains the benefits of the font.
Each font has enough black water for three people.
Drinking from the same *font of delights and sorrows* more than once does not confer additional benefits, but each sip still deals 1d6 points of Constitution damage.
Recharge: Once three people have sampled the waters of a *font of delights and sorrows*, regardless of whether they were qualified to receive its power, the font is dry.
It cannot be used again until it refills itself one year later.
Special Ability (Ex): A *font of delights and sorrows* corrupts the recipient, twisting his nature so that his alignment changes to evil.
In addition, whenever he deals at least 1 point of damage in a round, he gains a +2 profane bonus on his attack rolls in the following round.
If he takes at least 1 point of damage in a round, he gains a +1 profane bonus on his saving throws for 1 round.
If the recipient regains his original alignment through the use of an *atonement* spell, he loses all benefits gained from the *font of delights and sorrows*.
Duration: The alignment change is permanent (unless reversed by magical means, as noted above), and the other effects last for 66 days.
Aura: Strong enchantment.
Ability Value: 3,000 gp (1,000 gp per affected creature).

GARDEN OF RESPLENDENT HUES

Long have explorers told of giant subterranean forests of fungi and caverns filled with multicolored mushrooms, puffballs, and molds.
Certainly, the drow and other denizens of the Underdark harvest fungi to supplement their meager diets, slake their thirst with fermented juice, clothe themselves in the fibers, concoct unguents and infusions, and more.
But not all such forests are mere gardens.
Some simmer with a deep and abiding hunger for vengeance.
Such sites seek out champions to avenge past misdeeds, and those who accept this solemn responsibility undergo a profound transformation.
A *garden of resplendent hues* sometimes grows where a myconid sovereign and its tribe are butchered.
The spores released from their dying bodies hang in the air, touched and changed by the suffering of the slain.
When the spores finally settle onto the rocks, they find purchase and grow, becoming a breathtaking *garden of resplendent hues*.
Lore: Characters can gain the following pieces of information about a *garden of resplendent hues* by making Knowledge (nature) checks at the stated DCs.
DC *10*: G*ardens of resplendent hues* are strange places of unusual growth found only in the Underdark.
DC *15*: Though harmless, a *garden of resplendent hues* hums with the promise of violence and old anger, the power of which seems to resonate with the magic used by druids and rangers.
DC *20*: A druid or ranger who spends time in a *garden of resplendent hues* can undergo a transformation.
DC *25*: A druid or ranger found worthy by a *garden of resplendent hues* transforms into a plant, crossing his form with that of a myconid.
Description: A *garden of resplendent hues* is a strange and unsettling place.
Typically forming in a hidden grotto, its size varies depending on the cavern.
All *gardens of resplendent hues* burst with fungi, including large and small mushrooms, molds, and puffballs; assorted creepers and climbers; and sweeps of yeasts, smuts, and rusts glistening on the walls, The air is humid, warmed by geothermal vents that made the sites ideal lairs for the myconid tribes that once lived there.
Prerequisite: To be found worthy of a *garden of resplendent hues* and benefit from its power, a character must be nonevil, and she must be a druid of at least 5th level or a ranger of at least 8th level.
Location Activation: To be chosen by a *garden of resplendent hues*, a character must spend at least 1 hour exploring the area without damaging any of the fungi.
She can move through the area alone or with companions, but if an evil character is present, the candidate will not be chosen.
At the end of the hour, she must attempt a DC 15 Will save.
If she fails the save, she becomes dazed (as the *daze monster* spell) for 1 minute, and nothing else happens.
If she succeeds on the save, the *garden of resplendent hues* selects her as its champion.
Recharge: Once it has granted its ability to a single druid or ranger, a *garden of resplendent hues* cannot do so again for one year.

Special Ability (Ex): The recipient's type changes to plant. She gains immunity to poison, sleep, paralysis, stunning, and polymorph.
She also gains damage reduction 5/bludgeoning or slashing.
However, unlike other plants, she is still affected by critical hits, and she gains only a +4 circumstance bonus on Will saves against mind-affecting spells and spell-like abilities.
In addition, her skin acquires a dazzling pattern of colors reflecting the hues found in the garden.
In all other respects, she is unchanged.
Duration: Any druid or ranger who receives the special ability retains it for 30 days.
Aura: Strong transmutation.
Ability Value: 10,000 gp.

UTTER DARK

There are whispers of places so deep in the Underdark that no light has ever shone there, areas where darkness reigns supreme.
Buried beneath miles of stone, these realms are known, only to a few.
Those who receive the gift of an area of *utter dark* are said to be changed forever.
Lore: Characters can gain the following pieces of information about an area of *utter dark* by making Knowledge (dungeoneering) checks at the stated DCs.
DC 15: An area of *utter dark* is a place of magical darkness that is impervious to light.
DC 20: To those willing to feed it, an area of *utter dark* reveals the secrets of shadow.
DC 25: A character who gives a portion of his soul gains the ability to peer through darkness as if it were an area of bright light.
The recipient can also use *darkness* effects with greater proficiency.
Description: Found only in the deepest regions of the Underdark, areas of *utter dark* are supremely resistant to light.
Not even magical light can penetrate their murky borders.
When light shines upon an area of *utter dark*, it reveals an impenetrable black wall, similar to the surface of a *sphere of annihilation*.
Creatures that have darkvision can still see within an area of *utter dark*, though at half the normal distance.
Those who peer inside find that everything within the zone is covered in pale dust, with no signs of life.
Prerequisite: Only a character who has attained at least ten levels can benefit from the effects of an area of *utter dark*.
Location Activation: An area of *utter dark* devours life as greedily as it eats light.
A character who enters the *utter dark* must immediately succeed on a DC 18 Fortitude save or gain one negative level.
Each round he remains in the *utter dark*, he must succeed on another save or gain an additional negative level.
Only a qualified candidate who remains in the *utter dark* for 5 consecutive rounds can benefit from its power.
The negative levels are not permanent, fading 1 hour after the character exits the area of *utter dark*.
However, anyone who is slain by exposure to the life-draining blackness rises as a shadow 1d4 rounds later.
Recharge: Once an area of *utter dark* confers its ability on a single character, it cannot do so again for one year.
Special Ability (Su): Any qualified character who taps into the power of the *utter dark* gains the ability to see perfectly in darkness, including magical darkness.
If the recipient is a spellcaster, he also gains the ability to cast spells that have the darkness descriptor at his caster level +2.
Duration: The conferred ability lasts for one year.
Aura: Strong evocation and transmutation.
Ability Value: 5,000 gp.

DUNGEON MASTER'S GUIDE 2 (3.5)

ALTAR OF THE DREAMWALKER

The *altar of the dreamwalker* is a location imbued with the pure essence of dreams.
Some sources maintain that it was formed by great arcane magic; others insist that it gained its power from the presence of powerful fey creatures who held sway over dreams.
Still others claim that it formed spontaneously as a manifestation of some unknown connection between the physical world and the realm of dreams.
Whatever its origin, the altar grants intelligent creatures that spend sufficient time in its presence a limited ability to communicate through dreams.
An *altar of the dreamwalker* can form in nearly any terrain or location, but it generally appears in a sylvan glade with a large stump or felled tree of great age that serves as the center of its magic.
Over time, the magic of the altar works subtle changes on the nearby terrain, causing plants to flourish and infusing the air with a thin but ever-present mist.
Those who visit it are aware of a certain freshness in the air and an unmistakable feeling of growth and life.
Lore: Characters can gain the following pieces of information about an *altar of the dreamwalker* by making Knowledge (arcana) or Knowledge (nature) checks at the appropriate DCs, as given below.
DC 15: An *altar of the dreamwalker* is a magical location imbued with the power of dreams.
DC 20: Intelligent creatures that rest within the glade of an *altar of the dreamwalker* gain an effective but fleeting ability to communicate through their dreams.
DC 25: An *altar of the dreamwalker* is somehow bound to the magic of the fey as well as to the magic of dreams, but little is known about this obscure connection.
Description: The glade in which an *altar of the dreamwalker* stands is peaceful and serene.
Lush grass covers the ground between healthy trees of great age.
In the center of a small clearing, the ancient, moss-covered remains of a long-fallen tree offer silent testimony to the age of the place.
All its vegetation, from grass to shrubs to ancient trees, seems flush with life and unusually hale.

The fresh scents of wildflowers deepen the sense of peace in the glade, and even the sounds of the forest seem distant and muted near the altar.
Prerequisite: An *altar of the dreamwalker* confers its special ability only on a creature with an Intelligence score of 8 or higher.
Location Activation: To gain the ability conferred by an *altar of the dreamwalker*, a qualified creature must spend 8 hours in uninterrupted rest within 20 feet of the central stump or tree.
Ethereal creatures cannot approach within 30 feet of it, and any effect that would cause a creature within this radius to become ethereal automatically fails.
Small communities of mystics occasionally gather for years around an *altar of the dreamwalker* to study the magic of dreams and the power of the altar.
An *altar of the dreamwalker* grants the *dream* ability to only one creature at a time.
If multiple qualified creatures are present simultaneously, only one (selected at random) gains the power.
Recharge: Once it has granted a creature the *dream* ability, an altar cannot do so again for 24 hours.
Special Ability (sp): An *altar of the dreamwalker* grants the ability to use *dream* (caster level equals creature's character level) as a spell-like ability once during the next 24-hour period.
If not used within that timeframe, the ability is lost.
Duration: A creature that uses the ability and then spends another 8 hours resting within the required radius of the altar regains the ability as soon as the altar has recharged (24 hours after gaining it the first time).
The creature can continue this process for as long as desired, regaining the ability each day, so long as it does not leave the area of the altar.
Once it passes beyond the 20-foot radius of the altar's power, it can never again gain the ability.
Aura: Moderate illusion.
Ability Value: 2,000 gp.

DRAGONHEART TOMB

When a great dragon dies while using powerful necromantic magic underground, the place of its death might be imbued with mighty arcane energies that convert it into a *dragonheart tomb*.
Characters skilled in necromantic magic can sometimes claim some of the latent power of such a site for themselves.
Dragonheart tombs occur only underground.
Over time, the magic inherent in such locations shifts and warps the terrain within the immediate area, withering any vegetation, darkening the stone, and decaying any natural substances.
Creatures entering such an area become aware of an unnerving chill in the air.
Lore: Characters can gain the following pieces of information about a *dragonheart tomb* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC *10*: A *dragonheart tomb* results from the death of a great dragon.
DC *15*: A *dragonheart tomb* forms only when a great dragon dies while using or affected by powerful necromantic magic.
DC *20*: Each such location holds tremendous necromantic power that can be drawn forth and used to augment necromantic spells.
DC *25*: A *dragonheart tomb* is always watched and guarded—not just by those who seek to harvest its power for themselves, but also by those who seek to prevent the spread of necromancy.
Description: A *dragonheart tomb* is a vast, expansive, foreboding cavern.
Its rough floors are sloped and jagged, and the ceiling has a wealth of stalactites, clefts, and other uneven features.
The immense bones of a great dragon, lying inanimate in the center of the cavern, are the most striking features of the tomb.
The cavern seems perpetually dim, and although light sources function normally within it, an impression of darkness still remains.
Any illumination seems temporary and somehow fragile, as if the tomb were just waiting to return to its natural state of darkness.
The air within a *dragonheart tomb* also has an unnatural chill, which many liken to the presence of death.
Although the creeping darkness and seeping cold produce no tangible effects, creatures find their stay within a *dragonheart tomb* both unnerving and unpleasant.
Prerequisite: To gain the benefits of a *dragonheart tomb*, a creature must be able to cast at least one 2nd-level or higher necromancy spell.
Location Activation: A qualified spellcaster can sense the lingering power of a *dragonheart tomb* and claim a small shard of it by spending a full-round action within its confines.
A *dragonheart tomb* holds enough power to boost the spellcasting ability of up to two qualified creatures simultaneously.
Recharge: After a *dragonheart tomb* has conferred its ability twice, it cannot grant its power again for one full year.
Special Ability (ex): A spellcaster who draws forth the power of a *dragonheart tomb* has an effective +1 caster level for all necromancy spells.
Duration: The increased caster level lasts for one year.
Aura: Strong necromancy.
Ability Value: 2,000 gp (1,000 gp per creature affected).

EMBER OF DRAGONFIRE

When a fire-breathing dragon uses its breath weapon to destroy other powerful creatures, the site of the battle might become an *ember of dragonfire*.
Imbued with the dragon's magical fire, the souls of the destroyed creatures are bound into the ground where they died.
This contained dragonfire causes the entire area to glow with an unsettling heat, which serves to mark the location as magical, although it causes no physical harm.
While the magic of the dragonfire remains active, the affected area also glows with a dim, reddish light reminiscent of a dimly glowing ember.
An *ember of dragonfire* can form anywhere that a powerful creature dies in the flames of a dragon's breath.
But such sites are still quite rare, even when powerful dragons are present.
Even a great wyrm red dragon might die of old age without ever causing the formation of such a site.

Lore: Characters can gain the following pieces of information about an *ember of dragonfire* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC *10*: An *ember of dragonfire* is a magical site that holds the essence of a dragon's fiery breath.
DC *15*: E*mbers of dragonfire* are sometimes created when powerful creatures succumb to a dragon's fiery breath.
DC *20*: E*mbers of dragonfire* allow certain creatures to capture the essence of the dragon's fire within themselves and breathe it out again, just like a dragon can.
Description: Because they form in a wide variety of locations and under various conditions, *embers of dragonfire* tend to have few physical characteristics in common.
The only constants are the heat that pervades the area and a faint red glow in the area of the original embers.
Prerequisite: Only a creature with more than three character levels can sense and access the power of an *ember of dragonfire*.
Location Activation: Any qualified creature that enters the site senses the burning energy that suffuses it.
By spending a full-round action within the confines of the ember, the creature takes this latent power into itself.
If the creature is unintelligent, it instinctively draws forth the power of the site unless directly threatened by combat.
Recharge: Once an *ember of dragonfire* has conferred its power upon a single creature, it cannot do so again for one year.
Special Ability (su): A creature empowered by an *ember of dragonfire* can breathe a 30-foot cone of fire once per day.
Every creature within the cone takes 6d8 points of fire damage, though a successful Reflex save (DC 10 + 1/2 empowered creature's HD + empowered creature's Con modifier) halves the damage.
A creature gains this ability in addition to any breath weapon or similar ability that it might already have.
Duration: The ability to breathe fire lasts for 30 days.
Aura: Strong evocation.
Ability Value: 8,000 gp.

EVERFLAME

When a gate or portal to the Elemental Plane of Fire remains open for several centuries, a small area around it can become imbued with the magic of *everflame*.
Such a location holds the magical essence of fire within it, and creatures of sufficient power sometimes draw this power into themselves, gaining resistance to fiery spells and effects.
Lore: Characters can gain the following pieces of information about an *everflame* by making Knowledge (the planes) checks at the appropriate DCs, as given below.
DC *10*: An *everflame* is a remnant of a long-standing connection to the Elemental Plane of Fire that holds the essence of that fiery realm.
DC *15*: Those who withstand the fires of an *everflame* can resist the effects of any fire.
DC *20*: Anyone who stands within an *everflame* can draw a small portion of its magic into himself and gain significant resistance to fire damage.
Description: An area imbued with the power of an *everflame* is perpetually afire.
Its flames burn creatures and objects brought into contact with them, but they do not spread, nor do they burn more than a few yards of the surrounding area.
Because an *everflame* is found only where a gate to the Elemental Plane of Fire has long existed, it typically occurs near some natural source of fire or heat.
For example, an *everflame* might be found on a rocky island floating in lava, at the heart of a vast, scorching desert, or in some other such fearsomely hot location.
Prerequisite: Only a creature with at least five character levels can access the power of an *everflame*, and then only if it possesses no special ability that would lessen the damage it takes from fire.
Location Activation: The fires of an *everflame* occupy a 15-foot-radius, circular area and provide flickering illumination to a distance of 15 feet beyond that in every direction.
This magical fire deals 2d6 points of fire damage per round to any creature in contact with it.
To gain the benefit of an *everflame*, a qualified creature must stand unprotected within its confines for at least 3 rounds.
Each incarnation of an *everflame* affects only five creatures at a time.
If more than five creatures qualify for the benefit at once, only five of them (chosen randomly) gain it.
Recharge: Once an *everflame* has conferred its benefits on five creatures, it cannot confer them again for one year.
Special Ability (ex): A qualified creature gains resistance to fire 5.
A creature that already has resistance to fire from another source (even a temporary one, such as a spell or item) gains nothing from an *everflame*.
A creature can gain this benefit only once, and its effects do not stack with any other resistance to fire the creature might subsequently gain.
Duration: The resistance to fire lasts for one year.
Aura: Strong abjuration and evocation.
Ability Value: 10,000 gp (2,000 gp per affected creature).

FOOTSTEPS OF CORELLON

Throughout the long history of his people, the great elf deity Corellon Larethian has performed many wondrous deeds.
Although he is a being of great peace and wisdom, Corellon Larethian has at times been forced to pit his own immense power against the foes of the elves in direct combat.
In a few such battles, the divine might that Corellon exerted has forever altered the landscape around the site.
Such locations, which are known as *footsteps of Corellon*, are imbued with shards of the deity's power.
When discovered, these sites become sacred to the elves, who visit them in pilgrimages.
In rare instances, such a location might yield up some of its intrinsic power to a worthy elf, granting her the ability to deliver terrible attacks with a ranged weapon.
Sometimes a community that knows of a nearby footstep selects its fittest and most deserving elves and bids them race to the location.
The elf who arrives first gains the benefit of the site and proves both her athletic prowess and her devotion to Corellon.
Lore: Characters can gain the following pieces of information about a *footstep of Corellon* by making

Knowledge (history) or Knowledge (religion) checks at the appropriate DCs, as given below.
DC 10 (*history or religion*): The *footsteps of Corellon* are sites where Corellon Larethian took up weapons against the foes of the elves.
DC 15 (*history*): *Footsteps of Corellon* are not formed every time Corellon comes to the Material Plane.
They form only when he expends a great deal of his own power there.
DC 15 (*religion*): On rare occasions, *footsteps of Corellon* are imbued with some of the deity's divine power, and powerful elves benefit from exposure to them.
DC 20 (*religion*): An elf who journeys to one of the *footsteps of Corellon* and meditates there gains the ability to make powerful ranged smite attacks.
DC 35 (*history or religion*): A successful check at this level allows the character to learn or recall a clue to the location of a *footstep of Corellon*.
Description: *Footsteps of Corellon* differ greatly in appearance, since their physical attributes are determined more by where the struggle took place than by any action on the part of Corellon.
Footsteps of Corellon have been found in stark mountain passes, deep underground grottos, and various other strange locations in which the great elf deity brought his power to bear against an enemy of his people.
Regardless of their physical appearance, these sites are filled with a sense of peace and purpose.
Any intelligent creatures that enter the area perceive this intangible quality, but it seems particularly palpable to elves of good alignment.
Prerequisite: Only a good-aligned elf with at least five character levels can gain the power granted by a *footstep of Corellon*.
Location Activation: To gain the benefit of a *footstep of Corellon*, a character must meditate uninterrupted for 1 hour within its confines.
If this meditation is interrupted, the character can begin again.
Recharge: Once a given footstep has bestowed its power on a single elf, it cannot do so again for five years.
This long recharge time makes the power a particular prize for the discoverer of such a site or the winner of a race to it.
Special Ability (su): A *footstep of Corellon* grants the ability to make one ranged smite attack each day with a thrown weapon or projectile weapon.
On a successful attack, a bonus equal to the elf's character level (maximum +20) applies to his damage roll.
This smite ability can be used against any creature within 30 feet that the elf considers a foe.
He must declare that he is using the smite ability before making the attack roll.
If the attack misses or if the target is farther than 30 feet away, the smite has no effect, and its use is lost for the day.
Duration: Any elf who receives the smite ability retains it for 30 days.
Aura: Strong transmutation.
Variants: If the elf deity Corellon Larethian is not included in your campaign's pantheon, you can easily associate the *footsteps of Corellon* with some other deity that plays a similar role in your campaign.
You can even change the elven flavor of these sites by choosing a nonelf deity known for archery.
If you change the deity, however, you must also alter the name of the magical location.
Ability Value: 4,000 gp.

Garden of Nature's Rage

Filled with the raw, unknowable force of nature itself, a *garden of nature's rage* is a wellspring of power that is overlooked by those who delve into the mysteries of the arcane or master the rituals of the divine.
In these few rare places, the raw anger of nature manifests and pours directly into the servants and defenders of wild places, increasing their power dramatically.
Certain powerful druids can draw the power of a *garden of nature's rage* into themselves to make their wild shaped forms more powerful in combat.
Lore: Characters can gain the following pieces of information about a *garden of nature's rage* by making Knowledge (nature) checks at the appropriate DCs, as given below.
DC 15: *Gardens of nature's rage* are wild, powerful places filled with the pure essence of nature's might.
Their power is connected in some way with the powers of the druid orders.
DC 20: A druid who roams a *garden of nature's rage* gains some special enhancement to his druid abilities.
DC 25: A high-level druid who successfully bonds with a *garden of nature's rage* draws some of its power into herself.
After this process is complete, she uses this power to enhance her physical prowess while in wild shape.
DC 35: A successful check at this level allows the character to learn or recall a clue to the location of a *garden of nature's rage*.
Description: A *garden of nature's rage* is always a wild and untracked stretch of wilderness.
It can occupy an area as small as a few miles across in each direction, or as vast as an entire continent.
Regardless of its size, the garden is filled with lush and healthy plant life, wild and powerful animals, and a variety of fey creatures.
The animals in a *garden of nature's rage* grow larger and stronger than others of their kind, and dire animals frequently prowl these magical sites.
The sounds of nature fill a *garden of nature's rage*.
Massive dire animals crash through dense vegetation and underbrush in search of prey, while smaller animals clamor and call to one another.
A druid who claims the power granted by a *garden of nature's rage* takes on a feral and twisted appearance when in wild shape.
For example, she might have longer, more vicious fangs and a feral cast to her features in the form of a dire wolf, or jagged stone spikes protruding from her body in earth elemental form.
Her normal form is unaffected except for a gleam of power in her eyes.
Prerequisite: Only a 5th-level or higher druid can access the power contained within a *garden of nature's rage*.
Location Activation: To claim the power of a *garden of nature's rage*, a qualified druid must roam the area for one week, living off the land and sleeping in the open.
Her animal companion can accompany her, but otherwise she must undertake the ordeal alone.

While wandering the garden, the druid uses her spells and abilities normally, but she must befriend and aid the natural creatures she encounters and fight only against those who would do harm to the natural world.
Recharge: Once it has granted its ability to a single druid, a garden cannot do so again for one year.
Special Ability (ex): Once per day, when the druid assumes a new form through the use of her wild shape ability, she gains a +4 enhancement bonus to Strength and Constitution.
These increases last as long as the druid maintains the wild shape.
She decides whether or not to use this ability upon activating her wild shape.
Duration: The enhanced wild shape ability lasts for one year.
Aura: Strong transmutation.
Ability Value: 8,000 gp.

HEART OF FLAME

Great concentrations of magical fire sometimes imbue the places where they occur with an inner fire of their own.
These locations, known as *hearts of flame*, form from large outpourings of magical fire, the presence of several extremely powerful fire elementals, or even the opening of a gate or portal to the Elemental Plane of Fire.
Despite the fact that they arise from a variety of sources, *hearts of flame* are extremely rare.
Since magical fire touches almost any sort of place, *hearts of flame* vary considerably in appearance and location.
One might be a cave whose dark stone walls seem to flicker with buried fire; another could be a forest glade that somehow radiates heat and light without producing actual flame.
Whatever their outward nature, however, all such places draw their power from the purest essence of magical fire.
Lore: Characters can gain the following pieces of information about a *heart of flame* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 15: A *heart of flame* is a mystical location imbued with the purest essence of fire.
DC 20: The magical essence of fire contained in locations known as *hearts of flame* somehow augments fire-based magic.
DC 25: Spellcasters of sufficient skill who journey to a *heart of flame* can pull some of this power into themselves to increase the power of their fire spells.
Description: Though *hearts of flame* vary greatly in appearance, all have some similar characteristics.
Such a site always seems unusually warm, and the ambient temperature is never lower than 70° Fahrenheit.
If the normal ambient temperature of the surrounding area is higher than 70°, the temperature within the *heart of flame* is warmer still—usually at least 10° to 15° above the norm.
In addition, the entire area glows dimly with a red, flickering light, as if unseen flames were reflecting off the walls, the ground, or even nearby creatures.
This flickering light provides dim illumination throughout a *heart of flame*.
Flames seem to spring from the body of any spellcaster who has successfully drawn power from a *heart of flame* whenever she casts a spell with the fire descriptor.
But although this fiery nimbus looks impressive, it deals no damage of any kind.
Prerequisite: Only a 5th-level or higher spellcaster can access the power contained within a *heart of flame*.
Location Activation: To claim the power of a *heart of flame*, a qualified spellcaster must stand within its confines and draw its power into herself by force of will.
Doing so requires a full-round action and provokes attacks of opportunity.
Recharge: Once a *heart of flame* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): A spellcaster who draws forth the power from a *heart of flame* has an effective +1 caster level for all spells with the fire descriptor.
Duration: The conferred ability lasts for one year.
Aura: Strong evocation.
Ability Value: 3,000 gp.

HEART OF ICE

In a manner similar to its antithesis, the *heart of flame*, a *heart of ice* is a place imbued with the magical power of cold.
A *heart of ice* results from the death of a powerful being with the cold subtype, the presence of powerful cold magic, or a long-open gate or portal to a plane of great cold.
Despite the fact that they arise from a variety of sources, *hearts of ice* are extremely rare.
Since magical cold touches almost any sort of place, *hearts of ice* vary considerably in appearance.
Most are in arctic climes, hidden away in deep crevasses or ice caves of great size and awe-inspiring beauty.
Regardless of its other characteristics, however, a *heart of ice* is always frigid.
Stones, vegetation and objects within its confines quickly become rimmed with frost, the air is uncomfortably cold, and the ground is slippery with ice.
Lore: Characters can gain the following pieces of information about a *heart of ice* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 15: A *heart of ice* is a mystical location imbued with the purest essence of cold.
DC 20: The magical essence of cold contained in locations known as *hearts of ice* somehow augments cold-based magic.
DC 25: Spellcasters of sufficient skill who journey to a *heart of ice* can pull some of this power into themselves to increase the power of their cold spells.
Description: Though *hearts of ice* vary greatly in appearance, all have some similar characteristics.
Such a site always seems unusually chilly, and the ambient temperature is never higher than 40° Fahrenheit.
If the normal ambient temperature of the surrounding area is lower than 40°, the temperature within a *heart of ice* is cooler still—usually at least 10° to 15° below the norm.
In addition, the entire area glows dimly with a dull, blue radiance, which provides dim illumination throughout a *heart of ice*.
The air in such a place is always crisp and clean.
The air around any spellcaster who has successfully drawn power from a *heart of ice* drops a few degrees in temperature and takes on a crisp, icy clarity whenever he casts a spell with the cold descriptor.
This inherent coolness deals no damage of any kind.
Prerequisite: Only a 5th-level or higher spellcaster can access the power contained within a *heart of ice*.

Location Activation: To claim the power of a *heart of ice*, a qualified spellcaster must stand within its confines and draw its power into himself by force of will.
Doing so requires a full-round action and provokes attacks of opportunity.
Recharge: Once a *heart of ice* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): A spellcaster who draws forth the power from a *heart of ice* has an effective +1 caster level for all spells with the cold descriptor.
Duration: The conferred ability lasts for one year.
Aura: Strong evocation.
Ability Value: 3,000 gp.

HEART OF STONE

H*earts of stone* always form underground, in spots where strange and wondrous events have occurred.
These rocky caverns might form around a powerful concentration of earth magic (such as the earth nodes described in the FORGOTTEN REALMS supplement *Underdark*), but more often they result from powerful earth-based spells, the presence of several earth elementals, or a gate to the Elemental Plane of Earth.
Although they look like normal caverns, the closed-in spaces that make up a *heart of stone* are filled with the unadulterated power of the earth.
Most creatures that visit such a spot know that it is a special location, even if they cannot identify its exact nature.
Lore: Characters can gain the following pieces of information about a *heart of stone* by making Knowledge (arcana) or Knowledge (dungeoneering) checks at the appropriate DCs, as given below.
DC 15 (*arcana*): A *heart of stone* is a mystical location imbued with the purest essence of elemental earth.
DC 20 (*arcana*): The magical essence of stone contained in locations known as *hearts of stone* somehow augments abjuration magic.
DC 25 (*arcana*): Spellcasters of sufficient skill who journey to a *heart of stone* can pull some of this power into themselves to increase the power of their abjuration spells.
DC 35 (*dungeoneering*): Each *heart of stone* consists of only one kind of rock.
The area around such a location can sometimes be identified by the unusual purity of its stone.
Description: H*earts of stone* are always found underground.
Though they vary greatly in location, size, and appearance, one common feature sets them apart from natural stone formations: Each *heart of stone* is composed of only one kind of stone or mineral, as are the areas in its immediate vicinity.
This uniformity occasionally helps a skilled dungeoneer find these rare locations.
Any creature affected by a spell that has been augmented by the power of a *heart of stone* takes on a vaguely crystalline appearance.
The edges and ridges of its form are sharper than normal, as though the creature's body had been carved from crystal.
This change in appearance is merely cosmetic and lasts only as long as the spell's effects do.
Prerequisite: Only a 5th-level or higher spellcaster can access the power contained within a *heart of stone*.
Location Activation: To claim the power of a *heart of stone*, a qualified spellcaster must stand within its confines and draw its power into herself by force of will.
Doing so requires a full-round action and provokes attacks of opportunity.
Recharge: Once a *heart of stone* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (sp): A spellcaster who draws forth the power from a *heart of stone* channels spell energy into damage reduction.
He casts a particular spell from the school of abjuration, but instead of benefiting from the spell normally, he gains damage reduction equal to twice its spell level with respect to adamantine.
The ability can be used once per day and lasts for up to 10 minutes.
The damage reduction can be dispelled as if it were a separate spell cast by the spellcaster.
Duration: The conferred ability lasts for one year.
Aura: Strong abjuration.
Ability Value: 2,000 gp.

HEART OF WIND

In a manner similar to its antithesis, the *heart of stone*, a *heart of wind* is a place imbued with the magical power of elemental air.
A *heart of wind* results from the presence of several powerful air elementals, the use of great air-based magic, or even the opening of a gate or portal to the Elemental Plane of Air.
Despite the fact that they arise from a variety of sources, *hearts of wind* are extremely rare.
A *heart of wind* forms in nearly any kind of place—even deep underground.
Typically, however, it forms high above the ground's surface—either at the peak of a great mountain, or suspended in the air high above an open plain.
A strong wind blows constantly through a *heart of wind*, though its direction and exact strength might change from time to time.
Lore: Characters can gain the following pieces of information about a *heart of wind* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 15: A *heart of wind* is a mystical location imbued with the purest essence of elemental air.
DC 20: The magical essence of elemental air contained in locations known as *hearts of wind* somehow augments the use of magic.
DC 25: Spellcasters of sufficient skill who journey to a *heart of wind* can pull some of this power into themselves to gain the ability to cast spells normally delivered by touch as ranged effects.
Description: H*earts of wind* are typically located so high above the ground that even normal flying creatures have difficulty reaching them.
But air elementals, djinn, and other creatures of elemental air do not share this difficulty in attaining the extreme altitudes at which a *heart of wind* is usually found.
In addition to the difficulties imposed by the altitude, those seeking a *heart of wind* must deal with the fact that it is made out of air and nothing else.

See invisibility, *true seeing*, and similar spells are of no help in locating a *heart of wind*, but a Spot check (DC 50, reduced as appropriate for distance) reveals it.
Unlike most other magical locations, *hearts of wind* are mobile, and they tend to act like bubbles of pure, magically charged air moving through the upper reaches of the atmosphere.
Thus, finding one usually requires both powerful divinatory magic and a great deal of luck.
A few such locations are stationary, and occasionally one moves slowly enough that a determined searcher can learn relevant clues about its location.
The more mobile *hearts of wind*, however, leave no traces of their passage and are impossible to locate if they are not within range of a divination spell.
A fierce gust of wind jostles the hair and clothes of a spellcaster who has successfully drawn power from a *heart of wind* whenever she casts a touch spell at range (see Special Ability, below).
Although this breeze is not strong enough to adversely affect the spellcaster or other creatures, all those nearby hear and feel the rushing of air.
Prerequisite: Only a 5th-level or higher spellcaster can access the power contained within a *heart of wind*.
Location Activation: To claim the power of a *heart of wind*, a qualified spellcaster must stand within its confines and draw its power into himself by force of will.
Doing so requires a full-round action and provokes attacks of opportunity.
Recharge: Once a *heart of wind* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): A spellcaster who draws forth the power of a *heart of wind* uses touch spells at range.
Once per day, she treats the range of any touch spell of 3rd level or lower as if it were 30 feet.
The spell affects the target normally, just as if the spellcaster had made a successful melee touch attack.
If the spell actually is used as an attack (that is, against a foe), the spellcaster must succeed on a ranged touch attack instead of the melee touch attack that would normally be required.
This ability has no effect on spells whose ranges are other than touch.
Duration: The conferred ability lasts for 30 days.
Aura: Strong transmutation.
Ability Value: 2,000 gp.

LAST STAND OF THE IRONSWORN

Centuries ago, a group of powerful dwarf warriors was given a desperate mission—to hold the underground passage leading to a great dwarf city against an encroaching horde of hobgoblins and bugbears while the city was evacuated.
When the intrepid band of dwarves beheld the onrushing foes, they knew that their chances of holding out long enough for all their fellows to escape were vanishingly small.
Looking to one another for courage, the dwarves swore a powerful joint oath to hold the passage—not for the safety of the city and not for their own honor, but for the brotherhood they had built among themselves.
Against all expectations, the Brotherhood of the Ironsworn held the evil humanoids at bay for three entire days.
Only when word came that the last dwarf was safely away from the city's gates did the remaining Ironsworn finally fall.
Because of the Ironsworn's devotion and extreme heroism, the spot where they made their last stand gained mystical powers of its own.
Lore: Characters can gain the following pieces of information about the *Last Stand of the Ironsworn* by making Knowledge (history) or Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 15 (*history*): The *Last Stand of the Ironsworn* is a dwarven legend about a group of warriors who held off a large horde of humanoids bent on attacking a city.
DC 25 (*history*): The *Last Stand of the Ironsworn* is one of the greatest tales of dwarven military might, and the site of these heroic dwarves' last stand is said to have magical powers.
DC 25 (*arcana*): The *Last Stand of the Ironsworn* is an obscure magical location that allows groups of good-aligned heroes to swear a powerful oath of mutual protection.
Description: The Ironsworn made their final stand just inside the gates of their great underground city.
A grand passage, once lined with the artistry of proud dwarven craftsmen, leads to a gaping hole more than 40 feet high and nearly as wide.
Beyond this gap lie the ruins of the great city itself.
Once, a magnificent pair of adamantine doors kept unwelcome visitors out, but the same great forces that shattered the Ironsworn's might pulled these gates down and used the adamantine as raw material for several powerful magic weapons and suits of armor.
The skin of creatures bound to the power of the Ironsworn gains a vaguely metallic sheen when they call upon the bond they share.
This change in appearance provides subtle but noticeable visual evidence of the Ironsworn's magic.
Prerequisite: Only a group of good-aligned allies who stand together at the site of the Ironsworn's last stand can draw the power from this unique magical location.
Location Activation: To claim the power of the *Last Stand of the Ironsworn*, a group of good-aligned allies must stand together at the site and forever bond themselves as comrades in arms.
The magic of the location, enhanced and made manifest by the devotion and courage of the Ironsworn, grants the group a greater than normal ability to stand together against foes.
Recharge: Once it has conferred its power on a group of up to five allies, the *Last Stand of the Ironsworn* cannot grant the ability again for one year.
Most DMs link the number of creatures that the *Last Stand of the Ironsworn* can affect to the number of characters adventuring together, so that no player feels excluded from the benefits.
This option also creates a game mechanic that reinforces the party's natural desire to continue adventuring together.
Special Ability (su): Once per day, a group of allied creatures that have stood together at the *Last Stand of the Ironsworn* can call upon the power of the site.
To do so, one of them must spend a standard action yelling, "Remember the Ironsworn!" Each ally within 30 feet of another ally immediately gains a number of temporary hit points equal to twice the number of eligible allies.
These temporary hit points last for up to 1 hour.

For example, if a group of five heroes who have stood together at the *Last Stand of the Ironsworn* are all within 30 feet of each other, and one of them spends a standard action to call forth the site's power, each gains 10 temporary hit points that last for up to 1 hour.
Duration: The conferred power lasts for one month. It ends prematurely for all creatures in the group if any of the allies who stood together at the *Last Stand of the Ironsworn* dies before that time.
Aura: Strong transmutation.
Variants: Unlike other locations described in this section, the *Last Stand of the Ironsworn* carries its own specific history.
However, a DM wishing to use the abilities of the *Last Stand of the Ironsworn* in another way can easily change the details of this history.
Warriors of another race, nation, or affiliation could easily provide the impetus for such a magical location at any site where they made a desperate last stand against overwhelming odds.
Simply changing the name and back story of the location allows you to place the magical effects in any area of your campaign world.
Ability Value: 10,000 gp (2,000 gp per affected creature).

NECROPOLIS OF DREAD

A *necropolis of dread* is a dark and twisted grave site that seems to draw all light into itself.
Its lusterless black walls and pale bones create a gloom-filled impression of death and hopelessness.
These rare sites usually result from strong necromantic magic, the creation of powerful undead, or massive slaughter in the name of some evil power.
Whatever its location, the landscape within a *necropolis of dread* is forever changed, and never again does the area feel clean or wholesome to living creatures.
Lore: Characters can gain the following pieces of information about a *necropolis of dread* by making Knowledge (religion) checks at the appropriate DCs, as given below.
DC 15: A *necropolis of dread* is a magical gravesite full of unknowable terrors.
DC 20: A *necropolis of dread* grants some of its fearsome power to any skilled necromancer who manages to brave its horrors.
DC 25: A necromancer who masters the power of a *necropolis of dread* casts fear-inducing magic with greater facility.
In addition, creatures that brave the necropolis are more resistant to other fear-inducing effects, even if they have no ability with necromancy or fear-inducing magic.
Description: A *necropolis of dread* is as dark and fearsome as its name implies.
Its black walls seem to absorb light, and even the brightest days take on a dim and cheerless aspect within its confines.
An unearthly stillness pervades its grounds, and even the slightest sound seems jarring amid the silence of the dead.
When a spellcaster who has withstood the horrors of the necropolis uses its power to enhance a fear-inducing spell, his body is wrapped in a shadowy cloud that seems to pulse and writhe with power.
Prerequisite: Only a character with five or more character levels can access the power contained within a *necropolis of dread*.
Location Activation: The obelisk at the center of a *necropolis of dread* sends a magical spear of fear through each creature that approaches within 50 feet.
The effect is identical to that of a *fear* spell (Will DC 18).
Only a creature that spends a full-round action while within 50 feet of the obelisk benefits from the site's power.
Activating the site in this manner provokes attacks of opportunity.
Recharge: Once a *necropolis of dread* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): Any qualified spellcaster who draws forth the power of a *necropolis of dread* gains a +4 bonus on saving throws against fear effects.
In addition, whenever he casts a spell with the fear descriptor, or uses a spell-like or supernatural ability that induces fear, the DC of the required saving throw increases by 1.
Duration: The conferred ability lasts for one year.
Aura: Strong necromancy.
Ability Value: 3,000 gp.

POOL OF FROZEN SOULS

This strange pool of magic water is akin to an *everflame* but opposite in effect.
Formed by the presence of powerful cold magic or a long-standing portal to a particularly frigid section of the Elemental Plane of Water, a *pool of frozen souls* resembles a pool of extremely cold water.
Regardless of the outside temperature, the water in a *pool of frozen souls* never freezes, and it remains frigid to the touch even in the hottest ambient temperatures.
Because the magic of the pool is tied to its location, not to the water within it, any water removed from the pool is simply normal water.
A *pool of frozen souls* that is completely drained of water loses its magical abilities.
Lore: Characters can gain the following pieces of information about a *pool of frozen souls* by making Knowledge (the planes) checks at the appropriate DCs, as given below.
DC 10: A *pool of frozen souls* is the remnant of a longstanding connection to the Elemental Plane of Water, and it holds the essence of that watery realm.
DC 15: It is said that those who withstand the chill of a *pool of frozen souls* can resist the effects of any cold.
DC 20: Those who stand within a *pool of frozen souls* gain significant resistance to cold damage by drawing a small portion of its magic into themselves.
Description: The area around a *pool of frozen souls* is perpetually filled with an unearthly chill.
The cold of the air and the water of the pool painfully freezes creatures and objects in contact with them, but these effects do not spread beyond the small area around the pool itself.
Because *pools of frozen souls* are found only in areas that have held gates to the Elemental Plane of Water for long periods, they almost always occur near or within some great body of water.
Such a site might include an island on which land-bound creatures forged the gate, but more often they are submerged in water.
Prerequisite: Only a creature with at least five character levels can benefit from the effects of a *pool of frozen souls*.

Location Activation: A *pool of frozen souls* is continually lit by a dull blue glow that emanates from the water itself.
This magical pool deals 2d6 points of cold damage per round to any creature in contact with its water.
To gain the benefits of a *pool of frozen souls*, a qualified creature must stand unprotected within its confines for at least 3 rounds.
Each incarnation of the pool affects only five creatures at a time.
If more than five creatures qualify for the benefit at once, only five of them (selected at random) gain it.
Recharge: Once a *pool of frozen souls* has conferred its benefits on five creatures, it cannot confer them again for one year.
Special Ability Activation and Effect (ex): A qualified creature gains resistance to cold 5.
A creature that already has resistance to cold from another source (even a temporary one, such as a spell or item) gains nothing from the pool.
A creature can gain this benefit only once, and its effects do not stack with any other resistance to cold the creature might subsequently gain.
Duration: The resistance to cold lasts for one year.
Aura: Strong abjuration.
Ability Value: 10,000 gp (2,000 gp per affected creature).

SHRINE OF THE WEAPONMASTER

Imbued with the martial perfection and power of an exceptionally skilled warrior, a *shrine of the weaponmaster* is a hallowed place associated with great displays of martial skill.
Most often, the death of a great warrior gives rise to a *shrine of the weaponmaster*, but it can also result from a significant display of martial prowess by a living warrior or group of warriors.
Though called a shrine, such a location has no connection to divine power and can be found anywhere.
Lore: Characters can gain the following pieces of information about a *shrine of the weaponmaster* by making Knowledge (history) checks at the appropriate DCs, as given below.
DC 15: A *shrine of the weaponmaster* is the site where a famous warrior fell, or where one or more warriors displayed great martial prowess.
DC 20: A *shrine of the weaponmaster* holds some of the martial skill of the great warrior or warriors who fought there. Those who visit the location can pull some of this power into themselves.
DC 25: A *shrine of the weaponmaster* is a magical location that allows a skilled warrior to bond with a specific weapon, thereby gaining amazing skill with the weapon.
Description: The power embodied in a *shrine of the weaponmaster* stems from the events that transpired there, not from any physical aspect of the location.
Thus, shrines vary widely in appearance, though many are found in areas of extreme danger, since such locations tend to require the exceptional feats of arms that give a *shrine of the weaponmaster* its magic.
Prerequisite: Only a character with a +5 or higher base attack bonus and proficiency with all martial weapons can access the power contained within a *shrine of the weaponmaster*.
Location Activation: To claim the power of a *shrine of the weaponmaster*, a qualified warrior must stand within its confines and draw its power into himself by force of will. Doing so requires a full-round action and provokes attacks of opportunity.
A *shrine of the weaponmaster* holds enough power to affect up to five qualified creatures simultaneously.
Recharge: Once a *shrine of the weaponmaster* has conferred its ability on five creatures, it cannot confer it again for 30 days.
Special Ability: The magic of the shrine grants the affected warrior great insight into the use of weapons.
Each morning after he acquires the power, he can spend 15 minutes practicing his newfound martial knowledge and attuning himself to a single melee weapon with which he is proficient.
After completing this simple ritual, he gains a +2 bonus on damage rolls for attacks made with the attuned weapon. The warrior stays attuned to the weapon until the following morning.
At that point, he can repeat the ritual with the same weapon or a different one.
Failure to perform the ritual on any given day means he does not gain the bonus on damage rolls for the following 24-hour period, but he still retains the ability to perform the ritual on subsequent days until the ability expires.
Duration: The conferred ability lasts for 30 days.
Aura: Strong divination.
Ability Value: 10,000 gp (2,000 gp per affected creature).

SPELLWARD OF ARCANE MIGHT

A magical event of great power sometimes gives rise to a *spell ward of arcane might*.
Such areas are imbued with so much raw arcane energy that the very air seems to hum with unfocused power.
Like other magical locations, *spell wards of arcane might* are extremely rare, and the conditions that give rise to them are poorly understood.
A *spell ward of arcane might* could arise from battles between multiple powerful spellcasters, the creation of an artifact or a similarly powerful magic item, the use of multiple *wish* spells in the same spot, and similar titanic releases of arcane power.
Although spellwards form anywhere, most are indoors. Magical glyphs of vibrant blue energy continuously form and fade on the walls, ceilings, and floors of these spaces. While only a few such sigils are ever present within a spellward, their glow provides faint illumination within its confines.
Lore: Characters can gain the following pieces of information about a *spellward of arcane might* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 15: A *spellward of arcane might* is a wellspring of magical power.
DC 20: A *spellward of arcane might* allows a spellcaster to alter spells as they are cast.
DC 25: A *spellward of arcane might* is a magical location that grants an experienced spellcaster the ability to spontaneously quicken a small number of spells.
Description: *Spellwards of arcane might* are usually found indoors.

Every interior surface of such a location is covered in glyphs that glow with a magical light.
This faint glow provides dim illumination throughout the spellward.
When a spellcaster enhances a spell with the power of a spellward, glowing blue runes form in the air around her.
These runes vanish almost immediately, but their presence is a visible reminder of the power granted by the spellward.
Prerequisite: Only a 5th-level or higher arcane spellcaster can access the power contained within a *spellward of arcane might*.
Location Activation: To claim the power of a *spellward of arcane might*, a qualified arcane spellcaster must stand within its confines and draw its power into herself by force of will.
Doing so requires a full-round action and provokes attacks of opportunity.
Recharge: Once a *spellward of arcane might* has conferred its ability on a single spellcaster, it cannot do so again for one year.
Special Ability (su): An arcane spellcaster who draws forth the power of a *spellward of arcane might* casts certain spells faster than normal.
Once per day, she can cast a spell of 3rd level or lower that normally has a casting time of 1 standard action as a swift action instead.
(See page 237 for the definition of a swift action).
Duration: The conferred ability functions for 30 days.
Aura: Strong transmutation and universal.
Ability Value: 9,000 gp.

TERRIBLE CYST

Terrible cysts are near-organic lesions in the earth itself that crop up in nearly any terrain.
These cancerous blemishes form in nearly any above- or below-ground location.
The presence of a *terrible cyst* causes nearby plant life to turn black and cancerous, stone to crack and crumble, and metal to rust.
A *terrible cyst* might form where a powerful demon has lingered for a long time, or where a creature of great good turned suddenly to evil, or where an item of powerful evil magic was created.
Such conditions do not always create *terrible cysts*, but they seem to increase the chances that one might form.
Lore: Characters can gain the following pieces of information about a *terrible cyst* by making Knowledge (the planes) checks at the appropriate DCs, as given below.
DC 15: *Terrible cysts* are small lesions in the earth caused by the presence of great evil.
DC 20: A *terrible cyst* persists until a powerful evil creature draws power from it.
DC 25: An evil creature that draws forth the power of a *terrible cyst* focuses it into a devastating physical attack against a good creature.
Description: A *terrible cyst* looks like an oozing, cancerous blemish in the earth itself.
Each cyst occupies only a 10-foot-by-10-foot area, but its horrid stench extends much farther.
The vegetation in the affected area lingers in a state of rot, and the ground itself reeks of carrion.
The whole area glows with a dim, sickening red light.
An evil creature imbued with the power of the cyst glows briefly with the same red radiance when it makes a smite attack against a good creature.
Although this glow sheds no useful amount of illumination, it does give the creature's countenance a rough, demonic cast.
In addition, the cyst's connection to the Abyss twists the creature's visage into a horrible mask of pure hatred.
These effects are only momentary, and the creature returns to its normal appearance as soon as it completes its smite attack.
Prerequisite: Only an evil creature with at least five character levels can draw forth the power of a *terrible cyst*.
Location Activation: Any qualified creature that enters a cyst immediately becomes aware of the dark power held within it and knows intuitively how to access that power.
To claim the ability granted by a *terrible cyst*, the creature must stand within its confines and draw its power into itself by force of will.
Doing so requires three full-round actions and provokes attacks of opportunity.
During this process, the cyst shrinks and is absorbed into the surrounding terrain, as if the abyssal infection afflicting the land were actually healing.
A cyst that is healing has no ill effect on creatures within it, but the terrain does retain a lingering aura of evil until the cyst has completely healed.
Recharge: If an evil creature dies while holding the power of a *terrible cyst*, a new one forms at the spot where its body falls.
Thus, any given *terrible cyst* confers its power only once, but the death of the creature that absorbed this power regenerates the cyst in a new location.
Special Ability (su): Upon draining power from a *terrible cyst*, a creature gains the ability to smite a good foe once per day.
On a successful attack against a good-aligned opponent, the creature adds its character level to its damage roll (maximum +20).
Duration: The conferred ability lasts until the creature that holds it perishes.
Aura: Strong transmutation.
Ability Value: 2,500 gp.

WATCHPOST OF VIGILANCE

Though less obvious than other acts of heroism, heroic vigilance also leaves its mark on the very ground where it occurred.
A *watchpost of vigilance*, as such a site is called, might form on a distant mountain peak where a lone druid watched over the northern lands for decades before finally bringing word of an approaching army to the communities in the nearby foothills.
Alternatively, it could form in an ancient dwarf redoubt, or in an elf watchpost concealed in the forest's high branches.
Lore: Characters can gain the following pieces of information about a *watchpost of vigilance* by making Knowledge (history) checks at the appropriate DCs, as given below.
DC 10: A *watchpost of vigilance* forms because of some heroic act of vigilance that took place at the site in question.

DC 15: A successful check at this level allows the character to learn the basic details of the specific act of heroism that created a particular *watchpost of vigilance*.
DC 20: A *watchpost of vigilance* is more than a simple footnote to history.
The power held within it grants those who stand watch there sharper eyes and quicker reactions to danger than normal.
Description: Although *watchposts of vigilance* vary in size, most are no greater than 20 feet by 20 feet.
Regardless of its actual appearance, a *watchpost of vigilance* commands an excellent view of the surrounding areas.
Even in the tight confines of a dwarf stronghold, such a site might occur at an important crossroads, or in some other place that grants a relatively wide view of the area.
Prerequisite: Only a creature with an Intelligence score of 5 or higher can benefit from the effect of a *watchpost of vigilance*.
Location Activation: To claim the power of a *watchpost of vigilance*, a qualified creature must spend a minimum of 8 hours within its confines and draw its power into itself by force of will.
A *watchpost of vigilance* holds enough power to affect up to five qualified creatures simultaneously.
Recharge: Once a *watchpost of vigilance* has conferred its ability on five creatures, it cannot confer it again for 24 hours.
Special Ability (su): A *watchpost of vigilance* sharpens the awareness, vision, and hearing of an affected creature and quickens its reaction times.
The creature gains a +2 enhancement bonus on initiative rolls and on Spot and Listen checks as long as it remains within the watchpost and for 24 hours after leaving it.
Duration: Each incarnation of the *watchpost of vigilance* affects creatures while they are within its confines, and a full 24 hours after the creature leaves the small area of the site.
Aura: Moderate divination.
Ability Value: 1,500 gp (300 gp per affected creature).

FIENDISH CODEX 2 (3.5)

PILLAR OF GERYON

Jammed into the slow-moving glacier known as Elgarz, the *pillar of Geryon* grinds its way slowly around Stygia, though it never comes within 1,000 miles of Levistus's Tomb.
Lore: Characters with ranks in Knowledge (the planes) can research the *pillar of Geryon* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC 15: This forgotten monument to Stygia's former ruler provides special abilities to anyone brave enough to place her left hand in Geryon's right.
DC 20: The pillar grants powers against chaos, and legend has it that even greater powers await those willing to give their heads to Geryon.
DC 25: No one who has given her head to Geryon has ever gotten it back.
Description: The *pillar of Geryon* is a crude, humanoid-shaped block of granite measuring about 9 feet high, 4 feet across at its widest point, and 2 feet thick.
Carved into its surface, in a simple manner reminiscent of a cave painting, is a full-body outline of Geryon, the deposed archdevil who once ruled this layer.
The rock bears deep depressions where the figure's right hand and head should be.
Eroded steps jut out from the base of the pillar, allowing Medium and Large creatures to draw close enough to the figure to access the two depressions.
Prerequisite: None, but a character must be able to withstand the damage dealt when she first loses her hand.
Location Activation: To gain the benefits granted by the *pillar of Geryon*, a character must place her left hand in the depression at the end of Geryon's right arm.
As soon as she does so, she suffers sharp and excruciating pain as the pillar severs her wrist, dealing 3d10+10 points of damage.
The hand vanishes, as if disintegrated, and is not retrievable by any means.
Assuming that the character survives this damage, her hand begins to regenerate at a rate of 2 hit points per round, until all she damage dealt by the pillar has been restored.
Gnarled, rubbery, and olive-green in color, the new hand is slightly larger than the original and covered with pulsing scar tissue.
It throbs incessantly and tends to curl up into a ball when the owner's attention wanders.
Otherwise, it is as functional as the appendage it replaces.
Any character foolish enough to place her head in the depression above Geryon's shoulders is immediately decapitated, dying instantly unless decapitation would not normally slay her.
No new head regrows.
Recharge: Once the *pillar of Geryon* has produced a new hand, it cannot do so again for a month.
Special Ability: The new hand emits an aura of overwhelming evil and counts as a magic and evil-aligned weapon.
Every unarmed attack made with it gains an enhancement bonus of +3 (+6 against good or chaotic outsiders) and deals 1d10 points of damage.
If the character is a monk, the damage equals the monk's standard unarmed damage plus an extra 1d4 points of damage.
Penetrating Punch (*ex*): Blows made with the new hand gradually find weaknesses in the enemy's armor.
Once per round, a character can make an unarmed strike as a touch attack rather than a normal strike.
Duration: These abilities last for 99 days, after which a nonlawful character can renew them for another 30 days by committing an act of obeisance, or a nonevil character can renew them for another 30 days by committing a corrupt act.
Characters can continue to make renewals until they become fully evil or lawful.
A character who does not renew the ability retains her new hand, but the extremity loses its special powers.
Aura: Overwhelming transmutation.
Ability Value: 36,000 gp.

TABJARI

Jutting from the side of Reaper's Canyon is a copper citadel called Tabjari that is accessible only from tunnels inside the earth.

These tunnels are elaborately trapped, because the fortress contains a treasure that Asmodeus's must protect at all costs.
No devils patrol the halls surrounding Tabjari, because the treasure exerts a disturbing influence on evil outsiders.
Tabjari's deepest vault houses Asmodeus's original copy of the Pact Primeval, struck between himself and the primal deities of law.
Its divine energy suffuses the entire complex, radiating an overwhelming aura that is not only lawful, but at the same time ineffably good and unspeakably evil.
The fact that these last two energies are present in equal measure defies all known metaphysical principles, but they are juxtaposed all the same.
Any character perceiving this aura must make a successful DC 30 Will save or become *confused* for 2d4+2 rounds.
The residual energy of the lawful good deities slowly leaches the cruelty from nearby devilkind.
Any devil spending 6 hours within 1,000 feet of the Pact Primeval must make a successful DC 30 Will save or suffer a spontaneous one-rank demotion.
Lemures failing the save dissipate into faint traces of evil energy and are destroyed forever.
Thus, the only living guardians of the sacred pact are mortal cultists of Asmodeus who were plucked from their planes of origin to protect it.
By decree of all the lawful deities, a copy of the Pact Primeval must remain forever on Baator.
Two other copies exist under similar guard—one in Mechanus and one on Celestia.
Each of these documents is impervious to destruction, but if it were somehow removed from its rightful plane, the powers of law would be significantly undermined, and chaos would be strengthened.
Brave pilgrims still occasionally seek out the pact—not to steal it, but because its hiding place is a magical location of considerable power.
Lore: Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Asmodeus's copy of the Pact Primeval to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *15*: The Pact Primeval is the agreement signed by the lawful deities that established the system of punishment for the damned.
Asmodeus, who ruthlessly exploits its loopholes, cherishes it as the root of his power over mortals.
DC *20*: Removing the pact from its vault in Tabjari is all but impossible.
If anyone did manage it, the power of law would suffer a devastating blow at the hands of chaos.
DC *35*: Those who enter the vault merely to pay due respect to the principles of law can derive the power to smite chaos and excel in the application of law.
Description: Asmodeus has ensured that his copy of the pact is extraordinarily difficult to transport by encasing it inside an enormous ruby, 10 feet high and 6 feet wide, that weighs more than 20 tons.
It lies in the deepest vault of the copper citadel.
The entire fortress was built around the ruby, which is much too large to go through the doors.
Prerequisite: Characters must overcome ferocious opposition ranging from murderous traps to determined devil cultists to enter the hallowed vault of Tabjari.
Location Activation: To gain the power of Tabjari, a character must touch the ruby holding the pact with the bare skin of her right hand and recite aloud the three-hundred-word preamble, which is written in an archaic form of the Celestial tongue.
For a nonlawful character, doing so constitutes a 5-point act of obeisance.
Recharge: After granting its special abilities, the pact cannot do so again for another 9 years.
Special Ability: The pact confers the following set of abilities.
Any melee weapon the character wield 5 deals an extra 2d6 points of damage to chaotic outsiders.
Any spell the character casts that deals damage to one or more creatures deals an extra 2d6 points of damage to chaotic outsiders.
In the case of area spells, only one chaotic outsider takes the extra damage, but the caster can specify which is affected.
The character gains a +4 bonus on any Charisma-based skill checks made in the course of a legal proceeding, or in conjunction with a Knowledge check made to find or interpret a law.
Duration: These abilities last for 99 days, after which a character can renew them for another 30 days by committing an act of obeisance.
Aura: Overwhelming law, evil, and good.
Ability Value: 10,000 gp.

THE SHRIVER

A shriver is a sophisticated torture device constructed of Baatorian green steel and animated by magic.
Shrivers are found in soul-processing chambers Throughout the topmost eight layers of Baator, and all of these devices are manufactured in Abriymoch, near its steelworks.
The primary use of a shriver is to render souls into soul material and proto-lemures.
However, mortals who are clever enough to find their way into one, and gifted with the astounding endurance to survive the flesh-rending punishments it can dish out, can treat it as a magical location.
Lore: Characters with ranks in Knowledge (the planes) can research the *shriver* to learn more about it.
When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.
DC *15*: A *shriver* is one of the many notorious automated torture devices found throughout Baator.
It's designed to rip apart the souls of the damned, but a mortal who gets into it can sometimes gain useful supernatural powers.
DC *20*: You have to be able to soak up an incredible amount of punishment to survive a *shriver*.
It literally rips the flesh from your bones, so be sure to have potent healing magic on hand after you crawl, weeping and bleeding, from its awful embrace.
DC *25*: It's nor good enough just to survive the fearsome assault of a shriver—you have to do so without crying out.
Description: A *shriver* consists of a bed-like frame bristling with hundreds of automated blades, pokers, saws, and claw-like devices, A system of belts and wires holds the victim horizontally suspended in the frame.

Prerequisite: Though outsiders and soul shells can be tortured with a shriver, only living humanoids or monstrous humanoids can gain abilities from the ordeal.
Location Activation: As soon as a character has been properly strapped in, the device begins slicing, rending, and chopping at his flesh.
A *shriver* adjusts itself to each victim, varying its routine of torment from one session to the next.
For each round it spends in the machine, a creature takes 2d20 points of damage and must attempt two DC 15 saving throws (Fortitude or Will, whichever has the lower save bonus).
If both saves are successful, the creature remains silent and awake and gains one ability (see below).
In each subsequent round, the save DC increases by 1 for every 5 points of damage dealt by the machine in the previous round.
Failing a Fortitude save means the victim loses consciousness; failing a Will save means it cries out in pain. Either way, no ability is gained in that round or any round thereafter.
When torturing a living creature, a *shriver* continues until the victim either dies or escapes.
Making an escape requires four successful Escape Artist checks—one for the hands (which are manacled behind the head), one for each ankle (bound separately to the frame), and one for the collar holding the neck in place. Each check requires a full-round action.
These checks can be made either by the victim or by others working to free him.
However, escaping while being tortured is difficult—the victim must succeed on a DC 20 Concentration check to even be able to attempt an Escape Artist check.
Companions need not make Concentration checks prior to their Escape Artist checks, but they risk being hit by the machine's flailing blades.
Whether a companion's check succeeds or fails, the creature takes 1d20 points of damage if the check result is an odd number.
Recharge: A *shriver* can take on a new mortal subject as soon as a fresh victim can be strapped into it.
It can gift any number of surviving subjects with special abilities.
Special Ability: Any character who survives a *shriver* gains one special ability per round of torture he suffers in silent awareness.
The abilities ate presented in order, so a character who lasted 3 rounds receives the first three abilities, one who withstood the torture for 5 rounds receives the first five abilities, and so on.
1.You cannot be shaken.
2.You can't be frightened or nauseated.
3.You can't be panicked or sickened.
You gain a +2 bonus on Fortitude saves.
4.You never become *confused* or fatigued.
You gain regeneration 1 as an extraordinary ability.
Good and chaotic weapons deal normal damage to you.
If you lose a limb or body part, the lost portion regrows in 180 minutes.
You can reattach the severed member instantly by holding it to the stump.
5.You never become exhausted.
You gain a +2 bonus on Will saves.
6.When disabled, you can make either a full-round action each round, or a move action and a standard action.
Your regeneration increases to 2; lost body parts regrow in 90 minutes.
7.Once per day, as a free action, you can gain the benefit of *barkskin* as a spell-like ability (caster level 5th).
Your regeneration increases to 3; lost body parts regrow in 45 minutes.
8.Your regeneration increases to 5; lost body parts regrow in 15 minutes.
9.Whenever a *cure* spell is cast within 100 feet of you and the caster attempts a Concentration check to cast the spell, you can attempt a Concentration check of your own as an immediate action.
If your check result is higher, you can divert any or all of the healing from the cure spell to yourself.
You gain these points at the expense of the intended recipient, You can't divert more hit points than you can use.
Duration: After 99 days, these abilities fade unless renewed.
Characters of alignments other than lawful evil can renew them by committing a number of points worth of corrupt or obeisant acts (see page 30) equal to the number of rounds of torture successfully endured in the *shriver*.
A lawful evil character can renew them if he has induced a character of another alignment to commit corrupt or obeisant acts with a point value at least equal to the number of rounds of torture endured in the *shriver*.
Renewals can be made for additional 99-day periods in the same manner.
Aura: Overwhelming necromancy and evil.
Ability Value: 30,000 gp.

THE WORM OF MINAUROS

A bizarre, slow-moving creature, about 50 feet long, comes sloshing through a shallow swamp.
Shaped like a snake or worm, and covered in ivory plates the color of bleached bone, it takes little notice of its surroundings.
Its massive, crested head resembles the gnarled skull of a titanic archdevil.

Worm of Minauros — CR 15

N Gargantuan magical beast
Init –2; **Senses** tremorsense 60 ft.; Listen +19, Spot –1

AC 19, touch 4, flat-footed 19
(–4 size, –2 Dex, +15 natural)
hp 335 (25 HD)
Fort +21, **Ref** +12, **Will** +7

Speed 20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Melee bite +34 (2d8+12/19–20) and
sting +32 (2d6+6 plus poison)
Space 20 ft.; **Reach** 15 ft.
Base Atk +25; **Grp** +49
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, poison (injury, Fortitude DC 29, 1d6 Str/2d6 Str), Power Attack

Abilities Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
SA improved grab, swallow whole
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Skills Listen +19, Swim +20*
*The Worm of Minauros has a +8 racial bonus on Swim checks to perform special actions or avoid hazards.

Improved Grab (Ex) To use this ability, the Worm of Minauros must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.
Swallow Whole (Ex) The Worm of Minauros can try to swallow a grabbed opponent smaller than itself by making a successful grapple check.
The swallowed creature takes 2d8+12 points of bludgeoning damage and 8 points of acid damage per round from the Worm of Minauros's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal a total of 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.
The Worm of Minauros's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Hook This slow-moving creature reacts with disinterest even when badly hurt.

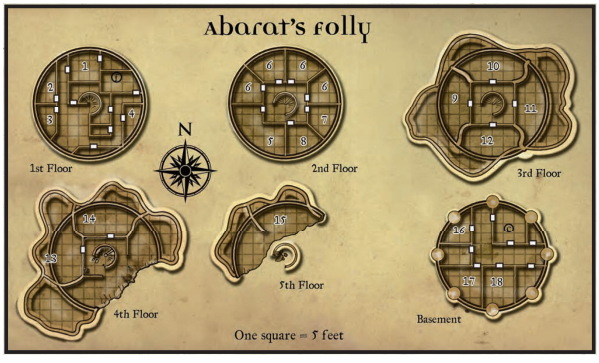
The legendary worm of Minauros wriggles eternally through the swamps, bogs, and cesspools of Baator's third layer, staying out of cities and other settlements.
If the party chooses to fight it, treat the worm as a combat encounter.
If, on the other hand, a mortal peacefully approaches the creature and volunteers to become its next meal, treat it as a mobile magical location.
Combat: The worm defends itself if attacked but otherwise takes no interest in mortal prey.
It exists only as a punishment for stray or unwary devils, which it attacks with sudden ferocity.
Any baatezu foolish enough to cross its path is by definition deserving of its fate.
Lore: Characters with ranks in Knowledge (the planes) can research the *worm of Minauros* learn more about it.
When a character succeeds an a skill check, the following lore is revealed, including the information from lower DCs.
DC 25: This mammoth creature, feared even by devils, eternally haunts the plane of Minauros.
it can be killed, but it always comes back.
Supposedly, a way exists to wrest a great magical boon from it.
DC 30: To anyone who fights it, the worm is really just a bizarre-looking, tougher-than-average purple worm.
Like any other creature of that kind, it attempts to grab foes in its massive jaws and swallow them whole.
Its sting also carries a Strength-sapping poison.
DC 35: If anyone approaches the *worm of Minauros* unarmed, it opens its jaws and allows the visitor to walk straight in, without grabbing, poisoning, or crushing it.
The visitor might be digested like any other morsel of food, or it might be excreted whole and be all the more powerful for the experience.
Description: See above.
Prerequisite: Only a mortal with an alignment other than lawful evil can gain the power granted by a *worm of Minauros*.
(Lawful evil characters are still admitted to the creature's maw, but they are then subjected to the normal combat damage taken by a swallowed character.
Like any other creature native to Baator, the worm attempts to send the souls of qualifying mortals straight to the Shelves of Despond).
The character must also be able to withstand the damage dealt by several rounds inside the worm's digestive tract.
Location Activation: To gain the benefit of the *worm of Minauros*, a living mortal must approach it head-on, without weapons, and with her arms held out at her sides in a gesture of supplication.
The worm sniffs the air to confirm that the character is in fact mortal.
(Devils disguised as mortals are summarily eaten, with all the bite damage that process entails).
The worm then lowers its gate-sized jaw so that the subject can walk straight into its maw.
A successful DC 15 Will save is required to follow through on this act of apparent self-destruction.
Failure means the character is panicked for 1 minute and must turn and run.
Success allows the character to continue into the creature's gizzard, where for 1d6+1 rounds she takes 2d8+12 points of bludgeoning damage, plus 8 points of acid damage, per round.
At any time, the character can attempt to cut herself out of the creature's side by using a light slashing or piercing weapon to deal a total of 25 points of damage to the gizzard (AC 17).
However, doing so prevents the character from acquiring the special ability (see below) and causes the worm to initiate combat against any bystanders within sight.
Any character who undergoes the digestion process for the full duration is, if still alive, abruptly excreted from the worm's body.
An expelled character is covered in a noxious, acidic slime full of tiny, partially digested chunks of devil flesh.
Such a character takes 4 points of acid damage per round until doused with water.
Every individual within 30 feet of a character who has just been expelled must make a successful DC 15 Fortitude save or become nauseated for 2d4 rounds.
Recharge: Once the *worm of Minauros* has granted its special ability, it cannot do so again for a week.

Special Ability: Surviving the digestive system of the *worm of Minauros* permanently increases the character's highest ability score by 1.
If two or more ability scores are tied for highest, the player chooses which one to increase.
Additionally, a bonus of 20% applies to any experience point awards garnered during the character's current sojourn in Baator.
Duration: The ability score increase lasts for 30 days, after which a nonlawful character can renew it for another 30 days by committing an act of obeisance, or a nonevil character can renew it for another 30 days by committing a corrupt act.
Characters can continue to make renewals until they become fully evil or lawful.
At that point, devils might well show up to engineer their deaths, so that their souls travel straight to Baator.
Aura: Overwhelming evocation.
Ability Value: 8,000 gp.

MYSTERIES OF THE MOONSEA (3.5)

ABARAT'S NEXUS

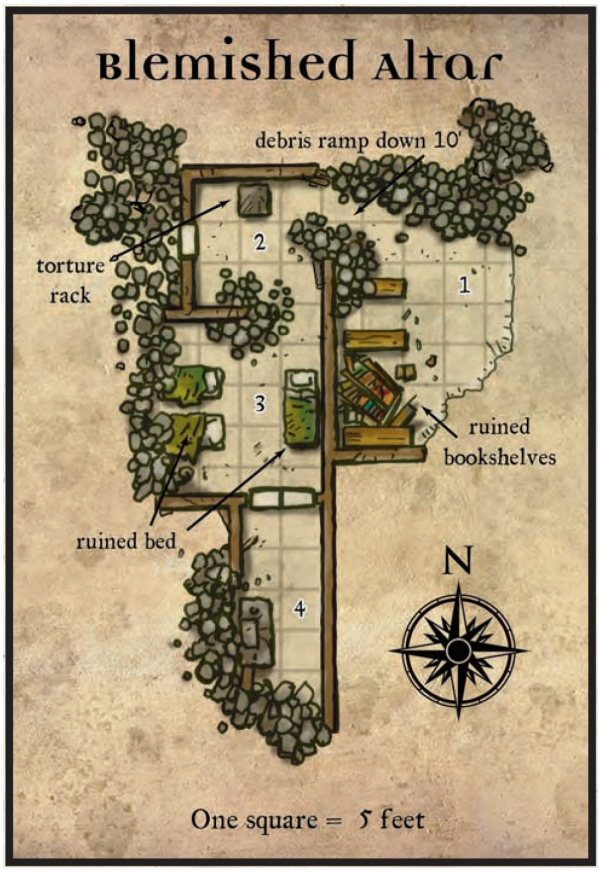
Though Abarat's tower was not intended as a site that granted its user magic power, the bleeding and blending of magic has made it such a place.
Only a very few have entered the tower, and even fewer know that it is more than just a collection of magical *portals*.
Currently inhabited by many devils, the place normally stands empty for years at a time.
Lore: Abarat's Folly is the wizard tower made of ivory south of the Moonsea.
It was made by an elf mage who disappeared.
He was rumored to be a planar traveler, and he disappeared mysteriously a few years after building it.
Characters can gain the following information about the place and its builder by making a Knowledge (arcana) or bardic knowledge check.
DC 20: Abarat's Tower contains *portals* that lead to other places in Faerûn and other planes.
DC 25: Abarat taught magic at a wizard's academy in Myth Drannor before the city fell.
DC 30: Abarat was attacked in his tower and magically requested help from his allies.
By the time his friends arrived, Abarat and his attackers had already vanished.
Description: The Nexus is an area of overlapping magical fields centered approximately on the 3rd-floor staircase of Abarat's Folly.
The tower is constructed of magically hardened ivory 2 inches thick—the equivalent of adamantine.
It is rather plain and undecorated for an elf-built structure, but its overall shape and design are clearly elven.
Each of the component portals of the Nexus makes a sound like water droplets when activated, and the Nexus itself sounds like a brief burst of raindrops when a creature gains its special power.
There is no visual disturbance associated with the release of the tower's abilities.
Prerequisite: The Nexus only confers its special ability on elves or half-elves.
Location Activation: To gain the powers of the Nexus, the activating creature must touch the center of each of the tower's six *portals* within a 24-hour period.
The *portals* do not need to be active.
When the creature touches the third of the *portals*, its eyes begin to glow in a similar fashion to an *arcane sight* spell; after touching all of the tower's *portals*, this glow subsides.
Recharge: The Nexus recharges in 20d6 days.
The recharge period does not affect the abilities of the individual *portals*.
Special Ability: The Nexus gives a creature the ability to recognize an active or inactive *portal* on sight; no roll or action is needed.
By concentrating on the portal for 1 round and making a DC 10 Concentration check, the creature knows if the *portal* is keyed or has a command word (but not what the key or command word is), special circumstances such as timed activation, one-way or two-way, random, variable, creature-only, or malfunctioning—one feature revealed per round of successful concentration.
Once per day, the creature can make a DC 15 Concentration check as a full-round action to glimpse for 1 round where a *portal* leads.
Duration: The ability lasts 1d20 days.
Aura: Moderate conjuration.
Ability Value: 2,000 gp.



BLEMISHED ALTAR

The altar remains whole, exuding a primal power that reflects Cyric's propensity for lies, trickery, and betrayal.
It is a magical location.
Lore: Characters can gain the following pieces of information about the Blemished Altar by making Knowledge (Moonsea local) or Knowledge (Zhentil Keep local) checks at the appropriate DCs, as given below.
DC 10: The Blemished Altar was dedicated to the worship of Cyric when it was destroyed.
DC 15: The Blemished Altar was destroyed by divine intervention.
DC 20: Xeno Mirrorbane, the High Priest of Cyric, perished with the destruction of the temple—and no one ever found his remains.
DC 25: Residual effects of Cyric's influence remain in place near the altar itself.
Description: In a broken and partially collapsed hallway, a black obsidian block rests upon a pile of broken stone.

Carved with strange sigils and runes, it sits canted at a slight angle and leans against one wall.
Its surface and corners are pitted and broken, and a thick coat of dust covers it like a blanket.
Prerequisite: In order to gain the special ability of the Blemished Altar, a character must have 8 ranks in the Bluff skill.
Location Activation: Any character with the prerequisite needed to gain the ability conferred by the Blemished Altar can sense its latent energy.
Those characters intuitively understand that touching the altar permits them to absorb the power.
A full-round action is necessary to gain the ability, and up to three qualified individuals can absorb the ability before recharge is necessary.
Recharge: Once the Blemished Altar has bestowed its power on three qualified individuals, it cannot grant additional uses of the power for one tenday.
Special Ability (Su): A character with the power of the Blemished Altar gains a +20 bonus on Bluff checks and is immune to the effect of any divination magic of 4th level or lower.
Duration: The bonus on Bluff checks and the magic immunity last for 24 hours.
Aura: Moderate illusion.
Ability Value: 8,000 gp per individual (24,000 gp total).



THE CAVE OF GEMS

The walls of this cave are covered with hundreds of precious and semiprecious stones, ranging from pearls to rubies to garnets to diamonds.
The stones all appear to be a naturally occurring part of the cave walls and cannot be removed.
Lore: Any character can make a Knowledge (arcana), Knowledge (history), or bardic knowledge check to remember details about this location.
DC 15: It is said that Vorbyx's lieutenants carried weapons sheathed in flame, surrounded by auras of cold, or even charged with electrical energy.
DC 20: The Cave of Gems is said to be a legendary location that imbues weapons with elemental magic.
DC 25: The magic of the gems can be transferred to any weapon by coating it in blood and holding it to one of the gems.
The gem type chosen determines the type of energy imbued into the weapon.
Prerequisite: Only a creature with at least five character levels and no ability to cast arcane spells can access the power of the Cave of Gems.
Location Activation: A creature must coat a constructed masterwork weapon (not a natural weapon, and it need not be magical) in its own blood and hold it for 1 minute against one of three types of gemstones embedded in the walls.
The type of gemstone chosen determines the ability conferred.
Recharge: Once the Cave of Gems has conferred its ability on three weapons, it cannot confer it again for one week.
Special Ability (Su): The Cave of Gems causes up to three weapons to gain an energy-based special ability, depending on the type of gem chosen.

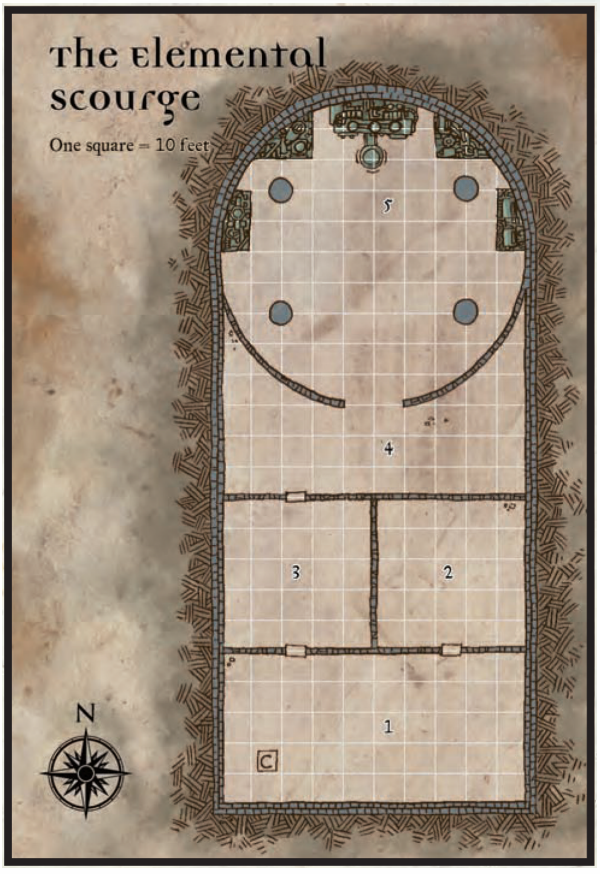
Gemstone	Ability
Ruby	flaming (*DMG* 224)
Diamond	shock (*DMG* 225)
Pearl	frost (*DMG* 224)

Aura: Moderate transmutation.
Ability Value: 6,000 gp (2,000 gp per affected weapon).

THE ELEMENTAL SCOURGE

The Elemental Scourge is a magical location that grants an individual the power to quickly destroy large numbers of his enemies.
A cabal of wizards allied with the church of Kossuth created it long ago beneath the site of a city named Skelem.
In the centuries since the fall of Skelem, the tales of the power of this location have become all but forgotten.
The scourge survived, hidden underground, awaiting a willing new master—but these powers will not be bought cheaply.
Lore: Characters can gain the following pieces of information about the Elemental Scourge by making a knowledge (arcane) check at the appropriate DCs, as given below.

DC 15: The Elemental Scourge came about through an unprecedented collaboration between epic-level wizards.
DC 20: The Elemental Scourge summons forth a virtual army of elementals, which can quickly and effectively bring standing armies to their knees.
DC 25: While the effect of the Elemental Scourge is powerful, it is best used as an opening attack, since the elementals remain for only a brief period of time.
Description: The Elemental Scourge appears to be an immense apparatus of moving parts.
These parts include blades, globes, and gauntleted hands at the ends of spindly arms, which appear to be reaching out, or performing odd movements.
The object is constantly in motion, emitting subdued light and sounds that have an otherworldly feel.
The chamber in which the Elemental Scourge resides is roughly 50 feet in diameter.
Within are four statues, each depicting a life-size representation of the elder elementals that are summoned using the scourge.
In front of the apparatus, a pair of concentric circles with runes between them is carved into the stone floor.
Prerequisite: Only a creature with at least 10 Hit Dice or character levels can access the power of the Elemental Scourge.
Location Activation: To activate the Elemental Scourge, a character must kneel within the circle etched into the floor.
The power of the elements then pours into the creature, at which time it must make a DC 15 Fortitude save or take 3d6 points of damage.
Regardless of whether the creature sustains damage, the creature can then summon the elementals to any location it has visited within 100 miles of Skelem.
Recharge: The Elemental Scourge is fully recharged one year after activation.
Special Ability (Su): Once a creature has claimed the ability of the Elemental Scourge, it can wait to use it for up to one year.
The creature can then use this ability to summon a dozen elder elementals, three from all four major elemental types, which follow the commands of the activator.
Duration: The conferred ability can be stored for up to one year, but once used, the elementals remain for only 10 rounds.
Aura: Strong conjuration.
Ability Value: 25,000 gp.



THE ENCHANTED POOL

The Enchanted Pool sits at the bottom of a cavern reached by means of a sloping pathway.
The pathway enters from the north (1) and spirals down the eastern side, arriving at a flat spot (2) near the water (3).
A hidden grotto (4) sits underneath the pathway.
Lore: Characters can gain the following pieces of information about the Enchanted Pool by making Knowledge (Citadel of the Raven local) or Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 20: Manshoon the archmage finds many interesting magical features in the tunnels beneath the citadel.
DC 25: Manshoon found a magical pool that makes you resistant to harm.
DC 30: (Gives some bit of direction or explanation about where to find the pool).
Description: In a natural cavern deep beneath the Citadel of the Raven, a shallow pool rests, cold and dark.
The chamber is completely silent except for the occasional drip of water falling from the stalactites overhead.
Prerequisite: In order to gain the special ability of the Enchanted Pool, a character must have a base attack bonus of +10 or higher.
Location Activation: Any character with the prerequisite needed to gain the ability conferred by the Enchanted Pool can sense its latent energy.
Those characters intuitively understand that swimming in the pool for one hour permits them to absorb the power.
Only one qualified individual can absorb the ability before recharge is necessary.

Recharge: Once the Enchanted Pool has bestowed its power on an individual, it cannot grant additional uses of the power to anyone for one week.
Special Ability (Su): A character with the power of the Enchanted Pool gains damage reduction 15/magic.
Duration: The damage reduction effect lasts for one month.
Aura: Strong abjuration.
Ability Value: 15,000 gp.

THE PILLAR OF FIRE

The Pillar of Fire is a location imbued with the element of flame.
This site is buried deep inside the southernmost tip of the Galena Mountains.
Its existence remains undiscovered by sages, although a few lucky creatures and adventurers have stumbled on it over the years, and benefited greatly from it.
The following adventure is designed for characters of 9th–11th level.
The Pillar of Fire lies deep within the earth, connected to the surface through a complex of caverns.
The complex's entrance is overgrown with trees and bushes, making it easy to overlook.
The tunnel goes straight into the mountain for 3/4 mile, becoming somewhat more difficult to navigate as it nears the location of the pillar.
The tunnel finally opens onto a massive cavern, where a small sandy beach meets the icy waters of an underground lake.
An enormous stone pillar protrudes from the lake's surface, reaching nearly 200 feet toward the top of the cavern.
There are no boats or other means built into the chamber to cross to the pillar.
A steep stairway circles the pillar, eventually reaching the flat surface at the top.
Creatures that arrive at the top of the pillar can claim the special ability of the Pillar of Fire and walk away with the offensive power that it grants.
Lore: Little is known about this location, though there are rumors spread by the adventurers who have made it here before.
Characters can gain the following information about the Pillar of Fire by making a Knowledge (arcana) or Knowledge (nature) check at the appropriate DCs, as given below.
DC 20: Deep within the southern tip of the Galena Mountains lies a magical location imbued with the element of fire.
DC 25: Those who go to the top of the Pillar of Fire and touch the altar gain the ability to hurl several *fireballs*.
DC 30: The origin of this location is unknown, although it is known that thousands of years ago, a hag coven that worshiped Kossuth resided in these areas and might have wielded great power.
Description: The interior of the chamber where the Pillar of Fire is located smells of smoke and brimstone.
A visible fiery aura surrounds the pillar, brightly illuminating the area around it and obscuring anything at the top.
Prerequisite: The Pillar of Fire confers its special ability only upon creatures with an Intelligence score of 5 or higher.
Location Activation: To activate the Pillar of Fire, a creature must possess a rune tile of each of the four elements. These tiles can be obtained only by defeating the elementals guarding them.
One hour after they are placed on the altar, the tiles disappear from the altar, and new copies of the tiles appear in each of the chambers where the elementals are encountered.
The Pillar of Fire cannot be activated again until all four tiles are obtained and correctly placed once more.
Recharge: The Pillar of Fire recharges instantly after it has conferred its ability to a creature.
Special Ability (Sp): The Pillar of Fire grants the ability to use *fireball* (CL 5th) five times as a spell-like ability.
A creature cannot claim the ability again until its initial five *fireballs* have been expended.
Duration: The ability lasts until the recipient uses all five *fireballs* granted.
Aura: Strong evocation.
Ability Value: 4,000 gp.



VORBYX'S WATCHPOST

The roof of the plateau is windswept and empty except for a shallow pool of strangely colored liquid at its center.
This pool is infused with magic, and is part of what made this place such an effective watchpost for Vorbyx during his time.
Lore: Any character can make a Knowledge (history) or bardic knowledge check to remember details about this location.

Because this watchpost was created so long ago, the DCs of the lore checks are higher than normal.
DC 15: This place has been abandoned since the kingdom of Thar crumbled.
DC 20: Vorbyx once commanded this high ground and used it as a rallying point for his troops in southern Thar.
DC 20: Anyone who spends enough time here gains sharper eyes and quicker reactions than normal.
DC 25: *Vorbyx's Watchpost* is more powerful than a normal magical location of this type.
Prerequisite: Only a creature with an Intelligence score of 5 or higher can benefit from the effect of *Vorbyx's Watchpost*.
Location Activation: A creature must spend 8 hours in the colored pool (which is actually quite warm and soothing) to draw forth the power of this location.
The pool can affect up to five creatures simultaneously.
Recharge: Once *Vorbyx's Watchpost* has conferred its ability on five creatures, it cannot do so again for 24 hours.
Special Ability (Su): *Vorbyx's Watchpost* grants a creature a +2 enhancement bonus on initiative rolls and a +10 bonus on Spot checks as long as it remains within the watchpost and for 24 hours after leaving it.
It also doubles the range of low-light vision and darkvision for the same period.
Aura: Moderate divination.
Ability Value: 1,750 gp (350 gp per affected creature).



POWER OF FAERÛN (3.5)

RIVEN ROCK HEALING

The powers of the waters vary from creature to creature and occasion to occasion, but in general, curing of insanity or one disease or infestation, or restoration of one lost limb, costs 1 item ability or 3d4 charges from an item.
Physical wounds are healed on a basis of 2d4 hp per item charge (for items lacking charges, 3d6 hp per item function or power; for "one-shot" items, 3d6 hp for the item).

MAJOR ARTIFACTS

ARMS AND EQUIPMENT GUIDE (3.0)

DAOUD'S WONDROUS LANTERN

This artifact is wrought from the finest yellow gold.
Its beautifully crafted framework is set with huge, colorful gems and clear crystal lenses.
An unwavering pure flame burns within.
The faces are normally fitted with the crystal lenses, but the colorful gems are actually additional lenses, fashioned to fit the four faces of the lantern.
The lantern's magical powers change depending upon which of the lenses are fitted to it.
The flame of *Daoud's Wondrous Lantern* cannot be extinguished by any known means, other than by exhausting its supply of fuel.
If this occurs, however, the lantern's possessor is instantly slain.
The lamp is fueled by crushed transparent gems, contained in a small compartment at its base.
The lantern can be refueled with 10,000 gp worth of crushed transparent gems, such as diamonds, rubies, and sapphires.
No gemstone worth less than 500 gp can be used as fuel.
This load of fuel provides the lantern with 100 charges.
If used as a normal lantern, it expends 1 charge per year of burning.
The use of magical powers requires additional charges, and thus burns fuel at a faster rate.
The four faces of the lantern can be shuttered so that no light shines through.
If all four openings of the lantern are fitted with the crystal lenses, anyone exposed to the lantern's glow for 4 consecutive hours does not need food, drink, or sleep for the next 12 hours.
A full day of exposure to this salubrious radiance acts as a *cure light wounds* spell (healing 1d8+5 points of damage) and temporarily halts the effects of disease and poison.
Seven consecutive days of exposure removes all disease and neutralizes poison in those creatures who bask in the light.
In addition to the four clear crystal lenses, seven colored lenses were originally made for the lantern, each with its own effect: Ruby (red), jacinth (orange), topaz (yellow), emerald (green), diamond (blue), sapphire (indigo), and amethyst (violet).
When three openings of the lantern are shuttered and a colored lens is placed in the remaining opening, a beam of colored light shines forth as a ray.
This light in itself has no magical power until the proper command word is spoken and the ray is aimed at a single target.
If the target is within 10 feet of the lantern and the lantern's wielder makes a successful ranged touch attack, the target does not receive a saving throw against the effect, and spell resistance does not apply.
If the target is farther than 10 feet away (but within the lantern's 30-foot range), normal saving throws and SR apply even with a successful ranged touch attack.
The colored rays have the following effects, each of which uses 5 charges:

Type and Color	Effect
Ruby (red)	*Hold monster* (Will negates DC 17)
Jacinth (orange)	*Flame strike* (15d6 damage [half fire, half sacred], Reflex half DC 16)
Topaz (yellow)	*Lightning bolt* (10d6 electricity damage, Reflex half DC 14)
Emerald (green)	*Haste*
Diamond (blue)	*Color spray* (Will negates DC 11)
Sapphire (indigo)	*Fear* (Will negates DC 16)
Amethyst (violet)	*Emotion (rage)* (Will negates DC 16)

If a character places a colored gem lens in each opening of the lantern and rapidly spins it around, all creatures within 30 feet of the lantern (except its wielder) must make a successful Will save (DC 16) or be affected by *confusion*.
Creatures within 10 feet of the lantern do not receive saving throws or SR.
Any combination of four colored lenses produces this effect.
This ability uses 10 charges.
If a character possesses all seven colored lenses and places them all, in any order, in a single opening of the lantern, the lantern produces a *prismatic spray* (save DC 20) on command.
This uses 50 charges and has a 10% chance of shattering 1d4 lenses, chosen at random.
If all seven lenses are arranged so that the diamond lens is alone in one opening, the ruby and jacinth lenses are in the next, the topaz and emerald lenses in the third, and the sapphire and amethyst lenses in the fourth, the lantern produces a *prismatic sphere* (save DC 23) on command.
This uses 50 charges.
Opening or closing one or two shutters on the lantern is a move-equivalent action that does not provoke attacks of opportunity.
Placing or removing a lens in an opening is a full-round action that does provoke attacks of opportunity from threatening foes.
All powers of the lantern are at a caster level of 20th.
If a lens shatters, a spellcaster with the Craft Wondrous Item feat can make a new one.
The lens requires an enormous gemstone of the appropriate variety, worth at least 10,000 gp, and it must be cut by an expert gemcutter (Craft [gemcutting] check DC 30) who has access to one of the other lenses to use as a guide.
In addition to the Craft Wondrous Item feat, the character making the lens must have access to the spell power that lens duplicates (*hold monster*, *flame strike*, *lightning bolt*, *haste*, *color spray*, *fear*, or *emotion*), and must spend 5,000 gp and 10 days in the crafting process.
A character who owns *Daoud's Wondrous Lantern* gradually becomes highly possessive of the item, suspicious of those who look at it, and increasingly secretive about it.
This increases to paranoid intensity by the time the owner has held the lantern for one year.

DRAGONHAMMER

Dragonhammer is a *+5 holy dragon bane greatsword* when used against evil dragons.
Its bane property does not function against good dragons.
Against attacks by dragons, the wielder of the sword enjoys acid, electricity, fire, and cold resistance 20 and a +7 luck bonus to AC.

HELLTONGUE

Helltongue is a *+5 mighty whip* (+4 Strength bonus) that deals base damage as if it were a Colossal whip (2d6).
It has three strands.
On any successful hit, roll an additional 1d6: On a 1–2 one strand hits, on a 3–4 two strands hit, and on a 5–6 all three strands hit the target.
One Strand: A portion of the target's soul is transferred to the wielder.
The target gains two negative levels and the wielder gains 20 temporary hit points per negative level bestowed.
Temporary hit points gained from the whip last for 24 hours.
Two Strands: As one strand, except the whip bestows four negative levels.
Three Strands: The target must make a successful Fortitude save (DC 10 + 1/2 the wielder's character level + the wielder's Wisdom modifier) or immediately gain a number of negative levels equal to the target's effective character level (normal character level minus any negative levels already conferred).
The wielder gains 20 temporary hit points per negative level bestowed, and they last for 24 hours.

JOHYDEE'S MASK

When not worn, *Johydee's Mask* appears as a simple white porcelain mask with very plain features.
When put on by any creature, however, it immediately transforms into an exact replica of that creature's face, appearing as though the creature had no mask on at all.
The wearer is immune to gaze attacks and mind-affecting spells and effects.
In addition, the wearer can command the mask to disguise her as another creature; this works like the *alter self* spell.

THE BLADE OF FIERY MIGHT

Mighty efreeti wizards working on the Elemental Plane of Fire created this scimitar.
The Grand Sultan of the efreet wielded it in a legendary battle with their enemies, the djinn.
However, a cunning janni rogue working with adventurers from the Material Plane managed to steal the blade from the sultan's throne room and, with the help of great powers, shattered the blade and scattered its shards across the multiverse.
It was only recently reforged by a warlord, the mighty son of a duergar prince and a red dragon, who gathered the spirits of the greatest forgemasters of history in his fortress on the Infernal Battlefield of Acheron to recreate the blade.
Intact, the *Blade of Fiery Might* is a Large (damage 1d10) *+5 unholy keen flaming burst falchion.*
When drawn, the blade sheathes its wielder in a constant warm *fire shield* effect and grants a constant triple-strength (360-foot range) arcane *true seeing* on its wielder.
The sword's great heat also deals 1d6 points of fire damage to anyone holding it each round.
Finally, the wielder can rebuke or command fire creatures (as a 20th-level cleric) up to ten times each day.
The blade is also intelligent (Int 11, Wis 19, Cha 22, Ego 28) and lawful evil.
It speaks only Ignan, and prefers to communicate telepathically.

THE CRYSTAL OF THE EBON FLAME

The origin of this artifact is unknown.
It is a beautifully formed, diamond-hard mineral the size of a human's hand.
When a living creature touches the *Crystal*, it sends forth rays of light while a black flame seems to leap and dance in the heart of the jewel.
The character touching the *Crystal* must attempt a Will saving throw (DC 20).
If this save is successful, she remains unaffected by the *Crystal*'s powers, and all other creatures within 30 feet of the *Crystal* must make successful Will saves (also DC 20) or be affected as by a *symbol of persuasion* cast by the character.
If the character fails the initial saving throw, she is affected as by a *symbol of insanity*, and all other creatures within 30 feet must make Will saving throws or be likewise affected, regardless of their hit points.
If the character touching the *Crystal* successfully saves against its initial effects, she can control the other powers of the *Crystal* by gazing into its depths at the dancing black flame.
The character can use *discern location*, *greater scrying*, and *vision* each once per day.
The *Crystal* grants its user a +10 circumstance bonus on Scry checks made when using its *greater scrying* ability.
In addition, the character can use either *mind blank* or *protection from spells* once per day, on herself only.
If the *Crystal* is called upon to perform its maximum number of powers in a single day (*discern location*, *greater scrying*, *vision*, and either *mind blank* or *protection from spells*), the character using the last power becomes the target of a *trap the soul* effect as soon as the last power is complete.
If the character fails the saving throw against this effect, her soul becomes part of the flickering black flame within the *Crystal*, and is utterly lost until the *Crystal* is destroyed.
The caster level for all of the *Crystal*'s powers is 20th; save DCs, where applicable, are all 25.

THE IRON FLASK OF TUERNY THE MERCILESS

Tuerny the Merciless was a powerful spellcaster who killed the royal family of an ancient land to gain control of the kingdom.
He enslaved the considerable army of the land with magic and forced them to war with neighboring lands.
Tuerny then began to summon demons, but he lacked the ability to control them.

The fiends ravaged the countryside and threatened his kingdom, so Tuerny fashioned a device that would imprison them and bind them to his will.
This worked, and with the device Tuerny's might grew even further, until one day the demons within his *Iron Flask* broke free and claimed his soul.
The *Iron Flask* is very small and plain, although the stopper is engraved and embossed with runes of power.
It holds 1d4 demons within it when first found.
Roll d% for each demon: 01–40 glabrezu, 41–80 nalfeshnees, 81–95 mariliths, 96–00 balors.
When the owner unstoppers it, he can command one of the demons to come out for up to 8 hours or until slain (at which point the demon goes back into the flask), and can control the demon's every action during that time.
No demon can be called forth more than once per week.
More demons can be added to the *Iron Flask*.
The target demon must be within 30 feet, and the owner of the flask must use a standard action and a command work to attempt to imprison it.
The user makes a spell resistance check (if needed), using the *Iron Flask*'s caster level of 20, and if that is successful, the demon must make a Will save (DC 20) to avoid imprisonment.
The flask can hold up to 100 demons.
At the time that a demon is imprisoned, 1d4 other demons attempt to get free from the flask.
For each attempted escape, the possessor must make a Will saving throw (DC 20 plus 1 per demon in the flask).
If a demon frees itself, it turns on the possessor and attempts to slay him.
Each time a demon is called from the *Iron Flask*, the owner must make a successful Will saving throw (DC 20 plus 1 for each previous save plus 1 per demon in the flask) or become chaotic evil.
Further, each time he must also make a level check (DC 10 plus 1 for each previous save plus 1 per demon in the flask) or the demon called is freed and turns on him.
If the possessor is ever slain by one of the demons from the *Iron Flask*, the demon is able to immediately steal his soul and carry it off to the Abyss.

THE JACINTH OF INESTIMABLE BEAUTY

This reddish gemstone is indescribably beautiful and exquisitely cut in dozens of facets that reflect the smallest light into a splendid display of radiant beams.
When openly displayed in the presence of any light source, the stone doubles the effective radius of illumination.
When held, the *Jacinth of Inestimable Beauty* grants its possessor blinding beauty like that of a nymph.
This ability affects all creatures within 60 feet of the possessor and of the same creature type (humanoid, outsider, and so on).
Those who look directly at the possessor must succeed on a Fortitude save (DC 15) or be permanently blinded.
The possessor cannot suppress this ability while holding the gem, only by putting it away.
Once per day on command, the *Jacinth* can wrap its possessor in unearthly beauty, again like a nymph's special ability.
Creatures of any type within 30 feet who look directly at the item's owner must succeed on a Will save (DC 17) or die.

THE REGALIA OF EVIL

These three separate artifacts possess great power—and even greater power when used together.
In eons long past, before humanity was born, perhaps before the world was forged, a gathering of the gods of darkness and corruption worked together to outfit a champion to pit against the gods of light and the lords of balance.
Since this time, the *Regalia of Evil* have been used by a champion of evil whenever a dispute needed to be settled against the similarly equipped champion of good or neutrality (each side having its own regalia, as described below).
It may be that today these contests of champions no longer occur, and that the individual items of the regalia have fallen into mortal hands.
Still, the gods of evil occasionally check on the devices that they created so long ago.
It has been millennia since all three items of the *Regalia of Evil* have been used by a single being.
The Crown of Evil: This iron crown is crude and rough, but fashioned to look like black flames wreathing the head of the wearer.
When an evil creature puts on the crown, its head is indeed wreathed in actual reddish-black fire.
These flames conceal the wearer's face.
The wearer gains immunity to fire, a +4 enhancement bonus to Strength, a +4 deflection bonus to Armor Class, and SR 20.
He can use an unnerving gaze at will, making his face resemble a loved one or bitter enemy of one opponent within 75 feet, and causing that opponent to take a –1 morale penalty on all attack rolls for 20 rounds (Will save negates DC 15; SR applies).
Three times per day each, he can use *create undead* and *wall of fire* and can also create a burst of hellfire in a 5-footradius spread, dealing 3d6 points of damage (no saving throw, but SR applies).
These special diabolic flames are not actual fire, and resistance to fire offers no protection from them.
All spells and similar abilities are cast at 20th level.
The wearer can speak only lies while wearing the crown (and most wearers choose never to speak at all).
The Scepter of Evil: This rod is made of iron, draped in chains.
A dark red flame is always lit at one end, but it gives no heat.
While in an evil character's possession, it confers a +4 enhancement bonus to Charisma.
The wielder can use the following spells three times per day each: *fear* (DC 19), a special corrupt *fireball* that deals half fire and half unholy damage (DC 18), *contagion* (DC 18), and *enervation* (DC 19).
All spells are cast at 20th level.
The owner of this device slowly becomes more and more egotistical.
The Orb of Evil: This 6-inch orb is made of pitted and scarred iron.
Red sparks fly from it at the slightest touch.

An evil wielder can rebuke or command undead as a 15th-level cleric.
While in an evil character's possession, it confers a +4 enhancement bonus to Wisdom.
Further, the orb can be used to absorb spells like a *rod of absorption*.
The owner slowly grows more greedy over time.
The *Regalia of Evil* possess greater powers, called resonating effects, if the same creature owns more than one of them.
Resonating Effect (*Two Items*): While a single creature possesses two items of the *Regalia of Evil*, he gains a +2 circumstance bonus on all Diplomacy and Intimidate checks made against evil creatures, as they automatically recognize the creature as a powerful minion of evil.
Mindless undead view the character as an undead creature, and the character's affinity for the undead grants him a +1 circumstance bonus on saving throws against mind-influencing effects, poison, sleep, paralysis, stunning, and disease.
Similarly, vermin hold the character in high regard; a successful Charisma check (DC 20) prevents a vermin from attacking the character for 24 hours.
Finally, all evil spells cast by the creature (including those from an item of the *Regalia*) have +2 added to the saving throw DC.
Resonating Effect (*Three Items*): While a single creature possesses all three items of the *Regalia of Evil*, he gains a +4 enhancement bonus to Constitution, Dexterity, and Intelligence.
All weapon damage dealt by the wielder is infused with the essence of evil, and can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.
Nonevil Characters: A nonevil character attempting to use any of these items immediately takes 5d6 points of damage. Further, a good-aligned character attempting to use the items must succeed on a Will saving throw (DC 18) or lose 2,000 XP.

THE REGALIA OF GOOD

The three mighty artifacts that comprise the *Regalia of Good* were forged at the same time as the *Regalia of Evil* and for the same purpose: For the use of a divine champion to oppose the similarly-equipped champions of the evil and neutral deities.
For long centuries, the deities of good held the items of the regalia together in one god's care, but they were stolen, separated, and are now lost.
The Crown of Good: This thin coronet of twisted mithral is elegant and slender, fashioned to look like rays of light surrounding the head of the wearer.
When a good creature puts on the crown, its head is indeed surrounded in a brilliant halo of light.
The wearer gains immunity to electricity, a +4 enhancement bonus to Wisdom, a +4 deflection bonus to Armor Class, and SR 20.
He can use the *guidance* spell at will.
He can use the following spells three times per day each: *heroes' feast*, *sending*, and *status*.
Once per day, he can surround himself with a *globe of invulnerability*.
All spells are cast at 20th level.
The wearer can not speak any lies while wearing the crown.
The Scepter of Good: This slender rod is made of mithral, wreathed in a pattern of intertwining leaves.
One end constantly glows with a soft white light equivalent to a torch, but heatless.
While in a good character's possession, it confers a +4 enhancement bonus to Charisma and grants immunity to mind-affecting spells and effects.
The wielder can command obedience as if it were a *rod of rulership* with no use limit, and can use *holy smite* (DC 19) and *searing light* (DC 18) three times per day each.
All spells are cast at 20th level.
The wielder of the scepter becomes increasingly unable to refuse pleas for help, no matter how desperate the cause.
The Orb of Good: This 6-inch sphere is made of purest crystal, encased in a filigree cage of polished mithral laurel leaves.
A good wielder can turn or destroy undead as a 15th-level cleric.
While in a good character's possession, it confers a +4 enhancement bonus to Intelligence.
Further, the orb can be used to scry like a *crystal ball* with the added ability to *detect thoughts*.
Once per day, the orb can be used to cast *heal* (as a 20th-level cleric) by touch.
Resonating Effect (*Two Items*): While a single creature possesses two items of the *Regalia of Good*, he gains a +2 circumstance bonus on all Diplomacy checks made against good creatures, as they automatically recognize the character as a powerful servant of good.
As the character's nature alters to reflect the celestial energies that surround the regalia, he gains a +1 circumstance bonus on saving throws against electricity, petrification, cold, acid, fire, and poison.
The character gains low-light vision and darkvision with a range of 60 feet.
If the wielder casts a *planar ally* spell (including the lesser and greater versions) to call a celestial, the creature will serve for half the price it would normally charge, in goods or services (at the DM's discretion).
Finally, all good spells cast by the creature (including those from an item of the *Regalia*) have +2 added to the saving throw DC.
Resonating Effect (*Three Items*): While a single creature possesses all three items of the *Regalia of Good*, he gains a +4 enhancement bonus to Strength, Dexterity, and Constitution.
Any weapon wielded by the creature becomes a holy weapon, dealing an extra +1d6 points of damage to evil creatures.
In addition, the wielder radiates an aura of courage, granting all his allies within 30 feet a +4 morale bonus on their saving throws to resist fear effects.
Nongood Characters: A nongood character attempting to use any of these items immediately takes 5d6 points of damage. Further, an evil-aligned character attempting to use the items must succeed on a Will saving throw (DC 18) or lose 2,000 XP.

THE REGALIA OF NEUTRALITY

It is not clear whether the deities of neutrality created the items of the *Regalia of Neutrality* to take an active part in the contests of divine champions that prompted the creation of the similar items of good and evil, or whether they appointed a champion to help resolve those contests.

Whatever the case, these items are equally ancient and equally powerful.
The current location of the items is unknown—it is possible that one neutral deity still holds them for safekeeping, or that the neutral deities, as they once did, still take turns keeping guard over the items.
It is equally possible that they too were lost or stolen.
The Crown of Neutrality: This gold crown is traditional in appearance compared to its related items of Good and Evil, being a wide circle of metal surmounted by nine peaks, each peak holding a gemstone of a different color.
The wearer gains immunity to acid and cold, a +4 enhancement bonus to Intelligence, a +4 deflection bonus to Armor Class, and SR 20.
She can automatically distinguish between truth, half-truth, and lies she hears or reads.
She can use the following spells three times per day each: *geas/quest*, *detect thoughts* (DC 17), and *Otiluke's resilient sphere* (DC 19).
All spells are cast at 20th level.
In the interest of maintaining impartiality, the wearer of the crown is compelled to reveal all falsehoods she discerns, including those she herself speaks.
The Scepter of Neutrality: This ornate gold scepter, like the crown, looks like many mundane royal scepters: a heavy rod topped with a large globe and studded with gemstones.
While in a neutral character's possession, it confers a +4 enhancement bonus to Constitution.
The wielder gains fast healing 2, healing 2 hit points every round until she is slain or no longer holds the scepter.
The wielder can use the following spells three times per day each: *tongues* (DC 20), *shout* (DC 19), and *greater command* (DC 20).
All spells are cast at 20th level.
The wielder of the scepter becomes increasingly driven to seek resolution to disputes (though not necessarily a peaceful solution to, for example, being ambushed by monsters).
The Orb of Neutrality: This 6-inch orb is made of gold and topped by a gem-studded knob.
While in a neutral character's possession, it confers a +4 enhancement bonus to Charisma.
Further, the orb allows the wielder to see in all directions at once, as if wearing a *robe of eyes*, but with no visible change to her person.
She gains darkvision to 120 feet and can see invisible or ethereal things within 120 feet.
She also gains a +15 circumstance bonus on Search and Spot checks.
She retains her Dexterity bonus to AC even when flat-footed and can't be flanked.
Unlike a *robe of eyes*, the Orb does allow its wielder to avert or close her eyes from a creature with a gaze attack, and it cannot be blinded by magical light.
Resonating Effect (*Two Items*): While a single creature possesses two items of the *Regalia of Neutrality*, she gains a +2 circumstance bonus on all Diplomacy checks made against neutral (neither good nor evil) creatures, as they automatically recognize the character as a powerful servant of neutrality.
The character slowly becomes more like the inevitables, construct inhabitants of the Clockwork Nirvana of Mechanus, gaining a +1 circumstance bonus on saving throws against mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.
Animals (including dire animals but not beasts) hold the character in high regard; a successful Charisma check (DC 20) prevents an animal from attacking the character for 24 hours.
All lawful or chaotic spells cast by the creature (including those from an item of the *Regalia*) have +2 added to the saving throw DC.
Resonating Effect (*Three Items*): While a single creature possesses all three items of the *Regalia of Neutrality*, she gains a +4 enhancement bonus to Strength, Dexterity, and Wisdom.
Any weapon she wields is treated as a speed weapon, granting her an extra attack each round at her highest bonus.
Good and Evil Characters: A good or evil character attempting to use any of these items immediately takes 5d6 points of damage and must succeed on a Will saving throw (DC 18) or lose 2,000 XP.

THE ROD OF SEVEN PARTS

Forged eons ago by the Wind Dukes of Aaqa, powerful creatures of law, for use in their war against the Queen of Chaos, the *Rod of Seven Parts* was sundered in the cataclysmic battle of Pesh.
Its seven fragments scattered themselves across worlds and planes, but each fragment retains at least a fragment of the mighty magic that once coursed through the complete *Rod*.
The *Rod of Seven Parts*, when intact, was 5 feet long and tapered from 2 inches across at the bottom to a half-inch at the tip.
As portions of an artifact of law, the segments do not appear broken.
Each break is an intricate pattern of crystalline facets, including both protrusions and depressions.
The individual segments are 4, 5, 6, 8, 10, 12, and 15 inches long.
Each segment of the *Rod* has a minor spell-like power activated by a command word.
The caster level for each power is 20th; saving throw DCs, where applicable, are 17 + spell level.
The 4-inch tip can *cure light wounds* five times per day.
The 5-inch segment can create a *slow* effect once per day.
The 6-inch segment can cast *haste* once per day.
The 8-inch segment can create a *gust of wind* five times per day.
The 10-inch segment provides *true seeing* once per day.
The 12-inch segment can *hold monster* once per day.
The 15-inch segment can *heal* once per day.
A nonlawful character who possesses a single segment of the *Rod of Seven Parts* must make a Will save each week (DC 17) to avoid becoming lawful.
A lawful character who holds a segment of the *Rod* and thinks of it as part of a larger item can determine in what direction the next-larger segment lies by making a successful Concentration check (DC 20); this works like *locate object*, but there is no range or duration limit and it is not blocked by lead.
This power cannot be used to find smaller segments than the one possessed.

The segments of the *Rod* can be joined together to produce an increasingly powerful artifact—the more pieces joined, the mightier the item.
Two segments joined together allow the wielder to *fly* at will, using a command word to activate the power.
Three segments grant the wielder spell resistance 15, and can be used as a *+1 light mace*.
Four segments can *control winds* twice per day (command-word activated) and function as a *+2 heavy mace*.
Five segments allow the wielder to *shapechange* once per day, and function as a *+3/+3 quarterstaff*.
Six segments allow the user to *wind walk* once per day, and function as a *+4/+4 quarterstaff*.
A character wielding six or seven assembled segments as a weapon gains the benefit of the Ambidexterity and Two-Weapon Fighting feats, facilitating the *Rod*'s use as a double weapon.
The character does not gain the benefit of these feats when fighting with any weapon other than the *Rod*.
If a character attempts to join two pieces of the *Rod* together incorrectly (trying to attach the 6-inch segment to the 10-inch segment, for example), the larger segment *teleports* away, traveling 1d10 × 100 miles in a random direction.
Because the dimensions of the *Rod* are so precise, it is easy to tell which pieces belong together and which do not.
If all seven segments of the *Rod of Seven Parts* are joined together, it gains several additional powers.
The wielder of the assembled *Rod* can use *control weather*, *whirlwind*, and *greater restoration*, each once per day.
The *Rod* functions as a *+5/+5 quarterstaff* with the chaotic outsider bane and lawful properties on both ends.
Finally, the wielder of the *Rod of Seven Parts* can use it to cast *true resurrection*, but using this power causes the *Rod* to shatter, its pieces scattering once more across the worlds and planes.

BOOK OF EXALTED DEEDS (3.5)

CUP AND TALISMAN OF AL'AKBAR

This pair of holy artifacts first appeared in the desert city of Khaibar shortly after a great devastation.
Sultan Amhara of Khaibar sent agents to retrieve the cup and talisman after they were stolen from a local temple by bandits.
Fearing a great invasion, the sultan concealed the artifacts in two different areas of his palace, but they were found and stolen yet again.
Their current whereabouts are unknown.
The Cup of Al'Akbar: This chalice is made of hammered gold, chased with silver filigree and set with twelve great gems (apparent value 75,000 gp).
It does not radiate magic, although it glows with a warm golden light.
Seven times per day, the cup can turn ordinary water into a potion of *cure light wounds* (1d8+1).
The potion must be imbibed directly from the cup; it reverts to ordinary water if poured into another vessel.
The holder of the cup can also use a *bless* spell once per day (cast at 20th level).
A nongood keeper of the cup takes 1 point of permanent Constitution drain each day the cup remains in his custody.
This drain cannot be restored by any means except a *wish* or *miracle* spell.
If the keeper's Constitution drops to 0, he dies and turns into a deathless guardian (see the deathless creature type in Chapter 8: Monsters) bound to the cup.
This ability score drain is cumulative with the drain from the Talisman of Al'Akbar (see below).
The Talisman of Al'Akbar: The talisman is made of hammered platinum in the shape of an eight-pointed star, chased with gold inlays, and with a small gem tipping each point.
The star depends from a chain of gold set with silver beading (apparent value 25,000 gp).
Like the cup, the talisman does not radiate magic.
However, the wearer can use the following spells: At will—*remove disease*; 1/day—*remove curse*.
A nongood keeper of the talisman takes 1 point of permanent Constitution drain each day the cup remains in his custody.
This drain cannot be restored by any means except a *wish* or *miracle* spell.
If the keeper's Constitution drops to 0, he dies and turns into a deathless guardian (see the deathless creature type in Chapter 8: Monsters) bound to the cup.
This ability score drain is cumulative with the drain from the Cup of Al'Akbar (see above).
Resonating Effect (*Cup and Talisman*): A creature wearing the talisman and holding the cup can cast *resurrection* three times per week.
Casting the spell requires a 10-minute ritual during which a vial of holy water must be poured into the cup and poured over the remains of the creature to be resurrected.
The spell works only on nonevil creatures and ignores the usual material component cost.
Whenever the cup and talisman are shown at the same time, all intelligent creatures viewing the artifacts must succeed on a DC 19 Will save or be overcome with greed and covetousness.
Affected creatures attack the possessor in an attempt to steal the artifacts.
Creatures friendly toward the possessor gain a +4 bonus on their Will save.
The effect ends when both artifacts are removed from the affected creature's sight.

THE REGALIA OF GOOD

The three mighty artifacts that comprise the *Regalia of Good* were forged at the same time as the *Regalia of Evil* and for the same purpose: For the use of a divine champion to oppose the similarly equipped champions of the evil and neutral deities.
For long centuries, the deities of good held the items of the regalia together in one god's care, but they were stolen, separated, and are now lost.
The Crown of Good: This thin coronet of twisted mithral is elegant and slender, fashioned to look like rays of light surrounding the head of the wearer.
When a good creature puts on the crown, its head is indeed surrounded in a brilliant halo of light.

The wearer gains immunity to electricity, a +4 enhancement bonus to Wisdom, a +4 deflection bonus to Armor Class, and spell resistance 20.
He can use the spell *guidance* at will.
He can use the following spells three times per day each: *heroes' feast*, *sending*, and *greater status*.
Once per day, he can surround himself with a *globe of invulnerability*.
All spells are cast at 20th level.
The wearer cannot speak any lies while wearing the crown.
The Scepter of Good: This slender rod is made of mithral, wreathed in a pattern of intertwining leaves.
One end constantly glows with a soft white light equivalent to a torch, but heatless.
While in a good character's possession, it confers a +4 enhancement bonus to Charisma and grants immunity to mind-affecting spells and effects.
The wielder can command obedience as if it were a *rod of rulership* with no use limit, and can use *holy smite* (DC 19) and *searing light* (DC 18) three times per day each.
All spells are cast at 20th level.
The wielder of the scepter becomes increasingly unable to refuse pleas for help, no matter how desperate the cause.
The Orb of Good: This 6-inch sphere is made of purest crystal, encased in a filigree cage of polished mithral laurel leaves.
A good wielder can turn or destroy undead as a 15th-level cleric.
While in a good character's possession, it confers a +4 enhancement bonus to Intelligence.
Further, the orb can be used to scry like a *crystal ball* with the added ability to *detect thoughts*.
Once per day, the orb can be used to cast *heal* (as a 20th-level cleric) by touch.
Resonating Effect (*Two Items*): While a single character possesses two items of the *Regalia of Good*, he gains the benefits of the Spell Focus (Good), Gift of Faith, Nimbus of Light, and Words of Creation feats.
As the character's nature alters to reflect the celestial energies that surround the regalia, he gains a +1 circumstance bonus on saving throws against electricity, petrification, cold, acid, fire, and poison.
The character gains low-light vision and darkvision with a range of 60 feet.
Finally, if the wielder casts a *planar ally* spell (including the lesser and greater versions) to call a celestial, the creature serves for half the price it would normally charge, in goods or services (at the DM's discretion).
Resonating Effect (*Three Items*): While a single creature possesses all three items of the *Regalia of Good*, he gains a +4 enhancement bonus to Strength, Dexterity, and Constitution.
Any weapon wielded by the creature becomes a holy weapon, dealing an extra +2d6 points of damage to evil creatures.
In addition, the wielder radiates an aura of courage, granting all his allies within 30 feet a +4 morale bonus on their saving throws to resist fear effects.
Nongood Characters: A nongood character attempting to use any of these items immediately takes 5d6 points of damage. Further, an evil-aligned character attempting to use the items must make a Will saving throw (DC 18) or lose 2,000 XP.

BOOK OF VILE DARKNESS (3.0)

ANGELWING RAZOR

This long, thin blade is not made from angels' wings; rather, it was honed on them—on the wings of dead and captive celestials.
This hideous process, conducted by the elf warlord Urgatil before going into battle against the gold dragon armies, sharpened the blade to an impossibly fine edge.
Angelwing Razor is a *+5 vorpal longsword* that ignores damage reduction and hardness of any kind.
It can even cut through a *wall of force* or similar effect.

DEATH ROCK

This object is said to be the heart of an evil demon lord or evil demigod, cut from his chest in a terrible battle with a woman invested with celestial powers who sought vengeance for the wrongs of the evil being and its cult.
The *Death Rock* is a crude black stone the size of a fist that pulses like a beating heart.
Anyone possessing the *Death Rock* gains the spellcasting abilities of a sorcerer of a level equal to his own.
The character knows only spells of the Necromancy school.
If the character is already a sorcerer, the new spells known and extra spells per day are in addition to his own.
The *Death Rock* has a drawback.
Once per week, the closest companion or dearest loved one of the *Death Rock*'s owner is automatically slain and turned into a zombie that serves the owner.
The owner may forsake the *Death Rock* to prevent this (or he might run out of companions or loved ones), but then the *Death Rock* immediately fades away.

DESPOILER OF FLESH

This short staff is made of human tongues sewn together end to end.
These tongues are slightly animated, so the staff occasionally bends and curls of its own volition.
Despoiler of Flesh has been in the possession of a particularly twisted and powerful nalfeshnee named Tapheon that lives in a place called the Fortress of Indifference.
It has also been in the hands of a mortal despot named Multheasan, a human in love with his two daughters.
Rather than force himself upon them, he used the *Despoiler of Flesh* to reshape captives and slaves into the likenesses of his daughters so that he might have his way with them instead.
The artifact allows the wielder to reshape the flesh of any creature, as with a *polymorph other* spell except that any shape that the wielder can imagine can be bestowed, whether a creature actually exists in that form or not.
If a form is bestowed that is unwieldy or untenable, or that was created without careful forethought, the creature simply dies.
For example, the wielder could change the form of a wolf into that of a human known to him.

He could then (using the *Despoiler of Flesh* again) give that human purplish black skin and tentacles for arms.
If he attempted to also give the victim six spider legs and bat-like wings large enough to carry him aloft, the form would simply collapse under its own weight into a pile of fleshy goo.
Victims may resist the effect of the artifact with a Fortitude save (DC 25).
The wielder can make one change per round, with a victim getting a save to resist each change.
Turning a creature into an existing kind of creature (as described in the *polymorph other* spell) counts as one change.
Systematically adding or removing body parts counts as one change per addition or removal, unless multiple identical changes are made (such as removing both of an ogre's hands or turning all of a dragon's teeth into short, stubby toes).

IRON FLASK OF TUERNY THE MERCILESS

Tuerny the Merciless was a powerful spellcaster who killed the royal family of an ancient land to gain control of the kingdom.
He enslaved the considerable army of the land, then went to war with neighboring lands.
Tuerny began to summon demons, but he lacked the ability to control them.
The fiends ravaged the countryside and threatened his kingdom, so Tuerny fashioned a device that would imprison and control them.
His plan worked, and with the device Tuerny's might grew even greater, until one day the demons within the flask broke free and claimed his soul.
The *Iron Flask* is very small and plain, although the stopper is engraved and embossed with runes of power.
It holds 1d4 demons within it when first found.
Roll on the following table to determine the kind of demon:

d%	Demons
01–40	Glabrezu
41–80	Nalfeshnees
81–95	Mariliths
96–100	Balors

When the *Iron Flask* is unstoppered, the owner can command one of the demons to come out for up to 8 hours or until slain (at which point the demon goes back into the flask).
During its time of freedom, the owner of the flask controls all actions of the demon.
No demon can be called forth more than once per week.
More demons can be added to the flask.
The target demon must be within 30 feet, and the owner of the flask must speak a command word (a standard action) to attempt to imprison it.
To overcome the spell resistance of the demon (if any), the owner can make a check using the caster level of the flask (30th).
Then the demon must succeed at a Will save (DC 20) or be sucked into the flask.
The *Iron Flask* holds up to one hundred demons.
Whenever a new demon is imprisoned, the flask must be unstoppered, and 1d4 other demons attempt to escape from the flask.
To thwart each attempted escape, the flask's owner must succeed at a Will saving throw (DC 20 +1 per demon in the flask).
If a demon escapes, it turns on the flask's owner and attempts to slay him.
Each time a demon is called from the flask, the owner must succeed at a Will saving throw (DC 20 +1 per previous save against the flask +1 per demon in the flask) or become chaotic evil.
Furthermore, each time he must also succeed at a caster level check using the flask's caster level of 30th (DC 10 +1 per previous save against the flask +1 per demon in the flask), or the demon called is freed and turns upon the owner of the flask.
If the demons from the flask ever slay the owner, they immediately steal his soul and take it to the Abyss to become a larva.

THE RUBY ROD OF ASMODEUS

This scepter glistens with an unimaginable, unearthly luster.
Some claim that in just gem value alone, the rod is worth more than one million gold pieces.
It is, however, also a formidable weapon of evil.
If used in melee, it is a +6 *unholy greatclub* that bestows an *inflict critical wounds* spell (cast at 20th level) upon anyone it touches (Will DC 19 half).
Anyone that touches the rod against Asmodeus's will feels the effect of the *inflict critical wounds* spell as well.
Weapons with a +6 enhancement bonus are beyond the ken of most item creators, but they otherwise follow all the rules for magic weapons.
The *Ruby Rod* also has a number of supernatural abilities, which function as the spells cast by a 20th-level caster.
The following abilities are usable at will by Asmodeus, and once per day by anyone else.
• *Line of Lightning*: 150 feet long, 10 feet wide, deals 20d6 points of electricity damage (Reflex DC 23 half).
• *Line of Acid*: 300 feet long, 5 feet wide, deals 20d6 points of acid damage (Reflex DC 23 half).
• *Cone of Cold*: 75 feet long, deals 20d6 points of cold damage (Reflex DC 23 half).
• *Aura of Might*: Anyone attempting to make a melee attack against the wielder must succeed at a Will save (DC 20) or instead bow down, helpless for 1 round.
• *Reverie of Nessus*: When this ability is activated, the wielder is instantly encased in a 5-foot-radius spherical wall of force, and the area 50 feet around the sphere (but not within it) becomes an antimagic field.
This effect lasts for 3 rounds.
In the first round, the wielder is automatically purged of any unwanted enchantments.
In the second round, the wielder is purged of any diseases, poisons, or physical maladies (including lost body parts).
In the third round, the wielder is healed to full hit points and feels as though he just rested a full day, regaining spells and spell-like abilities accordingly (but even Asmodeus can only gain the benefit of this magical rest once per day).

THE WAND OF ORCUS

This black obsidian and iron rod is topped with the skull of a human hero slain by Orcus.
If wielded in melee, it is a +6 *unholy chaotic heavy mace*.
If the wand touches any nonoutsider, or an outsider with less than 15 HD, the target must succeed at a Fortitude save (DC 25) or die immediately.
Anyone that touches the wand against Orcus's will must save or die as well.
Weapons with a +6 enhancement bonus are beyond the ken of most item creators, but they otherwise follow all the rules for magic weapons.
The wand also confers a +5 deflection bonus to the Armor Class of the wielder at all times.
Finally, the wielder can call upon each of the following powers once per day, as the spells cast by a 20th-level caster: *abyssal might*, *bodak birth*, *call nightmare*, *clutch of Orcus* (DC 18), *summon monster* VII, *wrack* (DC 18), and *wretched blight* (15d8 damage, DC 23).

THE REGALIA OF EVIL

These three separate artifacts possess great power—and even greater power when used together.
In eons long past, before humanity was born and perhaps before the world was forged, the gods of darkness and corruption worked together to outfit a champion to pit against the gods of light and the lords of balance.
Since this time, champions of evil have used the *Regalia of Evil* whenever a dispute needed to be settled against a similarly equipped champion of good or neutrality (each faction having its own regalia).
It may be that today these contests of champions no longer occur, and the individual items of the regalia have fallen into mortal hands.
Still, the gods of evil occasionally check on the devices that they created so long ago.
It has been millennia since all three items of the *Regalia of Evil* were used by a single being.
The Crown of Evil: This iron crown is crude and rough, fashioned to look like black flames wreathing the head of the wearer.
When an evil creature puts on the crown, its head is surrounded by reddish-black fire.
These flames conceal the wearer's face.
The wearer gains fire immunity, a +4 enhancement bonus to Strength, a +4 deflection bonus to Armor Class, and spell resistance 20.
It can use *unnerving gaze* at will as a spell-like ability, and it can use the following spell-like abilities three times per day: *create undead*, *hellfire*, and *wall of fire*.
All spell-like abilities are at 20th caster level.
The wearer can speak only lies while wearing the crown, so usually the wearer of the crown doesn't speak.
The Scepter of Evil: This rod is made of iron and draped in chains.
A dark red flame is always lit at one end, but it gives off no heat.
While in a character's possession, the scepter confers a +4 enhancement bonus to Charisma.
The wielder can use each of the following spell-like abilities three times per day: *fear* (DC 19), corrupt *fireball* (DC 18), *red fester* (DC 18), and *power leech* (DC 20).
All spell-like abilities are at 20th caster level.
The owner of this device slowly becomes more and more egotistical.
The Orb of Evil: This 6-inch-diameter orb is made of pitted and scarred iron.
Red sparks fly from the orb at the slightest touch.
The wielder can rebuke and command undead as a 15th-level cleric can.
While in a character's possession, the orb confers a +4 enhancement bonus to Wisdom.
Furthermore, the orb can absorb spells as a *rod of absorption* can.
The owner slowly grows greedier over time.
The *Regalia of Evil* has greater powers, called resonating effects, if the same creature owns more than one of the items.
Two Items: When a single creature possesses two items of the *Regalia of Evil*, it gains the effects of the Lichloved, Dark Speech, Evil Brand, and Verminfriend feats.
Save DCs on all evil spells and spell-like abilities of the creature (including those from the *Regalia*) are increased by +2.
Three Items: When a single creature possesses all three items of the *Regalia of Evil*, it gains a +4 enhancement bonus to Constitution, Dexterity, and Intelligence.
All weapon damage dealt by the wielder is vile damage.
A nonevil character attempting to use any of the items that comprise the *Regalia of Evil* immediately takes 5d6 points of damage.
Furthermore, a good-aligned character attempting to use one of these items must succeed at a Will saving throw (DC 18) or lose 2,000 XP.

CHAMPIONS OF RUIN (3.5)

GRAY PORTRAIT

This artifact prevents its owner from suffering negative levels, ability drain, and from aging.
Lore: A DC 30 bardic knowledge or Knowledge (religion) check recalls this myth about the *gray portrait*.
Long ago, almost two millennia in the past, a vain and selfish chaotic neutral follower of Sune named Belarian the Beautiful sought every means available to sustain and enhance his beauty.
Firehair's creed teaches that beauty is not just skin deep, but Belarian only cared about his appearance.
His self-infatuation was so great that he turned from his devotion to Lady Firehair and offered to sell his soul to any god or demon able to preserve his physical perfection.
One answered, gifting Belarian with immortality and perpetual beauty through an artifact.
Who created the *gray portrait*, which entity gave it to Belarian, or what eventually happened to the vain man is a matter of speculation.
Over the last two thousand years, various personages have owned the portrait, but its current location is unknown.
Description: Initially only a blank canvas, the *gray portrait* becomes a picture of the owner after one week.
Activation: After an individual possesses the portrait for one week, a picture of that individual owner appears on the canvas.

Effect: The owner of the *gray portrait* does not age or show signs of aging.
As long as he owns the portrait, he will appear as young and as healthy as he did when he first acquired the artifact.
When the owner of the portrait is subject to spells or effects that bestow negative levels or cause ability drain, such as *energy drain* spell or a vampire's touch, he does not suffer their effects.
Instead, the portrait absorbs these debilitating effects.
His image in the portrait transforms to look more haggard and depraved as it suffers the horrors that leave its owner untouched.
The portrait stores and preserves all this horrible magic.
If it is ever destroyed, the owner immediately suffers all the negative effects of age, negative levels, and ability drain that the portrait has absorbed.
If the owner has outlived his natural life span, he instantly dies.
Aura/Caster Level: Overwhelming abjuration and necromancy; CL 20th.
Weight: 10 lb.
Price: —.

DRAGONS OF FAERÛN (3.5)

FANGED SHIELD OF SHYK KORORT

The *Fanged Shield of Shyk Korort* is a historical artifact of the Shoon Era with significant historical import as a tyrannical symbol of the Seven Burnings campaign and as a religious relic among gnolls in the Cult of Yeenoghu.
Lore: Characters can gain the following pieces of information about the *Fanged Shield of Shyk Korort* by making Knowledge (arcana) or Knowledge (history) checks.
DC 20: By seizing the hoard of Rhimnasarl during the Shining in the Year of the Plague Clouds (236 DR), Qysar Shoon IV precipitated a period of intense research and magical experimentation among the court mages of the Shoon Imperial Court.
Many artifacts and spells attributed to the Shoon Empire date back to this period, of which the *Fanged Shield of Shyk Korort*, fashioned in the Year of the War Wyvern (258 DR), is just one example.
DC 25: Korort adh Shoon, the original bearer of the *Fanged Shield*, was a mameluk (Calishite slave-king) of Tethen heritage who reached the rank of Shyk (major) in the Imperium's armies during the reign of Qysara Shoon V.
A strategic genius belatedly recognized as one of the foremost military, minds of his day, Korort was instrumental in pushing the eastern borders of the Imperium as far as the Landrise.
Only his status as a mameluk prevented Korort from achieving the rank of qayadin (general) before his death at the hands of a rakshasa assassin recruited by his jealous superiors.
DC 30: After Korort's death, the *Fanged Shield* was borne by a succession of qayadin as a ceremonial badge of office.
It saw little use on the field of battle until the latter half of the Year of Silver Holly (437 DR).
In response to a rebellion by numerous towns along the River Shaar and Lake Lhespen, Qysar Amahl Shoon VII dispatched Qayadin Hakam yn Sarak el Sallah, his most merciless general, and seventeen troop ships to quell the uprising.
During a campaign that later came to be called the Seven Burnings, Hakam wielded the *Fanged Shield* to great effect as his troops rampaged through Sheirtalar, Kormul, and five other towns.
Shyk Korort's shield quickly became a hated symbol of the tyranny of the Shoon.
Hakam remained in the Shaar as its nazir (prefect) until his ignoble death in the Year of Unleashed Fears (451 DR), when he was ripped limb from limb by a mob of widows.
The *Fanged Shield of Shyk Korort* vanished during the chaos that followed the collapse of imperial rule and did not resurface until the Year of the Fanged Beast (640 DR).
In his lengthy treatise entitled *Dogmen of the Shaar*, published in the Year of the Gruesome Grimoires (676 DR), Dhynthar of Kormul chronicles the rapid rise in influence of Yeenoghu's cult among the gnoll tribes of the grasslands that year and the resultant sharp increase in attacks against the towns of the Lake Lhespen region in the decades that followed.
One passage in particular de scribes a spiked shield bearing a snarling visage, an unmistakable description of the *Fanged Shield of Shyk Korort*, employed by Ur-Darnok (the preeminent shaman of Yeenoghu's cult) and revered as a relic by the gnoll tribes of-the area.
Later in his treatise, Dhynthar conjectures that the intertribal strife that erupted among the Shaaran gnoll tribes in the Year of the Shrouded Slayer (671 DR) was directly attributable to Ur-Darnok's death at the hands of a great wyrm blue dragon.
Because dragons from lairs across Faerûn have always fed on the huge herds that roam the Shaar, Dhynthar was unable to even guess which wyrm had killed Ur-Darnok and seized the *Fanged Shield of Shyk Korort*.
Although most sages since that time have assumed that the attack that shattered the power of the Shaaran gnoll tribes was pure happenstance, in truth Iryklathagra (the unidentified blue dragon) had deliberately tracked down this indirect legacy of Rhimnasarl's hoard and reclaimed it.
The *Fanged Shield of Shyk Korort* has lain undisturbed in her hoard ever since, while tales of its powers have grown to mythic proportions among the gnoll tribes of the South, and its image has been adopted as a symbol of tyranny in Lapaliiya by the followers of Bane and the Baneson.
Description: The *Fanged Shield of Shyk Korort* is a light steel shield whose face is molded in the shape of a snarling, monstrous face.
Ivory spikes, placed so as to resemble protruding fangs, jut forward from behind the lower lip.
The bestial visage has been variously described as resembling that of a dragon, a gnoll, or a fiend from the Lower Planes, and faint traces remain of various pigments that have been used to reinforce such interpretations.
Two adjustable leather straps are bolted to the reverse side of the shield, enabling the bearer to firmly affix the *Fanged Shield* to the forearm and wield it as both a defensive and offensive instrument.
Effect: The *Fanged Shield of Shyk Korort* is a *+2 command fearsome light steel shield* with *+2 shield spikes*.

Consequences: If the *Fanged Shield* is ever liberated from its resting place in Iryklathagra's hoard, this would be momentous news to the gnolls of the South, among which the *Fanged Shield of Shyk Korort* has achieved nigh-mythic status.
As word of the shield's rediscovery spreads south and east, every gnoll tribe from Amn to the Shaar will begin raiding caravans passing through and settlements on the periphery of their territory.
At least one survivor will be allowed to escape each such raid bearing a message, usually written in crude pictographs, demanding the return of the *shield of Yeenoghu* (the *Fanged Shield*) in exchange for halting the raids.
Tethyr will be particularly hard hit, for gnoll tribes are common in the Forest of Tethyr, the Forest of Mir, the Starspires, the Iltkazar range, and the ruins of Shoonach. Trade along the Golden Road will suffer as well, and eventually the unrest will spread south to the Shaar.
Of course, simply giving the *Fanged Shield* to one tribe will not satisfy rival tribes, so this problem is unlikely to abate for months, if not years.
Should a charismatic leader of the gnolls acquire the shield, they might marshal a horde of their kin of a size not seen in centuries.
The Knights of the Black Gauntlet, a religious order dedicated to the deity, of tyranny, are a growing power along the northern and western shores of the Lake of Steam.
Once word of the shield's rediscovery spreads to Mintar, the leaders of the order (who harbor aspirations of ruling the entire South) will see acquisition of the *Fanged Shield* as a critical component toward extending their influence into Lapaliiya.
Aware that they are unlikely to acquire the twin-spiked buckler directly, the Knights will secretly spread word of the *Fanged Shield's* discovery and the tactics being used to bargain for it to gnoll tribes throughout the South.
In addition to weakening neighboring realms, the Knights will then be positioned to seize the shield for themselves, regardless of which gnoll tribe first acquires it.
Overwhelming illusion; CL 20th.

GHAZIR THE DESERT'S EDGE

Employed in the conquest of the Nelanther and the taming of the Cloud Peaks, *Ghazir the Desert's Edge* is a legendary weapon of the Shoon Imperium with a cursed reputation.
Lore: Characters can gain the following pieces of information about *Ghazir* by making Knowledge (arcana) or Knowledge (history) checks.
DC *15*: In the Year of the Burnished Blade (276 DR), Qysar Shoon IV of the Shoon Imperium fashioned a uniquely powerful scimitar from the shifting sands of the Calim Desert, drawing on the trove of magical lore seized from the hoard of Rhimnasarl the Shining.
Shoon IV was a necromancer, unskilled in swordplay, who crafted the weapon solely to prove it could be done.
The blade (named *Ghazir*, or "war crescent" in Alzhedo) lay unused in the royal vaults for nearly a decade after it was forged.
DC *20*: In the Year of Wasted Pride (285 DR), Qysara Shoon V formally bequeathed the scimitar to a senior ralbahr (admiral), Murabir of Memnon Faruk yn Aban el Khafar yi Memnon, as a symbol of office.
Faruk had long championed the conquest and colonization of the Nelanther, as the genie-haunted isles west of Zazesspur were known, and the gift was seen as a symbol of the qysara's favor.
The ensuing naval campaign was a great success; nearly a score of rogue djinn were slain, and the gale-force winds that had long prevented the safe passage of sailing ships along the Sword Coast abated.
Despite the construction of the Sea Towers of Irphong and Nemessor, the subsequent colonization efforts foundered, due to the nobles' distaste for the constant cool winds (which many attributed to the angry spirits of the djinn) and other factors of living close to the stormy Trackless Sea.
Faruk was eventually cashiered in the Year of Sundered Sails (302 DR) by the qysara's successor, Shoon VI, and *Ghazir* was returned to the vaults beneath the Imperial Mount of Shoonach, where it languished for nearly three decades.
DC *30*: The winter that stretched from the Year of Roused Giants (330 DR) to the Year of Cold Clashes (331 DR) was one of the coldest on record in the Shoon Imperium.
The Calishar Emirates were blanketed in snow, and raiding giants emerged from the mountains to plunder isolated communities.
After a large tribe of frost giants began harrying the outlying farms *of* Athkatla, Qysar Shoon VII dispatched a large company of soldiers to deal with the menace.
Ghazir was loaned to the troops' colonel, Balak Muham yn Daud el Talhib, who used *Desert's Edge* to dispatch dozens of northern behemoths.
Although Muham was hailed as a hero upon his return to Shoonach, *Ghazir's* reputation was tarnished by the string of harsh winters that followed, coupled with reports that the frost giants' spirits continued to haunt the Cloud Peaks.
Rumors suggested that the weapon was in some manner cursed, and that the souls of its victims remained tethered to this world where they continued to harass the living.
It was deemed politically expedient by Shoon VII's viziers to return *Ghazir* to the royal vaults, where it lay untouched until the fall of the Imperium.
In the Year of the Corrie Fist (450 DR), Iryklathagra seized *Ghazir* along with many other treasures as she plundered Shoonach, and *Desert's Edge* has lain untouched in her hoard ever since.
Description: *Ghazir* is a great scimitar nearly 5 feet in length from tip to pommel.
The glassteel blade is fashioned from the crystalline sand left in the wake of Memnon's Crackle, a shifting region of intense heat in the Calim Desert.
A curving line of fire endlessly dances within the heart of the blade.
The scimitar's smoothly polished basket and hilt are carved from the talon of a long-dead blue wyrm and engraved with magic runes encircling the sigil of Shoon IV.
Effect: *Ghazir* is a *+2 elemental bane flaming scimitar*.
The weapon also absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).
Once per day, the bearer can use *air walk*.
Finally, one curious power of *Ghazir* creates lingering phantoms of every creature it fells.
Such ghosts are tied only to the general geographic region in which they are slain and are left with only the power to

manifest themselves in two different forms (though not both concurrently).
The dead victims can manifest as either visual phantoms or as natural or elemental phenomena somehow linked to their mortal lives.
Although this power is little understood, it seems to have created djinni ghosts capable of manifesting as winds throughout the Nelanther and frost giant phantoms capable of manifesting as regions of bitter cold and snow in the Cloud Peaks.
Consequences: *Ghazir* has a fell reputation, even today, although most folk who do not understand Alzhedo think it the name of an efreeti bound into to the form of a blade.
Merchants regularly curse *Desert's Edge* when making a treacherous passage through the blizzard-prone Fang Pass or the fierce gales that buffet Asavir's Channel.
Should *Ghazir* resurface in Aran or Tethyr after being removed from Iryklathagra's hoard, tales of vengeful frost giant ghosts and tormented undead genies will once again spread through the Nelanther and along the Sword Coast.
Moreover, such rumors might be rooted in fact, for the coast of A mil and northern Tethyr will suffer increasingly fierce gales and harsh winters in the years following *Ghazir*'s reappearance, as each additional phantom created by the blade incites all previous phantoms to employ their remaining magical powers to the greatest effect possible.
Moreover, should *Desert's Edge* be used to slay other beings, tales might spread of their spirits plaguing the region as well.
The leaders of Amn and Tethyr will be forced by public opinion to seek custody of the scimitar, but the white wyrm who lairs atop Mount Speartop (Icehauptannarthanyx) will move quickly to claim *Ghazir* for his own hoard.
He fears that the Cloud Peaks climate will grow noticeably warmer if the frost giant spirits are somehow laid to rest by destroying the scimitar.
Having bargained unsuccessfully with Iryklathagra for centuries to acquire *Desert's Edge*, Icehauptannarthanyx will be quick to take advantage of the opportunity afforded by a band of adventurers who acquire the scimitar.
Overwhelming conjuration; CL 20th.

KAYAS THE KRAKENSCOURGE

Kayas the Krakenscourge is the traditional weapon of the Triton Protectorates of the Sea of Fallen Stars in their endless battle to contain the slumbering cephalopods of the Trench of Lopok.
Lore: Characters can gain the following pieces of information about *Kayas* by making Knowledge (arcana) or Knowledge (history) checks.
DC 20: For fourteen centuries, up until a century ago, *Kayas* was a traditional weapon of the Triton Protectorates, wielded by a succession of triton war leaders against the krakens that dwelt below.
In the hands of the tritons, the *Krakenscourge* was used to slaughter more than a score of the great denizens of the deep, until few dared to emerge from the Trench of Lopok.
DC 25: The reign of Coronal Vaequiis II of Aryselmalyr, which stretched from –819 DR to –777 DR, saw the persecution of wizards throughout the Sea of Fallen Stars, particularly the four Dukar orders of Myth Nantar.
In –788 DR, Vaequiis the Dark, as the paranoid sea elf ruler was known, initiated the Fifth Serôs War against the shalarin kingdom of Es'krin following the Second Shalarin Passing.
This attack prompted other allied and neutral states of Serôs to ally against her, so in desperation, the coronal allied herself with a pair of kraken—Borapalys and Rylurkarth—from the Trench of Lopok.
The war finally ended following the deaths of Vaequiis II and her kraken allies, the result of heroic sacrifices by a small band of Dukars of the Jhimari Order, but not before the destruction of Es'krin and the morkoth magocracy known as the Arcana of Humbar.
Borapalys's death was the work of Kayas, a triton Peacekeeper weaponeer who is said to have slain the loathsome kraken by turning himself into a great blade and plunging himself into the monster's black heart.
He is thought to have employed the hidden Fifth Step of the Weapon Path of the Karel (a long-abandoned double-bladed dagger once used by tritons).
It is from this tale that the first legends regarding the *Krakenscourge* arose, a weapon that is now named for its Dukar creator.
Following the end of the Fifth Serôs War, the *Krakenscourge* passed into the possession of the Orison dynasty of Aryselmalyr.
However, it was not listed in the inventory of the royal vaults taken in the Year of Weary Kings (–412 DR), when the crown of Aryselmalyr passed to House Vesahliir of Naramyr.
No record of *Kayas* exists until, it resurfaced during the Seventh Serôs War in the hands of a storm giant adventurer named Lorthar of the Waves.
Lorthar died in combat with a legion of elite morkoth warriors in the Year of the Valorous Kobold (–106 DR), during one of the last battles of the war.
The *Krakenscourge* briefly fell into the hands of the Theocracy of the Deep Ones before it was reclaimed by the tritons, whose unexpected emergence from the deeper trenches of the sea ensured the morkoths' defeat.
DC 30: In the Year of the Shattered Wall (1271 DR), the Ahlors Protectorate was ravaged by an attack from an unexpected quarter.
Iryklathagra, exploring a saline environment wholly unlike that in which she was born by means of an *iridescent ioun stone*, plundered the trade city of Otanyn.
In addition to seizing a fortune in pearls, she made off with *Kayas* and the corpse of the weapon's last triton wielder in her claws.
The *Krakenscourge* has since lain unused in her hoard.
Description: The *Krakenscourge* is a unique two-bladed sword, closely resembling a double-ended spear or harpoon, made of coral and bone.
Just over 9 feet in length, *Kayas* consists of two long, thin sword blades, made of razor-sharp Jhimar coral (a red-hued variant of claw coral) on opposing ends of a central hilt.
The blades and the hilt are smooth and seamless, clearly not carved or fitted from" separate pieces.
The 3-foot-long cylindrical hilt, fashioned of polished bone, is pierced by three smoothed oval-shaped holes, each the width of a triton's hand.
Despite its size, the weapon is quite light, weighing less than 5" pounds, but it is as strong as adamantine and essentially unbreakable.
Effect: The *Krakenscourge* can be used as a +3/+3 *two-bladed sword* (by grasping the two outer holes in the hilt) or as a +5

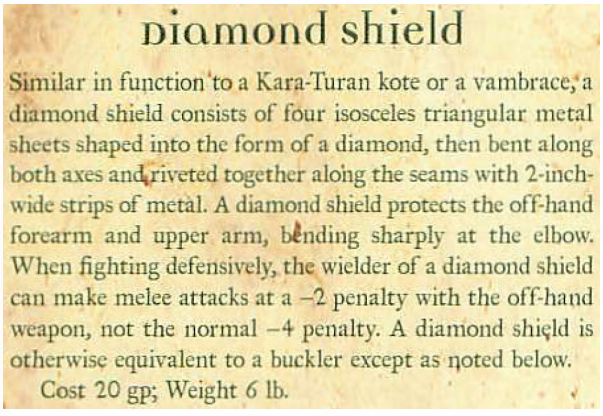
longspear underwater (by grasping the central hole in the hilt).
Any successful hit on a cephalopod (which includes krakens, octopi, and squids) deals an extra 2d6 points of damage, or twice that amount on a critical hit.
The bearer can act continuously under the effects of a *freedom of movement* spell and a *darkvision* spell.
A lingering remnant of Kayas's sentience can sense die presence of kraken within 100 miles of its location and direct its bearer toward the nearest such denizen of the deep by causing its' coral blades to glow with varying hues of reddish light.
The blades of the *Krakenscourge* also glow warmly in the presence of any Dukars, a reflective effect still extant today in living Dukars.
This last effect suggests that it might be possible for the wielder of the *Krakenscourge* to tap into *Kayas's* Dukar powers, but no means of doing so is currently known.
Consequences: The Triton Protectorates of Serôs never acknowledged the loss of *Kayos* to Iryklathagra, since possessing the *Krakenscourge* (or appearing to do so) has kept the krakens of the Trench of Lopok in check.
Hence, if the weapon is removed from Iryklathagra's hoard, word of its reappearance will spread beneath the waves of the Sea of Fallen Stars, and a pillar of the tritons' arsenal will be revealed as a sham.
The lopoks (as they are called in the tongue of the locathah) would immediately begin testing the defenses of the Protectorates in order to validate the truth of such tales, and once they have done so will revise their plots accordingly.
Concurrently, both the tritons and the krakens will use any means to acquire *Kayas*, the former in the hope of restoring the shattered status quo and the latter in order to cement their more advantageous position.
In the northern Trackless Sea, Slarkethrel (Spawn of Umberlee and King of the Trackless Depths) will employ every resource of the secretive Kraken Society in order to seize *Kayas* for itself.
Similarly, once the Cephalopolop (as the kraken who rules the kuo-toa city of Sloopdilmonpolop deep beneath Firedrake Bay calls itself) learns of the weapon's discovery, it will dispatch kuo-toa rogues of the Severed Claw to steal the weapon.
The kraken that lairs off the coast of Calimshan and the kraken lurking in the Nelanther (which now calls itself the Curse of Irphong) will respond similarly.
Even Shond Tharovin, the infamous wizard trapped in gibbering mouther form who lairs amid the Singing Rocks, will attempt to capture *Kayas*, hoping to use the threat it embodies to manipulate the krakens of the surrounding seas.
Finally, the *Krakenscourge* represents a great opportunity for the Dukar Orders should it ever be returned to Myth Nantar.
There is a small chance that Kayas's slumbering sentience could be contacted by Grand Savant Qos of the Fifth Order. Under such a scenario, it is possible that Kayas could be resurrected, or at least he could supply a great deal of long-lost information to those Dukars attempting to restore the Lost Order of Jhimar.
Moderate transmutation; CL 20th.

KURALTAAR THE DEMONSHIELD

Kuraltaar is one of thirteen *Demonsbields* forged by Hilather (Halaster Blackcloak) during the Shoon Imperiurn.
Lore: Characters can gain the following pieces of information about *Kuraltaar the Demonshield* by making Knowledge (arcana) or Knowledge (history) checks.
DC 20: The thirteen *Demonsbields* were commissioned during the Shoon Imperiurn as part of a project to find a way to more securely bind fiends to the will of their summoners and thus employ them as agents of the Shoon Imperiurn.
Of the thirteen shields, twelve were lost and one was confined to the royal vaults of the Shoon until it was claimed by Iryklathagra.
DC 30: During the Age of Shoon, many small realms, known collectively as the Calishar Emirates, rose and fell along the southern Sword Coast north of the Marching Mountains.
The rulers of these realms governed their subjects largely as they pleased, as long as those subjects obeyed the dictates of the qysar, paid their taxes in full, and supplied levies of troops to the imperial armies as needed.
The excesses of the petty nobles of this era were legion and included widespread trafficking with fiends.
Such summoned "pets" often broke their bonds of servitude and became ravaging menaces, while those responsible for their presence in Faerûn hid safely behind their villa walls.
In the Year of the Vow Manifest (44 DR), the followers of Anachtyr (a local alias of Tyr) responded to the threat posed by demons rampaging through the countryside by forging three *Demonsbane* shields—*Kimeltaar*, *Naelotaar*, and *Dizeltaar*—to be wielded by paladin champions.
In contrast, the ponderous imperial bureaucracy did not react for more than eight decades and then only in a token fashion.
Although most records from the reign of Qysar Shoon III were destroyed during the Shoonach Conflagration, it appears that an errant Raurinese wizard named Hilather was hired to develop a more secure means of binding fiends to the will of their summoners (and thus as agents of the Shoon Imperium).
In the Year of the Addled Arcanist (128 DR), Hilather established himself in an abandoned tower in the remote emirate of Torsil, which lay along the Sword Coast north of the northwestern foothills of the Cloud Peaks and south of Candlekeep, near the site of present-day Beregost.
In the catacombs beneath his newly appropriated tower, the Raurinese wizard either located or created a planar breach between the Material Plane and the Abyss.
Drawing on the large body of genie lore that had been developed by Calishite sorcerers over the Centuries and the process for creating a *mirror of life trapping*, he devised a process whereby he could summon all manner of nether beings and permanently bind them into physical objects.
After four years of experimentation, Hilather emerged from seclusion in the Year of Thirteen Prides Lost (152 DR) with thirteen *Demonsbields* in hand, which he presented to the Imperial Court.
Although the newly installed Qysar Amahl Shoon IV was reportedly pleased with the Raurinese wizard's work, the process by which Hilather created the *Demonsbields* was never reproduced, for reasons that remain obscure.

Hilather apparently vanished later that same day with a mysterious payment in hand, and the only chronicle of his work, supposedly recorded in a nondescript libram entitled *Hilather's Workbook*, seems' to have been lost shortly thereafter.
(Unbeknownst to all, this long-lost tome lies within the library of King Haedrak III of Tethyr, hidden inside the covers of an unrelated and useless tome that has been gathering dust for centuries).
Twelve of the thirteen *Demonsbields* were quickly dispensed to various high-ranking mameluks (Calishite slave-kings), and sporadic accounts of their use appear in various historical records up until the first century of the Seventh Age of Calimshan.
The thirteenth shield, known as *Kuraltaar*, lay untouched in the imperial vaults, presumably reserved as an example of Hilather's artistry for the court mages of the Shoon to study at their leisure.
Alter languishing in the royal vaults for over two centuries, unused and almost forgotten, *Kuraltaar* was finally retrieved in the Year of Emerald Eyes (571 DR) and given to Iryklathagra by Qysara Shaani.
Ensconced ever since in the hoard of the great wyrm blue dragon, the thirteenth *Demonshield* is undoubtedly unique in that it has existed for over twelve centuries while having never been employed in combat.
Despite *Kuraltaar*'s quiet history, two events of historical import—both of which involve the destruction of a school of wizardry—weigh deeply on its future fate.
In the Year of Crimson Magics (1026 DR), the mage Ulcaster, a conjurer of note, established a school of conjuration on the ruins of Hilather's tower that attracted would-be mages from up and down the Sword Coast For eight decades, Ulcaster and his senior apprentices secretly attempted to replicate Hilather's earlier work on the site.
Just as they were on the brink of success, the school was destroyed in the Year of the Solemn Halfling (1106 DR) in a spell-battle with Calishite mages who feared the school's growing power.
Ulcaster vanished during the fray, and his fate remains unknown.
Today, some whisper that the wizards of Calimshan jealously guard the secret of binding genies and other beings of power into physical objects, and that they will visit the fate of the Ulcasterian school on any who presume to unlock their secrets.
The other event that colors Hilather's legacy is the destruction of the School of Wonder, in the Year of the Leaping Frog (1266 DR).
It is commonly known that the School of Wonder was destroyed by tanar'ri and power-mad students, an event that precipitated the Amnian populace's existing distrust of wizards.
Only a few sages are aware that the seeds of the school's downfall were sown when four of the long-forgotten *Demonshields* were recovered from an ancient barrow in the Fields of the Dead and brought back to the School of Wonder for study.
Somehow the fiends bound within the shields were released, and they in turn summoned in a legion of their fellows after recruiting several student wizards with whispered promises of power.
The resulting carnage was barely contained, and after the fiends were finally dispatched, the School of Wonder lay in ruins, with all its masters dead and only a few students still alive.
Description: *Kuraltaar* (and the other *Demonsbields*) are all constructed in the form of diamond shields, a form of armor unique to the Shoon era (see sidebar).
Kuraltaar is forged from a rare alloy of arjale and tantulhor, two lightweight ores from the fiery plane of Phlegethos (fourth of the Nine Hells), mixed with silver.
The resultant alloy is almost impervious to attack, yet retains a small amount of malleability.
Aside from a bright, untarnished silvery hue flecked with an unusual green design, *Kuraltaar* is otherwise unadorned.
Effect: *Kuraltaar* is a *+1 diamond shield* with hardness 12 and 30 hit points.
Like all *Demonshields*, *Kuraltaar* reflects the nature and defensive powers of the fiend imprisoned within—in this case, a glabrezu named Kural'Risyk.
The glabrezu's damage reduction (10/good), immunities (electricity and poison), resistances (acid 10, cold 10, and fire 10), and spell resistance (21) all apply to the bearer of the shield.
Whenever any of the shield's protective powers come into play, aside from the Armor Class bonus, the bearer's form is momentarily cloaked in the image of Kural'Risyk (who was a powerfully muscled glabrezu).
It is not possible to contact Kural'Risyk while he remains within the *Demonshield*.
However, as the wizards of the School of Wonder learned (to their horror), it is possible to destroy a *Demonshield* and thereby release the fiend imprisoned within.
Consequences: To conjurers trained in the tradition of the Ulcasterian school, the recovery of a *Demonshield* holds the promise of finally unlocking the secrets of *Hilather's Workbook*.
Despite its relative obscurity, if the shield is taken from Iryklathagra's hoard and word of its recovery spreads, conjurers from across Faerûn will try to acquire it.
Thalantyr of Beregost, a conjurer of great repute and perhaps the greatest living scholar of Ulcaster's work, will seek to acquire the *Demonshield* as the cornerstone on which to refound the Ulcasterian school.
Rivals of Thalantyr will seek *Kuraltaar* for their own ends, and Calishite mages who guard their secrets jealously will not tolerate study of Hilather's legacy.
Whoever holds *Kuraltaar* will be the target of numerous attacks from summoned servitors, including aerial servants, fiends, and elemental-kin, and the devastation wrought by those who escape their bindings is apt to be immense.
One of the few students to escape the destruction of the School of Wonder abandoned the study of the Art to become a spy and a thief.
After joining the Shadow Thieves, Rhinnom Dannihyr rose rapidly through the ranks of the guild until lie became Grandmaster in the Year of Shadows (1358 DR) and Iltarch (fourth-ranking member) of the Council of Six (the rulers of Amn) in the Year of the Helm (1362 DR).
Having seen the devastation unleashed by the *Demonshields* on the School of Wonder and well aware of the distrust of wizards that still persists among the Amnian populace, Rhinnom is prepared to use that suspicion as a weapon, or preferably as an instrument of blackmail, against the Cowled Wizards of Aran.

If Rhinnom can acquire the *Demonshield*, he can threaten every Cowled Wizard cell with the possibility that he will unveil *Kuraltaar* in its city.
Since such an action would precipitate a major wizard war and a huge pogrom against practitioners of the Art by the Amnian citizenry, Amn's secret society of sorcerers would most likely acquiesce to the dictates of the Grandmaster.
Strong conjuration [chaos, evil]; CL 20th.



diamond shield

Similar in function to a Kara-Turan kote or a vambrace, a diamond shield consists of four isosceles triangular metal sheets shaped into the form of a diamond, then bent along both axes and riveted together along the seams with 2-inch-wide strips of metal. A diamond shield protects the off-hand forearm and upper arm, bending sharply at the elbow. When fighting defensively, the wielder of a diamond shield can make melee attacks at a –2 penalty with the off-hand weapon, not the normal –4 penalty. A diamond shield is otherwise equivalent to a buckler except as noted below.

Cost 20 gp; Weight 6 lb.

MONOCLE OF BAGTHALOS

The *monocle of Bagthalos* is a religious relic sacred to Helm, Deity of Guardians.
It occupies space on the body as a pair of eye lenses or goggles, worn on or over the eyes.
Lore: Characters can gain the following pieces of information about the *monocle of Bagthalos* by making Knowledge (arcana) or Knowledge (religion) checks.
DC 20: This unusual item was created in Zazesspur over two centuries ago by Bagthalos Deszhummer, who was then the Archpriest of Helm.
His temple was plagued by many thefts, which he suspected were the work of the Skeletal Finger thieves guild.
To counter them, Bagthalos set to work creating a detection aid for the temple guards.
DC 25: The Guardian God disapproved of any attempt to substitute magical aid for vigilance, and warned Bagthalos of the price such vain research would demand—the life of a being dedicated to the worship of Helm.
Helm never expressly forbade Bagthalos from continuing his research, he only set the cost of such an effort.
Bagthalos became obsessed with completing his creation, which eventually cost him his own life, fulfilling Helm's price.
Some say Helm mercifully fulfilled his faithful priest's desire; others tell how Bagthalos's spirit passed into the monocle, the final key to its making.
DC 30: After Bagthalos's death, members of the Skeletal Finger struck again, and one of the treasures they carried off was the *monocle of Bagthalos*.
For a brief span of years, the monocle circulated in the whisper markets of Athkatla (in Amn) and Ithmong (now Darromar, in Tethyr), but no buyer was willing to pay the high price demanded for a little-known relic of no repute.
A decade later, the Skeletal Finger was destroyed by the venerable blue dragon Iryklathagra "Sharpfang".
The dragon slaughtered the thieves in their mountain stronghold (hidden somewhere in the peaks of the Small Teeth) and took up residence there.
The *Monocle* still lies somewhere in the stronghold.
Description: This circular, clear crystal lens has an adamantine frame studded with six small loops on the outer rim.
Colorful ribbons run through these loops to hold the *monocle* securely over the eyes, such that even mighty blows will not set it free.
Effect: The *monocle* grants the wearer *true seeing* and *analyze dweomer* (at will).
It renders him immune to gaze attacks and pattern spells and effects.
Thrice per day, the *monocle* can cast *searing light* upon command.
The spirit of Bagthalos clings to the *monocle*, infecting it with guilt.
Anyone wearing the *monocle* must make a Will save (DC 19) upon donning the monocle and every hour worn thereafter.
Failure means the wearer is afflicted with a *geas/quest* to rectify a past failure (as chosen by the DM).
Overwhelming divination [lawful, good]; CL 20th.

STAFF OF SHOON

The *Staff of Shoon* was the staff of the legendary Qysar Shoon VII, a corrupt and evil qysar of the Shoon Imperium, who still survives today as a lich, after escaping from the *Tome of the Unicorn*.
The *Staff* is considered anathema to followers of Lurue, Mielikki, Silvaunus, and the Seldarine, all of whom seek its destruction.
Lore: Characters can gain the following pieces of information about the *Staff of Shoon* by making successful Knowledge (arcana) or Knowledge (history) checks.
DC 20: In the Year of the Mourning Horns (355 DR) Necroqysar Shoon VII slaughtered the unicorn herds of Shilmista and the elves who tended them in order to construct the infamous *Tome of the Unicorn*.
As a side project, he collected their carcasses within his sanctum (deep within the Imperial Mount of Shoonach) and used them to construct lesser artifacts such as the *Staff of Shoon*.
DC 30: In the Year of Battle Talons (358 DR), Shoon VII lost the staff to Iryklathagra.
For the remaining years of his reign, Shoon sought the *Staff* less for its power than for the restoration of his pride, but it is believed to still lie within the dragon's hoard.
Description: This slim, 8-foot-longquarterstaff seems to be carved from knobby white birch, though closer inspection will immediately reveal that it is constructed of something closer to ivory—actually a fused cluster of twelve unicorn's horns.
The widest part of the *Staff* is made up of five horns (at the top), tapering down to two clusters of three horns (all points down), and the narrow end of the *Staff* is a lone horn, arranged point-up.
In the past, Shoon VII disguised the *Staffs* true construction with an illusion that made the weapon appear as a slim crystal staff topped by a sapphire, which is the appearance most commonly recorded in historical tracts.

During the nine centuries it has rested in the lair of Sharpfangs, the illusion has worn off, and the staff now appears as it really is.
Effect: The *staff of Shoon* acts as a +2/+2 *speIlblade* [*magic missile*] *quarterstaff*.
It renders the bearer immune to poison, *sleep*, charms, *hold* spells, and spells and spell-like abilities with the death descriptor.
Upon command, the *Staff* can produce a *heal*, *teleport without error*, or *born swarm* effect.
This last effect is equivalent to a *blade barrier* spell but manifests as a swarm of flying unicorn horns (known as alicorns).
All water touched by the bearer of the *Staff* is immediately fouled and turned to poison, forcing living bearers to consume ale, milk, or wine.
Any use of the *born swarm* effect forces the bearer to make a successful DC 19 Will save or be *geased* to take the staff to the headwaters of the Unicorn Run, where the power of Lurue can redeem it.
Consequences: Shoon VII, in his current guise as Zallanora Argentresses of Amn's Cowled Wizards, seeks to restore his power, and he wishes to reclaim all that was once his, including the *Staff of Shoon*.
He bides his time in facing Iryklathagra, carefully plotting his revenge (since he does not wish to repeat his near-defeat in their last encounter, more than nine centuries past).
If the *Staff of Shoon* were to surface, it would force the fallen necroqysar to investigate the dragon's fate and perhaps accelerate his quest to restore the Shoon Imperium.
Overwhelming necromancy [evil]; CL 20th.

THE SHACKLES OF AMILEK

Aura: Overpowering; (DC 25) Necromancy, Transmutation
Activation: —
Weight: 10 lb.
"*The halfling stumbles, his arms and legs bound by heavy iron shackles.*
Upon each shackle is a faded symbol of five piled coins, barely visible on the dull metal surface".
This set of arm and leg shackles was created by Task for his favorite worshipper, the blue dragon Amilektrevitrioelis.
It served as a protection for Amilek's hoard, binding the arms and legs of the dragon's slayer, preventing him from claiming the treasure.
The set renders its wearer blind and deaf, unable to steal the dragon's treasure.
The wearer of the shackles receives nightmares from Task each night (as the *nightmare* spell).
In these dreams, he is floating along in a plane of magma and jagged rocks, surrounded by hundreds of different types of dragons, all of whom are using their breath weapons and magic to harm the dreamer.
The wearer feels all the pain of those effects, waking up many mornings with blood leaking from his eyes, nose, and mouth, and feeling completely exhausted.
The hoarder that cursed the wearer can cast *greater scrying* on the wearer once per day.
The hoarder is considered to know the wearer well and the shackles act as a conduit.
They count as a personal object that the hoarder can use for his spells.
There are some significant benefits to the shackles.
The wearer can reshape the mercurial metal into other metallic forms—any combinations of armor, weapons, and tools.
The armor can be made into *+1 mithril ghost touch full plate*, but has no armor check penalty, no maximum Dexterity, and is nearly weightless.
Any weapons created from the shackles are +1 ghost touch weapons of the wearer's choosing and size.
Any tool created is magical, imparting a +5 bonus on skill checks requiring that object.
The shaping effect only works when the wearer is in combat or using that skill.
At other times, the wearer must walk with the shackles at half speed and cannot run.
Scholars believe that there are at least two other sets of these shackles, each dedicated to dragon of legendary greed.
They say that the only way to remove the shackles is by destroying the creature that cursed the wearer, followed by receiving a *wish* spell cast by a good dragon, then convincing a worshipper of Tiamat to accept "Bahamut's blessing," though they are not entirely sure what that means.
The only known way to destroy the shackles is by having 20 different species of dragon use their breath weapon on the item.
Following that, the shackles must be dropped into an erupting volcano on the Plane of Fire on an anniversary of the day the shackles were created.

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THE HAND AND EYE OF VECNA

The archlich Vecna may have been the most powerful wizard ever to have lived, He may also have been the most evil.
Apparently risen now to deityhood, he left behind relics embodying remnants of his power—the mummified remains of his hand and his eye.
Powers of the Eye: In order to function, the *Eye of Vecna* must be placed in the empty socket of a character's skull.
The bearer of the *Eye* loses two points of Charisma, and these points may never be restored.
The *Eye* may not thereafter be removed without resulting in the death of its host.
It grants the host continuous *darkvision* and *true seeing*.
Three times per day each, the host can use the spell *eyebite* and *domination*.
Once per day, the bearer of the *Eye* can call forth *destruction* and *unhallow*.
A nonevil character must make a Will save each week (DC 17) to avoid becoming evil.
All powers are at a caster level of 20th, and all DCs to resist their effects are 20.
Powers of the Hand: In order to function, the *Hand of Vecna* must be placed on the end of a left arm whose original hand has been severed.

The bearer of the *Hand* loses two points of Dexterity that may never be regained.
Removal of the hand thereafter always results in the death of the host.
The touch of the *Hand*, once so placed, deals 1d10 points of cold damage to a target.
Three times per day, its touch can permanently drain one ability score point (host's choice of ability) from a victim. The host gains the points drained for the rest of that day. (They last until the next sunrise).
Once per day, the bearer of the *Hand* can call upon *blasphemy* and *unholy aura*.
A nonevil character must make a Will save each week (DC 17) to avoid becoming evil.
All powers are at a caster level of 20th and all DCs to resist their effects are 20.
Powers with Both Artifacts: If a single character bears both the *Hand of Vecna* and the *Eye of Vecna*, all powers have a DC of 25 to resist.
The host is granted +2 Strength and +2 Intelligence but suffers a –2 penalty to Wisdom.
Further, she can call upon *summon monster* IX once per day (to summon evil outsiders only).
A nonevil character must make a Will save each week (DC 23) to avoid becoming evil.

THE MACE OF CUTHBERT

St. Cuthbert, tales say, once walked the earth as a man. When he did, he used a potent weapon to strike against the infidels and evil beings he encountered everywhere he went.
Today, this relic appears to be a simple, well-used cudgel, but its simple appearance hides great power.
The *Mace of Cuthbert* has a +5 enhancement bonus and functions as a holy, lawful, disruption weapon.
Further, the wielder can project *searing light* from the mace at will, at 20th caster level.

THE MOANING DIAMOND

Said to have been ripped from the ground in a ritual that tortured the earth itself, the *Moaning Diamond* appears to be an uncut diamond the size of a human fist.
At all times, it gives forth a baleful moaning sound, as if in pain.
Despite the noise, the *Moaning Diamond* is not evil (although it was birthed in torture).
The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material.
Further, the *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain.
Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.
Tales from the past tell of the *Moaning Diamond* creating stone structures, opening underground chambers where there had been none before, and collapsing entire castles.

THE ORBS OF DRAGONKIND

These fabled *Orbs* were created eons ago in order to master dragons in the great Dragon Wars.
Each contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons).
The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a Will save (DC 25) to resist. (Spell resistance has no power against this effect).
Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within (see the *Monster Manual* for details on each dragon variety).
These values replace whatever values the character would otherwise have, regardless whether they are better or worse.
These values cannot be modified by any means short of ridding the character of the *Orb*.
Further, a character possessing an *Orb of Dragonkind* immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the *Orb*.
Thus, the possessor of the *Red Dragon Orb of Dragonkind* is immune to red dragon breath, but not fire of any other sort.
Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day (see the *Monster Manual*).
All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*.
The owner of an *Orb* knows whether there are dragons within ten miles at all times.
For dragons of the *Orb*'s particular variety, the range is one hundred miles.
If within one mile of a dragon of the *Orb*'s variety, the wielder can determine the exact location and age of the creature.
The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if 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*.
- *Blue Dragon Orb*: *Haste*.
- *Brass Dragon Orb*: *Teleport*.
- *Bronze Dragon Orb*: *Scrying*.
- *Copper Dragon Orb*: *Suggestion*.
- *Gold Dragon Orb*: Special.

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, saves or breath weapon immunity—but can only use an individual power once per day.
Further, she can *dominate* any other possessor of an *Orb* within one mile (DC 16).
- *Green Dragon Orb*: *Spectral force*.
- *Red Dragon Orb*: *Wall of fire*.
- *Silver Dragon Orb*: *Cure critical wounds*.
- *White Dragon Orb*: *Protection from elements* (cold only).

THE SHADOWSTAFF

The wizard Malhavoc crafted this artifact 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 (stackable with any other bonuses).

However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder suffers a –2 penalty to all attack rolls, saves, and checks.
The *Shadowstaff* also has these powers:
Summon Shadows: Three times per day the staff may summon 2d4 shadows.
Immune to turning, they serve the wielder as if called by a *summon monster* V spell cast at 20th level.
Summon Nightshade: Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a *summon monster* IX spell cast at 20th level.
Shadow Form: Three times per day the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.
Shadow Bolt: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target.
The shadow bolt has a range of 100 feet.

THE SHIELD OF PRATOR

A hero of old, the paladin Prator bore this relic in many a valiant battle.
The *Shield of Prator* is said to have disappeared when Prator fell in the Battle of the Three Hells, although it has reportedly surfaced briefly from time to time since then.
This *+5 large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin with a Wisdom score of 20.
The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin.
The *Shield of Prator* also grants spell resistance 15 to its wielder.
Furthermore, it absorbs the first 10 points of damage each round from fire, cold, acid, electricity, and sonic attacks. (Each element has its own limit of 10 points of damage per round).
In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid this) at the behest of a lawful good deity.
A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if she attempts to use this artifact. Although these levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells).
The negative levels disappear when the shield is stowed or leaves the wearer's possession.

THE SWORD OF KAS

The vampire Kas was the dreaded lieutenant of Vecna.
He used this mighty blade, created by his master, to betray and attack the archlich, cutting off his hand and eye in a terrible battle before Vecna destroyed him.
Only his sword survived, and it is said to forever seek vengeance against Vecna.
The *Sword of Kas* is a *+6 unholy keen vorpal longsword*.
It grants the wielder a +10 enhancement bonus to Strength.
The sword is intelligent (Int 15, Wis 13, Cha 16, Ego 34) and chaotic evil.
It can be used to cast the following spells, once per day each: *call lightning* (10d6 points of damage, DC 14), *blasphemy*, and *unhallow*.
Once per week it can be used to *slay living*.

DUNGEON MASTER'S GUIDE I 3.5 (3.5)

THE HAND AND EYE OF VECNA

The archlich Vecna may have been the most powerful wizard ever to have lived.
He may also have been the most evil.
Apparently risen now to deityhood, he left behind relics embodying remnants of his power—the mummified remains of his hand and his eye.
Powers of the Eye: In order to function, the *Eye of Vecna* must be placed in the empty socket of a character's skull.
The bearer of the *Eye* loses 2 points of Charisma, and these points may never be restored.
The *Eye* may not thereafter be removed without resulting in the death of its host.
It grants the host continuous *darkvision* and *true seeing*.
Three times per day each, the host can use the spells *eyebite* and *domination*.
Once per day, the bearer of the *Eye* can call forth *destruction* and *unhallow*.
A nonevil character must make a DC 17 Will save each week to avoid becoming evil.
All powers are at caster level 20th, and all DCs to resist their effects are 20.
Powers of the Hand: In order to function, the *Hand of Vecna* must be placed on the end of a left arm whose original hand has been severed.
The bearer of the *Hand* loses 2 points of Dexterity that may never be regained.
Removal of the hand thereafter always results in the death of the host.
The touch of the *Hand*, once so placed, deals 1d10 points of cold damage to a target.
Three times per day, its touch can permanently drain 1 ability score point (host's choice of ability) from a victim. The host gains the points drained for the rest of that day. (They last until the next sunrise).
Once per day, the bearer of the *Hand* can call upon *blasphemy* and *unholy aura*.
A nonevil character must make a DC 17 Will save each week to avoid becoming evil.
All powers are at caster level 20th, and all DCs to resist their effects are 20.
Powers with Both Artifacts: If a single character bears both the *Hand of Vecna* and the *Eye of Vecna*, the DC to resist all powers of both items increases to 25.
The host gains +2 to Strength and +2 to Intelligence but takes a –2 penalty to Wisdom.
She can call upon *summon monster* IX once per day (to summon evil outsiders only).
A nonevil character who possesses both items must make a DC 23 Will save each week to avoid becoming evil.

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St. Cuthbert, tales say, once walked the earth as a man.

When he did, he used a potent weapon to strike against the infidels and evil beings he encountered everywhere he went.
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The *Mace of Cuthbert* has a +5 enhancement bonus and functions as a heavy mace with the holy, lawful, and disruption special abilities.
The wielder can project *searing light* from the mace at will, at caster level 20th.

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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).

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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 (see page 221 of the *Monster Manual*). Immune to turning, they serve the wielder as if called by a *summon monster* V spell cast at 20th level.
- *Summon Nightshade*: Once per month, the staff can summon a nightcrawler nightshade (see page 195 of the *Monster Manual*) 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.

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The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin.
The *Shield of Prator* also grants spell resistance 15 to its wielder.
It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic).
In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.
A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if she attempts to use this artifact.
Although these negative levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells).
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The *Sword of Kas* is a *+6 unholy keen vorpal longsword*.
It grants the wielder a +10 enhancement bonus to Strength.
The sword is intelligent (Int 15, Wis 13, Cha 16, Ego 34) and chaotic evil.
It can be used to cast the following spells, once per day each: *call lightning* (10d6 points of damage, Reflex DC 14 half), *blasphemy*, and *unhallow*.
Once per week it can be used to *slay living*.

EPIC LEVEL HANDBOOK (3.0)

AMULET OF THE DEMONWEB PITS

This token of Lolth's good will allows its user to cast *crown of vermin* twice per day as a 30th-level caster.
The vermin are made up of spiders of every variety.
In shape, the amulet appears as a spider of deepest ebony with tiny fiery red eyespots that provide reddish illumination within 30 feet, if the wearer desires.

AXE OF THE DWARVISH LORDS

According to dwarven legend, this axe is the last survivor of the Five Great Tools forged by the First King of the Dwarves.
Over the generations, the Axe of the Dwarfish Lords has appeared and disappeared dozens of times, its reappearance always auguring great change and upheaval among the dwarves.
This *+6 keen throwing goblinoid bane dwarven waraxe* is crafted so that the back end of the axe head resembles an erupting volcano, with the flames forming the head's jigged prongs.
Any dwarf who holds it doubles the range of his darkvision.
Any nondwarf who grasps the *Axe* takes 2 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.

CODEX OF THE INFINITE PLANES

The origin of this mighty tome supposedly predates the development of written language among humans.
Also known as *Yagrax's Tome*, the *Codex of the Infinite Planes* has survived cataclysm, wars, and the fires of the City of Brass, though its current whereabouts are (perhaps fortunately) unknown.
The *Codex* itself is enormous—supposedly, it requires two strong men to lift it.
The covers are fashioned from pure obsidian and its pages crafted of flexible lead.
Its eldritch pages feature strange, alien writing illuminated with drawings both fantastic and grotesque.
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 for only 10d6 damage).
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 *inanity* 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 the owner of the *Codex* (assuming that he 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 both a Concentration check and a Spellcraft check (DC 40 + twice the spell level of the power; you 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).
You can only incur one catastrophe per power use, even if you fail both checks.

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

Cup and Talisman of Al'Akbar

These holy relics were carried by the demigod Al'Akbar during his mortal days.
To this day, the followers of that deity search the lands to recover these relics, hoping that their recovery will unite and empower the faithful.
The *Cup of Al'Akbar* is a large gem-set golden chalice requiring two hands to lift.
It emits light (as the *daylight* spell) at all times and automatically dispels any darkness-based spells whose area it enters.
If the cup is filled with holy water (requiring a full gallon), that substance will act as a *potion of cure critical wounds* or a *potion of neutralize poison* (owner's choice) if drunk.
This liquid can't be saved or stored in any way.
The *Talisman of Al'Akbar* is a small eight-pointed platinum star hanging from a chain of gold and pearls.
The wearer gains a +6 enhancement bonus to Charisma and may cast *remove blindness/deafness*, *remove curse*, and *remove disease* at will.
Furthermore, if the *Talisman* is placed within the Cup and the Cup filled with holy water, that liquid acts as a special elixir of *resurrection* (as the spell).
This effect will function only once per month.
Any evil or chaotic creature that touches the *Cup* or *Talisman* is struck with a *holy word* (if evil) or *dictum* (if chaotic) spell (or both if the creature is chaotic evil).

Eye of Gruumsh

This lump of rock has a marquis-cut black sapphire set in its center, making it appear similar to a large eye.
Ore legends claim that the rock is actually the petrified eye of Gruumsh himself, put out ages ago by the elf deity Corellon Larethian.
Elven sages scoff at this story, insisting that Corellon destroyed Gruumsh's eye completely.
Nevertheless, the *Eye of Gruumsh* has great power, particularly in the hands of one of ore blood.
If possessed by an ore, it grants a +6 enhancement bonus to Strength and Charisma, and the ore's darkvision range is doubled.
Nonorcs who possess the *Eye* gain a +2 enhancement bonus to Strength but take a –2 penalty to Intelligence and Charisma.
Regardless of the owner's race, any weapon wielded by the owner of the *Eye* is considered an *elf bane weapon*.
Furthermore, by holding the *Eye* before you, you can perceive things as if you had *true seeing* cast upon you.
This can be activated only once per day but lasts as long as you concentrate on it (requiring a standard action each round).

Golem Armor

This enormous suit of black iron *+10 full plate armor* increases the wearer's size by one category (to a maximum of Colossal).
The wearer gains a +10 enhancement bonus to Strength and is rendered immune to mind-affecting effects, poison, disease, and similar effects.
He is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
Unlike the iron golem after which the armor is modeled, *Golem Armor* is immune to rust attacks.
The wearer of *Golem Armor* gains damage reduction 50/+3.
He also cannot regain hit points by any means (mundane or magical) while the armor is worn.
It requires 1 hour to don or extract oneself from *Golem Armor*.

Invulnerable Coat of Arnd

When humanity was young, a nation in the distant west found itself under the foot of a tyrannical wizard-king, one of the first to master the arcane arts.
Seeing the nation's plight, a humble cleric named Arnd prayed to his gods for mercy and was provided a vest of shimmering chain that would stand against the mightiest foe.
Though Arnd has long since passed away, the Coat remains.
Rumors persist that it continually seeks out new owners to wear it into battle.
The Invulnerable Coat of Arnd is a +5 chain shirt of heavy fortification.
It grants its wearer damage reduction 10/+5 and resistance 20 against acid, cold, electricity, fire, and sonic energy.
If the wearer can turn undead, treat the wearer as having +4 class levels for purposes of caster level, turning undead, smiting evil, and laying on hands.
For instance, a 21st-level cleric would have an effective caster level of 25th, while a 21st-level paladin could lay on hands for 25 × her Charisma modifier in points of damage healed.

Iron Gauntlet of Hextor

This right-handed gauntlet of black iron was worn by Hextor in his first battle against his half-brother Heironeous and was imbued with a fraction of his power and intellect.
Since that day, the *Gauntlet* has been passed down to various lieutenants and high priests of the faith of Hextor, always seeking to find the right vessel to further its destructive urges.
The *Gauntlet* grants a +8 enhancement bonus to Strength.
The wearer doubles the damage bonus on any smite attacks he makes.
If the wearer has the Leadership feat, the wearer's Leadership score increases by +4, but the wearer can never attract or keep followers or cohorts who are good or chaotic.

Once per day, the wielder can use *implosion* as a 20th-level caster (DC 23).
The Iron Gauntlet of Hextor is intelligent (Int 13, Wis 18, Cha 24, Ego 26) and lawful evil.
It can communicate telepathically with its wearer, though it cannot speak.
It will always seek to dominate any wearer who isn't lawful evil, forcing such an owner to commit lawful evil deeds (or else find a more suitable wearer).

LAST BOOK

This mystic book is of great value to arcane spellcasters; some would say no book is more useful.
A large volume, its pages and its capacity are infinite.
The *Last Book* contains every spell ever recorded by the Order of the Book, an organization in the planar metropolis of Union.
The Order of the Book has been recording spells in the *Last Book* for thousands of years; thus, the number of spells in it is almost uncountable.
If an arcane spellcaster studies the work for one month, upon completion the caster can use the book as his own spellbook.
Every arcane spell that appears in any source exists in this tome, and can be prepared by a spellcaster who can use an arcane spellbook.
Despite the breadth of the work, a spellcaster attuned to the book can locate any spell she seeks in only seconds, aided by the potent magic of the artifact.
Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).
Caster Level: 19th; *Weight*: 3 lb.

RING OF GAXX

This strangely crafted platinum ring of unknown origin is set with a gem of nine facets, each one inscribed with a different incomprehensible rune.
Each day at sunrise, the gem turns to display a different facet (with no apparent pattern, though some wearers have reported the ability to control the active facet to some extent).
The active facet determines the *Ring*'s power for that day. Each day, roll 1d10 to determine which facet (and thus which power) is active.

1d10	Active Facet Power
1	Wearer is immune to disease
2	Wearer needs no air to survive
3	Wearer gains +5 natural armor bonus
4	Wearer gains low-light vision
5	Wearer gains fast healing 1
6	Wearer can *fly* at will
7	Wearer gains cold resistance 30
8	Wearer gains *freedom of movement*
9	Wearer gains +5 resistance bonus on saving throws
10	Wearer may select which facet is active

The wearer of the *Ring of Gaxx* can, with a great deal of mental exertion, attempt to change the active facet away from one he does not desire.
This requires a full-round action and a Concentration check (DC 50), and deals 2d6 points of subdual damage regardless of success.
If the save is successful, the new facet is determined randomly.
If the *Ring of Gaxx* is removed, the former wearer takes 2d6 points of subdual damage each minute until it is replaced or until his subdual damage exceeds his current hit points (though the subdual damage resumes again immediately when the former wearer regains consciousness).

RING OF THE CAT LORD

This prized item grants the Cat Lord a total of nine *true resurrections*, each of which occurs in the round following his death.

EXPANDED PSIONICS HANDBOOK (3.5)

ANNULUS

This artifact is the ultimate psionic nullifier.
Forged by long-dead illithids to keep enemies of vast psionic power at bay (possibly other illithids), the *Annulus* is an artifact that any psionic being should fear.
It has been forgotten by mind flayers and nonillithids alike in the modern age, and merely finding it would precipitate a great upheaval across the planes.
The *Annulus* is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.
The *Annulus* has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind.
The wielder can access all powers of the *Annulus* at manifester level 20th.
• The *Annulus* generates a continuous *catapsi* effect within a 100-foot-radius of the wielder (who is unaffected).
• The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.
• Once per day, the wielder can trigger *ultrablast* as a standard action.
• Three times per day, as a standard action, the wielder can trigger an effect similar to *psionic dimensional anchor* that affects all creatures in a 50-foot radius.
The primary power of the *Annulus*, however, is psionic nullification.
Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete.
The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy (such as the creatures present at an illithid outpost).
The nullification effect is accompanied by blasts of light, heat, and sound from the *Annulus*.
Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion.

Nothing is left but floating dust.
It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the *Annulus* to its limits.
If it is used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.

PSICROWN OF THE CRYSTAL MIND

An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact.
The power points in the *Psicrown of the Crystal Mind* can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).
- *Burst*
- *Catfall*
- *Concealing amorpha, greater*
- *Concussion blast*
- *Daze, psionic*
- *Detect psionics*
- *Dominate, psionic*
- *Far hand*
- *Float*
- *Mindlink*
- *Inertial barrier*
- *Telekinetic force*
- *Telekinetic maneuver*
- *Telekinetic thrust*
- *Teleport, psionic*
- *Thicken skin*
- *True metabolism*

The wearer of the *Psicrown of the Crystal Mind* also gains power resistance equal to 10 + his manifester level.
The *Psicrown of the Crystal Mind* has 1,000 power points when discovered.
Anyone who dons the crown instantly knows the number of power points it has at the current time.
The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.
As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy.
The wearer triggers this use as a standard action.
All within 20 feet of the wearer take hit points of damage equal to half the power points left in the staff (Reflex DC 18 half).
The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

STAFF OF ANCIENT PENUMBRA

This psionically endowed staff is an artifact from ancient days, supposedly forged on legendary Penumbra, the mythical seat of the long-forgotten illithid empire.
The stories of its passage through the epochs since its creation to the present day would fill volumes.
The *Staff of Ancient Penumbra* is intelligent (AL LE; Int 16, Wis 14, Cha 18, Ego 18) but remains quiescent until used.
The staff measures 5 feet in length and 2 inches in diameter, and is crafted of a nigh-indestructible material called substare.
This substance might very well be harder than adamantine, but the secret of its formulation has been lost.
Its head is carved to form a stylized illithid's head, with a high, swept-back brow and cavernous sockets where eyes might otherwise be (if gemstone eyes once resided here, they are long lost).
The tentacles of the illithid-head meld perfectly with the shaft, itself intricately carved with a multitude of squirming tadpoles, which provide the perfect rough surface for easily grasping the staff.
Scrutiny of the tadpoles reveals the four-lobed tails of illithid young.
The staff is selective about whom it allows to use it.
A hopeful petitioner who touches it must make a DC 18 Diplomacy check.
On a failure, the staff reacts poorly to the proffered mental contact, lashing out with a defensive *energy bolt* that deals 5d6 points of fire damage to that character per round.
This effect also automatically sets the character on fire; the victim can attempt DC 20 Fortitude saves each round after the first to extinguish the flames (powers such as *control flames* grant a +4 bonus on the saving throw).
The fire continues to burn during every round the save is failed but goes out permanently on a successful save.
Anyone killed by the fire burns completely, leaving only ashes.
A prospective new owner who survives a burning can make another Diplomacy check, but the check DC increases by 2 with each successive attempt.
If the *Staff of Ancient Penumbra* takes a shine to a prospective owner, it telepathically reveals its powers.
However, the new owner may not enjoy this discovery: The artifact's special purpose is the promulgation of illithid rulership.
An owner who refuses to acknowledge illithid superiority and who does not demonstrate reasonable progress toward that goal must succeed on a DC 18 Will saving throw to remain in control when a personality conflict occurs, at the DM's judgment.
On a failure, the staff is dominant (see page 288 of the *Dungeon Master's Guide* for guidance; intelligent psionic items follow the same rules as magic ones).
If the staff gains mastery, it begins to throw *energy bolts* (5d6 points of fire damage) at the wielder or at the wielder's compatriots within 15 feet.
Only assuring the staff that it is being brought to the nearest mind flayer will console it.
In combat, the artifact is a *+5 quarterstaff*.
If it scores a critical hit, the staff lashes forth with its *energy bolt* that deals 5d6 points of fire damage.
The wielder can also direct the blast against a target within 15 feet as a standard action.
Anyone hit by the blast automatically catches fire as described above.
However, using the staff against an illithid (if the wielder is not also an illithid) is a sure way to precipitate a personality conflict.
Three times per day, the wielder of the staff can make an additional saving throw against a spell or power, if the first one fails.

This is an immediate action that the wielder can use even if it is not his turn.
Up to five times per day, the *Staff of Ancient Penumbra* manifests *body adjustment* on the wielder without the wielder needing to take any action.
Strangely enough, the staff can also heal an undead wielder in a similar way, using a liberal dose of negative energy.
The wielder of the staff can always see up to 30 feet through darkness, fog, smoke, or other visibility-reducing conditions.
As a standard action, the wielder can use the staff to see up to 6 inches through solid objects, such as metal (including lead), stone, wood, and even flesh, for a duration of 3 rounds.
The wielder of the staff can manifest *true seeing* once per day, if the artifact believes that doing so will fulfill its purpose.
All the powers of the *Staff of Ancient Penumbra* function at manifester level 25th.
To destroy the *Staff of Ancient Penumbra*, it must be thrown into the star at Penumbra's hub.

FAITHS AND PANTHEONS (3.0)

BOREM'S QUAGHEART

Borem's Quagheart is a wet, fleshy mass of brown skin and muscle that oozes with fetid mud and slime at the slightest touch.
It beats slowly once every 30 seconds.
The final remnant of the slain deity Borem of the Lake of Boiling Mud, the *Quagheart* grants a multitude of powers to its wielder, as long as it remains pierced by the *Jathiman Dagger* or some other bladed weapon of at least minor artifact status.
The possessor of *Borem's Quagheart* gains a +2 divine bonus to Armor Class and saving throws, and can breathe freely as if wearing a *necklace of adaptation*.
He or she can walk on the surface of mud as a wearer of a *ring of water walking* strides upon water.
Should the dagger be removed from the *Heart*, the resulting hole begins-to spew warm, stagnant muddy water as the geyser function of a *decanter of endless water*.
The only way to plug the-hole is to replace the weapon, which requires an alarmingly difficult Strength check (DC 30).
Should the *Heart* be allowed to flow freely for thirty days, it effectively reforms the Lake of Burning Mud.
Legends state that Borem himself will return to Toril if such should be allowed to occur, a mysterious development to which few scholars look forward with any degree of enthusiasm.

FIENDISH CODEX I (3.5)

BLACK SCROLLS OF AHM

The Black Cult of Ahm has gained access to several artifacts tied to demons.
These artifacts are hidden away in well-guarded chapter houses or entrusted to the care of the organization's most honored members, and for good reason.
These sources of demonic lore contain more than just information about fiends and the Abyss.
Over the centuries since Ahm's disappearance, his scrolls and some of those written by his disciples have grown in power, becoming major or minor artifacts in their own right.
Each contains lore pertaining to the Abyss, demons, and other related subjects, and many convey mysterious powers to their wielders as well.
The *Black Scrolls of Ahm* consist of hundreds of individual writings.
Those noted as minor artifacts are not unique—several copies of these pages, tomes, or scrolls appear on almost every plane, though even those with the same names might cover slightly different topics of demonic lore.
Black Scrolls of Ahm designated as major artifacts are unique—no more than one of each exists.
Each minor artifact conveys one or more skill bonuses to its possessor and allows him to use a specific lesser power.
The major artifacts also convey skill bonuses, but they make multiple powers available to their owners.
The *Black Scrolls* come in several varieties, as given below.
Some appear as singular scrolls, while others are bound together in books.
The term "scroll" in this case could apply to a collection of scrolls.
Regardless of its appearance, every *Black Scroll of Ahm* has certain characteristics, many of which provide benefits to its possessor, as enumerated here.
1. The possessor gains a circumstance bonus on Knowledge (the planes) checks.
Each scroll conveys its own bonus, but they do not stack in the normal fashion.
A character who possesses more than one kind of scroll gains the highest bonus, plus 1 point for each additional scroll successfully studied.
A character who possesses multiple copies of any of the minor artifact scrolls gains this bonus only once per type.
For example, a character who possesses two copies of the *transcriptions of Ergon* and one copy of the *bleak writings* gains a +3 bonus for one copy of the *transcriptions* and an additional +1 bonus for the *black* writings.
The second copy of the *transcriptions* imparts no additional bonus.
2. Each use of a scroll's lesser power has a cumulative 1% chance of summoning a fiend associated with the scroll.
The summoning has the same caster level as the scroll.
The fiend attacks the user in an attempt to destroy him and take the scroll.
This cumulative chance cannot be reset unless the scroll actually disappears from the presence of the fiend (see below).
3. Each use of a scroll's greater power has a cumulative 5% chance of summoning a fiend associated with the scroll.
This chance stacks with the chance imparted by the use of a lesser power, and the fiend acts in the same way.
Each scroll has only one cumulative chance to summon an associated fiend—the sum of the chances invoked by use of its lesser and greater powers.

Thus, a character who uses a lesser power of the *Abyssal Mundus* three times and then uses a greater power once has an 8% chance of accidentally summoning a fiend.
If that character uses another lesser power, the chance becomes 9%.
If the different powers summon different kinds of fiends, the fiend that appears is the one associated with the power that actually triggered the summoning.
4. The magic imbued in each scroll drives it to hide itself from demonkind.
When within 30 feet of any creature native to the Abyss, each *Black Scroll* has a 10% cumulative chance per round of moving away from its current location by means of *teleport* or *plane shift*.
The DM decides which spell effect the scroll uses and where it goes.
Spells and effects similar to *dimensional anchor* can be used to stop a scroll from disappearing.
(The scroll has a touch AC of 10 for the purpose of the *dimensional anchor*'s ranged touch attack).
When such a barrier effect ends or is dispelled, the scroll immediately disappears unless the creature that triggered the disappearance is no longer present.
Once the threat is removed (because the creature is dead, departed, or out of range), the chance of the scroll departing resets to 0%.
5. Once a scroll has used its ability to escape a demon (whether it was successful or not), the chance of it summoning a fiend again resets to 0% and remains there until the next time one of its powers is activated.
At that point, the cumulative chance begins increasing all over again.
6. Should a creature of the Abyss gain possession of a *Black Scroll of Ahm*, the scroll loses its ability to transport itself, as well as all its other powers.
A demon that obtains any *Black Scroll of Ahm* immediately attempts to return to the Abyss with the item in its possession.
7. As brittle and ancient as the *Black Scrolls of Ahm* appear, each is an artifact and thus nearly indestructible.
The one method of destruction known to work without fail is immersion in the black pools of the Abyss.
Immersion in this soup of chaos and evil for 1 hour utterly destroys any *Black Scroll of Ahm*.
Any demon that recovers a *Black Scroll* and returns to the Abyss with it is likely to turn the item over to its immediate overlord (often a marilith or balor, or possibly a demon prince if the scroll bearer is high enough in rank).
That creature then invariably attempts to destroy the artifact at its earliest opportunity.
Still, this interval might provide enough time for a rescue party to reach the Abyss.

ABYSSAL MUNDUS

Tulket nor Ahm explored the Abyss as no mortal has before or since, and the guide that he created to its ever-changing layers is called the *Abyssal Mundus*.
This maddening tome contains geographic information on many layers of the Abyss.
Il outlines the dangers of these locations and even specifies a few spots that are relatively safe for the most part—but not all the time.
Even though it was built as a guide to the Abyss, the *Abyssal Mundus* still tries to *plane shift* away from it upon entry, like all the other *Black Scrolls of Ahm*.
Description: The outside of this large and cumbersome book looks similar to a seafarer's rudder.
Made up entirely of large, loose scrolls and cartographer's sheets, the *Abyssal Mundus* is unwieldy and almost impossible to hold open except on a flat surface.
When opened, it measures nearly 6 feet long and 4 feet wide and exudes a putrid odor that persists for hours after the book is closed or moved.
Activation (Skill Bonus): Reading the *Abyssal Mundus* is at best a difficult task, and at worst a mind-threatening one.
After studying it at least 8 hours per day for a week, a character must succeed on a DC 26 Will save.
If he fails, he becomes extremely paranoid and takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for the next week.
During that time, he does not willingly approach the *Abyssal Mundus*, and in fact flees from it as if frightened (DMG 300) if brought within 10 feet of it.
With a successful saving throw, the character gains enormous understanding of the Abyss—specifically, a +10 circumstance bonus on Knowledge (the planes) checks regarding the Abyss or demons and a +10 circumstance bonus on Survival checks while on the Abyss.
These bonuses last for one year after the character reads the *Abyssal Mundus*.
He might attempt to renew his understanding of the tome (and the bonuses) at any time, but if he fails the saving throw, he loses all prior bonuses and must start again after enduring the requisite week of paranoia and fear.
Activation (Lesser Power): By laying open the book, selecting a particular layer of the Abyss, and specifying a time period (a minute, an hour, a day, or any other desired interval), the possessor can use *plane shift* as the spell (but only on willing creatures).
Beneficiaries of the spell immediately travel to the Abyssal layer specified and remain there for the declared interval.
Once this duration has expired, the affected creatures instantly return to their point of origin unless they are slain or detained by magic.
A blocking spell such as *dimensional anchor* delays the return effect until the duration expires, at which time the target immediately returns.
A character who dies on the Abyss, however, is not returned to his starting point at all unless another affected character is carrying or touching his body at the designated return time.
Activation (Lesser Power): Once per day, the possessor of the *Abyssal Mundus* can use *greater teleport* (CL 27th).
Activation (Greater Power): Once per week, the possessor of the *Abyssal Mundus* can use it to call a demon using a gate spell.
The artifact's caster level is used to invoke this spell and control the demon, and as long as the creature remains controlled, the artifact does not try to escape its presence.
The demon stays until destroyed or banished, or until the possessor of the artifact dismisses it from his service.
If it is not sent back to the Abyss upon its release, the demon becomes uncontrolled but remains on the plane to which it was called.
Associated Demon: Use of either lesser power of the *Abyssal Mundus* can cause 1d4+1 nalfeshnees to appear.

These creatures immediately attempt to destroy the wielder, retrieve the artifact, and return with it to the Abyss.
Use of the artifacts greater power might not only turn the gated demon against the user but also call forth a marilith and 1d4 hezrous to retrieve the artifact.
Since the associated demons are called, not summoned, they can attempt to summon reinforcements should they so choose.
If one of the demons gains possession of the *Abyssal Mundus*, it endeavors to return with it to the Abyss while its companions remain to destroy the former owner and wreak havoc on his plane or existence.
Aura/Caster Level: Overpowering conjuration; CL 27th.
Weight: 15 lb.

FIENDISH CODEX 2 (3.5)

RUBY ROD OF ASMODEUS

Not only is the *Ruby Rod of Asmodeus* a potent weapon, but it also allows its wielder access to incredible power.
From its opaline tip, the wielder can unleash the destructive power of the Nine Hells, delivering streams of vitriol, crackling death, or the frigid winds of scorn.
Even if a creature somehow survives these vicious attacks, it is often left helpless before the wielder's majesty.
Rarely far from its master's hand, Asmodeus sometimes bestows his ruby rod onto a particularly worthy mortal to serve his ends.
Whether the artifact he bestows is authentic or a facsimile, no one knows.
Lore: The *Ruby Rod* is the symbol of office for the ruler of Nessus.
He who wields it rules Hell.
(Knowledge [the planes] DC 20) Crafted from a single ruby of incredible size, it was bathed in the blood of a thousand mortal sacrifices, quenched in Tiamat's acidic drool, and polished with the tears of 777 angels.
(Knowledge [the planes] DC 30).
Description: This scepter is a 4-foot shaft carved from a solid ruby.
Along its length are the names of good deities and celestials spelled in reverse and stained with black blood.
The bottom is jagged, as if the item was snapped from a larger piece, while the top is a clawed fist clutching a skull.
The *Ruby Rod* glows with power, shedding a soft, malevolent crimson light.
Just prior to releasing a blast of energy, it flares, sending rays of putrid light in all directions.
Furthermore, its wielder's eyes match the color of the rod.
Activation: The *Ruby Rod* always functions as a weapon.
As a standard action, a wielder can activate any of its other special abilities once per day.
Asmodeus can use them at will, each as a swift action.
Effect: When wielded in combat, the *Ruby Rod of Asmodeus* acts as a *+6 unholy greatclub*.
Whenever it strikes a target or is touched without Asmodeus's assent, it also delivers an *inflict critical wounds* effect (caster level 20th, DC 19 for ha If).
In addition, the wielder can activate any of the following effects.
The save DC for each effect is equal to 10 + 1/2 the wielder's HD + the wielder's Cha modifier.
• *Line of Lightning*: 150-ft. line, damage 20d6 electricity, Reflex half.
• *Line of Acid*: 150-ft. line, damage 20d6 acid, Reflex half,
• *Cone of Cold*: 75-ft. cone, damage 20d6 cold, Reflex half.
• *Aura of Might*: Anyone attempting to attack the wielder must first succeed on a Will save or instead bow down, becoming helpless for 1 round,
• *Reverie of Nessus*: Once per day, as an immediate action, the wielder can encase himself in a 5-foot-radius spherical *wall of force*.
The area 50 feet around the sphere (but not within it) becomes an *antimagic field*.
This effect lasts for 3 rounds.
In the first round, the wielder is automatically purged of any unwanted enchantment spells or effects.
In the second, the wielder is purged of any diseases, poisons, or physical maladies (including lost body parts).
In the third round, the wielder is healed to full hit points and feels refreshed as though he had just rested a full day, regaining spells and spell-like abilities accordingly.
This ability triggers automatically (without the wielder having to spend an immediate action) if the wielder ever fails a save against an unwanted enchantment spell or effect, such as *charm person* or *dominate monster*.
Aura/Caster Level: Overwhelming conjuration and evocation, overwhelming evil. CL 30th.
Weight: 5 lb.

HEROES OF HORROR (3.5)

BLADE OF VALGYR

This chaotic evil intelligent blade (Int 16, Wis 10, Cha 16, Ego 20) is a *+4 keen, unholy, wounding bastard sword*.
It can cast *detect magic* (see page 219 of the *Player's Handbook*) at will and *darkness* (see page 216 of the *Player's Handbook*) three times per day.
It has 10 ranks in Bluff, grants the bearer resistance 10 against fire and cold, and speaks Common, Abyssal, Celestial, and Draconic.
The sword is a tainted object and requires the bearer to save against taint each day it remains in her possession.
Each day it does not take the life of a lawful good being, the sword bestows a negative level on the wielder.
Once the wielder has drawn the sword in battle, she can never draw another weapon, nor get rid of the sword.
It appears in her hand at the start of any combat.
Only a *miracle* or *wish* frees the bearer.
Exposure to the breath weapons of two dragon great wyrms—one metallic, one chromatic—within a 24-hour span is required to destroy the *Blade of Valgyr*.

LORDS OF DARKNESS (3.0)

STORM STAR

Perhaps two dozen of these ancient weapons, forged during Netheril's golden age, still exist in the City of Shade.

The weapon is typically wielded only by members of the noble family or elite military officers who have earned the favor of the High Prince.
This +3 *shocking burst* morningstar was a favorite weapon of the clergy of Targus.
When not in use, it appears to be a normal morningstar, but when held it crackles with spectacular arcs of electricity.
This electrical discharge does not harm the hand that holds the weapon.
Additionally, the weapon allows the wielder to cast *lightning bolt* three times per day, and *call lightning* once per day.

CHARDALYN

First discovered in a Netherese mining camp over 4,000 years ago, *chardalyns* are naturally occurring black rocks that can contain a single spell.
The spell is released by hurling the rock at a target.
The rock is very brittle, pulverizing into a powdery substance when struck against a solid object.
Netherese arcanists typically imbue *chardalyns* with offensive spells, such as *fireball*.
You can toss a *chardalyn* up to 100 feet with a range increment of 20 feet.
A successful ranged touch attack roll is required to strike an intended target.
The spell stored in the *chardalyn* is cast immediately when the rock strikes a hard surface, with the same effect as if the spell had been cast by the *chardalyn*'s creator.
Tossing a *chardalyn* counts as an attack action.
You can toss only one *chardalyn* at a time, but you can toss more than one each round if you have multiple attacks.

MAGUSCEPTER

Topped with the gold-plated skull of King Thorndaer of the Golden Helm, this scepter is fashioned of shadow wood and engraved with deep red silkstone, a faintly sparkling, fibrous variety of tiger eye, to create all manner of necromantic runes.
The scepter was crafted by Myntharan the Magus, courtier of the Shoon Empire who seized the throne of Westgate in 452 DR.
The device owes much of its design to processes developed by the Netherese.
Orbakh retrieved the scepter from its resting place in a secret vault under the royal palace, where it had been consigned to be forgotten by the last mortal to hold it, King Blaervaer Lorndessar.
This +3 *heavy mace* bestows one negative level on its target whenever it deals damage.
One day after being struck, subjects must make a Fortitude save (DC 23) for each negative level bestowed or lose a character level.
Also, each time the *Maguscepter* deals damage to a foe, it stores some of the stolen life energy within its own reservoirs.
The wielder of the *Maguscepter* can call on this stored energy any time that he is in direct physical contact with the scepter.
All arcane spells that the wielder casts draw on the *Maguscepter*'s reservoirs and are not lost from memory.
One spell may be cast in this fashion for every negative level the weapon has bestowed in the last 24 hours.
There is no limit to the number of negative levels this weapon can bestow in a given time period.

SHIELD OF THE HIDDEN LORD

This origin of this wondrous item is unknown, though the sages and loremasters who are aware of its existence suspect that it might have been first used in a battle on the Fields of the Dead.
Crafted from pure mithral, the shield is inlaid with hundreds of tiny diamonds, emeralds, rubies, and sapphires that form the shape of a snarling, bestial face.
It is a +4 *large metal shield* that gives its bearer two additional powers.
The bearer gains resistance to ranged weapons, exactly as if he were the target of *protection from arrows* cast by a 10th-level sorcerer; the bearer is also able to understand all languages, as if he were the recipient of *tongues* cast by a 10th-level sorcerer.
In addition to its useful functions, the artifact has its pitfalls: Gargauth may communicate directly through the shield with anyone within hearing distance of the object.
He employs a snarling, cruel voice when doing so.
Any words spoken within normal hearing range of the shield are heard by Gargauth.
While in direct physical contact with the shield, the bearer is subject to the whisperings of the Hidden Lord.
For every round he remains in contact with the item, the bearer must make a Will save (DC 30) or be compelled to commit an act of cruelty or betrayal within the next 24 hours.

LOST EMPIRES OF FAERÛN (3.5)

DRAGONTEAR CROWN OF SHARRVEN

The *Dragontear Crown of Sharrven* is a delicate diadem made of thin mithral chains adorned with tiny diamonds.
A large king's tear containing the image of a majestic silver dragon hangs from the center, where it can grace the wearer's brow.
The *Dragontear Crown of Sharrven* has the properties of a *greenstone amulet*, and it protects the wearer as a *mind blank* spell.
The wearer also gains a +4 sacred bonus on saving throws against necromancy effects or any effect that would transport her to another locale or dimension.
If such an effect normally does not allow a saving throw (the *maze* spell, for example), the wearer can attempt a DC 20 Will save to negate the effect.
Finally, the *Dragontear Crown of Sharrven* renders the wearer immune to magical and nonmagical fear and enables her to speak, understand, and write Draconic.

ELFBLADES OF CORMANTHYR

These three legendary swords were forged thousands of years ago when the great empire of Cormanthyr was founded.

One of them was forged for the coronal (ruler) of Cormanthyr, one for the arms-major (the chief warrior of the empire), and the third for the spell-major (the empire's chief wizard).

All three swords have since been lost—two around the time of Myth Drannor's fall, and the third many centuries before.

Restoring even one of the elfblades to the elves, let alone all three, would earn an adventurer the everlasting friendship and thanks of the residents of the Elven Court—particularly now that the drow have invaded the very heart of Cormanthor.

All three elfblades insist upon choosing their own wielders. Each has its own criteria for making the choice and punishes unworthy candidates in its own way, but to wield any elfblade, a character must be of good alignment and at least 15th level.

A character wishing to become the wielder of an elfblade must grasp the hilt with the firm intent of bonding with the weapon and draw it from its sheath.

Whether successful or not, the attempt costs 2,500 XP.

Each weapon's description suggests some guidelines on which it bases its acceptance or rejection of a candidate, but the final decision belongs to the DM.

A character deemed unworthy to wield an elfblade is subjected to that weapon's unique form of punishment, as given in its description below.

Upon acceptance by an elfblade, the character becomes attuned to it and can summon it to his hand as a free action, as long as it is somewhere on the same plane.

Once an elfblade has bonded with a character, it remains bound until the character's death, or until he commits some grievous sin against either his alignment or the elf people. In such a case, the blade punishes him as though he had failed to bond with it in the first place unless he makes an immediate effort to atone for his sin.

Each of the elfblades shares several properties in common with the others and also has its own set of unique abilities usable only by its chosen wielder.

All are *+4 holy keen longswords*, and all retard the aging process so that the wielder ages only 1 year for every 2 years that pass while he possesses the elfblade.

ARCOR KERYM, THE CROWNBLADE

Also called the *Ruler's Blade*, this sword appears to be made of raw iron and has a pitted and craggy surface.

From afar, it looks like a longsword carved from stone.

An ancient Elven crown rune is stamped in gold at the seat of the blade, just above the quillions.

Arcor Kerym glows with golden light that crackles along its surface like an arc of lightning.

The *Crownblade* was last seen in 666 DR, when the Srinshee vanished with it after using its potent magic to rebuild the Rule Tower.

Scholars believe that the *Crownblade* was aware of the city's impending fall, so it removed itself and the Srinshee from Faerûn to ensure that it would not fall into the hands of the Army of Darkness.

If this theory is correct, Arvandor seems a likely resting place for *Arcor Kerym*.

In addition to the standard powers of an elfblade, the *Crownblade* allows its wielder to access the mystical knowledge of three elven high mages, as stored in the three gems that decorate its crossguards and pommel.

This influx of knowledge grants the wielder a +10 bonus on all Knowledge (arcana) and Spellcraft checks and a +5 bonus on all other Knowledge checks.

In addition, by speaking a command word, the wielder of *Arcor Kerym* can use *heal* as the spell three times per day, or *discern lies* as the spell at will.

Arcor Kerym is the strictest of the elfblades when it comes to evaluating a prospective wielder.

The candidate must be of lawful good alignment and must have the good of Cormanthyr and the elf people as his highest priority.

In addition, a character who seeks to wield the *Crownblade* should have high ranks in Diplomacy, Sense Motive, and other social interaction skills.

The penalty for an unworthy character who attempts to bond with *Arcor Kerym* is as straightforward as it is final—he is consumed by golden fire, which burns him away to nothingness in 1 round (Fort DC 23 partial; success means the subject takes 40d6 points of damage instead).

A character found unworthy and subsequently brought back from the dead still loses the 2,500 XP for attempting the attuning ritual.

Overwhelming evocation; CL 25th; Weight 4 lb.

ARYFAERN KERYM, THE ARTBLADE

This longsword appears to have been forged from solid darkness.

Its blade is a void of nonreflective blackness that feels as solid as stone yet as slick as oil.

Along the razor-sharp, beveled edge of the blade glows a thin, crimson line of energy that encloses the darkness—the source of the elfblade's magical light.

When drawn, the *Artblade* crackles like lightning breaking across a metal shield, and when swung, it emits a sharp, buzzing sound similar to that of an angry bee (though the wielder can mute this latter sound if desired).

When struck against objects or weapons, the blade's clash is utterly silent, no matter how much strength powers the blow.

Embossed in glowing crimson on the base of the dark blade is an Elven rune often used to signify a work of high magic.

The *Artblade* was lost at the Battle of Stars Shining in 714 DR, when Spell-Major Josidiah Starym sacrificed himself to break the army of yugoloths storming the school of magic in the city of Myth Drannor.

With his forces overwhelmed and nearly defeated, the spell-major cast a spell of terrible power that consumed most of the yugoloths and much of the school in a pure white flame.

When the flames died, no trace of the spell-major or his sword remained.

Some sages believe that both were transported to Dweomerheart or Arvandor, but no evidence exists to support these theories.

In addition to the standard abilities of an elfblade, the *Artblade* allows its user to cast any spell using the sword's power rather than the traditional spellcasting methods.

Any spell the wielder casts while wielding the *Artblade* automatically gains the benefits of the Silent Spell, Still Spell, and Eschew Materials feats with no increase to the spell level or casting time.
In addition, the wielder's effective caster level increases by 1 for evocation spells.
The *Artblade's* wielder can also use *greater dispel magic* as the spell three times per day and *detect magic* as the spell at will.
The *Artblade* requires its wielder to be neutral good in alignment and able to cast 8th-level arcane spells.
In addition, it desires a wielder with a passion for magic and a selfless love of Cormanthyr and the elf people.
A candidate deemed unworthy by the *Artblade* becomes temporarily divorced from the Weave and unable to cast spells of any sort for 1d6 years (Will DC 23 half).
A Shadow Weave user who attempts to attune to the blade instantly becomes the target of a *disintegrate* spell (caster level 25th; DC 40).
Overwhelming evocation; CL 25th; Weight 4 lb.

ARYVELAHR KERYM, THE WARBLADE

The blade of this longsword shines like polished silver, remaining perfectly reflective no matter what punishments it endures.
Blue and silver flames lick incessantly along the blade, quillions, and pommel, and they harmlessly surround the wielder's hands whenever the blade is drawn.
At the seat of the blade is an Elven rune meaning "weapon", which is commonly used as a sword mark.
When Lord Orym Hawksong fell in battle at the siege of the Twisted Tower in the Year of Shadows Fleeting (–331 DR), the *Warblade* sprang up and defended him fiercely for a time.
Eventually, however, the drow managed to paralyze the blade by magic, and both the great hero and his arcane sword were lost in the darkness beneath the Twisted Tower.
In the centuries since, hundreds of elves have sought *Aryvelahr Kerym*, but no one has found it.
In addition to the standard powers of an elfblade, the *Warblade* enables its wielder to conjure a *blade barrier*, as the spell, once per day.
In addition, the wielder can utilize *bull's strength* as the spell three times per day and *detect evil* and *detect good* as the spells at will.
To wield the *Warblade*, a character must be of chaotic good alignment.
In addition, the blade seeks a wielder with martial skill (that is, a base attack bonus of at least +12), a high Charisma, and leadership ability.
If the *Warblade* deems an elf who attempts the attuning ritual unworthy, it turns in his hand, making a single attack (+29 melee, damage 1d8+11/17–20).
If the would-be wielder is not an elf or half-elf, or has an evil alignment, the *Warblade* attacks furiously for 2d6 rounds (+29/+24/+19/+14 melee, damage 1d8+11/17–20).
Magical healing of the wounds inflicted on an unworthy candidate is possible only with a successful DC 25 caster level check.
Overwhelming evocation; CL 25th; Weight 4 lb.

THE IMASKARCANA

The seven diverse artifacts collectively known as the *Imaskarcana* were the mightiest of the magic weapons and devices created by the ancient Imaskari.
Two of these items—the first and the fifth—reportedly lie buried in the ruins of Inupras, the capital city of the Imaskari Empire.

FIFTH IMASKARCANA

Forged some eight thousand five hundred years ago, this scepter was traditionally carried into battle by the High General of Imaskar's armies.
The final bearer of the *Fifth Imaskarcana* was Lord Dimarond, the last general of Imaskar, who fell outside Inupras before an enraged throng led by glorious servitors.
The *Fifth Imaskarcana* is a pitted, battered-looking scepter about 2 feet long and 2 inches in diameter.
A crudely cut amethyst the size of a human fist crowns its bronze haft.
The *Fifth Imaskarcana* contains the entire military history of Imaskar from –7500 DR onward.
It telepathically answers any questions posed about that subject to the best of its ability (+20 bonus on Knowledge (history) checks regarding Imaskar's military history).
Anyone who wields the *Fifth Imaskarcana* gains spell resistance 26 and can use the following spell-like abilities: 3/day— *charm person*, *crushing despair*, *confusion*, *daze monster*, *mind fog*; 1/day— *binding*, *demand*, *geas*, *mass hold monster*, *power word stun*.
Caster level 18th.
The scepter's spell resistance is always active.
Any other power must be commanded to function as a standard action.
Like the *First Imaskarcana*, the scepter responds only to commands spoken in Roushoum, the ancient language of Imaskar.
If a command is issued in any other language, the wielder instantly becomes the target of a *disintegrate* effect (Fort DC 19 partial; self only; items carried are unaffected).
Overwhelming enchantment; CL 18th; Weight 4 lb.

FIRST IMASKARCANA

Crafted by an ancient Lord Artificer of Inupras more than nine thousand years ago, the *First Imaskarcana* is a crudely wrought, crenellated crown forged from a strange, lavender-tinted metal.
Though it was created for humans to wear, it also fits snugly when placed on the heads of other Medium humanoids.
A blue-black star sapphire about 3 inches in diameter rests squarely at the front of the crown.
The *First Imaskarcana* quickly became a symbol of the supreme authority wielded by the Imaskari emperors.
Lord Artificer Yuvaraj was wearing it when he perished in battle against the manifested god Horus.
The artifact is believed to lie deep under the sands in the ruins of Inupras, not far from the imperial palace.
Anyone who wears the *First Imaskarcana* gains spell resistance 30 and is protected by a *spell turning* effect that can turn 10 levels of divine magic in a 24-hour period.
Once it has reached its capacity, the *First Imaskarcana* cannot turn spells again for 24 hours.

The *First Imaskarcana* also holds the collected knowledge of the empire's lord artificers and can answer many questions concerning Imaskari customs, politics, and magic.
It does not engage in conversation, however, and offers only the briefest answers to direct questions (+20 bonus on Knowledge [history] checks regarding Imaskar only).
In addition, any wearer of the crown can use the following spell-like abilities: 3/day—*antimagic aura*, *improved blink*, *legend lore* (Imaskari items only), *greater teleport*, *true seeing*; 1/day—*gate*.
Caster level 18th.
The crown's spell resistance and spell turning abilities are always active, except as noted above.
Any other power must be commanded to function as a standard action.
The crown responds only to commands spoken in Roushoum, the ancient language of Imaskar.
If a command is issued in any other language, the wearer instantly becomes the target of a *feeblemind* effect (Will DC 20 negates).
Overwhelming varies; CL 18th; Weight 3 lb.

MAGIC OF FAERÛN (3.0)

CROWN OF HORNS

This item contains the essence and intelligence of the former deity of death, Myrkul, the Lord of Bones.
It is a silver circlet with a black diamond set on the brow and four bone horns mounted around its edge.
Weird energy is visible within the diamond.
The *crown of horns* is intelligent, evil, and now exists only to cause evil and suffering among the people of the world.
Myrkul created the crown while he was still a living deity, and it was eventually broken by the efforts of Khelben the Blackstaff.
The shards of the item retained some power, and when Myrkul was slain by Midnight (the mortal woman possessed by the essence of Mystra), he forced his dying essence through the wards around Blackstaff Tower, reforged the crown in a new shape, imbuing it with additional powers, and then teleported away.
The crown enjoys harassing followers of Cyric, but avoids allies of Khelben and temples of Mystra.
The wearer of the crown has the following powers.
• Fear aura as if he were a lich.
• Spell resistance 25 against necromantic spells and effects.
• Rebuke or command undead as a 6th-level cleric.
If the wearer already has this ability, these levels stack with his cleric levels for this purpose.
• *Teleport without error* once per tenday, affecting only the wearer and his equipment.
• *Cone of undeath*: Usable once every 10 minutes, this effect is a 40-foot cone.
Creatures within the cone must make Fortitude saving throws (DC 20) or be slain and rise 1d4 rounds later as wraiths under the control of the wearer.
A successful save means a creature takes 3d6+20 points of damage.
This is a necromantic death effect.
• *Myrkul's Hand*: Once per day, the wearer can invoke black flames that cover one of his hands.
These flames are treated as a touch spell.
On a successful melee touch attack, the target must make a Fortitude save (DC 20) or be instantly slain, rising 1d4 rounds later as a spectre under the control of the wearer.
A successful save means the creature takes 2d8+10 points of damage.
This is a necromantic death effect.
The crown also has the following drawbacks.
• The wearer changes alignment to neutral evil while the crown is worn.
• The crown cannot be removed unless Myrkul wills it.
Normally the only way the crown is removed is when it teleports itself away.
• The crown can use *suggestion* once per day on the wearer, and can possess the wearer for up to 20 minutes per day as if using a *magic jar* spell.
• The wearer slowly turns into an undead being over the course of two years.
Use of the *cone of undeath* or the *Myrkul's hand* abilities advances this process 1d4 months per use.
When the transformation is complete, the wearer appears lich-like and his type changes to "undead", but he otherwise retains all his normal abilities.
If the wearer reaches this state and the crown teleports away, the wearer is instantly destroyed.
• The wearer is paranoid and possessive about the crown, keeping all others away from it.
• All beings within 100 feet of the crown while it is worn must make a Will save or be affected by a *sympathy* spell.
Caster Level: 20th; *Weight*: 2 lb.

NAGA CROWN

These silvery metal circlets (a few are rumored to have existed at one point or another in time) with three points or spines probably were created long ago by yuan-ti ("naga crown" is merely a popular name).
They are self-identifying and possess the following powers.
• The wearer can use the spell *see invisibility* at will.
• On mental command the crown generates a *repulsion* effect.
Also on mental command, the crown reflects spells as through the wearer had received a *spell turning* spell.
The wearer's arcane spells per day are doubled for all spell levels.
This power does not stack with a *ring of wizardry* or other effect that grants extra arcane spells.
Once per day, the wearer can dominate all reptilian creatures with Intelligence scores of 2 or lower within a 1,500-foot radius.
The effect lasts 1 hour and is similar to the *dominate monster* spell, except that it works on all reptilian creatures within the radius.
The wearer can issue telepathic commands to all controlled reptilian creatures within 1,500 feet or to any single reptilian creature or group of reptilian creatures that are in range and line of sight.
No reptilian creature with an Intelligence score of 2 or lower attacks the wearer, even if the wearer attacks the reptilian creature or the creature is under another *naga crown* wearer's control.
Reptilian creatures already under the wearer's control cannot be affected by another charm or compulsion effect, even from another *naga crown*.

Reptilian creatures with Intelligence 3 or higher can attack the wearer, but they suffer a –3 morale penalty on attack rolls.
Caster Level: 15th; *Weight*: —.

PSIONICS HANDBOOK (3.0)

ANNULUS

This is the ultimate psionic nullifier.
Forged by long-dead illithids to keep enemies of vast psionic power at bay (possibly other illithids), the *Annulus* is an artifact that any psionic being should fear.
It has been forgotten by mind flayers and nonillithids alike in the modern age, and merely finding it would precipitate a great upheaval across the planes.
The *Annulus* is a 1-foot-diameter ring of silvery material Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ting provide adequate grips.
Powers: The *Annulus* has several powers, all of which require a wielder to tightly grasp the ring with at least one hand.
When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind.
The *Annulus* generates a continuous *catapsi* effect within a 100-foot radius of the wielder (who is unaffected).
The wielder gains a +4 enhancement bonus to mental hardness.
Once per day, the wielder can trigger *ultrablast* as a standard action.
Three times per day, as a standard action, the wielder can trigger an effect similar to *dimensional anchor* that affects all creatures in a 50-foot radius.
The prime power of the *Annulus*, however, is psionic nullification.
Once per year, the wielder can trigger this effect as a special action requiring 10 rounds to complete.
The wielder specifies a target or targets within a 100-foot radius, from a specific psionic individual or item to a group of psionic beings that share the same philosophy (such as an illithid outpost).
The nullification effect follows 10 full rounds of concentrating on the target and is accompanied by blasts of light, heat, and sound from the *Annulus*.
Nonpsionic creatures and items are unaffected, as are nontargeted beings, but the target—regardless of any protection it may possess—disintegrates with a terrific explosion.
Nothing is left but floating dust.
It is relatively easy to nullify a single target or a small group of targets, but a more powerful being (such as a demigod or greater entity) or another major artifact taxes the *Annulus* to its limits.
If used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.
Destruction: The *Annulus* must be used to nullify a demigod or more powerful being, or another major artifact, as described above.

STAFF OF ANCIENT PENUMBRA

This psionically endowed staff is an artifact from ancient days, supposedly forged on legendary Penumbra, the mythical seat of the long-forgotten illithid empire.
The stories of its passage through the epochs since its creation to the present day would fill volumes.
The *Staff of Ancient Penumbra* is intelligent (Int 16, Wis 14, Cha 18, Ego 18) but quiescent until used.
Its alignment is lawful evil.
The staff measures 5 feet in length and 2 inches in diameter, and is crafted of a nigh-indestructible material called "substare".
This substance might very well be harder than adamantine, but the secret of its formulation has been lost.
Its head is carved to form a stylized illithid's head, with a high, swept-back brow and cavernous sockets where eyes might otherwise be (if gemstone eyes once resided here, they're gone now).
The tentacles of the illithid-head meld perfectly with the shaft, itself intricately carved with a multitude of squirming tadpoles, which provide the perfect tough surface for easily grasping the staff.
Scrutiny of the tadpoles reveals four-lobed tails—they are illithid young.
The staff is selective about whom it allows to use it.
A hopeful petitioner who touches it must make a Diplomacy check (DC 18).
On a failure, the staff reacts poorly to the proffered mental contact, lashing out with a defensive pyrokinetic blast that deals 5d6 points of fire damage to that character per round.
This also automatically sets the character on fire; the victim can attempt Fortitude saves (DC 20) each round after the first to extinguish the flames (powers such as *control flames* grant a +4 bonus on the saving throw).
The fire continues to burn every round the save is failed but goes out permanently on a successful save.
Anyone killed by the fire burns completely, leaving only ashes.
A prospective new owner who survives a burning can make another Diplomacy check, but the check DC increases by +2 with each successive attempt.
Powers: If the *Staff of Ancient Penumbra* takes a shine to a prospective owner, it telepathically reveals its powers.
However, the new owner may not enjoy this discovery: The artifact's special purpose is the promulgation of illithid rulership.
An owner who refuses to acknowledge illithid superiority and who does not demonstrate reasonable progress toward that goal must succeed at a Will saving throw (DC 18) to remain in control when a personality conflict occurs-the DM decides when.
On a failure, the staff is dominant (see Chapter 8 of the DUNGEON MASTER's Guide for guidance; intelligent psionic items follow the same rules as magic ones).
If the staff gains mastery, it begins to throw pyrokinetic blasts at the wielder or at the wielder's compatriots within 15 feet.
Only assuring the staff that it is being brought to the nearest mind flayer will console it.
In combat, the artifact is a *+5 quarterstaff*.
If it scores a critical hit, the staff lashes forth with its pyrokinetic blast.

The wielder can also direct the blast against a target within 15 feet as a standard action.
Anyone hit by the blast automatically catches fire as described above.
However, using the staff against an illithid (if the wielder is not also an illithid) is a sure way to precipitate a personality conflict.
Three times per day, the wielder of the staff gains an additional saving throw against a spell or psionic power, if the first one fails.
At any time, the *Staff of Ancient Penumbra* manifests *body adjustment* on the wielder as a full-round action.
Strangely enough, the staff can also heal an undead wielder in a similar way, using a liberal dose of negative energy.
The wielder can always see up to 30 feet through darkness, fog, smoke, or other visibility-reducing conditions.
As a standard action, the wielder can use the staff to see up to 6 inches through solid objects, such as metal (including lead), stone, wood, and even flesh, for a duration of 3 rounds.
Special Purpose Power: The wielder of the staff can manifest true seeing once per day, if the artifact believes that doing so will fulfill purpose.
Destruction: The staff must be thrown into the star at Penumbra's hub.

SERPENT KINGDOMS (3.5)

MARLSPIRE OF NAJARA

When the Hss'tafitribe was transported to the Forest of Wyrms, its members brought with them one of the few *naga crowns* known to exist in Faerûn.
To mark their oath of fealty to Terpenzi, the ha-naga king of Najara, the tribal elders gave him the crown, intending that it should serve as the crown of state.
Since that time, the *Marlspire of Najara*, as it came to be known, has passed from one naga king to the next, and today it rests atop the brow of Ebarnaje.
In addition to the standard powers of a *naga crown* (see below), the *Marlspire of Najara* has acquired one additional property: The Guardian of Najara cannot regain its free will so long as this item exists.
Moreover, whoever wears the crown can command the current guardian as if he or she were its creator.
Strong enchantment; CL 15th; Weight —.

NAGA CROWN

These powerful items were actually created by the yuan-ti; *naga crown* is merely a popular name.
Each *naga crown* is a silvery metal circlet with three points or spines.
It reveals its powers to the wearer as soon as it is placed on the head.
The wearer can use *see invisibility* at will.
With the proper command word, he can create a *repulsion* or *spell turning* effect.
Furthermore, the wearer's daily allotment of arcane spells doubles for all spell levels.
(This benefit does not stack with that of a *ring of wizardry* or any other effect that grants extra arcane spells).
Once per day, the wearer can dominate all Scaled Ones with Intelligence scores of 2 or below within a 1,500-foot radius for 1 hour.
This ability otherwise functions like the *dominate monster* spell.
The wearer can issue telepathic commands to all controlled creatures in the area or to any single creature or group within range and line of sight.
No Scaled One with an Intelligence score of 2 or below can directly attack the wearer, even if attacked by the wearer or controlled by another *naga crown*.
Scaled Ones already under the wearer's control cannot be affected by another *charm* or compulsion effect, even from another *naga crown*.
A Scaled One with an Intelligence score of 3 or higher can attack the wearer, but it takes a –3 morale penalty on attack rolls.
Strong enchantment; CL 15th; Weight —.

NAJA FOUNTAIN

The *Naja Fountain* lies in the depths of Ss'thar'tiss'ssun in the Shrine of Cowled Serpents, near the main altar to Ssharstrune.
Its large pool is encircled by the carved statue of an amphisbaena with both pairs of jaws interlocked.
Small snake statuettes rear up from the heart of the pool, spitting streams of water into the air.
For millennia, the Naja Fountain was the lair of the ha-naga Terpenzi, but it has lain untended since the Year of Moor Birds (90 DR).
The effective arcane caster level of anyone who bathes in the *Naja Fountain* permanently increases by +3.
This benefit can be gained only once per creature.
Furthermore, immersion in the fountain's waters confers the benefits of a *heal* spell for every round of immersion.
Finally, any living creature in contact with the fountain's water is immortal and does not age, though these benefits are lost if the creature ceases contact with the water.
The water loses all magical powers when removed from the fountain.
Overwhelming conjuration; CL 21st; Weight: N/A (immovable).

SHINING SOUTH (3.5)

ASTROLABE OF NIMBRAL

This large and cumbersome apparatus is covered with an assortment of levers, knobs, and buttons, looking remarkably like a cross between a printing press and a pipe organ.
With it, a character can transport an entire structure, such as a vehicle or a small tower, anywhere on Toril in a great display of teleportation.
As its name implies, the *Astrolabe of Nimbral* was crafted by the most powerful of wizards from the island nation of Nimbral, and stored in the treasure vaults of the Nimbral Lords.
It was eventually stolen by a particularly resourceful band of adventurers led by the Halruaan wizard Dwalimar Omen and taken back to his home nation.

From there, it was installed on the Halruaan skyship *Realms Master* and used by Omen and several others to hunt down dangerous artifacts at the behest of Netyarch Zalathorm.
The *Astrolabe of Nimbral* allows one who is skilled in its use to teleport an object of up to twenty 10-foot cubes in size, as well as everything contained inside that object, anywhere on Toril.
To properly understand and control the *Astrolabe*, the user must make a DC 30 Intelligence check.
A character gains a +2 bonus on this check for every 5 ranks in Spellcraft and Knowledge (arcana) he has.
Failure by 4 or less indicates the destination is off by 5d10×10 miles; failure by 5 or more means the destination is randomly determined.
Objects moved from one location to another are subject to changes in slope, altitude, and stability in the foundation. Thus, it is considered wise to be aloft (such as in a skyship) before operating the *Astrolabe*.

Crystal Orb

Thought to have been crafted by the wizard Halruaa (one of the first wizard-kings of the nation bearing the same name), the *Crystal Orb* is a large, clear sphere about 1 foot in diameter.
Since the beginning of the rule of the netyarchs, the *Orb* has been the primary means of communicating and managing the affairs of Halruaa.
The *Crystal Orb* currently resides in an inner chamber in Zalathorm's palatial tower in Halarahh.
The *Orb* only responds to the primary user, which was designated as the reigning netyarch of Halruaa during its creation.
With the *Crystal Orb*, a user can communicate with up to five hundred unique individuals at once.
During a conversation, the user has complete control over who can speak and be heard by the rest of those mentally present.
The link also provides a mental image of the face of any speaker.
The *Orb* must be attuned to contact any particular individual through a minor activation sequence whereby the user touches both the *Orb* and the potential recipient at the same time and utters a command word.
Thereafter, the user can mentally contact the recipient when that command word is uttered a subsequent time.
Zalathorm has established a single command word for the entire Council of Elders, and he is able, thusly, to reach every member at the same time to conduct the business of running Halruaa.
Contact from the *Orb* is not compulsory.
The recipient can feel a mental signal, but he can choose to ignore it.
If the recipient chooses to respond to the signal, he immediately finds himself in telepathic contact with the wielder of the *Orb* and anyone else the wielder has contacted at that time.
To protect the *Crystal Orb*, it has been further imbued with a contingent teleport object spell.
Anyone attempting to remove it from the chamber where it is kept causes the *Orb* to be sent to the inner sanctuary of the high priest of Mystra at Mount Talath, who magically contacts Zalathorm to make arrangements for the artifact's safe return.

Gulkuluster's Deathstaff

Created by one of the most powerful of Halruaa's wizards centuries ago, *Gulkuluster's Deathstaff* was designed to be used as a means of ultimate destruction against almost any foe.
Each use of the *Deathstaff* produces one of the following effects.
Maximized widened fireball
Maximized widened acidball
Maximized widened electricity ball
Maximized widened frostball
Maximized widened sonicball
These are variations on fireball created with alternate energy descriptors; for example, an *acidball* spell functions as a *fireball* spell but deals acid damage.
Gulkuluster's Deathstaff can hold 50 charges—and through a unique property of its construction, it automatically regains 1 charge each week.
If it ever reaches 0 charges, it becomes nonfunctional until a week has passed.

Ongild

Named for the Halruaan wizard that created it, the *Ongild* is a fist-sized emerald that has been imbued with a variety of powers.
Its last known location was in the belly of the red dragon Hoondarrh, who lairs on the isle of Skadaurak in the kingdom of Mintarn.
The *Ongild* continually allows its wearer to heal 1 point of damage per level every hour.
Furthermore, its wearer can use each of the following effects as an 18th-level wizard 1/day—delayed blast fireball, prismatic spray, reverse gravity, and *spell turning*.

Sunphelm of Shandaular

The *Sunphelm of Shandaular* is an ancient crown that has served as the regalia of at least three kingdoms: Ashanath, Eltabranar, and Arkaia.
Its origin is unknown, having been discovered by Shan the Golden, a wizard in the employ of the gold dwarves of the Great Rift, in an ancient crypt buried beneath the waters of the Akanamere shortly before the opening of the Orcgate.
Shan bore the crown for many years, first as a mercenary leader of the Nars, and later as the first queen of Ashanath.
After her death, it passed to her son, grandson, and great-grandson (Arkaius the Archmage), each ruling Ashanath from the city of Shandaular in turn.
It is from this era that the headpiece became known as the *Sunphelm of Shandaular*.
Today, the *Sunphelm*'s fate remains unknown, although knowledgeable scholars speculate that it rests atop the brow of some matron mother in the drow city of T'lindhet.
Fashioned of silver and gilt with golden runes, the *Sunphelm* is a simple circlet with seven beljuril-tipped spikes that seem to flicker with inner light.
A trio of king's tears dangles from the front of the crown on silver chains.
Each king's tear contains a different image within—a view of the arch in the northern half of Shandaular circa –1000 DR, a view of the arch in the southern half of Shandaular

circa 200 DR, and a view of the city of Arkatuil and the Bay of Dancing Dolphins circa 750 DR.
The seven beljurils of the *Sunphelm of Shandaular* collectively provide light equal to that of a candle and exhibit the effects of a *holy star* spell (see page 104 of *Player's Guide to Faerûn*) as commanded by the wearer.
In addition, the wearer of the *Sunphelm* is continuously girded by the benefits of a contingent heal spell that activates immediately whenever the wearer would be killed from damage or Constitution damage or drain.

UNDERDARK (3.5)

THE IMASKARCANA

THIRD IMASKARCANA

The true names of the seven tremendously powerful magic tomes of the Imaskari were lost long ago, so they are collectively referred to as the Seven Imaskarcana.
Records mentioning them have shown up with just enough regularity to convince sages that these books must have once existed.
Today, one of the Seven Imaskarcana remains preserved in Deep Imaskar.
The fate of the others is unknown, and even the wisest of Deep Imaskar are not certain that the others, if they still exist, are similar in form, function, and power to the Third.
In fact, it is likely that each of the Seven Imaskarcana has a different appearance and property.
The Third Imaskarcana is a massive great-tome bound in slate covers lined with blue dragon skin.
Its pages vary in composition and appearance—some are raggedly cut vellum, others are the skin of humans, elves, or even tanar'ri, and still others are made of crystal that magically possesses the flexibility of paper without its weaknesses.
Anyone who carries the Third Imaskarcana gains spell resistance 27.
Any other power of the tome must be commanded, as a standard action, to function.
The Third Imaskarcana can't be read like a standard tome.
Instead, questions or commands must be posed to it in Roushoum (the tongue of Imaskar), since it recognizes only that language.
If a question or command is directed at the tome in any other language, the questioner is immediately sucked into the tome, where she becomes a fine new vellum page.
(A creature so destroyed can be returned to life only by means of a *miracle* or *wish* spell).
Anyone who successfully communicates with the tome can use the following powers as spell-like abilities (caster level 18th), each once per day: *Dominate monster*, *imprisonment*, *meteor swarm* (DC 23), and *time stop*.
Additionally, the Third Imaskarcana can answer questions once per day, as though via a *commune* spell.
Overwhelming varied; Weight 10 lb.

UNDERDARK MAP, GREATER

This map shows all the tunnels, caves, and caverns, both natural and artificial, within a 1-mile radius of itself.
It also reveals the locations of all *portals*, dead magic areas, and other anomalies.
It functions only in the Underdark, but it is not limited to one Underdark level, as the *lesser Underdark map* is.
Overwhelming divination; Weight 1 lb.

MINOR ARTIFACTS

BOOK OF VILE DARKNESS (3.0)

ANGEL BLOOD

This fluid comes in a flask.
It is not actually a magic item (in that no one created it).
It is really the blood of a celestial, gathered and stored during a special ritual.
The liquid deals 5d6 points of acid damage when thrown as a grenade-like weapon, but only against noncelestial creatures.
Caster Level: 20th; *Weight*: 1 lb. (including the flask).

ANGEL TEARS

Hardened into tiny crystals, these tears, like angel blood, were created by no spellcaster.
Instead, they are gathered from places where angels have felt sorrow or pain, using some long-lost dark process.
Evil creatures have learned to make angel tears into hurled weapons such as stones (they work well in slings, too).
So cursed are such things that they deal 3d6 points of damage to any creature they break against, the target is automatically considered exhausted, and the target must succeed at a Fortitude saving throw (DC 18) or take 1d8 points of Strength drain.
Caster Level: 20th; *Weight*: 1/2 lb.

DEMON BLOOD

When this dark blood, gathered using a special process and an unholy ritual, is sprinkled over a 100-foot-radius area, that area is treated as though affected by an *unhallow* spell.
Furthermore, nothing natural can grow in the area ever again.
Caster Level: 20th; *Weight*: 1 lb. (including the flask).

DEMONSTONE

This 2-inch-diameter dark rock is naturally in the shape of a demonic creature with bat wings folded around its body.
It is semitranslucent with a dark center that sometimes seems to move.
Occasionally it seems to whisper.
If one listens closely, the whisper can be understood, but it is a foul and evil entreaty to do some horrible act.
The owner immediately gains a +1 luck bonus on attacks, damage, skill checks, and saving throws.
After one day of close proximity to the stone (within 5 feet), a character must succeed at a Will saving throw (DC 15) or do as the stone compels and become chaotic evil in alignment.
If the saving throw succeeds, further saves must be made each day, with the DC increasing by +1 each time.
A character turned chaotic evil by a *demonstone* is particularly despicable in his sadistic and horrible actions.
Once the character becomes chaotic evil (or if he was evil in the first place), the stone need not remain in his possession for him to gain the luck bonus.
The bonus lasts until the brittle stone is destroyed (hardness 4, 10 hp, break DC 24) or until someone else succumbs to its temptation, failing the Will save while in close proximity.
When a character who was turned evil by a *demonstone* loses her connection with it (if it is destroyed or gains a new owner), the awareness of her evil deeds comes back to her, and she is usually thrown into deep despair.
Caster Level: 20th; *Weight*: 1/2 lb.

DEVIL BLOOD

When used to coat a blade, this black ichor acts as a poison the next thirteen times the weapon strikes.
The poison (Fort DC 20) deals 1d6 points of Strength damage as initial damage and 2d6 points of Strength damage as secondary damage.
Caster Level: 20th; *Weight*: 1 lb. (including the flask).

DIABOLIC ENGINES AND DEMONIC DEVICES

This special category of minor artifacts includes any of a number of machines created on the Lower Planes (see Chapter 7).
Pain, souls, or both power these devices (see Souls as Power and Pain as Power in Chapter 2).

CAULDRON OF ZOMBIE SPEWING

The devils that created this device wanted to mass-produce undead.
This artifact is a mass of strange tubes, bubbling glass containers, and liquid-filled troughs all focused around a gigantic black cauldron 13 feet in diameter.
When fifty Medium-size corpses are thrown into the device and mixed with strange chemicals and a single dose of liquid pain, the contents of the cauldron stew and boil for 24 hours.
Then, great horizontally pivoting levers spew forth onto the ground 4d12 Medium-size zombies.
Not every corpse becomes a zombie because some are liquefied and mulched as a part of the process.
The zombies obey the commands of any devil present within the first 3 rounds of their creation.
The cauldron has hardness 10, 250 hp, and a break DC of 35.
However, the glass portions and tubing can be destroyed much more easily (hardness 1, 20 hp, break DC 12).
Caster Level: 16th; *Weight*: 5,000 lb.

DEMONIC GRAFT MACHINE

This machine is a mass of metal tubes, gears, arms, and wheels that turn and move silently.
At the front of this machine, a wide iron plate fashioned into the form of a hideous face grins with a wide, open mouth.
Through the mouth, the innards of the device are visible.

The device is part machine and part demon, infused with fiendish essence and powered by evil magic.
It is used to graft demonic additions onto the bodies of willing or unwilling victims.
Anyone that comes within 5 feet of the open mouth must succeed at a Reflex save (DC 15) or be grabbed by a tongue-like appendage and dragged into the machine.
Within the bowels of the machine, the victim's body is sliced, burned, punctured, and torn.
These operations deal 6d6 points of damage to the victim in 1 round.
In the next round (if the character is still alive), demonic flesh and essence is added to the victim's body, restoring 5d6 points of damage.
On the third round, the character is spit out with a new demonic addition in place (roll on the following table).

d%	Demonic Addition
01–25	Left arm. The arm is long and flexible like a tendril, with a crude, three-fingered claw at the end. It functions as a natural weapon dealing 1d4 points of damage plus the character's Strength bonus. Weapons used in the hand take a –2 penalty on attacks. Once per day, the arm can produce *magic missile* as the spell from a 5th-level caster.
26–55	Right arm. The arm is muscular and sinewy, with a clawed hand. The arm confers a +2 inherent bonus to Strength. As a natural weapon, the arm deals 1d6 points of damage plus the character's Strength bonus.
56–70	Thick and muscular legs. The character gains a +2 bonus to his Constitution score.
71–85	Slim and agile legs. This addition increases the character's speed by 10 feet when not wearing heavy armor or carrying a heavy load. The character gains a +5 competence bonus on Climb and Jump checks.
86–100	Familiar. Grafted onto the shoulder, back, stomach or hand, a demonic familiar is a small face with an evil expression. This face has Intelligence 12, Wisdom 9, and Charisma 6. If the character is a wizard, the face can teach him one new spell for every spell level he knows. If the character is a spellcaster, the familiar povides a +2 inherent bonus to the ability score that determines his bonus spells.

Good-aligned characters with a demonic addition must succeed at a Will save (DC 15) every day or take 1d3 points of Wisdom damage as the experience slowly drives them mad.
Characters of a nonevil alignment must succeed at a Will save (DC 15) each day or succumb to temptation and perform an evil act chosen by the DM.
This may eventually result in an alignment change.
When characters with demonic additions deal with nonevil NPCs, they take a –6 circumstance penalty on all Charisma-based checks, such as Diplomacy and Bluff.
The machine does not take a character more than once.
Removing a demonic addition requires severing the limb and taking 6d6 points of damage.
To regrow the original limb requires a *regenerate* spell.
The *Demonic Graft Machine* has hardness 10, 200 hp, and a break DC of 35.
A victim inside the machine can make an attack with a light weapon, or he can cast spells if he succeeds at a Concentration check based on the damage he has taken.
The machine can take two victims at a time, but only victims of Large or smaller size.
Each demonic addition requires a soul fed into the machine.
Caster Level: 18th; *Weight*: 2,500 lb.

PAIN PIT

A metal cauldron 10 feet across and 20 feet deep containing several giant leeches, this device is one of biological engineering.
A creation of the neutral evil fiends known as yugoloths, the *Pain Pit* efficiently extracts liquid pain from its victims.
The pit can hold up to five Medium-size or smaller creatures.
The yugoloths throw victims into the pit, where foot-long leeches (treat as Tiny monstrous centipedes) attach to them, inflicting great pain and draining pain from them in liquid form.
A thin umbilical cord connects each leech to a storage vat along the side of the cylinder.
Each leech extracts one dose of liquid pain from a victim over the course of a day, then sends it along the tube to the storage vat, which has a capacity of one hundred doses.
Once the liquid pain has been extracted and delivered, the leeches consume the victims.
Two ladders lead up to the rim of the cauldron, and a 1-foot-wide walkway surrounds the perimeter at the top.
A single dose of pain must be poured into the pit at the beginning of a day to get the leeches started.
The cylinder itself has hardness 10, 300 hp, and a break DC of 35.
The storage vat can be destroyed more easily (hardness 1, 30 hp, break DC 15).
Caster Level: 20th; *Weight*: 8,000 lb.

HORN OF THE BULL

This lesser artifact summons 1d10+10 minotaurs with maximum hit points.
They serve the summoner until they die.
The horn can be used three times per week, but when a user blows it, all summoned minotaurs remaining from its previous use (if any) disappear.
In all other ways, treat the horn's effect as a *summon monster* spell.
Caster Level: 18th.

KYTHON ARMOR

This armor looks like a dead adult kython (see Chapter 8) with only two arms.
If a wearer crawls into it, the armor fuses to him, although it can be removed later.
The armor is *+3 full plate* and allows the wearer to use kython weapons as if he were a kython.
Furthermore, the armor allows the wearer to use its claws (which deal 1d8 points of damage) as if they were natural weapons, and it adds a +10 bonus on any attempt to disguise the wearer as an actual adult kython.
Caster Level: 16th; *Weight*: 50 lb.

MIDNIGHT BLADE

This *+5 bastard sword* is unholy, fleshgrinding and marrowcrushing, but only at night.
During the day it merely has a +5 enhancement bonus.
Furthermore, the *Midnight Blade* must be used to draw blood from at least one creature of Medium-size or larger

each night, or it loses all abilities and becomes a *–4 cursed bastard sword*.
Its abilities can be recovered, but only if it is used to slay a Medium-size or larger creature, at night, with the –4 penalty.
Caster Level: 15th; *Weight*: 10 lb.

RHAPSODY OF PAIN

These oddly named earrings allow the wearer to function as if continually under the effects of both a *sadism* and a *masochism* spell.
Furthermore, the wearer is immune to the debilitating effects of pain, such as those brought on by a *symbol of pain*, although she still feels the pain.
Caster Level: 16th; *Weight*: —.

RING OF THE DREAD EMPEROR

This black ring is made from a single piece of obsidian and bears a gold inlay design of chains.
If a humanoid of at least 10th level is killed on a given day by the wearer of this ring, the wearer takes no penalties for wearing armor (no armor check penalty, no maximum Dexterity bonus to Armor Class, no spell failure chance, and no reduced movement).
The wearer of the ring gains the effect of a *free action* spell for the next 24 hours.
Caster Level: 16th; *Weight*: —.

STAFF OF MALICE

This 6-foot shaft of hardened black wood gives off a dull red glow the color of an old scab that shows itself only in the light.
Each tip of the staff ends in a metal spear point, and the *staff of malice* can be used either as a +3 *unholy quarterstaff* or a +3 *unholy shortspear* in combat.
Like all staffs, it has 50 charges, which can be used to power the following spells.
• *Bestow greater curse* (1 charge, DC 21)
• *Boneblast* (1 charge, DC 16)
• *Destruction* (1 charge, DC 21)
• *Pestilence* (2 charges, DC 22)
• *Stop heart* (1 charge, DC 18)
• *Wrack* (1 charge, DC 17)
• *Wretched blight* (15d8 damage, DC 23) (2 charges) When the charges are all gone, the staff disappears, only to reappear fully charged somewhere else in the multiverse.
Caster Level: 20th; *Weight*: 5 lb.

VASHARAN CROSSBOW

This *+4 heavy crossbow* can be loaded and fired as quickly as a light crossbow can.
Any bolt that it fires is automatically treated as a *bolt of slaying humans* (as an *arrow of slaying*).
Caster Level: 17th; *Weight*: 4 lb.

CHAMPIONS OF RUIN (3.5)

MOANING CROWN OF NDULU

In the Year of Visions (731 DR), the legendary paladin Sarshel entered the Citadel of Conjurers (which lay near the Hill of Tombs) and shattered the fabled *Crown of Narfell*. In so doing, he broke Orcus's hold over the artifact and forced the army of demons led by the balor Ndulu to retreat and scatter.
Although Sarshel gathered up the physical fragments of the headgear, the souls of the long-dead Nentyarchs trapped within the crown quickly fled their ancient prison in the form of powerful wraiths.
Over the next five decades, Ndulu captured the crown-wraiths one by one and brought them to his lair in the depths of the Earthfast Mountains.
Calling on the power of the Prince of the Undead, Ndulu forged the crown-wraiths into an incorporeal circlet of evil and darkness.
With the *Moaning Crown of Ndulu* on his brow, so named for the endless wailing of the souls it had trapped anew, Ndulu was able to reforge his army of succubi and glabrezu.
In the Year of the Moaning Gorge (786 DR), Ndulu's army was met by the great-grandsons of King Sarshel at the mouth of a gorge that led deep into the Earthspurs, just outside the gates of the Citadel of Conjurers.
Employing three shields—*Kimeltaar*, *Naelotaar*, and *Dizeltaaar*—and the sword *Demonbane*, the Paladin Princes formed a vortex *portal* and through it drove Ndulu and his horde back into the Abyss.
In his final act, Ndulu shattered two of the shields—*Naelotaar* and *Dizeltaar*—and their shield-bearers, Essys and Araln.
In his wake, the balor left the *Moaning Crown of Ndulu*, for it could not pass beyond this plane.
Recognizing the *Moaning Crown* as the fell echo of the *Crown of Narfell*, but unable to destroy it, Prince Nord secretly carried it to the depths of the Citadel of Conjurers and placed it amid the other Narfelli artifacts that lay therein.
After his sudden reappearance a tenday later, he had the court wizards of Old Impiltur renew their wards on the site, and the *Moaning Crown of Ndulu* is believed to remain within, forever locked away.
The *Moaning Crown* resembles an incorporeal circular cloud of black smoke.
It can be moved only by someone or something capable of manipulating objects on the Ethereal Plane.
(Prince Nord carried it on the blade of *Felthann*, Crown Prince Essys' sword with the *ghost touch* property).
However, if somehow placed atop the brow of a sentient creature, it remains firmly in place.
Anyone staring into the depths of the headpiece can discern tortured faces swirling through the dark mists, and it is from their mouths that the ever-present moaning emerges.
Physical contact with the *Moaning Crown* is equivalent to the touch of a powerful crown-wraith, dealing 1d8 points of Constitution drain per round unless a DC 24 Fortitude save is made.
(Most bearers would require some form of *negative energy protection* to safely wear the crown).

As its name suggests, the *Moaning Crown* radiates a constant moaning.
This is a magical sonic effect and can be negated by magical *silence*.
In nonevil creatures, this moaning engenders the effect of an *emotion* (*despair*) spell, centered on the wearer.
In evil creatures, the effect is akin to a bard's inspire greatness ability.
Evil creatures within 30 feet of the crown-bearer who can hear the moaning gain +2 HD (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves.
Three times per day, at the command of the crown-bearer, the collective moaning of the crown-wraiths can rise to the level of a terrifying scream, equal in effect to a *wail of the banshee* spell.
Strong necromancy; CL 20th; Weight 5 lb.

SHADOWSTONE

This +2 *heavy mace* is a Shadow Weave magic item created by Shar and given to Damian Krale to help him unite the Sharran cells of the Western Heartlands.
It raises the effective caster level of any of his spells with the darkness descriptor by one.
It protects him, as a *scarab of protection*, against the first two energy-draining attacks he suffers each day.
Finally, any creature struck by the weapon must succeed on a DC 16 Fortitude save or be targeted by a *blindness* effect for 1d4 rounds.
Strong abjuration and necromancy; CL 20th; Weight 8 lb.

CHAMPIONS OF VALOR (3.5)

CROWN OF NARFELL

An ancient crown bearing this name and possessed of sinister powers was once worn by the legendary Nentyarch of Narfell.
After that evil item was destroyed, its pieces were reforged by the gods of the Triad as a potent symbol of Impiltur's refusal to bow to the armies of the Abyss.
The new *Crown of Narfell* is imbued with powers that advance the cause of good and law.
At present, it is the royal crown of Impiltur.
History: In –970 DR, the reigning Nentyarch (king) of Tharos constructed the great tree-lined fortress of Dun-Tharos in the heart of the present-day Rawlinswood near the headwaters of the Soleine River.
Some attribute his rise to the acquisition of a fell artifact that came to be known as the *Crown of Narfell*, while others claim it came about due to a combination of fortuitous events and personal magnetism.
Although the true origin of the Crown may never be known, it is thought that Orcus, the Demon Prince of Undead, gave the headpiece to the Nentyarch as part of a dark pact.
In any event, after proclaiming the empire of Narfell and donning the *Crown of Narfell*, the Nentyarch proceeded to conquer one petty kingdom of the Nars after another, the last of which was the kingdom of Ashanath.
The Nentyarch's army literally wiped out Ashanath's capital city, Shandaular, reducing it to little more than myth and scattered piles of rubble along the western shore of Lake Ashane.
By –900 DR, the empire of Narfell stretched from the uplands of Impiltur to Ashanath and from the eastern slopes of the Giantspire Mountains to the northern bank of the River Umber.
In the centuries that followed, Narfell's rulers set their sights on the Priador Plateau (now the Plateau of Thay), home once again only to nomadic tribes of centaurs and gnolls following the retreat of Mulhorand.
Realizing that the empire of Raumathar to the east had similar designs, successive Nentyarchs pursued a two-pronged policy of endless skirmishing and settlement.
The tribal lands of the Rashemi lay between Lake Ashane and the Sunrise Mountains, bordered to the north and south by Raumathar and the plateau.
While Narfelli settlers streamed south and east to claim the territory, the Nentyarch's armies bottled up Raumathar's forces in Rashemen, pitting the barbaric Rashemi against each other and against the armies of Raumathar.
Early successes by Narfell that extended the empire's reach to the northern shore of the Alamber Sea were reversed after –623 DR because of an ill-conceived invasion of Mulhorand and a surprise attack by Raumathar's army.
In order to reverse the empire's decline, the ruling class of Narfell was forced to turn to demonic aid to learn the art of sorcery, prompted by the fell whisperings of the *Crown of Narfell*.
In –150 DR, centuries of warfare culminated in a great conflagration that consumed both empires and left all manner of summoned beings to stalk the lands they once ruled.
In the Crown's early days, its powers were relatively benign, extracting a dark price from the bearer only upon his death.
Those who dared call upon the powers of the Crown found their souls absorbed into the Crown at death and their bodies transformed into crown-wraiths.
By –150 DR, however, the *Crown of Narfell* had grown powerful indeed, and its evil persuasiveness almost certainly turned the Narfelli court toward consorting with fiends and ruled the heart of a succession of Nentyarchs.
For centuries after the fall of Narfell, the *Crown of Narfell* was one of many Narfelli artifacts forgotten in the depths of the Citadel of Conjurers, located north of the Hill of Tombs.
It is unclear whether the last Nentyarch to rule Narfell died in the catacombs beneath the Citadel of Conjurers, or if the Crown was placed there after his death.
In any case, after Impilturan explorers awoke the long-slumbering fiends beneath the Rawlinswood and Forest of Lethyr, a powerful balor named Ndulu gathered a host of demons and marched directly toward the Citadel of Conjurers.
Some claim the balor was guided by the hand of Orcus, while others claim Ndulu simply sought the artifacts within to claim their power for himself.
Whatever the fiend's motivation, his ambitions were halted when the paladin Sarshel entered the Citadel and shattered the *Crown of Narfell* in the Year of Visions (731 DR).

The destruction of the artifact somehow broke the back of the demon army, enabling the defenders of Impiltur to prevail.
Although Sarshel gathered up all the physical pieces of the Crown, the crown-wraiths escaped, and with them went the darkness that had beset the artifact.
High priests of Ilmater, Torm, and Tyr collaborated to reforge the physical crown into a shining beacon of justice, truth, and mercy, while Ndulu corralled the crown-wraiths to forge a shadow crown, later known as the *Moaning Crown of Ndulu*.
The reforged *Crown of Narfell* has served as part of Impiltur's regalia since Sarshel was crowned in the Year of the Proud Father (732 DR).
After the royal family died out in the Year of the Fearless Peasant (926 DR), it was for a time the focus of battles between Impiltur's rival noble houses.
Eventually Soargar, Mage Royal of Impiltur, took the *Crown of Narfell* and other treasures of the realm to his tower in Lyrabar, to await the day that the monarchy would be restored.
After being told of its location by Soargar, Imphras I recovered the holy relic from the archmage's tower and restored it as the symbol of the monarchy.
The reforged *Crown of Narfell* remains in the possession of the descendants of Imphras I to this day and is currently worn by the young King Imbrar II.
Description: The reforged *Crown of Narfell* is an object of simple majesty.
This 1-inch-thick mithral circlet is engraved with four symbols, one at each cardinal point: the three holy symbols of the Triad and the crossed sword and wand of Impiltur's coat of arms.
Activation: At will, once per round, the bearer of the reforged *Crown of Narfell* can use any one of the following effects: *favor of Ilmater*, *glory of the martyr*, *hand of Torm*, *holy sword*, *mark of justice*, or *order's wrath*.
Three times per day, the bearer of the crown can cloak himself in a *holy aura* effect.
Effect: It is unclear what would happen if the reforged *Crown of Narfell* were ever brought into contact with the Moaning Crown of Ndulu, but some religious scholars speculate that the original *Crown of Narfell* might be thereby forged anew.
Aura/Caster Level: Strong abjuration. CL 20th.
Weight: 5 lb.

CITY OF SPLENDORS WATERDEEP (3.5)

HORNED RING

Fashioned by Halaster, these iron rings have pairs of tiny curved horns curling out and back toward the wearer.
Only eight *horned rings* are known to exist, and nearly all are accounted for among Halaster's ex-apprentices.
Jhesiyra Kestellharp had one in her possession, but it vanished centuries ago along with the former Magister.
At will, the wearer of a *horned ring* can employ *greater teleport* within the confines of Undermountain, unaffected by the effects of a *Halaster's teleport cage*.
It is not possible to *teleport* out of or into Undermountain using a *horned ring*.
Upon command, the wearer of a *horned ring* can cloak himself in an *antimagic aura*.
A *horned ring* provides its wearer immunity to *magic missiles* and also functions as a *major ring of energy resistance* (electricity).
Strong abjuration and conjuration; CL 18th; Weight —.

MASTER RING OF THE SCALADAR

Fashioned and worn by Trobriand the Metal Mage, this plain iron ring is capable of commanding any scaladar created by Trobriand or someone instructed in his method of constructing scaladars.
If conflicting commands are issued, a *master ring of the scaladar* always prevails over a *ring of Trobriand*.
Strong evocation; CL 17th; Weight —.

ROD OF LATHANDER

This 2-foot-long tapered rod is fashioned of gold-plated mithral.
One end of the rod flattens and widens into a half-disc with a serrated edge.
Embedded in the "sunrise" tip are four rubies, four rose-hued diamonds, and four fiery-yellow corundums.
Removing any of the jewels causes the gems to crumble into dust and renders the rod inoperable until the gem is replaced with a similar stone of at least 5,000 gp value.
The *rod of Lathander* was fashioned at the Spires of the Morning in the Year of Lathander's Light (1024 DR), nearly eight decades before that temple was brought within the walls of Waterdeep.
The paladin Dahaerlin of the Burning Brand commissioned the rod after the outlying village of Hespheira, situated in the shadow of Mount Sar, was shifted into the Plane of Shadow by unknown magic.
Dahaerlin and the Brotherhood of Light spent four months in the Plane of Shadow before the company returned with over half of the missing villagers.
Members of the company told a wild tale of battling a powerful shadow dracolich named Umbralax that dwelt in one of that plane's mysterious Darklands.
Dahaerlin apparently won the group's escape at the cost of his own life, for he never returned.
For over a century, the *rod of Lathander* occupied a place of honor above the altar of the Morninglord at the Spires of the Morning.
Then, in the Year of the Shadowkin Return (1136 DR), the relic's unique powers were required again.
Reports trickled back to Waterdeep suggesting that the ruined village of Hespheira had returned wrapped in a cloying cloud of blackness, and that shadowy wraith-like creatures were attacking the surrounding region.
In response, knights of the Order of the Aster sallied forth to combat this new menace, bathed in the protective light of the *rod of Lathander*.
A series of quick battlefield successes drew the company deep into the shadowed village, where Umbralax lay in wait.
After a fierce battle in which over half of the knights lost their lives, Umbralax and the wraiths were destroyed

(although the dracolich's phylactery was never found) thanks to the protective magic of the rod.
Returned to its place of honor, the *rod of Lathander* remained above the altar of the Spire of the Morning until the Night of Temple Fires, in the Year of the Saddle (1345 DR).
Thieves stole the *rod* and several other Lathanderite relics as Waterdeep's oldest temple burned, prompting some to conclude that the fires had been deliberately set as a distraction.
Although no word of the rod's fate has ever come to light in the years since its theft, reports persist of a subterranean sun in the depths of Undermountain, shining from the roof of a large natural cavern.
Such reports have prompted many followers of the Morninglord to plumb the depths of Halaster's Halls, but without success.
The *rod of Lathander* glows with the power of a 9th-level heightened *daylight* spell from the minute the sun rises to the minute the sun sets.
If taken to a location where the sun does not shine (indoors, underground, or on a sunless plane), the rod adheres to the diurnal cycle of the last place it was in where the sun regularly rose and set.
If taken to another location where a different sun shines (another plane or world, for example), the rod automatically adjusts to the new diurnal cycle, including adjustments for changes in latitude and longitude.
The *rod of Lathander* has one additional power.
For as long as the rod shines, all creatures within the 60-foot radius of the *daylight* spell are protected by a *death ward* effect.
Strong evocation; CL 17th; Weight 5 lb.

DRACONOMICON (3.5)

AMULET OF SUPREMACY

This stunning piece of jewelry is virtually priceless based simply on its artistic quality and the value of precious metal and gemstones it contains, but its magical abilities are even more valuable to a dragon.
When worn by a dragon, an *amulet of supremacy* confers the benefits of the Maximize Breath feat on the dragon's breath weapon, and applies the effects of the Maximize Spell feat to the dragon's spells and spell-like abilities.
These benefits come at no cost to the dragon: It need not wait extra rounds between uses of its breath weapon, and its maximized spells do not use higher-level spell slots.
An *amulet of supremacy* bestows two negative levels on any nondragon that dares to put it on.
In addition, when a nondragon first dons the amulet, it immediately targets the offender with a *disintegrate* effect (caster level 20th, Fortitude DC 19 partial).
Strong (no school); CL 17th.

DRACO MYSTERE

This tome, known as "Mysteries of the Dragon" in Common, is a legendary book of lore regarding dragonkind.
Some claim it was written by the first high priest of the Cult of Ashardalon, but others call this assertion nothing but an idle boast, believing the book to be far older than that.
Over the centuries, it has been studied, copied, lost, and found again by dozens if not hundreds of readers.
Many lesser versions of this book are known to exist, but none share its power.
Reading *Draco Mystere* takes thirty consecutive 8-hour days of study.
If the reader misses even a single day during this time, he must start again from the beginning.
Completion of the study gives the reader a +5 inherent bonus on Knowledge (arcana) checks regarding dragons.
The reader also gains low-light vision (if the character already has low-light vision, the effect is increased by one multiple, such as from double to triple) and immunity to magic sleep and paralysis effects.
In addition, a sorcerer who reads *Draco Mystere* gains 1 point of Charisma and sufficient XP to place him halfway into the next experience level (which must be used to increase his sorcerer level).
Other characters who peruse the book do not receive these benefits.
Any individual can only receive the tome's benefits once in a lifetime.
Strong transmutation; CL 19th; Weight 3 lb.

DRAGONS OF FAERÛN (3.5)

CHASSABRA'S PENDANT

On a mountaintop somewhere in the North, Tostyn Alaerthmaugh recovered *Chassabra's pendant* from the skeletal remains of its long-dead creator, after whom it was named.
Lore: Characters can gain the following pieces of information about *Chassabra's pendant* by making successful Knowledge (arcana) or Knowledge (history) checks.
DC 20: The sorceress Chassabra ruled over a small section of the Mlembryn Lands along the River Dessarin in the third century Dalereckoning.
DC 25: Known as the "Lady of Swirling Stones", Chassabra abandoned her tower and lands after transforming herself into a half-amethyst dragon.
DC 30: Chassabra traced her ancestry back to Felrivenser, a great amethyst wyrm known to the wizards of ancient Netheril as "Gembright".
She is thought to have located Felrivenser's long-lost hoard and hidden it in an extradimensional space reachable by way of a *portal* keyed to her pendant.
Description: This piece of jewelry appears to be a delicate diamond-shaped piece of polished copper, engraved with a design of three closed, long-lashed human eyes set in a triangle (one eye below two side-by-side eyes), hung around a small-linked necklace chain.
The spells laid on the pendant render it terrifically strong and nonmetallic (such that it is not affected by magnetism or spells that work on metal, and no longer conducts heat or electricity) and make it automatically alter to fit a wearer.

It is as hard as adamantine (hardness 20, 5 hp).
Effect: When donned, *Chassabra's pendant* mentally communicates its powers to its wearer (it is a self-identifying item), who can activate them by silent force of will alone (a standard action that provokes attacks of opportunity).
The exceptions to this are the three automatic, always-functioning powers of the *pendant*, which affect only the wearer: *see invisibility*, *feather fall*, and immunity to *magic missiles*.
The pendant has the following additional powers.
Only one of these effects can be active at a time; activating a different one deactivates the one that had been in effect.
4/day—*faerie fire* (When the user actives this power, creatures and objects within a T-foot radius centered on the user, but not the user himself, become outlined with *faerie fire*.
The effect lasts 10 minutes; otherwise, the power works just like the *faerie fire* spell).
3/day—*dimension door*, *disguise self*.
1/day—*regenerate* (as the spell, except all missing tissue is regenerated in a single round whether or not the severed body parts are present and attached).
Strong abjuration, conjuration, divination, evocation, transmutation; CL 15th; Weight 1 lb.

DIAMOND SCEPTER OF CHOMYLLA

The *diamond scepter of Chomylla* is one of at least three long-lost lore scepters of Uvarean.
The *diamond scepter* was created by Chomylla centuries before the destruction of the Lorelands (as the elf realm of Uvarean in the west central forest was known) by a falling star.
Chomylla was among the few survivors, thanks to her visit to the coronal.
After the calamity, Chomylla gave the scepter to the coronal for safekeeping, so she could return home to see what could be salvaged.
At this point, the scepter disappeared from record, having been lost or stolen.
The scepter was not found until the Year of the Staff (1366 DR), when Dretchroyaster uncovered it in the Monarch's Fall Glade.
Lore: Characters can gain the following pieces of information about the *diamond scepter of Chomylla* by making successful Knowledge (arcana) or Knowledge (history) checks.
DC 20: These scepters were first created by the elves of the Uvarean as keys to access secret troves of knowledge.
DC 30: Chomylla, one of the last remaining elves of the Uvarean, created this scepter, but it was lost some time after the destruction of her realm.
Description: This 6-foot-long scepter is carved from a single enormous crystal, with a perfect transparent globe at its head.
Effect: The scepter acts as a +3/+3 *quarterstaff*.
The wielder can also use the following effects.
At will—quickened *detect magic*.
3/day—*identify*, *legend lore*, *tongues*.
1/day—*maze*.
The primary function of the scepter is to unlock the secrets of the libraries of Uvarean, secret elf stores of knowledge in the Dalelands.
When the wielder of the scepter is in the presence of an artifact or location associated with the Uvarean, he feels a faint tingling.
By concentrating on a specific object or location and making a successful Knowledge check (of a DC appropriate to the magnitude of the knowledge), the wielder can learn basic information about that topic.
Strong conjuration, divination, and illusion; CL 15th.

HELM OF SUPREME WIZARDRY

Helms of supreme wizardry are powerful Netherese artifacts capable of transforming a minor wizard into a mage of great power, albeit at considerable personal cost.
Lore: Characters can gain the following pieces of information about *helms of supreme wizardry* by making successful Knowledge (arcana) or Knowledge (history) checks.
DC 20: *Helms of supreme wizardry* date back to the Golden Age of Netheril.
They allow the bearer to recapture the power of the great Netherese arcanists.
DC 25: *Helms of supreme wizardry* exact a terrible price from those who abuse their powers, leaving some who rely on them overmuch babbling fools incapable of preparing spells.
DC 35: *Helms of supreme wizardry* were the invention of the legendary Terraseer.
He reportedly bequeathed such treasures to up-and-coming arcanists as a way to measure their wisdom and restraint.
Curiously, most "successful" bearers of the helms have eventually vanished under mysterious circumstances, suggesting that those who pass the Terraseer's "test" are later recruited for some special purpose.
Description: This ornate, fluted helm is made of steel plated with a silver alloy and alters to fit the head of any creature that dons it.
Effect: A *helm of supreme wizardry* allows any wearer already able to cast wizard spells to prepare and cast two additional spells of each level from 6th through 9th (8 spells per day total).
These are treated as bonus spell slots (as if from a very high Intelligence) and therefore apply only to casters already capable of casting spells of those levels (though such a caster can still use the slots to prepare lower-level spells or spells altered by metamagic feats).
Casting a spell from one of these bonus slots deals 1d6+1 points of damage to the wearer immediately upon the completion of the spell.
If the helm is removed, any bonus spells prepared while it was worn are immediately lost The helm has several drawbacks.
First, if all the extra spells gained while the helm is worn are not cast within 12 hours of their preparation, the wearer loses all prepared wizard spells at the end of that period (including the bonus spells from the helm and any other wizard spells the wearer had prepared normally).
The spell slots for those lost spells are considered expended (the wearer must rest again to reuse the spell slots).
Only the bonus spell slots used by the wearer need to be expended to prevent this from happening.
For example, a 12th-level wizard wearing a *helm of supreme wizardry* has access only to spell slots of 6th level and lower.

She can use only the two bonus 6th-level spell slots from the helm, and if she casts both of those within 12 hours of preparing them, then this drawback is not triggered. (In other words, she is not penalized for not being able to use the higher-level bonus spell slots granted by the helm).
The second drawback is that if the helm is ever used (not merely worn, but actually used to prepare spells in its bonus slots) by the same wearer twice in a tenday, it deals 1 point of Intelligence drain to the wearer, and that attempt to use the extra slots fails.
The third drawback is that if the helm is ever used twice in a single 30-day period by the same wearer to prepare spells of the same school, the preparation succeeds, but the wearer immediately takes 1 point of Intelligence drain and permanently loses 1 hit point.
Despite this great price, as long as it is worn, the helm allows the wearer to cast these bonus spells, even if the Intelligence loss means the wearer could not normally cast spells of that level anymore.
For example, if the wearer uses the helm to prepare *antimagic field* and *chain lightning*, then 28 days later uses the helm to prepare *greater dispel magic* (the same school as *antimagic field*), the wearer would incur those losses.
If she persisted in her folly and used the helm to prepare *Bigby's forceful hand* (the same school as *chain lightning*) she would experience the losses again.
If her Intelligence was originally 16, she would now be reduced to Intelligence 14, normally not a high enough score to cast *greater dispel magic* or *Bigby's forceful hand*. However, the power of the helm allows her to still cast those spells (but not any other spells of 5th or 6th level that were prepared normally).
Strong transmutation; CL 20th; Weight 3 lb.

DROW OF THE UNDERDARK (3.5)

CLOAK OF THE CONSORT

Price: n/a
Body Slot: Shoulders
Caster Level: 21st
Aura: Overwhelming; (DC 25) abjuration
Activation: Swift (command)
Weight: 1 lb.
This light, very fine gray cape shimmers in the light.
A *cloak of the consort* grants a +6 deflection bonus to Armor Class and a +4 resistance bonus on all saving throws.
In addition, the cloak negates any weakness to light that you might have.
Finally, you can gain concealment for 10 rounds, at will.
In exchange for these benefits, you take a –4 penalty to all saving throws against spells and spell-like effects cast by female drow.
Lore: As they fled the surface, the dark elves looked to the matriarchs for guidance—for although it was their corruption and obeisance to the Spider Queen that led to the drow's exile from their homeland, any chance they had of surviving in the Underdark lay with the priestesses. (Knowledge [history] DC 20).
But before the drow would entrust their fates to the matriarchs once more, they demanded a concession: some way to restore the balance between the males and the females of the species.
The priestesses agreed, and each elevated one male to serve as a companion and advisor. (Knowledge [history] DC 25).
To secure the pact, the matriarchs spun cloaks of fine spider silk and imbued them with their blood and Lolth's dark will. (Knowledge [history] DC 30).
They crafted each cloak to protect their consorts, guarding each privileged male against ambitious upstarts who would usurp their position. (Knowledge [history] DC 32).
But the matriarchs were clever, and they infused a small curse into each cloak.
Those who wore the cloaks would be vulnerable to the magic of the priestesses.
And so, from the start, the drow consorts were nothing more than the puppets and figureheads they remain to this day. (Knowledge [history] DC 35).
Adventure Hook: Since the exile, the process for constructing these cloaks has been lost, enhancing both the prestige value and the monetary value of those that remain. When one is discovered, the various houses immediately lay claim to it, causing no shortage of conflict.
A *cloak of the consort* might change hands many times: One might be stolen from one house, only to be stolen back again within hours.
The infighting ends only when one house manages to secure a cloak and bestow it onto a consort powerful enough to keep it.
A matriarch might dispatch drow raiding parties to recover a cloak from another house, requiring them to slip in, murder the consort, and bring the cloak back.
And, until a suitable consort can be found, that party might also be required to protect the cloak from countless enemies.
Characters from the surface might happen upon one of these cloaks after encountering a particularly powerful group of drow led by a consort.
Soon after the PCs take possession of the cloak, word of its loss spreads throughout the city, and the various houses work to recover it.
Some might use a direct approach, harrying the PCs throughout the Underdark, and others might deal peacefully, offering to exchange it for some other potent (and likely cursed) item.

EGG OF LOLTH

Price: n/a
Body Slot: —
Caster Level: 23rd
Aura: Overwhelming; (DC 26) conjuration
Activation: See text
Weight: 10 lb.
This fist-sized egg is made of platinum.
It has no markings and is completely smooth.
When touched, it vibrates slightly, and you hear the faint sounds of scratching corning from within.
The *egg of Lolth* is a potent artifact with a long history.

Originally nothing more than a cursed item that compelled its wielder to fling himself through a gate to the Abyss, its long exposure to the chaotic energies of the Demonweb Pits has transformed it into the deadly device it is today.
Aside from its relatively minor value (60 gp), the egg appears to have no function.
It cannot be opened, and has no hinges or seams.
It can be dented, but any blemishes vanish after 1d4 hours.
The only way to activate the item is to cast a *remove curse* spell on it, at which point the egg vanishes; in its place appears a shuddering, tumescent bag of spider silk.
On the following round, the bag tears itself open, spilling out 1d10 fiendish spider swarms and one fiendish Colossal monstrous spider.
For the next 10 rounds, 1d4 fiendish Large monstrous spiders follow, after which the bag of spidersilk seals shut and vanishes, leaving the platinum egg spinning in its place.
Creatures called by the egg appear in the closest available space to the artifact and can act immediately, attacking the closest nondrow creature as soon as they appear.
They fight until destroyed, pursuing fleeing characters relentlessly.
While the egg is activated, any creature that touches the bag is automatically transported to the Demonweb Pits.
In addition, the artifact can serve as the focus component for *plane shift* spells cast to travel to the Abyss.
Lore: Ages ago, a group of bold heroes—having fought through hordes of giants—uncovered a terrifying plot to sow war and discord throughout the world.
Eclavdra, a high priestess and an influential leader in the drow city of Erelhei-Cinlu, was behind these machinations. (Knowledge [history] DC 20).
The adventurers swept through the Underdark, battled the kuo-toa in their profane warren, and took the fight to the vault of the drow itself.
After all this effort, their job was not yet finished.
They discovered a strange item that enabled them to leave the Material Plane and take the fight to the Spider Queen herself in the Abyss.
(Knowledge [history] DC 25).
It's not clear what happened to these adventurers, but the egg eventually found its way back to the drow, and has changed hands many times since.
(Knowledge [history] DC 30).
Adventure Hook: The *egg of Lolth* is an unholy relic, and one that is closely guarded by the Spider Queen's most powerful priestesses.
Given the forces that protect it, only a few know if its existence and fewer still have laid eyes upon it.
When members of a rival city learn of the egg's existence and the significance of the object, they are unwilling to let Erelhei-Cinlu retain the vile thing, and so the matriarchs send a team of infiltrators to recover it.
The theft plunges both cities into war, with each side expending their slave-warriors by the hundreds to recover the profane object.
As the conflict escalates, the characters find themselves drawn into the struggle: perhaps to defend a svirfneblin enclave, or as mercenaries in service to a drow noble house.
The more the characters invest themselves in the struggle, the more it becomes clear that the force pulling the strings is Lolth herself, and that the only way to restore stability between the two cities is to either destroy the artifact or send it back to the Abyss where it belongs.

DUNGEON MASTER'S GUIDE 3.0 (3.0)

BOOK OF EXALTED DEEDS

This holy book is sacred to divine spellcasters of good alignment (LG, NG, CG).
Study of the work requires one week, but upon completion the good spellcaster gains a +1 inherent bonus to Wisdom and experience points sufficient to place him halfway into the next level of experience.
Divine spellcasters neither good nor evil (LN, N, CN) lose 2d6×1,000 experience points for perusing the work.
Evil divine spellcasters (LE, NE, CE) lose twice that amount.
Furthermore, they have to atone (see the *atonement* spell) in order to gain further experience.
Nonspellcasters who handle or read the book are unaffected.
Arcane spellcasters who read it have 1 point of Intelligence permanently drained and lose 1d6×1,000 experience points unless they make a Will save (DC 15).
Except as indicated above, the writing in a *book of exalted deeds* can't be distinguished from any other magic book, libram, tome, or so on until perused.
Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.
Caster Level: 19th; *Weight*: 3 lb.

BOOK OF INFINITE SPELLS

This work bestows upon any character of any class the ability to use the spells within its pages.
However, upon first reading the work, 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.
The *book of infinite spells* contains 1d8+22 pages.
The nature of each page is determined by die roll:

d%	Page Contents
01-30	Blank page
31-60	Divine spell
61-100	Arcane spell

If a spell is written on a page, determine the spell by using the tables for determining major scroll spells (the third column on Table 8–23: Scroll Spell Levels, along with Table 8–24: Arcane Spell Scrolls and Table 8–25: Divine Spell Scrolls).
Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip.
If the book is closed, it always opens again to the page it was on before the book was closed.

When the last page is turned, the book vanishes.
Once per day the owner of the book can cast the spell to which the book is opened.
If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day.
The pages cannot be ripped out without destroying the book.
Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.
The owner of the book need not have the book on her person in order to use its power.
The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.
Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions.
The owner knows this and may even benefit from the turning by gaining access to a new spell.
The chance of a page turning is as follows:

Condition	Chance of Page Turning
Spellcaster employing spells usable by own class and/or level	10%
Spellcaster using spells foreign to own class and/or level	20%
Nonspellcaster using divine spell	25%
Nonspellcaster using 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.
Caster Level: 18th; *Weight*: 3 lb.

BOOK OF VILE DARKNESS

This is a work of ineffable evil—meat and drink to divine spellcasters of that alignment (LE, NE, CE).
To fully consume the contents requires one week of study.
Once this has been accomplished, the evil spellcaster gains a +1 inherent bonus to Wisdom and enough experience points to place him halfway into the next experience level.
Divine spellcasters neither good nor evil (LN, N, CN) who read the book either lose 2d6×l,000 XP (a 01–50 result on d%) or become evil without benefit from the book (51–100).
Good divine spellcasters (LG, NG, CG) perusing the pages of the *book of vile darkness* have to make a Fortitude save (DC 16) or die.
If they do not die, they must succeed on a Will save (DC 15) or become permanently insane.
In the latter event, even if the save is successful, the character loses 20,000 experience points, minus 1,000 for each point of Wisdom he has.
(This calculation cannot result in an XP gain).
Other characters of good alignment take 5d6 points of damage from just handling the tome.
If such a character looks inside, there is an 80% chance that an evil outsider attacks the character that night.
LN, N, & CN aligned characters take 5d4 points of damage from handling the book, and reading its pages causes them to become evil (Will negates DC 13).
Such converts immediately seek out an evil cleric to confirm their new alignment (with an *atonement* spell).
Caster Level: 19th; *Weight*: 3 lb.

DECK OF MANY THINGS

A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch.
Each deck contains a number of cards or plaques made of ivory or vellum.
Each is engraved with glyphs, characters, and sigils.
As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.
The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins.
Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced.
If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own.
Exception: If a 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 a jester or 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 by the second column in the accompanying table.
If no tarot deck is available, substitute ordinary playing cards instead, as indicated by the third column.
Balance: As in "weighed in the balance and found wanting", the character must change to a radically different alignment.
If the character fails to act according to the new alignment, she gains a negative level.
Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost.
If successful, the character moves to the midpoint of the next experience level.
Donjon: This signifies imprisonment—either by the *imprisonment* spell or by some powerful being, at the DM's option.
All gear and spells are stripped from the victim in any case.
Whether these items are recoverable is, likewise, up to the DM.
Draw no more cards.
Euryale: The medusa-like visage of this card brings a curse that only the Fates card or a deific being can remove.
The –1 penalty to 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 confrontation.
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 each, the gems all of 1,000 gp value each.

Idiot: This card causes the loss 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; use the weapon tables beginning with Table 8–11: Weapon Type Determination until a useful item is awarded.

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 a magic construct (not a real person) but appears to be of the same race (or kind) and gender as the character.

He or she is equipped with the starting fighter package found in the *Player's Handbook* (page 37).

Moon: This is sometimes represented by a moonstone gem with the appropriate number of wishes shown as gleams therein, sometimes by 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 in a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile.

If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted.

The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost (disintegrated).

All land owned is struck by blight and forever ruined, buildings collapse into dust, etc.

Skull: A minor death appears.

Treat this minor death as an unturnable spectre with a *ghost touch scythe* that never misses and deals 2d8 points of damage.

The character must fight it alone—if others help, they get minor deaths 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 (Table 8–29: Medium Wondrous Items) until a useful item is indicated.

The XP granted are immediately available.

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

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 immediately).

Vizier: This card empowers the character drawing it with the one-time ability to call upon supernatural wisdom to solve any single problem or answer fully any question upon her request.

Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster.

The character's body continues to function, as though in a coma, 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.

Caster Level: 20th; *Weight*: —.

DECK OF MANY THINGS

Plaque	Tarot Card	Playing Card	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 spaces	You are *imprisoned* (see above).
Euryale	Ten of swords	Queen of spades	-1 penalty to all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	1. The Juggler	Ace of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat Death or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 20,000 XP.
Talons	Queen of pentacles	Two of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain 6 ranks in Diplomacy 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

HAMMER OF THUNDERBOLTS

This appears to be an oversized, extra-heavy warhammer.
A character smaller than Large finds it too unbalanced to wield properly in combat (–2 penalty to attack).
However, a character of sufficient size finds that the hammer functions with a +3 enhancement bonus and deals double damage on any hit.
If the wielder (of any size) wears a *belt of giant strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect: When swung or hurled, it gains a total +5 enhancement bonus, deals double damage, allows all *girdle* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude save DC 16 to survive).
When hurled, on a successful hit the hammer emits a great noise, like a clap of thunder, stunning all creatures within 90 feet for 1 round (Fortitude save DC 12 to resist).
The hammer's throwing range is 180 feet, and its range increment is 30 feet.
Caster Level: 20th.

PHILOSOPHER'S STONE

This rare and magic substance appears to be an ordinary, sooty piece of blackish rock.
If the stone is broken open, a cavity is revealed at the stone's heart.
This cavity is lined with a magical quicksilver that enables any wizard to transmute base metals (iron and lead) into silver and gold.
A single philosopher's stone can turn from 500 to 5,000 pounds of iron into silver, or from 100 to 1,000 pounds of lead into gold.
However, the magical quicksilver becomes unstable once the stone is opened and sublimates 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, it creates a special *potion of life* that acts as a *true resurrection* for any dead body it is sprinkled upon.
Caster Level: 20th; *Weight*: 3 lb.

SPHERE OF ANNIHILATION

A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter.
A sphere 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.
The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide.
The range of this control is 40 feet initially, then 40 feet +10 feet per character level once control is established.
Control is based on the character's Intelligence and level of experience.
(The higher his level, the greater his mental discipline).
The character adds his Intelligence bonus and character level and then applies the total to a 1d20 roll.
To control the sphere, the DC is 30.
The sphere's speed is 10 feet per round +1 foot for every point by which the control check result exceeds 30.
Any attempt to control the sphere causes it to move, but if control is not established, the sphere slides toward the character attempting to move it.
It continues to move in the direction he wills it to (or toward the character, if the attempt failed) for 1d4 rounds or for as long as the character is within 30 feet, whichever is greater.
Control must be checked each round.
If two or more wizards vie for control of a *sphere of annihilation*, the rolls are opposed.

If none are successful, the sphere slips toward the one who rolled lowest.
Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (a 01–50 result 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, they negate each other in a tremendous explosion.
Everything within a 60-foot radius takes 2d6×10 points of damage.
Dispel magic and *Mordenkamen's disjunction* have no effect on the sphere.
See also *talisman of the sphere* (page 227).
Caster Level: 20th; *Weight*: —.

STAFF OF THE MAGI

A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions.
Some of its powers drain charges, while others don't.
The following powers do not drain charges:
- *detect magic*
- *enlarge*
- *hold portal*
- *light*
- *mage armor*
- *mage hand*

The following powers drain 1 charge per usage:
- *dispel magic*
- *fireball* (10d6 points of damage, DC 13)
- *ice storm*
- *invisibility*
- *knock*
- *lightning bolt* (10d6 points of damage, DC 13)
- *passwall*
- *pyrotechnics*
- *wall of fire*
- *web*

These powers drain 2 charges per usage.
- *monster summoning* IX
- *plane shift*
- *telekinesis* (400 pounds maximum weight)
- *whirlwind*

The *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 exactly like a *rod of absorption* (page 196).
The staff uses spell levels as charges, not as spell energy usable by a spellcaster.
If the staff absorbs spell levels beyond its charge limit (50), it explodes as if a retributive strike had been made (see below).
Note that 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.
Absorbing spells is risky, but absorption is the only way this staff can be recharged.
Retributive Strike: A *staff of the magi* can be broken for a retributive strike.
Such an act must be purposeful and declared by the wielder.
All charges in the staff are released in a 30-foot spread.
All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges.
Successful Reflex saving throws (DC 17) reduce damage by half.
The character breaking the staff has a 50% chance (a 01–50 result on d%) of traveling to another plane of existence, but if she does not (51–100), the explosive release of spell energy destroys her.
Only specific items, including the *staff of the magi* and the *staff of power* (page 205), are capable of a retributive strike.
Caster Level: 20th; *Weight*: 5 lb.

TALISMAN OF PURE GOOD

A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth.
The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed (DM's discretion), the evil character gains a Reflex saving throw (DC 19) to leap away from the crack.
Obviously, the target must be standing on solid ground for this item to function.
(In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item).
A *talisman of pure good* has 7 charges.
If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage.
If an evil divine spellcaster touches one, he takes 8d6 points of damage.
All other characters are unaffected by the device.
Caster Level: 18th; *Weight*: —.

TALISMAN OF ULTIMATE EVIL

An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth.
The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity (DM's discretion), the good character gains a Reflex saving throw (DC 19) to leap away from the crack.
Obviously, the target must be standing on solid ground for this item to function.
(In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item).
A *talisman of ultimate evil* has 6 charges.
If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage.
If a good divine spellcaster touches one, she takes 8d6 points of damage.
All other characters are unaffected by the device.
Caster Level: 18th; *Weight*: —.

TALISMAN OF ZAGY

A talisman of this sort appears the same as a *stone of controlling earth elementals.*
Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman.
Whenever a character touches a *talisman of Zagy*, he must make a Charisma check (DC 15).
If he fails, the device acts as a *stone of weight* (see page 235).
Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.
if he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first.
It then disappears.
If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma.
In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma.
It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap.
(If the talisman is not held, its warning heat and pulses are of no avail).
Regardless of which reaction results, the talisman disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.
Caster Level: 20th; *Weight*: 1 lb.

DUNGEON MASTER'S GUIDE I 3.5 (3.5)

BOOK OF EXALTED DEEDS

This holy book is sacred to divine spellcasters of good alignment (LG, NG, CG).
Study of the work requires one week, but upon completion a good spellcaster gains a +1 inherent bonus to Wisdom and one experience level—receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.
Divine spellcasters neither good nor evil (LN, N, CN) lose 2d6×1,000 XP for perusing the work.
Evil divine spellcasters (LE, NE, CE) lose twice that amount.
In addition, they have to atone (see the *atonement* spell) in order to gain further experience.
Nonspellcasters who handle or read the book are unaffected.
Arcane spellcasters who read it take 1 point of permanent Intelligence drain and lose 1d6×1,000 XP unless they make a DC 15 Will save.
Except as indicated above, the writing in a *book of exalted deeds* can't be distinguished from any other magic book, libram, tome, or so on until perused.
Once read, the book vanishes, and the same character can never benefit from reading another *book of exalted deeds.*
Strong evocation [good]; CL 19th; Weight 3 lb.

BOOK OF INFINITE SPELLS

This work bestows upon any character of any class the ability to use the spells within its pages.
However, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power.
A *book of infinite spells* contains 1d8+22 pages.
The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.
Determine the exact spell by using the tables for determining major scroll spells (the third column on Table 7–22: Scroll Spell Levels, along with Table 7–23: Arcane Spell Scrolls and Table 7–24: Divine Spell Scrolls).
Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip.
If the book is closed, it always opens again to the page it was on before the book was closed.
When the last page is turned, the book vanishes.
Once per day the owner of the book can cast the spell to which the book is opened.
If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day.
The pages cannot be ripped out without destroying the book.
Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.
The owner of the book need not have the book on her person in order to use its power.
The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.
Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions.
The owner knows this and may even benefit from the turning by gaining access to a new spell.
The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

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

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.
Strong (all schools); CL 18th; Weight 3 lb.

BOOK OF VILE DARKNESS

This is a work of ineffable evil—meat and drink to divine spellcasters of that alignment (LE, NE, CE).
To fully consume the contents requires one week of study.
Once this has been accomplished, an evil spellcaster gains a +1 inherent bonus to Wisdom and one experience level—receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

All lawful neutral, neutral, or chaotic neutral characters who touch the book take 5d4 points of damage, and reading its pages causes them to become evil (Will DC 13 negates). Such converts immediately seek out an evil cleric to confirm their new alignment (with an *atonement* spell).
Divine spellcasters neither good nor evil (LN, N, CN) who read the book either lose 2d6×1,000 XP (01–50 on d%) or become evil without benefit from the book (51–100).
Good divine spellcasters (LG, NG, CG) perusing the pages of the *book of vile darkness* have to make a DC 16 Fortitude save or die.
If they do not die, they must succeed on a DC 15 Will save or suffer from a continuous *confusion* effect (per the *insanity* spell).
In the latter event, even if the save is successful, the character loses 20,000 XP, minus 1,000 for each point of Wisdom he has.
(This calculation cannot result in an XP gain).
Other characters of good alignment take 5d6 points of damage from just handling the tome.
If such a character looks inside, there is an 80% chance that an evil outsider attacks the character that night.
Strong evocation [evil]; CL 19th; Weight 3 lb.

DECK OF MANY THINGS

A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch.
Each deck contains a number of cards or plaques made of ivory or vellum.
Each is engraved with glyphs, characters, and sigils.
As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.
The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins.
Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced.
If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own.
Exception: If the jester is drawn, the possessor of the deck may elect to draw two additional cards.
Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack.
A *deck of many things* contains 22 cards.
To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table.
If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column.
The effects of each card, summarized on the table, are fully described below.
Balance: As in "weighed in the balance and found wanting", the character must change to a radically different alignment.
If the character fails to act according to the new alignment, she gains a negative level.
Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost.
If successful, the character gains enough XP to attain the next experience level.
Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being, at the DM's option.
All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM.
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, the gems 1,000 gp value each.
Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately.
The additional draw is optional.
Jester: This card is always discarded when drawn, unlike all others except the fool.
The redraws are optional.
Key: The magic weapon granted must be one usable by the character; use the weapon tables beginning with Table 7–10: Weapon Type Determination until a useful item is awarded.
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.
(See Chapter 4 of this book for typical NPC statistics for a 4th-level fighter).
Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one).
These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile.
If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted.
The hatred is secret until the time is ripe for it to be revealed with devastating effect.
Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.
Skull: A dread wraith (see page 258 of the *Monster Manual*) appears.
Treat this creature as an unturnable undead.
The character must fight it alone—if others help, they get dread wraiths to fight as well.
If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.
Star: The 2 points are added to any ability the character chooses.
They cannot be divided among two abilities.
Sun: Roll for a medium wondrous item (Table 7–28: Medium Wondrous Items) until a useful item is indicated.
Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.
The Void: This black card spells instant disaster.
The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider.
A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment.
Draw no more cards.
Strong (all schools); CL 20th.

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 *imprisoned*.
Euryale	Ten of swords	Queen of spades	–1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

Throne: The character becomes a true leader in people's eyes.
The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).
Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request.
The query or request must be made within one year.
Whether the information gained can be successfully acted upon is another question entirely.

Hammer of Thunderbolts

This +3 *Large returning warhammer* deals 4d6 points of damage on any hit.
Further, if the wielder wears a *belt of giant Strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).
When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates).
The hammer's range increment is 30 feet.
Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

Philosopher's Stone

This rare substance appears to be an ordinary, sooty piece of blackish rock.
If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart.
This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold.
A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold.

However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.
The quicksilver found in the center of the stone may also be put to another use.
If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.
Strong transmutation; CL 20th; Weight 3 lb.

SPHERE OF ANNIHILATION

A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter.
The object is actually a hole in the continuity of the multiverse.
Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed.
Only the direct intervention of a deity can restore an annihilated character.
A *sphere of annihilation* is static, resting in some spot as if it were a normal hole.
It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive).
A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action).
A control check is 1d20 + character level + character Int modifier.
If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.
Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely).
Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round.
For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level.
The sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.
If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.
If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed.
If none are successful, the sphere slips toward the one who rolled lowest.
Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane (see page 151 for a way to determine this randomly).
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 2d6×10 points of damage.
Dispel magic and *Mordenkainen's disjunction* have no effect on a sphere.
See also *talisman of the sphere* (below).
Strong transmutation; CL 20th.

STAFF OF THE MAGI

A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions.
Some of its powers use charges, while others don't.
The following powers do not use charges.
- *Detect magic*
- *Enlarge person* (Fortitude DC 15 negates)
- *Hold portal*
- *Light*
- *Mage armor*
- *Mage hand*

The following powers drain 1 charge per usage.
- *Dispel magic*
- *Fireball* (10d6 damage, Reflex DC 17 half)
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- *Passwall*
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage.
- *Monster summoning* IX
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb.

maximum weight; Will DC 19 negates) A *staff of the magi* gives the wielder spell resistance 23.
If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* (page 234) does.
Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster.
If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below).
The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does.
(Thus, absorbing spells can be risky).
Retributive Strike: A *staff of the magi* can be broken for a retributive strike.
Such an act must be purposeful and declared by the wielder.
All charges in the staff are released in a 30-foot spread.
All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges.
A DC 17 Reflex save reduces damage by half.
The character breaking the staff has a 50% chance (01–50 on d%) of traveling to another plane of existence (see Table 5–7, page 151), but if she does not (51–100), the explosive release of spell energy destroys her.
Only specific items, including the *staff of the magi* and the *staff of power* (page 245), are capable of a retributive strike.
Strong (all schools); CL 20th; Weight 5 lb.

Talisman of Pure Good

A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth.
The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed (DM's discretion), 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.
(In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item).
A *talisman of pure good* has 6 charges.
If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage.
If an evil divine spellcaster touches one, he takes 8d6 points of damage.
All other characters are unaffected by the device.
Strong evocation [good]; CL 18th.

Talisman of the Sphere

This small adamantine loop and handle are useless to those unable to cast arcane spells.
Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort.
However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation* (page 279), a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).
If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter.
If control is not established, the sphere moves toward him.
Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.
Strong transmutation; CL 16th; Weight 1 lb.

Talisman of Ultimate Evil

An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth.
The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity (DM's discretion), 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.
(In the air, in a high tower, or on a ship are all places of safety against this otherwise potent item).
A *talisman of ultimate evil* has 6 charges.
If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage.
If a good divine spellcaster touches one, she takes 8d6 points of damage.
All other characters are unaffected by the device.
Strong evocation [evil]; CL 18th.

Talisman of Zagy

A talisman of this sort appears the same as a *stone of controlling earth elementals.*
Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman.
Whenever a character touches a *talisman of Zagy*, he must make a DC 15 Charisma check.
If he fails, the device acts as a *stone of weight* (page 276).
Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.
If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first.
It then disappears.
If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma.
In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma.
It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap.
(If the talisman is not held, its warning heat and pulses are of no avail).
Regardless of which reaction results, a *talisman of Zagy* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.
Strong conjuration; CL 20th; Weight 1 lb.

Epic Level Handbook (3.0)

Everfull Purse

This leather belt pouch has the power to turn a single gold coin into many overnight.
If a single gold piece is placed in the *everfull purse* at sunset will be replaced at rise by 25 gold pieces.
The *purse* has no effect if more than one gold piece is left within, or if anything other than gold is placed within.
Caster Level: 20th; *Weight*: 1/2 lb.

Libram of Gainful Conjuration

This mystic book is of great value to arcane spellcasters of good alignment (LG, NG, CG).
Study of the work requires one week.
Upon completion, the good arcane caster gains a +1 inherent bonus to the ability score controlling his arcane spellcasting ability (for example, Intelligence for wizards or Charisma for bards and sorcerers) and experience points sufficient to place him halfway into the next level experience.
(If the reader has levels in more than one arcane spellcasting class, he must choose one of the classes to be affected).
Nongood arcane spellcasters (LN, N, CN, LE, NE, or CE) are permanently drained of 1d4+1 points of Constitution

and must atone (see the *atonement* spell) in order to gain any further experience.
Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).
Except as indicated above, the writing in a *libram of gainful conjuration* can't be distinguished from any other book, libram, tome, or so on until perused.
Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.
Caster Level: 19th; *Weight*: 3 lb.

LIBRAM OF INEFFABLE DAMNATION

This mystic book is of great value to arcane spellcasters of evil alignment (LE, NE, CE).
Study of the work requires one week.
Upon completion, the evil arcane caster gains a +1 inherent bonus to the ability score controlling his arcane spellcasting ability (for example, Intelligence for wizards or Charisma for bards and sorcerers) and experience points sufficient to place him halfway into the next level of experience.
(If the reader has levels in more than one arcane spellcasting class, he must choose one of the classes to be affected).
Nonevil arcane spellcasters (LN, N, CN, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience.
Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).
Except as indicated above, the writing in a *libram of ineffable damnation* can't be distinguished from any other book, libram, tome, or so on until perused.
Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.
Caster Level: 19th; *Weight*: 3 lb.

LIBRAM OF SILVER MAGIC

This mystic book is of great value to arcane spellcasters of neutral alignment (LN, N, CN).
Study of the work requires one week.
Upon completion, the neutral arcane caster gains a +1 inherent bonus to the ability score controlling his arcane spellcasting ability (for example, Intelligence for wizards or Charisma for bards and sorcerers) and experience points sufficient to place him halfway into the next level of experience.
(If the reader has levels in more than one arcane spellcasting class, he must choose one of the classes to be affected).
Evil or good arcane spellcasters (LE, NE, CE, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience.
Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).
Except as indicated above, the writing in a *libram of silver magic* can't be distinguished from any other book, libram, tome, or so on until perused.
Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.
Caster Level: 19th; *Weight*: 3 lb.

MANUAL OF PUISSANT SKILL AT ARMS

This treatise contains expert advice and instruction in the arts of combat.
Any barbarian, fighter, monk, paladin, or ranger who spends one week studying the manual gains a +1 inherent bonus to Strength and experience points sufficient to place him halfway into the next level of experience.
(If the reader has levels in more than one of the classes listed, he must choose one of the classes to be affected).
A character without any levels in one of the classes listed gains no bonus from the work, but if an arcane spellcaster without levels in one of the classes listed scans even a single word she will lose 2d6×1,000 XP and must make a Will save (DC 20) or have 1 point of Intelligence permanently drained.
Except as indicated above, the writing in a *manual of puissant skill at arms* can't be distinguished from any other book, libram, tome, or so on until perused.
Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.
Caster Level: 19th; *Weight*: 3 lb.

MANUAL OF STEALTHY PILFERING

This guide to thievery grants any rogue who spends a week studying its lessons a +1 inherent bonus to Dexterity and experience points sufficient to place him halfway into the next level of experience.
A character without any rogue levels gains no bonus from the work, but if a divine spellcaster without rogue levels scans even a single word she will lose 2d6×1,000 XP and must make a Will save (DC 20) or have 1 point of Wisdom permanently drained.
Except as indicated above, the writing in a *manual of stealthy pilfering* can't be distinguished from any other book, libram, tome, or so on until perused.
Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.
Caster Level: 19th; *Weight*: 3 lb.

OLIDAMMARA'S DICE

This pair of yellowed ivory cubes appears much like any other pair of typical (6-sided) dice, though in place of the "1" spot is *Olidammara's symbol*, the mask of comedy and tragedy combined.
A character with a pair of Olidammara's dice who wishes to roll them must announce that he is rolling the dice (accidental rolls have no effect).
Rolling the dice is a standard action, and both dice must be rolled simultaneously to have any effect.

To mimic the roll of *Olidammara's dice*, the player should roll 2d6 and consult the table below.

2d6	Effect
2	Lose 10,000 XP and dice roll again next round
3	Permanently lose 1d4+1 Dex
4	Gain 1d4 negative levels (Fortitude DC 20 to remove)
5	–1 penalty on all attacks, saves, and checks for 1 hour
6	–4 penalty to AC for 10 minutes
7	+1 morale bonus on attacks and on saves against fear for 10 minutes
8	Gain effects of *blur* for 10 minutes
9	+1 insight bonus on all attacks, saves, and checks for 1 hour
10	Gain effects of *freedom of movement* for 1 hour
11	Gain one *limited wish* (must be used within 1 minute)
12	Gain 10,000 XP and may roll again next round

No character can gain any effect from an additional roll of the dice within 24 hours, with two exceptions.
If you roll a 2, the dice automatically roll themselves at the beginning of your next turn and you must accept the additional result.
If you roll a 12, you may choose to roll again in the next round (if more than 1 full round elapses between the roll of 12 and your bonus roll, you lose the bonus roll).
There is no method (mundane or magical) to predict or influence the result of a roll of *Olidammara's dice*.
Even powerful divination magic can't predict the outcome of a roll before it is made.
Caster Level: 20th; *Weight*: —.

SILVER KEY OF PORTALS

This silver skeleton key, a relic created by the god Dalt, functions like a *chime of opening* when it is touched to the bars, door, lock, lid, portal, or shackles to be opened.
The key automatically dispels a *hold portal* or *arcane lock* with a caster level of less than 30th level.
The wielder gains a +30 insight bonus on Escape Artist checks.
The wielder can call on each of the following powers twice per day, at will: *passwall*, *ethereal jaunt*, *word of recall*.
These spells are cast as if by a caster of 30th level.

EXPANDED PSIONICS HANDBOOK (3.5)

SUTRA OF TRANQUIL THOUGHT

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners.
If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 17 bonus power points and experience points sufficient to place him halfway into the next level of experience.
Those who use their powers for evil (such as mind flayers) are punished for their impertinence, losing 5d6×1,000 XP for defiling the book.
In addition, an evil reader must make an immediate DC 15 Will save or become permanently *confused* as if affected by the *insanity* power.
Only *psychic chirurgery* or similarly extreme measures can restore sanity.
The minds of nonpsionic beings are too clouded to benefit from the secrets of this book.
To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings.
Once it is read, the book vanishes into the Astral Plane to an unknown destination.
Even if it is found again, the same character cannot benefit twice from perusing its contents.
Strong telepathy; ML 20th; Weight 3 lb.

FAITHS AND PANTHEONS (3.0)

JATHIMAN DAGGER

This simple iron blade, crafted from the literal self-sacrifice of thirty-nine members of the Netherese Cult of Jathiman, grants the wielder especial power over the fate of divine beings.
Virulent haters of all things divine, the Jathimites believed that mortals could overthrow the gods through brute force, weaving powerful arcane magic into physical form through violent self-destruction.
After the creation of the *Jathiman Dagger*, Jergal himself saw to the destruction of the entire sect, trapping one hundred forty-nine members within a great coliseum and slowly imploding and then animating them as ghouls—forcing them to watch the fates of their friends with a mixture of horror and obscene hunger.
After the grim feast, Jergal seized the weapon, eventually allowing it to fall into the hands of Bane long before he became a deity.
The *Jathiman Dagger* is a +5 *unholy dagger* that completely ignores any divine bonus to the Armor Class of a being attacked by it.
Caster Level: 20th; *Weight*: 1 lb.

FIENDISH CODEX I (3.5)

BLACK SCROLLS OF AHM

The Black Cult of Ahm has gained access to several artifacts tied to demons.
These artifacts are hidden away in well-guarded chapter houses or entrusted to the care of the organization's most honored members, and for good reason.
These sources of demonic lore contain more than just information about fiends and the Abyss.
Over the centuries since Ahm's disappearance, his scrolls and some of those written by his disciples have grown in power, becoming major or minor artifacts in their own right.
Each contains lore pertaining to the Abyss, demons, and other related subjects, and many convey mysterious powers to their wielders as well.
The *Black Scrolls of Ahm* consist of hundreds of individual writings.
Those noted as minor artifacts are not unique—several copies of these pages, tomes, or scrolls appear on almost

every plane, though even those with the same names might cover slightly different topics of demonic lore.
Black Scrolls of Ahm designated as major artifacts are unique—no more than one of each exists.
Each minor artifact conveys one or more skill bonuses to its possessor and allows him to use a specific lesser power.
The major artifacts also convey skill bonuses, but they make multiple powers available to their owners.
The *Black Scrolls* come in several varieties, as given below.
Some appear as singular scrolls, while others are bound together in books.
The term "scroll" in this case could apply to a collection of scrolls.
Regardless of its appearance, every *Black Scroll of Ahm* has certain characteristics, many of which provide benefits to its possessor, as enumerated here.
1. The possessor gains a circumstance bonus on Knowledge (the planes) checks.
Each scroll conveys its own bonus, but they do not stack in the normal fashion.
A character who possesses more than one kind of scroll gains the highest bonus, plus 1 point for each additional scroll successfully studied.
A character who possesses multiple copies of any of the minor artifact scrolls gains this bonus only once per type.
For example, a character who possesses two copies of the *transcriptions of Ergon* and one copy of the *bleak writings* gains a +3 bonus for one copy of the *transcriptions* and an additional +1 bonus for the *black* writings.
The second copy of the *transcriptions* imparts no additional bonus.
2. Each use of a scroll's lesser power has a cumulative 1% chance of summoning a fiend associated with the scroll.
The summoning has the same caster level as the scroll.
The fiend attacks the user in an attempt to destroy him and take the scroll.
This cumulative chance cannot be reset unless the scroll actually disappears from the presence of the fiend (see below).
3. Each use of a scroll's greater power has a cumulative 5% chance of summoning a fiend associated with the scroll.
This chance stacks with the chance imparted by the use of a lesser power, and the fiend acts in the same way.
Each scroll has only one cumulative chance to summon an associated fiend—the sum of the chances invoked by use of its lesser and greater powers.
Thus, a character who uses a lesser power of the *Abyssal Mundus* three times and then uses a greater power once has an 8% chance of accidentally summoning a fiend.
If that character uses another lesser power, the chance becomes 9%.
If the different powers summon different kinds of fiends, the fiend that appears is the one associated with the power that actually triggered the summoning.
4. The magic imbued in each scroll drives it to hide itself from demonkind.
When within 30 feet of any creature native to the Abyss, each *Black Scroll* has a 10% cumulative chance per round of moving away from its current location by means of *teleport* or *plane shift*.
The DM decides which spell effect the scroll uses and where it goes.
Spells and effects similar to *dimensional anchor* can be used to stop a scroll from disappearing.
(The scroll has a touch AC of 10 for the purpose of the *dimensional anchor*'s ranged touch attack).
When such a barrier effect ends or is dispelled, the scroll immediately disappears unless the creature that triggered the disappearance is no longer present.
Once the threat is removed (because the creature is dead, departed, or out of range), the chance of the scroll departing resets to 0%.
5. Once a scroll has used its ability to escape a demon (whether it was successful or not), the chance of it summoning a fiend again resets to 0% and remains there until the next time one of its powers is activated.
At that point, the cumulative chance begins increasing all over again.
6. Should a creature of the Abyss gain possession of a *Black Scroll of Ahm*, the scroll loses its ability to transport itself, as well as all its other powers.
A demon that obtains any *Black Scroll of Ahm* immediately attempts to return to the Abyss with the item in its possession.
7. As brittle and ancient as the *Black Scrolls of Ahm* appear, each is an artifact and thus nearly indestructible.
The one method of destruction known to work without fail is immersion in the black pools of the Abyss.
Immersion in this soup of chaos and evil for 1 hour utterly destroys any *Black Scroll of Ahm*.
Any demon that recovers a *Black Scroll* and returns to the Abyss with it is likely to turn the item over to its immediate overlord (often a marilith or balor, or possibly a demon prince if the scroll bearer is high enough in rank).
That creature then invariably attempts to destroy the artifact at its earliest opportunity.
Still, this interval might provide enough time for a rescue party to reach the Abyss.

BLACK WRITINGS

Reputed to contain some of Tulket nor Ahm's earliest notes on the nature of the Abyss, this small book survived his destruction because it was simply too unimportant for the master of demon lore to keep by his side.
Still, the black writings must have had some value to Ahm, since they do possess some remnant of his power.
Description: This small, black tome appears unremarkable except for the preserved eyeball pressed into its front cover.
The eye opens and shuts of its own accord, and when the book is closed, the eye tracks movement within its view whenever it is open.
Activation (Skill Bonus): Study of the *black writings* for 8 continuous hours grants the possessor a +2 circumstance bonus on Knowledge (the planes) checks, and a +5 circumstance bonus on Bluff and Sense Motive checks made against creatures native to the Abyss.
To retain these bonuses, the reader must spend at least 1 hour per week refreshing that knowledge.
Skipping this additional study immediately negates the bonuses, and the reader must start all over again.
Activation (Lesser Power): By holding the book up to her face with the eye outward, the possessor can peer through it and, as a standard action, cause a 60-foot cone of dim, yellow light to shine forth from the cover.
Anyone looking at a creature or object caught in the cone's light sees it as if affected by a *true seeing* spell.

This effect lasts as long as the user holds the book up to her face, but the cone can be turned in any direction.
Creatures or objects no longer in the cone's field appear as they did before the effect revealed their true natures.
Associated Demon: Using the lesser power of the black writings causes 1d4+1 succubi to appear.
These creatures attempt to destroy the wielder, retrieve the artifact, and return with it to the Abyss.
Unlike other demons summoned to capture the *Black Scrolls*, however, the succubi might not appear immediately, or even near the possessor.
Instead, they appear somewhere within a half-mile radius of the owner and up to an hour after the *black writings* call to them, at the DM's discretion.
Aura/Caster Level: Overpowering divination; CL 24th.
Weight: 3 lb.

RUBRIC OF TULKET NOR AHM

One of the great loremaster's most prized possessions was the *rubric of Tulket nor Ahm*, a collection of loose pages containing the names of specific kinds of fiends, plus a few incantations relating to them.
This information provides the possessor with a potent weapon against certain demons.
Description: Each page of the *rubric* is inscribed on the tanned hide of a vanquished demon and must be discovered separately.
At least four different kinds of *rubric* pages exist, each keyed to a different kind of demon.
The tour kinds of pages all have the same powers, but they look slightly different, as noted below.
• *Hezrou Rubric*: Greenish-gray in color, this page is a piece of leathery parchment that is always coated with a light film of slime.
• *Glabrezu Rubric*: This page is deep russet in color, with rough and spiky edges.
• *Bulezau Rubric*: This sickly yellow parchment has dried, jagged scabs crisscrossing it.
• *Goristro Rubric*: Tufts of bristly hair sprout from the corners of this thick scrap of black, leathery parchment.
The Black Cultists believe that a specific kind of rubric page exists for each kind of demon; they simply have not yet discovered them all.
They also believe that Tulket nor Ahm created a *rubric* page for one of the demon princes (no one knows which), and that this action was what finally caused the fiends to hunt down and destroy him.
If that page does exist, it is undoubtedly a major artifact and could convey more special powers to its possessor than the other pages do.
Activation (Skill Bonus): Studying any single *rubric* page for 10 minutes grants the reader a +1 circumstance bonus on Knowledge (the planes) checks, but he must keep the page on his person to retain the bonus.
This bonus increases to +5 for Knowledge (the planes) checks directly related to the kind of demon to which the rubric page is keyed.
So if the owner of a hezrou rubric makes a Knowledge (the planes) check regarding hezrou, he gains the larger bonus.
Activation (Lesser Power): Anyone who spends a full round reading aloud from a page of the *rubric of Tulket nor Ahm* gains a +4 bonus on saves made against effects generated by demons of any kind.
In addition, the caster level for all his spells, spell-like abilities, and supernatural abilities increases by 4 when he uses them against demons.
These bonuses last for 1 hour and can be renewed (as a full-round action) as often as necessary.
Each such renewal counts as a new activation of this lesser power.
Activation (Lesser Power): Each *rubric* page possesses a second lesser power keyed to the specific kind of demon named in it.
The owner of a *rubric* page can employ both lesser powers at the same time, though each requires a separate activation.
• *Hezrou Rubric*: The possessor can use *gaseous form* up to three times per day as a standard action.
Each use counts as a single activation of this lesser power.
The effect can be dismissed as a free action.
• *Glabrezu Rubric*: The user gains a +10 bonus to his natural armor for 10 rounds.
However, the effect also causes his skin to appear spiked, dark, and pitted, imposing a –2 penalty to his Charisma.
The effect can be dismissed as a free action.
• *Bulezau Rubric*: Whenever the possessor enters a rage or frenzy.
she gains an additional +2 bonus to Strength and +2 bonus to Constitution.
• *Goristro Rubric*: For 1 hour, the possessor gains 2 temporary hit points per character level and the supernatural ability to see invisible creatures, as the *see invisibility* spell.
Associated Demon: Using either lesser power of the *rubric of Tulket nor Ahm* causes 1d4 demons of the same kind as the rubric page describes to appear.
These creatures immediately attempt to destroy the wielder, retrieve the artifact, and return with it to the Abyss.
Aura/Caster Level: Overpowering transformation; CL 25th.
Weight: 1 lb.

TRANSCRIPTIONS OF ERGON

Much of the lore of Tulket nor Ahm that was thought to be lost after his destruction was actually collected in these writings.
Rumored to be Ahm's own apprentice, Ergon assembled most of this material from memory and from fragments of parchment scattered about the ruins of Ahm's tower.
Several *transcriptions of Ergon* have survived over the centuries.
Description: Each copy of the *transcriptions of Ergon* is a collection of fragmented notes and stories compiled in some semblance of chronological order and annotated by Ergon.
Different copies might contain slightly different information, seemingly written in different hands, but all true *transcriptions* bear the mark of their author.
Each copy of the transcriptions is packaged in a simple case made of brown leather.
Activation (Skill Bonus): To gain the +3 circumstance bonus on Knowledge (the planes) checks conveyed by the *transcriptions of Ergon*, a character must spend at least 8 hours reading the scrolls, plus another hour every week refreshing her knowledge.
She need not carry the *transcriptions* with her to gain this continuous benefit.

However, if she ever skips her 1-hour "refresher" with the scrolls (even by as much as a moment), she must study the parchments for the full 8 hours again to reactivate the bonus.
Activation (Lesser Power): By holding the *transcriptions of Ergon* in one hand and speaking aloud an incantation written into the text, the wielder creates an improved *forcecage* effect around a target as an attack action.
In addition to imprisoning the target creature as noted in the spell description, the cage impairs use of the *teleport* and *greater teleport* spells.
Any creature that attempts to flee the *forcecage* using one of these spells must succeed on a level check against the caster level of the artifact (CL 21st) or remain imprisoned.
A creature that fails such a check may not attempt the same means of escape again for 10 minutes.
(Thus, a creature with both *teleport* and *greater teleport* can try each spell once in a 10-minute period).
Associated Demon: Use of the *transcriptions*' lesser power causes 1d4+1 vrocks to appear.
They attempt to slay the owner, capture the artifact, and return with it to the Abyss.
Aura/Caster Level: Overpowering evocation and divination; CL 21st.
Weight: 5 lb.

FROSTBURN (3.5)

CRYSTAL TEAR

Legends hold that when Iborighu smote down Hleid and cast her fractured body into the polar sea, she cried for the loss to the uldra race.
As her body arced over the polar world to the sea, these tears fell to the ground and became frozen, and some of Hleid's divine power and emotion became frozen along with them and became *crystal tears*.
A *crystal tear* looks like a large tear made of ice with flashes of light sparkling in its depths.
These are potent minor artifacts; their presence constantly exudes a strong emotional magical effect (as a 20th-level caster) in an emanation with a 15-foot radius.
As a free action, the holder of the tear can choose to produce either *crushing despair* or *good hope*.
Once an effect is chosen, it operates until the holder changes it.
The tear continues to emanate the last emotion the holder chose if the holder puts down the tear.
The holder can decide as a free action what creatures in the area are affected.
Living creatures in the emanation can attempt a DC 16 Will save to avoid the emanation's effects.
Those who fail suffer whatever effect the tear is currently producing, for as long as they remain within the radius of the emanation and for 1 minute after leaving.
Those who successfully save cannot be affected by the tear's current emanation for 1 minute (but must save again if the holder changes the effect).
The holder of the tear finds that his own emotions are completely "drowned out" by the presence of the tear; this effectively keeps the user from experiencing any emotions at all (incurring a –2 penalty on all Charisma-based skill checks), but also has the fortunate side effect of rendering him completely immune to mind-affecting spells and abilities.
Overlapping emanations from multiple crystal tears do not stack if they generate identical emotions.
Crystal tears do not melt if brought to warmer climates or if exposed to heat or flame; they always retain a cool temperature regardless of their environs.
Despite this, the owner of a crystal tear can cause the tear to melt into liquid by targeting it with a spell that is of at least 5th level and carries the fire descriptor.
The spell cast is absorbed completely by the tear, which then melts immediately and evaporates in 2d4 rounds.
If the melted tear is imbibed before it evaporates, it grants a +4 inherent bonus to one of the drinker's ability scores.
The exact score to which the bonus is applied is determined randomly, although it does not apply to a score that already possesses an inherent bonus.
If all the drinker's scores already possess an inherent bonus, the +4 inherent bonus applies to the score with the lowest bonus.
Strong enchantment; CL 20th; Weight 4 lb.

GHOSTWALK (3.0)

STARFIRE

This *+5 holy keen mighty cleaving defending adamantine longsword* is of elven make.
Forged from adamantine taken from a burning meteorite that struck deep in the heart of the forest of Sura-Khiri, it is carried by the king or queen of the elves as a sign of the monarch's honor and truth, as well as a compact that no elf in that nation would raise a sword against another.
Its wielder can invoke *daylight* at will upon the blade, and whenever it strikes an object or creature, it makes a pure, clear note of such beauty that the target must save or be affected as if by a *daze* spell.
Caster level: 17th; *Weight*: 4 lb.

THE SEVEN CROWNS

Each of these seven gold crowns is decorated with silver and gems.
Only a few of their properties are known, and one has been stolen and its location remains unknown.
All seven crowns serve as a *belt of giant strength +4*, an *amulet of health +4*, a *ring of minor elemental resistance (fire)*, a *ring of protection +5*, and a *major circlet of blasting*.
Each is reputed to have its own individual powers as well, varying from the ability to launch bolts of fire, to protecting everyone near it from energy drain attacks, to empowering turning automatically.
Caster Level: 17th; *Weight*: 3 lb.

HEROES OF BATTLE (3.5)

ACERERAK'S ROBE

This horrific garment purportedly belonged to the most deceptive and pernicious lich who ever existed (although

some legends attribute the robe's creation to Vecna rather than Acererak).
The robe is worn and slightly tattered but still intact.
It appears, to both mundane and mystical examination, to be a *robe of the archmagi* (see page 265 of the *Dungeon Master's Guide*), with an alignment matching that of the individual studying it.
Any observer with reason to doubt can attempt a DC 30 Will save to disbelieve.
Success indicates that the character knows the robe is not a *robe of the archmagi*, but he still does not know the truth of the robe's nature.
Acererak's robe grants the wearer all the abilities normally associated with the *robe of the archmagi*, regardless of alignment.
It also bestows the benefits of *death ward* (see page 217 of the *Player's Handbook*) on the wearer.
Its most potent ability, however, is its control over life and death.
Three times per day, the wearer can cast *finger of death* with a touch (not at range), as a 20th-level caster (see page 230 of the *Player's Handbook*).
Anyone slain in this manner instantly rises as a zombie, as per the *animate dead* spell (see pages 198–199 of the *Player's Handbook*), under the control of the robe's wearer.
The wearer can control a number of Hit Dice of undead equal to 4 times his Hit Dice; this is calculated separately from any other ability he might have to control undead.
Unfortunately for the wearer, the robe has a will of its own when it comes to slaying and animating others.
Anytime the wearer touches another living being, the robe might (10% chance) activate its *finger of death* ability on its own—even if the wielder has already voluntarily used *finger of death* three times that day.
Further, the robe might (5% chance) cast *finger of death* at range anytime a living being spends more than 5 minutes within 20 feet of the wearer.
Individuals slain under these circumstances also animate as zombies, but they are not under the control of the wearer of the robe.
They do not attack him, although they will fight him in self-defense, but they follow him constantly and attack any other living beings they see.
Once donned, the robe can only be removed by a *miracle* or *wish*.
Acererak's robe can only be destroyed if it is first coated in dust taken from a demilich—some legends maintain that it must be from Acererak himself—and then burned in holy fire, such as that produced by a *flame strike* spell, cast by a 20th-level caster.

Rod of Cas (Ebon Rod of Ill Will)

While it usually remains in the possession of Cas, the moose-headed demigod of spite (see page 19), sometimes this minor artifact temporarily finds its way into the hands of mortals.
This antler-headed scepter acts as a Large +3 *vicious heavy mace* that deals both bludgeoning and piercing damage.
As soon as an opponent has successfully dealt damage to the wielder, the *ebon rod* instantly acquires the *bane* weapon ability, with its power focused on the type of the creature in question.
Thus, if a giant dealt even a single point of damage to the rod's wielder, the *ebon rod* would instantly acquire the *giant bane* ability for all future attacks at that giant.
The weapon remembers all those who have struck its wielder and will instantly shift to whatever type of *bane* ability is required to match a given attacker.
The *ebon rod* can never be pulled from its wielder's hand without permission (making the wielder immune to attempts to disarm him of the *ebon rod*), until and unless the wielder's hand is cold and dead.
Any enemy of the owner's who picks up the weapon immediately becomes the target of a *phantasmal killer* spell (DC 20 + owner's Cha modifier).
Any attempt to destroy the *rod of Cas* causes it to teleport instantly to Cas, while the person attempting to destroy it receives all the damage dealt to the *ebon rod* in its place.
Strong illusion, necromancy, and transmutation; CL 20th; Weight 16 lb.

Lost Empires of Faerûn (3.5)

Mythallar Construction

A *mythallar* is usually a large, polished crystal as tall as a man, though it may take other forms as well.
Like a *mythal*, a *mythallar* creates a city-sized envelope of pure magical energy.
Unlike a *mythal*, however, a *mythallar* always incorporates a major special ability that permits the creation and use of quasi-magic items.
Quasi-magic items function exactly like normal magic items within the bounds of a *mythallar* but become inert when taken beyond its borders.
The Netherese arcanists who first discovered and used *mythallars* viewed this restriction as a fair tradeoff, since the creation cost of any quasi-magic item, no matter how powerful, included no XP component.
(The XP cost of spells with such components, however, still had to be paid).
This lack of an XP cost opened up item creation to even low-level spellcasters and made the creation of vastly powerful, near-artifact items such as floating mountaintop enclaves feasible.
Without *mythallars*, Netheril would never have reached the zenith of magical power that it achieved.
Overwhelming transmutation; CL 30th; Weight 500 lb.

Nether Scrolls

Two sets of *nether scrolls* exist, each consisting of fifty individual scrolls.
One complete set lies in the depths of Windsong Tower in the ruins of Myth Drannor, where it takes the form of a golden beech tree known as the Quess Ar Teranthvar (Golden Grove of Hidden Knowledge).
The other set has been broken up and mostly lost.

At least until the Year of the Moonfall (1344 DR), three scrolls from this latter set lay in the Hall of Mists beneath the Grandfather Tree of the High Forest.
Two others are in the Crypt of Hssthak, which now lies beneath the sands of western Anauroch.
A few of the remaining scrolls have been destroyed, and the location and current state of those that remain are unknown.
Each scroll is an 8-inch-by-10-inch sheet of thin, rolled gold as flexible as paper.
Silvery magical writing crawls across its surface, appearing almost alive.
The scroll's small size belies the staggering amount of information it holds.
As soon as one "page" of text has been read, the writing swims and moves about the sheet, reforming into the next page of text.
All in all, it takes approximately one month of dedicated study to review a single *nether scroll.*
The *nether scrolls* form the foundation of modern magical theory on Faerûn.
Virtually every mage who has mastered any portion of the Art since the rise of Netheril received her knowledge, albeit indirectly, from the *nether scrolls.*
Consequently, much of the information contained in these scrolls is now considered common knowledge in Faerûn's magical community.
Nevertheless, the *nether scrolls* still contain a wealth of information that is useful to any student of the Art.
Reading even one *nether scroll* offers considerable insight into the Art.
Any character studying one immediately gains one level in an arcane spellcasting class of her choice.
(That is, her experience point total is set to the midpoint for her new level).
The *nether scrolls* are divided into five chapters, each covering a different aspect of the Art.
A character who manages to read all ten scrolls that make up a chapter gains an additional benefit whose nature depends on the topic studied.
The chapters of the *nether scrolls* and the benefits they provide are detailed below.
Arcanus Fundare (Foundations of Magic): +30 inherent bonus on Spellcraft checks; +1 to save DCs for all arcane spells.
Magicus Creare (Spells of Creation): Three bonus item creation feats; XP cost of any magic item created drops to 75% of normal.
Maior Creare (Major Creations): Craft Construct (see page 303 of the *Monster Manual*) as a bonus feat; any golem or other construct created has maximum hit points.
Planus Mechanus (Studies of the Planes): Use *plane shift* as the spell once per day; ignore any hostile or debilitating planar environmental effects.
Ars Factum (Of the Creation of Artifacts): Unknown.
Reputedly, this chapter of the *nether scrolls* taught the reader how to create artifacts.
However, an additional key of some kind is needed to unlock this set of scrolls, and the spellcasters of Windsong Tower never discovered it.
The benefit gained by studying a particular chapter applies only to the character's arcane spellcasting class.
For example, if a 15th-level cleric/5th-level wizard studied the *Maior Creare* scrolls and attempted to create a golem with divine magic, the golem would not have maximum hit points.
Overwhelming transmutation; CL 40th; Weight 1 lb. (per scroll)

MAGIC OF FAERÛN (3.0)

ARBANE'S SWORD OF AGILITY

Arbane of Myth Drannor originally crafted this sword, and a least a dozen were been made by him or others before the process disappeared to the mists of time.
By command, this +2 *longsword of speed* allows the bearer to cast *jump* once per day.
She is also immune to illusion (pattern) effects and protected by a constant *freedom of movement* spell when the sword is drawn.
The sword can negate darkness (as if using a *daylight* spell) once per day.
Caster Level: 10th; *Weight*: 4 lb.

AZUREEDGE

This unique +5 *throwing wounding battleaxe* is forged of an alloy of silver and steel, with runes of power along the blade, a handle of solid steel wrapped in blue dragonskin, and a star sapphire in the pommel.
The edges of the axe blade shimmer with a faint blue glow (shedding light equal to a candle).
This illumination automatically brightens (to the equivalent of a torch) when the axe is within 60 feet of an outsider or an evil creature; the wielder may also command the weapon to brighten in this manner.
It acts as a disruption weapon when defending the city of Waterdeep.
Its magical properties are protected by Nystul's *undetectable aura*, and Khelben the Blackstaff is said to scry on the bearer of the axe from time to time to make sure he or she is not acting contrary to the interests of the Lords of Waterdeep.
The axe is intelligent (Int 14, Wis 12, Cha 10), neutral good, and considers itself female.
It can communicate telepathically or speak Common or Chondathan, although it rarely speaks.
Ahghairon of Waterdeep created it.
Much of its personality comes from a portion of the soul of Lady Lauron, former warlord of that city, who was mortally wounded while defending the city and asked the wizard to ensure that she would always be able to aid the defense of Waterdeep.
The axe remembers its origin but does not have the memories of the woman that granted it its spirit.
Caster Level: 18th; *Weight*: 7 lb.

BLAST SCEPTER

These devices were made in Netheril.
A new *blast scepter* has 50 charges when created, but most are hundreds of years old and usually have only 1–10 charges when found.

A *blast scepter* is self-identifying and has the following powers: The user is immune to fire and lighting while holding the scepter.
The user cannot be knocked down or moved by a blast or detonation while holding the scepter.
The user takes half damage from any blast, such as a *horn of blasting, smokepowder* detonation, or the blast power of another *blast scepter* (one-quarter damage with a successful saving throw).
The user can stun a target by making a melee touch attack with the scepter.
The creature touched can avoid being stunned with a successful Fortitude save (DC 20).
The opponent is stunned for 1d4 rounds if the save fails.
This power drains 1 charge.
The user can blast opponents with a soundless wave of force in a cone 30 feet long.
Targets automatically take 2d6 points of damage and must make Reflex saves (DC 20) or be knocked off their feet.
This power drains 2 charges.
The user can powerstrike any creature or object with a melee touch attack.
The touch deals 5d6 points of damage; a Fortitude save (DC 20) reduces damage by half.
The powerstrike can damage any construct, and constructs who fail their saves are destroyed.
This power drains 4 charges.
Caster Level: 13th; *Weight*: 6 lb.

GLOWSTONE

Dwarf and gnome artisans crafted these rare and powerful items in ancient times.
A *glowstone* looks like a many-faceted oval of glass or amber about the size of a human hand.
The synthetic crystal is exceedingly hard and tough.
A *glowstone* has a hardness of 60 and 60 hit points.
A *glowstone* constantly emits light equal to a *daylight* spell.
This light negates and dispels any *darkness* effect cast at 9th level or lower.
Placing the *glowstone* in an opaque container blocks the light.
A *glowstone* can power any item that requires charges.
The *glowstone* need only be placed on the charged item.
The *glowstone* sticks to the item like a magnet sticking to metal.
It will not fall off by accident, but can be removed.
For every 10 minutes the *glowstone* remains attached to the item, the item regains 1 charge, up to its maximum number of charges.
Each charge restored to an item drains 1 charge from the *glowstone*.
Items subject to overcharging, such as a *staff of the magi*, will overcharge if left in contact with a *glowstone* too long.
Magic items that are not charged, but allow only a limited number of uses per day, also can draw power from a *glowstone*.
If the item is in contact with the *glowstone* for 10 minutes, the item's ability can be used one more time before becoming exhausted.
Each extra use the item gains draws 7 charges from the *glowstone*.
Dwarves or gnomes who can cast divine spells can release a beam of power from a *glowstone* on command.
This beam is a ray up to 90 feet long.
It deals 6d6 points of damage against any creature.
The ray deals full damage to objects.
Each beam released drains one charge from the *glowstone*.
One *glowstone* can recharge another.
A living being must hold a stone in each hand and will one stone to recharge the other.
One charge is drawn from the donor stone and transferred to the recipient stone each round.
The being conducting the transfer feels the energy flowing.
After 1 minute, the flow of energy purifies the creature's body and neutralizes any poison, disease, infection, or embedded piece of foreign matter from the creature, including magical diseases such as mummy rot and lycanthropy.
If a *glowstone* is destroyed by an attack, it releases all its energy in a 70-foot spread.
The blast deals 10d10 points of damage as long as the *glowstone* has at least 1 charge remaining.
Creatures within 25 feet of the *glowstone* get no saving throws.
Creatures more than 25 feet away can attempt Reflex saves (DC 23) for half damage.
Every *glowstone* had 1,000 charges when made, but they typically have d%×10 charges remaining when found.
A *glowstone* with no charges remaining fades and becomes an inert, nonmagical stone.
Caster Level: 20th; *Weight*: 1/2 lb.

GREAT DRUID'S STAFF

These powerful items are usually carved from the heartwood of an oak centuries old, or occasionally from a more exotic wood, such as mahogany or even the wood of a treant.
The staff is a +2 *quarterstaff* and has a variety of spell-like powers that are activated by spell trigger.
Some of the staff's powers drain charges, while others do not.
Each staff has a head carved in the shape of a creature, as follows:

d%	Creature
01–20	Dire wolf
21–40	Dire boar
41–60	Dire bear
61–80	Giant eagle
81–100	Giant owl

Once per day, the staff wielder can summon 1d3 creatures of the type shown on the staff's head.
Except for the type of creature summoned, this works like a *summon nature's ally* VII spell and costs no charges.

Also once a day, the wielder can dominate up to 36 Hit Dice worth of animals in a 1,500-foot-radius spread centered on the wielder.
This effect affects each animal, from the closest to the farthest, until the next animal would take it over the 36 HD limit.
Each animal is affected as if by a *dominate animal* spell (DC 14).
This power uses no charges.
The wielder can generate any of the following spell-like effects.
• *Pyrotechnics* (1 charge, DC 13)
• *Quench* (1 charge, fire-based creatures take 15d6 [no save], DC 16 against a single magic item)
• *Ice storm* (1 charge)
• *Sleet storm* (1 charge, DC 16)
• *Dispel magic* (1 charge)
• *Pass without trace* (1 charge)
• *Tree shape* (1 charge)
• *Call lightning* (2 charges, 10d10, DC 14)
• *Cure serious wounds* (2 charges)
• *Plant growth* (2 charges)
• *Remove disease* (2 charges)
• *Speak with plants* (2 charges) The wielder can produce each of the following spell-like effects once a month (no charges).
• *Insect plague* (DC 17)
• *Summon nature's ally* V
• *Transmute rock to mud* (DC 17)
• *Wall of fire* (DC 17)
• *Wall of thorns* The *great druid's staff* gives the wielder a spell resistance of 23.
If the spell resistance is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder exactly like a *rod of absorption* (see Chapter 8: Magic Items in the DUNGEON MASTER's *Guide*).
The staff uses spell levels as charges, not as spell energy usable by a spellcaster.
If the staff absorbs spell levels beyond its 50-charge limit, it blackens into a charred cinder and is destroyed.
The wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a *rod of absorption* does.
Absorbing spells is risky, but absorption is the only way to recharge the staff.
Caster Level: 20th; *Weight*: 5 lb.

GREENSTONE AMULET

These highly prized items are fist-sized green stones worked into some kind of smooth shape, usually like a flattened egg, but sometimes like a shield or helmet.
The wearer of a *greenstone amulet* is protected as if under a *mind blank* spell.
The user also gains a +4 resistance bonus against necromancy effects, or any effect that would transport the wearer to another locale or dimension.
If such an effect normally does not allow a saving throw (such as the *maze* spell), the user can attempt a Will save (DC 20) to negate the effect.
A *greenstone amulet* must be worn against the skin and glows brightly whenever it functions.
Caster Level: 15th; *Weight*: —.

MOONBLADE

These swords, sometimes called elf blades, are heirlooms of noble elven families.
Only a few are known to exist, and these are jealously guarded.
Still, rumors of dormant *moonblades* persist.
A *moonblade* is an intelligent sword (usually a longsword) with an enhancement bonus of +1 to +5.
A moonblade always has a good alignment (usually neutral good).
A *moonblade* also has a special purpose to serve the scion of a particular elven family (see below for details).
A line of runes decorates the blade, one rune for each wielder the blade has had.
For each such rune, the *moonblade* has one ability from the list below.
Moonblades are handed down from parent to child within the elven family the blade serves.
The sword itself always determines which heir it belongs to.
When a *moonblade*'s owner dies, one of the owner's heirs can lay claim to the blade.
If no worthy heir exists, the sword lies dormant and exhibits no magical powers at all.
A *moonblade* only serves one owner at a time.
To claim or awaken a *moonblade*, an elf or half-elf of the blade's alignment—and from the correct family—must hold the sword and perform the proper ritual.
If the family the blade serves has died out, any elf or halfelf of the proper alignment can attempt to awaken the blade.
The claiming/awakening ritual varies from blade to blade, but usually requires the blade to be unsheathed at the proper time and place (for example, in a royal throne room or place sacred to an elven deity).
Upon completing the ritual, the sword either accepts or rejects the holder.
Whether the sword accepts the holder is strictly up to the DM.
In general, only brave and upstanding holders are accepted.
Holders who have committed cowardly or selfish acts are rejected unless the holder has atoned for them in some way (such as receiving an *atonement* spell or performing some heroic or selfless act that wipes away the taint of the character's previous actions).
Should the blade reject the holder, the holder receives 1d6 negative levels.
These never result in actual level loss, but if the number of negative levels exceed the holder's level, the holder dies.
If the holder survives, negative levels from the sword cannot be overcome in any way (including *restoration* spells) while the character holds the sword.
If the sword accepts the new holder, the holder loses 5,000 XP and the sword attunes itself to the new holder.
(If the holder lacks sufficient experience points to pay this cost, she cannot claim or awaken the blade).
A new rune appears on the blade, and the sword gains a new ability.
(A *moonblade* never accepts a new owner if characters attempt to pass it among themselves just to make it manifest new powers).
A list of special abilities appropriate for *moonblades* appears below.
The DM can pick one or generate it randomly.

The *elfshadow* weapon special ability is known to exist only in *moonblades*.
An *elfshadow* is an incorporeal creature, contained in a gem set in a *moonblade*, that resembles an elf.
It has all the characteristics of an undead shadow, except that it has a neutral alignment and cannot be turned, rebuked, or controlled by clerics (nor can anyone except the *moonblade*'s wielder control it in any way).
When called forth, the *elfshadow* can appear anywhere within 250 feet of the *moonblade* wielder.
Once called, the *elfshadow* can go anywhere on the same plane as the *moonblade* wielder.
The wielder has complete control over the *elfshadow*, and controlling the creature is a free action for the wielder.
The *elfshadow* always acts on the *moonblade* wielder's turn.
Caster Level: 15th.
Weight: Varies.

d%	Special Abilities*
01–40	Any primary ability (Table 8–33: Intelligent Item Primary Abilities, page 229 of the *Dungeon Master's Guide*)
41–67	Any extraordinary power (Table 8–34: Intelligent Item Extraordinary Powers, page 229 of the *Dungeon Master's Guide*)
68–69	Bane*
70–71	Dancing*
72–73	Defending*
74–75	Elfshadow (see below)
76–77	Everbright**
78–79	Flaming*
80–81	Frost*
82–83	Ghost touch*
84–85	Jumping**
86–87	Keen*
88–89	Mighty cleaving*
90–91	Shock*
92–93	Speed*
94–95	Spellblade**
96–97	Spell storing*
98–99	Throwing*
100	Vorpal*

*Weapon special ability from the *Dungeon Master's Guide*.
**Weapon special ability from this book.

Rod of Valmaxian

This powerful item gives a spellcaster an additional spell slot at each spell level she can cast.
She must have the rod in hand when she prepares her spells (or readies her mind, if a bard or sorcerer) and it must remain in her possession at all times.
If she stops carrying the rod, any extra prepared spells go away and any extra spell slots provided by the rod vanish. Spells already cast are unaffected.
The rod can only add spell slots to one creature in any 24-hour period.
Although this version of the rod functions for spell levels 0 through 9, there are reputed to be lesser versions created by bards, paladins, and rangers that only affect levels of spells available to those classes.
Caster Level: 17th.

Shimmaryn

These items look like sparkling jewels held in cages of elaborately plaited wire.
They are, in fact, tiny areas of dead magic held in a magical lattice.
When the *shimmaryn* touches a creature's bare flesh, the creature can will away all magical effects currently operating on it, just as though the creature had received a *greater dispelling* spell that is automatically successful. (Beneficial effects end along with any harmful ones).
The user must be conscious to employ the effect.
Alternatively, the user can choose to become immune to all spells, spell-like effects, and supernatural effects for 3 rounds.
The wearer effectively has unbeatable spell resistance against spells and spell-like effects and a similar immunity to supernatural effects.
A *shimmaryn* is safe to use only three times each day.
Each additional use beyond the third per day permanently drains 1 point of Constitution from the user.
Caster Level: 20th; *Weight*: —.

Planar Handbook (3.5)

Crown of Corruption

This slender, black-and-silver diadem has rested atop Vlaakith's head for more than 900 years, serving as her badge of office and the means of testing any githyanki who would threaten her.
Those who have beheld the crown say it twitches of its own volition, and that the 5,000-gp rubies that adorn the crown's spires look something like flickering eyes.
The crown has the following command-word activated powers.
• ?*Energy drain* (Fort DC 23 negates).
• ?*Mass suggestion* (Will DC 19 negates).
• ?*Control undead* (Will DC 20 negates).
The *crown of corruption* has 30 hit points.
However, only a magic weapon with the holy and disrupting special abilities can damage it.
Caster level 25th; Weight 3 lb.

Scepter of Ephelomon

This ruby-encrusted, dragon-shaped scepter was Ephelomon's gift to the githyanki centuries ago when the pact with red dragons was forged.
Ephelomon gave the scepter to the first Vlaakith (the current Vlaakith's ancestor), saying, "Go forth and conquer all".
The scepter has the following powers.
• ?The bearer has total control over red dragons.
Any red dragon that approaches within a half-mile of the scepter must succeed on a DC 35 Will save or be affected as by a *dominate monster* spell cast by a 30th-level caster.
• The bearer has immunity to fire and fear effects.
• ?Once per week, the bearer can create a *gate* through which a very old red dragon flies.
The dragon must immediately make a DC 35 Will save or serve the scepter-bearer without reward.

Even if the dragon makes its save, it is considered controlled as described in the *gate* spell and may be ordered to fight the scepter-bearer's foes, or the dragon can bargain with the bearer of the scepter.
The *scepter of Ephelomon* has 60 hit points and can be damaged only by the claws of Bahamut or one of his chosen vassals, by a magic weapon with the bane (evil dragons) special ability, or by the cold breath weapon of a good-aligned silver dragon.
If the scepter is destroyed, the pact between the githyanki and the red dragons dissolves.
The red dragons do not immediately turn against the githyanki, but only the most subservient ones will continue to serve or assist the githyanki in any way.
Red dragons in Vlaakith's service continue to serve the lich-queen out of fear, but not loyalty.
Caster level 30th; Weight 5 lb.

PLAYER'S GUIDE TO FAERÛN (3.5)

SHATTERING SWORDS OF CORONAL YNLOETH

This artifact is actually a pair of *+5 holy speed longswords*, which were once owned by a Coronal of Shantel Othreier during the Crown Wars.
Though many ancient elven ballads and epics mention Coronal Ynloeth and his mighty blades, the ultimate fate of the swords remains uncertain.
It is known that the blades were wielded in several major battles of the Crown Wars, including the Battle of the Gods' Theater in –10,700 DR.
Ynloeth himself died mysteriously in –10,600 DR, shortly before Shantel Othreier fell to the Vyshaantar Empire.
The ultimate fate of the *shattering swords* is not known for certain, but they are believed to lie somewhere in the region of Hellgate Keep.
When wielded individually, the *shattering swords of Coronel Ynloeth* function as mere *+2 longswords*.
If wielded simultaneously, they take on their full abilities as described above, and the wielder may unlock the blades' greatest power.
Once per year, the blades may be struck together in a specific manner and shattered.
The shards of the swords multiply into a storm of razor-sharp steel, which scours a 500-foot-radius burst centered on the wielder, slaying any creature that fails a DC 30 Reflex save.
Success indicates that the creature takes 15d6 points of damage instead.
Unfortunately, this effect also slays the wielder of the *shattering swords* (no save) and destroys his body to the extent that a *true resurrection* spell is required to bring him back.
The *shattering swords of Coronal Ynloeth* reform at a random location somewhere in Faerûn 24 hours after being shattered.
Strong transmutation; CL 20th; Weight 4 lb.
each.

PLAYER'S HANDBOOK 2 (3.5)

VARIANT DECK OF MANY THINGS

While the standard *deck of many things* is a powerful magic item that can have extreme effects on PCs, the variant presented here uses the retraining and rebuilding rules from the *Player's Handbook* II to let players accomplish these changes instantaneously rather than over time... even though they might not get exactly what they wished for.
Alternately, a specially-preserved single card from this variant *deck* may be a quest reward or a rare treasure item, allowing that player who's been aching to "fix" his character to do so without taking away game time from the other players.
(*Note*: if presented as a single card, the rules for drawing cards do not apply; the character merely activates the card as if it were a normal single-use magic item).
Notes on the Deck
The retraining and rebuilding from these cards is instantaneous and requires no expenditure of money or time.
These effects are often class-specific, this deck is more likely that a typical deck of many things to result in something inapplicable for the character (such as a fighter drawing a card affecting a wizard's specialist schools).
Because of this, many cards require the character to draw another card if an inapplicable card is chosen.
Many of the cards refer to races and classes found in the *Player's Handbook*, but have effects that are applicable to races and classes from other sources.
For example, the Innate Magic card affects bards and sorcerers, but there are classes in other books that likewise do not require spell preparation and have a limited number of spells known.
The DM should feel free to allow these card effects to apply to characters with such classes as well as standard classes listed on the card.
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 (unless a drawn card allows or requires her to draw an additional card; see below).
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.
Some cards say the character *may* draw another card, sometimes they say the character *must* draw again.
"May" means an optional draw; the character is not obligated to draw again and these extra draws do not count toward the original number she said she would draw.
"Must" is a required draw; the character is required to draw an additional card (or cards) and this extra draw does not count toward the original number she said she would draw.
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 Victim or The Gambler, in which case the card is discarded from the pack.

A deck of many things contains 54 cards (use a standard 52-card deck with two jokers).
Aspect of Divinity: If you are a cleric, retrain one of your domains to another of your deity's domains.
If you are not a cleric you must draw again.
Draconic Heritage: Rebuild your character with the half-dragon template (you lose class levels to compensate for the template's level adjustment).
You choose what type of half-dragon you become (gold, red, and so on).
If you already have this template, do not rebuild your character; you must draw again.
(See *Savage Progressions*, for information on taking only some of the template's abilities in exchange for a lower level adjustment).
Earthkin: Rebuild your character as a dwarf or gnome instead of your current race.
You may choose a dwarven race with a level adjustment (such as duergar or svirfneblin), but you must lose class levels to compensate for it.
If you are already a dwarf or gnome, do not rebuild your character; you must draw again.
(See *Savage Progressions*, for information on taking only some of the template's abilities in exchange for a lower level adjustment).
Hellfire: Rebuild your character with the fiendish or half-fiend template (you lose class levels to compensate for the template's level adjustment).
If the template's alignment change would cause you to lose class abilities (such as if you are a paladin), do not rebuild your character; you instead must draw two cards.
If you already have one of these templates, do not rebuild your character; you must draw again.
(See *Savage Progressions*, for information on taking only some of the template's abilities in exchange for a lower level adjustment).
Holy Light: Rebuild your character with the celestial or half-celestial template (you lose class levels to compensate for the template's level adjustment).
If the template's alignment change would cause you to lose class abilities (such as if you are a blackguard), do not rebuild your character; you instead must draw two cards.
If you already have one of these templates, do not rebuild your character; you must draw again.
(See *Savage Progressions*, for information on taking only some of the template's abilities in exchange for a lower level adjustment).
Innate Magic: If you are a sorcerer or bard, retrain any two of your spells known; one of these must be a spell of the highest level you can cast.
If you are not a sorcerer or bard you must draw again.
Invulnerable: If you have an energy resistance or immunity as a class or racial ability, retrain or rebuild that ability to a different kind of energy (for example, from electricity to sonic).
If your resistance or immunity is coupled with a vulnerability to a different energy type (such as how fire immunity is associated with cold vulnerability), your vulnerability changes appropriately.
If you have no energy resistance or vulnerability from a class or racial ability you must draw again.
Life and Death: If you are neutral and have a class ability that allows you the choice of channeling positive or negative energy (such as for turning or rebuking undead, or spontaneously casting *cure* or *inflict* spells), retrain that class ability so it is the opposite of your current selection.
If your deity does not allow you to channel this type of energy (for example, all neutral clerics of Wee Jas channel negative energy, while all neutral clerics of St. Cuthbert channel positive energy), do not retrain this ability; you instead must draw two cards.
If you have no such class ability you must draw again.
Prestigious Enterprise: Rebuild one class level into a prestige class level for any prestige class for which you qualify.
If you do not qualify for any prestige class or this rebuilding would cause you to no longer qualify for one of your current prestige classes, do not rebuild your character; you instead must draw two cards.
Saving Grace: Retrain your Great Fortitude, Iron Will, or Lightning Reflexes feat to one of the other two saving throw bonus feats.
If you do not have any of these feats, or you have all three, you must draw again.
Spellbender: Retrain one metamagic feat you know for any other metamagic feat.
If you know no metamagic feats you must draw again.
The Acrobat: Retrain 4 skill ranks into the Tumble skill (even if Tumble is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Barbarian: Retrain one barbarian level for one barbarian substitution level (or barbarian-like prestige class level, at the DM's discretion), or rebuild one class level to one barbarian level (if you are lawful, this means you are an ex-barbarian which does not affect your other classes, such as your ability to progress as a monk or paladin).
The Bard: Retrain one bard level for one bard substitution level (or bard-like prestige class level, at the DM's discretion), or rebuild one class level to one bard level (if you are lawful, this means you are an ex-bard which does not affect your other classes, such as your ability to progress as a monk or paladin).
The Buffoon: Rebuild your Charisma, reducing it by 4. Use the points from rebuilding to improve any other ability scores.
If this would reduce your Charisma below 8, do not rebuild your ability score; you must draw again.
The Cleric: Retrain one cleric level for a cleric substitution level (or cleric-like prestige class level, at the DM's discretion), or rebuild one class level to one cleric level (this does not affect your other classes, such as your ability to progress as a monk or paladin).
The Craftsman: Retrain one item creation feat you know for any other item creation feat.
If you know no item creation feats you must draw again.
The Daydreamer: Rebuild your Wisdom, reducing it by 4. Use the points from rebuilding to improve any other ability scores.
If this would reduce your Wisdom below 8, do not rebuild your ability score; you must draw again.
The Diplomat: Retrain 4 skill ranks into the Diplomacy skill (even if Diplomacy is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Druid: Retrain one druid level for one druid substitution level (or druid-like prestige class level, at the

DM's discretion), or rebuild one class level to one druid level (if you have a nondruidic alignment this means you are an ex-druid which does not affect your other classes, such as your ability to progress as a monk or paladin).
The Eavesdropper: Retrain 4 skill ranks into the Listen skill (even if Listen is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Exile: Rebuild your character as an orc or half-orc instead of your current race.
If you are already an orc or half-orc, do not rebuild your character; you must draw again.
The Fighter: Retrain one fighter level for one fighter substitution level (or fighter-like prestige class level, at the DM's discretion), or rebuild one class level to one fighter level (this does not affect your other classes, such as your ability to progress as a monk or paladin).
The Footpad: Retrain 4 skill ranks into the Move Silently skill (even if Move Silently is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Gambler: Draw one card.
You may accept or ignore the results of that card.
If you ignore that card's results you must draw another card and accept its effects (though this second card may allow you to bypass its effects and draw another card).
The Gregarious Neighbor: Rebuild your character as a human instead of your current race.
If you are already a human, do not rebuild your character; you must draw again.
The Halfwit: Rebuild your Intelligence, reducing it by 4.
Use the points from rebuilding to improve any other ability scores.
If this would reduce your Intelligence below 8, do not rebuild your ability score; you must draw again.
The Heroic Feat: Retrain any one feat you know for any other feat.
The Investigator: Retrain 4 skill ranks into the Search skill (even if Search is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Lummox: Rebuild your Dexterity, reducing it by 4.
Use the points from rebuilding to improve any other ability scores.
If this would reduce your Dexterity below 8, do not rebuild your ability score; you must draw again.
The Mage's Dilemma: If you are a nonspecialist wizard, retrain as a specialist wizard.
If you are a specialist wizard, retrain as a specialist of a different school or as a nonspecialist wizard.
If this would cause you to lose class abilities from a prestige class (such as if your prestige class requires you to be a specialist), do not rebuild your character; you instead must draw two cards.
If you are not a wizard, you must draw again.
The Monk: Retrain one monk level for one monk substitution level (or monk-like prestige class level, at the DM's discretion), or rebuild one class level to one monk level (if you are nonlawful, this means you are an ex-monk which does not affect your other classes, such as your ability to progress as a paladin).
The Moon: Rebuild your character with the lycanthrope template (you lose class levels to compensate for the template's level adjustment).
You choose the type of lycanthrope (werebear, wereboar, and so on).
If the template's alignment would cause you to lose class abilities (such as if you are a monk or paladin with a nonlawful template), do not rebuild your character; you instead must draw two cards.
If you already have a lycanthrope template, do not rebuild your character; you must draw again.
(See *Savage Progressions*, for information on taking only some of the template's abilities in exchange for a lower level adjustment).
The Paladin: Retrain one paladin level for one paladin substitution level (or paladin-like prestige class level, at the DM's discretion), or rebuild one class level to one paladin level (if you are not lawful good, this means you are an ex-paladin which does not affect your other classes, such as your ability to progress as a monk).
Blackguards who rebuild in this manner may trade in this "new" paladin level for additional blackguard abilities as detailed in the blackguard class description.
The Ranger: Retrain one ranger level for one ranger substitution level (or ranger-like prestige class level, at the DM's discretion), or rebuild one class level to one ranger level (this does not affect your other classes, such as your ability to progress as a monk or paladin).
The Ranger's Dilemma: If you are a ranger, retrain your combat style for any other available combat style.
If you are not a ranger, you must draw again.
The Rogue: Retrain one rogue level for one rogue substitution level (or rogue-like prestige class level, at the DM's discretion), or rebuild one class level to one rogue level (this does not affect your other classes, such as your ability to progress as a monk or paladin).
The Sickly One: Rebuild your Constitution, reducing it by 4.
Use the points from rebuilding to improve any other ability scores.
If this would reduce your Constitution below 8, do not rebuild your ability score; you must draw again.
The Small Folk: Rebuild your character as halfling instead of your current race.
You may choose a halfling race with a level adjustment, but you must lose class levels to compensate for it.
If you are already a halfling, do not rebuild your character; you must draw again.
The Sorcerer: Retrain one sorcerer level for one sorcerer substitution level (or sorcerer-like prestige class level, at the DM's discretion), or rebuild one class level to one sorcerer level (this does not affect your other classes, such as your ability to progress as a monk or paladin).
The Speaker: Retrain any two languages you know for any two other languages (you may retrain racial languages).
You may draw again.
The Spellcrafter: Retrain 4 skill ranks into the Spellcraft skill (even if Spellcraft is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Trapbreaker: Retrain 4 skill ranks into the Disable Device skill (even if Disable Device is not a class skill for any of your classes).

If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Ultimate Weapon: If you are a fighter with the Weapon Focus feat, choose any other weapon for that feat (for example, change "longsword" to "greatsword") and any other feats in that chain relating to that weapon (Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, and so on).
If you are not a fighter, retrain any one feat you know for the Weapon Focus feat (selecting a weapon of your choice).
The Unarmed Master: If you are a monk, retrain one, two, or three of your monk bonus feats to any other appropriate monk bonus feats.
If you are not a monk, you must draw again.
The Unseen: Retrain 4 skill ranks into the Hide skill (even if Hide is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Vampire: Rebuild your character with the vampire template (you lose class levels to compensate for the template's level adjustment).
If this would cause you to lose class abilities (such as if you are a good cleric or a paladin), do not rebuild your character; you instead must draw two cards.
If you already have this template, do not rebuild your character; you must draw again.
(See *Savage Progressions*, for information on taking only some of the template's abilities in exchange for a lower level adjustment).
The Victim: Retrain any one feat you know for any other feat.
You must draw two more cards.
The Vigilant: Retrain 4 skill ranks into the Spot skill (even if Spot is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
The Weakling: Rebuild your Strength, reducing it by 4.
Use the points from rebuilding to improve any other ability scores.
If this would reduce your Strength below 8, do not rebuild your ability score; you must draw again.
The Wizard: Retrain one wizard level for one wizard substitution level (or wizard-like prestige class level, at the DM's discretion), or rebuild one class level to one wizard level (this does not affect your other classes, such as your ability to progress as a monk or paladin).
The Zealot: Retrain 4 skill ranks into the Knowledge (religion) skill (even if Knowledge (religion) is not a class skill for any of your classes).
If this would cause you to exceed the maximum skill rank for your level, do not retrain this skill; you must draw again.
Trusted Companion: If you have an animal companion or familiar, you must dismiss it (at no penalty) and immediately select another of a different kind.
The new creature is available immediately.
You may reclaim items worn or carried by the original creature before dismissing it and give them to the new creature.
Any feats or class abilities that would affect the creature (such as a feat that adds abilities or hit dice to your familiar or animal companion) immediately affect the new creature.
If you do not have an animal companion or familiar, you must draw again.
Woodkin: Rebuild your character as an elf or half-elf instead of your current race.
You may choose an elven race with a level adjustment (such as drow), but you must lose class levels to compensate for it.
If you are already an elf or half-elf, do not rebuild your character; you must draw again.

The Sickly One	Two of Spades	Retrain Constitution to a lower value.
The Speaker	Three of Spades	Retrain two languages. You may draw again.
The Investigator	Four of Spades	Retrain ranks into Search.
The Heroic Feat	Five of Spades	Retrain any feat.
The Ranger	Six of Spades	Retrain into a ranger substitution level.
The Paladin	Seven of Spades	Retrain into a paladin substitution level.
The Druid	Eight of Spades	Retrain into a druid substitution level.
The Monk	Nine of Spades	Retrain into a monk substitution level.
The Rogue	Ten of Spades	Retrain into a rogue substitution level.
The Lummox	Jack of Spades	Retrain Dexterity to a lower value.
The Moon	Queen of Spades	Retrain with lycanthrope template.
The Mage's Dilemma	King of Spades	Retrain school specialization and prohibited schools.
The Halfwit	Ace of Spades	Retrain Intelligence to a lower value.
The Vampire	Two of Hearts	Rebuild with vampire template.
Draconic Heritage	Three of Hearts	Rebuild with half-dragon template.
Earthkin	Four of Hearts	Rebuild as dwarf or gnome.
Hellfire	Five of Hearts	Rebuild with fiendish or half-fiend template.
Holy Light	Six of Hearts	Rebuild with celestial or half-celestial template.
Innate Magic	Seven of Hearts	Retrain two bard or sorcerer spells.
Invulnerable	Eight of Hearts	Retrain energy resistance or immunity.
Life and Death	Nine of Hearts	Retrain positive/negative energy channeling.
Prestigious Enterprise	Ten of Hearts	Rebuild with prestige class.
Saving Grace	Jack of Hearts	Retrain a saving throw-affecting feat.
Spellbender	Queen of Hearts	Retrain a metamagic feat.
The Acrobat	King of Hearts	Retrain ranks into Tumble.
Aspect of Divinity	Ace of Hearts	Retrain one cleric domain.
The Exile	Two of Clubs	Rebuild as orc or half-orc.
The Barbarian	Three of Clubs	Retrain into a barbarian substitution level.
The Fighter	Four of Clubs	Retrain into a fighter substitution level.
The Footpad	Five of Clubs	Retrain ranks into Move Silently.
The Buffoon	Six of Clubs	Retrain Charisma to a lower value.
The Cleric	Seven of Clubs	Retrain into a cleric substitution level.
The Gregarious Neighbor	Eight of Clubs	Rebuild as human.
The Daydreamer	Nine of Clubs	Retrain Wisdom to a lower value.
The Bard	Ten of Clubs	Retrain into a bard substitution level.
The Eavesdropper	Jack of Clubs	Retrain ranks into Listen.
The Craftsman	Queen of Clubs	Retrain item creation feat.
The Diplomat	King of Clubs	Retrain ranks into Diplomacy.
The Small Folk	Ace of Clubs	Rebuild as halfling.
Trusted Companion	Two of Diamonds	Retrain animal companion or familiar.
The Zealot	Three of Diamonds	Retrain ranks into Knowledge (religion).
The Wizard	Four of Diamonds	Retrain into a wizard substitution level.
The Weakling	Five of Diamonds	Retrain Strength to a lower value.
The Vigilant	Six of Diamonds	Retrain ranks into Spot.
The Unseen	Seven of Diamonds	Retrain ranks into Hide.
The Unarmed Master	Eight of Diamonds	Retrain monk bonus feats.
The Ranger's Dilemma	Nine of Diamonds	Retrain ranger combat style.
The Trapbreaker	Ten of Diamonds	Retrain ranks into Disable Device.
The Ultimate Weapon	Jack of Diamonds	Retrain Weapon Focus and associated feats.
The Spellcrafter	Queen of Diamonds	Retrain ranks into Spellcraft.
The Sorcerer	King of Diamonds	Retrain into a sorcerer substitution level.
Woodkin	Ace of Diamonds	Rebuild as elf or half-elf.
The Gambler	Black Joker	Draw one card; you may ignore it and draw a second card.
The Victim	Red Joker	Retrain any feat. You must draw two more cards.

PSIONICS HANDBOOK (3.0)

SUTRA OF TRANQUIL THOUGHT

This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners.
Study of the work requires one week of solitary contemplation, but upon completion, the psionic character gains 17 additional power points and experience points sufficient to place him halfway to the into the next level of experience.
Nonpsionic beings possess minds too clouded to benefit from its secrets, and those who use their powers for evil (such as mind flayers) are punished for their impertinence, losing 5d6×1,000 XP for defiling the hook.
They also run the risk of insanity: The reader must make an immediate Will save (DC 15) or become permanently *insane* as the power.
Only *psychic chirurgery* or similarly extreme measures can restore sanity.
To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings.
Once read, the book vanishes into the Astral Plane to an unknown destination.
Even if it is found again, the same character cannot benefit twice from perusing its contents.

SANDSTORM (3.5)

THE DEAD THRONE

The *Dead Throne* is a minor artifact created millennia ago by a deity of the underworld and then stolen by a clever thief.
The thief successfully hid it from the sight of the deity of the underworld, and lived a long and happy life ruling a small kingdom from it.
After his death, the throne fell into the hands of his descendants, who stashed the throne in the royal treasury.
Many years later, an invading warlord looted the treasury, taking the throne back to his kingdom—which was in turn looted many years later, and so on, until the *Dead Throne* ended up in the treasure vaults of the king of Sohlak, and thus passed into the unwitting hands of Ten-Ap the Sand King.
In appearance, the *Dead Throne* doesn't live up to its name.
It is a rather elaborate piece of woodwork, a large, heavy seat carved out of dark, polished mahogany.
Whoever sits upon the throne hears an unearthly voice offer a bargain: "Rule my minions, and I will grant you life everlasting".
Of course, life everlasting is actually a state of undeath, and any creature that agrees to the bargain becomes a lich (see page 166 of the *Monster Manual*), even if the creature is not a spellcaster.
The throne itself acts as a kind of phylactery.
As mentioned previously, the lich is unable to move more than 100 feet away from the throne without crumbling to dust.
If a living being sits upon the throne and agrees to the bargain while someone else is in possession of the *Dead Throne*, the previous lich is destroyed as the new one is created.
Ten-Ap is fully aware of this, and is wary about getting farther away from his throne than any potential enemies.
The concern that a minion could usurp his position is also the main reason Ten-Ap rarely allows any of his intelligent undead into the throne room; he is not sure if another undead being can take his place on the throne, and he's not willing to take the risk.
The *Dead Throne* also grants the following powers to its lich servant.
Create Undead: As a full-round action, the lich can convert any living creature within 60 feet of the throne to an undead.
The lich must be seated upon the throne to use this ability.
Unwilling creatures are entitled to a DC 22 Will save to avoid the effect.
The lich can choose to convert the living creature into a skeleton, a zombie, a mummy, a shadow, a spectre, or a wraith.
A mummy created in this fashion can continue to advance as a character, while a shadow, spectre, or wraith can advance as indicated in the *Monster Manual* for that type of creature.
(A wraith, after sufficient time, can become a dread wraith).
Control Undead: The lich can command up to 100 Hit Dice of undead simultaneously, so long as they are within 100 feet of the lich.
The effect lasts for 12 hours, and is otherwise identical to the spell of the same name.
Ten-Ap mainly uses this ability to force information out of the undead heads in area E.
If the lich in possession of the *Dead Throne* is destroyed, or the throne itself is destroyed, all of the undead created by the lich (or by undead created by the lich) are also immediately destroyed.

SHINING SOUTH (3.5)

DREAD DOORWAY

Perhaps the most infamous item known to come from Halruaa's magical history, a *dread doorway* is a truly frightening item to encounter.
Three forms of *dread doorways* are known.
Annihilation Doorway: This item is usually more of a passage or tunnel than an actual door.
It is often carved or constructed to look like something else, such as a demonic head with its mouth (the passage) open wide, a water slough between levels of a dungeon, and so forth.
The open space of an *annihilation* doorway functions as a *sphere of annihilation*, except that the black void is shaped to match the passage and it cannot be moved by any means.
A creature passing through an *annihilation doorway* is utterly consumed and destroyed.

Only the intervention of a deity can reverse the effect.
Strong transmutation; CL 20th.

Imprisoning Doorway: Like an *annihilation doorway*, an *imprisoning doorway* is often more of a passage or tunnel. Any creature passing through the doorway is instantly bound into the door (as per the *trap the soul* spell) unless it makes a DC 22 Will save.
Spell resistance does not apply.
An *imprisoning doorway* can hold up to 100 HD of creatures, and when new victims are imprisoned, creatures that have been trapped in the doorway the longest are released to keep the total at or below this maximum.
To all outward appearances, an affected creature seems to disappear (or shapechange into a new form, if another creature is released).
If an *imprisoning doorway* is destroyed, all the creatures bound within it are released (DM determines randomly; hostile creatures immediately attack others in the area).
Strong conjuration; CL 20th.

Wraith Doorway: This form of dread doorway houses a dread wraith inside (see page 258 of the *Monster Manual*).
The door is always encountered locked, and it usually also has other magical means of barring passage.
Each time a creature touches or walks through a *wraith doorway* (or each round, if continuous contact is maintained or a creature stands in the open doorway for consecutive rounds), it must succeed on a DC 22 Fortitude save or take 1d8 points of Constitution drain.
If a creature is slain by this drain, it rises as a wraith 1d4 rounds later.
The dread wraith within a *dread doorway* cannot be turned or attacked while imprisoned in the dread doorway.
Destroying the door releases the dread wraith, which immediately attacks.
At that point, the dread wraith can be attacked normally.
Strong necromancy; CL 19th.

GREAT ELIXIR

Of all the tales of powerful magic that have emerged from Halruaa, the legend of the great elixirs is perhaps the most remarkable.
The first *great elixir* concoction possibly originated in Netheril itself.
Regardless of their origins, the chaotic nature of these liquids made them an unappealing risk, and the formula for their creation was eventually lost and forgotten.
Some caches of the unpredictable stuff do pop up every once in a while.
A *great elixir* is a translucent, aquamarine liquid that twinkles and swirls gently about in endless motion.
It is described as tasting like fine wine on fire.
Oddly, the fluid works on a particular creature only once per experience level; additional consumptions generate no results.
The possible effects of a dose of the elixir are as follows:

d%	Elixir Result
01–14	Death occurs instantly (no saving throw).
15–26	A feeblemind condition (as the spell) sets in (no saving throw).
27–32	Imbiber is infected with mindfire (see Diseases, page 292 of the Dungeon Master's Guide). If the imbiber is an arcane spellcaster, her spells turn wild and unpredictable—75% of the times she attempts to cast a spell, the normal result is replaced by a result from the rod of wonder table, page 237 of the Dungeon Master's Guide. This spellcasting affliction is permanent unless the imbiber makes a DC 25 Fortitude save. It lasts 4d12 days if the save succeeds.
33–39	Blindness sets in (no saving throw).
40–46	Imbiber is subjected each day to an uncontrolled shapechange (as the spell) into a random beast that breathes air and can live on dry land (no saving throw). The change lasts for 1d4 hours, but the daily occurrence of the change is permanent.
47–56	Imbiber is afflicted with lycanthropy (DM's choice of lycanthrope, no saving throw).
57–75	Imbiber takes 1 point of ability drain to one random ability score (no saving throw).
76–77	Imbiber gains mage armor spell-like ability 4/day.*
78–79	Imbiber gains alter self spell-like ability 1/day.*
80–81	Imbiber gains detect magic spell-like ability at will.*
82	Imbiber gains dimension door spell-like ability 1/day.*
83	Imbiber gains dispel magic spell-like ability 3/day.*
84–85	Imbiber gains detect thoughts spell-like ability 2/day.*
86	Imbiber gains feather fall spell-like ability at will.*
87	Imbiber gains hold person spell-like ability 1/day.*
88	Imbiber gains invisibility spell-like ability 2/day.*
89	Imbiber gains pass without trace spell-like ability at will.*
90	Imbiber gains spell turning spell-like ability 1/day.*
91–92	Imbiber gains spider climb spell-like ability 3/day.*
93	Imbiber gains water breathing spell-like ability 3/day.*
94	Imbiber gains ethereal jaunt spell-like ability 1/day.*
95	"Greatness"—imbiber gains 1d2+1 of the powers listed above (from d% roll of 76 through 94; other powers can be created at the DM's discretion).
96–100	Imbiber gains 2d4 points of either Intelligence or Charisma (50% chance of either) and permanent greater spell immunity against one school of spells (randomly determined).

*As cast by a 12th-level wizard.
Overwhelming transmutation; CL 30th.

ZARANGAN

Each one of these wondrous stones, almost certainly created in Netheril, is a smooth rock that has been polished to a glassy sheen.
A *zarangan* is shaped to fit in a wielder's hand, with small protrusions jutting up between the fingers of a closed fist. In this way, it can function as a *+1 weapon* that deals 1d4+1 points of damage.
A *zarangan*'s main powers are far more impressive—an individual grasping the stone can, on command:
—use *dimension door* as the spell 1/round as a 20th-level wizard;
—use *word of recall* to teleport to the *zarangan*'s "home" (a destination determined during the item's creation) 1/day;

—use *cure critical wounds* (on the bearer only) 1/day.
A *zarangan* often has its command word inscribed on its surface somewhere.
It can only transport the individual grasping it, regardless of how many other creatures are in contact with the bearer.
It frees the bearer from all nonmagical restraints and forcibly separates him from the grasp of other creatures when it is called upon to use its *word of recall* ability.
In addition to the above common faculties, each *zarangan* also has additional unique capabilities.
First, it has one of the following spells as an ability usable 1/hour: *chain lightning*, *cone of cold*, *invisibility*, *lesser ironguard*, *levitate*, *unseen servant*, or *water breathing*.
Second, it grants spell immunity against 1d3 spells (determined randomly).
Many zarangans were carried to Halruaa after the fall of Netheril, and several have been taken to other lands or buried in ancient tombs in the intervening years.
More than a few liches have manufactured a *zarangan* that has since found its way elsewhere, and those who try to use one of these mysterious stones might find themselves in an undead wizard's home, far from their own.
Strong varies; CL 19th; Weight 2 lb.

TOME OF MAGIC (3.5)

BOOK OF TRUE BINDS

The *Book of True Binds* is a legendary item coveted by those who practice truename binding.
Description: The *Book of True Binds* is a massive tome 2 feet wide and 3 feet tall.
The book's binding appears to be of maroon leather, embedded with silver, cold iron, and adamantine runes depicting a variety of summoning circles.
When held, the person touching the tome hears a susurration of telepathic whimpers, screams, and wails of despair This massive tome contains hundreds of pages of thick vellum, but most of them are blank.
Only twenty pages still bear inscriptions.
Each page contains the truename of an outsider or elemental of great power, even more potent than those summonable by a *greater truename binding* spell.
It is said that long ago every page of this book was filled with a creature's name and description, but as the creatures died, the corresponding pages about them went blank.
Outsiders and elementals are eternal creatures that do not die natural deaths, so scholars speculate that they must have died in battle, but a few wonder if being bound by the book might have caused more than one such creature to commit suicide.
Activation: A page from the *Book of True Binds* take 10 minutes to read aloud.
Effect: Each of the twenty pages of the book contains the truename and description of a creature of CR 15 to CR 20.
Reading a page aloud summons the creature as if by a *truename binding* spell.
The reader can negotiate with the creature using either a Charisma check or a Truespeak check.
If the reader rolls a 1, the creature will endeavor to take the book away or, failing that, kill the reader.
If a creature is killed either while bound or not, the page corresponding to that creature turns blank.
Aura/Caster Level: Strong conjuration. CL 20th.
Weight: 10 lb.

TOME OF TRUENAMING

Several copies of the minor artifact known as the *tome of truenaming* are known to exist.
The book enables the reader to learn and, if desired, change her own truename.
Description: Bound with azure blue cloth, a *tome of truenaming* is a small square book, measuring only a handspan in diameter with only a few pages made of line, transparent onion-skin-fine paper.
The paper appears to be filled with tiny script.
Activation: Despite its small size, a *tome of truenaming* takes one week to read.
Effect: To each reader, the book is a perfect biography of his life.
The volume reveals to the reader the most personal and intimate details about him and recounts every major and many minor events of his life.
The effect of this is to reveal to the reader his personal truename.
Aura Caster Level: Strong abjuration. CL 18th.
Weight: —.

UNAPPROACHABLE EAST (3.5)

SHAZZELURT

A potent magic dagger in the possession of Lauzoril, the zulkir of enchantment, *Shazzelurt* is a hateful weapon almost two thousand years old.
It has a wavy blade with a hilt of iron curved into a flame motif.
Shazzelurt is a +3 *keen dagger* with Intelligence 15, Wisdom 9, and Charisma 14.
It is neutral evil and possesses the following abilities:
Detect magic at will (primary ability)
Detect secret doors at will (primary ability)
Heal 1/day (extraordinary power)
Its special purpose is to slay bards and rogues.
Any such character struck by *Shazzelurt* must succeed a Fortitude save (DC 16) or be *disintegrated* as the spell.
Shazzelurt's Ego score is 16.
Caster Level: 20th; *Weight*: 2 lb.

THE IRONWOOD

This 6-foot-long staff is cast to resemble rough-hewn wood, despite the fact it is composed entirely of rusted iron.
It possesses many baleful and dangerous abilities.
As its primary abilities, the *Ironwood* gives the user the following spell powers, which she can use at will and at no charge:
Fog cloud
Soften earth and stone
Spike stones (DC 16)

Stone shape
The following spell powers drain one charge each:
Control water
Move earth
Transmute mud to rock (DC 17)
Transmute rock to mud (DC 17)
Wall of stone
These powers drain 2 charges per use:
Create shambling mound (special)
Command plants (DC 16)
Earthquake (DC 22)
Iron body Create
Shambling Mound (*sp*): The *Ironwood* has the unique extraordinary power to create a shambling mound from any suitably sized mass of dead vegetation (roughly two 5-foot cubes of material).
This power requires 10 minutes to employ.
The wielder of the *Ironwood* can use the staff's *command plants* power to attempt to control the new shambler, if she so chooses.
The *Ironwood* is recharged by destroying another magic item through cancellation, an extraordinary power that works much like a *rod of cancellation*.
The wielder must succeed in a melee touch attack to strike an item held by another character.
The item gains a Will save (DC 19) to avoid destruction; use the bearer's Will save if it is better than the target item's.
The *Ironwood* regains 1 charge for every +1 bonus value of the item in question, or 1 charge per full 10,000 gp value for items without a numerical description, to a maximum of 5 charges per item destroyed.
The *Ironwood* has a maximum capacity of 50 charges; if it absorbs more than 50 charges, it is canceled and destroyed itself.
The *Ironwood* is intelligent and neutral evil.
It has Intelligence 17, Wisdom 19, and Charisma 14 and can communicate by speech or telepathy.
Its Ego is 26.
Caster Level: 20th; *Weight*: 12 lb.

UNDERDARK (3.5)

BOOK OF PERFECT BALANCE

This holy book is sacred to divine spellcasters of neutral alignments (NG, LN, N, CN, NE).
Study of the work requires one week, but upon completion, a divine spellcaster with one of the designated alignments gains a +1 inherent bonus to Wisdom and experience points sufficient to place him halfway into the next level of experience.
Any nonneutral divine spellcaster (LG, CG, LE, CE) loses 4d6×1,000 experience points for perusing the work.
Nonspellcasters who handle or read the book are unaffected.
An arcane spellcaster who reads it takes 1 point of Intelligence drain and loses 1d6×1,000 experience points unless a DC 15 Will save is made.
Except as indicated above, the writing in a *book of perfect balance* cannot be distinguished from that of any other magic book, libram, tome, or the like until perused.
Once read, the book vanishes, never to be seen again.
The same character cannot ever benefit from reading a second, similar tome.
Strong transmutation; CL 19th; Weight 3 lb.

PORTAL DEMOLISHER

The *portal demolisher* looks like a small, sturdy rod or miniature portable ram, but it has devastating effects upon *portals*.
The mere touch of the *portal demolisher* utterly destroys a *portal* (Fort DC 20 negates).
A *portal demolisher* actually carried through a *portal* (intentionally or not) destroys it with no save allowed, although the user reaches the other side before the *portal* is wrecked.
Strong transmutation; CL 20th; Weight 3 lb.

TALISMAN OF PURE NEUTRALITY

A purely neutral (N only) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a nonneutral (LG, CG, LE, CE) divine spellcaster up to 100 feet away.
The intended victim is swallowed up forever and sent hurtling to the center of the earth.
If the wielder of the talisman is not exceptionally balanced in the sight of her neutral deity (DM's discretion), the nonneutral target gains a DC 19 Reflex saving throw to leap away from the crack.
The target must be standing on solid ground for this item to function.
A target in the air, in a high tower, or on a ship is immune to the effects of this otherwise potent item.
A *talisman of pure neutrality* has 7 charges.
Any partly neutral (LN, NG, CN, NE) divine spellcaster who touches it takes 6d6 points of damage, and an entirely nonneutral (LG, CG, LE, CE) divine spellcaster who touches it takes 8d6 points of damage.
All other characters are unaffected by the item.
Strong transmutation; CL 18th.

TOME OF BOOKS

This book enables a scholar or wizard to take his library with him virtually anywhere.
Each of its 250 pages can hold an entire book—even a bulky, heavy, wizard's spellbook.
To put a book into the *tome of books*, the owner simply lays the book on a blank tome page and speaks the filing command word.
The book disappears, and an illustration of the book appears on the page, along with its title and a brief synopsis of its contents.
A book cannot be placed into a page that already stores a book.
To get a book out of the tome, the owner must open it to the book's page and speak the retrieving command word.
Filing or retrieving a book is a full-round action.
If the *tome of books* is destroyed, all its stored books are also lost.
Strong conjuration; CL 20th; Weight 3 lb.

UNDERDARK MAP, LESSER

This map shows all the tunnels, caves, and caverns within a 250-foot radius of itself.
It reveals only natural formations and functions exclusively in one level of the Underdark (Upperdark, Middledark, or Lowerdark).
Strong divination; CL 20th; Weight —.

UNIVERSAL KEY

The creation of the *universal key* is attributed to the slyths. Legend holds that a very potent slyth sorcerer and magical theorist named Glythum found a multitude of ways to manipulate his shapechanging ability and spells, thereby creating many fascinating items.
A *universal key* opens any mundane or magic lock.
In addition, it functions as the key to any keyed *portal*.
Strong transmutation; CL 20th.

NONMAGICAL ARMORS AND SHIELDS

Table 1–8: New Armor

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30 ft./20 ft.	Weight
Light armor							
Bark	5 gp	+2	+5	–2	15%	30 ft./20 ft.	15 lb.
Bondleaf wrap	1,000 gp	+1	—	—	—	30 ft./20 ft.	2 lb.
Bone	20 gp	+3	+4	–3	15%	30 ft./20 ft.	20 lb.
Cord	15 gp	+2	+5	–1	5%	30 ft./20 ft.	15 lb.
Leather scale	35 gp	+3	+6	–2	15%	30 ft./20 ft.	20 lb.
Moon-ivy	16,000 gp	+4	+6	+0	10%	30 ft./20 ft.	5 lb.
Wicker	1 gp	+1	+5	+0	10%	30 ft./20 ft.	5 lb.
Wood	15 gp	+3	+4	–3	15%	30 ft./20 ft.	15 lb.
Medium armor							
Brigandine	30 gp	+4	+2	–5	30%	20 ft./15 ft.	40 lb.
Lamellar	150 gp	+5	+3	–4	30%	20 ft./15 ft.	35 lb.
Ring	75 gp	+4	+4	–3	30%	20 ft./15 ft.	35 lb.
Shell	25 gp	+3	+3	–2	20%	20 ft./15 ft.	20 lb.
Heavy armor							
Coral	225 gp	+6	+1	–7	30%	20 ft./15 ft.	40 lb.
Dendritic	2,000 gp	+9	+0	–8	40%	20 ft./15 ft. [1]	60 lb.
Stone, dwarven	1,750 gp	+9	+0	–7	40%	20 ft./15 ft.	80 lb.
Shields							
Buckler, beetle	6,600 gp	+2	—	–1	5%	—	5 lb.
Dastana	25 gp	+1	—	–1	5%	—	5 lb.
Shield, stiletto	30 gp	+1	—	–1	5%	—	10 lb.
Extras							
Quick-escape	+300 gp	—	—	—	—	—	+2 lb.

[1] See the description of this armor for special rules.

BARK

This armor is carefully crafted from the tough bark of ancient trees and is treated to prevent it from becoming brittle over time.
Strips of bark are layered together over a quilted layer of felt or hide.
Bark armor is more flexible than wooden armor but does not provide as much protection.
Druids can wear bark armor without losing access to their spells and class features.
Bark armor includes arm, leg, chest, and back protection, but it does not include gauntlets.

BONDLEAF WRAP

Bondleaf wraps are each crafted from a single enormous leaf found on magical trees.
A bondleaf wrap is inactive until worn for 24 hours.
During this time, it grows into the skin, drawing water and nutrients from its host.
Afterward, as a standard action, you can command it to wrap around your body.

BONE

Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food.
The armor covers the torso but leaves the limbs free for better mobility.

BRIGANDINE

Brigandine armor consists of a coat of leather plates, each plate consisting of leather with a strip of steel inside it.
It is essentially a light form of splint mail.

BUCKLER, BEETLE

This buckler is actually a Tiny scarab beetle that latches onto the forearm.
You must wear the beetle for a full day before the beetle buckler confers any bonus to Armor Class.

Once it's attuned to its wearer, the beetle buckler is effectively a masterwork buckler with a nonmagical +1 enhancement bonus to Armor Class.
With a command word, you can detach the beetle.
Then the beetle takes wing, darting around your body and blocking ranged attacks (as the Deflect Arrows feat, but using the beetle's Reflex save bonus, not your own).
The beetle cannot be ordered to attack, but it defends itself if attacked.
Beetle Buckler: CR 1/2; Tiny vermin; HD 1d8; hp 4; Init +6; Spd 10 ft., fly 40 ft. (good); AC 24 (touch 18, flat-footed 18); Atk –3 melee (1d3–5, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Deflect arrows, vermin traits; AL N; SV Fort +2, Ref +6, Will +0; Str 1, Dex 23, Con 10, Int —, Wis 10, Cha 2.
Skills and Feats: Hide +14, Listen +4, Move Silently +10, Spot +4.
Deflect Arrows (Ex): When detached from its shield position, a beetle buckler darts about in its owner's space, blocking one ranged attack per round as the Deflect Arrows feat.
Vermin Traits: Immune to all mind-influencing effects; darkvision 60 ft.

CORAL

Commonly worn by warriors of seafaring races, such as merfolk and tritons, coral armor is not so much created as grown.
Exotic and rare corals are shaped over time to create armor for a specific person.
Someone wearing coral armor that was not grown for them takes an additional –1 armor check penalty.
Coral armor covers only the top half of the wearer—breastplate and bracers.
Swim speed is reduced by 10 feet when wearing coral armor.
However, because of its design, coral armor effectively weighs 10 pounds less in water.
Growing coral armor requires the Craft (coralshaping) skill.

CORD

Fibers of hemp or other natural material woven and knotted into a thick, tough fabric are the basis for cord armor.
The armor forms a complete suit, hampering movement but offering decent protection without the use of metal or leather.
Cord armor is particularly popular among wild elves, who often avoid curing animal hide.

DASTANA

This pair of metal bracers can be worn in addition to some other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn.
You can wear dastana with padded, leather, or chain shirt armor.
You need the Armor Proficiency (light) feat to wear dastana without penalty.

DENDRITIC

Dwarf armorsmiths grow dendritic armor from seed crystals deep underground; dendritic armor never reaches the smith's fire.
Each suit of dendritic armor is tailored for a specific wearer.
This superb armor is socketed rather than riveted together, leaving almost no gaps or chinks.
It protects better than full plate armor, but is also heavier and more cumbersome.
Dendritic armor constantly grinds crystal flecks off, and regrows itself to its original shape.
Anyone tracking a person wearing dendritic armor gains a +2 circumstance bonus on skill checks from the fine trail of crystals left behind.
To remove dendritic armor, you must break your way out by succeeding at a Strength check (DC 25).
As long as you leave at least 5 pounds of dendritic armor somewhere on your body, the armor grows back in 8 hours.

LAMELLAR

Similar to splint and brigandine armor, lamellar lies between the two in protective value.
It consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth.

LEATHER SCALE

Leather scale armor is just like the scale mail described in Chapter 7 of the *Player's Handbook*, except that the scales are made of cured leather instead of metal.

MOON-IVY

Moon-ivy armor is a close-fitting bodysuit that grows every night and dies at the end of every day.
You put on a wreathlike choker before going to sleep.
Overnight, a tight but flexible bodysuit of ivy grows over your body.
When you awaken, you are wearing a tough, fibrous light armor.
Removing the choker causes the moon-ivy armor to wither in 5 rounds.
For an additional 500 gp, one of the following types of ivy can be grafted into the armor.
Poison Ivy: The ivy exudes a poisonous resin.
Once per day, if you succeed on a grapple check, your foe must make a Fortitude save (DC 14).
If the defender fails, he takes initial and secondary damage of 1d3 points of temporary Constitution.
This poison never affects the wearer.
Explosive Spores: The ivy is laced with noxious, explosive spores.
Each day, the ivy grows 1d3 spore pods, to a maximum of ten pods.
Whenever you are struck in combat with a bludgeoning attack, one of the spores explodes into the space from which the attack came.
Anyone in that 5-foot square must succeed on a Fortitude save (DC 14) or be nauseated for 1d6 rounds.
Once all of a day's spores are exhausted, the effect is inert until the next day.
This nausea never affects the wearer.

Pheromones: Once per day, the ivy exudes pheromones that make you seem more attractive.
The pheromones grant a +3 bonus on all Charisma-based checks for 3 hours.
The bonus doubles to +6 if you attempt to influence a creature with scent, but moon-ivy pheromones do not affect constructs or undead.

QUICK–ESCAPE

Ingeniously crafted, this armor uses special buckles, straps, and releases so it can be removed in mere moments.
It is a favorite of wealthy sailors and adventurers who anticipate going near bodies of water.
As a standard action, the wearer pulls and twists on a special lock, located on the shield-side hip, which causes the armor to fall away.
Each lock is unique in operation, making it difficult for anyone other than the owner to undo, especially in the middle of battle.
A Disable Device check (DC 30) is required for someone other than the wearer to release the armor in combat.
If the Disable Device attempt is made while the wearer is not in combat (a rogue sneaking up on a sleeping guard, for example), then the DC is reduced to 15.
The quick-escape extra must be included during the creation of the armor, which must be of masterwork quality.
It takes twice as long as normal to put on quick-escape armor.

RING

Ring armor is composed of tough leather, heavily reinforced with hundreds of small metal rings.
Ring armor is the precursor to chainmail and is commonly found in cultures that haven't discovered how to create that type of armor.
It is a cheap and effective protection, popular among town guards.

SHELL

This armor is created out of specially treated tortoise shells and more exotic sea life.
The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck.
Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells.
Druids can wear shell armor without losing access to their spells or class features.

SHIELD, STILETTO

This small wooden shield has a special switch located on the inside grip.
When triggered, four blades pop out from the edges of the shield, and one larger blade springs out from the middle.
Triggering and retracting the blades is a free action.
When the blades are activated, the stiletto shield counts as a spiked shield in all respects.

STONE, DWARVEN

Found almost exclusively among dwarven kingdoms, this extremely rare armor is created from thin sheets of a specially treated stone resembling marble.
Dwarven stone armor is very heavy and more ornamental than practical; consequently it is the dress uniform for many dwarven defenders.
It provides impressive protection, as long as the person wearing it does not plan on moving very fast.
Dwarven stone armor includes greaves and helmet, but not gauntlets.

WICKER

Wicker armor is the poor soldier's last resort.
Tightly woven reeds cover the entire body, offering slightly more protection than normal clothes, although the wicker is bulky and loud.
The main advantage of wicker armor is its low cost and light weight.
Clever armorsmiths sometimes weave thorns into the wicker, effectively creating spiked armor.

WOOD

Similar to bone armor, wood armor is cloth or leather reinforced with strips of wood.

DRACONOMICON (3.5)

DRAGONCRAFT ARMOR OR SHIELD

Dragoncraft armor and shields are masterwork versions of armor and shields crafted from a dragon's hide that also grant energy resistance.
A suit of dragoncraft armor or a dragoncraft shield grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red).
This resistance is treated as an extraordinary (and thus nonmagical) feature of the armor.
It doesn't stack with any other energy resistance (of the same type) possessed by the character.
In addition, dragoncraft armor is treated as one category lighter for purposes of movement and other determinations.
Heavy dragoncraft armors are treated as medium, and medium and light armors are treated as light.
Armor check penalties are reduced by 2 (including the 1-point reduction for masterwork armor or shield).
Dragoncraft armor has the normal maximum Dexterity bonus.
Dragoncraft armor can be hide armor, scale mail, halfplate, or full plate armor.
Dragoncraft shields can be light or heavy.
Dragoncraft Price: 3,000 gp (light armor); 6,000 gp (medium armor), 11,000 gp (heavy armor); *Dragon Part*: dragon hide; *Skill*: Craft (armorsmithing); *Weight*: same as ordinary armor or shield.

DRAGONS OF FAERÛN (3.5)

DIAMOND SHIELD

Similar in function to a Kara-Turan kote or a vambrace, a diamond shield consists of four isosceles triangular metal sheets shaped into the form of a diamond, then bent along both axes and riveted together along the seams with 2-inch-wide strips of metal.
A diamond shield protects the off-hand forearm and upper arm, binding sharply at the elbow.
When fighting defensively, the wielder of a diamond shield can make melee attacks at a –2 penalty with the off-hand weapon, not the normal –4 penalty.
A diamond shield is otherwise equivalent to a buckler except as noted below.
Cost 20 gp; Weight 6 lb.

Table 1–9: Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Thurkasian breastplate	250 gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lb.

THURKASIAN BREASTPLATE

This armor is designed to be put on quickly and removed easily.
The major pieces are all attached by small leather cords and rivets, allowing it to be draped over your body all at once.
Donning this armor hastily or removing it is a full-round action, rather than taking 1 minute.
Donning the armor normally takes 3 minutes.
It is otherwise identical to a standard breastplate.

MONSTER MANUAL 5 (3.5)

CHITIN

Siege beetle chitin is highly desirable for making chitin armor.

Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
2,000 gp	+4	+4	–2	30%	20 ft.	15 ft.	20 lb.

1 Weight is for armor sized to fit Medium creatures. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

ORIENTAL ADVENTURES (3.0)

FIEND FOLIO (3.5)

RESIN SUIT

A kaorti resin suit consists of thin straps of alchemically treated resin that are wrapped around the body fully, similar to a mummy's bandages.
A resin suit is light armor with the following properties: +4 armor bonus, +3 maximum Dex bonus, –4 armor check penalty, 25% arcane spell failure chance.
Creatures other than kaortis can wear resin suits, but the resin causes most humanoids to break out in hives.
In addition to its armor qualities, a kaorti resin suit protects a creature on the Material Plane from the effects of the environment.
Resin suits are costly and time-consuming to make; ordinary kaorti (those with 1 HD) are only rarely allowed to use them as a result.
Cost: 250 gp.
Weight: 20 lb.

GHOSTWALK (3.0)

The chitin is treated for flexibility, then cut and reshaped into long strips.
These strips are bound together by tightly woven cord when necessary.
Siege beetle chitin armor is always masterwork in quality, and it provides its wearer with resistance to electricity 5 and resistance to sonic 5.
A druid who wears chitin armor crafted from a siege beetle shell does not lose access to spells or class features.
Chitin armor is medium armor that has the following characteristics.

Table 5–8: Armor from the *Player's Handbook*

Player's Handbook Armor Available in Rokugan	*Player's Handbook* Armor Available in Other *Oriental Adventures* Campaigns
Chain shirt	Banded mail
Padded	Chainmail
	Chain shirt
	Hide
	Leather
	Padded
	Scale mail
	Shields (all)
	Splint mail
	Studded leather

Table 5–9: New Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (20 ft.)	Speed (30 ft.)	Speed (40 ft.)	Weight†
Light armor									
Cord armor Δ	15 gp	+2	+5	–1	5%	20 ft.	30 ft.	40 ft.	15 lb.
Bone armor	20 gp	+3	+4	–3	15%	20 ft.	30 ft.	40 ft.	20 lb.
Ashigaru armor	25 gp	+3	+5	–1	15%	20 ft.	30 ft.	40 ft.	20 lb.
Leather scale Δ	35 gp	+3	+6	–2	15%	20 ft.	30 ft.	40 ft.	20 lb.
Medium armor									
Dhenuka Δ	30 gp	+4	+1	–5	25%	15 ft.	20 ft.	30 ft.	25 lb.
Brigandine Δ	30 gp	+4	+2	–5	30%	15 ft.	20 ft.	30 ft.	40 lb.
Partial armor	50 gp	+4	+4	–3	25%	15 ft.	20 ft.	30 ft.	30 lb.
Lamellar Δ	150 gp	+5	+3	–4	30%	15 ft.	20 ft.	30 ft.	35 lb.
Heavy armor									
Great armor	1,000 gp	+7	+2	–5	40%	15 ft.*	20 ft.*	30 ft.*	45 lb.
Shields and Other Additions									
Chahar-aina Δ	75 gp	+1	—	–1	5%	—	—	—	10 lb.
Dastana Δ	25 gp	+1	—	–1	5%	—	—	—	5 lb.
Tessen	12 gp	+1	—	–1	5%	—	—	—	1 lb.
Kappa shell	30 gp	**	—	–10	50%	—	—	—	45 lb.

* When running in heavy armor, you move only triple your speed, not quadruple.
** The kappa shell grants you cover. See the description.
† Armor fitted for Small characters weighs half as much.
ΔThis armor is not commonly found in Rokugan.

Ashigaru Armor

Ashigaru armor is a light and inexpensive armor worn by farmers conscripted into a daimyo's army.
It consists of a light breastplate and thigh protectors made of laced metal plates (hara-ate), shin guards (sune-ate), and a light helmet resembling a round straw hat (jingasa).

Bone Armor

Bone armor is sometimes worn by nezumi or barbarian soldiers or sorcerers.
The armor consists of a cloth or leather coat reinforced with strips of bone, and leaves the limbs free.

Brigandine

Brigandine armor consists of a coat of leather plates, each plate consisting of leather with a strip of steel inside it.
It is essentially a light form of splint mail, and is common in many cultures in *Oriental Adventures*.

Chahar–aina

This "four mirror armor" can be worn over certain other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn.
A character can wear a chahar-aina effectively over padded, leather, or chain shirt armor.
A character needs Armor Proficiency (medium) to wear a chahar-aina without penalty.

Cord Armor

Cord armor consists of ropelike fibers woven and knotted into a thick, tough fabric.
It is typically found among more barbaric cultures or in places where leather is scarce.

DASTANA

These large metal bracers can be worn in addition to some other types of armor to provide an additional armor bonus that stacks with both the foundation armor and any shield worn.
A character can wear dastana with padded, leather, or chain shirt armor.
A character needs Armor Proficiency (light) to wear dastana without penalty.

DHENUKA

This heavy hide armor is made from the skin of a rhinoceros.
It is more commonly enhanced by magic than regular hide armor, and often carries magic related to the strength of the rhino.

GREAT ARMOR

Great armor, called o-yoroi, is a full suit of armor formed from small metal plates tied together with colored leather lacings and lacquered to seal them from moisture.
The full suit consists of a corselet (do-maru, covering the stomach, chest, shoulders, and back), large rectangular shoulder pieces (sode), an apron of large plates to cover the thighs and knees (haidate), a great helmet with a face mask (kabuto), and shin guards made of metal splints (suneate).
Wearing great armor is a badge of honor for samurai of the noble caste, and they frown on anyone else wearing a suit—including shugenjas.

KAPPA SHELL

Nezumi soldiers occasionally use kappa shells for protection, strapping the hard shell to their backs and crawling on all fours to advance their position.
Used this way, a kappa shell functions much like a tower shield, providing nine-tenths cover (+10 to AC, +4 on Reflex saves, with half damage on a failed save and none on a successful save) as long as the covered nezumi remains on all fours, moving at half his speed.
Once engaged in melee, a sensible ratling sheds the shell entirely.
Humans can use kappa shells as well, but generally find the concept demeaning.
A character needs Shield Proficiency to use a kappa shell without penalty.

LAMELLAR

Similar to splint and brigandine armor, lamellar lies between the two in protective value.
It consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth.

LEATHER SCALE

Leather scale armor is just like the scale mail described in the *Player's Handbook*, except that the scales are made of cured leather instead of metal.

PARTIAL ARMOR

A light suit of armor for samurai who do not wish to be heavily burdened, partial armor consists of a breastplate protecting the chest, stomach, and back (haramaki-do), thigh covering (haidate), and shin guards (sune-ate).

TESSEN

A tessen acts much like a buckler, though you cannot wield a weapon in the same hand as the tessen.
However, you can use the tessen as an off-hand weapon, dealing 1d3 points of damage (×2 crit).
Used this way, the tessen is a martial bludgeoning weapon.
For purposes of attack penalties, treat a tessen as a light weapon.
If you use a tessen as a weapon, you lose its AC bonus until your next action (usually until the next round).
A character needs Shield Proficiency to use a tessen without penalty.

PLANAR HANDBOOK (3.5)

Table 4–2: Armor and Shields

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed — (30 ft.)	(20 ft.)	Weight[1]
Light Armor								
Hooked armor	65 gp	+3	+4	–2	15%	30 ft.	20 ft.	20 lb.
Sectioned armor (fully reduced)	—	+3	+3	–2	20%	30 ft.	20 ft.	25 lb.
Medium Armor								
Sectioned armor (partially reduced)	—	+5	+2	–3	30%	20 ft.	15 ft.	40 lb.
Heavy Armor								
Sectioned armor (full)	3,000 gp	+8	+1	–5	35%	20 ft.[2]	15 ft.[2]	60 lb.
Mechanus gear	1,750 gp	+10	+0	–10	50%	15 ft.[2]	10 ft.[2]	75 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 When running in heavy armor, you move only triple your speed, not quadruple.

HOOKED ARMOR

This leather armor is festooned with multiple hooks and cleats.
These gripping protrusions grant the wearer a +5 bonus on Climb checks.
(Due to the armor's –2 armor check penalty, the effective bonus is +3).

MECHANUS GEAR

This heavy armor is composed of multiple gears, cogs, plates, and other metal mechanical contraptions.

It grants an armor bonus superior to all other armors, but it reduces the wearer's speed more than other types of heavy armor do.

SECTIONED ARMOR

The owner of this specially constructed masterwork full plate can remove several of the large plate sections from it, reducing it to medium or light armor, so that he or she can sleep more comfortably or move more freely while retaining some of the armor's defensive bonus.

PLAYER'S HANDBOOK 3.0 (3.0)

TABLE 7–5: ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	–2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200 gp	+6	+0	–7	40%	20 ft.*	15 ft.*	45 lb.
Banded mail	250 gp	+6	+1	–6	35%	20 ft.*	15 ft.*	35 lb.
Half-plate	600 gp	+7	+0	–7	40%	20 ft.*	15 ft.*	50 lb.
Full plate	1,500 gp	+8	+1	–6	35%	20 ft.*	15 ft.*	50 lb.
Shields								
Buckler	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, small, wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, small, steel	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, large, wooden	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, large, steel	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	30 gp	**	—	–10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked†	8 gp	—	—	Special	—	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

*When running in heavy armor, you move only triple your speed, not quadruple.
**The tower shield grants you cover. See the description.
†Hand not free to cast spells.
‡Armor fitted for Small characters weighs half as much.

ARMOR FOR UNUSUAL CREATURES

Armor for unusually big creatures, unusually little creatures, and nonhumanoid creatures has different prices and weights from those given on Table 7–5: Armor. Armor for Gargantuan and Colossal creatures must be specially made and has no standard price or weight.

Size	Price	Weight	Price	Weight
Up to Tiny*	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium-size	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5

ARMOR SPIKES

You can have spikes added to your armor.

They allow you to deal 1d6 points of piercing damage (×2 crit) with a successful grapple attack.
The spikes count as a martial weapon.
If you are not proficient with them, you suffer a –4 penalty on grapple checks when you try to use them.
You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case.
An enhancement bonus on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

BANDED MAIL

This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail.

The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement.
Straps and buckles distribute the weight evenly.
It includes gauntlets.

BREASTPLATE

A breastplate covers your front and your back.
It comes with a helmet and matching greaves (plates to cover your lower legs).
A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much.

BUCKLER

This small metal shield is strapped to your forearm, allowing you to wear it and still use your hand.
You can use a bow or crossbow without penalty.
You can also use an off-hand weapon, but you suffer a –1 penalty on attack rolls because of the extra weight on your arm.
This penalty stacks with those for fighting with your off hand and, if appropriate, for fighting with two weapons.
In any case, if you use a weapon in your off-hand, you don't get the buckler's AC bonus for the rest of the round.
You can't effectively bash someone with a buckler.

CHAIN SHIRT

A shirt of chainmail protects your torso while leaving your limbs free and mobile.
A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows.
It comes with a steel cap.

CHAINMAIL

This armor is made of interlocking metal rings.
It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows.
Several layers of mail are hung over vital areas.
Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time.
It includes gauntlets.

FULL PLATE

This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body.
It includes gauntlets, heavy leather boots, and a visored helmet.
You wear a thick layer of padding underneath it (included).
Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter.
Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4×100) gold pieces.
Full plate is also known as field plate.

GAUNTLET, LOCKED

This armored gauntlet has small chains and braces that allow the wearer to attach her weapon so that it cannot be dropped easily.
It adds a +10 bonus to any roll to keep from being disarmed in combat.
Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.
The price given is for a single locked gauntlet.
The weight given only applies if you're wearing a breastplate, light armor, or no armor.
Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.
While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills.
(You can still cast spells with somatic (S) components provided your other hand is free).
Like a normal gauntlet, a locked gauntlet lets you deal normal damage rather than subdual damage with an unarmed strike.

HALF–PLATE

This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas.
Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate.
It includes gauntlets.

HIDE

This armor is prepared from multiple layers of leather and animal hides.
It is stiff and hard to move in.
Druids, who only wear nonmetallic armor, favor hide.

LEATHER

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil.
The rest of the armor is softer and more flexible leather.

PADDED

Padded armor features quilted layers of cloth and batting.
It gets hot quickly and can become foul with sweat, grime, lice, and fleas.

SCALE MAIL

This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.
It includes gauntlets.

SHIELD SPIKES

When added to your shield, these spikes turn it into a martial piercing weapon that deals 1d6 points of damage (×2 crit) no matter whether the shield is small or large.
You can't put spikes on a buckler or a tower shield.
Otherwise, attacking with a spiked shield is like a shield bash attack (see above).

SHIELD, LARGE OR SMALL, WOODEN OR STEEL

You strap a shield to your forearm and grip it with your hand.

LARGE SHIELD

A large shield is too heavy for you to use your shield hand for anything else.

SHIELD BASH ATTACKS

You can bash an opponent with a shield, using it as an off-hand weapon.
A Medium-size character deals 1d4 points of damage (×2 crit) with a large shield or 1d3 (×2 crit) with a small one. (You cannot bash with a tower shield).
A Small character deals 1d3 points of damage (×2 crit) with a large shield or 1d2 (×2 crit) with a small one.
Used this way, the shield is a martial bludgeoning weapon.
For purposes of attack penalties, treat a shield as a light weapon.
If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).

SMALL SHIELD

A small shield's light weight lets you carry other items in that hand (although you cannot use weapons).

WOODEN OR STEEL

Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

SHIELD, TOWER

This massive wooden shield is nearly as tall as the wielder.
Basically, it is a portable wall meant to provide cover.
It can provide up to total cover, depending on how far you come out from behind it.
A tower shield, however, does not provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding.
You cannot bash with a tower shield.

SPLINT MAIL

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding.
Flexible chainmail protects the joints.
It includes gauntlets.

STUDDED LEATHER

This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

PLAYER'S HANDBOOK I 3.5 (3.5)

Table 7–6: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	–2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200 gp	+6	+0	–7	40%	20 ft.[2]	15 ft.[2]	45 lb.
Banded mail	250 gp	+6	+1	–6	35%	20 ft.[2]	15 ft.[2]	35 lb.
Half-plate	600 gp	+7	+0	–7	40%	20 ft.[2]	15 ft.[2]	50 lb.
Full plate	1,500 gp	+8	+1	–6	35%	20 ft.[2]	15 ft.[2]	50 lb.
Shields								
Buckler	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	30 gp	+4[3]	+2	–10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	Special	[4]	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 When running in heavy armor, you move only triple your speed, not quadruple.

3 A tower shield can instead grant you cover. See the description.

4 Hand not free to cast spells.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 7–6: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

	Humanoid		Nonhumanoid	
Size	Cost	Weight	Cost	Weight
Tiny or smaller[1]	×1/2	×1/10	×1	×1/10
Small	×1	×1/2	×2	×1/2
Medium	×1	×1	×2	×1
Large	×2	×2	×4	×2
Huge	×4	×5	×8	×5
Gargantuan	×8	×8	×16	×8
Colossal	×16	×12	×32	×12

1 Divide armor bonus by 2.

Armor Spikes

You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7–5: Weapons) on a successful grapple attack.
The spikes count as a martial weapon.
If you are not proficient with them, you take a –4 penalty on grapple checks when you try to use them.
You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case.
(You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa).
An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail

This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail.
The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement.
Straps and buckles distribute the weight evenly.
The suit includes gauntlets.

Breastplate

A breastplate covers your front and your back.
It comes with a helmet and greaves (plates to cover your lower legs).
A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much.

Buckler

This small metal shield is worn strapped to your forearm.
You can use a bow or crossbow without penalty while carrying it.
You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so because of the extra weight on your arm.
This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons.

In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.
You can't bash someone with a buckler.

CHAIN SHIRT

A chain shirt protects your torso while leaving your limbs free and mobile.
It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows.
A chain shirt comes with a steel cap.

CHAINMAIL

This armor is made of interlocking metal rings.
It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows.
Several layers of mail are hung over vital areas.
Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time.
The suit includes gauntlets.

FULL PLATE

This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body.
The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor.
Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter.
Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4×100) gold pieces.
Full plate is also known as field plate.

GAUNTLET, LOCKED

This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily.
It provides a +10 bonus on any roll made to keep from being disarmed in combat.
Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.
The price given is for a single locked gauntlet.
The weight given applies only if you're wearing a breastplate, light armor, or no armor.
Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.
While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills.
(You can still cast spells with somatic components, provided that your other hand is free).
Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

HALF-PLATE

This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas.
Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate.
The suit includes gauntlets.

HIDE

This armor is prepared from multiple layers of leather and animal hides.
It is stiff and hard to move in.
Druids, who wear only nonmetallic armor, favor hide.

LEATHER

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil.
The rest of the armor is made of softer and more flexible leather.

PADDED

Padded armor features quilted layers of cloth and batting.
It gets hot quickly and can become foul with sweat, grime, lice, and fleas.

SCALE MAIL

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.
The suit includes gauntlets.

SHIELD SPIKES

When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you (from 1d4 to 1d6, for instance).
You can't put spikes on a buckler or a tower shield.
Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).
An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

SHIELD, HEAVY, WOODEN OR STEEL

You strap a shield to your forearm and grip it with your hand.
A heavy shield is so heavy that you can't use your shield hand for anything else.

SHIELD BASH ATTACKS

You can bash an opponent with a heavy shield, using it as an off-hand weapon.

See Table 7–5: Weapons for the damage dealt by a shield bash.
Used this way, a heavy shield is a martial bludgeoning weapon.
For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon.
If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).
An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

WOODEN OR STEEL

Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

SHIELD, LIGHT, WOODEN OR STEEL

You strap a shield to your forearm and grip it with your hand.
A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

SHIELD BASH ATTACKS

You can bash an opponent with a light shield, using it as an off-hand weapon.
See Table 7–5: Weapons for the damage dealt by a shield bash.
Used this way, a light shield is a martial bludgeoning weapon.
For the purpose of penalties on attack rolls, treat a light shield as a light weapon.
If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).
An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

WOODEN OR STEEL

Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

SHIELD, TOWER

This massive wooden shield is nearly as tall as you are.
In most situations, it provides the indicated shield bonus to your AC.
However, you can instead use it as total cover, though you must give up your attacks to do so.
The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding.
You cannot bash with a tower shield, nor can you use your shield hand for anything else.
When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

SPLINT MAIL

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding.
Flexible chainmail protects the joints.
The suit includes gauntlets.

STUDDED LEATHER

This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

RACES OF FAERÛN (3.0)

Table A–2: Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	—Speed— (30 ft.)	(20 ft.)	Weight‡
Light armor								
Mud armor	0 gp	+1	+5	–1	0%	30 ft.	20 ft.	8 lb.
Sharkskin armor	85 gp	+3	+6	–1	10%	30 ft.	20 ft.	15 lb.
Medium armor								
Chitin armor	75 gp	+4	+4	–3	30%	20 ft.	15 ft.	20 lb.
Heavy armor								
Dendritic crystal	2,000 gp	+9	0	–8	40%	20 ft.*	15 ft.*	60 lb.
Shields								
Grasping shield	50 gp	+1	—	–1	5%	—	—	11 lb.

* When running in heavy armor, you move only triple your speed, not quadruple.
‡ Armor fitted for Small characters weighs half as much.

CHITIN ARMOR

One of the most bizarre-looking of all the armor types, chitin armor is constructed from the shells of giant vermin or similar creatures.

For aquatic elves, giant crabs are the most popular sources for chitin armor.
Chitin is flexible and can be rather comfortable to wear, especially when the inner surfaces are polished and fitted with padding.
Chitin armor is not solely the invention of the aquatic elves; some savage cultures have developed the same type

of armor using the bony plates of creatures such as giant scorpions, ankheg, and even remorhaz.

DENDRITIC CRYSTAL

Dwarf armorsmiths grow dendritic armor from seed crystals deep underground; dendritic armor never reaches the smith's fire.
Each suit of dendritic armor is tailored for a specific wearer.
This superb armor is socketed rather than riveted together, leaving almost no gaps or chinks.
It protects better than full plate armor, but is also heavier and more cumbersome.
Dendritic armor constantly regrows itself to its original shape.
To remove dendritic armor, the wearer must break his way out, succeeding at a Strength check (DC 22).
As long as the wearer leaves at least 5 pounds of dendritic armor somewhere on his body, the armor grows back in 8 hours.

GRASPING SHIELD

These spiked small metal shields have a powerful spring inside them.
By releasing the spring, the wielder causes the spikes to collapse inward toward the center of the shield.
When this is done in melee combat, it allows the user to attempt to grasp and wrest away a weapon wielded by an opponent.
Like all shields, a grasping shield is considered a light weapon when attacking.
The grasping attack, when used, allows one disarm attempt.
This disarm attempt does not provoke an attack of opportunity, nor does it allow the defender a chance to disarm the attacker.
All normal penalties for attacking with an off hand or with two weapons apply to the disarm attempt.
Once sprung, the grasping shield functions as a normal small metal shield until reset.
Resetting the shield is a full-round action that provokes an attack of opportunity.

MUD ARMOR

Creatures with access to the right sort of clays and soils (generally found in warm forests, jungles, and swamps) sometimes plaster their skin and hair with mud, creating a crude but effective form of armor.
Applying mud armor requires a successful Survival check (DC 10).
Mud armor crumbles into uselessness after 1d2 days.
Adorning yourself or another creature with mud armor takes 10 minutes, as does washing it off.
Wild dwarves are the only people who normally employ mud armor.

SHARKSKIN ARMOR

Sharkskin armor is similar to leather armor in appearance but is in fact slightly tougher.
Developed by reclusive sects of rare evil aquatic elves, it is treated so that the sharp scales covering the skin remain attached to the outer surface of the armor.
Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes.
Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the armored individual is bound with rope or similar easily cut materials.
Most aquatic elves are not fond of sharks (because sahuagin keep sharks as pets), and the thought of wearing sharkskin armor is repugnant to the typical aquatic elf.

RACES OF STONE (3.5)

Table 7–2: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Heavy armor								
Stone plate	750 gp	+6	+1	–7	30%	20 ft.[2]	15 ft.[2]	35 lb.
Heavy plate	2,000 gp	+9	+0	–8	45%	20 ft.[2]	15 ft.[2]	100 lb.
Shields								
Shield, tower, steel	75 gp	+4	+2	–10	50%	—	—	100 lb.
Extras								
Fast-donning straps	+150 gp	—	—	—	—	—	—	—
Riding straps	+200 gp	—	—	—	—	—	—	—
Shield sheath	+25 gp	—	—	—	—	—	—	—
Signature crest	+50 gp	—	—	—	—	—	—	—

Exotic Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light armor								
Twist cloth, gnome	150 gp	+1	—	0	5%	30 ft.	20 ft.	5 lb.
Mammoth leather	45 gp	+4	+4	–4	20%	30 ft.	20 ft.	30 lb.
Medium armor								
Interlocking scale	250 gp	+4	+2	–6	30%	20 ft.	15 ft.	30 lb.
Tumbler's breastplate	450 gp	+5	+4	–4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Interlocking plate	1,750 gp	+8	+0	–8	40%	20 ft.[2]	15 ft.[2]	50 lb.
Battle plate	2,500 gp	+9	+1	–7	50%	20 ft.[2]	15 ft.[2]	125 lb.
Mountain plate	3,250 gp	+10	+0	–9	60%	15 ft.[3]	10 ft.[3]	225 lb.
Shields								
Battle cloak, gnome	5 gp	+1	—	0	0%	—	—	1 lb.
Shield, extreme wooden	10 gp	+3	—	–4	15%	—	—	15 lb.
Shield, extreme steel	30 gp	+3	—	–4	15%	—	—	25 lb.
Shield, gauntlet	50 gp	+2	—	–2	35%	—	—	20 lb.
Shield, rider's	75 gp	+2	—	–2	15%	—	—	15 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large creatures weighs twice as much.
2 When running in heavy armor, you move only triple your speed, not quadruple.
3 You cannot run in mountain plate.

Battle Cloak, Gnome

This exotic shield is not a shield in the typical sense, but rather a special cloak that can be used to foil an opponent's attacks.
Since the cloak is not really a shield, it confers no shield bonus to wearers who do not have the appropriate exotic shield proficiency.
You cannot use a battle cloak to make a shield bash attack, but a proficient user can use it to make a disarm attempt.
When using a gnome battle cloak, you gain a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
When used in combat, a gnome battlecloak occupies a hand just as a light shield does, allowing you to carry other items in that hand but not wield a weapon with it.
Gnome battlecloaks are retrieved and readied just like other shields.

Battle Plate

This exotic heavy armor consists of reinforced metal plates, a layer of padding worn under the armor, and a suit of light chain worn between the two.
The armor includes gauntlets, metal-shod boots, a heavy helm, and carefully wrought joint guards.
As with full plate, buckles and straps distribute the weight over the wearer's body, so battle plate hampers movement less than heavy plate even though heavy plate is lighter.
Battle plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Fast–Donning Straps

Armor with fast-donning straps has been fitted with a simpler system of straps and buckles, making it much easier to don hastily.
Whenever you don fast-donning armor hastily, you do not incur the normal increase in armor check penalty (although the armor's armor bonus to AC is still 1 point less than normal).

Heavy Plate Armor

Forged for the strongest of warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.

Interlocking Plate

This specially crafted suit of exotic armor consists of a suit of chainmail with metal plates covering vital areas.

The plates are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still.
If you move no farther than 5 feet on your turn while wearing interlocking plate, you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn.
This special armor bonus stacks with the armor bonus from the suit of interlocking plate (but not with armor bonuses from other sources).
Interlocking plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

INTERLOCKING SCALE

This heavy suit of exotic armor includes a long coat and leggings made of leather covered with overlapping pieces of metal.
The scales are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still.
If you move no farther than 5 feet on your turn while wearing interlocking scale, you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn.
This special armor bonus stacks with the armor bonus from the suit of interlocking scale (but not with armor bonuses from other sources).
Interlocking scale is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

MAMMOTH LEATHER

Perfected by goliath shamans, this thick, exotic leather armor is made from mammoth hide.
Because of the leather's thickness, the armor is extremely confining for those who do not have the appropriate Exotic Armor Proficiency feat.
Wearing mammoth leather does not violate a druid's spiritual oath.

MOUNTAIN PLATE

Made of thick metal plates bolted and fused together, this exotic heavy armor is incredibly massive.
The suit includes plated gauntlets, metal-shod boots, a heavy helm, and reinforced joint guards.
A character wearing mountain plate cannot run.
When wearing mountain plate, a dwarf's speed is reduced as if he were not a dwarf (just as heavy armor would typically reduce the speed of a human or any other character who is not a dwarf).
Mountain plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.
Mountain plate constructed of any material that would reduce its armor category from heavy to medium (such as mithral) gains all the benefits of the material except the armor category reduction.
For example, mithral mountain plate would be heavy armor with a maximum Dexterity bonus of +2, an armor check penalty of –6, and an arcane spell failure chance of 50%.
The wearer's speed remains as given for normal mountain plate.

RIDING STRAPS

Armor equipped with riding straps is specially fitted to allow the wearer maximum maneuverability while riding.
Armor with the straps affixed grants a +1 circumstance bonus on Ride checks.
This bonus stacks with the bonus a military saddle provides on Ride checks made to stay in the saddle.

SHIELD SHEATH

This small sheath fits on the inside of a shield (but not a buckler) and holds one light weapon (of your size category or smaller).
As long as you have the shield ready, drawing the weapon in the shield sheath is a free action.
No shield can have more than one shield sheath attached to it.

SHIELD, EXTREME, WOODEN OR STEEL

You strap a large or larger shield to your forearm and grip it with your hand.
These exotic shields are so heavy that you can't use your shield hand for anything else while using one, nor can you make shield bash attacks.

WOODEN OR STEEL

Wooden and steel shields offer the same basic protection, but they respond differently to special attacks (such as *warp wood* and *heat metal*).
You need only take the Exotic Shield Proficiency (extreme shield) feat once to use both the wooden and steel versions proficiently.

SHIELD, GAUNTLET

A favorite of divine spellcasters, this exotic shield is a heavy steel shield built with a special bracing gauntlet.
The special gauntlet allows you to carry other items in your shield hand (such as material spell components), although you cannot use weapons with it.
The shield hand is likewise free to perform somatic spell components.

SHIELD, RIDER'S

This high-quality exotic heavy wooden shield is longer and heavier than other heavy shields.
If you have the Exotic Shield Proficiency (rider's shield) feat and use a rider's shield, you and your mount both gain the benefit of the shield's AC bonus.

SHIELD, TOWER, STEEL

This shield is identical to the tower shield described on page 125 of the *Player's Handbook*, except that it is made of

steel and therefore responds differently to special attacks such as *warp wood* and *heat metal*.
Characters proficient with the normal (wooden) tower shield are also automatically proficient with the steel tower shield.

SIGNATURE CREST

Armor emblazoned with a signature crest allows others to easily recognize the wearer.
Much like a noble's signet ring, the crest is a customized design unique to an individual or family.
Identifying a signature crest correctly requires a DC 20 Knowledge (nobility and royalty) check (although the DM can adjust this DC as needed to reflect the relative fame of the individual or family).

STONE PLATE

This armor is made of interlocking stone plates, cunningly carved for both thinness and strength.
A layer of cured hide underneath the stone prevents chafing and cushions the impact of blows.
Several layers of stone plates usually hang over vital areas, and most of the armor's weight hangs from the shoulders.
The suit includes hide gauntlets with tiny stone plates sewn onto them.
Wearing stone plate does not violate a druid's spiritual oath.

TUMBLER'S BREASTPLATE

This exotic armor resembles a normal breastplate that has been smoothed and polished to perfection.
Those skilled in its use can take advantage of the breastplate's protection when tumbling.
The wearer receives a +2 circumstance bonus on Tumble checks, but the normal armor check penalty still applies.

TWIST CLOTH, GNOME

This unusual exotic armor is made of loose, flowing cloth strips tied and hung on the wearer.
Proficient wearers twist and sway within the armor, causing their opponents to strike empty air rather than armor whenever they miss with an attack.
If you have the Exotic Armor Proficiency (gnome twist cloth) feat, the armor bonus from gnome twist cloth, including any enhancement bonus to AC, protects against touch attacks (unlike other armor bonuses to Armor Class, which do not apply against touch attacks).

RACES OF THE WILD (3.5)

FORESTWARDEN SHROUD

Elves invented this lightweight set of tunic and leggings, though it was quickly adopted by rangers and similar characters of all races.
A forestwarden shroud is worn over a suit of armor.
It can be incorporated into any suit of armor during creation, or it can be added later.
Its slick surface allows branches and leaves to slide easily across it, negating the effect that undergrowth and heavy undergrowth has on the wearer's Tumble and Move Silently checks (see Forest Terrain, page 87 of the *Dungeon Master's Guide*).
A forestwarden shroud costs 100 gp and adds 2 pounds to the weight of a suit of armor.

NETCUTTER SPIKES

The raptorans developed netcutter spikes to help them avoid becoming immobilized in combat.
Netcutter spikes are slightly longer than regular armor spikes and have X-shaped cross-sections.
Each spike is sharpened along all four edges.
Netcutter spikes function just like armor spikes (see page 124 of the *Player's Handbook*).
In addition, a character proficient with the armor worn gains a +4 circumstance bonus on Strength checks or Escape Artist checks made to escape from a net, a *web* spell, or a similar entangling effect.
Netcutter spikes cost 200 gp and add 10 pounds to the weight of a suit of armor.

THISTLEDOWN SUIT

Long used in the creation of lightweight padded armor by elven crafters, the silken fabric known as thistledown (see Special Armor Materials, below) has recently been used in other armors as well by inventive halfling armorsmiths.
Any armor that normally incorporates an underlying layer of quilted fabric (including chain shirts, as well as any medium or heavy armor normally made of metal) can substitute a thistledown suit for the normal layer of fabric.
This alteration increases the armor's armor check penalty by 1 (because of the added bulk) but reduces its arcane spell failure chance by 5% (because the quilted thistledown makes the armor less restrictive for somatic gestures).
A thistledown suit requires a DC 15 Craft (tailoring) check to create and costs 250 gp.
It adds no weight to a suit of armor.

SANDSTORM (3.5)

Table 4–2: Wasteland Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light Armor								
Feather cloak	1,000 gp	+2	+6	0	10%	30 ft.	20 ft.	3 lb.
Silk swathes	400 gp	+1	+8	0	5%	30 ft.	20 ft.	6 lb.
Shields								
Shield, hide	50 gp	+3	+4	–3	30%	—	—	30 lb.
Extras								
Fins	50 gp	—	—	—	—	—	—	+2 lb.

1 Weight figures are for armor sized to fit Medium creatures. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

FEATHER CLOAK

The waste is home to many birds, especially vultures.
These creatures spend hours circling in the bright sunlight and baking updrafts of the desert, and their plumage helps protect them and keep them cool.
Some clever waste-dwellers collect feathers and sew them onto a framework to create lightweight protection.
Collecting so many feathers can take months, and considerable expertise is needed to create the garment, so feather cloaks are the purview of the wealthy and powerful.
A feather cloak covers your torso and upper legs, having a broad-brimmed cap to protect the head.
This type of armor does not impose the usual –4 penalty on Fortitude saves against damage dealt by hot environments and on Constitution checks to avoid heatstroke.

FINS

When added to a suit of armor, these thin metal projections allow your body to radiate heat more efficiently.
While wearing a suit of armor fitted with fins, you take only a –2 penalty on Fortitude saves against damage dealt by hot environments and on Constitution checks to avoid heatstroke, instead of the usual –4.

SHIELD, HIDE

This tall, oval shield is made of animal hide stretched tightly over a wood or bone framework and reinforced with strips of hide.
It is relatively lightweight while still providing cover as a tower shield does.
By giving up your attacks for the round, you gain total cover.
The shield does not, however, provide cover against targeted spells; a spellcaster can target the shield.
Since it is made of lighter material than a tower shield, you take only a –1 penalty on attack rolls while wielding a hide shield in combat.
You cannot bash with a hide shield, nor can you use your shield hand for anything else.

SILK SWATHES

Although the desert does not support silkworms, some inhabitants of the waste have access to this exotic fabric through trade.
This sheer material is perfect for clothing in hot environments, and it can be used for armor.
Silk swathes are nothing more than elaborately wrapped cloth strips.
Air trapped between layers allows the skin to respire, while the material itself absorbs moisture readily and dries quickly.
The wrapped layers are surprisingly effective against weapon blows.
However, donning this armor is time-consuming and difficult, taking as long and following the same rules as for donning full plate.
Silk swathes do not impose the usual –4 penalty on Fortitude saves against damage dealt by hot environments and on Constitution checks to avoid heatstroke.

SERPENT KINGDOMS (3.5)

Table 10–1: Armor

Armor	Cost	Armor Bonus	Maximum Dexterity Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light Armor								
Chameleon leather	360 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Medium Armor								
Serpentscale mail	800 gp	+5	+4	–3	20%	20 ft.	15 ft.	25 lb.
Thunderhide armor	25 gp	+3	+5	–2	20%	20 ft.	15 ft.	25 lb

[1] Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

CHAMELEON LEATHER

Made from the hide of an ophidian, this armor is common only in human communities near the Serpent Hills.
Serpentfolk who encounter a Scaleless One wearing such armor never begin with an attitude better than unfriendly.
The breastplate and shoulder protectors of a suit of chameleon leather have been stiffened by boiling in oil.
The rest of the armor is softer and more flexible.
Chameleon leather retains some of the ophidian's color-changing capacity, granting the wearer a +2 circumstance bonus on Hide checks.
All chameleon leather is of masterwork quality, since preserving the hide's chameleonlike properties requires the craftsmanship of a master leatherworker.

SERPENTSCALE MAIL

This armor consists of a coat, leggings, gauntlets, and a skirt of tanned snake hide on which the scales have been carefully preserved.

Table 5–4: Aquatic Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light Armor								
Cord	15 gp	+2	+5	–1	15%	30 ft.	20 ft.	15 lb.
Sharkskin	85 gp	+3	+6	–1	10%	30 ft.	20 ft.	15 lb.
Medium Armor								
Shell	25 gp	+3	+3	–2	20%	20 ft.	15 ft.	20 lb.
Chitin	75 gp	+4	+4	–3	30%	20 ft.	15 ft.	20 lb.
Living coral	16,000 gp[2]	+6	+3	–4	20%	20 ft.	15 ft.	30 lb.
Extras								
Keel	50 gp	—	—	—	—	—	—	+2 lb.

1 Weight figures are for armor sized to fit Medium creatures. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 Additional benefit can be added at a cost of 500 gp.

CHITIN

Chitin armor is constructed from the shells of giant vermin or similar creatures.
For aquatic races, monstrous crabs are the most popular source for chitin armor.
The chitin is treated for flexibility and often cut and reshaped in long strips bound together by tightly woven cord where necessary.

CORD

Made from hemp fibers or similarly tough seaweed woven and knotted into a thick, tough covering, cord armor is common in places where metalworking and leatherworking are not practiced.

KEEL

This is a tapered ridge, like the long fin of an eel, that runs along the middle of the outer surface of a piece of armor, usually on the chest, back, and helmet.
Adding a keel to a suit of armor lets the wearer move more efficiently through water.
Serpentscale mail can be fashioned from the hide of any serpentine creature at least one size category larger than the intended wearer.
All serpentscale mail is of masterwork quality, since the difficulty of its construction requires a master leatherworker.

THUNDERHIDE ARMOR

Named for the legendary Thunderers (dinosaurs) from which it is normally made, this armor is prepared from multiple layers of tanned reptile hide.
Thunderhide armor is relatively supple compared to other types of hide armor.
It is favored by druids from the Jungles of Chult, the Lizard Marsh, and the Serpent Hills.

STORMWRACK (3.5)

A suit of armor fitted with a keel grants the wearer a +2 circumstance bonus on Swim checks.
A keel does not confer any benefit to shields.

LIVING CORAL

Coral armor is heavy and difficult to craft (see page 15 of the *Arms and Equipment Guide*).
An expensive alternative is growing a casing of living coral over the wearer.
The user wears a medallion crafted from a piece of living reef, from which coral grows to envelop the body.
The living coral is tough but not as stony and inflexible as that of an established reef, allowing relatively free movement.
It dies at sundown and regrows again at sunup; this process takes about 2 hours.
Dark conditions also cause the coral to die, while extended light keeps it alive.
For an additional 500 gp, the following special ability can be grafted onto the coral.

STINGING POLYPS

The coral polyps' natural ability to sting prey is enhanced.

Once per day, if you get a hold while grappling, the opponent must make a DC 14 Fortitude save or be paralyzed for 1d4 rounds.

SHARKSKIN

Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor.
Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes.
Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

SHELL

This armor is created from specially treated tortoise or monstrous crab shells.
The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck.
Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells.
The main difference between shell and chitin armor is the degree of coverage; shell armor usually leaves the legs bare.

UNDERDARK (3.5)

Table 5–2: Armors

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	—Speed— (30 ft.)	(20 ft.)	Weight
Light armor								
Nightscale	1,000 gp	+2	+10	0	5%	30 ft.	20 ft.	3 lb.
Chitine web	75 gp	+3	+6	–1	10%	30 ft.	20 ft.	10 lb.
Spidersilk[1]	750 gp	+3	+8	–1	10%	30 ft.	20 ft.	5 lb.
Medium armor								
Tentacled hide	315 gp	+3	+5	–3	20%	20 ft.	15 ft.	30 lb.
Heavy armor								
Stonemail	180 gp	+5	+2	–5	30%	20 ft.[2]	15 ft.[2]	35 lb.
Feeler plate	2,500 gp	+8	+1	–6	35%	20 ft.[2]	15 ft.[2]	65 lb.
Heavy plate	2,000 gp	+9	+0	–8	40%	20 ft.[2]	15 ft.[2]	100 lb.
Extras								
Armor razors	+50 gp	—	—	—	—	—	—	+10 lb.
Buoyancy	+50 gp	—	—	[3]	—	—	—	+5 lb.
Camouflage	+300 gp	—	—	—	—	—	—	+2 lb.
Muffling	+300 gp	—	—	—	—	—	—	+2 lb.
Stability weights	+160 gp	—	[3]	[3]	+10%	20 ft.[2]	15 ft.[2]	+30 lb.

1 Requires the appropriate Exotic Armor Proficiency feat.
2 When running in heavy armor, you move only triple your speed, not quadruple.
3 See text.

ARMOR RAZORS

Armor razors are sharp, jagged blades that can be added to armor in the same way that armor spikes can.
When you wear a suit of armor equipped with armor razors, you can deal extra slashing damage (see Table 5–1: Weapons) with a successful grapple attack.
The razors count as a martial weapon.
If you are not proficient with them, you take a –4 penalty on grapple checks when you try to use them.
You can also make a regular melee attack (primary or off-hand) with the razors, and they count as a light weapon in this case.

BUOYANCY

Many small, sealed bladders of air festoon the insides and outsides of buoyant armor.
The armor check penalty of any armor so treated increases by 1 but is not doubled for Swim checks.

CAMOUFLAGE

Subtle designs that simulate a particular type of terrain are painted upon the armor, and a special treatment seals it to prevent the paint from flaking.
Camouflage armor can be created to complement any type of terrain (aquatic, desert, forest, hill, marsh, mountain, plains, or underground).
A suit of armor cannot have more than one camouflage pattern on it at a time.
The camouflage treatment provides the wearer a +2 circumstance bonus on Hide checks made in the appropriate terrain, but the normal armor check penalty still applies.

CHITINE WEB

Chitines can harden their webbing into a form of armor.
Any chitine can equip himself with chitine web armor at no cost and maintain it indefinitely, but a nonchitine must pay a chitine weaver to manufacture a suit of web armor.

A suit of chitine web armor lasts for 3 months without deteriorating.
Thereafter, it loses 1 point of armor bonus per month until it dissolves into uselessness.
Any chitine can completely renew the armor by spending one day to refresh the oils in the webbing.
This process typically costs 5 gp, presuming a cooperative chitine can be found.

FEELER PLATE

This exotic armor has numerous slender wires extending from it.
It reduces the miss chance due to concealment for attacks against an adjacent foe by 10%.
Thus, when you fight an opponent under the influence of a *blur* spell, your miss chance drops from 20% to 10%.

HEAVY PLATE ARMOR

Forged for the strongest of warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.
Races of exceptional strength, most notably orogs, typically manufacture heavy plate armor.

MUFFLING

Fine strips of felt or velvet are placed at each joint of the armor, and cotton thread is wound around the links to prevent clanking.
Muffling grants the wearer a +2 circumstance bonus on Move Silently checks.

NIGHTSCALE

Made from dark snakeskin steeped in mysterious alchemical mixtures, nightscale armor is much like leather armor, except that it is much more supple and formfitting.
Many sorcerers and wizards favor this exotic armor.

SPIDERSILK

This exotic armor feels light and soft to wear, yet is strong and resilient.
It is made from specially treated aranea or drider silk.
The light weight of spidersilk armor makes it very attractive to those with low Strength scores.

STABILITY WEIGHTS

Armor equipped with stability weights is much heavier and more solid than regular armor of its type.
The wearer receives a +2 circumstance bonus on Balance checks and a +2 circumstance bonus on Strength checks made to avoid being bull rushed or tripped.
Stability weights reduce an armor's maximum Dexterity bonus by 1, increase its arcane spell failure chance by +10%, and increase its weight category by one step (light to medium, medium to heavy).

STONEMAIL

This armor is made of interlocking stone plates, cunningly carved for both thinness and strength.
A layer of cured hide underneath the stone prevents chafing and cushions the impact of blows.
Several layers of stone plates usually hang over vital areas, and most of the armor's weight hangs from the shoulders.
The suit includes hide gauntlets with tiny stone plates sewn onto them.
Stonemail does not violate a druid's spiritual oaths.

TENTACLED HIDE

This exotic armor resembles a rubbery suit of hide armor with long, sweeping tentacles attached at the bottom.
These tentacles grant a trained wearer a +2 bonus on Strength checks made to trip opponents.

NONMAGICAL MISCELLANEOUS EQUIPMENT

Table 2–1: Adventuring Gear

Item	Cost	Weight
Animal call	20 gp	—
Armor maintenance kit	1 gp	1 lb.
Ascender/slider	20 gp	1 lb.
Banner/standard	30 gp+	10 lb.
Barbed wire (50 ft.)	75 gp	35 lb.
Bolt cutters	6 gp	5 lb.
Book, false	30 gp	2 lb.
Brewmaker, dwarven	40 gp	5 lb.
Cage		
Diminutive	10 gp	13 lb.
Tiny	15 gp	25 lb.
Small	25 gp	75 lb.
Medium-size	50 gp	100 lb.
Large	75 gp	200 lb.
Candelabra, four-candle		
Silver	10 gp	1/2 lb.
Gold	25 gp	1 lb.
Candelabra, eight-candle		
Silver	20 gp	1 lb.
Gold	35 gp	2 lb.
Candelabra, sixteen-candle		
Silver	25 gp	3 lb.
Gold	45 gp	6 lb.
Candle mold	12 sp	5 lb.
Candle, insectbane	1 sp	—
Crane, portable		
Str 22	30 gp	75 lb.
Str 24	60 gp	120 lb.
Str 28	120 gp	250 lb.
Earplugs	3 sp	—
Finger blades	20 gp	—
Fishing tackle	20 gp	5 lb.
Flotation bags	5 gp	1 lb.
Fowler's snare	20 gp	5 lb.
Game board, portable	2+ gp	1 lb.
Glass cutter	2 gp	1 lb
Grappling hook, collapsible	3 gp	2 lb.
Grappling ladder (10 ft.)	40 gp	8 lb.
Hacksaw		
Common	5 gp	1 lb.
Superior	20 gp	1 lb.
Hammock	5 gp	1 lb.
Heat mat	45 gp	—
Holy text	10+ gp	3 lb.+
Housebreaker harness	20 gp	2 lb.
Ice axe	10 gp	5 lb.
Insect netting	200 gp	5 lb.
Jeweler's loupe	20 gp	—
Keg		
Hand keg	5 sp	10 lb.
Cask	1 gp	20 lb.
Lantern, fog-cutter	20 gp	3 lb.
Leash and muzzle		
Diminutive	2 sp	—
Tiny	4 sp	—
Small	6 sp	—
Medium-size	8 sp	—
Magnet, small	10 gp	1 lb.
Marbles	2 sp	2 lb.
Mess kit	6 sp	1 lb.
Mill, hand	2 gp	1 lb.
Money belt	4 gp	—
Music box	35 gp	—
Net, butterfly	10 gp	1/4 lb.
Percolator	1 gp	1 lb.
Periscope	20 gp	2 lb.
Pestle and mortar	5 gp	1 lb.
Pulley	5 gp	1 lb.
Quiver scabbard	10 gp	2 lb.
Rope, elven (20 ft.)	50 gp	5 lb.
Saw, folding	2 gp	2 lb.
Shoes, silent	10 gp	1 lb.
Shriek rock	3 gp	1/4 lb.
Skis and poles	15 gp	6 lb.
Slate board	5 gp	1 lb.
Snorkel	1 gp	1/2 lb.
Snow goggles	2 gp	—
Snowshoes	15 gp	8 lb.
Sparker	2 gp	—
Spider poles	35 gp	8 lb.
Sprayer	15 gp	4 lb.
Springwall	60 gp	1 lb.
Stilts	5 gp	8 lb.
Table case, folding	5 gp	5 lb.
Tarp	5 gp	30 lb.
Teepee	60 gp	100 lb.
Tent, one-person	5 gp	10 lb.
Tent, four-person	20 gp	40 lb.
Tent, pavilion	100 gp	300 lb.
Thieving helmet	10 gp	1 lb.
Tools, farming		
Hoe	3 gp	2 lb.
Billhook	5 gp	2 lb.
Post-hole digger	4 gp	8 lb.
Pitchfork	2 gp	4 lb.
Rake	1 gp	3 lb.
Tongs, metal	3 gp	4 lb.
Tree stand	15 gp	5 lb.
Tree tent, elven	30 gp	5 lb.
Twine, roll (50 ft.)	1 sp	—
Water, lawful/chaotic	25 gp	1 lb.
Wick, candle (50 ft.)	2 sp	—
Winch, portable		
Str 18	20 gp	20 lb.
Str 20	40 gp	40 lb.
Str 22	80 gp	80 lb.

Class Tools and Skill Kits

Item	Cost	Weight
Animal trainer's kit	50 gp	5 lb.
Forger's kit	25 gp	2 lb.
Jester's kit	10 gp	5 lb.
Navigator's kit	250 gp	8 lb.
Scryer's kit	40 gp	2 lb.
Swimmer's kit	15 gp	5 lb.

Outfits

Item	Cost	Weight
Animal training outfit	10 gp	20 lb.
Beekeeper's outfit	9 gp	4 lb.
Desert outfit	6 gp	3 lb.
Heatsuit outfit	20 gp	15 lb.
Spelunker's outfit	5 gp	9 lb.

—: No weight worth noting.

Table 2–2: Clothing

Item	Cost	Weight
Apron, leather	3 sp	2 lb.
Belt		
Baldric	7 sp	1/2 lb.
Leather	2 sp	—
Fine	25 gp	—
Buckle (large)		
Plain	2 sp	—
Fancy	1 gp+	—
Bodysuit, black [1]	30 gp	1 lb.
Boots		
High	5 sp	1 lb.
Hip/wading	1 gp	3 lb.
Low	3 sp	1/2 lb.
Riding	1 gp	1 lb.
Smuggler's [1]	10 gp	1 lb.
Breeches/pants		
Sackcloth	5 cp	1 lb.
Cotton	1 sp	1 lb.
Leather	8 sp	1.5 lb.
Woolen	5 sp	1 lb.
Velvet	4 gp	1 lb.
Silk	8 gp	—
Bustle	5 gp	1 lb.
Cape		
Half-cape	10 sp	1 lb.
Full cape	1 gp	3 lb.
Chemise		
Sackcloth	8 cp	—
Linen	1 sp	—
Silk	6 gp	—
Coat/jacket/jerkin		
Cotton	6 sp	2 lb.
Leather	1 gp	3 lb.
Wool, winter	1 gp	3 lb.
Velvet	8 gp	1 lb.
Silk	10 gp	1 lb.
Fur	50 gp+	6 lb.
Removable sleeves	+5 sp	—
Cloak		
Cotton	3 sp	2 lb.
Wool	5 sp	3 lb.
Fur	20 gp+	6 lb.
Codpiece	6 sp	—
Collar, spiked	10 gp	—
Corset	25 gp	4 lb.
Doublet/vest		
Cotton	1 sp	—
Leather	3 sp	1/2 lb.
Velvet	2 gp	1 lb.
Brocade	8 gp	1 lb.
Dress		
Peasant	5 sp	3 lb.
Average	8 sp	5 lb.
Fine	20 gp	8 lb.
Exquisite	75 gp	10 lb.
Fullcloth, winter [1]	4 gp	2 lb.
Girdle	6 sp	1 lb.
Gloves		
Leather	5 sp	—
Canvas	5 cp	—
Mittens	8 sp	—
Silk	15 gp	—
Headwear		
Hat, broad-brimmed	8 gp	—
Hat, fur-trimmed	15 sp	—
Cap, cotton	8 cp	—
Cap, wool	1 sp	—
Coif	2 sp	—
Fez	1 sp	—
Hood, wool	8 cp	—
Hood, cotton	5 cp	—
Hood, fur	1 gp	—
Helmet, miner's [1]	1 gp	1 lb.
Turban	2 sp	1/2 lb.
Loincloth	3 cp	—
Nightshirt, silk	6 gp	—
Robe		
Sackcloth	1 sp	2 lb.
Cotton/linen	1 gp	2 lb.
Velvet	3 gp	3 lb.
Silk	5 gp	2 lb.
Pads		
Knee pads	3 sp	1/2 lb.
Elbow pads	3 sp	1/2 lb.
Shin guards	4 sp	1/2 lb.
Sash		
Cotton	2 sp	—
Wool	1 sp	—
Silk	4 gp	—
Shirt		
Sackcloth	5 cp	1/2 lb.
Cotton/linen	1 sp	1/2 lb.
Velvet	5 gp	1/2 lb.
Silk	10 gp	—
Shoes		
Leather	3 sp	1 lb.
Sandals/tabi	2 sp	1/2 lb.
Slippers	1 sp	—
Dancing	15 gp	—
Skirt, leather warrior's	5 sp	1 lb.
Stockings	4 sp	—
Suspenders	8 cp	—
Tabard	5 sp	1/2 lb.
Toga		
Peasant	8 cp	3 lb.
Velvet	5 gp	3 lb.
Silk	45 gp	3 lb.
Tunic		
Sackcloth	5 cp	1 lb.
Cotton	5 sp	1 lb.
Velvet	2 gp	1 lb.
Silk	5 gp	1 lb.
Vest, knife [1]	25 gp	2 lb.

—: No weight worth noting.
[1] Described in the Clothing section.

Table 2–3: Jewelry and Accessories

Item	Copper	Silver	Gold	Platinum
Broad belt	—	6 sp+	6 gp+	60 gp+
Armband	15 cp+	15 sp+	15 gp+	150 gp+
Bracelet	1 sp+	2 gp+	20 gp+	200 gp+
Brooch	45 cp+	45 sp+	45 gp+	450 gp+
Earrings	2 sp+	2 gp+	20 gp+	200 gp+
Fillet	6 sp+	6 gp+	60 gp+	600 gp+
Headband	4 sp+	4 gp+	40 gp+	400 gp+
Locket	25 cp+	25 sp+	25 gp+	250 gp+
Necklace	5 sp+	5 gp+	50 gp+	500 gp+
Pendant	45 cp+	45 sp+	45 gp+	450 gp+
Ring	3 cp+	3 gp+	30 gp+	300 gp+
Torc	5 sp+	5 gp+	50 gp+	500 gp+

Table 2–5: Alchemical Items

Item	Amount	DC to Create	Cost	Weight
Bladefire	Flask	20	20 gp	1 lb.
Bullet, acid	Sling bullet	15	10 gp	10 oz.
Bullet, flame	Sling bullet	20	20 gp	10 oz.
Bullet, priest's	Sling bullet	—	25 gp	10 oz.
Candle, focusing	Candle	25	100 gp	1 lb.
Candle, restful	Candle	25	100 gp	1 lb.
Clearbreath	Vial	25	50 gp	—
Darkvision powder	Vial	20	10 gp	1 oz.
Defoliator	Flask	20	20 gp	1 lb.
Dehydrated food	Daily meals	15	2 gp	4 oz.
Dwarfblind	Stone	25	50 gp	1 lb.
Farflame oil	Flask	15	2 gp	1 lb.
Fleetfoot	Vial	25	50 gp	—
Ghostoil	Flask	25	50 gp	1 lb.
Gravebane	Flask	25	50 gp	1 lb.
Hawk's ointment	Vial	25	50 gp	—
Instant rope	Flask	15	25 gp	1 lb.
Longbreath	Vial	25	50 gp	—
Motelight	Flask	20	20 gp	1 lb.
Nature's draught	Vial	25	50 gp	—
Polar skin	Flask	25	25 gp	1 lb.
Signal torch	Torch	15	1 gp	1 lb.
Sparkstone	Stone	25	50 gp	1 lb.
Stonebreaker acid	Flask	20	20 gp	1 lb.
Verminbane	Flask	20	20 gp	1 lb.
Vicious bleeder	Flask	25	50 gp	1 lb.

Grenadelike Weapons	Cost	Direct Hit	Splash Hit	Range Incr.
Defoliator	20 gp	2d4[1]	1[1]	10 ft.
Gravebane	50 gp	Repels undead	—	10 ft.
Motelight	20 gp	Distracts	—	10 ft.
Sparkstone	50 gp	1d6	Half[2]	10 ft.
Stonebreaker acid	20 gp	3d10[3]	3[3]	10 ft.
Verminbane	20 gp	Repels vermin	—	10 ft.

[1] To plants only.
[2] Deals half damage to one target within 5 feet only. Roll randomly if there is more than one possible target.
[3] To stone objects only.

Table 2–6: Superior Items

Item	Cost	Weight
Animal training pole	10 gp	3 lb.
Cloak, forester's	20 gp	3 lb.
Crossbow sight, gnome	150 gp	1 lb.
Listening cone	20 gp	1 lb.
Pack, framed	50 gp	2 lb.
Robes, desert	20 gp	2 lb.
Sheath, boot	30 gp	—
Sheath, wrist	20 gp	—

—: No weight worth noting.

Table 2–7: Poisons

Poison	Type	Initial Damage	Secondary Damage	Craft DC	Price	Trap CR Modifier
Alforna	Injury DC 11	1d2 Str	Fatigue	15	75 gp	+1
Banelar essence	Injury DC 11	2d4 Con	Unconscious	15	300 gp	+2
Black adder venom	Injury DC 12	0	1d6 Str	15	120 gp	+1
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	15	100 gp	+1
Blue whinnis	Injury DC 14	1 Con	Unconscious	15	120 gp	+1
Choldrith toxin	Injury DC 15	Paralysis	2d4 Con	20	1,200 gp	+3
Deathblade	Injury DC 20	1d6 Con	2d6 Con	25	1,800 gp	+5
Fang dragon venom	Injury DC 15	1 Con*	0	20	300 gp	+2
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	20	210 gp	+3
Gray whinnis	Injury DC 20	1d4 Con	Paralysis	20	3,000 gp	+4
Greenblood oil	Injury DC 13	1 Con	1d2 Con	15	100 gp	+1
Haluroot	Injury DC 13	1d2 Wis	1d2 Wis	15	150 gp	+1
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	20	200 gp	+3
Medium-size spider venom	Injury DC 14	1d4 Str	1d6 Str	15	150 gp	+2
Purple worm poison	Injury DC 24	1d6 Str	1d6 Str	20	700 gp	+4
Redek vine extract	Injury DC 17	2d6 Dex	0	25	1,500 gp	+5
Rill leaf	Injury DC 14	1d2 Cha	1d4 Cha	15	120 gp	+3
Shadow essence	Injury DC 17	1 Str*	2d6 Str	20	250 gp	+3
Shreef oil	Injury DC 12	1d2 Str + 1d2 Dex	1d2 Str	15	100 gp	+1
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	15	90 gp	+1
Vapid leaf extract	Injury DC 16	Dazed (euphoric)	2d6 Int	20	250 gp	+5
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	25	3,000 gp	+5
Aboleth oil	Contact DC 19	0	Transform	30	2,500 gp	+3
Anemis	Contact DC 16	1d4 Str	2d4 Str	20	750 gp	+5
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	35	4,500 gp	+8
Carrion crawler brain juice	Contact DC 13	Paralysis	0	15	200 gp	+1
Crippling vine	Contact DC 13	1d4 Str + 1d4 Con	0	15	180 gp	+3
Dragon bile	Contact DC 26	3d6 Str	0	30	1,500 gp	+6
Horror weed extract	Contact DC 20	1 Wis	2d4 Wis	25	600 gp	+6
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	20	500 gp	+3
Mesmer paste	Contact DC 15	Dazzled	1d4 Int	20	300 gp	+4
Nitharit	Contact DC 13	0	3d6 Con	20	650 gp	+4
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	20	300 gp	+3
Sleeping weed	Contact DC 13	Slowed	1d4 Dex	15	500 gp	+2
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	25	750 gp	+5
Thever paste	Contact DC 12	0	Blindness	25	1,500 gp	+2
Wraith sheen	Contact DC 16	1d2 Con	1d2 Con	15	150 gp	+3
Adlevine extract	Ingested DC 14	1d4 Wis, gain +2 Con bonus	2d6 Wis	20	150 gp	—
Arsenic	Ingested DC 13	1 Con	1d8 Con	15	120 gp	—
Cretel leaf residue	Ingested DC 14	1d4 Con, gain +2 Dex bonus	1d6 Con	20	150 gp	—
Culum powder	Ingested DC 12	1 Dex	1d4 Dex	15	100 gp	—
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	25	300 gp	—
Faralin	Ingested DC 14	1d4 Dex, gain +2 Str bonus	1d6 Con	20	150 gp	—
Id moss	Ingested DC 14	1d4 Int	2d6 Int	15	125 gp	—
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	20	250 gp	—
Lockjaw	Ingested DC 11	Can't speak	2d6 Con	15	250 gp	—
Oil of taggit	Ingested DC 15	0	Unconscious	15	90 gp	—
Retch	Ingested DC 15	Nausea	1d4 Con	15	120 gp	—
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	15	180 gp	—
Asabi mist	Inhaled DC 12	1d4 Con	1d4 Con	20	1,000 gp	+3
Brain dust	Inhaled DC 12	Confusion	1d4 Wis	20	1,300 gp	+2
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	25	2,100 gp	+6
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	20	1,500 gp	+4
Raeliss smoke	Inhaled DC 15	1d6 Cha	1d6 Cha	25	2,000 gp	+6
Roshon vapor	Inhaled DC 15	1d4 Int	1d6 Dex + 1 Dex*	25	3,100 gp	+4
Scorcher fumes	Inhaled DC 18	Lose scent	1d4 Wis	20	800 gp	+4
Thever fumes	Inhaled DC 18	0	Blindness	35	3,000 gp	+4
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	DC 20	1,000 gp	+3

Table 2–4: Edible Items

Spices and Seasonings

Item	Cost per Ounce
Angelica	5 cp
Anise	3 cp
Basil	1 sp
Bergamot	3 cp
Borage	2 cp
Caraway	2 cp
Cardamon	1 gp
Chives	2 cp
Cinnamon	1 gp
Clary	8 cp
Cloves	20 gp
Coriander	1 sp
Costmary	3 cp
Cubeb	15 gp
Cumin	3 cp
Dillweed	3 cp
Fennel seed	1 sp
Fenugreek	3 sp
Garlic	1 cp
Ginger	10 gp
Horehound	4 cp
Horseradish	1 cp
Hyssop	5 cp
Juniper	3 sp
Laurel	4 gp
Lemon balm	2 sp
Liquorice root	4 sp
Lovage	1 sp
Mace	25 gp
Marjoram	5 cp
Mint	3 cp
Mustard seed	5 cp
Nutmeg	30 gp
Oregano	2 sp
Parsley	4 cp
Pepper	30 gp
Poppy seed	8 gp
Rose hips	5 gp
Rosemary	5 sp
Saffron	65 gp
Sage	1 sp
Salt	1 cp
Sweet cicely	1 sp
Tarragon	1 gp
Thyme	1 sp
Turmeric	25 gp
Woodruff	1 sp

Corns

Item	Cost per Pound
Barley	1 gp
Buckwheat	5 sp
Chick peas	3 gp
Lentils	2 gp
Millet	7 sp
Oats	7 sp
Rice	5 gp
Rye	7 sp
Wheat	1 cp

Flours

Item	Cost per Pound
Barley	2 gp
Buckwheat	1 gp
Rye	15 sp
Wheat	3 gp

Dried Fruits and Vegetables

Item	Cost
Apples	1 gp/lb.
Apricots	15 gp/lb.
Carrots	1 gp/oz.
Cherries	5 sp/oz.
Currants	1 sp/oz.
Dates	5 gp/oz.
Elderberries	1 sp/oz.
Fig	7 gp/oz.
Green beans	2 sp/oz.
Green peas	2 sp/lb.
Mushrooms	1 gp/lb.
Onion	5 sp/oz.
Peaches	15 gp/lb.
Pears	5 gp/lb.
Prunes	3 gp/lb.
Raisins	1 gp/lb.
Tomatoes	1 gp/lb.

Nuts

Item	Cost per Pound
Almonds	3 gp
Cashews	20 gp
Chestnuts	1 gp
Hazelnuts	5 sp
Pine nuts	10 gp
Pistachios	15 gp
Walnuts	3 sp

Oils

Item	Cost per Gallon
Olive oil	5 gp
Almond oil	10 gp
Walnut oil	2 gp
Hazelnut oil	3 gp
Sesame oil	10 gp
Sunflower oil	3 sp
Safflower oil	2 sp
Rapeseed oil	1 sp

Sweeteners

Item	Cost
Honey	1 sp/pt.
Marzipan	20 gp/oz.
Molasses	5 sp/pt.
Sorghum	3 sp/pt.
Sugar	1 gp/lb.

Meat and Fish

Item	Cost per Pound
Beef	
Corned	3 gp
Dried	5 gp
Jerked	7 gp
Sausage	2 gp
Smoked	4 gp
Buffalo	
Dried	30 gp
Jerked	45 gp
Cod	
Salted	5 gp
Smoked	7 gp
Herring	
Pickled	3 gp
Salted	5 gp
Pork	
Bacon	4 gp
Ham	5 gp
Salted	3 gp
Sausage	1 gp
Salmon	
Salted	10 gp
Smoked	15 gp
Sardines	4 gp

Exotic Items

Item	Cost
Chilies	25 gp/lb.
Coffee	50 gp/lb.
Coconut	50 gp/lb.
Hickory nuts	200 gp/lb.
Lotus	100 gp/oz.
Maple sugar	75 gp/gal.
Paprika	30 gp/oz.
Pimento	40 gp/oz.
Pineapple	150 gp/lb.
Sarsaparilla	10 gp/oz.
Tobacco	5 sp/lb.
Vanilla	75 gp/oz.
Walnuts, black	100 gp/lb.

Unique Beer, Ale, and Mead

Item	Cost per Gallon
Dragonbite bitter	15 gp
Dwarfhead stout	30 gp
Mead, elven	60 gp
Golden light, gnome	10 gp
Thudrud, goblin	2 gp
Pulsch brown ale	8 gp

Unique Wines

Item	Cost per Bottle
Frostwine	40 gp
Aleeian wine, elven	100 gp
Garnet wine, dwarven	90 gp
Mushroom wine	20–135 gp
Spiderblood, drow	150 gp

Unique Spirits

Item	Cost per Bottle
Frenzywater	15 gp
Moondrop, elven	220 gp
Kragg, orc	30 gp

Table 3–7: Masterwork Vehicle Creation Costs

Crew and Passengers	Cost	DC
1–6	5,000 gp	20
7–20	10,000 gp	23
21–80	20,000 gp	25
81–150	30,000 gp	28
150+	50,000 gp	30

ABOLETH OIL

Transformation takes 1d4+1 minutes.

A transformed creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes.
See the Aboleth entry in the *Monster Manual* for more information about the transformation.

ALEEIAN WINE, ELVEN

The grapes for this astounding wine are picked from wild vines located deep in the forest.
It takes several months to find enough grapes to create even one batch.
(Fortitude save DC 11).

ALFORNA

Fatigue caused by the secondary effects of alforna is treated normally.

ANIMAL CALL

Crafted out of bone, metal, or wood, these special whistles are designed to mimic a specific animal voice—usually game animals and birds.
An animal call provides a +1 circumstance bonus on Wilderness Lore checks when hunting for food.
Calls exist only for creatures that are type "animal".

ANIMAL TRAINER'S KIT

This kit consists of harnesses, prods, light whips, treats, and other items that are helpful for training animals.
There are different kits for different types of animals.
It grants a +2 circumstance bonus on Handle Animal checks.
If training vicious animals, the animal training outfit is highly recommended (see Outfits, below).

ANIMAL TRAINING OUTFIT

Essentially beefed-up padded armor, this suit covers a person from head to toe in thick quilted padding, especially around the limbs.
It is used as protection by those who specialize in training attack animals, such as dogs.
It is very difficult to move in this outfit, so it does not make for good armor.
Used as armor, it has the following statistics: armor bonus +2, maximum Dex bonus +1, armor check penalty –7, arcane spell failure 40%, speed 20 ft. (30 ft.)/15 ft. (20 ft.).

ANIMAL TRAINING POLE

This hollow pole has a strong, thin cord threaded through it and twisted into a loop at the end.
When looped around an animal's neck, it provides an easy way to direct the animal while preventing the animal from moving any closer than the pole's length.
An animal training pole provides a +2 circumstance bonus on attempts to teach an animal a task.

ARMOR MAINTENANCE KIT

Composed of polishes, rags, replacement fasteners, wire brushes, and leather strips, this kit is indispensable in keeping armor in top form.
An armor maintenance kit grants a +2 circumstance bonus on Craft (armorsmithing) checks to repair armor.

ARMOR PLATING

You can increase the hit points and hardness of any vehicle by adding armor to any 10-foot section (other than rigging).
All statistics below are per inch of thickness.
You can layer the same material to get thicker armor or combine different materials if you like.
Each layer takes damage separately.
Damage left over after an outer layer is destroyed is dealt to the next layer inward; hardness is applied a second time if the new layer is a different material.

Table 3–8: Armor Materials

Material	HP	Hardness	Cost per Section	Weight per Section
Adamantine	40	20	5,000 gp	5,000 lb.
Darkwood	10	5	3,000 gp	500 lb.
Iron	30	10	1,000 gp	5,000 lb.
Mithral	30	15	3,500 gp	3,000 lb.
Wood	10	5	200 gp	1,000 lb.

ASCENDER/SLIDER

This cleverly designed ratchet wraps around ropes and assists climbing and descending.
By clicking a small switch, the ratchet prevents movement either up or down the rope.
This grants a +1 circumstance bonus on Climb checks using a single rope.
You can also slide down a rope with this device, which allows rapid movement—basically a controlled fall.
It requires a successful Strength Check (DC 15) to hold on when performing this maneuver.
A failure means you fall.

BALLISTA

Any vehicle with a 5-foot-by-10-foot section of flat deck or roof can have a ballista mounted on it.
Ballistas function as described under Siege Engines in Chapter 5 of the DUNGEON MASTER's *Guide*.
Choose a direction for the ballista when you mount it on your vehicle; it can fire at any target in a 180-degree arc centered on the mounted weapon.
Weight: 1,500 lb.; *Cost*: 500 gp.

BANNER/STANDARD

A banner is a large cloth emblazoned with a heraldic device.
It is used to display a personal, family, or royal crest, or as identification on the battlefield.
The price given is for a simple banner made from cotton and cheaper materials—the fancier the banner, the higher the cost.
A banner grants a +2 circumstance bonus on Spot checks to be seen from a distance.

BARBED WIRE

This is a roll of barbed steel wire designed to keep things in or out.
A creature trying to cross barbed wire must make a successful Reflex save (DC 10) or take 1d3 points of damage and be tripped.
A pair of thick gloves is necessary to set up barbed wire.
A handler who does not have gloves needs to succeed on a Dexterity check (DC 5) each round or take 1d2 points of damage.
Building a barbed wire obstacle takes 1d4+6 hours, including anchor posts.

BARDING

Chapter 7 of the *Player's Handbook* provides rules, weight, and cost for barding for Medium-size and Large mounts.
For creatures of larger size, barding is usually cost-prohibitive and unnecessary, and creatures with special movement types (burrow, fly, swim) are especially hampered by the extra weight and bulk.
However, exceptions abound.
For larger or stranger mounts than the norm, refer to the table below, applying the appropriate multiplier to the cost of the armor as given on Table 7–5: Armor in the *Player's Handbook*.

Barding for Unusual Mounts

Unusual Nature	Cost	Weight
Huge	×8	×4
Gargantuan	×16	×16
Colossal	×32	×256
Odd shape	×2	×1

BARGE

Colossal vehicle; Profession (sailor) –2; Spd oars 5 ft. (nautical clumsy) or drawn (clumsy); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Ram —; Face 100 ft. by 40 ft.; Height 10 ft. (draft 10 ft.); Crew 10 (40 rowers); Cargo 100 tons; Cost 6,000 gp.
A barge is a flat-bottomed, usually rectangular boat designed for hauling cargo along inland waterways.
Barges are usually simple affairs, some are no more than glorified rafts, although they can be up to 200 feet long.
The larger ones usually sport an enclosed space, like a little building on one end of the ship with cots, a table, and chairs inside.
Smaller barges in relatively shallow water are usually poled along by rowers.

BEEKEEPER'S OUTFIT

Prevents damage from ordinary vermin of all kinds: bees, ants, centipedes, and so on.
The outfit consists of a sealed leather suit and large helmet encased in fine netting (see the insect netting entry, above).
The outfit grants a +6 armor bonus to AC against attacks from stinging and biting creatures that are size Fine.
It provides no protection against larger creatures.

BLADEFIRE

Similar to alchemist's fire but less volatile, this thick, adhesive liquid ignites when exposed to air.
Bladefire is typically poured along the length of a bladed weapon, causing the weapon to burn for a short period of time.
A weapon treated with bladefire burns for 1d6 rounds.
While burning, the weapon sheds light as a torch.
A weapon treated with bladefire deals 1 additional point of fire damage with each successful hit.
Applying bladefire to a weapon is a full-round action that provokes an attack of opportunity.
Bladefire is thick enough that once applied, it does not flow down the weapon, preventing it from harming the user.
Each round that bladefire burns, it also deals 1 point of fire damage to the weapon that it coats, but most weapons have sufficient hardness to ignore this damage.
Wooden weapons coated with bladefire ignite, however, taking 1d6 points of fire damage each round until extinguished.
Setting flammable items alight requires more contact than just an attack.
To light a flammable item requires a full-round action if the item is unattended or a successful grapple check against the opponent wearing or using the item.
If your opponent breaks the grapple before your next action, no items catch fire.
If you don't release the grapple on your next action, any flammable item you wear or carry also catches fire.

BODYSUIT, BLACK

This very tight-fitting garment is made of black silk.
It is used by rogues and infiltrators when sneaking around at night.
Wearing the suit grants a +2 circumstance bonus on Hide checks in conditions dark enough to grant one-half concealment or better.
However, the bodysuit provides no benefit if you wear other clothing or armor, other than belts, pouches, or bandoleers, on top of it.

BOLT CUTTERS

This cutting tool can cut through chains, thin metal, and iron bars.
When used against objects (usually metal) that are no thicker than 1 inch in diameter, bolt cutters deal 15 points of damage to that item, including any modifier for Strength.
Bolt cutters cannot be used effectively as a weapon (other than as a clumsy club).

BOOK, FALSE

This is a large, well-made tome with a hollowed-out middle section.
It comes with a clasp and very simple lock (Open Lock check DC 20).
The false book forms a very tight seal when closed, making the interior space waterproof and allowing it to float.

BOOTS, SMUGGLER'S

These otherwise normal high boots have hinged heels that swing open to reveal small storage spaces.
Each can hold one or two Fine objects, such as a vial of poison.
In addition, the inside lining of the boot can be removed to hide thin, flat objects like a map or slender dagger.
It requires a successful Search check (DC 30) to locate items hidden in the boots.

BREWMAKER, DWARVEN

Treasured among dwarven warriors in the field, the brewmaker is a pressurized container that vaguely resembles a percolator.
When water, hops, and other ingredients are added, it creates a thin beer in only a week.
The taste is dreadful, but thirsty soldiers take what they can get.
The Fortitude save to resist intoxication from this beer has a DC of 10 (see Alcohol and Intoxication, later in this chapter).

BULLET, ACID

These hollow glass sling bullets are filled with acid.
When they strike a target, they immediately shatter, dealing 1d4 points of acid damage in addition to the normal damage from the sling bullet.
To hold sufficient acid, these bullets must be larger than normal.
The increased size makes the bullets awkward and unwieldy to launch, imposing a –2 penalty on the attack roll.

BULLET, FLAME

These hollow glass sling bullets are filled with alchemist's fire.
When they strike a target, they immediately shatter and the alchemist's fire ignites, dealing 1d4 points of fire damage in addition to the normal damage from the sling bullet.
To hold sufficient alchemist's fire, these bullets must be larger than normal, imposing a –2 penalty on the attack roll.
See Catching on Fire in Chapter 3 of the DUNGEON MASTER'S *Guide* for information on targets wearing or carrying flammable material catching fire.

BULLET, PRIEST'S

These hollow glass bullets are filled with holy water.
When they strike a target, they immediately shatter, dousing the target with holy water.
Undead and evil outsiders take 1d4 points of damage from the holy water in addition to the normal damage from the sling bullet.
To hold sufficient holy water, these bullets must be larger than normal, imposing a –2 penalty on the attack roll.

CAGE

A typical cage consists of a solid metal or wooden top and bottom, solid metal bars equally spaced around the sides, and a door.
It has a latch, but any lock must be purchased separately.
The table below shows how many creatures can fit in each size of cage.

	Number of Creatures						
Cage Size	Large	Med.	Small	Tiny	Dim.	Hardness	HP
Large	1	2	4	8 [1]	16 [1]	10	30
Medium	0	1	2	4 [1]	8 [1]	10	30
Small	0	0	1	2	4	10	30
Tiny	0	0	0	1	2	10	15
Diminutive	0	0	0	0	1	10	10

[1] Creatures this size can move through the bars with no difficulty, unless the cage is designed with narrower bars.

CANDELABRA

Candelabras are designed to hold four, eight, or sixteen candles in an aesthetically pleasing arrangement.
Four candles illuminate a 10-foot radius, eight candles illuminate a 15-foot radius, while sixteen candles illuminate a 20-foot radius.

CANDLE MOLD

There are several different versions of these large wooden molds.
A single mold can form eight tapers, two pillar candles, or twelve votive candles.
The mold does not come with wax.
It requires Craft (candlemaking) to use properly.

CANDLE, FOCUSING

This large, green taper candle burns quickly, lasting only an hour despite its size.
While burning, the focusing candle fills the air with a fresh, crisp odor.
The candle is a great boon to those engaged in strenuous mental activity, sharpening most cognitive processes.
Characters within 20 feet of a burning candle of focus gain a +1 circumstance bonus on the following skill checks: Alchemy, Appraise, Decipher Script, Forgery, Scry, and Search.
When making a skill check that takes more than one action to complete (such as attempting to identify a potion with Alchemy or using the Scry skill with the *scrying* spell), characters only gain the bonus from a focusing candle if they spend the entire duration of the skill check within range of the burning candle.

CANDLE, INSECTBANE

This heavily scented candle smells pleasant to humans and humanoids but is repellent to insects.
Nonmonstrous vermin will not approach within a 5-foot radius of a burning candle.
It burns for 1 hour.

CANDLE, RESTFUL

This thick blue candle burns slowly, filling the air with a sweet, relaxing scent for 8 hours.
These candles, although slow to function, have tremendous restorative abilities.
Characters that spend a night of rest sleeping within 20 feet of a lit candle heal at twice the rate they normally would.

After a day of light activity, characters who rest under the influence of the candle heal double their level in hit points and 2 points of ability damage.
After a day of complete rest, characters who sleep under the influence of the candle heal three times their level in hit points and 2 points of ability damage.
The benefits of a restful candle stack with those provided by someone providing long-term care with the Heal skill.

CARRIAGE

Huge vehicle; Handle Animal +0; Spd drawn (poor); Overall hp 90 (hardness 5); Overall AC 3; Ram 4d6; Face 15 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus 5 passengers); Weight 400 lb.; Cargo 500 lb.; Cost 500 gp.
The carriage is essentially a fully enclosed wagon designed for passenger comfort, not cargo capacity.
The driver and a passenger riding in front have one-half cover behind 1 inch of wood (hp 10, hardness 5).
Inside passengers get three-quarters cover.
Two heavy horses harnessed abreast pull most wagons at a speed of 35 feet when fully loaded and 50 feet with only a driver and passenger.

CART

Large vehicle; Handle Animal +0; Spd drawn (poor); Overall hp 30 (hardness 5); Overall AC 4; Ram 2d6; Face 10 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 200 lb.; Cargo 500 lb.; Cost 15 gp.
A cart is open-topped, so the driver and any passengers gain one-half cover behind 1 inch of wood (hp 10, hardness 5).
The most common dray creature for a cart is a mule, which can pull the vehicle at a speed of 20 feet even if it's fully loaded.

CATAMARAN

Gargantuan vehicle; Profession (sailor) +2; Spd wind × 20 ft. (nautical poor); Overall AC 1; Section hp 50 (hardness 5); Section AC 3; Rigging 30 hp (hardness 0), AC 3; Ram 12d6; Face 60 ft. by 20 ft.; Height 5 ft. (draft 5 ft.); Crew 15; Cargo 5 tons; Cost 2,000 gp.
This ship, designed for ocean voyages, is common to ancient seafaring cultures (such as the real-world Polynesians).
Its twin hulls slip through the water efficiently, but a wooden paddle-keel and simple sail prevent quick maneuvers.
It has no belowdecks; those on board have one-quarter cover from most foes and one-half cover from attackers in the water.
Only a tarp provides shelter from the elements, so it's a poor choice for rough weather (or paying passengers in any event).

CATAPULT, HEAVY

You can add a heavy catapult to any vehicle with at least a 10-foot-by-10-foot section of flat deck or roof.
It functions as described under Siege Engines in Chapter 5 of the DUNGEON MASTER's *Guide*.
It can launch ammunition at any target in a 90-degree arc centered on the mounted weapon.
Weight: 4,000 lb.; *Cost*: 800 gp.

CATAPULT, LIGHT

A light catapult occupies a 5-foot-by-10-foot section of deck. It otherwise follows the rules for a heavy catapult (see above).
Weight: 2,000 lb.; *Cost*: 550 gp.

CHARIOT, DOUBLE

Large vehicle; Handle Animal +2; Spd drawn (poor); Overall hp 80 (hardness 5); Overall AC 4; Ram 4d6; Face 10 ft. by 5 ft.; Height 5 ft.; Crew 1 (plus 1 passenger); Weight 600 lb.; Cost 400 gp.
Occupants of a double chariot gain one-half cover behind 2 inches of wood (hp 20, hardness 5).
Two light warhorses harnessed abreast can pull the chariot at a speed of 60 feet.
By swerving the chariot, the driver can have it follow behind either horse (this choice doesn't count as movement).

CHARIOT, SINGLE

Medium-size vehicle; Handle Animal +2; Spd drawn (average); Overall hp 50 (hardness 5); Overall AC 5; Ram 3d6; Face 5 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 300 lb.; Cost 100 gp.
The driver of a single chariot gains one-half cover behind 2 inches of wood (hp 20, hardness 5).
A light warhorse can pull the chariot at a speed of 60 feet, even with an unusually heavy driver aboard.

CLEARBREATH

This vial of gray smoke temporarily dulls the sense of smell when someone inhales the contents through the nose.
Clearbreath provides a +4 alchemical bonus on Fortitude saves made to resist unpleasant odors (such as a troglodyte's stench).
The effects of clearbreath last for 1 hour.

CLOAK, FORESTER'S

Woven from several pieces of green and brown canvas, these large ponchos aid anyone trying to hide in a forest environment.
The carefully chosen colors blend in with the vegetation, and the poncho's loose shape obscures the humanoid form.
Forester's cloaks provide a +1 circumstance bonus on Hide checks made in a forest.

CRANE, PORTABLE

This small crane can be broken down into several parts for easy transportation.
It must be assembled and bolted into place to be used effectively.
There are different "strengths" available to purchase—the equivalent of a person with Str 22 (lift/drag 1,040 lb.), 24 (lift/drag 1,400 lb.), or 28 (lift/drag 2,400 lb.).

CROSSBOW SIGHT, GNOME

This device comes in two parts: an eyepiece that attaches to the stock of a crossbow and a sight that is affixed to the end of the weapon.
When calibrated properly, the sights allow the user to focus more carefully on a target.
The user treats targets as if they were two range increments closer.
It has no effect on targets within the first two range increments.

DARKVISION POWDER

This plain gray powder is unassuming; it can't be seen with normal vision from more than 10 feet away.
When viewed with darkvision, however, it glows brightly.
Creatures that have darkvision commonly use this powder to write messages that other creatures cannot read.
Each vial contains enough powder for a reasonably lengthy sentence.

DEFOLIATOR

This vile liquid has a muddy brown hue and smells of rotten plant life.
You can throw a flask of defoliator as a grenadelike weapon.
On a direct hit, it deals 2d4 points of damage to plant creatures and kills normal plants of Medium-size or smaller.
The splash damage from defoliator deals 1 point of damage to plant creatures and kills normal plants that are smaller than Medium-size.
The damage is not limited to living plants: wooden objects such as doors and wooden weapons also take damage from defoliator, though their hardness applies.

DEHYDRATED FOOD

Explorers and adventurers of all sorts benefit from alchemically dried food.
Although expensive, dehydrated food weighs only half as much as an equivalent supply of trail rations, making it ideal for long journeys where water is plentiful and food is scarce.
Characters eating dehydrated food must consume twice as much water per day as they normally require or suffer the effects of going without water (see Starvation and Thirst Dangers in Chapter 3 of the DUNGEON MASTER'S *Guide*).

DESERT OUTFIT

This outfit consists of loose, billowy clothing designed to keep the wearer cool and protected from the sun while out in dry, hot, desert terrain.
It includes a caftan, turban, scarf, loose pantaloons, and either high boots or low sandals.
Wearing the outfit eliminates the –4 penalty on Fortitude saves for wearing heavy clothes in hot or extreme heat (see Heat Dangers in Chapter 3 of the DUNGEON MASTER'S *Guide*).
This does not apply if the character wears any armor.

DIRIGIBLE

Gargantuan vehicle; Profession (pilot) –2; Spd wind × 15 ft. (clumsy); Overall AC 1; Section hp 30 (hardness 5); Section AC 3; Rigging 100 hp (0 hardness), AC 1; Ram 2d6; Face 30 ft. by 10 ft.; Height 10 ft.; Crew 6; Cargo 5 tons (Spd wind × 5 ft. if 3 tons or more); Cost 35,000 gp.
A smaller version of the zeppelin, the dirigible also relies on animated propellers to push it through the air.
Wizards sometimes build dirigibles to ferry important underlings from place to place.
Like zeppelins, dirigibles have no minimum forward speed, and they can hover if they are turned into the wind.

DRAGONBITE BITTER

The recipe for this exceptional dark beer is centuries old, and only the Dragonbite Brewery has been able to reproduce it.
The Fortitude save to resist intoxication is DC 12.

DWARFBLIND

Dwarfblind stones are small stones treated with alchemical substances, giving them a faint purple sheen.
You can throw a dwarfblind stone as a grenadelike weapon.
When it strikes a hard surface, it releases a burst of violet light.
The light illuminates a 20-foot-wide area for an instant and temporarily interferes with the darkvision of those caught in its effects.
Creatures within a 10-foot radius of the stone's impact point must succeed on a Reflex save (DC 15) or lose their darkvision ability for 10 minutes.
Dwarfblind has no effect on normal and low-light vision.

DWARFHEAD STOUT

Found almost exclusively in dwarven communities, this powerful brew is a "day-to-day" beer favored by warriors. (Fortitude save DC 13).

DWARVEN TUNNELER

Huge vehicle; Profession (miner) +4; Spd burrow 10 ft. (clumsy); Overall AC 3; Section hp 40/120 (hardness 20/5); Section AC 3; Ram 10d6; Face 10 ft. by 20 ft.; Height 10 ft.; Crew 5 (plus 10 soldiers); Weight 20 tons; Cost 70,000 gp.
This tanklike vehicle slowly digs tunnels through earth (although stone stymies it).
Dwarves occasionally use tunnelers in warfare as well: They're adamantine-armored and large enough to accommodate a squad of 10 soldiers.
The treads have been magically animated to provide propulsion at the direction of the crew, who pull levers while they watch the earth for signs of cave-ins.
The massive drill at the front is better than a ramming prow; the tunneler never takes damage from rams it initiates.

EARPLUGS

Made from solid sponge or cork, earplugs grant a +1 circumstance bonus on saves against sonic attacks, but they also impose a –4 penalty on Listen checks when worn.

FARFLAME OIL

This thin, light blue oil burns with a blue flame and illuminates a wide area.
When used in a lantern, farflame oil sheds light in a 40-foot radius.
In a bullseye lantern, it illuminates a cone 80 feet long and 25 feet wide.
A pint of farflame oil fuels a lantern for 3 hours.
A pint of farflame oil covers a 5-foot square area if poured on the ground.
If lit, farflame oil burns for 1 round and deals 1d4 points of damage to each creature in the area.

FINGER BLADES

These are very short razor-sharp blades that fit over the fingers.
They are used to cut through purse strings or garments and grant a +1 circumstance bonus on Pick Pocket checks.
They are too short to be used as effective weapons, causing only scratches at most.

FIRING CASTLE

A bunker attached to the deck of a vehicle, the firing castle provides protection for defenders and serves as a platform for siege engines.
Four Medium-size defenders benefit from nine-tenths cover (arrow slits) in the firing castle itself, which is 10 feet by 10 feet, and another four get one-half cover behind the crenellations on its roof.
The firing castle's walls are 1-foot-thick masonry (hp 90, hardness 8).
A firing castle can be installed anywhere a heavy catapult would fit, and a heavy catapult or two light catapults or ballistas can subsequently be mounted atop it.
Weight: 4 tons; *Cost*: 1,000 gp.

FISHING TACKLE

More than a mere fishhook, this set includes birch poles, silk line, sinkers, hooks, lures, and tackle box.
It grants a +1 circumstance bonus on Wilderness Lore checks when gathering food around bodies of water that contain fish.

FLEETFOOT

This thin blue liquid temporarily loosens the imbiber's muscles and joints, allowing her to run faster and jump farther.
When running, a character under the effect of fleetfoot moves at five times her speed.
The effect lasts for 10 rounds + 1 round per point of Constitution modifier.
The effects of fleetfoot stack with the Run feat, allowing a character to run at six times her speed and jump half again as far as normal with a running jump.
Fleetfoot does not grant a character the ability to exceed her maximum jump distance.

FLOTATION BAGS

These are inflatable animal bladders sewn to lightweight leather for strength.
Flotation bags grant a +2 circumstance bonus on Swim checks to remain on the surface.
The bags impose a –2 circumstance penalty on checks when underwater, as the swimmer has to fight the bags' tendency to float.
It takes a full round to inflate flotation bags and a standard action to deflate them.

FOREST CRAWLER

Huge vehicle; Handle Animal +2; Spd 40 ft. (poor); Overall hp 100 (hardness 7); Overall AC 3; Ram 3d6; Face 10 ft. by 10 ft.; Height 15 ft.; Crew 1 (plus 2 passengers); Weight 900 lb., Cargo 700 lb.; Cost 117,000 gp.
Few vehicles are well suited to the elves' forest homes, but the forest crawler can move through the woods by traveling above the undergrowth on its spindly legs.
Looking somewhat like a massive spider, the forest crawler is used to patrol the forest boundaries and get from place to place when speed is of the essence.
Its tall legs let it ignore most terrain penalties to movement, and a ballista mounted along the vehicle's undercarriage reloads itself magically.
A *veil of obscurity* (see Magical Augmentations, earlier in this chapter) provides camouflage if the forest crawler remains stationary for 1 full round.

FORGER'S KIT

This is a special collection of different pens, seals, guides, waxes, inks, magnifying glasses, books of writing styles, parchment, and other instruments.
It grants a +2 circumstance bonus on Forgery checks and lasts for ten uses before having to be replaced.

FOWLER'S SNARE

This is a specially designed snare, used for capturing birds and other small flying game.
It grants a +1 circumstance bonus on Wilderness Lore checks when attempting to trap these sorts of creatures.

FRENZYWATER

An extremely potent clear alcohol.
Rumors of bottles spontaneously catching fire when exposed to sunlight have never been proven.
Anyone with the rage class ability must make a Will save (DC 15) to resist flying into a rage after drinking a tankard of this liquor.
If you have already expended all your rages for the day, then frenzywater has no additional effect other than making you irritable and surly.

(Fortitude save DC 15).

FROSTWINE

This delicate white wine is created from an exotic blend of grapes that grow only in extreme northerly climes.
Frost worms in particular are drawn to the scent of frostwine grapes in bloom, making it dangerous to harvest.
(Fortitude save DC 13).

FULLCLOTH, WINTER

This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold.
Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*.
If worn by itself, it grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather (see Cold Dangers in Chapter 3 of the DUNGEON MASTER'S *Guide*).

GALLEY

Colossal vehicle; Profession (sailor) –2; Spd wind × 15 ft. (nautical poor), oars 20 ft. (nautical average); Overall AC –3; Section hp 80 (hardness 5); Section AC 3; Rigging 160 hp (hardness 0), AC 1; Ram 18d6; Face 130 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); Crew 200 (160 rowers); Cargo 150 tons (Spd wind × 10 ft. or oars 15 ft. if 75 tons or more); Cost 30,000 gp.
A galley has enough flat deck space to accommodate three heavy catapults or six ballistas or light catapults.
War galleys generally convert much of their cargo space into passenger space for soldiers (see Vehicle Augmentations, above).
Eight to ten launches would provide enough lifeboat capacity, although many galleys have fewer.

GAME BOARD, PORTABLE

This is a small foldable wooden board and pieces for games such as chess, checkers, backgammon, go, and the like.
Higher prices indicate better quality for all the pieces.

GARNET WINE, DWARVEN

Made from grapes found high in the mountains, this fine, if bold, wine includes at least 10 gp worth of ground of garnet "for flavor".
(Fortitude save DC 13).

GHOSTOIL

This clear oil has a slight tint of gray, and strange, wispy forms seem to swirl through it.
When applied to a weapon, ghostoil allows it to affect incorporeal creatures normally for the next 2 rounds.
One flask of ghostoil contains enough liquid to coat one weapon of Large size or smaller.
Applying ghostoil to a weapon of any size is a full-round action.

GLASS CUTTER

This special device lets you cut through glass panes without cracking or shattering them in the process.
The glass cutter makes a circular hole anywhere from 3 inches to 16 inches in diameter.
To use it quietly, make a Dexterity check (DC 15).
If the check fails, the glass shatters with a loud crash (+2 circumstance bonus on Listen checks to hear it).
You can make an Open Lock check instead if you are trained in that skill.

GNOME SUBMERSIBLE

Colossal vehicle; Profession (sailor) +2; Spd oars 10 ft. (nautical poor); Overall AC –3; Section hp 90 (hardness 8); Section AC 3; Ram 6d6; Face 70 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 70 (60 rowers); Cargo 20 tons (oars 5 ft. if 10 tons or more); Cost 80,000 gp.
A gnome submersible can travel the ocean depths, ascending and descending through the use of a complex series of diving fins and air bladders.
It can remain underwater for 24 hours at a time, after which it needs 30 minutes at the surface to recharge its air bladders.
In addition to its horizontal movement, the ship can freely ascend or descend 10 feet per round.
The vessel is entirely enclosed; only a 10-foot square deck is available when the ship is on the surface.
A single airlock allows access to the undersea world when the vessel is submerged.
Large screws cranked by teams of gnomes propel the vessel (for game purposes, this counts as rowing).

GOLDEN LIGHT, GNOME

A fine, lightweight beer with flowery accents, this is a favorite trade item with humans and halflings.
(Fortitude save DC 11).

GRAPPLING HOOK, COLLAPSIBLE

This small grappling hook has flat, retractable tines that fold out to create a working hook.
It functions exactly like a normal grappling hook, except that it increases the DC by +4 for Search checks to find it when folded up and hidden among a person's garments.

GRAPPLING LADDER

This is a premade rope ladder with two small grappling hooks on one end.
The given price and weight is per 10 feet of ladder.
Once the grappling ladder is in place, it reduces the DC for any Climb check above 10 to 10.

GRAVEBANE

This thick white liquid evaporates almost instantly upon contact with air, creating a thin, nearly invisible smoke.
The smoke is nearly odorless, and is has no effect on most creatures.
Undead, however, are repulsed by the smoke and can only pass through it with an effort of will.

When opened (usually by throwing it on the ground), a flask of gravebane fills a 5-foot-square area with smoke.
Undead cannot enter an area filled with gravebane smoke unless they succeed on a Will save (DC 10).
Undead can attack into a gravebane-filled area normally as long as they don't enter the area to do so.
Gravebane ordinarily lasts for 1 minute, although strong winds may decrease this duration.

GRAY WHINNIS

Paralysis caused by the secondary effect of gray whinnis lasts for 1d6×10 minutes.

HACKSAW

This blade is designed to cut through thin metal.
It ignores the hardness of any normal metal objects (excluding exotic metals like mithral or adamantine) that it is cutting, but deals only 1 point of damage per 2 rounds of sawing.
A common blade lasts for 20 rounds, while a superior blade lasts for 40 rounds.

HALFLING WAR-WAGON

Some people find the idea of halfling war-wagons dubious or amusing.
These people have never seen one in action.
Halfling war-wagons are dangerous and practical.
A war-wagon might not be much of a threat to a group of mid-level adventurers, but it's lethal on the battlefield.
Use the stagecoach statistics (above) for war-wagons, except that driver and passengers alike gain full cover.
The standard war-wagon is designed to allow halflings to safely fire ranged weapons on the battlefield and protect their skulkers until they get close enough to strike.
However, halflings are clever and resourceful.
They often adapt their wagons to suit personal fighting styles or specific circumstances.

HAMMOCK

This portable sling is a favorite of sailors and rangers.
It is hung up between two posts or trees to create a comfortable bed that is off the ground.

HANG GLIDER

Large vehicle; Profession (pilot) +0; Spd fly 30 ft. (poor); Overall hp 20 (hardness 5); Overall AC 4; Ram 2d6; Face 5 ft. by 15 ft.; Height 5 ft.; Crew 1; Cost 300 gp.
This big, wedge-shaped wing consists of a rigid frame with canvas, animal hides, or some other light, sturdy covering spread tightly across it.
Unlike most flying vehicles, a hang glider cannot ascend under its own power.
Hang gliders rely on either a high launch point or thermal updrafts to gain altitude.
A hang glider's pilot gains one-half cover behind 1 inch of wood and cloth (hp 10, hardness 3).

HAWK'S OINTMENT

This thick, acidic gel temporarily sharpens the user's vision.
Once its beneficial effects wear off, however, the gel burns and stings the eyes for a few minutes.
After spreading the gel over her eyes, a character gains a +1 bonus on Search and Spot checks for 2 minutes.
After the duration expires, she takes a –2 penalty on Search and Spot checks for 10 minutes.
Characters who spend a round washing out their eyes with clean water halve the duration of the penalty.
Applying hawk's ointment is a full-round action that provokes an attack of opportunity.

HEAT MAT

This 1-foot-by-1-foot square mat is made of heat-absorbing materials.
It can withstand temperatures of up to 1,200 degrees Fahrenheit, even when a hot item is placed directly on it, and will not catch fire.
The mat does get uncomfortably hot and is not suitable as a protective layer of clothing.
It is mostly found in alchemists' and wizards' laboratories.

HEATSUIT OUTFIT

Clothing designed to protect the wearer against abysmal heat, such as temperatures found around forges and volcanoes.
It consists of heavy pants and coat, a specially treated leather apron, very thick mittens, a thick hood, and goggles.
The heatsuit outfit prevents 3 points of normal heat damage per round (not subdual) and eliminates the –4 penalty on Fortitude saves for wearing heavy clothes (see Heat Dangers in Chapter 3 of the DUNGEON MASTER'S *Guide*).
A heatsuit outfit should be worn only for brief periods of time.

HELMET, MINER'S

This metal pot helm has a small enclosure on the front, similar to a bullseye lantern.
It can hold one candle, which illuminates a cone 10 feet long.
The candle is commonly imbued with a *light* or *continual flame* spell.

HOLY TEXT

This is a nonmagical religious text, containing scripture, stories, and teachings of a particular faith.
The price given is for a very simple copy, with few, if any, illuminations.
Fancier versions increase drastically in price.

HOUSEBREAKER HARNESS

Designed exclusively for second-story breaking and entering, this harness is made of pliable black leather and reduces the amount of noise made from loose metal items clanging together.
It grants a +1 circumstance bonus on Climb and Move Silently checks while worn but imposes a –2 penalty on

Balance, Escape Artist, Hide, Jump, Pick Pocket, and Tumble checks.

HOWDAH

A howdah is a seat or box, usually with a canopy and railing, placed on the back of a Huge or larger creature.
Four Medium-size riders can fit on a howdah.
Ornate howdahs are status symbols for rich or noble people, but open-air versions also make excellent fighting platforms.
In addition to placing occupants out of the reach of most infantry, a howdah provides one-half cover.
Cost: 200 gp; *Weight*: 100 lb.

ICE AXE

More tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle.
It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain.
If used as a weapon, treat as a hand axe with a –2 penalty on attack rolls.

INSECT NETTING

This is a 10-foot-by-20-foot rectangle of very light woven fabric designed to keep small insects from getting through.
If properly set up, it keeps away mosquitoes, bees, and other ordinary vermin.
It does not prevent monstrous vermin from getting through.
See the beekeeper's outfit under Class Tools and Skill Kits for more information.

INSTANT ROPE

When poured from a flask, this viscous gray liquid forms into a long cord usable as a temporary rope.
Upon being exposed to air, the liquid rapidly increases in both volume and viscosity, swelling to the diameter of a typical hemp rope, then quickly drying.
A flask of instant rope forms a 30-foot-long cord; it takes 2 rounds for it to solidify and dry enough to be used.
The instant rope can be moved during this period without damaging it, but it cannot support more than 10 pounds of weight without breaking.
Once completely dry, instant rope can support as much weight as normal hemp rope.
After an hour, instant rope becomes too brittle to support any weight and quickly crumbles into dust.

IRONCLAD

Colossal vehicle; Profession (sailor) +0; Spd oars 10 ft. (nautical average); Overall AC –3; Section hp 30/60 (hardness 10/5); Section AC 3; Ram 20d6; Face 80 ft. by 30 ft.; Height 15 ft. (draft 20 ft.); Crew 80 (60 rowers); Cargo 2,000 lb.; Cost 30,000 gp.
Dwarves who go to war at sea feel unprotected by "flimsy" wooden hulls.
Therefore, dwarf shipwrights developed the ironclad, an iron-plated warship that sits low in the water and brims with ballista bolts.
Ironclads are rightly feared by naval commanders.
The ballista crews can fire their bolts from behind protective iron shutters, breaching an ordinary ship's hull without fear of retaliation.
Rowing dwarves work in teams, turning giant cranks to propel the ship.
The ironclad has enough space to accommodate eight ballistas, usually mounted four to a side.

JESTER'S KIT

A fine collection of gaudy clothing, face paint, toys, puppets, juggling balls, and other colorful items.
It grants a +1 circumstance bonus on any Perform (comedy), Perform (buffoonery), or Disguise checks to avoid recognition.

JEWELER'S LOUPE

This magnifying eyepiece grants a +1 circumstance bonus on Appraise checks when inspecting things very closely, such as gems, jewelry, or artwork.

KANTO'S LAMENT

Colossal vehicle; Profession (sailor) +4; Spd fly 40 ft. (clumsy) or wind × 20 ft. (nautical average); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (0 hardness), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons (Spd wind × 15 ft. if 75 tons or more); Cost 450,000 gp.
This magic sailing ship is often used by slavers to move their illicit cargo from place to place.
It has a *cloud keel*, enabling it to fly at a speed of 40 feet, but it often raises its *lesser wind-favored sails* to gain a speed of 60 feet.
For extraplanar journeys, *planar sails* are stowed belowdecks.
The navigator's cabin contains *charts of certainty*.
The ship has two ballistas mounted on rotating platforms that fire 5d6 *lightning bolts* once per round.
The ship is a valuable prize, and the slaver lord who owns it is loath to let anyone know how powerful his ship is.
He travels by air only at night and in wilderness areas where *Kanto's Lament* is unlikely to be seen.
But the ship comes to earth at prearranged points to pick up and drop off slaves.

KEELBOAT

Gargantuan vehicle; Profession (sailor) +0; Spd wind × 10 ft. (nautical good), oars 10 ft. (nautical good); Overall AC 1; Section hp 40 (hardness 5); Section AC 3; Rigging 30 hp (hardness 0), AC 3; Ram 8d6; Face 60 ft. by 20 ft.; Height 10 ft. (draft 5 ft.); Crew 15; Cargo 50 tons (Spd wind × 5 ft., oars 5 ft. if 25 tons or more); Cost 3,000 gp.
A keelboat can have a single light catapult or ballista mounted on deck.

KEG

A container for liquids, especially wine and ale.
One person can easily carry the hand keg, while a cask usually requires two when full.

KRAGG, ORC

This spirit is popular among orcs and goblins.
It is extremely powerful and tastes dreadful to the nongoblinoid palate.
Drinking a tankard of this foul brew nauseates anyone who is not an orc, half-orc, goblin, or hobgoblin.
(Fortitude save DC 14).

LANTERN, FOG–CUTTER

This bullseye lantern has a special amber lens that allows light to reach farther through mist, fog, and smoke than that from regular lanterns.
It illuminates a cone 40 feet long and 10 feet wide at the end, regardless of fog or mist, and it burns for 6 hours on a pint of oil.
You can carry a lantern in one hand.

LAUNCH

Huge vehicle; Profession (sailor) +2; Spd oars 15 ft. (nautical good); Overall AC 3; Section hp 30 (hardness 5); Section AC 3; Ram 4d6; Face 20 ft. by 10 ft.; Height 5 ft. (draft 2 1/2 ft.); Crew 4 (plus 4 passengers); Cargo 5 tons (Spd oars 10 ft. if 2 tons or more); Cost 500 gp.
A large-oared vessel, the launch is often used as a lifeboat or ship-to-shore boat for a larger ship.
Crew and passengers are exposed to the elements, and those aboard have one-quarter cover from most foes and one-half cover from attackers in the water.
A launch converted strictly for passenger use can hold 18 passengers, or double that under cramped conditions; such a conversion increases the launch's cost to 1,500 gp.

LEASH AND MUZZLE

Made to fit creatures of various sizes, this is necessary equipment for training animals.
Masterwork versions are also available that grant a +1 circumstance bonus on Handle Animal checks, increasing the price by 20 gp (regardless of size).
For more information on training animals, see page 67.

LISTENING CONE

This device is made for listening through doors and other solid surfaces.
It grants a +2 circumstance bonus on Listen checks made through a door or other relatively thin, solid obstacle.

LOCKJAW

Characters affected by lockjaw can't speak or use spells with somatic components.

LONGBREATH

This thick, brown-tinted smoke is a great boon to anyone who needs to go without air for more than a few rounds.
After inhaling longbreath, a character can hold his breath for 3 rounds per point of Constitution, rather than 2 rounds per point.
Longbreath can be used after the character begins holding his breath, but it provides less of a benefit.
If a character inhales longbreath after beginning to hold his breath, simply multiply the number of rounds that the character could continue holding his breath by 1.5.
Once a character begins making Constitution checks to continue holding his breath, longbreath provides no benefit.

LONGSHIP

Colossal vehicle; Profession (sailor) +0; Spd wind × 10 ft. (nautical poor), oars 15 ft. (nautical average); Overall AC –3; Section hp 90 (hardness 5); Section AC 3; Rigging 40 hp (hardness 0), AC 1; Ram 8d6; Face 70 ft. by 20 ft.; Height 10 ft. (draft 5 ft.); Crew 50 (40 rowers); Cargo 50 tons (Spd wind × 5 ft. or oars 10 ft. if 25 tons or more); Cost 10,000 gp.
The longship has enough room on deck for two light catapults or ballistas.
Its shallow draft means that it can go without a launch if need be.

MAGNET, SMALL

This small magnet can be used to attract loose metal items or stick to ferrous objects.
It is only powerful enough to attract metal that weighs 3 ounces or less.

MARBLES

About two dozen assorted glass, flawed rock crystal, or clay spheres in a leather pouch.
They are commonly used as toys but are also useful for checking the slope in a dungeon corridor (just set one down and see which way it rolls), or as a nondamaging alternative to caltrops.
One bag covers an area 5 feet square.
Creatures moving through or fighting in the area must make Balance checks (DC 15).
A creature that fails is unable to move for 1 round (or may fall; see the Balance skill description in the *Player's Handbook*).
The DM judges the effectiveness of marbles against unusual opponents.
Creatures that are Huge or larger tend to crush the marbles into dust, while those with multiple legs, like carrion crawlers, can scramble along without falling.

MASTERWORK CONTROLS

Whether it's a finely tuned wheel that allows delicate adjustments to the rudder, or a complex harness system that directs the dray creatures with just a flick of the wrist, it's possible to get more performance out of a vehicle by improving its control system.

Masterwork controls provide a +2 circumstance bonus on Handle Animal or Profession checks made by the driver.
The cost depends on the vehicle's size (its weight does not change).
Cost: 300 gp (Medium-size), 600 gp (Large), 1,200 gp (Huge), 2,400 gp (Gargantuan), 4,800 gp (Colossal).

MEAD, ELVEN

Although not normally famed for brewing, elves find exotic honey in their forest homes to create this delightful mead.
Even dwarves find its taste appealing—though they are loath to admit it.
(Fortitude save DC 12).

MESS KIT

This lightweight metal kit contains a bowl, plate, fork, spoon, and cup.

MILL, HAND

This small handheld device grinds up grains, beans, and spices.

MOBILE REDOUBT

Huge vehicle; Handle Animal +4; Spd drawn (clumsy); Overall AC 3; Section hp 100 (hardness 5); Section AC 3; Ram 9d6; Face 10 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus 7 soldiers); Weight 4 tons; Cargo 1,000 lb.; Cost 1,500 gp.
Essentially a rolling guard tower, the mobile redoubt is a completely enclosed box of heavy timbers, usually drawn by four heavy warhorses.
It has arrow slits for firing ranged weapons and heavy doors on each side.
The redoubt's weakest point is the dray creatures, so armies using this vehicle usually equip them with the heaviest barding available.

MONEY BELT

This cloth pouch is designed to be worn under clothing and can hold up to 50 coins.
The Pick Pocket check DC to take something from a money belt is +5 higher than normal.

MOONDROP, ELVEN

Exquisite beyond compare, this beverage can be produced only by someone with the Alchemy skill (DC 30).
It is made through a bizarre process involving fresh dew and moonlight.
(Fortitude save DC 13).

MOTELIGHT

This flask contains a clear liquid filled with faintly glowing sparks of light.
You can throw a flask of motelight as a grenadelike weapon. When it strikes a hard surface, a flask of motelight creates a small area filled with rapidly moving sparks.
The sparks are distracting, but they cause no damage.
Creatures within a 5-foot radius attempting to cast a spell must succeed on a Concentration check (DC 5 + spell level) or lose the spell.
If the caster must make a Concentration check for another reason, the motelight applies no additional penalty.

MUSHROOM WINE

Created by several different species that live below ground, there are many types of this wine.
Prices range widely.
(Fortitude save DC 11–12).

MUSIC BOX

A tiny box with a small handle that, when turned, produces delicate music (a single song).
The precise skill to create one usually means that it is made from the finest metals and covered with gems.

NATURE'S DRAUGHT

This tiny vial contains a murky, pungent liquid.
When consumed, nature's draught cause subtle changes in the user's scent.
Animals respond well to a character who has consumed nature's draught, finding her less threatening and easier to trust.
Drinking a vial of nature's draught provides a +1 circumstance bonus on Handle Animal and Animal Empathy checks made during the next day.

NAUTILUS

Colossal vehicle; Profession (sailor) –6; Spd 20 ft. (nautical poor); Overall AC –3; Section hp 40/80 (hardness 20/5); Section AC 3; Ram 18d6; SA Ramming prow; Face 130 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); Crew 40; Cargo 50 tons; Cost 250,000 gp.
This massive armored vessel was once a galley, though few sailors would today recognize it.
It's been armored with adamantine, made airtight, and outfitted with air bladders stolen from a gnome submersible.
It includes a ramming prow and five luxury passenger spaces.
A Huge water elemental, bound into service, turns the massive screws at the rear of the ship.
The vehicle mounts no weapons, relying on its armor and the strength of its crew to survive encounters with aquatic dangers.
Though a powerful craft, the *Nautilus* is difficult for even a trained crew to manage.
The creator of the *Nautilus*, the loremaster Rutagha, recently lost the vessel to a kraken and its minions.
Rutagha, who *teleported* away, believes that some of his crewmembers may yet survive, and he's willing to hire adventurers to recover the ship.

NAVIGATOR'S KIT

This expensive set of instruments includes a sextant, astrolabe, compass, and measuring tools.

It has no benefit on land but grants a +2 circumstance bonus on Intuit Direction and Wilderness Lore (directional only) checks while at sea, and on Profession (cartographer) checks to make maps.

NET, BUTTERFLY

This is a slender rod with a metal hoop on one end, covered by a sack made from insect netting (see that entry, above). It's used to capture ordinary flying insects, vermin, and small birds without harming them.
It requires no proficiency to use a butterfly net, which grants a +2 circumstance bonus on attack rolls to capture creatures that are Tiny or smaller.
Treat this as a net (see Weapons in Chapter 7 of the *Player's Handbook*) in all respects, except that it is not thrown.

ORNITHOPTER

Large vehicle; Profession (pilot) +2; Spd fly 40 ft. (poor); Overall hp 20 (hardness 5); Overall AC 4; Ram 2d6; Face 5 ft. by 15 ft.; Height 5 ft.; Crew 1; Cost 4,000 gp.
A magically enhanced version of the hang glider, the ornithopter relies on animated wings to propel a Small character through the air.
Thus it can ascend like any flying creature with poor maneuverability.
Like the hang glider, the ornithopter gives its pilot one-half cover behind 1 inch of wood and cloth (hp 10, hardness 3).

PACK, FRAMED

This pack distributes weight better than normal packs, allowing creatures to carry slightly more than they otherwise could.
However, it is harder to reach into a framed pack while wearing it.
When calculating encumbrance for a character with a framed pack, treat the pack and everything inside it as weighing 10% less than normal.
Retrieving anything from a framed pack is a full-round action that provokes an attack of opportunity.

PASSENGER SPACES

Available cargo space can be converted for passenger use; one ton (2,000 pounds) of cargo space can accommodate two Medium-size or smaller passengers comfortably.
Twice as many can squeeze into passenger space for short periods of time, but they are too cramped to fight effectively and are considered fatigued after an hour's travel.
Cost: 200 gp per ton.

PASSENGER SPACES, FANCY

As above, but the passenger quarters are cushioned and decorated.
Each ton of cargo space can accommodate one passenger at this level of comfort.
Cost: 600 gp per ton.

PASSENGER SPACES, LUXURY

As above, but the passenger quarters are the very definition of opulence.
Each luxury passenger space takes up two tons of cargo space.
Cost: 1,500 gp per ton.

PERCOLATOR

Considered the most important part of a mess kit, a percolator boils water to make coffee and other, more exotic hot drinks.
If used in desperation as a weapon, the contents of a full boiling percolator deal 1d3 points of heat damage (max range 5 feet).

PERISCOPE

This is a small handheld periscope, about a foot long, that allows you to look over obstacles or around corners without exposing yourself to danger.

PESTLE AND MORTAR

A stone bowl and crusher used to grind material down to powder.
It is vital for using the Alchemy skill and for creating potions.

POLAR SKIN

This dull white cream provides limited protection against cold-based damage.
Polar skin becomes ineffective once it has absorbed 5 points of cold damage.
Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application.
Polar skin does not stack with magical protection from cold.
Magical effects such as the *resist elements* spell supersede the protection provided by polar skin.
Applying polar skin takes 1 minute.

PULLEY

A sturdy wooden pulley with a metal hook-and-eye for hanging.
The eye can withstand a load of up to 750 pounds before breaking.

PULSCH BROWN ALE

A halfling creation, found among the few permanent halfling settlements that have acquired the taste of ale.
It has a pleasant, nutty flavor.
(Fortitude save DC 11).

QUIVER SCABBARD

Cleverly designed, this quiver (for either arrows or bolts) has a hidden scabbard that can hold a relatively flat weapon

of size Small or smaller, such as a shortsword, handaxe, or dagger.
It increases the Search check DC by +6 to locate a weapon hidden within.

RAMMING PROW/PLATE

Vehicles equipped with a ramming prow take half damage from ramming attacks they initiate.
(Normally, rams deal equal damage to both the target and the ramming vehicle).
The warship comes with this augmentation for free.
The weight and cost depend on the vehicle's size.
Weight: 500 lb. (Large), 1,000 lb (Huge), 2,000 lb. (Gargantuan), 4,000 lb. (Colossal); *Cost*: 500 gp (Large), 1,000 gp (Huge), 3,000 gp (Gargantuan), 5,000 gp (Colossal).

ROBES, DESERT

These loose, light-colored robes offer some protection against the effects of heat.
They provide a +2 circumstance bonus on Fortitude saving throws against exposure to high temperatures.
Desert robes offer no protection against either mundane or magical fire.

ROPE, ELVEN

Elven rope is finer than silk.
It has 4 hit points and can be burst with a successful Strength check (DC 25).
It is so supple that it grants a +3 circumstance bonus on Use Rope checks.
Coils of elven rope are sold in 20-foot lengths and are extremely rare outside of elven settlements.

ROTATING PLATFORM

This low platform mounted on rollers doubles the fire arc of a siege engine (so catapults have 180-degree fire arcs, and ballistas can fire in any direction).
A rotating platform doubles the crew required to operate the siege engine.
Weight: 1,000 lb.; *Cost*: 500 gp.

SAILING SHIP

Colossal vehicle; Profession (sailor) +4; Spd wind × 20 ft. (nautical average); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons (Spd wind × 15 ft. if 75 tons or more); Cost 10,000 gp.
A sailing ship has enough room on deck for two light catapults or ballistas.
It usually uses a launch as a lifeboat (not included in the price).

SAW, FOLDING

This camp saw breaks down into one slender package for easy carrying.
It cuts through 4 inches of soft wood or 2 inches of hard wood per round.
A folding saw is ineffective as a weapon.

SCORCHER FUMES

Creatures affected by scorcher fumes lose the scent ability, if they had it, for 1d6×10 minutes.

SCRYER'S KIT

This is a variety of focusing crystals, incense, mirrors, and other tools to help a scryer concentrate.
It grants a +2 circumstance bonus on Scry checks.
The user must still have the ability to cast the *scrying* spell or have a crystal ball.

SHADOW CARRIAGE

Huge vehicle; Handle Animal +0; Spd 120 ft. (poor); Overall hp 90 (hardness 5); Overall AC 3; Ram 4d6; Face 15 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus 5 passengers); Weight 400 lb.; Cargo 500 lb.; Cost 100,000 gp.
This darkwood carriage, infused with shadowstuff, is drawn by six phantom steeds (as the spell cast by a 13th-level sorcerer).
Once per week, it can cross over to the Plane of Shadow for up to 13 hours, traversing 42 miles every hour regardless of terrain on the Material Plane (treat as the *shadow walk* spell cast by a 13th-level sorcerer).

SHEATH, BOOT

A boot sheath is easily concealed, making it useful for those who want to appear unarmed.
Boot sheaths can hold only Small or Tiny bladed weapons.
Characters attempting to conceal an item in a boot sheath gain a +4 bonus on their Pick Pocket check (opposed by either Spot or Search, depending on the situation).
If the character using the boot sheath does not have ranks in Pick Pocket, noticing the boot sheath requires a successful Spot or Search check (DC 10).

SHEATH, WRIST

This sheath fits along the inside of the forearm, allowing weapons stored inside it to be drawn quickly.
A wrist sheath can hold one Tiny weapon, such as a dagger, or one wand.
Weapons of unusual shape, like a bladed gauntlet, do not fit into a wrist sheath regardless of their size.
Drawing or replacing the contents of a wrist sheath is a move-equivalent action.

SHOES, SILENT

These are soft, padded shoes that absorb sound effectively.
Despite the padding, the soles are made from tough, stretchy leather that holds up to abuse.
They grant a +1 circumstance bonus on Move Silently checks.

SHRIEK ROCK

Created by halfling artisans, these flat stones have carefully drilled holes that cause a loud, high-pitched "shriek" when thrown hard.
This sound is as loud as a human screaming in a shrill voice.
Listen checks to hear shriek rocks in flight are at DC –5, modified as normal by distance and intervening obstacles.
A shriek rock has a 50% chance to be destroyed or lost when thrown.

SIDECAR SADDLE

A long mount that is at least two size categories larger than its rider can carry sidecar saddles.
This type of exotic saddle hangs off a creature's side, allowing it to carry passengers without crowding the rider.
If a mount is only two size categories larger than the rider (such as a horse carrying a halfling), sidecar saddles must be worn and weighted in pairs to keep the mount from becoming unbalanced.
If the mount is three or more size categories larger than the rider (such as a half-orc on an ancient bronze dragon), then the added weight is negligible for the mount and not unbalancing.
Riders in a sidecar saddle automatically get one-half cover from attacks coming from the opposite side of the mount.
Cost: 60 gp; *Weight*: 40 lb.

SIEGE TOWER

This war-wagon simply has a siege tower mounted on top of it.
A wagon is typically 10 feet tall; a siege tower extends its height by another 10 feet.
Through a set of gears and scissor mechanisms, the roof of the tower can pop up another 10 feet to deliver a strike force of skulkers onto a parapet.
The siege tower war wagon-weighs 1,000 lb. and costs 2,000 gp.

SIEGE TOWER, LARGE

Huge vehicle; Handle Animal +4; Spd drawn (clumsy); Overall AC 3; Section hp 120 (hardness 5); Section AC 3; Ram 12d6; Face 10 ft. by 10 ft.; Height 30 ft.; Crew 3 (plus 25 soldiers); Weight 16 tons; Cargo 1 ton; Cost 4,000 gp.
The large siege tower is a fortress on wheels.
Each of its three stories features arrow slits and heavy doors cut into foot-thick wood, while the roof has crenellations and a platform with room for a heavy catapult or two ballistas or light catapults.
A large siege tower's only disadvantage is its massive weight—a team of ten heavy warhorses or two elephants is needed to move it into position.

SIEGE TOWER, SMALL

Huge vehicle; Handle Animal +4; Spd drawn (clumsy); Overall AC 3; Section hp 120 (hardness 5); Section AC 3; Ram 10d6; Face 10 ft. by 10 ft.; Height 20 ft.; Crew 1 (plus 15 soldiers); Weight 8 tons; Cost 1,000 gp.
Designed more as an enclosed ladder than a proper vehicle, the small siege tower is built to take punishment while it is being pulled up to enemy walls.
Invading troops can ascend through the center of the siege tower and reach the top of the wall without coming under enemy fire.
The inefficient rollers used to help propel the tower limit the vehicle to a speed of 10 feet, but its movement is unaffected by poor terrain.
Builders sometimes mount a light catapult or ballista atop a small siege tower.

SIGNAL TORCH

These simple items are normal torches treated with a variety of alchemical substances to color the flames.
Signal torches each burn with a differently colored flame.
They are available in a variety of colors, the most common being green, blue, and yellow.

SKIS AND POLES

Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain.
Downhill speed can be as a run (×4) on slight grades or as run (×5) on severe grades.
It takes a full-round action to don and to remove skis.

SLATE BOARD

This is a 1-foot-square piece of slate, used for writing on with chalk.

SLED

Large vehicle; Handle Animal +2; Spd drawn (clumsy); Overall hp 40 (hardness 5); Overall AC 4; Ram 3d6; Face 15 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 300 lb., Cargo 1 ton; Cost 20 gp.
Drawn across ice or snow, the sled is an almost entirely exposed structure.
The driver and any passengers gain one-quarter cover behind 1 inch of wood (hp 10, hardness 5).
Eight riding dogs can pull the sled over ice or packed snow at a speed of 40 feet, even if it's fully loaded.
Untracked snow slows their speed by one-half, and deep snow cuts it to one-quarter.

SNORKEL

A 1-foot-long slender tube that allows you to breathe while submerged.
You can remain underwater indefinitely as long as you stay just under the surface (this is part of the swimming kit, described below in Class Tools and Skill Kits).

SNOW GOGGLES

These wooden goggles have a thin horizontal slit in the middle.
They grant a +2 circumstance bonus on saves to resist blinding effects, including snow blindness, extremely

bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*).
While wearing snow goggles, you incur a –4 circumstance penalty on Spot and Search checks.

SNOWSHOES

These allow the wearer to move at 2/3 normal speed across snow and ice.
Snowshoes take 1 minute to don and a full-round action to remove.

SPARKER

This consists of flint and steel set in a wire hinge.
Lighting a torch with a sparker takes a standard action.
A sparker can be used ten times before it needs replacing.

SPARKSTONE

These alchemical devices actually resemble fist-sized lumps of hard, gray clay.
You can throw a sparkstone as a grenadelike weapon.
When a sparkstone hits a target, it releases a short, violent arc of electricity.
A direct hit by a sparkstone deals 1d6 points of electricity damage.
If there is another creature within 5 feet of the target, the electricity arcs to that creature, dealing half of the initial damage.
The sparkstone only creates one secondary arc, so if more than one creature is within 5 feet of the target, roll randomly to see which creature is affected.
If no creatures are within 5 feet of the target, the sparkstone causes no secondary effect.

SPELUNKER'S OUTFIT

This outfit is for adventurers planning to travel underground.
It consists of water-resistant wool breeches, low sturdy boots, wool shirt, leather coat, belt, plain buckle, bandoleer (for attaching equipment), kneepads, elbow pads, and miner's cap.
The outfit does not include climbing gear, which must be purchased separately.

SPIDER POLES

This assortment of metal poles can be collapsed into a small, lightweight bundle.
Each pole is hollow, 1 foot long and 3/4 inch thick.
When unfolded, the poles snap into a variety of positions, forming a semirigid ladder 10 feet high or an articulated frame 5 feet square.
The poles can withstand up to 200 pounds of weight before the structure collapses and is ruined.
Using spider poles as a ladder grants a +1 circumstance bonus on Climb checks.
They may also grant a bonus in other situations if assembled in an appropriate manner (DM's discretion).

SPIDERBLOOD, DROW

A slight misnomer, this mushroom wine crafted by the drow includes a substantial dose of venom from poisonous spiders.
Its taste is remarkable and unlike anything encountered on the surface world.
Anyone not used to drinking this wine (usually a nondrow), must make a successful Fortitude save (DC 11) or be poisoned (primary and secondary damage 1d2 Con), in addition to making the Fortitude save against intoxication (DC 11).
Those wishing to overcome this poisonous effect must drink one glass over several hours, every day for three months.

SPRAYER

This is a small storage drum attached to a large handle and pump.
The drum is filled with liquid, usually water, although oil and holy water are commonly used as well (acid is a poor choice, as it eats away the container in a few rounds).
When pumped (a standard action) the sprayer creates a dense cloud of vapor 10 feet long.
Because the particles are so fine, the cloud lasts for only a moment and does not drift to adjacent squares.
The drum contains enough liquid to last for three pumps before needing to be refilled.

SPRINGWALL

This gnome-crafted device consists of a very thin wire mesh that is tightly wrapped up into a ball roughly the size of a fist.
When the ball is thrown and strikes a hard surface, it springs open, creating a flexible metal mesh wall 10 feet high and 10 feet wide (hardness 0, 5 hp).
The extremely thin mesh is difficult to see (Spot check DC 20).
A creature who walks or runs into the mesh must make a Reflex save (DC 15) to avoid being entangled as if by a net (see Chapter 7 of the *Player's Handbook*).
Once the springwall has been used in this manner, it cannot be used again.

STAGECOACH

Huge vehicle; Handle Animal +0; Spd drawn (clumsy); Overall hp 150 (hardness 5); Overall AC 3; Ram 6d6; Face 20 ft. by 10 ft.; Height 10 ft.; Crew 1 (plus 7 passengers); Weight 750 lb.; Cargo 1,000 lb.; Cost 800 gp.
The stagecoach is a larger version of the carriage (see above).
The driver and a passenger riding in front have one-half cover behind 1 inch of wood (hp 10, hardness 5).
Passengers inside the vehicle have three-quarters cover.
Four heavy horses, arranged in two ranks of two, can pull a stagecoach at a speed of 50 feet.

STILTS

These wooden stilts strap to your legs, increasing your height by 2 feet.

They require a successful Balance check (DC 5) to use effectively.
You can also buy taller stilts: For each additional foot in height, increase the Balance check DC by 5 and add 10 gp to the cost.
Base speed while using stilts is 20 feet (Small characters actually benefit from the longer strides).
You cannot run on stilts.

STONEBREAKER ACID

This special form of acid affects only stone.
You can throw stonebreaker acid as a grenadelike weapon.
Acid ordinarily deals half damage to objects (see Attack an Object in Chapter 8 of the *Player's Handbook*).
A direct hit on a stone surface ignores hardness and deals 3d10 points of damage.
On the round after a direct hit, stonebreaker acid deals a further 2d10 points of damage.

SWIMMER'S KIT

This consists of a snorkel (see the snorkel entry above—the bonus is already factored in), crude goggles, flippers, and occasionally a skintight suit.
It grants a +2 circumstance bonus on Swim checks and cannot be worn with other clothing or armor.

TABLE CASE, FOLDING

A 2-foot-by-2-foot suitcase that doubles as a folding table, this is commonly used by street performers, fences, and con artists.

TARP

This is a 10-foot-square piece of sturdy canvas with metal eyelets in the corners and edges.

TEEPEE

Used primarily by nomads, a teepee provides excellent shelter against the elements.
It takes 1 hour to set up and half an hour to take down.
A typical teepee provides enough room to comfortably fit eight Medium-size humanoids.
It requires a horse, donkey, or mule (or wagon) to transport effectively.

TENT, FOUR-PERSON

A Large tent that can comfortably fit four Medium-size humanoids.

TENT, ONE-PERSON

A tent designed to shelter one Medium-size humanoid.

TENT, PAVILION

A Huge open-air canopy, plus stakes, poles, and ropes.
It can comfortably fit twenty Medium-size humanoids underneath.

THEVER FUMES

The blindness caused by thever fumes is permanent unless removed by *cure blindness* or similar magic.

THEVER PASTE

The blindness caused by thever paste is permanent unless removed by *cure blindness* or similar magic.
If thever paste is heated, thever fumes are the result—the two poisons are derived from the same base compound.

THIEVING HELMET

This specially designed helmet has metal funnels around the ears, which grant a +1 circumstance bonus on Listen checks.

THUDRUD, GOBLIN

Almost universally avoided by nongoblinoid races, thudrud has been described as having the taste and smell of "a rotting cow that caught fire".
It is favored by some barbarians as the drink of choice.
(Fortitude save DC 12).

TONGS, METAL

These are 1-foot-long metal tongs used to pick up objects without touching them directly.

TOOLS, FARMING

Typical farming and gardening tools often found in the hands of commoners.
They have wooden shafts or handles and iron heads (typically hardness 5, 5 hp).
If used as weapons, they impose a –4 nonproficiency penalty on attack rolls.

TREE STAND

This portable platform gives hunters a stable surface above the ground.
In dense leaves, the tree stand provides a +2 circumstance bonus on Hide checks against anyone on the ground and doubles the range of vision.

TREE TENT, ELVEN

A cleverly designed and very comfortable one-person tent that suspends itself in the branches of trees.
Due to its coloration and shape, it grants a +1 circumstance bonus on Hide checks against being spotted from the ground.

TWINE, ROLL

A roll of sturdy twine.
It has 0 hardness and 1 hp.
When tightly wrapped around an object, it has the same strength as hemp rope (0 hardness, 2 hp per inch).

VERMINBANE

This tightly sealed flask contains a pale green smoke.
When released into the air, the smoke fills a 5-foot-square area.
Most creatures are unaffected by the smoke, although humanoids generally find the smell unpleasant.
Vermin, however, find the smoke almost intolerable.
To pass through an area filled with verminbane, vermin must succeed on a Fortitude save (DC 15).
Verminbane lasts for 1 minute, although strong winds may decrease this duration.

VEST, KNIFE

This specially designed vest is worn over other clothing and can comfortably hold up to ten daggers across the chest.
It is particularly handy for knife-throwers with the Quick Draw feat.

VICIOUS BLEEDER

This thick blue gel is a powerful anticoagulant.
A wound caused by a weapon coated with vicious bleeder continues to bleed for 2 rounds, dealing 1 additional point of damage on each of those rounds.
Applying vicious bleeder to a weapon (of any size) is a full-round action that provokes an attack of opportunity.
Once applied to a weapon, vicious bleeder lasts for 1 minute before it evaporates.
One flask of vicious bleeder contains enough to coat one weapon of size Large or smaller.
Vicious bleeder does not affect constructs, elementals, oozes, outsiders, or undead.

WAGON

Huge vehicle; Handle Animal –2; Spd drawn (poor); Overall hp 60 (hardness 5); Overall AC 3; Ram 4d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1; Weight 400 lb., Cargo 2 tons; Cost 35 gp.
A wagon is open-topped, so the driver and any passengers gain one-half cover behind 1 inch of wood (hp 10, hardness 5).
The most common dray creatures for the wagon are two heavy horses, which are strong enough to pull the wagon at a speed of 35 feet, even if it's fully loaded.
Wagons are the most common means for an invading army to move siege engines from place to place.
A wagon can also be equipped with a heavy catapult (adding 2 tons to the wagon's weight and eliminating the cargo capacity) or a light catapult (adding 1 ton to weight, leaving 1 ton of cargo space for ammunition).

WARSHIP

Colossal vehicle; Profession (sailor) +2; Spd wind × 15 ft. (nautical average), oars 20 ft. (nautical good); Overall AC –3; Section hp 100 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 15d6; Face 100 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); SA Ramming prow; Crew 260 (80 rowers, 160 marines); Cargo 5 tons; Cost 25,000 gp.
A warship can accommodate two heavy catapults or four light catapults or ballistas.
Four launches are used as lifeboats and troop transports (not included in the price).

WATER, LAWFUL/CHAOTIC

Groups that worship deities dedicated to the concepts of Law and Chaos also create water that mimics the effect of holy or unholy water.
Lawful water is identified by its utter stillness, while chaotic water constantly bubbles and froths.
Lawful water damages chaotic outsiders almost as if it were acid.
Typically, a flask of lawful water deals 2d4 points of damage to a chaotic outsider on a direct hit or 1 point of damage if it splashes such a creature.
In addition, lawful water is considered blessed, which means it has special effects against certain creatures.
A flash of lawful water can be thrown as a grenadelike weapon (see Grenadelike Weapon Attacks in Chapter 8 of the *Player's Handbook*).
A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the lawful water poured onto it.
Thus, you can douse an incorporeal creature with lawful water only if you are adjacent to it.
Doing so is a ranged touch attack that does not provoke attacks of opportunity.
Chaotic water is identical to lawful water, except that it affects lawful outsiders.

WICK, CANDLE

This is treated wick for creating candles.
In addition, it can be used as a timing device or fuse.
One inch of wick burns in 30 seconds.
The flame is as strong as that of a candle, so it is easily snuffed out by wind, rain, and the like.

WINCH

This is a hand-cranked winch, plus 50 feet of hemp rope (or wire) and a small hook.
To be effective, the winch must be bolted or nailed down to a secure surface.
There are different "strengths" that one can purchase—the equivalent of a person with Str 18 (lift/drag 600 pounds), 20 (lift/drag 800 pounds), or 22 (lift/drag 1,040 pounds).

WORG WARSLED

Huge vehicle; Handle Animal +2; Spd drawn (poor); Overall hp 100 (hardness 7); Overall AC 3; Ram 6d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1 (plus 3 passengers); Weight 900 lb.; Cargo 700 lb.; Cost 400 gp.
Goblins in snowy climes use their worg allies to pull massive sleds covered with makeshift armor and spikes.
The driver and passengers aboard such a warsled gain three-quarters cover behind a 2-inchthick barrier of steel and wood (hp 20, hardness 7).
Two worgs abreast pull the sled at a speed of 35 feet.

YACHT

Colossal vehicle; Profession (sailor) +2; Spd wind 15 ft. (nautical average); Overall AC –3; Section hp 40 (hardness 5); Section AC 3; Ram 8d6; Face 90 ft. by 30 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 30 tons; Cost 30,000 gp.
This vessel is a pleasure ship for royalty and extremely rich merchants.
Much of the belowdecks area is given over to opulent staterooms, and the decks and castles are left as clear as possible for the owner to stroll about at leisure.
Everything about the ship is the finest quality, from mast to belaying pins.

ZEPPELIN

Colossal vehicle; Profession (pilot) –4; Spd fly wind × 20 ft. (clumsy); Overall AC –3; Section hp 30 (hardness 5); Section AC 3; Rigging 200 hp (0 hardness), AC 1; Ram 4d6; Face 40 ft. by 10 ft.; Height 10 ft; Crew 10; Cargo 10 tons (Spd wind × 15 ft. if 5 tons or more); Cost 60,000 gp.
A zeppelin relies on hot air trapped in a massive balloon for lift and animated propellers for propulsion.
Because it flies, it is light in weight and vulnerable to wind conditions (thus it's treated as a wind-powered vehicle even though it doesn't have sails).
The balloon that provides lift is segmented so that one puncture isn't disastrous.
Unlike creatures with clumsy maneuverability, zeppelins have no minimum forward speed, and they can hover if they are turned into the wind.

BOOK OF CHALLENGES (3.0)

CHUK'S FUNGUS

Chuk makes his potions with a twist: each contains a fungus that heightens mental acuity, giving a +2 alchemical bonus on Will saves if the imbiber is a bugbear.
They're poisonous to anyone else (Fort DC 17, 1 Str/1d6+1 Str), though each one still has its normal magical effect.

BOOK OF EXALTED DEEDS (3.5)

Table 3–2: Ravages

Ravage	Type	Initial Damage	Secondary Damage	Price
Golden ice	Contact DC 14	1d6 Dex	2d6 Dex	1,200 gp
Celestial lightsblood	Ingested DC 20	1d4 Dex	1d4 Con	2,500 gp
Jade water	Injury DC 14	1d4 Wis	1d4 Int, 1d4 Wis	350 gp
Purified couatl venom	Injury DC 16	2d4 Str	4d4 Str	3,000 gp
Unicorn blood	Injury DC 17	1d3 Str	1d4 Str	500 gp

CELESTIAL LIGHTSBLOOD

This rare substance is as ethereal as pure alcohol, though it is not intoxicating.
A pure silvery color, it first slows and then sickens creatures it affects.

GOLDEN ICE

This crystalline substance is cold to the touch, though it doesn't melt except at infernally high temperatures.
Evil creatures subjected to it feel its cold spreading throughout their bodies.

JADE WATER

Jade is a potent substance, noted for its effects on certain kinds of evil supernatural creatures.
Jade water is simply holy water with a suspension of jade crystals that takes on unusual potency as a ravage.

PURIFIED COUATL VENOM

The venom of a couatl, when milked from the creature and purified, becomes a potent ravage that severely weakens the victim.

UNICORN BLOOD

Drawn from a willing living unicorn, unicorn blood retains its potency as a ravage only as long as the unicorn that donated the blood remains alive.

BOOK OF VILE DARKNESS (3.0)

Table 3–1: Torture Devices

Device	Circumstance Bonus	Escape DC	Damage	Cost	Weight
Branding iron/poker	+3	—	1d3	2 gp	4 lb.
Dagger	+4	—	2d4	2 gp	1 lb.
Hot lead	+3	—	1d3	1 sp	1 lb.
Iron maiden	—	27	—	200 gp	250 lb.
Low setting	+6	—	1	—	—
Moderate setting	+8	—	5	—	—
Severe setting	+10	—	10	—	—
Terminal setting	+12	—	50	—	—
Jaw breaker	+4	—	2d4	10 gp	1 lb.
Needle	+2	—	1	1 sp	—
Pillory	+2	20	1d6	50 gp	50 lb.
Rack	+5	22	1	150 gp	200 lb.
Scalpel/flenser	+4	—	1d6	4 gp	—
Thumbscrew	+3	—	1d2	1 gp	1 lb.
Tied down	+0	*	—	1 sp	1 lb.

*The Use Rope check of the torturer sets the DC for the victim's Escape Artist check.

Table 3–2: Execution Devices

Device	Execution DC	Escape DC	Botched Damage	Cost	Weight
Crucifixion cross	15	28	*	1 gp	50 lb.
Draw and quarter	18	25	5d6	3 sp	1 lb.
Hanging rope	18	**	1d3/rd.	3 sp	1 lb.
Headsman's axe	18	**	Coup de grace	20 gp	20 lb.

*Crucified characters lose 10% of their total hit points each hour.
**The Use Rope check of the executioner sets the Difficulty Class.

Table 3–3: Alchemical and Quasi-Magical Items

Item	Price	Alchemy DC
Feather powder	70 gp	25
Festering bomb	50 gp	22
Karras stone knife	250 gp	—
Violated horn	3,000 gp	—
Weeping stone	100 gp	25

Table 3–4: Addictions

Addiction Rating	Fort DC	Satiation	Damage
Negligible	4	1 day	1d3–2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	2 days	1d6 Dex, 1d6 Wis, 1d2 Con
Extreme	25	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Vicious	36	1 day	1d8 Dex. 1d8 Wis, 1d6 Con, 1d6 Str

Table 3–5: Drugs

Name	Type	Price	Alchemy DC	Addiction
Agony ("liquid pain")	Ingested DC 18	200 gp	25	Extreme
Baccaran	Ingested DC 14	10 gp	20	Low
Devilweed	Inhaled DC 15	6 gp	20	Low
Luhix	Injury DC 25	2,000 gp	30	Vicious
Mordayn vapor ("dreammist")	Inhaled DC 17	200 gp	20	High
Mushroom powder	Inhaled DC 15	100 gp	25	Medium
Redflower leaves	Ingested DC 10	300 gp	27	Low
Sannish	Ingested DC 9	15 gp	20	Medium
Terran brandy [1]	Ingested DC 19	500 gp	30	Low
Vodare	Ingested DC 13	40 gp	15	High

Name: The name of the drug (and its common nickname, if any).

Type: This column gives the method by which the drug is introduced into a creature's system—either ingested, inhaled, or via an injury—and the DC of the Fortitude save necessary to avoid the effects of the drug. Injury also includes methods such as pouring the drug into a wound or applying it as a poultice.

Price: The price of a single dose, assuming the drug is publicly available. If a drug is banned, the price is generally two to five times higher.

Alchemy DC: The DC for the Alchemy check required to make the drug. The check can only be made in a properly outfitted alchemical laboratory.

Addiction: The addiction rating of the drug (see the Addiction section above).

[1] This drug is magical. Its positive effects do not take hold in an *antimagic field,* but the negative aspects of the drug's secondary effects and addiction remain.

Table 3–6: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	DC to Create
Tiny centipede poison	Injury DC 11	1 Dex	1 Dex	40 gp	15
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp	15
Medium-size centipede poison	Injury DC 13	1d3 Dex	1d3 Dex	110 gp	15
Large centipede poison	Injury DC 16	1d4 Dex	1d4 Dex	150 gp	18
Huge centipede poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp	20
Gargantuan centipede poison	Injury DC 26	1d8 Dex	1d8 Dex	950 gp	20
Colossal centipede poison	Injury DC 36	2d6 Dex	2d6 Dex	2,900 gp	30
Tiny scorpion poison	Injury DC 11	1d2 Str	1d2 Str	90 gp	15
Small scorpion poison	Injury DC 11	1d3 Str	1d3 Str	100 gp	15
Medium-size scorpion poison	Injury DC 15	1d4 Str	1d4 Str	175 gp	18
Large scorpion poison	Injury DC 18	1d6 Str	1d6 Str	200 gp	20
Huge scorpion poison	Injury DC 26	1d8 Str	1d8 Str	1,200 gp	25
Gargantuan scorpion poison	Injury DC 36	2d6 Str	2d6 Str	3,000 gp	32
Colossal scorpion poison	Injury DC 54	2d8 Str	2d8 Str	9,000 gp	35
Tiny spider venom	Injury DC 11	1d2 Str	1d2 Str	90 gp	15
Small spider venom	Injury DC 11	1d3 Str	1d3 Str	100 gp	15
Medium-size spider venom	Injury DC 13	1d4 Str	1d4 Str	150 gp	18
Large spider venom	Injury DC 16	1d6 Str	1d6 Str	175 gp	18
Huge spider venom	Injury DC 22	1d8 Str	1d8 Str	1,000 gp	20
Gargantuan spider venom	Injury DC 31	2d6 Str	2d6 Str	2,500 gp	26
Colossal spider venom	Injury DC 35	2d8 Str	2d8 Str	3,000 gp	28
Bebilith venom	Injury DC 20	1d6 Con	2d6 Con	900 gp	20
Devilseye	Injury DC 21 [1]	1 point of SR [3]	1d3 points of SR [3]	1,000 gp	22
Lifebane	Injury DC 20 [2]	1d6 Con	1d6 Con	2,000 gp	25
Eyeblast	Injury DC 22	Blindness	Blindness	500 gp	23
Balor bile	Contact DC 25	1d6 Str	1d6 Str	1,000 gp	25
Vilestar	Contact DC 24 [2]	2d6 Str	2d6 Str	6,000 gp	34
Sasson juice	Contact DC 18	1d4 Dex	1d4 Dex	500 gp	22
Sufferfume	Inhaled DC 20	1 all scores	1 all scores	1,200 gp	21
Urthanyk	Inhaled DC 19	1d6 Str	1d6 Str	2,000 gp	26
Mist of Nourn	Inhaled DC 25	1d8 Con	1d8 Con	7,000 gp	35
Ishentav	Inhaled DC 13	1d6 Str	1d6 Str	500 gp	25
Burning angel wing fumes	Inhaled DC 18	1d6 Cha	2d6 Cha	2,800 gp	27
Basilisk breath	Inhaled DC 17 [1]	1d6 Con	1d6 Con	2,500 gp	26

[1] Affects outsiders otherwise immune to poison.
[2] Damage is vile damage.
[3] Damage to SR returns at the same rate as ability score damage.

Table 3–7: Psychic Poisons

Poison	Target	Initial Damage	Secondary Damage	Minimum Level
Darin-tasith	Creature	1d6 Int	1d6 Int	7th
Karadrach	Creature	1d6 Wis	1d6 Wis	7th
Estadrach	Creature	1d8 Wis	2d8 Wis	9th
Stradda	Creature or object	1d6 Cha	1d6 Cha	8th
Nishita	Object	1d6 Int	1d6 Int	7th
Vashita	Object	1d6 Wis	1d6 Wis	7th
Lanshita	Object	2d6 Cha	2d6 Cha	11th
Blue unlyn	Area	1d6 Int	1d6 Int	8th
Red unlyn	Area	1d6 Wis	1d6 Wis	8th
Amber unlyn	Area	1d6 Cha	1d6 Cha	8th
Violet unlyn	Area	1d6 Int	2d6 Int	10th
Black unlyn	Area	1d6 Int, 1d6 Wis, 1d6 Cha	1d6 Int, 1d6 Wis, 1d6 Cha	13th

AGONY (LIQUID PAIN)

This thick, reddish liquid is the distilled essence of pain, captured using special spells or items (see the Pain as Power section of Chapter 2).
It is highly sought after by outsiders.
Initial Effect: User is stunned for 1d4+1 rounds and can take only partial actions for 1d6 minutes after that.
Secondary Effect: 1d4+1 enhancement bonus to Charisma for 1d10+50 minutes.
Side Effects: Feelings of intense pleasure last for 1d4 hours.
Overdose: If more than one dose is taken in a 24-hour period, the user immediately falls unconscious for 1d4 hours (Fort DC 18 negates).

BACCARAN

This pasty substance is dried and kept as a powder or sometimes left as a paste.
The ingredients are numerous and difficult to obtain.
Initial Effect: 1d4 points of Strength damage.
Secondary Effect: 1d4+1 enhancement bonus to Wisdom for 1d10+15 minutes.
Side Effects: Those under the effect of baccaran take a –4 circumstance penalty on saving throws involving illusions for 2d4 hours after using this mild hallucinogen.
Overdose: If more than one dose is taken in a 24-hour period, the user immediately takes 2d6 points of damage and the side effect is doubled.

BRANDING IRON/POKER

Heated in hot coals, this iron rod is used to create painful but nonfatal burns.

The burn deals 1d3 points of damage and allows one Intimidate check.

CRUCIFIXION CROSS

This device consists of two lengths of wood or other strong material, plus several nails.
The executioner affixes the condemned to the structure by driving nails through the wrists and the arch of each foot. When affixed, the condemned is considered crucified.
On a successful Profession (executioner) check, excruciating pain slowly kills the condemned over the next several hours: She loses a number of hit points equal to 10% of her full normal total hit points each hour.
If the executioner botches the crucifixion, the condemned is not securely fashioned to the cross and gains a +10 bonus on Escape Artist checks.
She still loses 10% of her total hit points each hour she remains on the cross.

DAGGER

Any weapon could be used as a device of torture, though traditional weapons do their jobs too well—the risk of killing the victim too quickly becomes a concern.
If a dagger is used as a torture device, each use deals 2d4 points of damage and allows one Intimidate check.

DEVILWEED

Leaves from the wyssin plant are dried and rolled into a tobaccolike substance and smoked.
Initial Effect: 1 point of Wisdom damage.
Secondary Effect: The smoker gains a +2 alchemical bonus to Strength for 1d3 hours.
Side Effects: A creature under the effect of devilweed is easily confused and acts skittish (treat as shaken).
Overdose: None.

DRAW AND QUARTER

First, the executioner forcefully affixes a specially prepared cord to some vital internal organs of the client, usually the intestines; this procedure deals 3d4 points of damage.
Once the cord is affixed, the executioner either draws the cord himself, or attaches the other end to a horse that subsequently gallops away.
The cord draws taut, pulling the intestines from the torso of the condemned.
On a successful Profession (executioner) check, the condemned dies instantly.
On a botched attempt, the cord comes loose prior to disembowelment, but the condemned still takes 5d6 points of additional damage.

FEATHER POWDER

Originally designed as a weapon against devas and lammasus, this dark red alchemical powder comes in a small glass vial thrown as a grenadelike weapon.
Anyone struck or splashed by the powder must succeed at a Fortitude saving throw (DC 15) or take a –1 circumstance penalty on attack and damage rolls, saving throws, skill checks, and ability checks for 1 minute due to irritation and itching.
Creatures with feathers are particularly susceptible, taking a –2 circumstance penalty on the Fortitude save against feather powder and suffering double the effect (–2 penalty) if they fail the save.

FESTERING BOMB

This small ceramic sphere is packed with alchemical explosives, rotting meat, and offal infected with filth fever. When thrown as a grenadelike weapon, it spreads disease in its wake.
The explosion on impact is not enough to cause physical harm, but it does spray the rotten contents and infection in a 20-foot burst.
All within the burst must make saving throws as if exposed to filth fever (Fort DC 12; see the Disease section in Chapter 3 of the DUNGEON MASTER's *Guide*).
Unlike normal exposure to filth fever, the victim need not be injured.

HANGING ROPE

A rope used for this purpose has usually been boiled and stretched beforehand to eliminate further stretching and coiling.
The knot is lubricated with wax to ensure a smooth slide as it tightens around the neck of the condemned.
The noose is placed so that the knot is behind the left ear of the condemned; then a trapdoor opens below or a stool is knocked away and the condemned plummets.
On a successful Profession (executioner) check, the condemned dies instantly.
If the execution is botched, the condemned is not killed by the fall but instead slowly strangles, taking 1d3 points of damage per round.

HEADSMAN'S AXE

When specially sharpened and held with the proper technique, a greataxe (or a greatsword) can serve the executioner as the instrument of execution.
The condemned is restrained, with the neck vulnerable to the strike readied by the executioner.
On a successful Profession (executioner) check, the condemned dies instantly.
If the executioner fails the attempt, the headsman's axe delivers a coup de grace against the condemned (automatic critical hit, and the condemned must succeed on a Fortitude save or die).
The coup de grace simply completes the executioner's task more messily.

HOT LEAD

The torturer melts lead, then pours it on the victim's skin. Often the palm, the arm, or the belly is the target, but sometimes torturers drip lead on the eyelids or other delicate tissues.
Each use deals 1d3 points of damage and allows one Intimidate check.

IRON MAIDEN

This coffin-shaped iron box is laden with spikes on the interior surfaces.
Anyone placed inside is pierced dozens of times, and any movement causes more pain.
The iron maiden has several settings that determine how tightly the two sides come together when the device is closed.
At the low setting, anyone inside takes 1 point of damage per round.
The moderate setting deals 5 points of damage, the severe setting deals 10 points of damage, and the terminal setting deals 50 points of damage each round.
Once the iron maiden is closed to any setting, the torturer can make an Intimidate check every round.

JAW BREAKER

This wood and metal device is like a reverse thumbscrew.
The torturer inserts the jaw breaker into the victim's mouth, then turns a small wheel.
As the wheel turns, two opposing plates force the victim's mouth wider and wider, breaking teeth and eventually the jawbone.
The jaw breaker can also be used on the victim in other places.
Each use deals 2d4 points of damage and allows one Intimidate check.
The jaw breaker must generally be removed for the victim to speak coherently.

KARRAS STONE KNIFE

A quasi-magical item, this simple knife must be carved from a very rare stone procured from the gallbladder of an intelligent creature slain during a special harvesting ritual.
Karras stone is made only into knives because it has only one special use—otherwise, it is normal stone.
When a karras stone knife is used to sacrifice a living creature, the character using the knife gains a +1 profane bonus on the Knowledge (religion) check for the sacrifice (see Sacrifices in Chapter 2).

LUHIX

Powdered stalks of plants that grow only in the Abyss, luhix is normally sprinkled onto a bleeding, self-inflicted wound.
Then the wound is sealed either with magical healing or tightly wound bandages.
Initial Effect: 1 point of ability score damage to all ability scores.
Secondary Effect: The imbiber gains a +2 alchemical bonus to all ability scores for 1d2 hours.
Side Effects: For the first minute of application, the user feels intense pain.
During the time that the secondary effect is in effect, the user is immune to pain (including the effects of spells such as *symbol of pain*).
The character takes damage as normal, but may not react normally to that damage.
Overdose: Those who take this drug more than once in 24 hours must make a separate save (Fort DC 25 negates) or die in terrible pain.

MORDAYN VAPOR ("DREAMMIST")

Made of roughly ground leaves of a rare herb found in deep forests, mordayn is so potent that it is taken by steeping a small amount in hot water, and then inhaling the vapors of the resultant tea.
Raw mordayn powder and mordayn-tainted water are deadly poison; taking the powder directly or drinking the water produces an immediate overdose.
Dreammist is renowned for the beautiful visions it induces and the deadly peril of its sinister embrace.
Initial Effect: Exotic visions of incredible beauty enthrall the user for the next d20+10 minutes.
During this time the user has a 50% chance to lose any action he attempts, as described in the *bestow curse* spell.
Secondary Effect: 1d4 points of Constitution damage and 1d4 points of Wisdom damage.
Side Effects: The visions of a dreammist user are incredibly beautiful and poignant.
His normal life seems drab and futile in comparison, and he aches to experience the transcendent beauty of his drug-induced dreams again.
When the dose wears off, the user must succeed at a Will save (DC 17) or fall under a compulsion to do whatever is necessary to repeat the dreammist dose (treat this as a compulsion similar to that of a *suggestion* spell).
This compulsion lasts for 1d4 hours before fading.
Overdose: If two doses are taken within the space of an hour, or if raw mordayn powder or mordayn tea are ingested, the drug is a deadly poison (ingested DC 17, 1d10 Con/1d10 Con).
Mordayn vapor addicts often throw out the tea as soon as they inhale and make sure that only one dose is available at a time in order to make sure they cannot overdose on the deadly drug.

MUSHROOM POWDER

Taken from a rare blue mushroom, this powder must be inhaled.
It is popular among arcane spellcasters.
Initial Effect: +2 alchemical bonus to Intelligence and Charisma for 1 hour.
Secondary Effect: 1 point of Strength damage.
Side Effects: This is a mild hallucinogen.
The user takes a –2 alchemical penalty to Wisdom for 1d4 hours and a –2 alchemical penalty to Strength and Constitution for 2d4 hours.
Overdose: If more than one dose is taken in a 12-hour period, the user takes 2d6 points of damage.
Using it more than three times in any 24-hour period deals 4d6 points of damage and paralyzes the user for 2d4 hours.

NEEDLE

Large needles or nails can be inserted into the flesh of the victim in places that maximize pain and minimize real damage.
Each needle deals 1 point of damage.
Usually, three or four of these are used on a victim per Intimidate check.

PILLORY

This wooden device, consisting of a frame with holes for the victim's head and hands, is not a torture device in and of itself.
A pillory is designed to confine and restrain a victim.
When the pillory is located in a public place, the torturer, her minions, and even passing strangers can taunt, assault, and further humiliate the victim.
Those who linger near the pillory commit acts ranging from simple degradation of the victim to outright physical harm.
Each 8 hours of confinement typically deals 1d6 points of damage and allows one Intimidate check.

RACK

A long, table-shaped device, the rack is equipped with chains and winches hooked up to manacles.
As a crank is turned, the rack stretches the victim's arms and legs.
Each 30 minutes spent on the rack deals 1 point of damage and allows one Intimidate check.

REDFLOWER LEAVES

These crushed leaves of a tiny red bog flower are known for their ability to improve hand-to-eye coordination.
Initial Effect: None.
Secondary Effect: As a move-equivalent action, the user may focus his attention upon a particular creature.
If he follows that action with an attack against the creature, he gains a +4 competence bonus on the attack roll.
This ability lasts 10 minutes.
Side Effects: None.
Overdose: Taking a second dose before the first has worn off causes the user to be nauseated for 1d4×10 minutes.

SANNISH

A bluish liquid distilled from wolves' milk and a powdered desert plant, this concoction is very popular.
Addicts are easily found by the permanent blue stains on their lips.
Initial Effect: 1 point of Wisdom damage.
Secondary Effect: The user becomes numbed to pain for 1d4 hours, immune to pain-induced penalties (such as from a *symbol of pain*).
Side Effects: Sannish causes euphoria.
While the drug is in effect, the user takes a –2 penalty on all initiative checks.
Overdose: A second dose taken while the first dose is still in effect causes a numbing stupor for 2d4 hours.
The user can only take partial actions until the stupor wears off.

SCALPEL/FLENSER

A finely crafted knife with a short, sharp blade, the scalpel is used by surgeons to cut away diseased flesh.
When used by a torturer, the scalpel pares lengths of skin away, then removes a digit or an earlobe.
Each use of a scalpel deals 1d6 points of damage and allows one Intimidate check.
Flensers are similar knives used to remove the skin from a body.

TERRAN BRANDY

A potent alcohol, this magical drink is favored by heartless spellcasters of all types.
This green liquid is distilled from the essence of dying fey.
Initial Effect: +2 alchemical bonus to effective caster level for 1d20+20 minutes.
Secondary Effect: 2 points of Constitution damage.
Side Effects: None.
Overdose: If more than one dose is taken in a 8-hour period, the user immediately takes 1 point of Constitution damage.

THUMB SCREWS

This small wood and metal device slowly crushes the thumb or finger of a victim.
It causes a lot of pain, but deals only 1d2 points of damage per use.
Each time the thumbscrews tighten, the torturer can make another Intimidate check.

TIED DOWN

Anything used to tie down a victim is not a torture device.
But if the victim sees many ancillary and/or stationary torture devices nearby (as in a typical torture chamber), the torturer can make an immediate Intimidate check using half of the circumstance bonus for the item in question.

VIOLATED HORN

Also a quasi-magical item, the violated horn is a unicorn's horn that has been removed from a still-living unicorn, leaving the creature crippled and in constant, terrible pain.
For a violated horn to have special power, it must physically violate a victim during a perverse religious ritual conducted atop an altar dedicated to an evil god.
The character performing the ritual must succeed at a Knowledge (arcana) check (DC 20) to perform the ritual properly, and no second tries are possible with that particular horn if the first check fails.
Once a violated horn is powered, its possessor can break the horn at any time thereafter and be immediately transported to the site of the ritual as if a *word of recall* spell had been cast.

VODARE

An extremely bitter brown powder, vodare is usually mixed with honeyed water or sweet wine to dilute the taste.
It is made from the crushed petals of a flower that grows only on the graves of those who dedicated their lives to the worship of Rallaster.
Initial Effect: +2 alchemical bonus on Intimidate checks and saving throws against fear effects for 1d4 hours.
Secondary Effect: –4 alchemical penalty on Diplomacy and Bluff checks for 2d4 hours.
Side Effects: Mild euphoria and fierce confidence while the drug is in effect.

Overdose: If more than one dose is taken in a 4-hour period, the user becomes catatonic (Fort DC 15 negates).

WEEPING STONE

Created through alchemical processes that inflict terrible—and sometimes lethal—pain on a living being, a weeping stone causes anyone touching it to his or her face to begin to weep and feel great sorrow.
Such a character is considered shaken for 1d6 rounds.

CITY OF SPLENDORS WATERDEEP (3.5)

SLEEP–SMOKE

Used primarily by agents of the Xanathar Thieves' Guild for kidnapping, sleep-smoke is a dark-gray, smoky gas that rapidly dissipates when released into the air.
One dose affects a globe 10 feet in diameter on the first round, expanding outward to a globe 20 feet in diameter on the second round, and being harmless thereafter.
A strong wind can move the globe of *sleep-smoke*.
Type: Inhaled DC 15; Initial damage unconsciousness for 1 minute; Secondary damage unconsciousness for 1d3 minutes; Price 25 gp; DC to create 15; CR modifier +1.

COMPLETE ADVENTURER (3.5)

Table 4–2: Alchemical Items

Substance	Benefit Applies to . . .	Cost	Weight	Duration	Craft (Alchemy) DC
Blend cream	Hide	50 gp	1 lb.	1 hour	20
Candle, focusing	Appraise, Decipher Script, Forgery, Search	100 gp	1 lb.	1 hour	25
Catstink	n/a	50 gp	—	10 minutes	20
Fareye oil	Spot	25 gp	—	1 minute	20
Flash pellet	n/a	50 gp	—	1 round + 1 round	25
Freeglide	Escape Artist	20 gp	—	1 hour	20
Hawk's ointment	Search, Spot	50 gp	—	2 minutes/10 minutes	25
Healer's balm	Heal	10 gp	—	1 minute	20
Keenear powder	Listen	20 gp	—	1 minute	20
Lockslip grease	Open Lock	50 gp	—	1 minute	20
Nature's draught	Handle Animal, wild empathy	50 gp	—	12 hours	25
Softfoot	Move Silently	50 gp	1 lb.	1 hour	20
Suregrip	Climb	20 gp	—	1 minute	20

Table 4–3: Alchemical Capsules

Item	Cost	Duration	Craft (Alchemy) DC
Capsule retainer	100 gp	n/a	n/a
Alchemical tooth	300 gp	n/a	n/a
Antitoxin capsule	15 gp	1 minute	20
Ironman capsule	15 gp	1 round	20
Leap capsule	15 gp	1 round	25
Stability capsule	15 gp	1 round	20
Strongarm capsule	125 gp	2 rounds	35
Swiftstride capsule	15 gp	2 rounds	35

Table 4–4: Alchemical Weapon Capsules

Item	Cost	Duration	Craft (Alchemy) DC
Weapon capsule retainer	100 gp	n/a	n/a
Triple weapon capsule retainer	450 gp	n/a	n/a
Ghostblight	100 gp	3 rounds	35
Quickflame	25 gp	1 round	25
Quickfrost	25 gp	1 round	25
Quickspark	25 gp	1 round	25
Quicksilver	50 gp	3 rounds	30

Table 4–5: Tools and Skill Kits

Item	Cost	Weight
Animal training kit	75 gp	15 lb.
Balance pole	5 gp	5 lb.
Camouflage kit	40 gp	5 lb.
Forgery kit	40 gp	5 lb.
Listening cone	20 gp	1 lb.
Thieves' tools, longspoon	80 gp	3 lb.
Thieves' tools, longspoon, masterwork	150 gp	3 lb.
Saddle, masterwork		
Military	210 gp	40 lb.
Riding	180 gp	30 lb.

Table 4–6: Instruments by Perform Skill

Instrument	Perform Skill
Drum	Percussion instruments
Fiddle	String instruments
Flute	Wind instruments
Harp	String instruments
Horn	Wind instruments
Lute	String instruments
Lyre	String instruments
Mandolin	String instruments
Pan pipes	Wind instruments

ALCHEMICAL TOOTH

Those relying on secrecy in the use of their alchemical capsules turn instead to the alchemical tooth.
As its name suggests, this specially concealed item has been made to look like a tooth.
The tooth functions in all respects like a capsule retainer (see above).
In addition, it is very hard to find without a thorough search (Search DC 30).
The false tooth is most often used as a concealed version of a capsule retainer, but a few extremely dedicated spies and other agents carry a tooth filled with poison as insurance against being captured alive.
An alchemical tooth can hold one dose of any contact poison or ingested poison, but such poison can only affect the wearer of the tooth—there's no way to make the tooth an effective delivery mechanism when combined with a bite attack.

ANIMAL TRAINING KIT

This kit includes signal whistles, a short hollow pole with a loop of rope threaded through it, savory treats, and other well-made items suited for the training of animals.
This kit grants a +2 circumstance bonus on Handle Animal checks made for teaching animals tricks, training animals for a purpose, or rearing a wild animal.
It does not grant a bonus for other uses of the Handle Animal skill.

ANTITOXIN CAPSULE

This capsule holds a dose of weak antitoxin.
When imbibed, it provides a +1 alchemical bonus on Fortitude saving throws made against poison.
This bonus lasts for 1 minute.

BALANCE POLE

This long, flexible pole is the perfect tool for balancing.
The pole is 10 feet long, so it cannot be used in any space that allows less than 5 feet of clearance on either side.
Provided the user has space to employ the pole properly, it grants a +2 circumstance bonus on Balance checks.

BLEND CREAM

This pale gray cream dulls the color of flesh, fur, scales, and hair.
It allows those affected to better blend with background and shadow, making it easier to hide.
Applying blend cream is a standard action that provokes attacks of opportunity.
Blend cream provides a +1 alchemical bonus on Hide checks.
The effects of blend cream last for 1 hour.
Blend cream gives no ability to hide in plain sight or without sufficient cover.

CAMOUFLAGE KIT

This bag contains face paints, dye, colored cloth, and other accessories appropriate for creating a camouflaged appearance.
The kit is the perfect tool for hiding and provides a +2 circumstance bonus on Hide checks.
Gaining this bonus requires 1 minute of work.
A camouflage kit is exhausted after ten uses.

CANDLE, FOCUSING

This large green taper burns quickly, lasting only 1 hour despite its size.
While burning, a focusing candle fills the air with a fresh, crisp odor.
The candle is a great boon to those engaged in strenuous mental activity.
Characters within 20 feet of a burning candle gain a +1 circumstance bonus on Appraise, Decipher Script, Forgery, and Search checks.
When making a skill check that takes more than one action to complete (such as Decipher Script), characters gain the bonus from a focusing candle only if they spend the entire duration of the check within 20 feet of the burning candle.

CAPSULE RETAINER

A capsule retainer consists of a thin, rubbery strap looped inside the teeth.
The strap is fitted with a small, smooth metal ring that can hold one alchemical capsule.
The ring can be positioned on either the inside or outside of the user's gums.
Some users find that holding the ring inside the gum and keeping the capsule under the tongue is the most comfortable way to wear a capsule retainer, while others find that holding the ring on the outside of the upper gum allows them to tuck the capsule in their cheek comfortably.

CATSTINK

A dose of this alchemical compound sprinkled on your trail temporarily confuses the scent ability of any creature.
Any creature using scent to track you must succeed on a DC 15 Survival check or lose your trail.
If the trail is lost, the creature can attempt to relocate it using the normal rules for the Track feat, but the check DC increases by 2.
The odor of catstink remains in effect for 10 minutes after the substance is used.
Sprinkling catstink on one's trail is a standard action that provokes attacks of opportunity.

DRUM

A typical drum consists of skin, parchment, or some similar material stretched tightly over the opening of a hollow wooden cylinder or pot.
This covered opening is called the drumhead.
Striking the drumhead with sticks, mallets, or even hands produces the sound.
Some drums have only one drumhead; others have two or more.

Drums exist in large varieties (such as kettle drums) as well as smaller varieties (such as bongo drums or the double-ended tabor).
Drums are popular with almost every race and culture for their ability to stir the emotions, establish a background beat for dancing, and provide counterpoint for a melody produced by some other instrument.
Dwarves, orcs, and other races that favor underground living particularly enjoy the echoing power of drums.
Smaller races, such as goblins and halflings, like bongo drums for their portability.
The rare creatures that do not appreciate drum-playing include celestials, who consider drum rhythms primitive, and elves, who find them vaguely disturbing and annoying (a prejudice reinforced, perhaps, by the enthusiasm with which many of their enemies embrace them).
Bardic Music: When a bard uses a drum to inspire courage, the morale bonus on weapon damage rolls increases by 1, but the morale bonus on saves against charm and fear is reduced by 1.

FAREYE OIL

When applied to the eyes, this clear oil sharpens the user's vision for a short time, providing a +1 alchemical bonus on Spot checks for 1 minute.
One dose of fareye oil is enough to affect the eyes of a creature of any size, but the creature must have eyes to gain any benefit from the oil.
Applying fareye oil is a standard action that provokes attacks of opportunity.

FIDDLE

An ancestor of the modern violin, the fiddle is a small, portable stringed instrument with a body shaped rather like an hourglass.
Four or five strings made of gut or sinew stretch across the body, anchored by pegs at the end of a long, thin neck.
The strings are played with a separate piece called the bow—a long, thin piece of wood strung with fine strands of animal hair.
Fiddles vary in length between 2 feet (for Medium fiddlers) and 18 inches (for halfling and kobold fiddlers).
To play a fiddle, the musician holds it horizontally, typically with the base tucked under his chin, and draws the bow back and forth across the strings.
The fiddle is popular among bards who prefer lively dance music (reels or jigs) over serene but detached "pure" music.
Though welcome almost anywhere, the fiddle is the favorite instrument of kobolds, whose clever hands mastered its fingerings ages ago.
(They insist that they invented the fiddle, but other races find that claim dubious).
Kobold minstrels and halfling bards typically caper about while playing, setting their audience an example of the lively dancing their music encourages.
Musicians of other races usually sit or stand to play the instrument.
Bardic Music: When used by a bard to inspire courage, a fiddle increases the morale bonus on saves against charm and fear by 1.
In the hands of a bard with 5 or more ranks in Perform (dance), the morale bonus instead increases by 2.
A bard who uses a fiddle for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

FLASH PELLET

This tiny brittle object is often disguised as a button or other decoration.
You can throw a flash pellet as a ranged attack with a range increment of 5 feet.
When thrown against a hard surface, it bursts with a bright flash of light.
All creatures within a 5-foot-radius burst must succeed on a DC 15 Fortitude save or be blinded for 1 round and dazzled for 1 round after that.

FLUTE

The flute is the highest-pitched of all the woodwinds.
This broad category includes instruments ranging from the primitive recorder-flute—a simple, hollow tube that produces music when air is blown straight through it—to the traditional flute, which is held at a right angle to the musician's mouth.
Flutes range in length from 8 inches to about 2 feet.
The instrument has six holes (typically), plus a thumbhole that, when covered, lowers each of the other notes by an octave.
Flutes have a reputation for producing gentle, idyllic music, but they can also create more martial effects or distorted wailing sounds.
Abyssal flutes always have an odd number of finger holes, and they conform to no scale or key used by humanoid bards.
Particularly in the hands of demon pipers, they produce "music" that sounds to mortal ears like a disharmonious combination of sharps, flats, and bizarre, minor-key effects.
Bardic Music: A bard playing a flute gains a +2 bonus on Perform checks made to use the countersong ability.

FORGERY KIT

This small case holds a broad selection of paper types, pens, and several colors of ink.
In addition, the kit contains samples of prominent family and national crests and the like.
This kit is the perfect tool for attempting a forgery and grants a +2 circumstance bonus on Forgery checks.
A forgery kit is exhausted after ten uses.

FREEGLIDE

This greenish-gray gel can be applied to a creature's hide, hair, clothing, or armor.
The gel makes the affected surface slippery and hard to grab or hold, providing a +1 alchemical bonus on Escape Artist checks for 1 hour.
One dose of freeglide is enough to coat one Medium creature.
Applying freeglide is a standard action that provokes attacks of opportunity.
If freeglide is applied over clothing or armor, its benefits are lost if the armor or clothing is removed.

Likewise, if it is applied to a creature's skin or hide, its benefit is lost if the creature later dons clothing or armor.

GHOSTBLIGHT

A ghostblight alchemical capsule coats a melee weapon or a thrown weapon with a thick gray liquid.
This substance allows the weapon to ignore the miss chance that ordinarily applies when the wielder is in combat with incorporeal creatures (as if the weapon had the ghost touch magical property).
The capsule's effects last for 3 rounds.

HARP

A harp typically has seventeen strings but can come with as few as twelve on a smaller instrument or as many as forty-seven on a larger one.
Silver wires are the most common choice for strings, but other materials are occasionally used.
Harps are usually made of wood, though some artisans carve them from bone or ivory.
Whatever their material, most harps are highly polished and elaborately decorated with carvings.
The finest rank as works of art in their own right, quite apart from their status as instruments.
Though harps can stand up to 6 feet tall, smaller versions (sometimes called lap-harps) are much smaller—about 2 feet high—and more portable.
The harp is especially favored by elf bards for its light, soothing sound and gentle, rippling notes.
Harps are often handed down from generation to generation among the elves, and many eventually acquire names and legends of their own.
Any character with the bardic knowledge ability who examines an elven harp automatically gains a +5 bonus on his or her bardic knowledge check to identify the instrument and its bearer.
Bardic Music: A bard playing a harp can target one more creature than normal with her *fascinate* and inspire greatness abilities.
A bard who uses a harp for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

HAWK'S OINTMENT

This thick, acidic gel temporarily sharpens the user's vision.
Once its beneficial effects wear off, however, the gel burns and stings the eyes for a few minutes.
After spreading the gel over her eyes, a character gains a +1 bonus on Search and Spot checks for 2 minutes.
After that time, she takes a –2 penalty on Search and Spot checks for 10 minutes.
Characters can halve the remaining duration of the penalty by spending a round washing out their eyes with clean water.
Applying hawk's ointment or washing out one's eyes is a full-round action that provokes attacks of opportunity.

HEALER'S BALM

This smooth, sweet-smelling balm allows a healer to better soothe the effects of wounds, disease, and poison.
Healer's balm provides a +1 alchemical bonus on Heal checks made to help an affected creature.
The effects of healer's balm last for 1 minute.
One dose of healer's balm is enough to coat one Medium creature.
Applying healer's balm is a standard action that provokes attacks of opportunity.
It can be applied as part of a standard action made to administer first aid, treat a wound, or treat poison.

HORN

Originally horns were, as their name indicates, actual horns taken from bulls or more exotic beasts.
At its simplest, a horn consists of a narrow tip connected to a wider, circular orifice by a hollow, often curved shaft.
A musician plays a horn by simply blowing into the small end.
Other forms of horns exist, from the conch shell horn employed by merfolk to the herald's trumpet, but all these instruments function more or less identically.
Horns are popular in primitive societies of all kinds.
They come in all sizes; those used by Medium creatures are typically 1 to 2 feet in length.
Hobgoblins and orcs in particular enjoy these instruments for their loud, stirring, martial sound.
Larger humanoids and giants favor horns made from dire creatures.
Legend holds that minotaurs use instruments made from the severed horns of other minotaurs that suffered defeat in one-on-one contests of honor.
A horn makes an excellent signal device—particularly when used underwater, since sound travels much farther in water than in air.
Some aquatic races such as merfolk and kuo-toa collect a variety of horn-shaped shells in different sizes and play them in harmony, in sequence, or both.
The music of these seashell orchestras can achieve a deep, haunting grandeur.
Bardic Music: When a bard plays a horn to inspire courage, it raises the morale bonus on weapon damage rolls and saves against fear by 1, but the effect lasts for only 1 round after the ally stops hearing the bard perform.

IRONMAN CAPSULE

This capsule holds a thick pale liquid that allows the user to shake off pain and distraction.
Anyone using an ironman capsule while staggered can ignore the restrictions on the number of actions taken in a round because of the staggered condition (rather than being limited to one standard action).
This benefit applies only to the round in which the capsule is used, and the effect ends immediately after the user has taken his actions for the round.
For example, a staggered character with a capsule retainer can use the capsule at the beginning of his turn (a swift action) and then take a move action and a standard action.
An ironman capsule does not prevent a character from losing a hit point if he is already at or below 0 hit points and does not prevent the user from dying if he reaches –10 hit points.

KEENEAR POWDER

This dry white powder sharpens a creature's hearing when applied to the ear.
The powder is effective for only a short time, so it is more often used by those trying to avoid guards or sentries than by those tasked with guarding an area for a longer time.
Keenear powder provides a +1 alchemical bonus on Listen checks for 1 minute.
One dose of keenear powder is enough to affect the hearing of a creature of any size, but the creature must have ears to gain any benefit from the powder.
Applying keenear powder is a standard action that provokes attacks of opportunity.

LEAP CAPSULE

The thick gray liquid in this capsule allows the user to make more powerful jumps for a short time.
The user gains a +4 alchemical bonus on Jump checks.
The benefit of a leap capsule lasts for only 1 round, ending immediately upon the conclusion of the user's actions for the round.

LISTENING CONE

This device is made for listening through doors and other solid surfaces.
It provides a +2 circumstance bonus on Listen checks made through a door or some other relatively thin, solid obstacle.

LOCKSLIP GREASE

Lockslip grease is a thick reddish oil that loosens the mechanical workings of nonmagical locks.
The grease is effective for a short time and provides a slight edge to those attempting to pick a lock.
Lockslip grease provides a +1 alchemical bonus on Open Lock checks made against the affected lock for 1 minute.
One dose of lockslip grease is enough to affect the mechanism of a lock of any size.
Although lockslip grease can affect any kind of mundane mechanical lock, it has no effect on magic locks.
Applying lockslip grease to a lock is a standard action that provokes attacks of opportunity.

LUTE

This ancestor of the guitar has a pear-shaped bowl and a distinctive bent neck with frets for fingering.
Between four and eight strings stretch between the base of the bowl and the top of the neck.
Lutes vary between 30 and 36 inches in length, with the bowl taking up some two-thirds of that total.
The musician either strums or plucks the strings to produce music.
A highly versatile instrument because of its wide range of notes and inflection, the lute is accessible to the beginner but capable of great subtlety in the hands of a master.
The deep bowl gives it a rich, full sound unlike that of any other stringed instrument.
It is by far the most popular instrument with bards, especially half-elf and human ones.
Bardic Music: A bard playing a lute is treated as one level higher for the purpose of adjudicating the power of his bardic music effects.
For example, a 3rd-level bard using a lute could *fascinate* two creatures instead of one, a 6th-level bard using a lute to make a *suggestion* would calculate the save DC as if he were 7th level, and a 7th-level bard using a lute to inspire courage would grant a +2 morale bonus on the appropriate rolls.
A bard who uses a lute for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

LYRE

A simpler ancestor of the lap-harp, a lyre typically has a body made out of a turtle shell, plus two curved arms and a crossbar to hold its four to six (or, more rarely, eight) gut or sinew strings taut.
To play a lyre, the musician holds it in one hand while strumming or plucking the strings with the other.
The very simplicity of a lyre is its charm, since even a novice can strum one to credible effect.
Because of this accessibility and the fact that they're easy to make, lyres are popular among the sylvan fey (especially satyrs) and country folk in general.
On occasion, however, a true master adopts it as a signature instrument, producing astonishing effects.
Bardic Music: A bard playing a lyre can target one more creature than normal with her *fascinate* ability and inspire heroics abilities.
A bard who uses a lyre for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

MANDOLIN

Essentially a smaller version of the lute, a mandolin is usually between 20 inches and 2 feet long.
It has a straighter neck than the lute—the end at which the pegs secure the strings tilts back only slightly, if at all.
The mandolin is unusual for the number of strings it holds—from four to six pairs (eight to twelve strings total) or even more.
A mandolin is typically played with a pick, both to protect the musician's fingers and because the strings are too close together to pluck accurately by hand.
The mandolin has a sweeter sound than the lute and, because of its shorter strings, a higher pitch as well.
Its great range of tone and expression have made it a favorite of gnomes and halflings, who champion it as superior even to the lute.
Bardic Music: When a bard uses a mandolin to inspire courage, the morale bonus on attack rolls increases by 1, but the morale bonus on weapon damage rolls and on saves against charm and fear is reduced by 1.
A bard who uses a mandolin for bardic music can cast spells while performing, but only if those spells have no somatic, material, or focus components.

NATURE'S DRAUGHT

This substance is a murky, pungent liquid.

When consumed, nature's draught causes subtle changes in the user's scent.
Animals respond well to a character who has consumed nature's draught, finding her less threatening and easier to trust.
Drinking a vial of nature's draught provides a +1 alchemical bonus on Handle Animal and wild empathy checks made during the next 12 hours.

PAN PIPES

In essence, a set of pan pipes is a series of hollow reeds or wooden tubes of varying lengths bound together in a row, from smallest to largest.
To play them, the musician blows across the tops of the tubes, producing a sound much like that of several tiny wooden flutes.
By moving the pipes from side to side, the piper can play different notes.
Switching rapidly among notes creates the sweet, rippling effect for which the instrument is known.
Simple yet evocative, pan pipes are favorites of satyrs and other sylvan fey.
Humans and some elves also find their music pleasing.
Bardic Music: A bard using pan pipes gains a +1 bonus on Perform checks made to *fascinate* creatures, and also adds 1 to the save DC against the bard's *suggestion* bardic music ability.

QUICKFLAME

A quickflame alchemical capsule coats a melee weapon or a thrown weapon with a thin sheet of oil that instantly bursts into flame.
This substance allows the weapon to deal extra fire damage for a short amount of time without damaging the weapon or its wielder.
A weapon treated with quickflame deals 1d6 points of fire damage with each successful strike.
The capsule's effects last for 1 round, ending at the beginning of the wielder's next turn.
This fire damage doesn't stack with any other fire damage the weapon deals.

QUICKFROST

A quickfrost alchemical capsule coats a melee weapon or a thrown weapon with a thin sheet of oil that instantly cools to a dangerously low temperature.
This substance allows the weapon to deal extra cold damage for a short amount of time without damaging the weapon or its wielder.
A weapon treated with quickfrost deals 1d6 points of cold damage with each successful strike.
The capsule's effects last for 1 round, ending at the beginning of the wielder's next turn.
This cold damage doesn't stack with any other cold damage the weapon deals.

QUICKSILVER

A quicksilver alchemical capsule coats a melee weapon or a thrown weapon with a thick silvery liquid.
This substance allows the weapon to deal damage as if it were coated with silver (including the normal –1 penalty on damage rolls for silvered weapons).
The capsule's effects last for 3 rounds and override any other special material effects of the weapon.

QUICKSPARK

A quickspark alchemical capsule coats a melee weapon or a thrown weapon with a thin sheet of liquid that crackles and sparks with dangerous electrical energy.
This substance allows the weapon to deal extra electricity damage for a short amount of time without damaging the weapon or its wielder.
A weapon treated with quickspark deals 1d6 points of electricity damage with each successful strike.
The capsule's effects last for 1 round, ending at the beginning of the wielder's next turn.
This electricity damage doesn't stack with any other electricity damage the weapon deals.

SADDLE, MASTERWORK

This well-made piece of gear, which can be either a riding saddle or a military saddle, is more comfortable and more responsive than a normal saddle.
Because of its excellent craftsmanship, a masterwork saddle grants a +1 circumstance bonus on Ride checks.
If a masterwork saddle is also a military saddle, this bonus stacks with the +2 circumstance bonus that a military saddle provides to Ride checks relating to staying in the saddle (see *Player's Handbook*, page 132).
Each masterwork saddle is tailored for a specific kind of creature.
As such, it fits best on that kind of creature and thus provides its bonus only when used with that kind of creature.
For example, a masterwork saddle made for heavy warhorses would provide its bonus if used on any heavy warhorse, but would not provide a bonus if used on a dragon (assuming the saddle was of an appropriate size for the dragon).

SOFTFOOT

Softfoot is a fine gray powder that muffles sound when applied to the bottom of a foot or boot.
It provides a +1 alchemical bonus on Move Silently checks for 1 hour.
One dose of softfoot is enough to affect one Medium creature that has one pair of feet; each additional pair of feet (or similar appendages) requires another dose.
Applying softfoot is a standard action that provokes attacks of opportunity.
If softfoot is applied over a boot or other foot covering, its benefit is lost if the foot covering is removed.
Likewise, if it is applied to a creature's skin or hide, its benefit is lost if the creature later dons footwear.

STABILITY CAPSULE

The thick blue liquid in this capsule heightens the user's sense of balance for a short time.

While the capsule is in effect, the user gains a +4 alchemical bonus on Balance checks.
The benefits of a stability capsule last for only 1 round, ending immediately upon the conclusion of the user's actions for the round.

STRONGARM CAPSULE

This small capsule holds a dose of a thin red liquid.
When swallowed, the liquid provides a temporary boost of physical power at the cost of leaving the user fatigued.
When used, a strongarm capsule provides the user with a +1 alchemical bonus on Strength checks and melee weapon damage.
This benefit lasts for 2 rounds, at the end of which time the user becomes fatigued.
If a character who uses a strongarm capsule is already fatigued when the benefit of the capsule ends, she becomes exhausted.

SUREGRIP

This thick white paste, when applied to hands and feet, strengthens and steadies the user's grip, making it easier for the character to climb.
Suregrip provides a +1 alchemical bonus on Climb checks for 1 minute.
One dose of suregrip is enough to cover the hands and feet of one Medium creature.
Applying suregrip is a standard action that provokes attacks of opportunity.

SWIFTSTRIDE CAPSULE

This small capsule holds a dose of a thin blue liquid.
When swallowed, the liquid quickens the imbiber's stride for a short time, providing a temporary boost of speed at the cost of leaving the user fatigued.
A swiftstride capsule increases the user's base land speed by 5 feet.
This benefit lasts for 2 rounds, at the end of which time the user becomes fatigued.
If a character who uses a swiftstride capsule is already fatigued when the benefit of the capsule ends, he becomes exhausted.

THIEVES' TOOLS, LONGSPOON

These specially modified thieves' tools are mounted on long, thin handles, enabling the user to manipulate latches, tinker with locks, and probe traps from a position up to 5 feet away and well off to the side of the target device.
A 1-inch-diameter mirror mounted on a long handle gives the user a good view of the object being manipulated.
Though some traps can inflict harm even at a distance, these tools make it possible for a wary rogue to avoid many common hazards, such as poison needles, spurting acid, and the like.
Using these tools is more time-consuming and less accurate than taking a direct approach; longspoon tools add 2 rounds to the time required to make a Disable Device or Open Lock check and impose a –2 penalty on any Disable Device or Open Lock check for which they are used.
Longspoon thieves' tools are available in normal or masterwork versions.
The masterwork version provides a +2 bonus on Disable Device and Open Lock checks, but the time required to make a check is not reduced.

WEAPON CAPSULE RETAINER

The most common method of delivering the effect of an alchemical weapon capsule is the weapon capsule retainer.
This long leather thong, wrapped around a melee weapon or a thrown weapon (but not a projectile weapon) just at the base of the blade or striking surface, holds a thin, fitted ring sized for a single alchemical capsule.
A more expensive option is the triple weapon capsule retainer, which stores three capsules rather than one.
A character wielding a weapon with a triple retainer can use one, two, or all three capsules it holds as part of the same action.
Only one weapon capsule retainer (or triple retainer) can be attached to any weapon.
Attaching a weapon capsule retainer to a weapon or putting a capsule into an empty weapon capsule retainer is a full-round action that provokes attacks of opportunity.
Thus, filling an empty triple weapon capsule retainer requires three full-round actions.
An alchemical weapon capsule retainer can be filled with a single dose of an injury poison.
Activating the capsule coats the weapon with the poison, allowing the wielder to deliver toxic strikes with the weapon.
A character using poison in this way faces all the normal perils of using poison (including accidental exposure when activating the capsule or with a natural 1 on the attack roll).

COMPLETE ARCANE (3.5)

Table 5–1: Spellbooks

Cover	Weight	Hardness	Hit Points	Cost
Leather	1 lb.	2	+0	5 gp
Wood, thin	1 lb.	3	+1	20 gp
Metal, soft	5 lb.	5	+4	100 gp
Metal, hard	5 lb.	7	+5	200 gp
Dragonhide	2 lb.	4	+2	200 gp
Slipcase	+1 lb.	+1	+1	+20 gp

Pages (100)	Weight	Hardness	Hit Points	Cost
Parchment	2 lb.	+0	1	10 gp
Paper, linen	2 lb.	+0	2	20 gp
Vellum	2 lb.	+0	3	50 gp
Bone or ivory	4 lb.	+0	4	100 gp
Metal foil	20 lb.	+1	8	500 gp

COMPLETE CHAMPION (3.5)

BARBS OF HEXTOR

The shape of this dark-colored, metallic talisman is that of a mailed fist grasping barbed arrows.

When used to cast Evil domain spells or spells that have the evil descriptor, this symbol increases your effective caster level by 1.

Blood-Face of Erythnul

This rust-colored talisman depicts a face cackling with evil laughter.
Swaths of blood-red highlight the open, grinning mouth and the brow ridge, giving the face a wild, almost demonic look.
When used as a focus for illusion spells or spells with the chaotic designator, a blood-face of Erythnul increases the save DC by 1.

Bolt of Heironeous

Cast in the shape of a hand grasping a lightning bolt, this holy symbol is usually made of silver, gold, or a combination of both.
When used to cast Good domain spells or spells that have the good descriptor, this symbol increases your effective caster level by 1.

Devastation of Nerull

This symbol is either carved from bone or made from the skeleton of a Diminutive creature, and it always appears to be decaying.
Worshipers of Nerull typically either grow lichen on it, or whet it with a small amount of acid.
As a result, it usually carries a mildly unpleasant odor.
When used to cast a spell from the necromancy school or the Death domain, or when brandished to rebuke or command (not turn or destroy) unintelligent undead, this symbol increases your effective caster level by 1.

Ehlonna's Brooch

Worn by worshipers of the goddess of the woodlands, this emerald carving of a unicorn rampant sometimes seems to blend into the wearer's garb.
When grasped and used as a focus for a spell, it exudes a faint green glow.
When Ehlonna's brooch is used as a focus for a *summon animal* or *summon monster* spell, each creature summoned gains +1 hit point per Hit Die.

Fharlanghn's Badge

This symbol is almost always made to look like a worn, weathered piece of wood bearing a crude carving of a sunset.
In actuality, a Fharlanghn's badge is almost always made from materials that have traveled a long way, such as driftwood, or the planks of a settler's wagon.
When brandished during the casting of any spell that increases a creature's speed (or even one that imparts a new mode of movement, such as *fly*), Fharlanghn's badge increases the target's speed by an additional 5 feet.
This item has no effect on spells that magically transport a character from one place to another (such as *teleport* or *dimension door*).

Mirror of Olidammara

This symbol looks like a plain silver hand mirror, but anyone who looks into the glass sees a theatrical mask with half the face dark and smiling and the other half white and scowling.
This image is not magical in nature—the glass is not a mirror, and the mask is simply embedded in the backing.
When held forth during the casting of Luck domain spells or spells that have the chaotic descriptor, the mirror of Olidammara increases your effective caster level by 1.

Moradin's Forge

Usually made of a heavy metal (lead, adamantine, or even gold) and painted flat black, this talisman comes in two parts—a model hammer and a tiny anvil.
Most crafters attach the two parts with a thin but strong and flexible wire, so that the hammer can be struck against the anvil during casting.
Doing so isn't strictly necessary, but many worshipers of the Soul Forger feel the action is appropriate.
When used to cast Earth domain spells or spells that have the earth descriptor, Moradin's forge increases the save DC by 1.
In addition, it increases your effective caster level by 1 when used to turn or rebuke air creatures (as the Earth domain granted power).

Nature's Children

This wood or stone carving depicts from three to more than a dozen local animals, depending on the fecundity of the region and the intricacy of the carving.
Sometimes when you look at it, you catch a glimpse of movement out of the corner of your eye, though further inspection always shows the animals right where they were before.
When used to cast spells from the Animal domain list or spells that aid, protect, speak with, or summon animals, this symbol increases your effective caster level by 1.

Nature's Sickle

This symbol resembles a small stone sickle cutting four stalks of wheat.
The wheat looks fresh and real, even though it is carved of stone.
When the symbol is in use, the wheat actually smells like grain and seems to shine in the sun.
When used to cast any spell from the Earth, Plant, or Sun domain, a nature's sickle increases your effective caster level by 1.

Nugget of Garl Glittergold

This small symbol looks like a chunk of unrefined gold ore—because it is.
Blessed by gnome priests, it is even more precious than its materials suggest.
When used to cast Trickery domain or illusion spells, a nugget of Garl Glittergold increases your effective caster level by 1.

Obad-Hai's Green Man

Always made from living wood and green leaves, this symbol remains fresh as long as you remain alive and pay homage to the nature god.
Only upon close inspection can nonworshipers see the face hidden amid the leaves.
When used to cast spells from the Animal or Plant domain, Obad-Hai's green man increases your caster level by 2.
In addition, you gain a +1 bonus on turn or rebuke checks made against plant creatures while brandishing it.

Ruby Skull of Wee Jas

This stylized symbol carved from ruby resembles a skull stretched and twisted by magic.
Its empty eye sockets stare unceasingly at the viewer.
When used as a focus for Death domain or necromancy spells, a ruby skull of Wee Jas increases your effective caster level by 1.
In addition, when used to rebuke or command (not turn or destroy) undead, it grants a +1 bonus on your turning damage rolls.

Silver Badge of Larethian

This moon-sliver symbol is always silver in color and often decorated with etched or embossed images of leaves, berries, and nuts.
Worshipers of the Protector keep these items highly polished so that they shine brightly in moonlight.
When displayed while casting Protection domain or abjuration spells, a silver badge of Larethian increases your effective caster level by 1.

Stone Socket of Gruumsh

Orcs and other worshipers of Gruumsh sometimes carve these holy symbols out of stone, making them look like empty eye sockets.
During the consecration rituals, they pour blood (usually taken from the eyes of their sacrificial victims) into the hole to stain the stone permanently.
When used to cast War domain spells or spells that have the evil descriptor, a stone socket of Gruumsh grants a bonus equal to +1 per damage die on damage rolls made for the spells.
However, this bonus cannot increase a spell's damage beyond its normal limit.
So if used with *spiritual weapon*, which normally deals damage equal to 1d8 points +1 point/three caster levels, the stone socket of Gruumsh grants a +1 bonus on the damage roll.
However, that bonus cannot bring the damage above 8 points for a 1st-level caster, or above 13 points (1d8+5 maximum) for a 15th-level caster.

Sun Disk of Pelor

Worshipers of Pelor believe they can feel the sun's warmth through their golden, sun-shaped talismans.
One surface of each sun disk of Pelor is emblazoned with a stern but somehow comforting face, and the holy disks do shine in both sun and torchlight.
When used to cast Sun domain or conjuration (healing) spells, a sun disk of Pelor grants a +1 bonus on healing (or damage) rolls made for the spells.
However, this bonus cannot increase a spell's healing or damage beyond its normal limit.
So if used with *cure moderate wounds*, which normally heals damage equal to 2d8 points +1 point/caster level, a sun disk of Pelor grants a +1 bonus on the roll.
However, that bonus cannot bring the healing above 19 points (2d8+3 maximum) for a 3rd-level caster, or above 21 points (2d8+5 maximum) for a 5th-level caster.

Talisman of Boccob

Usually worn on the chest, this pale yellow symbol depicts a stylized eye that appears to glow with an inner light.
You must touch it with at least one hand to gain its benefit.
When used to cast Knowledge domain or divination spells, a talisman of Boccob grants you a +1 bonus on caster level checks and on any follow-up Spellcraft checks necessary to complete the spell (such as those required for *detect magic*).

Vanguard of Kord

This small, round, convex disk is decorated like a tribal war shield, with black weapons crossed on a blood-red background.
The disk almost always shows signs of wear and hard use.
When used to cast Luck domain or transmutation spells, a vanguard of Kord increases your effective caster level by 1.

Vecna's Hand and Eye

The typical worshiper of Vecna keeps her holy symbol hidden until it is time to cast spells.
The talisman of the God of Secrets looks like a dark hand grasping a large, bloodshot eye.
Alternatively, sometimes the hand's fingers are outstretched, and the eye is embedded in the palm.
Either way, the disquieting symbol represents both the deity and the artifacts that bear his name.
When used to cast any spell from the Knowledge or Magic domain, Vecna's hand and eye increases your effective caster level and the save DCs by 1.

War Cross of St. Cuthbert

This symbol appears to be a wheel with four equal-length spokes and a gemstone at the hub.
To brandish it, you must grasp the symbol by its center, holding the gemstone out.
When used to cast any mind-affecting spell or to turn (not rebuke) undead, a war cross of St. Cuthbert increases your effective divine caster level by 1.

Yondalla's Cornucopia

Sometimes this symbol depicts a cornucopia emblazoned on a green background, but more often than not, it is an actual miniature cornucopia filled with carved wooden fruit.
When used to cast Law domain spells, spells that have the good descriptor, or spells that create food or water (such as

create food and water or *heroes' feast*), a cornucopia of Yondalla increases your effective caster level by 1.

COMPLETE MAGE (3.5)

Table 5–5: Alchemical Items

Item	Weight	Cost	Craft (alchemy) DC
Auran mask	*	60 gp	25
Crackle powder	*	30 gp	20
Fast torch	1/2 lb.	5 gp	20
Screaming flask	1 lb.	40 gp	25
Weeping flask	*†	50 gp	15

* Item has no weight worth noting.
† A weeping flask has no weight worth noting when empty. It weighs 4 pounds when filled with water.

AURAN MASK

This mask fits over the character's nose and mouth.
The bulk of the item is a cloth packet holding a porous, spongelike substance.
It requires a move action to put on or remove, and once a single breath is taken through the mask, its benefits last for only 1 hour (or less if taken underwater).
A creature wearing an auran mask receives a +5 circumstance bonus on Fortitude saves against inhaled toxins.
In addition, the wearer can breathe underwater as if under the effect of a *water* breathing spell, though immersing the auran mask in water reduces its remaining duration to 10 minutes (or less, if less than 10 minutes remain).

CRACKLE POWDER

This alchemical powder creates a loud crackling noise, like a broomstick breaking, whenever it is jostled or struck.
A single packet covers a 5-foot-radius area; applying the powder requires a full-round action.
Once in place, the powder remains active for 1 hour and imposes a –10 penalty on Move Silently checks made when traversing the area.

FAST TORCH

This item consists of a tube of waxed paper set into a short wooden handle.
The end opposite the handle has a wax seal, and the whole item is about the size of a normal torch.
An alchemical substance packed inside the tube ignites when exposed to air.
Lighting the torch *is* as simple as removing the wax seal, which requires a swift action.
The lit torch produces a brilliant white light that produces bright illumination in a 30-foot radius and shadowy illumination 30 feet beyond that.
A fast torch burns for 10 minutes, even in high winds or underwater (though it can't be ignited underwater).
It's possible to extinguish a fast torch by burying it in sand (or a similar substance) or by grinding it out against a nonflammable surface.
Either method requires a full-round action; once extinguished, *it* can't be relit.

SCREAMING FLASK

This container is made from thick leather with a cap sewn on tight and fitted with a ripcord.
Pulling the cord rips open the flask and activates the alchemical substance within.
The flask emits a high-pitched shriek in a 15-foot cone.
Anything in the cone takes 1d8 points of sonic damage and is deafened for 1 minute (Fortitude DC 15 negates).

WEEPING FLASK

This item looks like an empty half-gallon waterskin with an airtight seal.
When it is opened and exposed to air, an alchemical substance within the flask slowly produces drinkable water.
The flask produces water at a rate of 8 ounces per hour (becoming completely full after 8 hours).
The water can be poured out as it appears or simply kept in the container.

COMPLETE SCOUNDREL (3.5)

Table 5–1: Hidden Spaces

Size	Search DC	Approximate Max Volume	Sample Hidden Object
Fine	25	2 × 2 × 2 in.	10 coins, sheet of paper (folded), shuriken
Diminutive	20	6 × 6 × 6 in.	Potion, amulet
Tiny	15	1 × 1 × 1 ft.	Book, flask of acid, light weapon
Small	15	2 × 2 × 2 ft.	One-handed weapon, backpack
Medium	15	3 × 3 × 3 ft.	Two-handed weapon, small barrel
Large	15	5 × 5 × 5 ft.	Small boat
Huge	15	10 × 10 × 10 ft.	Small wagon

Table 5–3: Alchemical Items

Substance	Craft (alchemy) DC	Cost
Clearwater tablet	30	1 gp
Daystrider capsule	15	10 gp
Ferrous aqua	20	20 gp
Forger's paper	20	10 gp
Endurance elixir	20	25 gp
Liquid light	30	20 gp
Nerv	25	25 gp
Powdered silver	20	20 gp
Rust cube	30	100 gp
Trail bar	20	1 gp
Toxic tooth	25	30 gp[1]

1 Plus the cost of the poison inside.

Table 5–4: Poisons

Poison	Type	Craft (Poisonmaking) DC	Initial Damage	Secondary Damage	Price
Blasphemix	Injury DC 22	22	Special*	–1 CL (divine spells)	750 gp
Elemental rime	Injury DC 16	18	1d4 Dex plus vulnerability to fire	1d4 Dex	200 gp
Goodbye kiss	Ingested/Injury DC 15	15	Exhaustion*	Exhaustion or unconsciousness*	350 gp
Gorgon's hair	Contact DC 16*	18	1d6 Str	1d4 Str	300 gp
Salvo	Injury DC 15	12	1d4 ability*	1d4 ability*	100 gp
Siren's breath	Inhaled DC 18	16	Special*	Special*	300 gp
Slow death	Injury DC 14	19	1d6 hp/round*	n/a	250 gp
Zealot's blade	Injury DC 14*	19	1d4 Con	1d4 Con	350 gp

*See text for details.

BLASPHEMIX

Said to be refined from the spilled ichor of a demon, devil, or other fiend, blasphemix corrupts not only the body but also the soul.
Perpetually warm, greasy, and possessed of a vile blackness that seems to writhe of its own accord, blasphemix is further profaned by prayers and chants to dark, ancient, and wholly evil powers.
This liquid foulness impedes the power of faith and hinders even the most devout cleric's access to his deity.
Despite its origin, this poison affects creatures of all alignments and faiths.
If the subject of this poison fails the initial saving throw, its ability to cast divine spells is hindered.
For the next 10 rounds, the subject must succeed on a caster level check (DC 15 + spell level) each time it attempts to cast a divine spell.
Failure means the spell is lost and has no effect.
Regardless of the outcome of the initial save, failing the secondary save applies a –1 penalty to the victim's caster level for all divine spells it casts for the next 12 hours.
If a creature is subjected to another dose of blasphemix before the effect of the first dose has run its course, the duration of the first dose's effect ends.
In addition to a Craft (poisonmaking) check, creating a dose of blasphemix requires a successful DC 15 Knowledge (religion) check.

CLEARWATER TABLETS

These small black pellets smell strongly of tar.
Dropping a clearwater tablet into a gallon of water cleans the water of disease, poison, and other befouling toxins.
Water so treated has a vaguely tarry smell and leaves a slimy black deposit on a surface it touches but is safe to drink.
Magic liquids (such as potions, oils, and magic poisons) are immune to the effect of clearwater tablets.
Liquids based on oil or alcohol are also not affected.

DAYSTRIDER CAPSULE

This bright blue gelatinous ovoid, when swallowed, allows a humanoid creature to walk for 10 hours in a day (instead of the normal 8 hours) before making a Constitution check to resist damage and fatigue.
Walking longer than that entails making a forced march as normal (PH 164).
Consuming a second daystrider capsule before 24 hours have passed has no further effect.

ELEMENTAL RIME

This frosty blue liquid is concocted from ice found in frozen regions of the Elemental Plane of Air or Water.
No amount of heat can totally dispel the coldness that emanates from elemental rime, which partially freezes those exposed to it.
If the subject of the poison fails the initial saving throw, in addition to taking 1d4 points of initial and secondary Dexterity damage, it gains vulnerability to fire for 10 rounds.
In addition to a Craft (poisonmaking) check, creating a dose of elemental rime requires a successful DC 15 Knowledge (the planes) check.

ENDURANCE ELIXIR

Imbibing this chalky-tasting green liquid instantly acclimates a creature to its surroundings.
For the next 12 hours, the drinker gains a +4 alchemical bonus on all ability checks, skill checks, and saving throws made to resist natural environmental extremes, such as hot or cold weather (DMG 302).

FALSE BOTTOM

The classic hiding spot, a false bottom can be added to any container with a hard base, from a desk drawer to a chest to a barrel.
A false bottom slightly reduces the amount of storage space the object otherwise would have.
Gaining access to a false bottom typically requires emptying the container of the rest of its contents and locating and triggering a small latch that loosens the false bottom and allows it to be opened.
The maximum size of a false bottom is two sizes smaller than the container it is built into.
Price: 50 gp.

FALSE HOLD

Ships of all sizes and kinds frequently contain false holds.
Even vessels that conduct otherwise lawful and legitimate business might contain hidden spaces.
The maximum size of a false hold in a ship is two sizes smaller than the ship itself.

Most ships are Colossal, so they can have false holds of up to Huge size.
A vessel without a hold (such as a rowboat) can have a hidden space added, but its maximum size is three sizes smaller than the vessel itself.
Price: 400 gp.

FALSE SCABBARD TIP

A scabbard can be fitted with a hollow space at its end that extends a few inches beyond the tip of the blade it holds.
Access to a false scabbard tip typically requires depressing a button or a latch to unhook the tip from the sheath.
A quick-release mechanism, allowing access to the hidden space with only a move action, can be added to any false scabbard tip for an extra 100 gp.
A scabbard is typically the same size object as the weapon it holds, and a false scabbard tip has a capacity two size categories smaller than that.
A dagger's scabbard, for example, could have a false tip of Fine size, while a greatsword's scabbard could be large enough to hold a Tiny object (such as a dagger).
Price: 10 gp.

FERROUS AQUA

A pellet of ferrous aqua is a half-inch-diameter sphere of glass containing a rusty red liquid with small black flakes floating in suspension.
A ferrous aqua pellet can be thrown as a ranged touch attack with a range increment of 5 feet.
Alternatively, it can be loaded into a sling and used as a sling bullet.
When it strikes a firm surface, the pellet bursts and sprays out the suspension within.
Any creature with damage reduction that is overcome by cold iron takes 1d6 points of damage and is sickened for 1 round if struck by a ferrous aqua pellet (a successful DC 12 Fortitude save negates the sickened condition, but not the damage).
Other creatures take no damage from a ferrous aqua pellet.

FORGER'S PAPER

This normal-looking sheet of paper is infused with an alchemical substance that makes the sheet nearly transparent for 1 hour when exposed to heat.
The now-clear sheet can be overlaid on a document to be copied, granting a +2 alchemical bonus on Forgery checks made while using it.
Once the alchemical substance within it loses potency, the page becomes indistinguishable from a normal piece of paper (and can't be activated again by any means).

GOODBYE KISS

A sweetly flavored tincture distilled from many of the same fungi and roots used in making the drow's infamous sleeping poison, this venom is a standby of poisoners who don't want to harm their victims.
Goodbye kiss is a favorite of lotharios, swindlers, and others who want to avoid being followed.
It can either be added to food (ingested) or used to coat a small needle (injury); the save DC is the same regardless of the method of application.
A subject who fails either the initial or the secondary save becomes exhausted for 1 hour.
Failing both saves renders the subject unconscious for 1 hour instead.

GORGON'S HAIR

This versatile contact poison is named for a clever murderer who would coat her long hair in this concoction before seducing her victims.
Clear and a little greasy, this toxin makes surfaces it is applied to look slightly wet, shiny, or cosmetically accented.
It is unusual in that it does not affect those who already have it in their system.
Thus, many who use gorgon's hair ingest a dose—a mildly unpleasant act—before coating themselves with the poison.
Those who fear being attacked by gorgon's hair might also protect themselves by consuming the poison.
Typically, a would-be poisoner mixes a dose of gorgon's hair with a liquid and drinks the concoction.
After ingesting the toxin, that creature is immune to its effect for 24 hours.
An immune creature can safely apply a dose of gorgon's hair to a hand or appendage to envenom an unarmed strike or natural attack.
Only the first successful attack is affected; all attacks made afterward, even in the same round, do not deliver the poison.

HIDDEN FLAP

Packs, sacks, bags, and satchels can contain cleverly concealed inner flaps or pockets.
The maximum size of the space contained beneath a hidden flap is two sizes smaller than the container it is built into.
Price: 1 gp.

HOLLOW BOOK

Another classic hidden space design, a hollow book has the covers and spine of a normal tome and blends in with other books on a shelf.
Its pages, however, are glued together and their middles cut out (usually leaving a half-inch border of paper) to form a space.
Unlike with most other hidden spaces, the maximum size of the space contained inside a hollow book is one size smaller than the book it is built into, since so much of the book's volume can be used.
Price: 5 gp.

HOLLOW BOOT HEEL

A hollow boot heel unscrews from a boot like a jar lid to reveal the hidden space inside.
The maximum size of the space contained within a hollow boot heel is four sizes smaller than the container it is built into.

For example, boots made for a human (size Medium) can have hollow boot heels no larger than Fine size.
An exception is that boots made for Small creatures can also have Fine-sized hollow heels.
Price: 20 gp.

INSIDE POCKET

This hidden space is simply an extra pocket sewn into the inner lining of a coat, tunic, robe, or pair of trousers.
An inside pocket generally only holds a few sheets of paper, parchment, or similar items, but some are made to hold a potion or a dagger.
A single piece of clothing can have up to two inside pockets.
A character with ranks in Sleight of Hand can substitute her Sleight of Hand check result for the normal Search DC when concealing objects in an inside pocket.
She gains a +5 circumstance bonus on such checks.
The maximum size of the space contained within an inside pocket is two sizes smaller than the article of clothing it is built into.
For example, a robe made for a human (size Medium) can have an inside pocket no larger than Tiny.
Price: 1 gp.

LEAD LINING

In order to thwart the detection of a magic item it contains, a hidden space can be lined with a thin sheet of lead.
Hard-sided objects can have thin lead sheets built into their walls, bottoms, and lids.
Soft-sided objects, such as clothing, have threads of lead sewn into them.
Either way, lead lining must be included with a hidden space when it is created, and cannot be added to an item later.
Lead lining adds about 10% to the weight of an object in which it is incorporated.
Price: 10 gp.

LIQUID SUNLIGHT

Shining with the light of a torch, a pellet of liquid sunlight is a half-inch-diameter sphere of glass that contains a gold-colored liquid.
The pellet can be thrown as a ranged attack with a range increment of 5 feet.
Alternatively, it can be loaded into a sling and used as a sling bullet.
When it strikes a firm surface, it bursts and sprays out the liquid within.
The liquid continues to glow with the light of a torch for 1 round after exposure to the air.
Creatures with light sensitivity are dazzled for 1 round if struck by a liquid sunlight pellet.
The pellet deals 1d6 points of damage to a vampire, vampire spawn, or any other creature similarly harmed by daylight.

NERV

This is the street name for a substance also known as liquid courage, a gold-colored syrup in a clear glass bottle painted with interweaving blue and red swirls.
Drinking a dose of nerv grants the drinker a +2 alchemical bonus on saves against fear effects for 1 hour.

POWDERED SILVER

This fine silvery dust sparkles when held in the light and is contained in a half-inch-diameter glass sphere.
A powdered silver pellet can be thrown as a ranged touch attack with a range increment of 5 feet.
Alternatively, it can be loaded into a sling and used as a sling bullet.
When it strikes a firm surface, the pellet bursts and sprays out the powder within.
Any creature with damage reduction that is overcome by silvered weapons takes 1d6 points of damage and is sickened for 1 round if hit by a powdered silver pellet (a DC 12 Fortitude save negates the sickened condition, but not the damage).
Other creatures take no damage from a powdered silver pellet.

RUST CUBE

Made of rusty iron, rust cubes are sometimes disguised as dice.
A rust cube can be thrown as a ranged attack with a range increment of 5 feet.
Alternatively, it can be loaded into a sling and used as a sling stone.
When it strikes a hard surface, the cube shatters into a fine powder of rusted iron.
An object or creature made of metal that is hit by the rust cube immediately takes 1d6 points of damage (ignoring hardness), plus an additional 1d6 points of damage each round for the next 2 rounds.
A creature can wipe the dust off with a move action.

SALVO

The fortuitous creation of a poisoner with little skill, salvo is a weapon of the imprecise and desperate.
The poison is relatively cheap and easy to create, but its effect fluctuates wildly from dose to dose.
Salvo deals 1d4 points of initial and secondary damage to a random ability score.
Determine the affected ability by rolling 1d6 and consulting the following table; roll once per dose.
The poison's type and save DC do not vary.

d6	Ability Damaged
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

SIREN'S BREATH

This bitter-smelling gas causes the subject to become highly susceptible to persuasion.
Failing either the initial or secondary saving throw imposes a –5 penalty on Sense Motive checks and on Will saves against enchantment spells and effects for 10 rounds.
If a creature is subjected to another dose of siren's breath before the effect of the first dose has run its course, the duration of the first dose's effect ends.

SLOW DEATH

An insidiously persistent toxin distilled in part from a dwarven mining acid, slow death eats away at its victims from within.
Unlike most poisons, which deal damage in two stages, slow death works constantly over the course of several rounds.
A subject of this poison who fails the initial Fortitude save takes 1d6 points of damage.
Each round thereafter, at the beginning of the poisoner's turn (up to a maximum of 5 rounds), the subject must repeat the saving throw.
For each failure, it takes another 1d6 points of damage.
Once a save succeeds, the subject takes no further damage.

TOXIC TOOTH

Since the invention of alchemical capsules (*Complete Adventurer* 119), researchers have continued to develop ever smaller delivery devices.
The current peak of achievement comes in the form of the toxic tooth.
Made to look identical to its wearer's actual teeth (including the addition of plaque, random filth, and gaping cavities if necessary), a toxic tooth can hold a single dose of a contact or inhaled poison.
To activate a toxic tooth, the wearer must bite down hard enough to crack it, then spit or exhale the poison at an adjacent creature.
Doing so requires a standard action to make a ranged touch attack, but does not provoke attacks of opportunity.
If the attack hits, the target is exposed to the poison and must save normally.
Activating a toxic tooth also exposes its wearer to the poison.

TRAIL BAR

This tough, 4-inch-long bar of vegetable matter provides the equivalent of one day's worth of food.
A creature that has consumed a bar (which takes about 10 minutes) receives all the nutritional and stomach-filling value of a full day's food—if none of the flavor.
However, consuming a second trail bar before 24 hours have passed sickens the creature for 1 hour.
Rangers and bounty hunters carry trail bars only if going into the wilds for long periods of time, and even then only reluctantly.

ZEALOT'S BLADE

This venom incorporates the blood of its intended target, making it even deadlier to such creatures.
A tool of hunters and assassins who stalk specific targets, each dose of zealot's blade is brewed for a specific type or subtype of creatures.
When creating zealot's blade, the poisonmaker must choose a type (and subtype, if applicable) from Table 3–14: Ranger Favored Enemies on page 47 of the *Player's Handbook*.
Any creature not of the chosen type or subtype gains a +5 bonus on saves to resist the poison's effect.

DEFENDERS OF THE FAITH (3.0)

TABLE 1-6: SACRED GEAR

Item	Cost	Weight
Altar case, spruce	20 gp	5 lb.†
Altar case, granite	40 gp	40 lb.†
Altar cloth, linen	15 gp	*
Altar cloth, velvet	30 gp	*
Altar cloth, silk	35 gp	*
Altar cloth, gold brocade	40 gp	*
Altar cloth, dyed	+5 gp	*
Altar cloth, small	3 gp	*
Aspergillum, iron	5 gp	3 lb.†
Aspergillum, silver	20 gp	3 lb.†
Aspergillum, gold	45 gp	3 lb.†
Brazier, large, bronze	30 gp	75 lb.
Brazier, large, silver	70 gp	80 lb.
Brazier, large, gold	110 gp	160 lb.
Brazier, medium, bronze	17 gp	25 lb.
Brazier, medium, silver	30 gp	30 lb.
Brazier, medium, gold	70 gp	60 lb.
Brazier, field, bronze	4 gp	5 lb.
Brazier, field, sliver	15 gp	6 lb.
Candelabra, 8-candle, silver	20 gp	1 lb.
Candelabra, 8-candle, gold	35 gp	2 lb.
Candelabra, 16-candle, silver	25 gp	3 lb.
Candelabra, 16-candle, gold	45 gp	6 lb.
Candle, temple (per ft.)	1 gp	1/2 lb.
Candle, 12-hour	5 sp	1/4 lb,
Candle, timekeeping	1 gp	1/4 lb.
Candle, vigil	10 gp	1/2 lb.
Candlestick, silver	12 gp	1 lb.
Candlestick, gold	20 gp	2 lb.
Candlestick, hand-held, silver	5 sp	1/2 lb.
Candlestick, hand-held, gold	3 gp	1 lb.
Censer, brass	1 gp	1 lb.
Censer, silver	3 gp	2 lb.
Censer, gold	5 gp	4 lb.
Incense, common	5 gp	1 lb.
Incense, exotic	15 gp	*
Holy symbol, bronze	10 gp	1 lb.
Holy symbol, gold	50 gp	2 lb.
Prayer book or scripture	10 gp	3 lb.†
Prayer book or scripture, compact	15 gp	1 lb.†
Snuffing bell	6 gp	4 lb.

† These items weigh one-quarter this amount when made for Small characters.

ALTAR CASE

An altar case is a narrow box that opens to form a traveling altar.
The box has room for small holy implements and vessels, a small altar cloth, and a compact prayer book (included in the price).
Altar cases are commonly made from spruce or granite.

ALTAR CLOTH

Standard white altar cloths are 6 feet wide, 14 feet long, and made of linen, velvet, silk, or gold brocade.
For an extra cost, they can be dyed red, blue, yellow, green, brown, or black.
A small altar cloth is 2 feet square and is suitable for use on an altar case.

ASPERGILLUM

This lightweight metal device looks like a small club or a light mace.
Each contains a reservoir that can hold up to 3 pints (three flasks) of holy water.
By shaking the aspergillum as a standard action, you can sprinkle one flask of holy water on a target within melee reach.
This action is a ranged touch attack (which does not provoke an attack of opportunity).
An aspergillum does not require any proficiency to use.
Many adventurers prefer using an aspergillum to dispense holy water rather than throwing or pouring out the contents of a flask.

BRAZIER

A brazier is a metal pan used to hold burning coals, providing heat and light and consuming incense and other items as sacrifice.
This item is a convenient way to burn incense that is the material component for a spell.
A *large brazier* (gold, silver, or bronze) is 6 feet in diameter and very ornately carved, suitable for use in a large temple.
A *medium brazier* (gold, silver, or bronze) is 4 feet in diameter, often somewhat less ornate, and suitable for a chapel or shrine.
A *field brazier* (silver or bronze) is 18 inches in diameter and very plain, but can be easily carried and used in prayers and religious ceremonies on the road.
(A *brazier of commanding fire elementals* is a bronze field brazier).

CANDELABRA

Candelabras are designed to hold eight or sixteen candles in an aesthetically pleasing arrangement.
Eight candles in a candelabra illuminate a 15-foot radius, while sixteen candles illuminate a 20-foot radius.

CANDLE

Temple candles are ecclesiastical candles (as opposed to the small, plain, tallow candles listed as adventuring gear in the *Player's Handbook*).
They are made of wax and are 1 to 6 feet long, averaging consistently about 3 inches in diameter.
Temple candles burn for 2 hours per inch of length, which can aid in measuring the passage of time underground.
A timekeeping candle is a 12-hour candle (6 inches long) inscribed to indicate the passage of hours.
A vigil candle, made of wax mingled with aromatic herbs, burns for 8 hours.
A character with the Heal skill who burns a vigil candle through the night when tending an injured person gives a +1 circumstance bonus on Heal checks.

CANDLESTICK

Common candlesticks are about 1 foot tall and can accommodate candles from 1 to 3 inches in diameter.
A hand-held candlestick is 4 inches tall and includes a small guard to keep wax from dripping onto the hand that holds it.

CENSER

A censer is an elaborate box designed to hold burning incense.
It swings from a chain in order to disperse the smoke from the incense more widely.

HOLY SYMBOL

The *Player's Handbook* gives prices for wood and silver holy symbols.
Characters may also purchase symbols made from gold or bronze.

INCENSE

A common spell component, incense is found in most spell component pouches.
For temple use, prices for a pound of common incense or an ounce of exotic incense are given on Table 1–6.

PRAYER BOOK OR SCRIPTURE

Many religions have holy texts or formalized prayers and rituals for use by clerics and believers.
These books are about the same size and weight as spellbooks, but smaller versions are typically used by clerics who travel, whether they are adventuring across the land or visiting the sick down the street.
A compact prayer book or scripture is not a complete text, but fits inside an altar case.

SNUFFING BELL

A snuffing bell is a 4-foot-long rod with two attachments: a wick holder to carry a flame for lighting candles, and a cup for extinguishing burning candles.

A snuffing bell can be used for lighting oil or other flammables.

DRACONOMICON (3.5)

BLOOD ELIXIR

A blood elixir is a concoction brewed from the concentrated blood of a true dragon.

A blood elixir grants the drinker a +2 enhancement bonus to Strength (if brewed from a chromatic dragon) or Charisma (if brewed from a metallic dragon), as well as an additional effect as noted on the table below, based on the dragon's variety.

You can consume a blood elixir as a full-round action (which provokes attacks of opportunity), and its effects last for 10 minutes.

These effects are extraordinary, not magical.

Dragon Variety	Effect	Price
Black	darkvision 120 ft.	700 gp
Blue	sound imitation [1]	900 gp
Brass	*speak with animals*	400 gp
Bronze	*water breathing*	1,000 gp
Copper	*spider climb*	700 gp
Gold	*polymorph* [2]	1,700 gp
Green	*suggestion* [2]	1,200 gp
Red	*dragon breath* (fire) [2]	1,400 gp
Silver	cloudwalking [1]	1,400 gp
White	icewalking [1]	600 gp

1 Functions as the dragon ability of the same name.
2 This ability is usable only once during the elixir's duration. Its effect lasts until the end of the elixir's duration.

Dragoncraft Price: see above; *Dragon Part*: dragon blood (1 gallon); *Skill*: Craft (alchemy); *Weight*: 1/2 lb.

DRAGONHIDE MANTLE

A dragon's hide can be rendered flexible enough to wear as a cloak.

Crafting a dragonhide mantle requires as much hide as a suit of hide armor, and the mantle must be created to fit the wearer's size.

A dragonhide mantle grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the mantle.

It doesn't stack with any other energy resistance (of the same type) possessed by the character.

In addition, the wearer of a dragonhide mantle gains a +2 circumstance bonus on Intimidate checks against dragons.

Dragoncraft Price: 3,800 gp; *Dragon Part*: dragon hide; *Skill*: Craft (leatherworking); *Weight*: same as ordinary hide armor of appropriate size.

DROW OF THE UNDERDARK (3.5)

TABLE 4—1: EQUIPMENT

Item	Cost	Weight
Breathing hood	70 gp	5 lb.
Cinnabar eye cusps	50 gp	—
Guest cloak	15 gp	1 lb.
Mister	150 gp	—
Potion bladder	25 gp	1/2 lb.
Spider kit	110 gp	5 lb.
Stoneburners	5 gp	1 lb.

4—2: ALCHEMICAL ITEMS

Item	Cost	Weight
Bile droppings (flask)	50 gp	1 lb.
Darkvision powder (vial)	10 gp	—
Dwarfblind stone	50 gp	1 lb.
Shedden (jar)	75 gp[1]	1/2 lb.
Spelunker's oil (flask)	15 gp	1 lb.
Stoneburn acid (flask)	10 gp	1 lb.
Vilegrip (vial)	50 gp	—

[1] See item description for additional costs.

TABLE 4—3: POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
Darklight brew	Injury DC 23	2d6 Con + 1d6 Str	Blinded	1,500 gp
Fish glue	Injury DC 14	1d4 Dex	Sickened	100 gp
Illithid mindscorch	Inhaled DC 22	1d6 Int	1d6 Int	1,000 gp
Psychotropic rot	Ingested DC 15	1d4 Wis	3d18 hp	125 gp
Roach paste	Injury DC 12	Nausea	Disease	50 gp
Underdark blight	Contact DC 20	1 SR	1 SR	300 gp

TABLE 4—4: MAGIC-INFUSED POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
The calling	Ingested DC 20	2d6 Con	2d6 Con	2,000 gp
Creeping nullscourge	Injury DC 20	5 SR	5 SR	1,000 gp
Slowswarming	Ingested DC 25	1d2 Con + 1d6 Cha	1d2 Con	1,200 gp
Slow taint	Contact DC 15	10 ft.	10 ft.	300 gp
Swarming spiderbite	Ingested DC 22	1d6 Con	2d6 Con	1,800 gp

BILE DROPPINGS

Distilled from the venomous excreta of certain breeds of monstrous spiders, this substance is a thick, viscous fluid.

You can throw a flask of bile droppings as a ranged touch attack with a range increment of 10 feet.

Upon hitting a target, this sticky fluid deals 1d6 points of acid damage the first round and 1d6 points of acid damage in the second round.

If the target takes a full-round action to scrape it off it takes no damage in the second round.

In addition to causing acid damage, a flask of bile droppings releases a powerful stench when broken open, forcing anyone within 5 feet to make a successful DC 13 Fortitude save or be sickened for 1 round.

Anyone actually struck by the vile stuff takes a –4 penalty on the save.
Bile droppings can be created with a DC 15 Craft (alchemy) check and the proper raw materials (the spiders that create the droppings are bred by the dark elves, so these materials are readily available in a typical drow city).

CREEPING NULLSCOURGE

Used during bouts of drow infighting, on failed save this poison drains 5 points of the target's spell resistance.
The secondary damage also drains 5 points of spell resistance.
Lost spell resistance returns at the same rate and by the same means as ability score damage.
This poison can be created with a DC 25 Craft (poisonmaking) check and an *assay spell resistance* spell.

DARKLIGHT BREW

Darklight ore (see page 154) is powdered and cut with a mild acid to create this poison.
The radiation of the ore is diminished greatly in this process, but its effect becomes acute when it is introduced into the bloodstream.
This poison can be made with a DC 28 Craft (poisonmaking) check.
The blindness from the poison lasts for 1 hour.

DARKVISION POWDER

This plain gray powder clings to surfaces and cannot be seen with normal vision from more than to feet away.
It glows brightly when viewed with darkvision, and thus is useful for creatures that have darkvision and wish to write messages that other creatures can't read.
Each vial contains enough powder for a message of up to 25 words.
By adding a mixture of spider silk oil, an ink can be created with the same properties as the powder.
Darkvision powder can be created with a DC 20 Craft (alchemy) check.

DWARFBLIND STONE

These small stones are treated with a substance that gives them a faint purple sheen.
When you throw a dwarfblind stone as a ranged touch attack with a range increment of 20 feet, it releases a burst of violet light upon striking a hard surface.
This burst illuminates a 10-foot radius for an instant and interferes with darkvision.
Creatures within the area of the burst must make a DC 15 Reflex save or lose their darkvision ability for 10 minutes.
A dwarfblind stone has no effect on normal or low-light vision.
Since it doesn't need to hit you can simply aim a dwarfblind stone at a particular 5-foot square.
Treat the target as AC 5; if you miss, see Throw Splash Weapon, PH 158, to determine where the stone lands.
A dwarfblind stone can be created with a DC 25 Craft (alchemy) check.

FISH GLUE

The body oil of captured kuo-toas is used to create this poison, which is named for the rigidity it causes in the joints of the victim and its characteristic fishy smell.
It can be crafted with a DC 18 Craft (poisonmaking) check.
The sickness from the poison lasts for 1 hour.

GUEST CLOAK

These mundane-seeming cloaks of an olive or pale green color are handed our to visitors to Erelhei-Cinlu by the drow guards at the entrance to the Vault.
The fabric of these cloaks is suffused with darkvision powder (see Alchemical items, below) so that they glow brightly when viewed with darkvision.
The drow use these to easily identify foreign guests within their city.
Any non-drow caught in the city and not wearing one of these cloaks is usually executed.

ILLITHID MINDSCORCH

The brain matter of recently slain illithids can be distilled, capturing some of its psionic potential and creating this extremely rare poison.
Though it is a liquid in its basic form, it is ineffective unless reduced to an aerosol and absorbed through the nasal passages of the victim.
It can be created with a DC 27 (poisonmaking) check, though the DC is reduced by 5 if the creator has ranks in Knowledge (psionics) or Psicraft or has levels in a psionic character class (see *Expanded Psionics Handbook*).
Illithids immediately try to devour the brains of anyone they catch with this substance.

MISTER

This small steel hand-held device can contain a single dose of poison or a potion.
As a standard action that does not provoke attacks of opportunity, you can use it to deliver that dose in droplet form to any single target within 5 feet as a ranged touch attack.
The mister is an effective vehicle for both contact and inhaled poisons.
Ingested poisons allow the victim to attempt a DC 15 Reflex save to avoid contact with the mist and escape the poison's effect.
Mister-borne injury poisons are effective only if the victim is wounded and hasn't been treated with a Heal check.
If the mister delivers a potion, that potion can be used against an adjacent creature that breathes.
You can automatically do this to yourself or to a willing or disabled subject.
Oils, salves, and elixirs cannot be delivered through a mister.
Refilling a mister requires a full-round action and provokes attacks of opportunity.

POTION BLADDER

Crafted from the thin, rubbery organs of cloakers and lurkers, these items are slung over the shoulder and worn on the upper back.
They are small enough that they do not interfere with backpacks, can be worn under armor, and are easily concealable (+5 circumstance bonus on Sleight of Hand checks to hide).
A flexible tube made from the same material runs from this rubbery bladder under the collar and ends below the chin of the wearer.
A potion bladder can hold a single dose of one potion.
A valve in the bladder prevents the potion from leaking unless suction is placed at the end of the strawlike tube.
A potion bladder allows you to drink the potion within as a standard action without provoking attacks of opportunity.
Refilling a potion bladder requires a full-round action and is done by siphoning the potion through the straw; this action provokes attacks of opportunity.
Insidious drow have been known to place poisons in the potion bladders of rivals.

PSYCHOTROPIC ROT

Distilled violet fungus and other chemicals can be mixed together to create this insidious toxin.
It can be created with a DC 17 Craft (poisonmaking) check.

ROACH PASTE

This brown paste is made from the crushed bodies of the carrion-eating giant roaches found in the Underdark.
It is known for its horrendous smell.
It can be created with a DC 15 Craft (poisonmaking) check.
The nausea from the poison lasts for 1 round.
The disease it transmits is filth fever (DMG 293).

SHEDDEN

This gray paste is brewed from the exoskeletons of monstrous spiders ground with silk-based oils and mixed with various chemicals and reagents.
When spread on your exposed flesh, it temporarily hardens your skin, granting you a +1 bonus to natural armor for 2 minutes.
This bonus stacks with any other natural armor you already have.
It takes 1 minute to apply shedden to your entire body and obtain its benefits.
Shedden can be created with a DC 20 Craft (alchemy) check.
Certain master alchemists can create shedden that provides natural armor bonuses of +2 to +5, but doing so raises the Craft DC by 4 for each additional point of natural armor and increases the price as follows: 200 gp for +2, 500 gp for +3, 1,000 gp for +4, and 2,000 gp for +5.

SLOW TAINT

This poison reduces the target's speed by 10 feet on a failed save.
The secondary damage reduces speed by another 10 feet.
The target's speed cannot be reduced below 5 feet.
The poison can be created with a DC 18 Craft (poisonmaking) check and a *slow* spell.
Its effect has a duration of 1 hour.

SLOWSWARMING

Unlike swarming spiderbite below, this poison is for those drow caught in acts of treachery or blasphemy.
It is usually administered to a prisoner over several days; each dose creates a slower and more agonizing biting sensation similar to that caused by swarming spiderbite, but also disfigures the body with horrific red boils.
It can be created with a DC 21 Craft (poisonmaking) check and a *poison* spell.

SPELUNKER'S OIL

This clear, slick substance is derived from several types of slimes and certain mineral oils.
As a full-round action, you can apply a flask of it to your body and gain a +2 alchemical bonus on Escape Artist checks.
This oil is especially useful to cave explorers who have to squeeze through tight quarters.
However, when the oil is effective it bestows a –5 penalty on Climb checks.
Spelunker's oil can be created with a DC 20 Craft (alchemy) check.

SPIDER KIT

This kit includes hand, feet, elbow, and knee pads set with hundreds of tiny hooks and smeared with a sticky alchemical substance similar to that in a tanglefoot bag.
These pads provide a +2 circumstance bonus on Climb checks; this stacks with the bonuses provided by climber's kits and spelunker's kits.
The substance on the pads actually becomes stickier when exposed to moisture, so no penalties apply for slippery surfaces if the slipperiness is caused by wetness.
In addition to the pads, the kit also includes a harness, to which are attached four retractable telescoping legs (two on each side to the back so there is room for a backpack between them).
These legs also end in the same sticky pads.
If you have made a successful Climb check, you can extend these legs and attach them to the surface you are climbing as a full-round action.
You then use your hands freely once the legs are extended, because the legs (along with your own feet and knees) adhere you to the wall.
The legs can be detached from the wall with a move action and refolded with another move action.
If you climb with the legs still extended, you do not gain the +2 bonus on Climb checks normally provided by the spider kit.

STONEBURN ACID

This substance is a weaker form of alchemist's mineral acid.
It harms only stone and other minerals.
It is not effective as a splash weapon, because it requires both contact and pressure to fully dissolve the exposed material.

Otherwise, it just makes small pocks in a surface.
When you apply it with pressure against rock or other minerals, it ignores hardness and deals 2d6 points of damage.
This dissolution happens almost instantly, after which the acid becomes inert.
Therefore, it is only useful for digging small divots into a stone surface or small openings in very thin walls.
It works best when used with stoneburners (described above).
Stoneburn acid can be created with a DC 22 Craft (alchemy) check.

STONEBURNERS

These are special boot tips and gloves with reinforced fingertips that hold small receptacles for stoneburn acid (see Alchemical items, below).
When pressure is applied these compartments, the acid is released onto whatever surface is being pressed.
If the surface is stone, the finger or foot tips immediately burn a small divot that can be used as a hand or foothold.
Using stoneburners along with stoneburn acid provides you a +2 circumstance bonus on Climb checks on stone surfaces.
This does not stack with the bonuses provided by climber's kits, spelunker's kits, or spider kits.
Stoneburners are typically used by drow who are in a hurry and are not picky about leaving behind a permanent trail.
A single flask of stoneburn acid provides enough substance for a wearer of stoneburners to climb up to 200 feet.

SWARMING SPIDERBITE

Usually taken to ensure an honorable death (or to avoid torture) by drow defeated in battle, the effect of this poison is like the biting mouths of venomous spiders starting from the extremities and advancing throughout the body.
It can be created with a DC 26 Craft (poisonmaking) check and a *poison* spell.

THE CALLING

This lumpy black paste is magically infused with spider eggs and can be hidden in a dish of food, in which it is detectable only with a successful DC 20 Profession (cook) check.
If it is consumed, and if the victim fails the initial save, a swarm of spiders hatches within the victim's stomach, dealing the initial damage.
The swarm is then digested and destroyed without further harm, unless the second save is failed.
In that case, it bursts forth from the victim's nose and mouth, dealing the secondary damage and coalescing as a spider swarm (MM 239), attacking everyone in the area.
This poison can be created with a DC 28 Craft (poisonmaking) check and a *summon swarm* spell.

UNDERDARK BLIGHT

Running a chemical solution over certain rare ores and minerals found in the Underdark creates this poison; it is effective at removing spell resistance.
Lost spell resistance returns at the same rate and by the same means as ability score damage.
Underdark blight can be created with a DC 20 Craft (poisonmaking) check.

VILEGRIP

This misty substance enhances the adhesive qualities of a web.
A single vial contains enough mist to fill a 10-foot cube in a single round.
All webs in this area become stickier and stronger, increasing the DC to avoid or break free by 2 for 1 hour.
Vilegrip can also be used on the webs created by a web spell.
Vilegrip can be created with a DC 25 Craft (alchemy) check.

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TABLE 3-16: POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
Small centipede poison	Injury DC 11	1d2 Dex	1d2Dex	90 gp
Greenblood oil	Injury DC 13	1 Con	1d2Con	100gp
Medium-size spider venom	Injury DC 14	1d4Str	1d6Str	150gp
Bloodroot	Injury DC 12	0	1d4Con + 1d3 Wis	100 gp
Purple worm poison	Injury DC 24	1d6Str	1d6Str	700 gp
Large scorpion venom	Injury DC 18	1d6Str	1d6Str	200 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6Dex	210gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Black adder venom	Injury DC 12	0	1d6Str	120gp
Deathblade	Injury DC 20	1d6Con	2d6 Con	1,800gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500gp
Sassone leaf residue	Contact DC 16	2d12hp	1d6Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Carrion crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6Cha + 1 Cha*	1,000gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6Con	2,100gp
Insanity mist	Inhaled DC 15	1d4Wis	2d6Wis	1,500gp

Type: The poison's method of delivery—ingested, inhaled, via an injury, or contact—and the DC needed to save.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Loss marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can only be obtained from specialized, less than reputable sources.

TABLE 5-6: ADDITIONAL GOODS AND SERVICES

Ships

Item	Cost
Rowboat	50 gp
Oar	2 gp
Galley	30,000 gp
Longship	10,000 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Warship	25,000 gp

Transportation

Item	Cost
Ship's passage	1 sp per mile
Coach cab	3 cp per mile
Messenger	2 cp per mile
Teleportation	Varies*
Road or gate toll	1 cp

*See "NPC Spellcasting," above.

Buildings

Item	Cost
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

GALLEY

A three-masted ship with seventy oars on either side and a total crew of two hundred.
This ship is 130 feet long and 20 feet wide, and it can carry up to 150 tons of cargo or 250 soldiers.
For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships.
This ship cannot make sea voyages and sticks to the coast.
It moves about 4 miles per hour when being rowed or under sail.

KEELBOAT

A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail.
It has a crew of eight to fifteen and can carry forty to fifty tons of cargo or one hundred soldiers.
It can make sea voyages as well as sail down rivers.
(It has a flat bottom).
It moves about 1 mile per hour.

LONGSHIP

A 75-foot-long ship with forty oars and a total crew of fifty.
It has a single mast and a square sail.

It can carry fifty tons of cargo or one hundred twenty soldiers.
A longship can make sea voyages.
It moves about 3 miles per hour when being rowed or under sail.

ROWBOAT

An 8- to 12-foot-long boat for two or three people.
It moves about 1-1/2 miles per hour.

SAILING SHIP

This larger, more seaworthy version of the coaster (a kind of sailing ship) is 75 to 90 feet long and 20 feet wide.
It has a crew of twenty.
It can carry cargo up to 150 tons.
It has square sails on its two masts and can make sea voyages.
It moves about 2 miles per hour.

WARSHIP

This 100-foot-long ship has a single mast, although oars can also propel it.
It has a crew of sixty to eighty rowers.
This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many.
The warship cannot make sea voyages and sticks to the coast.
It is not used for cargo.
It moves about 2 1/2 miles per hour when rowed or under sail.

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Table 8–3: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Carrion crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

*Permanent drain, not temporary damage.

DUNGEONSCAPE (3.5)

TABLE 2-1: EQUIPMENT

Dungeon Gear Item	Cost	Weight
Collapsible pole	20 gp	8 lb.
Drill		
Adamantine	200 gp	1 lb.
Iron	10 gp	1 lb.
Wood	5 gp	1 lb.
Finder's chalk	5 gp	—
Finder's glass	400 gp	1/2 lb.
Flotation bladder	2 gp	2 lb.
Flour pouch	1 sp	—
Grappling hook, mithral	1,000 gp	2 lb.
Grappling ladder	40 gp	8 lb.
Silk and mithral	650 gp	4 lb.
Hacksaw		
Adamantine	600 gp	1 lb.
Common	5 gp	1 lb.
Superior	20 gp	1 lb.
Lard	2 sp	10 lb.
Listening cone	8 sp	1 lb.
Magnet	20 gp	2 lb.
Manacles, adamantine	2,000 gp	5 lb.
Periscope, hand	50 gp	2 lb.
Rubber ball	3 gp	—
Rubbing kit	5 gp	1 lb.
Spike, iron	1 sp	1 lb.
Twine, roll (50 feet)	1 sp	—
Wand bracer	300 gp	5 lb.

Weapon and Armor Modifications		
Item	**Cost**	
Hilt hollow	+200 gp	
Oil chamber	+1,000 gp	
Sanctified	+50 gp	
Wand chamber	+100 gp	

Alchemical Items		
Item	**Cost**	**Weight**
Acid neutralizer	50 gp	1 lb.
Bottled air	50 gp	—
Firmament stone	110 gp	1/2 lb.
Ghostwall shellac, bottle	150 gp	1 lb.
Lava stone	24 gp	—
Greater	144 gp	1 lb.
Lockslick, can	180 gp	1/2 lb.
Trollbane, vial	90 gp	—

TABLE 6—2: GREATER POISONS

Name	Type	Initial Damage	Secondary Damage	Trap CR	Cost
Bonespear poison fusion[FF]	Injury DC 25	2d4 Str + 2d4 Dex	2d4 Str + 2d4 Dex	+6	3,100 gp
Centipede poison, Colossal	Injury DC 23	2d6 Dex	2d6 Dex	+4	900 gp
Conflagration ooze essence[MM3]	Contact DC 19	1d4 Con + 2d4 hp (fire)[1]	1d4 Con + 2d4 hp (fire)[1]	+4	850 gp
Greensickness[MM3]	Inhaled DC 33	2d6 Str + 1d4 Con	2d6 Str + 1d4 Con	+7	4,000 gp
Megapede poison[MM2]	Injury DC 44	2d6 Con + 1d4 Dex	2d6 Con + 1d4 Dex	+11	24,000 gp
Pit fiend venom	Injury DC 27	1d6 Con	Death	+9	30,000 gp
Purple worm poison, Colossal	Injury DC 27	1d6 Str	2d6 Str	+5	1,400 gp
Scorpion venom, Gargantuan	Injury DC 23	1d8 Con	1d8 Con	+5	3,300 gp
Scorpion venom, Colossal	Injury DC 33	1d10 Con	1d10 Con	+8	9,900 gp
Shrieking terror saliva[MM3]	Injury DC 19	Unable to heal injury[2]	—	+1	5.000 gp
Spider venom, Gargantuan	Injury DC 20	2d6 Str	2d6 Str	+4	850 gp
Spider venom, Colossal	Injury DC 28	2d8 Str	2d8 Str	+6	1,900 gp
Svaklor venom[MM3]	Injury DC 24	Paralysis	1d4 Con	+6	3,500 gp
Svaklor venom, greater[MM3]	Injury DC 34	Paralysis	1d6 Con	+9	8,000 gp
Wyvern poison, Huge	Injury DC 19	2d6 Con	2d6 Con	+6	4,000 gp
Wyvern poison, Gargantuan	Injury DC 21	2d6 Con	2d6 Con	+7	5,000 gp

FF: *Fiend Folio*; MM2: *Monster Manual II*; MM3: *Monster Manual III.*

1. Conflagration ooze essence deals fire damage in addition to Constitution damage. Creatures that have immunity to poison still must save to avoid taking damage. Creatures that have immunity to fire still must save to avoid taking Constitution damage.
2. Damage from the injury that introduced the poison into the victim's body cannot be healed magically or naturally. A *neutralize poison* or *heal* spell removes the effect, and *delay poison* allows magical healing while in effect.

ACID NEUTRALIZER

Acid neutralizer reduces the strength of nonmagical acid, such as the type found in a variety of common dungeon traps.
Description: Acid neutralizer is a slippery, white substance similar in appearance to soap.
It is made and sold in fist-sized lump, wrapped in brown waxed paper.
When dropped in acid, the neutralizer foams and fizzes, turbulently churning the acid for 5 seconds.
Neutralized acid takes on the appearance of weakly colored water, retaining only a slight tint and no odor whatsoever.
Activation: To use a lump of acid neutralizer, just drop it into a vessel containing acid (free action).
Unwrapping the lump is not necessary, because any acid strong enough to warrant neutralization will eat through the paper wrapping easily.
Neutralization requires a full round and the acid will remain at full strength until the start of your next turn.
If you are immersed in acid while carrying lumps of acid neutralizer, they immediately activate unless stored in a stronger container such as a metal tin.
Being splashed with acid might activate the neutralizer if you keep it exposed rather than stored in a jar.
Effect: If you drop one lump of acid neutralizer into a container holding up to 10 cubic feet of nonmagical acid, the acid is permanently weakened such that contact with the acid deals no damage Complete immersion in neutralized acid deals only 5d6 points of damage per round (instead of the usual 10d6 points).
Acid that has been neutralized in this manner no longer gives off toxic fumes (DMG 302).
Larger volumes of acid require additional doses; two lumps are needed to neutralize a 20-cubic-foot vat of acid.
Neutralizer is far less effective against magic acids.
which regain their full acidity after 3d6 rounds.
If you wear a lump of acid neutralizer in a necklace or carry it otherwise exposed on your body, the lump prevents continuing damage from acid attacks for 1 minute after initial exposure.
It has no effect against the initial damage dealt by an acid attack.
Construction: DC 20 Craft (alchemy) check, 17 gp.
Weight: 1 lb. Price: 50 gp.

BOTTLED AIR

This strong vapor clears away fog, mist, and clouds in seconds, allowing you to see more clearly.
Description: Bottled air is stored as blue-tinted liquid in glass vials.
It gives off a strong acrid smell.
When a vial is opened, the liquid turns to mist and expands outward, creating a small area of fresh, clean air.
Activation: To activate bottled air, the vial in which it is stored must be opened (a standard action).
Bottled air can also be thrown as a splash weapon; the vial breaks on contact and releases the mist into the air.
Effect: Bottled air clears fog, smoke, and other gases from the square it occupies.
If you are carrying a vial when it is opened, you can apply the effect to a single square adjacent to you.
That square, and only that square, will be cleared.
A creature that stands in a clear square still gains the benefit of concealment from obscured squares around it, but it loses those benefits against foes adjacent to the clear space.
Once released from its vial, bottled air lasts for 2d4 rounds before it sputters out.
Construction: DC 25 Craft (alchemy) check, 17 gp.
Weight: —.
Price: 50 gp.

CLERIC–IN–A–BOX KIT

If your party lacks a cleric, or if your cleric focuses on offensive rather than defensive spells, the cleric-in-a-box kit is a fine substitute in an emergency.
With potions on hand to heal most ailments, you can march into a dungeon with the peace of mind that relief is never far away.

Item	Quantity	Cost	Weight
Antitoxin	4	200 gp	—
Healer's kit	1	50 gp	1/2 lb.
Holy water	4	100 gp	4 lb.
Keoghtom's ointment	1	4,000 gp	1/2 lb
Potions			
cure moderate wounds	2	600 gp	— lb.
lesser restoration	2	600 gp	— lb.
remove blindness/deafness	1	750 gp	— lb.
remove curse	1	750 gp	— lb.
remove paralysis	1	300 gp	— lb.
Total		**7,350 gp**	**5 lb.**

COLLAPSIBLE POLE

This 2-foot-long wooden pole is composed of six telescoping sections that allow it to extend to a length of 12 feet.
Each section can be turned to lock it in place to prevent the pole from collapsing prematurely.
The pole can be partially extended to 4 feet.
6 feet, 8 feet, or 10 feet.
You can use the pole to jam doors, pass objects across pits, spring traps, or serve any other needed function.
The thinnest section of a collapsible pole can be inserted into a second pole, creating a sturdy pole of up to 22 feet in length.
Expanding or collapsing a pole is a full-round action.

DOORBUSTER KIT

With this kit in your backpack.
no door will block your way.
If you cannot pick the lock, melt it.
If you cannot melt it, pry it open.
If you cannot pry it open, saw it off.
With all these options, you will yearn to face tougher locks—just for the change of pace.

Item	Quantity	Cost	Weight
Acid (flask)	4	40 gp	4 lb.
Crowbar	1	2 gp	5 lb.
Hacksaw, superior	1	20 gp	1 lb.
Lockslick	2	360 gp	1 lb.
Thieves' tools, masterwork	1	100 gp	2 lb.
Wand of knock	1	4,500 gp	—
Total		**5,022 gp**	**13 lb.**

DRILL

This simple hand drill bores small holes in wood, metal, or stone.
As a standard action, you can use the drill to create a hole in an object if the drill can ignore the object's hardness (see below).
The hole is 1 inch deep and 1 inch in diameter.
Any Search checks or Spot checks through the hole are made at a –5 penalty.
Listen checks through the hole are made at a –2 penalty.
There are three types of drills.
A wood drill ignores up to 5 points of hardness when drilling.
An iron drill, commonly used on metal or stone, ignores up to 10 points of hardness.
An adamantine drill, used on only the most difficult surfaces, ignores up to 20 points of hardness.
A drill that does not ignore enough hardness of an object cannot bore a hole in that object.
Standard drills become dull after 20 rounds of use; masterwork drills last for 100 rounds.
New bits can be purchased for 10% of the cost of the drill.

FINDER'S CHALK

Marks made by this red chalk fade from casual view after 1 minute, allowing you to mark dungeon surfaces secretly.
The chalk lets you keep track of what areas you have and have not visited without alerting wandering creatures to your presence.
To detect a simple mark, such as a line or an X, make a successful DC 25 Search check.
To detect more complex marks, make a successful DC 40 Search check.
A finder's glass (see below) improves your ability to detect the chalk marks.
True seeing (PH 296) lets you detect the marks without making a Search check.
One piece of finder's chalk covers a 10-foot-square wall with marks.

FINDER'S GLASS

A finder's glass is a 3-inch-diameter circular disc of red glass set in a copper frame.
It can be held in front of your eye or inserted over the aperture of a standard bullseye lantern, causing it to emit dim red light.
When you look through a finder's glass, you gain a +30 alchemical bonus on your Search checks to find or read marks made by finder's chalk.
If the glass is used in conjunction with a lantern, all creatures in the area of bright illumination gain a +20 alchemical bonus on their Search checks to find or read such marks.

FIRMAMENT STONE

This violet crystal gem has been treated with an alchemical substance that reacts to the position of either the sun or the moon.
Even while indoors or below ground, you know the time of day (or night).
Description: Firmament stones are violet iolite gems that have a clear crystalline appearance.
While the heavenly body to which the stone is attuned is in the sky, a small yellow light glows within the stone,

crossing from one side (when the body first appears in the sky) to the other (when the body sets).
By examining the position of the glow, you can approximate the time of day or night.
Activation: Once created, firmament stones are always active.
They need only be observed by someone who understands their significance.
Effect: Each stone is attuned to either the sun or the moon, glowing when the associated heavenly body is in the sky, and remaining dark otherwise.
The stones are most useful to divine spellcasters who must prepare spells at a specific time of day.
Firmament stones attuned to the moon also show the phase of the moon by altering the shape of the glow that travels through the stone each night.
Construction: DC 25 Craft (alchemy) check, 20 gp, one 50-gp iolite gemstone.
Weight: 1/2 lb. Price: 110 gp.

FLOTATION BLADDER

This item, used to aid in swimming, consists of two sealed, oiled leather sacks attached with a piece of rope.
Each sack can be inflated by blowing air into it through a small metal valve as a full-round action.
Once inflated and placed under the arms, a flotation bladder grants a +4 bonus on Swim checks to rise to the surface or remain at the surface.
The bladder also imposes a –4 penalty on Swim checks to descend deeper into the water.
Additional bladders do not grant further bonuses on Swim checks, but the penalties stack.

FLOUR POUCH

This deceptively simple burlap satchel of flour is tied loosely on purpose.
While it could be used to bake a loaf of bread on a particularly long expedition, its true purpose is to locate invisible opponents.
You can attempt to strike an invisible opponent with a flour pouch as a touch attack.
You still must pinpoint the target or choose a space to attack into, and the normal miss chance for total concealment applies.
If you hit the target, the pouch bursts open, spilling white flour over a portion of the invisible creature.
You can also throw a flour pouch as a splash weapon; any invisible creature standing in the space struck is covered in flour, as are all other creatures within 5 feet.
Coating an invisible creature in flour lets you keep track of its position and reduces the miss chance to 20% (instead of the normal 50% for total concealment).
While an invisible creature is coated in flour, its bonus on Hide checks is reduced to +10 if the creature is moving, or to +20 if it is not moving (PH 76).
If the creature moves through water, is subjected to a *gust of wind*, or spends a full-round action brushing the flour off, all the flour is removed from its body.

GHOSTWALL SHELLAC

It can be difficult to ward off creatures that have the ability to float through dungeon walls.
A quick coat of ghostwall shellac will keep pesky spirits from drifting in and out of your camp-site all night.
Description: Concentrated ghostwall shellac is a thick green sludge that is always warm to the touch.
It is usually stored in metal vials and mixed with water when needed.
Prepared shellac is lime green and runny, and it smells like dead flesh.
Activation: Ghostwall shellac must be mixed with 1 gallon of water to become active.
The mixture is then spread over any nonliving surface, most commonly the walls of a room.
Coating a 10-foot square with prepared shellac takes 1 minute, and 1 gallon of the green liquid covers 10 such squares.
Whether it is applied to a surface or left in a container, the shellac dries and hardens 1 hour after being mixed with water.
Effect: When ghostwall shellac dries, it changes the composition of the surface upon which it has been spread.
Incorporeal creatures can no longer pass through a coated wall any more than normal creatures can.
The shellac also causes the wall to simultaneously exist on the Ethereal Plane for a limited time, so creatures on that plane cannot see through or pass through the space it occupies.
When applying ghostwall shellac to the walls of a room, remember to coat the floor and ceiling as well, lest unwanted spirits merely enter through those surfaces instead.
Ghostwall shellac lasts for 4d6 hours once applied.
Construction: DC 30 Craft (alchemy) check, 50 gp.
Weight: 1 lb. Price: 150 gp.

GRAPPLING HOOK, MITHRAL

A mithral grappling hook is lighter than a standard hook but just as strong, and it can be thrown farther.
If the hook is attached to a silk rope (not a hempen one), any Use Rope check to seat the hook is made at a DC equal to 10 + 1 per 20 feet thrown, to a maximum DC of 20 for a hook thrown 200 feet.

GRAPPLING LADDER

This premade hemp rope ladder has two small steel grappling hooks on either end.
Throwing a grappling ladder is like throwing a grappling hook, only more difficult.
The Use Rope check to seat the ladder is made at a DC equal to 15 + 3 per 10 feet thrown.
A DC 10 Climb check is required to scale a grappling ladder.
The price and weight in Table 2—1 is for a 10-foot ladder, but longer ladders are commonly available.
For each additional to feet of the ladder, add 35 gp to the cost and 6 pounds to the weight.

GRAPPLING LADDER, SILK AND MITHRAL

The finest grappling ladders are made of silk rope and fashioned with two tiny mithral hooks.
They function as standard grappling ladders but are easier to seat; the Use Rope check is made at a DC equal to 13 + 2 per 10 feet thrown.
The standard +2 circumstance bonus on Use Rope checks for silk rope does not apply.
The price and weight in Table 2—1 is for a 10-foot ladder, but longer ladders are commonly available.
For each additional 10 feet of the ladder, add 150 gp to the cost and 3 pounds to the listed weight.

HACKSAW

This blade is designed to cut through thin metal.
It ignores the hardness of standard metal objects (excluding exotic metals such as mithral or adamantine), but it deals only 1 point of damage per 2 rounds of sawing.
A common blade lasts for 20 rounds, while a superior blade lasts for 40 rounds.
You can also buy a hacksaw with an adamantine blade which ignores hardness 25 or lower.
The saw also cut faster, dealing 1 point of damage per round.

HILT HOLLOW (WEAPON)

This modification is simply a hollow container hidden inside a weapon, usually in the hilt.
Creatures that are unaware of the hollow must make a successful DC 30 Search check to find it.
While holding the weapon, you merely press a tiny button hidden on the crosspiece, and the hollow springs open, depositing its contents into your other hand.
If your other hand is full, you can simultaneously drop your weapon (as a free action) as the hollow's contents are ejected, leaving you holding them instead of the weapon.
Either way, emptying the hollow is a swift action, and loading it is a full-round action.
The hollow is about 6 inches long and 1 inch in diameter, making it large enough for a single vial of potion.
Spellcasters often store material components in hilt hollows, allowing them to eject the components into their hand if they are grappled.

LARD

Simple cooking lard can be a great aid to dungeoneers.
You can spread it on the floor to make a slipper area similar to that created by a *grease* spell (PH 237).
Applying lard in this manner takes 1 minute, but the coated area remains slippery for 1 hour.
You can also take 1 minute to coat yourself in lard, which grants you a +5 circumstance bonus on Escape Artist checks and on grapple check made to resist or escape a grapple or pin.
The bonus last for 10 minutes.

LAVA STONES

Lava stones cool small areas of molten rock, allowing you to create a series of temporary steps across a body of magma.
Description: A lava stone is a tiny pebble that is cool to the touch.
When dropped in lava, the pebble sinks quickly, cooling the lava as it descends.
The result is a 2-foot-diameter column of hardened black stone that crests just above the surface of the lava.
Activation: Lava stones activate only when completely immersed in lava.
As a move action, you can drop one lava stone into a square adjacent to you.
The hardened platform, commonly referred to as a lava step, forms immediately, and you can step onto it with a second move action during the same turn.
You can also create a lava step at a distance by throwing the stone as an attack action.
Use the rules for throwing splash weapons (PH 158).
Once formed, a lava step lasts for 3d8 minutes before the surrounding heat turns it back into molten rock.
One round before the step melts, it glows orange and deals 1d6 points of fire damage to anyone standing on it.
In the following round, the step melts, dumping anyone still standing on it into fiery lava.
Effect: You can safely move into an adjacent square containing a lava step as a move action.
You can also move at half your normal speed across a path of lava steps that have already been sown within 5 feet of one another.
To do so, you must make a successful DC 10 Balance check as you move onto each step.
If you fail a check by 4 or less, you nearly lose your balance and cannot continue moving forward this turn.
If you fail a check by 5 or more, you fall into the lava.
Only Medium or smaller creatures can stand on a lava step.
Construction: DC 20 Craft (alchemy) check, 16 gp.
Variants: A greater lava stone is the size of a potato an forms a step that has a diameter of 6 feet.
Large creatures can walk across a trail of greater lava steps with a series of successful DC 10 Balance checks.
For Medium or smaller creatures, the DC of each check drops to 5.
Weight: — (standard) or 1 lb. (greater).
Price: 24 gp (standard) or 114 gp (greater).

LISTENING CONE

This iron cone can be placed against a surface, such as a door, to aid in Listen checks made through the surface.
The DC for listening through a door when using a cone increases by 2 (rather than 5), and the DC for listening through stone walls increases by 5 (rather than 15).
Listening cones have no effect if not used against a surface.

LOCKSLICK

Many locks rely on friction to keep their mechanical parts in place.
A few squirts of lockslick will loosen those parts, making them easier to open with thieves' tools.
Description: Lockslick is a slippery brown substance that resembles ordinary grease in appearance and texture.

It is stored in a small tin can with a long, tapered spout.
Unlike grease, however, it does not easily rub off a surface to which it is applied, making it ideal for oiling locks without getting your hands or equipment messy.
Further, lockslick is not flammable, which accounts for its popularity among adventuring thieves who might face flame-spewing monsters or traps.
Activation: To apply lockslick to a lock, insert the spout of the can into the keyhole or other crevice, and squirt (a standard action).
Lockslick can also help you disarm mechanical traps or devices.
If the mechanism has metal parts and you can touch them with the spout of the container, you can apply lockslick to the parts.
A can of lockslick holds 10 doses.
Effect: When lockslick is applied to a lock, the substance provides a +2 alchemical bonus on an associated Open Lock check.
When applied to a trap or mechanism, lockslick provides a+2 alchemical bonus on a Disable Device check to disarm it.
The effect lasts on the lock or trap until it is thoroughly scrubbed clean (a full-round action).
Construction: DC 25 Craft (alchemy) check, 60 gp.
Weight: 1/2 lb. Price: 180 gp.

MAGNET

This magnetized bar of metal picks up small objects of ferrous metal, such as iron or steel.
The magnet can lift up to 2 pounds of metal if touched to the object in question.
It can also attract metal objects weighing up to one-third of a pound at a distance of 1 foot.
You can tie a magnet to the end of a piece of twine and lower it into a pit to pick up objects or manipulate levers.
You can also lash a magnet to the end of a pole and slide it under door to retrieve items.

MANACLES, ADAMANTINE

Intended for chaining powerful dungeon monsters, these manacles can be broken only with a successful DC 52 Strength check.
They have 15 hit points and hardness 20.
Otherwise, adamantine manacle function as masterwork manacles (PH 126).

MOBILITY KIT

You should have no problem leading the party anywhere with this suite of climbing and exploring aids.
The potions cover special situations, while the climber's kit lets you scale a wall first before dropping a line back down for your companions.
And the *bag of holding*? Let's just say there is no such thing as having too much rope.

Item	Quantity	Cost	Weight
Bag of holding, type I	1	2,500 gp	15 lb.
Climber's kit	1	80 gp	5 lb.
Grappling hook, mithral	1	1,000 gp	2 lb.
Lava stone	10	240 gp	—
Potions			
jump	4	200 gp	—
levitate	2	600 gp	—
spider climb	2	600 gp	—
water breathing	1	750 gp	—
water walk	1	750 gp	—
Quaal's feather token, swan boat	1	450 gp	—
Rope, silk (100 ft.)	4	80 gp	10 lb.
Total		**7,250 gp**	**32 lb.**

OIL CHAMBER (WEAPON, ARMOR, OR SHIELD)

An oil chamber is a tiny vessel attached to the hilt of a weapon, the inside of a shield, or either forearm of a suit of armor.
You can fill the chamber with any magic or alchemical oil as a full-round action.
Sealing the oil inside the chamber creates pressure, such that opening the chamber again a swift action) causes the oil to spray out over the armor or weapon.
In this way, you can apply the oil to your equipment quickly and efficiently.
You cannot open a full chamber without having the oil spray, however, so filling the chamber is a commitment to applying the oil to that armor or weapon at some point in the future.
Filling an oil chamber with poison is a bad idea.
Whoever is wielding or wearing the equipment is automatically exposed to the poison as it sprays out.
However, it is safe to fill a chamber with trollbane (see page 37)—assuming that you are not a troll.
Unlike most modifications, an oil chamber can be added to an existing weapon, shield, or armor fairly easily.
Weapons and shields can support one oil chamber, but a suit of armor can hold two (one on each forearm).
You can build an oil chamber into a missile weapon, such as a crossbow, in such a way that the oil sprayed affects the loaded missile, rather than the weapon.

PERISCOPE, HAND

This device consists of two steel mirrors placed opposite each other at angles, separate by a metal tube about 2 feet in length.
The periscope allows you to peer around corners without revealing, your presence.
Because only the end of the periscope protrudes, you can make a Hide check (with a +7 bonus) for the item to determine if the creatures you spy upon notice it.
The area visible through the periscope is cone shaped and begins in the space immediately around the corner.
While looking through the periscope, you take a –8 penalty on Spot checks to detect creatures not in the cone-shaped area.

RUBBER BALL

A bouncing rubber ball can give you an idea of what lies down a corridor.
Simply throw the ball at a space or grid intersection as you would throw a splash weapon, though with a range increment of 30 feet.
No matter where the ball lands, it bounces directly away from you, traveling half the distance it was first thrown.
Then it lands and bounces again, covering half the distance of the previous bounce.
The ball continue in this manner until it makes a bounce that would be less than 5 feet in length, at which time it stops bouncing and begins rolling.
If the ball strikes a solid object, it reverses direction and continues rolling.
Thus, you can throw a rubber ball down a corridor to see whether or not it hits a wall and returns to you.
Either way, you learn something about the length of the hallway.
When you throw the ball, you can also listen carefully for other cues, especially if the ball does not return.
For example, if you hear a splash, you know that a liquid obstacle lies ahead.

RUBBING KIT

Adventurers often encounter ancient carvings and runes that they do not understand.
A rubbing kit allows them to bring a copy of the runes back to town for an expert to translate later.
The kit consists of a roll of thin paper 20 feet long and 1 foot wide, and numerous sticks of fine charcoal.
Simply place the paper over the carvings and rub it with charcoal.
Creating an accurate copy requires 1 minute for each foot of paper used (in length).
Rubbing more quickly reduces the time to a full-round action for the same amount of paper, but it adds 10 to the DC of any check related to interpreting the rubbing, such as a Decipher Script check.

SAFE REST KIT

When your party needs to rest, protect everyone with this kit of cautionary equipment.
Barricade yourself in a room by spiking the doors shut.
If ghosts or ethereal filchers are a concern, paint the walls, ceiling, and floor with ghostwall shellac to keep out things that go bump in the night.

Item	Quantity	Cost	Weight
Bedroll	6	20 gp	1 lb.
Ghostwall shellac	6	900 gp	6 lb.
Hammer	1	5 sp	2 lb.
Iron spike	5	5 sp	S lb.
Stone of alarm	1	2,700 gp	2 lb.
Waterskin	1	1 gp	4 lb.
Total		**3,622 gp**	**20 lb.**

SANCTIFIED (ARMOR OR SHIELD)

While most clerics adorn their equipment with images associated with their faith, sanctified armor is actually engraved with the holy or unholy symbol of a religion.
This modification makes the armor a legitimate divine focus for divine spellcasters of that faith.
Normally, a divine focus does not have to be in hand co cast a spell, so a sanctified shield is a matter of personal style for clerics who prefer a shield to an amulet.
Of course, a sanctified shield can be useful as a backup in case your primary focus is lost or damaged.

SPIKE, IRON

Iron spikes have a variety of uses, though they are most commonly hammered into door frames to keep the doors shut.
If you have a hammer or mallet, you can pound one spike in place as a full-round action.
A door with one spike in it is considered stuck, and a door with two or more spikes in it is considered locked for the purpose of breaking it down.
(For the break DCs for stuck and locked doors, see Table 3–10: Doors, DMG 61).

TRAPSPRINGER KIT

With a variety of tools for finding and neutralizing common traps, you are well prepared to face any mechanical hazard.
Use the dagger to cut through trap parts with ease (especially when dealing with encounter traps; see page 120).
Feel ahead for pressure plates with the collapsible pole, and send the animals from the *bag of tricks* ahead to test for traps.

Item	Quantity	Cost	Weight
Acid (flask)	3	30 gp	3 lb.
Acid neutralizer	3	150 gp	3 lb.
Antitoxin	5	250 gp	—
Bag of tricks, gray	1	900 gp	—
Collapsible pole	1	20 gp	8 lb.
Dagger, adamantine	1	3,002 gp	1 lb.
Goggles of minute seeing	1	1,250 gp	—
Hacksaw, adamantine	1	600 gp	1 lb.
Lockslick	2	360 gp	1 lb.
Rubber ball	10	30 gp	—
Thieves' tools, masterwork	1	100 gp	2 lb.
Total		**6,692 gp**	**19 lb.**

TROLLBANE

Discovered by gnome alchemists as a safe alternative to flaming weapons, trollbane interferes with the natural ability of certain creatures to regenerate their flesh.
Dubbed trollbane because it is frequently used against those particular monsters, this poison is effective against any creature that rapidly heals its wounds.
Description: Trollbane is a sticky blue substance that resembles tar.
It is usually stored in metal jars.

Activation: Trollbane functions as injury poison (DMG 296) and can be applied directly to weapons prior to combat.
A successful hit with a slashing or piercing weapon that has been coated in trollbane will expose the target to the poison.
Trollbane has no effect unless used in conjunction with a forceful blow from a weapon, so adventurers can carry it with little risk of exposure.
Effect: Any creature struck by a weapon that has been coated in trollbane loses the benefit of its regeneration ability (if any) against that attack.
A dose of trollbane applies only to the next successful attack with the coated weapon.
Additional attacks do not interfere with the target's regeneration ability (unless more trollbane is applied to the weapon).
Construction: DC 25 Craft (alchemy) check, 30 gp.
Weight: —.
Price: 90 gp.

TWINE

For situations where rope is too bulky, simple twine is a good substitute.
It can be tied around smaller objects and takes up less room.
Twine has 1 hit point and hardness 0.

Antimagic Poisons

Poison	Type	Initial	Secondary	Price	DC to
Chaos ichor	Contact DC 22	1d4 Str,	2d6 Str,	330,000 gp	53
Lyzeum	Injury DC 25	1d6 Dex	3d6 Dex	390,000 gp	59
Illis thyr	Injury DC 28	2d4 Con	4d4 Con	450,000 gp	65
Milk of Atropos	Injury DC 32	2d8 Str	4d8 Str	590,000 gp	79
Godsblood	Injury DC 40	1d6 Int,	3d6 Int,	820,000 gp	102

*There is a 25% chance that the initial damage is permanent ability drain.

WAND BRACER

This metal forearm band takes up space on the body as a bracer and can hold up to five wands.
Thin loops of thread fit over your fingers, each connected to a spring mechanism on one of the wand slots.
If your hand is empty, you can flex a finger as a swift action to cause the wand of your choice to spring into your grasp.
You still must activate the wand as a standard action.
Replacing a wand in the sheath is tricky and requires a full-round action.
Most adventurers just drop the first wand to the ground (a free action) when they need a different one.

WAND CHAMBER (WEAPON OR SHIELD)

A wand chamber is a thin, cylindrical slot on the handle of a weapon or the edge of a shield that can hold a single wand.
When a wand is loaded in the chamber, it is considered ready and can be activated without having to drop the weapon or shield.
Changing the wand in the chamber is a full-round action.

EPIC INSIGHTS (3.0)

Antimagic Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	DC to Create
Chaos ichor	Contact DC 22	1d4 Str, 1d4 Dex*	2d6 Str, 2d6 Dex	330,000 gp	53
Lyzeum	Injury DC 25	1d6 Dex	3d6 Dex	390,000 gp	59
Illis thyr	Injury DC 28	2d4 Con	4d4 Con	450,000 gp	65
Milk of Atropos	Injury DC 32	2d8 Str	4d8 Str	590,000 gp	79
Godsblood	Injury DC 40	1d6 Int, Wis, Cha	3d6 Int, Wis, Cha	820,000 gp	102

*There is a 25% chance that the initial damage is permanent ability drain.

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

Table 3–3: Mundane Items

Item	Cost	Weight
Aspergillum	5 gp	3 lb.†
Aspergillum (silver)	50 gp	3 lb.†
Bandoleer	5 sp	1/2 lb.
Bandoleer, masterwork	50 sp	1/2 lb.
Chess set (common)	2 gp	4 lb.
Chess set (fine)	25 gp	7 lb.
Draughts set	1 gp	2 lb.
Hammock	1 sp	2 lb.
Insect netting	5 gp	1 lb.
Old men's bones set	2 sp	1 lb.
Potion belt	1 gp	1 lb.
Potion belt, masterwork	60 gp	1 lb.
Scroll organizer	5 gp	1/2 lb.
Talis deck	2 gp	1/4 lb.

†These items weigh one-quarter this amount when made for Small characters.

Table 3–4: Special Items

Item	Cost	Weight
Alchemical sleep gas	30 gp	1 1/4 lb.
Disappearing ink	5 gp	—
Herbs		
Cassil (1 dose)	1 gp	—
Nararoot (1 dose)	2 sp	—
Powderhorn (32 shots)	35 gp	2 lb.
Powderkeg (240 shots)	250 gp	20 lb.
Scentbreaker	5 gp	—

ALCHEMICAL SLEEP GAS

This liquid evaporates quickly when exposed to air, creating a temporary, mildly toxic cloud that puts living creatures to sleep.
You can throw a flask of sleep gas as a grenadelike weapon.
It has a range increment of 10 feet.
On a direct hit (splashes have no effect because the gas dissipates instantly), a living target must succeed on a Fortitude save (DC 15) or fall asleep for 1 minute.
After 1 minute, the target must make another Fortitude save (DC 15) or sleep 1d4 additional minutes.
The sleep gas affects creatures that are immune to magical sleep effects but not creatures that are immune to poison.
Spells and effects that cancel or counter poisons (such as *neutralize poison*) are effective against the gas.
The gas affects only one creature of Small or larger size.
The gas affects all creatures of Tiny or smaller size in the 5-foot square where it strikes.
Note: A sleeping creature is helpless.
Slapping or wounding awakens the creature, but normal noise does not.
Awakening the creature is a standard action.
The Alchemy DC to make alchemical sleep gas is 25.

ASPERGILLUM

This lightweight metal device looks like a small club or a light mace.
Each contains a reservoir that can hold up to 3 pints (three flasks) of holy water.
By shaking the aspergillum as a standard action, you can sprinkle one flask of holy water on a target within melee reach.
This action is a ranged touch attack (which does not provoke an attack of opportunity).
An aspergillum does not require any proficiency to use.
Many adventurers prefer using an aspergillum to dispense holy water rather than throwing or pouring out the contents of a flask.

BANDOLEER

This leather belt has loops or pouches for carrying small items (up to dagger size).
It is usually worn across the chest.
It holds eight items.

BANDOLEER, MASTERWORK

This well-crafted bandoleer holds twelve items.

BLUELEAF

Recognizable by the eerie, gleaming blue color of their many-pointed leaves, blueleafs (not "blueleaves") bend in winds or
under ice rather than breaking, often forming snow tunnels that shelter winter travelers.
Blueleafs grow close together in thick stands, reaching 40 feet in height but rarely attaining thick trunks.
Blueleaf wood is durable, and the sap and crushed leaves yield a vivid blue dye much favored in cloakmaking in the North.
When burned, it yields beautiful leaping blue flames (prized in inns and taverns as "mood" illumination for tale-tellers and minstrels).
Blueleaf is found in humid temperate and subarctic latitudes north of Amn.

DISAPPEARING INK

After being used to write a message, this blue or red ink vanishes from view at the end of an hour (though ink can be made, at greater expense, that will disappear after longer periods, such as a day, a tenday, or a month).
Heat (such as a candle flame) applied to the writing surface makes the ink appear again.
A Spot or Search check (DC 20) reveals traces of the writing.
The Alchemy DC to make disappearing ink is 15.

GAMES

Some games of skill are detailed below, but games of chance are also popular.
Wagering on any sort of game is also a favorite pastime.

CHESS

Faerûnian chess game pieces include kings, queens, priests (bishops), knights-errant (knights), rooks (castles), and pawns.
Sets often use famous figures, such as rulers or deities, as kings.
A set consists of thirty-two pieces and a board in a wooden case.
A fine set has ebony and ivory pieces and a marble board.

A common set is made from more humble materials, such as carved and dyed wood.

DRAUGHTS

Draughts is similar to the modern game of checkers.
A set consists of twenty-four clay or stone pieces and a board of alternating light and dark squares in a wooden case.
The board is the same as a chessboard in pattern.

OLD MEN'S BONES

This game is similar to the modern game of pick-up sticks.
The object is to remove the bones from the pile you have dumped them into one at a time without toppling the pile.
The set has "sticks" made from bones (usually those of a fowl) and a leather or metal canister for carrying them.

TALIS DECK

A deck of seventy-eight cards, typically made of lacquered paper or parchment, in a wooden case.
The deck is similar to a tarot deck.

HAMMOCK

An innovation from the land of Maztica, a hammock is a hemp or linen blanket with sturdy cords woven into it so that it can be strung up between two trees or other vertical supports.

HELMTHORN

A vinelike ground shrub that sometimes cloaks other bushes and dead trees, helmthorn has dark, waxy green leaves and bristling black thorns.
As long as human hands, these sharp, durable thorns are often used as crude needles or dart points.
Helmthorn berries are indigo in hue, edible (tart in flavor), and often harvested even when frozen or withered for use in winemaking.
Helmthorn is very hardy and grows throughout Faerûn, providing food for many.

HERB, CASSIL

Cassil is a small shrub similar to a mustard plant.
Its seeds are ground into a fine, tasteless powder that suppresses male fertility.
Men who want to avoid fathering children use this herb.
A male humanoid who eats about a teaspoon of cassil is rendered infertile for a period of 3d4 days, although it requires about an hour before the herb takes effect.
Stories abound of disloyal courtiers dosing their kings or lords in order to prevent the conception of a royal heir.
Using either the Heal skill or Profession (herbalist), the effects can be detected with a DC 15 check and countered with a DC 20 check.

HERB, NARAROOT

Nararoot is a black, woody tuber with a licoricelike flavor.
Shavings steeped in hot water make a strong tea that renders a woman infertile for d4+2 days.
Chewed raw, the root tastes unpleasant, but the effects are more potent, lasting 2d4+4 days.
Women who do not wish to become pregnant use nararoot.
Using either the Heal skill or Profession (herbalist), the effects can be detected with a DC 15 check and countered with a DC 20 check.

INSECT NETTING

These sheets of fine mesh are made of silk from Kara-Tur.
When draped around a sleeper in a bedroll or hammock, insect netting keeps away normal insects (Fine vermin, but not magical effects that employ such creatures such as *insect plague* or *creeping doom*).

MARBLES

About two dozen assorted glass, flawed rock crystal, or clay spheres in a leather pouch.
Commonly used as a toy, but also useful for checking the slope in a dungeon corridor (just set one down and see which way it rolls), or as a nondamaging alternative to caltrops.
One bag covers an area 5 feet square.
Creatures moving through or fighting in the area must make Balance checks (DC 15) or be unable to move for 1 round (or they may fall; see the Balance skill description in the *Player's Handbook*).

POTION BELT

This sturdy leather belt similar to a bandoleer has pockets shaped to hold potion vials and is fitted with ties or flaps to keep the potions from falling out.
It holds six potions.
Retrieving a potion from a potion belt is a free action once per round.

POTION BELT, MASTERWORK

This extremely well-made potion belt holds ten potions.
Retrieving a potion from a potion belt is a free action once per round.

POWDERHORN

This waterproof horn holds 2 pounds of *smokepowder*.

POWDERKEG

This is a normal wooden keg that holds 15 pounds (240 ounces) of *smokepowder*.

SCENTBREAKER

This small bag contains either a collection of aromatic herbs or a strongly scented alchemical mixture.
Either version can confound any creature's sense of smell.
You can toss the bag as a grenadelike weapon with a range increment of 10 feet, or you can scatter the contents

someplace where a creature tracking by scent will come across it.
(It covers an area 5 feet square).
Once scattered, the contents remain potent for 1 hour.
A creature can sniff the bag's contents from a direct hit, from a splash, or from sniffing the area where the contents were scattered.
If struck by a direct hit, the creature must succeed at a Fortitude save (DC 18) or lose its scent ability for 1 minute.
After the minute is up, the creature must make a second Fortitude save (DC 18) or lose its scent ability for another hour.
Being splashed or sniffing the scattered contents has the same effect, but the save DC is 15.
A direct hit or splash affects only one creature of Small or larger size.
The contents affect all creatures of Tiny or smaller size in the 5-foot square where a bag of scentbreaker strikes.
Note: The Alchemy DC to make scentbreaker is 15.
If you have 5 or more ranks in Profession (herbalist), you get a +2 synergy bonus on checks to craft it.

SCROLL ORGANIZER

This long strip of leather has an overlapping series of fifteen pockets sewn along one side, each large enough to hold a scroll of a single spell.
When slipped into a pocket, only the top of a scroll shows, allowing you to scan the scrolls' titles.

SHADOWTOP

The soaring giants of Faerûnian forests, shadowtops can grow 2 feet a year and top out at 90 feet.
A full-grown shadowtop flares out to a diameter of 10 feet or more at its base, its trunk surrounded by many pleatlike ridges.
Shadowtops are named for the dense clusters of feathery leaves at the tops of their trunks.
Shadowtop leaves are irregular in shape and have copper undersides and deep green upper surfaces.
Shadow-wood is fibrous and tough, but unsuitable for carving or structural work because under stress it splits down its length into splayed fibers.
These fibers are valued in ropemaking (a few added to the twist improves the strength and durability of a completed coil) and burns slowly but cleanly, generating a very hot fire, with little smoke.
This makes it ideal for cooking.
Shadow-wood is much used in the making of magical staffs, rods, and wands.
Shadowtops are found in all humid areas across Faerûn.

SUTH

Suth are graybark trees with olive-green leaves.
They grow almost horizontally and then double back to angle in another direction.
If a few suth trees grow together, their branches intertwine until they are inextricably entangled, forming a screen or wall barring passage to all things that can't fly over the tangled trees or scuttle under their lowest branches.
Suth leaves are long, soft, and fluffy, but spike-ended, Suth-wood is very hard and durably so hard that it's difficult to work without the finest tools.
Thin sheets of this wood retain astonishing strength for decades, and thus are favored for use in book covers.
Suth is also the preferred wood for shields since it never shatters and doesn't catch fire if soaked in water before battle.
A crushing blow might crack a suth-wood shield but won't cause it to fly apart.
The name of this tree may be a corruption of the word "south." Suth are found along the edges of the Shaar, in the woods of Chondath, and farther south in Faerûn.

WEIRWOOD

Weir trees resemble oaks but have leaves that are brown (with a silver sheen) on their uppers and velvety black beneath.
If undisturbed, weir trees grow into huge, many-branched forest giants.
Weirwood won't ignite in normal (nonmagical) fire and is resilient and durable.
It's favored in the making of musical instruments because of the unmistakable warm, clear tone it imparts.
Weirwood can be used as a replacement for oak or holly in any spell.
It grows throughout Faerûn but is very rare.
Most trees are now found deep in large forests and actively protected by dryads, treants, druids, and rangers.

ZALANTAR

Often called blackwood in the North because of its jet-black wood and bark, the zalantar tree has a central root and eight or more trunks that branch out from the root at ground level like the splayed fingers of a hand.
The trees may reach 60 feet in height, but are usually half that.
Their leaves are white through beige.
Zalantar wood is strong yet easily worked and sees much use in southern buildings and the making of wagons, litters, and wheels.
Southern wizards and sorcerers use durable and handsome zalantar wood almost exclusively in the making of rods, staffs, and wands.
This subtropical species is rarely seen north of the Shaar.
It is plentiful along the shores of Chult and the southern coasts of Faerûn and seems to grow in any terrain short of mountainous.

FROSTBURN (3.5)

Table 4–2: Frostfell Gear

Adventuring Gear	Cost	Weight
Crampons	5 gp	1 lb.
Fur clothing	8 gp	10 lb.
Hut, portable	125 gp	75 lb.
Skates	10 gp	3 lb.
Skis and poles	15 gp	6 lb.
Snow goggles	2 gp	—
Snowshoes	15 gp	8 lb.
Winter fullcloth	4 gp	2 lb.

Table 4–3: Frostfell Alchemical Items

Alchemical Items	Craft DC	Cost	Weight
Armor insulation (flask)	25	50 gp	2 lb.
Freeze powder (vial)	25	100 gp	1 lb.
Frostbite salve (jar)	20	50 gp	1 lb.
Ice chalk	15	20 gp	—
Melt powder (vial)	20	25 gp	1 lb.
Polar skin (flask)	25	25 gp	1 lb.
Razor ice powder (vial)	25	50 gp	1 lb.
Whale grease (flask)	25	75 gp	2 lb.

Effects of Cold on Equipment

Although constant exposure to cold weather can damage many types of equipment, for the most part you should assume that player characters take at least some precautions to maintain and protect their gear from cold weather as they see fit. Nevertheless, certain items and pieces of equipment can be impacted by extreme cold, as detailed below.

Metal: Extreme cold can make metal objects fragile. If an unattended metal object is exposed to cold in excess of –20° F for more than 1 hour, the break DC of the object takes a –2 penalty until the object is warmed. Creatures who touch metal that is chilled to this extent take 1 point of cold damage per round of normal contact, or 1d4 points of damage per round of full bodily contact (such as in the case of wearing a suit of metal armor). If the temperature drops below –60° F, this break DC penalty increases to –5; creatures who touch metal chilled to this extent take 2 points of cold damage per round of normal contact, or 2d4 points of damage per round of full bodily contact. If chilled metal is suddenly exposed to direct flame or another source of powerful heat, the object must immediately make a DC 15 Fortitude save or shatter.

Undead Flesh: Corporeal undead creatures that are immune to cold can function with ease in environments that normally cause lethal damage (–20° F or lower). An undead creature exposed to such conditions for at least a day becomes frozen; this reduces the creature's land speed by 10 feet and imposes a –4 penalty to its Dexterity, but increases its natural armor bonus by +5 (for a net increase to its actual Armor Class of +3). Undead with the cold subtype are considered to be frozen already and do not gain this benefit.

Liquids: Any liquid exposed to freezing temperatures freezes after 1 hour of continued exposure. Frozen liquid must be thawed before it can be used; one serving of frozen liquid can be thawed by a single torch's flame in 10 minutes. The *thaw* spell can do the same in the matter of an instant. Water freezes at 32° F, but most potions are made of hardier stuff and freeze at temperatures of 20° F or lower. Oils are even more difficult to freeze, and only do so at temperatures of –20° F or lower. A frozen potion's or oil's magical qualities are unharmed by freezing, although the liquid must be thawed before it can be used.

Scrolls: A scroll (or any parchment, for that matter) allowed to remain in freezing temperatures unattended becomes brittle after a day of exposure. Reading or using a frozen scroll without taking the time to thaw it (typically requiring 10 minutes) requires the user to make a DC 15 Reflex save to avoid ruining the scroll. It is possible to use the skins of creatures with the cold subtype to create scrolls; these scrolls do not become brittle when exposed to cold.

Table 1–8: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	Trap CR Modifier
Ice toad bile	Contact DC 12	1d4 Str	Unconscious for 1d4 hours	250 gp	+4
Snow spider blood	Contact DC 13	Paralysis	0	750 gp	+1
Snowflake lichen powder	Inhaled DC 11	1 Str	1 Dex	75 gp	+2
White pudding essence	Inhaled DC 13	1d2 Wis	1d2 Wis + 1d2 Int	500 gp	+4
Icegaunt dust	Inhaled DC 14	1d6 Con	2d4 Con + 2d4 Dex	1,500 gp	+6
Chilblain brain juice	Injury DC 12	1 Dex	1d4 Dex	110 gp	+2
Woolly mammoth eye juice	Injury DC 14	1d2 Str + 1d2 Dex	1d4 Str	140 gp	+4
Yeti oil	Injury DC 15	1d4 Dex	1d4 Dex	100 gp	+2

Vehicles in Frostfell Terrain

Although air vehicles are unaffected by frostfell terrain, land and sea vehicles can be severely handicapped by fields of snow and sheets of ice.

Snow: Wheeled land vehicles become slowed by fields of snow. See the table below for speed penalties incurred when traveling through snowy areas. The "small" category includes Small and smaller vehicles, while the "large" category includes Large and larger vehicles. Water vehicles cannot travel through snow and air vehicles are not impeded.

Ice: Like snow, ice creates difficulty for wheeled land vehicles, causing them to become less easily controlled. Vehicle control check DCs are increased by 2 on icy surfaces.

Water vehicles traveling through bodies of water in frostfell environments run the risk of becoming trapped in freezing sheets of ice.

Water vehicles in any type of climate can encounter and collide with icebergs drifting down from frozen climes or gated in from the Elemental Planes. Likewise, air vehicles can encounter and potentially crash into floating skybergs. For more information on handling a collision with an iceberg or skyberg, see Collisions in Chapter 3: Vehicles of the *Arms and Equipment Guide*.

Table 4–4: Vehicle Impediment in Snow

	—Wheeled Land Vehicle Size—		
Snow Depth	Small	Medium	Large
Up to 6 inches	None	None	None
7–12 inches	Minor	None	None
13–24 inches	Major	Minor	None
25–36 inches	Major	Major	Minor
37–60 inches	Total	Major	Minor
61+ inches	Total	Total	Major

Minor: The vehicle must pay 2 squares of movement to enter each square of snow.

Major: The vehicle must pay 4 squares of movement to enter each square of snow.

Total: The vehicle can only move 1 square per round, regardless of its normal speed.

ARMOR INSULATION

This thick red syrupy mixture is applied with a brush to the inner surface of a suit of armor.
When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold.
For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

COLDFIRE SHIP

Colossal vehicle; Profession (sailor) +4; Spd ice 80 ft. (good); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Ram 12d6; Space 80 ft.; Height 20 ft.; Crew 10; Cargo 200 tons; Cost 500,000 gp.
This magic ship has an *ice keel* and a *coldfire engine*, enabling it to move through ice at a speed of 80 feet.
Planar sails stored belowdecks allow the ship to travel to the Elemental Planes or other frigid plane or layer where ice dominates the landscape (for more information on *planar sails*, see Chapter 3: Vehicles in the *Arms and Equipment Guide*).
The ship has two ballistae mounted on rotating platforms, each of which can fire one 5d6 *lightning bolt* per round.

CRAMPONS

Crampons consist of a set of metal spikes and hooks that lash on to boots and gauntlets to assist in climbing or walking across icy surfaces.
While you wear crampons, you gain a +2 circumstance bonus on any Balance checks made to avoid slipping on an icy surface, and a +2 circumstance bonus on Climb checks.
Crampons impose a –10 ft. penalty to speed when not walking on snow or ice.

FREEZE POWDER

Freeze powder looks like salt but is much finer to touch.
One vial of freeze powder sprinkled into any liquid is enough to instantly freeze solid 1 cubic foot of liquid.
If introduced into a larger body of water or liquid, the powder freezes into a 1-foot diameter ball of ice.
Sprinkled on a wet floor, a vial of freeze powder can coat a 10-foot-square area with ice.
Freeze powder is dangerous to eat; anyone foolish enough to swallow a vial of freeze powder takes 2d6 points of cold damage as the powder freeze-burns his mouth and throat. A successful DC 15 Fortitude saving throw halves the damage.

FROSTBITE SALVE

This pale yellow cream provides instant relief from frostbite damage.
It does not cure frostburn damage (see page 17), but temporarily suppresses up to 2 points of ability score damage caused by frostbite.
The salve's effectiveness lasts for just one hour, after which point the ability score damage suppressed by the salve returns.

FUR CLOTHING

Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor.
Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.
Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather.
Fur clothing is cumbersome to wear.
Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

HUT, PORTABLE

A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10-foot square.
The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's edge.
Once the frame is in place, you simply attach the leather and fur wrappings over the outside of the wall and lash them directly to the frame to finish building the hut.
A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work.
A portable hut serves as an improvised shelter (see page 10).

ICE CHALK

Ice chalk comes in a variety of colors.
These waxy sticks can be used to make temporary marks on any icy surface, similar to how chalk can be used to mark slate or stone.

ICE SLED–WAGON

Huge vehicle; Handle Animal –2; Spd drawn (poor); Overall hp 60 (hardness 5); Overall AC 3; Ram 4d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1; Weight 400 lb., Cargo 2 tons; Cost 35 gp.
A wagon is open-topped, so the driver and any passengers gain no cover.
The most common dray creatures for the wagon are two heavy horses, which are strong enough to pull a fully loaded wagon at a speed of 35 feet.
However, in frostfell regions, wagons may also be drawn by a single woolly mammoth or four saber-toothed tigers at a speed of 40 feet.
An ice sled-wagon can also be equipped with a heavy catapult (adding 2 tons to the wagon's weight and eliminating the cargo capacity) or a light catapult (adding 1 ton to weight, leaving 1 ton of cargo space for ammunition).

ICEBERG

Colossal vehicle; Profession (sailor) –20; Spd 5 ft. (nautical clumsy); Overall hp 900 (hardness 8); Overall AC –6; Section hp 50 (hardness 8); Section AC 3; Ram 20d6+1d6 cold; Space 100 ft.; Height 200 ft.; Cargo 1,000 tons; Cost —.
An iceberg is a massive chuck of freshwater ice that has broken free of a glacier and fallen into the sea.
These towering behemoths reach as high as 200 feet or more in height above the waterline (with usually another 800 feet or more hidden below the surface).
An iceberg moves with the current and is impossible to control without some sort of sail, engine, or other force.
For the specific terrain features of an iceberg, see Iceberg Terrain, page 25.

MELT POWDER

Utilizing some of the same principles as freeze powder, melt powder causes ice it is sprinkled upon to instantly melt.
One vial of melt powder is enough to melt 1 cubic foot of ice.
Sprinkled on an icy surface of up to 10 square feet, a vial of melt powder makes a 1-inch-deep pool of water that quickly refreezes.
Melt powder is bitter tasting, but only harmful to creatures with the cold subtype if it is eaten.
Such creatures take 2d6 points of acid damage as the powder desiccates and dissolves their tissues; a successful DC 15 Fortitude save halves the damage.

POLAR SKIN

This dull white cream provides limited protection against cold-based damage.
Polar skin becomes ineffective once it has absorbed 5 points of cold damage.
Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application.
Polar skin does not stack with magical protection from cold.
Magical effects such as *resist energy* supersede the protection provided by polar skin.
Applying polar skin takes 1 minute.

RAZOR ICE POWDER

This granular white powder can be sprinkled over any icy surface; one vial is enough to coat one 5-foot square.
The area coated immediately grows hundreds of tiny razor-sharp crystals of ice; these crystals function as if the area had been covered with razor ice (see page 16).
Razor ice is difficult to see; a successful DC 20 Survival check reveals the danger, otherwise, a victim won't realize the true nature of the painful ice until she treads upon it.
A creature with the cold subtype can use a standard action to sprinkle a vial of razor ice powder on any single natural weapon it possesses; it grants a +1 enhancement bonus on slashing damage for that natural attack for one hour.

SAILING ICE SHIP

Colossal vehicle; Profession (sailor) +4; Spd ice wind × 30 ft. (average), snow wind × 20 ft. (poor); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons (Spd wind × 15 ft. if 75 tons or more); Cost 10,000 gp.
A sailing ice ship has runners that allow it to travel across fields of snow as well as sheets of ice.
The deck has enough room for two light catapults or ballistae.
The ship can be converted from ice to water travel or vice versa with four hours of work by a full crew.

SAILING ICE WARSHIP

Colossal vehicle; Profession (pilot) +2; Spd ice wind × 15 ft. (average), snow wind × 20 ft. (poor); Overall AC –3; Section hp 100 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 15d6; Face 100 ft. by 20 ft.; Height 20 ft. (draft 15 ft.); SA Ramming prow; Crew 260 (80 rowers, 160 marines); Cargo 5 tons; Cost 25,000 gp.
Used by the military forces of snow kingdoms or by glacial barbarian raiders, a sailing ice warship can bring devastation and death to vast expanses of ice and snow.
An ice warship can accommodate two heavy catapults or four light catapults or ballistae.
The ship can be converted from ice to water travel or vice versa with four hours of work by a full crew.

SKATES

Skates allow full movement across icy surfaces for anyone with at least 5 ranks of Balance, but cannot be used at all on any other terrain.

SKIS AND POLES

Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain.
Downhill speed can be as a run (×4) on slight grades or as a run (×5) on severe grades.
It takes a full-round action to don or to remove skis.

SKYBERG

Colossal vehicle; Profession (pilot) –20; Spd fly wind × 20 ft. (clumsy); Overall hp 900 (hardness 8); Overall AC –6; Section hp 50 (hardness 8); Section AC 3; Ram 20d6+1d6 cold; Space 100 ft.; Height 200 ft.; Cargo 1,000 tons; Cost —.
A skyberg resembles an iceberg in every way, except that it drifts along on wind currents rather than water currents.
Skybergs reach 1,000 or more feet in height.
For the specific terrain features of a skyberg, see Skyberg Terrain, page 26.

SLED

Large vehicle; Handle Animal +2; Spd drawn (clumsy); Overall hp 40 (hardness 5); Overall AC 4; Ram 3d6; Face 15 ft. by 5 ft.; Height 5 ft.; Crew 1; Weight 300 lb., Cargo 1 ton; Cost 20 gp.

Drawn across ice or snow, the sled is an almost entirely exposed structure.
Eight riding dogs can pull the sled over ice or packed snow at a speed of 40 feet, even if it's fully loaded.
Untracked snow slows the speed by one-half, and deep snow cuts it to one-quarter.

SNOW GOGGLES

These wooden goggles have a thin horizontal slit in the middle.
They grant a +2 circumstance bonus on saving throws to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as *sunburst* but not *blindness*).
While wearing snow goggles, you incur a –4 circumstance penalty on Spot and Search checks.

SNOWSHOES

These allow the wearer to move across snow and ice with increased speed.
Snow of any depth is considered a minor impediment (see page 12).
Snowshoes take 1 minute to don and a full-round action to remove.

WHALE GREASE

Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants.
This foul-smelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts.
Whale grease loses its effectiveness 1 hour after application.
It is not water soluble, but can be quickly removed with alcohol.
While worn, the pungent odor the grease gives off allows creatures with the scent ability to detect you at double normal range.

WINTER FULLCLOTH

This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold.
Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*.
If worn by itself, it grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather.

WORG WARSLED

Huge vehicle; Handle Animal +2; Spd drawn (poor); Overall hp 100 (hardness 7); Overall AC 3; Ram 6d6; Face 15 ft. by 10 ft.; Height 5 ft.; Crew 1 (plus 3 passengers); Weight 900 lb.; Cargo 700 lb.; Cost 400 gp.
Goblins in snowy climes use their worg allies to pull massive sleds covered with makeshift armor and spikes.
The driver and passengers aboard such a warsled gain cover behind a 2-inch barrier of steel and wood (hp 20, hardness 7).
Two worgs abreast pull the sled at a speed of 35 feet.

GHOSTWALK (3.0)

Table 1–10: Mundane Items

Item	Cost	Weight
Desk clock	25 gp	8 lb.
Tereppekian paper (sheet)	1 sp	*
Tereppekian blank book	3 gp	3 lb.
Tereppekian spellbook	10 gp	3 lb.

Table 1–13: Special and Superior Items

Item	Cost	Weight
Soul venom	200 gp	*
Cretchwater oil	150 gp	*
Dark ectoplasm	700 gp	*
Ectoplasmic stabilizer	5 gp	*
Raw ectoplasm	1 cp	1 lb.
Equipment, ectoplasmic	+ 5 gp/lb.**	var.
Ghost disguise kit	100 gp	8 lb.***
Shellcraft manikin	250 gp	40–80 lb.

*No weight worth noting.
**See item description for special rules for this item's price.
***These items weigh one-quarter this amount when made for Small characters.

CRETCHWATER OIL

This green oil smells strongly of crushed green plants.
Against living creatures, it acts as Small monstrous centipede poison (injury DC 11, 1d2 Dex/1d2 Dex), but against ghosts, it functions as greenblood oil (injury DC 13, 1 Con, 1d2 Con).

DARK ECTOPLASM

This gray-black material is made from corrupted ectoplasm and is the bane of many ghost abilities.
It is a poison that affects only ghosts (injury DC 18, 1d6 Cha/1d6 Cha) and usually is enough to temporarily disable the more dangerous ghost abilities.

DESK CLOCK

This bronze, copper, and steel device was invented by a gnome ghost who spent over a hundred years developing it.
It uses springs, gears, and weights to measure time, and if wound daily, it keeps time to within a few minutes each day.
The machine is about the size of a human head and tends to be less accurate if moved about or left in any position other than upright.

ECTOPLASMIC STABILIZER

This fine blue powder is instantly absorbed by ectoplasm, altering its properties so that it lasts ten days instead of only 10 minutes (multiple doses applied to an item extend the duration proportionately).

One ounce of powder is required for each pound of ectoplasm.
It has no effect if used on a living creature made of ectoplasm, but can be used on the remains of a slain ectoplasmic creature.

EQUIPMENT, ECTOPLASMIC

This is a weapon, piece of armor, or other equipment created out of ectoplasm and magically or alchemically stabilized for 10 days.
Ectoplasmic equipment can also be stabilized in advance for 100 days for 50 gp per pound instead of 5 gp per pound.
Ectoplasmic equipment can be purchased as standard quality or masterwork quality.

GHOST DISGUISE KIT

This is like a normal disguise kit, except all the parts are alchemically treated to match the transparency and coloration of ghosts.
A ghost disguise kit can be used to disguise a living creature as a ghost, although at a –10 circumstance penalty on the Disguise check.

RAW ECTOPLASM

This is raw, unshaped ectoplasm, either slippery or sticky.
It decays into nothingness after 10 minutes unless stabilized with magic or ectoplasmic stabilizer.

SHELLCRAFT MANIKIN

This humanoid creation of metal and wood roughly resembles a tailor's dummy, with articulated limbs and head.
The unusual materials in its construction allow an incorporeal creature to enter the manikin (a standard action) and move it in a manner similar to how some ghosts can possess bodies, allowing a ghost to carry material objects even when outside the Manifest Ward.
Leaving the manikin is a standard action.
A ghost uses its own ability scores when inhabiting a manikin.
However, because a manikin is less efficient than a true body, a ghost operating a manikin takes penalties similar to those from wearing armor.
An inhabited manikin has a maximum Dex bonus of +2 and an armor check penalty of –5.
A ghost proficient in medium armor ignores these penalties.
A manikin can wear armor just as a normal character can; a ghost inhabiting such a manikin uses the smaller maximum Dex bonus of the two and adds together the armor check penalties.
If the ghost is subject to attacks that would normally not harm an incorporeal creature, the attacks affect the manikin instead.
Attacks that do not harm the ghost because of its incorporeal miss chance do affect the manikin.
A manikin may be built in the form of a dwarf, elf, gnome, half-orc, halfling, or human.
A manikin has hardness 7 and 50 hit points if it is Medium-size, or 35 hit points if it is Small.

SOUL VENOM

This alchemical liquid smells like incense.
Soul venom is harmless to living creatures, but acts as Large monstrous scorpion venom (injury DC 18, 1d6 Str/1d6 Str) against manifested ghosts.

TEREPPEKIAN BLANK BOOK

This is a book made of 25 pages of Tereppekian paper, folded, cut, and bound into a soft leather cover to make a book with 100 blank pages.

TEREPPEKIAN PAPER

The people of Tereppek have developed a method of making paper from vegetable pulp, which is cheaper and faster than the cloth-fiber paper created elsewhere.
A single piece of paper is about four times the size of a single page from a spellbook.

TEREPPEKIAN SPELLBOOK

This is a spellbook made of extra-thick paper and bound in a stiff leather cover.
It otherwise is exactly like a normal parchment-page spellbook.

WRAITHWEED

Found only in far-off Tereppek, wraithweed is a nonmagical plant.
In the past few months, a select few have discovered that when this plant is alchemically treated, powdered, and then dissolved in liquid, it becomes a strange mixture that grants ghosts euphoria and relaxation.
Wraithweed is addictive to ghosts, who must make a Fortitude saving throw (DC 14) each time it is used or become hooked on the substance.
Once addicted, a ghost must make a Fortitude save (DC 14) every day or take 1d2 points of Strength damage and 1d2 points of Constitution damage (on the second day after the most recent use and every day after that, the DC is 19).
A failed save also means the addicted ghost flies into a fit of rage at a random time during the day, attacking anything in sight for 1d8 rounds and then becoming fatigued for 1 hour.
If the character succeeds on two of these saving throws in a row, he is no longer addicted and no longer needs to make recurring saving throws against the drug unless he takes it again.
The most terrible aspect of wraithweed is the long-term effects of addiction.
Over time, the drug breaks down the ectoplasm of an addicted ghost, turning it into an incorporeal undead creature.
A character reduced to 0 Strength because of wraithweed becomes an undead shadow.
One reduced to 0 Constitution because of wraithweed becomes a wraith.
Lesser restoration and *restoration* can combat the ability damage from the drug, but not the addiction.
A *remove disease* spell instantly cures a ghost's wraithweed addiction, but not the ability damage.

Greater restoration or *heal* cures the addiction and restores all ability damage it caused.
Through the influence of the Yisa-khardomas, wraithweed has been declared illegal.
Possession of it is a minor crime (100 gp fine), while distribution is a major crime resulting in banishment.

Table 5–1: Special Items and Alchemical Substances

Item	Cost	Weight	Craft DC
Brittlebone	30 gp	8 oz.	DC 20 (alchemy)
Bullet, priest's	20 gp	10 oz.	DC 15 (glassblowing)
Embalming fire	20 gp	8 oz.	DC 20 (alchemy)
Ghostoil	50 gp	1 lb.	DC 25 (alchemy)
Holy water sprinkler	62 gp	8 lb.	as weapon +5 (weaponsmithing)
Liquid night	150 gp	8 oz.	DC 25 (alchemy)

LIBRIS MORTIS (3.5)

Table 5–2: Positoxins

Positoxin	Type	Initial Damage	Secondary Damage	Price	Craft
Gravedust	Contact DC 10	1 Dex*	1d4 Dex*	100 gp	DC 20
Boneshard paste	Contact DC 13	1 Str*	1d4 Str*	750 gp	DC 26
Sunlight oil	Contact DC 16	1d3 Str*	1d3 Dex* + 1d3 Str*	1,300 gp	DC 32
Bloodwine	Injury DC 11†	1d4 Cha	2d4 Cha	250 gp	DC 22
Celestial essence	Injury DC 14	1d6 Wis	2d6 Wis	400 gp	DC 28
Lichbane	Injury DC 17	1 Int* + 1 Wis* + 1 Cha*	1d4 Int + 1d4 Wis + 1d4 Cha	650 gp	DC 34
Liquid mortality	Injury DC 20	1d4 Str*	2d4 Str*	1,250 gp	DC 40

*Ability drain, not ability damage.
†Or ingestion DC 9; see text.

BLOODWINE

This thick, crimson positoxin includes garlic in its creation, making it particularly harmful to vampires and other undead with a vulnerability to garlic.
Such creatures take a –2 penalty on their Fortitude saves to resist damage.
Though normally delivered by injury, it can also be consumed by a living creature to deliver it to a vampire or similar blood-draining creature via ingestion.
A single dose, if consumed by a living creature, remains in the bloodstream for 12 hours.
Any undead creature draining blood from a creature that has ingested bloodwine must make a Fortitude save as if it had been injured by a weapon bearing the positoxin, though the save DC drops to 9.

BONESHARD PASTE

This positoxin includes bone fragments in its recipe, giving it a pale color.

BRITTLEBONE

This unguent must be spread over a set of bones before animation as a skeleton.
The ointment reduces the skeleton's natural armor by 2 points (to a minimum of 0), but when the skeleton is destroyed, its bones splinter and fly apart, sending shards in all directions.
Any creature within the skeleton's reach takes 1 point of piercing damage per HD of the skeleton (Reflex DC 15 half; minimum 1 point).
Spreading brittlebone over a creature's bones requires a fullround action.
A single flask of the substance is sufficient for a single creature of Medium size or smaller.
A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks.

BULLET, PRIEST'S

These hollow glass sling bullets are filled with holy water. When they strike a target, they immediately shatter, dousing the target with holy water.
Undead and evil outsiders take 1d4 points of damage from the holy water in addition to the normal damage from the sling bullet.
To hold sufficient holy water, these bullets must be larger than normal, imposing a –2 penalty on the attack roll.
These bullets are useless against incorporeal creatures (since they won't shatter on impact) unless they also have the ghost touch special property or some other ability to affect incorporeal creatures.
Unholy versions of these bullets are also available.

CELESTIAL ESSENCE

This viscous golden substance seems almost to shine with an inner radiance.

EMBALMING FIRE

This bitter-smelling liquid must be poured over a corpse and allowed to soak for at least 1 minute before the corpse is animated as a zombie.
Once animated, if the zombie takes even a single point of damage, it bursts into blue flame for 1 minute.
This fire does no damage to the zombie, but its attacks during that time deal an additional 1d6 points of fire damage.
Spreading embalming fire over a creature's body requires a full-round action.
A single flask of the substance is sufficient for a single creature of Medium size or smaller.
A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks.

GHOSTOIL

This clear oil has a slight tint of gray, and strange, wispy forms seem to swirl through it.
When applied to a weapon, ghostoil allows it to affect incorporeal creatures normally for the next 2 rounds.
Applying ghostoil to a weapon of any size is a fullround action that provokes attacks of opportunity.
One flask of ghostoil contains enough liquid to coat one weapon of Medium size or smaller.
A Large weapon requires two flasks, a Huge creature four flasks, a Gargantuan weapon eight flasks, and a Colossal weapon sixteen flasks.

GRAVEDUST

This gray-brown powder derives its name from its resemblance to the grime common to tombs and other long-enclosed areas.

HOLY WATER SPRINKLER

The oversized, hollow head of this heavy mace is actually a reservoir that holds one pint of liquid (typically holy or unholy water).
Any hit by the holy water sprinkler also affects the target as if it had been within the splash radius of a thrown flask of holy water (1 point of damage to undead creatures and evil outsiders for holy water, or to good outsiders for unholy water).
A full reservoir has eight uses.
Alternatively, the wielder can choose to release the entire reservoir with a successful hit.
Treat this as if the target had been hit directly by a flask of holy (or unholy) water, but subtract 1 point of damage for each use already dispensed from the reservoir (for instance, a reservoir only 5/8 full would deal 2d4–3 points of damage).
There is no splash effect from such a hit.
Filling the reservoir is a standard action that provokes attacks of opportunity.

LICHBANE

This bone-white unguent is equally dangerous to all spellcasting undead, as well as to those that depend on mental ability scores for their special attacks.
The initial damage is permanent drain.

LIQUID MORTALITY

This potent oil is thought by most undead creatures to be mere myth.
Unlike other positoxins, it can reduce the target's ability score to 0.
Any undead creature whose Strength is reduced to 0 by this positoxin is utterly destroyed.

LIQUID NIGHT

This dark, sticky fluid provides a daylight-sensitive undead creature with temporary protection from the sun's deadly rays.
It allows the creature to ignore any vulnerability to sunlight for a full hour.
If subjected to a spell or magical effect that would cause extra damage to an undead creature that is vulnerable to sunlight, the creature is treated as not having that vulnerability (however, this also burns away the liquid night, ending the protection against either mundane or magical sunlight).
Liquid night has a distinct musky odor of moonflower (one of its ingredients).
Spreading liquid night over a creature's body requires a fullround action.
A single flask of the substance is sufficient for a single creature of Medium size or smaller.
A Large creature requires two flasks, a Huge creature four flasks, a Gargantuan creature eight flasks, and a Colossal creature sixteen flasks.

SUNLIGHT OIL

A thin, slippery liquid, sunlight oil lasts only 24 hours in conditions other than bright light.

LORDS OF DARKNESS (3.0)

Addiction	DC	Satiation	Damage
Low	6	10 days	1d2 Wis
Medium	10	5 days	1d2 Dex + 1d3 Wis
High	14	2 days	1d2 Dex + 1d3 Wis + 1d2 Con

Alchemical Items

Item	Cost	Item	Cost
Flashpellet*	50 gp	Suregrip*	20 gp
Glowpowder*	50 gp	Witchweed stick	40 gp
Healing salve*	50 gp		
Phantom ink*		All items have no weight worth noting.	
Firelight*	10 gp		
Magical light*	10 gp		
Moonlight*	10 gp	*Originally appeared in *Tome and Blood.*	
Starlight*	10 gp		

FLASHPELLET

You can throw this small alchemical bead as a grenadelike weapon (see Grenadelike Weapon Attacks in the *Player's Handbook*).
When it strikes a hard surface or is struck sharply, it ignites with a bright flash.
Creatures within a 10-foot radius must succeed at Reflex saves (DC 15) or be dazzled.
A dazzled creature suffers a –1 penalty on attack rolls.
The creature recovers in 1 minute.
Sightless creatures are not affected by the flash.
The Alchemy DC to make a single flashpellet is 25.

GLOWPOWDER

This luminescent dust clings to surfaces and creatures, making them glow.

The grains of powder glow about as brightly as sparks from a campfire.
They don't provide illumination, but they are noticeable.
When sprinkled on an object or surface, the powder helps reveal edges and details, granting a +2 circumstance bonus on Search checks made on the treated area.
A creature sprinkled with the powder is likewise easier to detect: Spot checks to see the creature gain a +2 circumstance bonus.
An invisible creature sprinkled with the dust has only one-half concealment (20% miss chance instead of 50%).
Once applied, the dust clings and glows for 1 minute.
A creature sprinkled with the powder can wash it off by taking a full-round action.
The powder usually comes in a tube that allows the contents to be blown or shaken out.
Blowing out the powder is a standard action that draws an attack of opportunity and creates a 10-foot cone.
If carefully sprinkled, the powder can cover 125 square feet (five 5-foot squares).
It takes a full-round action to shake out enough powder to cover a 5-foot square.
The Alchemy DC to make one tube of glowpowder is 20.

HAUNSPEIR

Description: Named after a wizard from Neverwinter, haunspeir is sold as a tobaccolike paste, or sometimes dried and compacted into pill form.
It is used by wizards and others who need to rapidly boost their Intelligence.
Type: Ingested DC 12.
Initial Effect: 1d4 points of damage.
Secondary Effect: 1d4+1 enhancement bonus to Intelligence for 1d10+15 minutes, plus side effects.
Price: 50 gp.
Side Effects: All slashing and piercing attacks against the target deal an additional 1 point of damage while the drug is in effect.
Overdose: If more than one dose is taken in a 24-hour period, the target immediately suffers 2d4 points of damage (no save), and the side effect is doubled.
Addiction: Low.

HEALING SALVE

Rubbing this stinky green paste into wounds promotes rapid healing.
Applying the salve is a full-round action.
One dose cures 1d8 points of damage to a living creature.
Only one dose may be applied per round, and there is no limit on how many salves can be applied over time.
The Alchemy DC to make one application of healing salve is 25.
If you have 5 or more ranks in Profession (herbalist), you get a +2 synergy bonus on checks to craft it.

JHUILD ("THRALLWINE")

Description: This dark reddish brew is made in Thesk from certain grapes, fruits, and herbs grown near the Surmarsh. Slaveholders and overseers use it to strengthen captives engaged in hard labor while dulling their wills and minds.
Type: Ingested DC 15.
Initial Effect: 1 point of temporary Wisdom damage.
Secondary Effect: The imbiber gains a +2 alchemical bonus to Strength for 1d3 hours.
Price: 6 gp.
Side Effects: A creature under the effect of jhuild is fearful and extremely susceptible to suggestion.
The imbiber is shaken while under the drug's influence, and the DC of an Intimidate check used against the imbiber is reduced to 0 + target's Hit Dice.
Overdose: None.
Addiction: None.

KAMMARTH (MAGICAL)

Description: Sold as a powder or a beige-colored jelly, kammarth is made from the combination of a rare forest root and an Underdark fungus.
It causes a temporary increase in speed and reaction time.
Type: Contact DC 10 or ingested DC 13.
Initial Effect: Act as if under the effects of an *expeditious retreat* spell for the next 1d4+1 minutes.
Secondary Effect: +2 alchemical bonus to Dexterity for the duration of the drug's effect.
Price: 80 gp.
Side Effects: Kammarth is a potent stimulant and gives its user a sense of boundless energy and well-being.
Overdose: If more than one dose is taken in an 8-hour period, the user suffers 1d4 points of damage and is paralyzed for 2d4 minutes.
Using it more than three times in any 24-hour period causes 4d4 points of damage and paralyzes the user for 2d4 hours.
Addiction: Medium.

KATAKUDA ("DRAGONSKIN") (MAGICAL)

Description: Imported from distant Kara-Tur, this drug was developed by an order of fighting monks of that land.
It is a brown paste that hardens the user's skin.
Because of its side effects, it was rarely used for training and saved for times when the monks expect a great battle.
Type: Contact DC 18.
Initial Effect: None.
Secondary Effect: User gains +3 natural armor bonus for 30 minutes.
Price: 100 gp.
Side Effects: When the secondary effect ends, the user suffers wracking pains and spasms, which cause 1d4+1 points of temporary Dexterity damage.
Overdose: A second dose taken within a tenday of the first dose provides only a +2 natural armor bonus.
Addiction: None.

MORDAYN VAPOR ("DREAMMIST")

Description: Made of roughly ground leaves of a rare herb found in southern forests, mordayn is so potent that it is taken by steeping a small amount in hot water, and then inhaling the vapors of the resultant tea.
Raw mordayn powder and mordayn-tainted water are deadly poison; taking the powder directly or drinking the water produces an immediate overdose.

Dreammist is renowned for the beautiful visions it induces, and the deadly peril of its sinister embrace.
Type: Inhaled DC 17.
Initial Effect: Exotic visions of incredible beauty enthrall the user for the next 1d20+10 minutes.
During this time the user has a 50% chance to lose any action he attempts, as described in the *bestow curse* spell.
Secondary Effect: 1d4 points of temporary Con damage and 1d4 points of temporary Wisdom damage.
Price: 200 gp.
Side Effects: The visions of a dreammist user are incredibly beautiful and poignant.
His normal life seems drab and futile in comparison, and he aches to experience the transcendent beauty of his drug-induced dreams again.
When the dose wears off, the user must attempt a Will save (DC 17) or fall under a compulsion to do whatever is necessary to repeat the dreammist dose (treat this as a compulsion similar to that of a *suggestion* spell).
This compulsion lasts for 1d4 hours before fading.
Overdose: If two doses are taken within the space of an hour, or if raw mordayn powder or mordayn tea are ingested, the drug is a deadly poison (Ingested DC 17, 1d10 Con/1d10 Con).
Mordayn vapor addicts often throw out the tea as soon as they inhale and make sure that only one dose is available at a time in order to make sure they cannot overdose on the deadly drug.
Addiction: High.

ORUIGHEN ("PHANTOMDUST")

Description: This drug is made by refining rare cacti found in the alkaline sands of Azulduth, the Lake of Salt.
It is a gray, fine-grained dust normally carried in small paper envelopes.
It can temporarily blind and disable anyone unfortunate enough to inhale a pinch, and is popular with rogues and assassins who want a way to quickly discourage those who interfere with their work.
Phantomdust is normally employed by casting a pinch in an opponent's face.
Treat this as a standard action, melee touch attack; if the attack is successful, the target must make his Fortitude save or suffer the effects.
If the attack misses, the dose dissipates harmlessly.
Multiple doses of oruighen have no additional effect on the victim until the effects from the first dose wear off.
Type: Inhaled DC 14.
Initial Effect: The victim is blinded for 2d4 minutes and suffers from an extremely painful stinging in the nostrils and eyes.
The pain results in a –2 penalty on attack rolls, skill checks, and saving throws in addition to the penalties associated with blindness.
Secondary Effect: None.
Price: 20 gp.
Side Effects: None.
Overdose: None.
Addiction: None.

PANAEOLO (MAGICAL)

Description: This herb was well known in the time of Netheril, but its secret was lost when that empire fell.
With the return of the City of Shade, the descendants of the Netherese told the Red Wizards of the herb's power.
The Thayans have rescued small amounts of it from oases in Anauroch and have begun to sell the drug in small quantities.
Panaeolo's leathery-tasting leaves attune the user to the Weave, and boost the power of arcane spells.
Type: Ingested DC 8.
Initial Effect: None.
Secondary Effect: The DC of all arcane spells the user casts increases by +2 for the next 1d4 hours.
Price: 250 gp.
Side Effects: 1d6 points of temporary Charisma damage.
Overdose: If a second dose of panaeolo is taken within an hour of the first, the increase to the user's arcane spell DCs becomes +3 but the user suffers 2d8 points of temporary Charisma damage.
Additional doses within an hour do not increase the DCs any more but still cause the Charisma damage.
Addiction: Low.

PHANTOM INK

This substance is similar to disappearing ink (described in the FORGOTTEN REALMS *Campaign Setting*).
Messages written with this ink vanish from view at the end of an hour and thereafter can be read only under the right kind of light.
The usual types specify one of the following: firelight (which includes candles, torches, and other flames), magical light (which includes the *dancing lights*, *light*, and *continual flame* spells), moonlight, and starlight (this last usually isn't discernible unless the reader has darkvision).
The Alchemy DC to make one vial of phantom ink is 20.

REDFLOWER LEAVES

Description: These crushed leaves of a tiny red bog flower native to Cormyr, Sembia, and the Dragon Coast are known for their ability to improve hand-to-eye coordination.
Type: Ingested DC 10.
Initial Effect: None.
Secondary Effect: As a move-equivalent action, the user may focus his attention upon a particular creature.
If he follows that action with an attack against that creature, he gains a +4 competence bonus on the attack roll.
This ability lasts 10 minutes.
Price: 300 gp.
Side Effects: None.
Overdose: Taking a second dose before the first has worn off causes the user to be nauseated for 1d4×10 minutes.
Addiction: Low.

RHUL ("BATTLEWINE")

Description: A spicy red fluid with a bitter aftertaste, rhul causes increased physical prowess and aggression at the expense of caution and agility.
Type: Ingested DC 15.

Initial Effect: User gains a +4 alchemical bonus to Strength and Constitution, but suffers a –2 penalty to AC.
This lasts 1 minute.
Secondary Effect: User is fatigued.
Taking another dose of rhul causes the fatigue to go away for 1 minute (in addition to the drug's normal effects).
Two or more doses of rhul-induced fatigue cause the user to be exhausted.
Price: 50 gp.
Side Effects: Due to stimulation of the scent and tactile nerves, while the initial effect is functioning, the user prefers to engage in close battle.
If the user is given the choice of fighting in melee or with ranged attacks, he must make a Will saving throw (DC 16) or choose the melee attack.
Overdose: If more than one dose of rhul is taken in a period of 1 hour, the user takes 1d4 points of temporary Intelligence and Wisdom damage.
Addiction: Medium.

SAKRASH ("TWILIGHT MIND") (MAGICAL)

Description: This sweet, oily concoction of wines, rare tree saps, and certain herbs is only manufactured in Thay and Mulhorand.
It protects the user's mind and thoughts.
Type: Ingested DC 11.
Initial Effect: User is dazzled for 1 minute.
Secondary Effect: Cannot be detected by effects that read or alter thoughts (such as *detect thoughts*, *zone of truth*, and *modify memory*) or emotions (such as *emotion* or *fear*).
This lasts 1d4 hours.
Price: 500 gp.
Side Effects: Because the user's thoughts cannot be read, attempts to communicate with the user mentally (such as with *Rary's telepathic bond*, or the empathic link of a familiar to its master) fail, even if the user is willing.
Overdose: None.
Addiction: None.

SEZARAD ROOT

Description: The sezarad plant is a broad, vivid flower with a short, brittle root.
When chewed, the root breaks into soft splinters in the manner of a carrot.
It increases vitality.
Type: Ingested DC 14.
Initial Effect: User gains 1d8 temporary hit points.
Secondary Effect: User gains 1d8 temporary hit points.
These overlap (do not stack) with any other temporary hit points from sezarad root.
All temporary hit points from sezarad root wear off 10 minutes after it is ingested.
Price: 75 gp.
Side Effects: 1d4 points of temporary Wisdom damage.
Overdose: None.
Addiction: Low.

SUREGRIP

This gluey substance improves your grip, granting a +2 circumstance bonus on any check that deals with holding onto something, including Climb checks and grappling.
When applied to a rope, it confers a +2 circumstance bonus on Use Rope checks that involve tying knots or binding creatures or objects.
Applied to the soles of one's footwear or feet, it confers a +2 circumstance bonus on Balance checks made to avoid slipping.
Once applied, suregrip lasts 10 minutes.
The Alchemy DC to make one application of suregrip is 20.

TEKKIL

Description: The fat red leaf of this succulent swamp plant releases a milky juice when chewed.
The juice is an analgesic, and is sometimes used by people suffering from extreme or chronic pain.
Addicts who seek to numb their senses and submerge themselves in a drug-induced stupor use it in greater doses.
Type: Ingested DC 9.
Initial Effect: None.
Secondary Effect: The user becomes numbed to pain for 1d4 hours.
Any attack, saving throw, or skill check penalties caused by extreme pain (such as from a *symbol of pain*) are reduced by 1.
The user also gains damage reduction 1/– against subdual damage only.
Price: 5 gp.
Side Effects: Tekkil causes lassitude and lethargy.
While the drug is in effect, the user suffers a –2 penalty on initiative checks.
Overdose: A second dose taken while the first dose is still in effect causes a numbing stupor for 2d4 hours.
The user acts as if under the effect of a *slow* spell until the stupor wears off.
Addiction: Medium.

WITCHWEED STICK

This paste, which smells like tobacco, is refined from the stalks and leaves of the witchweed plant.
It is packed into thick paper tubes about the size of a smokestick.
When ignited it creates a 10-foot cube of light smoke that provides no concealment.
Anyone attempting to cast arcane spells within the smoke must succeed at a Concentration check as if casting defensively (DC 15 + spell level).
If the check fails, the spell is lost.
The smoke loses its alchemical abilities after 5 rounds, and dissipates normally.
The alchemy DC to make one stick of witchweed is 20.

ZIRAN ("BLOODFAST")

Description: A bitter white powder usually compressed into a tablet, ziran is refined from several Underdark fungi by the drow.

Its secret has reached the surface, and some alchemists have begun to cultivate farms of the appropriate mushrooms.
Type: Ingested DC 17.
Initial Effect: User is dazed for 1 round.
Secondary Effect: User gains a +2 alchemical bonus to Dexterity for 1d3 hours.
Price: 100 gp.
Side Effects: When the secondary effect ends, the user suffers 2 points of temporary Constitution damage.
Ziran users describe a sense of detachment or out-of-body experience, feeling as if they're watching themselves act from a distance.
Overdose: If a second dose is taken within 24 hours of the first, the user suffers an additional 2 points of temporary Constitution damage.
Addiction: High.

MAGIC OF FAERÛN (3.0)

TABLE 6—10: SPELLBOOKS

Cover	Weight	Hardness	Hit Points	Cost
Leather	1 lb.	2	0	5 gp
Wood, thin	1 lb.	3	1	20 gp
Metal, soft	5 lb.	5	4	100 gp
Metal, hard	5 lb.	7	5	200 gp
Dragonhide	2 lb.	4	2	200 gp
Slipcase	1 lb.	1	1	+20 gp

Pages (100)	Weight	Hardness	Hit Points	Cost
Parchment	2 lb.	0	1	10 gp
Paper, linen	2 lb.	0	2	20 gp
Vellum	2 lb.	0	3	50 gp
Bone or ivory	4 lb.	0	4	100 gp
Metal foil	20 lb.	1	8	500 gp

Item	Cost	Weight
Darkberry	5 gp	—
Fairy dust (1 ounce)	100 gp	—
Felsul flower oil (1 ounce)	100 gp	—
Fog rock	5 gp	—
Mule pollen	50 gp	—
Red helmthorn berry	1 sp	—
Shadowtop torch	1 sp	1 lb.
Silverbark sap (1 ounce)	20 gp	—
Sleepweed pod	50 gp	—
Weirwood	50 gp/lb.	as item

AMARATHA

Also known as shieldstone, amaratha is a soft, greenish white or very pale green, sparkling type of jewel.
It is most often found in exposed canyon walls or in the Underdark.
An amaratha included in any wand whose effect provides resistance or immunity to acid, cold, electricity, fire, or sonic energy adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

BELJURIL

Beljurils, also known as fireflashes, are large gems (typically 4 inches in diameter).
Normally a deep, pleasant, sea water green, they periodically blaze with a sparkling, winking, flashing light. This discharge is pleasantly eye-catching in a candlelit great hall or a lantern-lit dancing grove, but in a dark chamber or the murky night, it is dazzling.
A beljuril included in any wand with a spell that has the electricity descriptor increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

BLACK OPAL

Black opal is a greenish type of opal with black mottling and gold flecks, usually found in ancient hot springs or their dry remnants.
The Faerûn phrase "black as a black opal" means, effectively, not very black (or evil) at all.
It is used to describe good-hearted rogues and similar individuals who would be embarrassed by praise.
A black opal included in any wand with a spell that has the force descriptor increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

BLACK SAPPHIRE

Black sapphire is a rare variety of sapphire that is a deep, rich black with yellow or white highlights.
These jewels come mostly from the South, in particular the Great Rift, since they are most plentiful in the Deep Realm of the dwarves and are brought up through the Great Rift to the surface world for trading.
A black sapphire included in any wand with a spell that has the darkness descriptor increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

DARKBERRY

These small, purple berries grow deep in hidden clumps in the many forests surrounding the Sea of Fallen Stars.
Only a few berries manage to ripen from a bush each fall, and they become more rare every year.
Darkberries actually contain shadowstuff within their skins.
When a ripe darkberry is broken or crushed, it creates a 5-foot-diameter circle of blackness for 2 rounds.

DIAMOND

Diamonds are hard, translucent stones that can be clear (appearing blue-white), rich blue, yellow, or pink, among other hues.

A diamond included in any wand with a conjuration (healing) spell adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

EMERALD

A brilliant green beryl, the emerald is usually cut square.
An emerald included in any wand with an enchantment spell increases the save DC against the wand's effect by +2. If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

FAIRY DUST

Fey creatures, such as sprites, make fairy dust from their own shed hair and skin and give it to those who please them.
It cannot be created by any known alchemical process.
Fairy dust has a soft, golden glow, visible only in darkness. It sparkles in normal light.
If an ounce of fairy dust is added to the material component for any illusion spell, it adds +1 to the saving throw DC.

FELSUL FLOWER OIL

The felsul tree seems to favor cold and poor soil, and in many rocky places felsuls provide the only tree cover to be seen.
Felsuls grow on crags, cliff edges, and clefts where few other trees can find purchase.
They are gnarled, twisted trees whose wood crumbles to the touch and is of a dusty cinnamon brown to deep brown hue.
When the trees flower in early spring (and not all trees flower every year), the crushed petals can be made into a fragrant perfume that adds a +1 competence bonus on any Charisma-based checks made to persuade another (such as Bluff, Diplomacy, or Intimidate) for 10 minutes.
A single ounce of the oil provides 10 uses, and a typical tree provides 1d4–1 (minimum 0) ounces of perfume per year.

FIRE OPAL

Brilliant orange-red gems, fire opals are usually uniform in hue or contain golden or greenish flecks.
They are most often found near active hot springs and geyser activity.
Fire opals are an essential part of producing *helms of brilliance*.
A fire opal included in any wand with a spell that has the fire descriptor increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

FOG ROCK

These rocks wash up periodically on the shores of the Nelanther Isles and westernmost shores of the Moonshae Isles.
When dropped into fresh water, they produce mist that fills a 10-foot cube (providing one-half concealment to anyone within), which dissipates normally.
Salt water has no special effect on them, but they lose their ability if not kept damp with brine.

JACINTH

Also called hyacinth or flamegem, this fiery orange stone is a relative of the sapphire and other corundum stones.
At the heart of every jacinth a tiny flame flickers and dances—not enough to illuminate surroundings, but enough to be seen from afar.
This property of the stone forms the basis for many splendid cloaks and gowns worn by wealthy nobles.
A jacinth included in any wand with a spell that has the fire descriptor increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

JASMAL

Jasmal is a durable, very hard gem found in small veins or, very rarely, larger seam deposits in the Thunder Peaks and the Spine of the World mountains.
When polished, jasmals catch sunlight or torchlight and give off haloes of amber light, although they themselves remain transparent and colorless.
Hard enough to hold a cutting edge, jasmals are often worked into clasps on cloaks or tunics.
A jasmal included in any wand that grants an enhancement bonus to weapons or armor adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

KING'S TEAR

Sometimes called frozen tears or lich weepings, these very rare stones are clear, teardrop-shaped, smooth-surfaced, and awesomely hard; in fact, none have as yet been fractured, cut, or chipped, even by hammer and forge.
The origin of these stones is unknown, but folklore believes they are the crystallized tears of long-dead necromancer kings and queens.
A king's tear included in any wand with a divination spell increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

MOONBAR

Moonbar crystals are pearly white, opaque gems found in desert and tropical areas of Toril.
Moonbars are naturally large and rectangular with curved corners.
The largest known moonbar serves as the lid of an unknown king's casket in a barrow on the Trollmoors and is almost 7 feet long, but most of these gems are approximately 1 foot long and 4 inches wide.

A moonbar included in any wand with a conjuration (calling) spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

MULE POLLEN

A bright yellow flower, of the daisy variety, blooms in early spring upon the High Moor and in the grassy foothills of some mountain ranges.
When inhaled, the pollen grants a +2 bonus to the character's Strength but inflicts a –2 penalty to his Intelligence and Wisdom.
The effects last for 1d4×10 minutes.
Mule pollen is mildly addictive.
Each time a character inhales mule pollen, he must make a Fortitude save (DC 12).
If he fails, he is effectively fatigued whenever he is not under the influence of mule pollen.
This addiction can be removed with *neutralize poison*.

OPAL

Opaque, smooth gems, opals are pale blue with green and gold mottling.
They are related in type to fire and black opals, but are only slightly more common.
Opals are used in a number of magic items and spells, including *helms of brilliance*.
An opal included in any wand with an enchantment (charm) spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

ORBLEN

Orblen crystals yield deep golden gems of large size that can be faceted or cabochon cut.
The hue of this gem has earned it the nickname honeystone, and it is much favored in the Sword Coast North.
Though found in large masses, it is quite rare.
The largest known honeystone in existence, a huge hunk of rock 6 inches in diameter, is in the possession of the royal family of Cormyr.
An orblen included in any wand with a conjuration (creation) spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

ORL

A gem believed unique to the northern half of Faerûn, orls are found only in blue caves such as those at Wheloon.
Orls occur in the softest rock as sharp-edged, spindle-shaped, symmetrical crystals.
These crystals are of red, tawny, or orange hue, but red-hued orls are the most valued.
Some orl fanciers prefer to wear the unfaceted, natural crystals rather than faceted cuttings, but most orls are finished into faceted forms.
An orl included in any wand with a spell that has the chaotic descriptor, or any spell that grants a luck bonus, increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

RAVENAR

Ravenar, a glossy, black variety of tourmaline that is also called schorl, is highly valued in the northern half of Faerûn.
The gem is less prized in other lands, where it carries little value.
Ravenar is commonly used for inlay work on daggers, buckles, and the like.
A ravenar included in any wand with a spell that has the sonic descriptor increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

RED HELMTHORN BERRY

Most berries of the helmthorn tree are tart in flavor and indigo in color.
Rarely, however, a sprig of scarlet-hued berries sprout from a branch.
The effect of a *goodberry* spell cast upon red helmthorn berries lasts for one day longer than normal.

RED TEAR

Also called Tempus's weeping, these teardrop-shaped, glossy crystals of vivid cherry-red, blood-crimson, or fiery orange hue are found in deep mines or gorge walls where old rock has been exposed.
Legends say they are the tears of lovers shed for their beloveds who were slain in battle, stained red by the spilled blood of the fallen.
A red tear included in any wand with a transmutation spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

ROGUE STONE

Rogue stones are small stones of a shifting, rainbow-colored, iridescent hue.
Their fluid shades of color appear almost liquid under normal sunlight.
Rogue stones are extremely rare and always found as single stones among others in stone hoards or in cold regions or underwater in swamps; no more than one is ever found in one place at one time.
No one has as yet managed to determine in what sort of rock they are most likely to be found.
Rogue stones cleave into natural facets, and it is these surfaces that are iridescent.

Some primitive human tribes believe rogue stones to be the sentient essences of dragons or mighty heroes, but sages hold this view to be folk nonsense.
A rogue stone included in any wand with a spell that has the chaotic or teleportation descriptor increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

RUBY

This clear to deep crimson red corundum stone is highly valued because of its sparkling shine and vivid hues.
Folklore generally holds rubies to be lucky objects.
A ruby included in any wand with an evocation spell increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

SAPPHIRE

Sapphire is a brilliant blue, translucent corundum mineral.
Sapphires vary from a clear, pale blue to a radiant azure.
A sapphire included in any wand with a conjuration (summoning) spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

SHADOWTOP TORCH

The wood of the shadowtop tree burns more slowly (and cleanly) than normal wood.
A torch of shadowtop wood burns for 2 hours and gives off very little smoke.

SILVERBARK SAP

The sap of the silverbark tree is clear and slightly sticky.
It acts as a (minor) natural antitoxin, granting anyone who consumes at least one ounce a +2 alchemical bonus on Fortitude saving throws against poison for 1 hour.
A typical silverbark tree can be harvested of 2d4 ounces of sap per year.

SLEEPWEED POD

The pods of the sleepweed plant, which appear similar to those of milkweed plants, contain a sleep-inducing mold within them.
When a dried sleepweed pod bursts or is broken open, it releases these spores.
Striking a target with a thrown sleepweed pod requires a ranged touch attack (range increment 5 feet).
A target struck by a sleepweed pod must make a Will save (DC 12) or fall into a slumber for 1 minute.

STAR RUBY

A variation of the ruby (red corundum), this stone is less translucent than a normal ruby and has a white star highlighted at its center.
Such stars are caused by the optical properties of the mineral crystal.
They most commonly have six points, though other even-numbered combinations are possible.
Of every hundred rubies, one is a star.
A star ruby included in any wand with an illusion spell adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

STAR SAPPHIRE

An exceedingly valuable variation of the sapphire (blue or black corundum), this stone is less translucent than a normal sapphire and has a white star of four or more points highlighted at its center.
Such stars, caused by the optical properties of the mineral, always have an even number of points—most commonly six.
For every thousand sapphires found, one is a star.
A star sapphire included in any wand with an abjuration spell increases the save DC against the wand's effect by +2.
If no saving throw applies or is allowed, it instead adds +2 to the effective caster level of the effect.
Material Cost: 5,000 gp.

TOMB JADE

This rare, highly prized gem is jade that has turned red or brown from being buried for great lengths of time.
Buried jade can also be turned green if bronze objects are buried near it; jade of such hue is no more valuable than normal jade.
A piece of tomb jade included in any wand with an enchantment (compulsion) spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

WATER OPAL

Water opal is a clear, translucent variety of opal with only a play of color to it, like oil on a clear puddle.
Water opals are rare and valuable gems used as ornaments around mirrors and windows or in the crafting of magical scrying devices (such as *crystal balls*).
A water opal included in any wand with a divination spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

WEIRWOOD

These rare trees are actively protected by dryads, treants, druids, and rangers.
If undisturbed, they grow into huge, many-branched forest giants that resemble oaks with dual-colored leaves (brown with a silver sheen on top, velvety black underneath).

Weirwood is favored for lutes, harps, birdpipes, and longhorns because of the unmistakable warm, clear sound it gives to such instruments (many masterwork instruments of these kinds are made from weirwood).
Any weirwood (or item created of weirwood) within an area illuminated by a magical light source (such as *dancing lights*, *light*, or *continual flame*) emits a gentle magical glow equivalent to a candle for 1d4+1 rounds after leaving the area of illumination.
Living weirwood has fire resistance 20, though no one has ever discovered a method of preserving this quality after the wood is harvested.

ZENDALURE

A mottled blue-white gem, zendalure is found as large, egg-shaped crystals 2 to 6 inches in diameter in solidified lava flows.
Polished to a glassy finish, zendalures are used for inlay work and as tiny cabochons in rings, earrings, and pendants.
A zendalure crystal included in any wand with a necromancy spell increases the save DC against the wand's effect by +1.
If no saving throw applies or is allowed, it instead adds +1 to the effective caster level of the effect.
Material Cost: 1,000 gp.

MANUAL OF THE PLANES (3.0)

SINMAKER'S SURPRISE

The demon proprietor synthesizes a special acidic poison from the acid plants native to the plane called Sinmaker's Surprise.
This concoction has two components: poison and acid.
Sinmaker's Surprise is specially formulated such that its caustic qualities remain quiescent until it comes into contact with living tissue.
Therefore, it does not harm weapons or objects to which it is applied.
Victims make saving throws against the poisonous component normally, but automatically take damage from the acid component.
Sinmaker's Surprise has the following characteristics:
Fortitude Save: DC 24 (injury) or DC 18 (ingested).
Initial Damage: 2d6 points of temporary Constitution damage (from poison).
Acid Damage: 1d6 points of damage per round for 3 rounds.
Secondary Damage: 2d6 points of temporary Constitution damage.
Price: 4,400 gp.

MONSTER MANUAL 2 (3.0)

BREATHING MASK

This mask covers the user's face.
It is fitted with goggles and a bag of an alchemical substance that allows the wearer to breathe for up to 4 hours.
With the mask on, the wearer can ignore the effects of noxious fumes and inhaled toxins.
The mask even enables the wearer to survive underwater or in an airless environment.
The item consists of a masterwork leather mask with goggles (cost 50 gp), and the alchemical air supply, which costs 950 gp and can be manufactured with a successful Alchemy check (DC 20).
A partially used air supply cannot be combined with another partially used one to get a fresh supply, but it can be discarded and replaced with a new supply.
Cost: 1,000 gp; *Weight*: 5 lb.

CABLE

This 100-foot-long metal cord is thinner, stronger, and lighter than even silk rope.
It is too thin for most creatures to climb it easily (Climb DC 20), but desmodus using a cable can climb at their normal climb speed.
The cable has a snap ring at each end so that it can be quickly attached to or detached from a piton, spike, grappling hook, or other item without a Use Rope check.
The cable has 10 hit points and hardness 5.
It can be burst with a successful Strength check (DC 32).
Its stiffness imposes a –2 circumstance penalty on Use Rope checks.
Cost: 50 gp; *Weight*: 4 lb.

CABLESPOOL

This gadget carries 100 feet of cable in an enclosed reel.
The reel is spring-wound and can pull in all 100 feet of cable in 1 round (pulling with an effective Strength score of 16).
It can be set to reel or unreel the cable automatically as the user climbs, or to act as a brake, allowing the user to jump down 100 feet without harm.
Cost: 125 gp (175 with cable); *Weight*: 2 lb. (6 lb. with cable).

FROSTFIRE

This sticky, adhesive substance drains away heat when exposed to air or moisture.
A flask of frostfire can be thrown as a grenadelike weapon with a range increment of 10 feet, and a direct hit deals 1d6 points of cold damage.
The target can then attempt to scrape off or wash away the frostfire, if desired.
If this does not occur, the target takes an additional 1d6 points of cold damage on the round following the direct hit.
Removing frostfire by scraping requires a successful Reflex saving throw (DC 15).
Alternatively, the substance can be removed automatically by dousing it with at least 1 pint of an alcoholic or acidic solution (such as wine or vinegar).
Either method requires a full-round action.
Cost: 40 gp; *Weight*: 1 lb.

HARNESS

Desmodus cannot wear belts because of the flaps of skin attached to their flanks.
Instead, they wear harnesses that loop over their shoulders and between their legs.
Straps crisscross the front and back of the desmodu's body to keep the harness from slipping off.
Each desmodu harness is fitted with rings, hooks, and ties for carrying weapons and equipment.
A reinforced hook hangs near the waist for carrying a cablespool.
Cost: 20 gp; *Weight*: 2 lb.

KINSHIP BADGE

This item resembles an exquisite cymbal or flattened bell, measuring 3 or 4 inches across.
When struck, it emits a single musical note.
It also resonates and produces a distinctive ultrasonic tone when a desmodu's echolocation sounds strike it.
Desmodus usually exchange kinship badges with their age-mates and use them to identify each other in battle.
Cost: 5 gp; *Weight*: —.

MYSTERIES OF THE MOONSEA (3.5)

PLANT REPELLENT

All Thayans who come here from the enclave first apply to their bodies an alchemical substance that smells bad, tastes bad, and has slight herbicidal properties; the aggressive plants here recognize the smell and taste of this substance and do not attack those marked with it.
Any aggressive plants that are unable to sense this marker or attack despite it have been killed and removed from the garden; other creatures that come near without using the repellent are fair game.
The repellent is not stored here; doing that would make it too easy for someone to steal the repellent and immediately infiltrate the garden.
The repellent has no effect anywhere but in the arboretum.

ORIENTAL ADVENTURES (3.0)

Table 5–10: Special and Superior Items

Special Substances and Items	Cost
Eggshell grenade, dust	10 gp
Eggshell grenade, flashpowder	60 gp
Eggshell grenade, pepper	10 gp
Eggshell grenade, poison smoke	150 gp
Flash paper (square)	5 gp
Jade powder (flask)	100 gp
Liquid smoke (flask)	20 gp
Sleeping fire (flask)	40 gp

Table 5–11: Grenadelike Weapons

		Damage		Range	
Weapon*	Cost	Direct Hit	Splash	Inc.	Weight
Eggshell grenade,					
dust	10 gp 1d4 rd.	blinded 1 rd.**	blinded	5 ft.	†
flashpowder	60 gp	blinded	—	5 ft.	†
pepper	10 gp 1d4 rd.	stunned	—	5 ft.	†
poison smoke	150 gp *cloud*	*stinking*	—	5 ft.	†
Liquid smoke	20 gp	Smoke	—	10 ft.	1 1/4 lb.

*Grenadelike weapons require no proficiency to use.
**Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.
†No weight worth noting.

Table 11–7: Poison

Poison	Type	Initial Damage	Secondary Damage	Price
Wasp venom	Injury DC 11	1 Dex	1 Dex	75 gp
Bee venom	Injury DC 11	1 Con	1 Con	90 gp
Scorpion venom	Injury DC 11	1d2 Str	1d2 Str	100 gp
Snake venom	Injury DC 11	1d6 Con	1d6 Con	200 gp
Black piper venom	Injury DC 14	1d4 Str	1d6 Str	150 gp
Jellyfish	Contact DC 16	2d12 hp	1d6 Con	300 gp
Ketsu	Ingested DC 13	1 Con	1d8 Con	120 gp
Warui paseri	Ingested DC 11	1d4 Str	1d4 Str	150 gp
Jeruku ropu	Ingested DC 16	1d6 Dex	1d6 Dex	210 gp
Pufferfish (fugu)	Ingested DC 14	Paralysis	2d4 Str	400 gp
Kirei-ko	Ingested DC 15	1 Dex	2d4 Dex	500 gp
Fuantei shi	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Dex	300 gp
Jeruku ropu smoke	Inhaled DC 15	2d4 Dex	2d4 Dex	750 gp

ARTISAN'S OUTFIT

A pullover shirt, a thigh-length cotton robe (happi), loose knee-length trousers with a drawstring, a simple sash (obi), and sandals.

BACKPACK

Two forms of backpacks are available in *Oriental Adventures*: a wicker basket with shoulder straps or a furoshiki sack, a bundle of fabric folded and thrown over the shoulder.

BLANKET, WINTER

Use the same price and weight for a straw mat.

BOTTLE, WINE, GLASS

The lands of *Oriental Adventures* typically use ceramics rather than glass.
In Rokugan, the Unicorn clan is a notable exception.

CALTROPS

Caltrops are also called shaken.

COLD WEATHER OUTFIT

A heavy robe (kimono), padded with cotton, worn over several other layers: knee-length trousers (hakama), pullover shirt, thigh-length outer robe, and sleeved jacket (haori).

COURTIER'S OUTFIT

A noble's outfit in the finest silks.
Jewelry is not necessary to complete this outfit.

EGGSHELL GRENADES

A favorite tool of ninja, used to create distractions, eggshell grenades are emptied eggshells carefully packed with various alchemical substances.
Common grenade types include dust, flashpowder, pepper, and poison smoke.
All use the grenadelike weapons rules explained in the *Player's Handbook*: The thrower makes a ranged touch attack roll to hit the target.
Naturally, eggshell grenades are very fragile and must be stowed carefully to avoid breakage.
If a character carrying these items suffers damage from falling, each eggshell grenade must make a Fortitude save (as if the character were making the saving throw) against a DC of 10 + the amount of damage suffered.
An eggshell grenade's light weight makes it very difficult to throw far.
All eggshell grenades have a range increment of 5 feet.
Making an eggshell grenade requires the Alchemy skill (DC 20 for dust and pepper, DC 25 for flashpowder and poison smoke) and follows the rules for making things found in the Craft skill description in the *Player's Handbook*.

DUST

A dust grenade that hits its target directly blinds the target for 1d4 rounds.
A creature within the "splash" radius of the dust cloud (5 feet) must make a Fortitude save (DC 10) or be blinded for 1 round.

FLASHPOWDER

A flashpowder grenade is effective only when thrown into a fire source, where it explodes in a brilliant flash of light.
Any creature within 10 feet must make a successful Fortitude save (DC 10) or be blinded for 1d4 rounds.
There is no effect if the grenade misses the fire (though the grenade is ruined).

PEPPER

A pepper grenade that hits its target directly incapacitates the target for 1 round unless he makes a successful Fortitude save (DC 10).
The target is treated as stunned: He loses his Dexterity bonus to AC and can take no actions, while enemies gain a +2 bonus to hit him.
There is no "splash" effect.

POISON SMOKE

A poison smoke grenade is effective only when thrown into a fire source, where it bursts into a cloud of vile, stinking smoke.
The cloud spreads to a radius of 10 feet from the fire source, and has the effect of a *stinking cloud* spell: Creatures within the cloud must make a successful Fortitude save each round (DC 13) or become nauseated.
The only action a nauseated character can take is a single move (or move-equivalent) action per turn.
The effect lasts for 1d4+1 rounds after the character leaves the cloud.
There is no effect if the grenade misses the fire (though the grenade is ruined).

ENTERTAINER'S OUTFIT

A light kimono with an embroidered obi (sash).

FLASH PAPER (MOERAGARU)

Flash paper is thin rice paper that has been treated with a chemical that ignites upon friction.
When a character rubs the paper, it ignites and burns with a bright flash equivalent to a *flare* cantrip.
If the paper is held close to the eyes of another creature, that creature is dazzled unless it makes a successful Fortitude save (DC 10).
A dazzled creature suffers a –1 penalty on attack rolls.
The creature recovers in 1 minute.
Sightless creatures are not affected by flash paper.

HOLY SYMBOL, SILVER

Use this price and weight for items such as prayer wheels or larger bells.

HOLY SYMBOL, WOODEN

Use this price and weight for items such as prayer beads, small bells, or gongs, which shamans may use when casting spells.

INKPEN

Use this price and weight for a calligraphy brush and inking stone.

JADE POWDER

Jade powder is a mixture of viscous oil and ground jade used to coat blades for combat with Shadowlands creatures, which are vulnerable to jade.

A weapon coated with jade powder deals normal damage to oni, and can penetrate their damage reduction, but the powder wears off after one successful strike.
Applying jade powder to a weapon is a full-round action that provokes an attack of opportunity.
Jade powder may not be available in campaign settings other than the featured setting of Rokugan.
Making jade powder follows the rules for making things found in the Craft skill description in the *Player's Handbook*.

Lamp, Common

A common lamp in *Oriental Adventures* is a paper lantern, which shares one of the drawbacks of the lamp described in the *Player's Handbook*, in that it can easily catch on fire if carried around.

Liquid Smoke (Ekitai Kemuri)

Liquid smoke creates thick, opaque smoke when exposed to air.
The smoke fills a 10-foot cube.
The smoke dissipates naturally after 1 round.
The smoke obscures all sight, including darkvision, beyond 5 feet.
A creature 5 feet away has one-half concealment (attacks have a 20% miss chance).
Creatures separated by 10 feet of smoke have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).
Making liquid smoke requires the Alchemy skill (DC 20) and follows the rules for making things found in the Craft skill description in the *Player's Handbook*.

Meat, Chunk Of

In most lands of *Oriental Adventures*, seafood, chicken, and pork are the only common meats.
Cows are rare (or sacred) and valued more for their milk than for their meat.
Fish is boiled, broiled, fried, stewed, or served raw on vinegar-treated rice.
Nobles tend to avoid eating meat, since they believe it makes them smell dirty.
Monks do not eat meat for religious reasons.

Monk's Outfit

As described in the *Player's Handbook*.

Musical Instrument, Common or Masterwork

Popular instruments in Rokugan include the samisen (plucked lute), the biwa (plucked lute), the koto (zither), the kokyu (bowed lute), and the shakuhachi (bamboo flute).
Instruments of other cultures in *Oriental Adventures* include the dan tinh (2-stringed plucked lute), dizi (bamboo flute), er-hu (two-stringed bowed lute covered with snakeskin), kaen (bamboo reed instrument), kenbau (double reed), khenthai (wooden flute), pipa (large plucked lute), salaw (a bowed lute made from a coconut shell), sarod (large plucked or bowed lute), sitar (large plucked lute), soong (lute), suling (flute), tambura (large bowed lute used to provide a drone), t'rung (bamboo xylophone), yang chin (hammer dulcimer), zheng (zither), and the various gongs and metallophones that make up the gamelan (kenong, bonang, slenthem, saron, gambang, and others).

Noble's Outfit

An elaborate silk or fine linen robe (kimono) with exaggerated sleeves, an enlarged sash (obi), and a sleeveless outer jacket (kataginu) that emphasizes the shoulders, bearing the mark of the wearer's family.

Paper

Paper is commonly made from rice pulp rather than cloth fibers in the lands of *Oriental Adventures*.
Parchment is not used.

Peasant's Outfit

A pullover shirt and loose, knee-length trousers with a drawstring.

Rations, Trail

Trail rations typically consist of rice cakes.

Royal Outfit

The emperor's court wear is extremely elaborate, with a long train and many layers.

Scholar's Outfit

A long silk kimono with a simple obi (sash), a thigh-length robe (kimono) to serve as a jacket, and sandals.

Sleeping Fire (Hinemuri)

Sleeping fire is a special form of alchemical fire that ignites when its temperature changes even slightly.
It is often painted thinly on items as a trap; a creature touching or even breathing on an area so coated triggers a blast of fire that causes 1d3 points of damage, with an additional 1d3 points of damage in the following round.
Burning characters can use a full-round action to extinguish the flame, as described for alchemical fire in the *Player's Handbook*.
Making sleeping fire requires the Alchemy skill (DC 20) and follows the rules for making things found in the Craft skill description in the *Player's Handbook*.

Spellbook, Wizard's

Shugenjas do not use holy symbols to cast their spells, although they are divine spellcasters.
Instead, they use *ofudas* as focus items.
A set of *ofudas* costs 15 gp and weighs 3 pounds, just like a wizard's spellbook.

TRAVELER'S OUTFIT

As artisan's outfit, plus a large straw hat.

VINEGAR

This costs 1 cp.
It is primarily used as a cooking ingredient.

WINE, COMMON

This is *sake*, the popular rice wine of Rokugan.
It is normally served warm in a small cup.

WINE, FINE

A more potent version of *sake* is called *shochu*.
Only very serious drinkers partake of *shochu*.

PLANAR HANDBOOK (3.5)

Table 4–3: Adventuring Gear and Class Tools

Adventuring Gear

Item	Cost	Weight
Ether harness	20 gp	2 lb.
Fireproof parchment (sheet)	8 sp	—
Fireproof clothing	+50 gp	—
Gravity tent	25 gp	40 lb.
Waterproof ink (vial)	6 gp	—
Weight suit	20 gp	100 lb.

Class Tools

Item	Cost	Weight
Differential hourglass	75 gp	4 lb.
Fireproof spellbook	50 gp	5 lb.
Planar atlas	25 gp	2 lb.
True divine focus	1,000 gp	—
True holy (unholy) symbol	500 gp	1 lb.
Waterproof spellbook	30 gp	4 lb.

Table 4–6: Special Substances and Items

Item	Cost	Craft DC	Weight
Anarchic water	50 gp	n/a	1 lb.
Antitrait grease (vial)[1]	50 gp	20 (alchemy)	—
Atramen oil (flask)[1]	50 gp	20 (alchemy)	1 lb.
Axiomatic water	50 gp	n/a	1 lb.
Bahamut's breath (flask)[1]	120 gp	25 (alchemy)	1 lb.
Celestial cloak	1,000 gp	25 (leatherworking)	1 lb.
Chaos flask	100 gp	n/a	1/2 lb.
Elemental loadstone	200 gp	n/a	50 lb.
Liquid embers (flask)[1]	600 gp	25 (alchemy)	1 lb.
Mechanus eye	100 gp	n/a	—
Ocanthus knife[1]	450 gp	25 (alchemy)	1 lb.
Pure element[1]	1,000 gp	25 (alchemy)	1 lb.
Red tidewater	25 gp	n/a	1/2 lb.
Touchstone blade	+500 gp	n/a	—

1 You must be a spellcaster to craft any of these items.

THROW SPLASH WEAPON

Splash weapons, described on page 158 of the *Player's Handbook*, can be slightly more complicated to use on other planes. In order to be effective, a splash weapon must impact a solid surface in order to break—but many planes have abnormal gravity or little in the way of terrain. In such environments, targeting a specific grid intersection or missing a target may not produce any results. A flask will simply continue along the path it was thrown until it collides with something, often far away.

Vehicle	Cost
Astral skiff	10,000 gp
Ethereal tunneler	140,000 gp
Gate zeppelin	160,000 gp
Living astral ship	Variable
Planar sailer	25,000 gp

ANARCHIC WATER

Anarchic water damages lawful outsiders almost as if it were acid.
A flask of anarchic water can be thrown as a splash weapon (see the Throw Splash Weapon sidebar).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pour the anarchic water out onto the target.
Thus, a character can douse an incorporeal creature with anarchic water only if he is adjacent to it.
Doing so is a ranged touch attack that does not provoke attacks of opportunity.
A direct hit by a flask of anarchic water deals 2d4 points of damage to a lawful outsider.
Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

ANTITRAIT GREASE

Antitrait grease is made in four varieties—evil, law, chaos, and good—using essences collected from planes on the "opposite" side of the Great Wheel to help moderate the effects of the opposing alignment.
When visiting a plane that is aligned, those who smear on antitrait grease ignore penalties on their Charisma checks that mildly aligned planes impose on visitors of opposed alignments.
One vial of grease protects a visitor for 1 hour.
The Wisdom and Intelligence check penalties associated with strongly aligned planes are not affected.

ASTRAL SKIFF

Huge vehicle; Profession (sailor) +0; Spd fly 120 ft. (average); Overall AC 3; Section hp 40 (hardness 10); Section AC 3; Ram 4d8; Face 15 ft. by 5 ft.; Height 10 ft.; SA ramming; Crew 1 (carries 3); Cargo 1 ton (Spd 100 ft. if carrying 1/2 ton or more); Cost 10,000 gp.
On the Astral Plane, githyanki commonly wage war from astral ships.
Such vessels range in size from those large enough for a single squad of soldiers (the astral skiff) to those far larger.
Powered by magic sails that catch the motion of astral energies, these ships are normally useless on the Material Plane, where no such arcane winds blow.
However, the vehicle is ideal for journeys on the infinite Astral Plane itself.

ATRAMEN OIL

This substance is cold pressed from atramen fruit that grows on shoals of Elemental Earth that have drifted too close to the Negative Energy Plane.
A flask of atramen oil can be thrown as a splash weapon (see the Throw Splash Weapon sidebar).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A direct hit causes the target to take a –4 penalty on Fortitude saves for 1 minute.
Every creature within 5 feet of the point where the flask hits takes a –1 penalty on Fortitude saves for 1 minute.

AXIOMATIC WATER

Axiomatic water damages chaotic outsiders almost as if it were acid.
A flask of axiomatic water can be thrown as a splash weapon (see the Throw Splash Weapon sidebar).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pour the axiomatic water out onto the target.
Thus, a character can douse an incorporeal creature with axiomatic water only if he is adjacent to it.
Doing so is a ranged touch attack that does not provoke attacks of opportunity.
A direct hit by a flask of axiomatic water deals 2d4 points of damage to a chaotic outsider.
Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

BAHAMUT'S BREATH

Bahamut's breath damages evil outsiders almost as if it were acid, while at the same time, it heals good outsiders as if it were a potion of *cure light wounds*.
One ingredient for this alchemical substance is a breath of air gathered from any of the four lowest levels of Celestia.
A flask of Bahamut's breath can be thrown as a splash weapon (see the Throw Splash Weapon sidebar).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A direct hit by a flask deals 2d4 points of damage to an evil outsider.
Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.
A direct hit by the flask heals 2d4 points of damage to a good outsider.
Each such creature within 5 feet of the point where the flask hits is cured of 1 point of damage from the splash.

CELESTIAL CLOAK

Planar hunters frequently visit the Wilderness of the Beastlands to slay and skin celestial animals, for, when the beasts are slain on their home plane and their hides properly treated, some of their properties reside in their pelts.
A celestial cloak looks much like an ordinary cloak made of fur from the appropriate animal, but it has a golden sheen that is especially evident when viewed under the noonday sun or in the light of the full moon.
When worn, a celestial cloak confers upon its wearer resistance to acid 1, cold 1, and electricity 1.
This resistance does not stack with similar benefits gained from other sources.

CHAOS FLASK

A chaos flask contains a small amount of the raw stuff of the plane of Limbo.
This material can be shaped by someone with a strong enough will (DC 13 Wisdom check) into nearly any single nonmagical object, provided the total volume is no greater than that of the flask's contents—with denser objects requiring more of the material.
A flask contains enough raw chaos to create a Diminutive metal or stone object, a Tiny wooden object, or a Small cloth or leather object.
The user can even shape the matter into a living creature of Diminutive size or smaller, but doing this raises the Wisdom check DC to 18.
Shaping the Limbo matter is a free action, and the user can attempt the Wisdom check once per round.
The item so shaped persists for a number of rounds equal to the user's Wisdom score, and then dissipates into nothingness.
The user can cause the object to dissipate sooner with another Wisdom check (same DC).

DIFFERENTIAL HOURGLASS

Because time can flow at different rates on different planes, it can sometimes help planar travelers to know how much time is passing on other planes.
A differential hourglass consists of two hourglasses—one large, one small—mounted end to end.
The substance inside each hourglass flows at the same speed, but one of the hourglasses measures the passage of local time, and the other measures the passage of remote time.
Differential hourglasses are usually built with a specific pair of planes in mind, and as such are rather useless for any other purpose.
Depending on the difference between the two planes in question, the smaller hourglass could measure seconds,

rounds, minutes, hours, or days, while the larger of the two could measure rounds, minutes, hours, days, weeks, or even some longer period, depending on the time differential between the two planes.

Elemental Loadstone

Although it appears to be an ordinary stone about the size of a sling stone, an elemental loadstone is, in fact, extremely dense, weighing around 50 pounds.
A loadstone can be thrown (with a range increment of 5 feet) or fired from a sling (with a range increment of 10 feet) and deals 2d6 points of bludgeoning damage on a successful hit.
In addition, some particularly muscular rogues have developed an interesting tactic: slipping elemental loadstones into the pockets of physically weaker opponents by means of Sleight of Hand checks.
With enough of these on his person, the average wizard or sorcerer can quickly be rendered immobile.

Ether Harness

Designed after harnesses used by burglars for breaking into homes, the ether harness is simply a network of leather straps fitted with metal rings for tying items down.
It is meant to ensure that a group of ethereal travelers caught in an ether cyclone remain together, rather than being scattered across the planes.
Tying travelers together by means of their ether harnesses grants a +2 circumstance bonus on Use Rope checks made to ensure that the knots do not come untied.

Ethereal Tunneler

Huge vehicle; Profession (miner) +4; Spd burrow 10 ft. (clumsy); Overall AC 3; Section hp 40/120 (hardness 20/5); Section AC 3; Ram 10d6; Face 10 ft. by 20 ft.; Height 10 ft.; SA ramming; SQ steering mechanism triggers *ethereal jaunt* on vehicle and all passengers 1/day for up to 20 rounds; Crew 5 (plus 10 soldiers); Cost 140,000 gp.
This tanklike vehicle slowly digs tunnels through earth—and when solid stone stymies it, the vehicle can briefly shift into the Ethereal Plane.
When not tunneling into otherwise sealed regions of earth or past undefeatable defenses, an ethereal tunneler can be used for outright warfare.
The vehicle is adamantine-armored and large enough to accommodate a squad of 10 soldiers.
Its treads have been magically animated to provide propulsion at the direction of the crew, who pull levers while they watch the earth for signs of cave-ins.
The massive drill at the front is better than a ramming prow; an ethereal tunneler never takes damage from rams it initiates.

Fireproof Clothing

As with fireproof parchment, this clothing is made from the hides of animals that have natural immunity to fire, making the clothing safe to wear in fire-dominant environments.
Any style of clothing can be made from the material; the cost simply increases by 50 gp.

Fireproof Parchment

Not strictly parchment, this writing material is made of hide from animals found on the Elemental Plane of Fire, and it retains the creatures' immunity to fire.
Thus, fireproof parchment does not catch fire when exposed to a fire-dominant plane or environment.

Fireproof Spellbook

With pages made of fireproof parchment (see Adventuring Gear, above), covered in leather made from fire-resistant animals, and bound with steel, a fireproof spellbook does not catch fire when exposed to a fire-dominant plane or environment.

Gate Zeppelin

Colossal vehicle; Profession (pilot) –4; Spd fly 40 ft. (nautical average); Overall AC –3; Section hp 30 (hardness 5); Section AC 3; Rigging 200 hp (hardness 0), AC 1; Ram 4d6; Face 40 ft. by 10 ft.; Height 10 ft; SA ramming; SQ steering mechanism triggers *gate* 1/day through which zeppelin may pass (after which the *gate* closes); Crew 10; Cargo 10 tons (Spd 20 ft. if carrying 5 tons or more); Cost 160,000 gp.
A zeppelin relies on hot air trapped in a massive balloon for lift and animated propellers for propulsion.
The balloon that provides lift is segmented so that one puncture isn't disastrous.
Zeppelins have no minimum forward speed, and they can hover.
A mechanism in the captain's cabin can trigger a *gate*-like opening once per day that allows planar travel.

Gravity Tent

Designed for use on planes that have no gravity, a gravity tent is merely a tent in the shape of a diamond, with loops and clips inside to hold bedrolls in a more or less stable position (secured to the tent's cross-poles).
It sleeps up to four comfortably, and up to eight total.

Liquid Embers

Liquid embers is a sticky adhesive goo not unlike alchemist's fire, except that liquid embers contains ash or soot of an object burned with fire from the Elemental Plane of Fire.
A flask of liquid embers can be thrown as a splash weapon (see the Throw Splash Weapon sidebar).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A direct hit deals 3d6 points of fire damage.
Every creature within 5 feet of the point where the flask hits takes 1d6 points of fire damage from the splash.
On the round following a direct hit, the target takes an additional 3d6 points of damage.
If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage.
Extinguishing the flames requires a DC 17 Reflex save.
Rolling on the ground provides the target a +2 bonus on the save.

Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

MECHANUS EYE

This 2-inch-diameter metallic orb resembles an eye, though streamlined and idealized.
These eyes are purportedly salvaged from secret graveyard cogs on Mechanus, where a demolished race who once claimed the plane now lies forgotten.
Anyone looking through a Mechanus eye gains a +1 competence bonus on Search checks.

OCANTHUS KNIFE

Ocanthus knives are actually alchemically stabilized shards of magically charged black ice gathered from the fourth layer of Acheron.
An ocanthus knife has all the melee weapon characteristics of a dagger, except for the following: On a successful strike, a Medium ocanthus knife deals 2d6 points of damage (a Small knife deals 1d8, and a Large knife deals 3d6).
After striking a foe, the knife loses its stability and immediately shatters and melts, gone but for telltale oily residue.

PLANAR ATLAS

Countless versions of these handy tomes exist, each of which is meant to describe the relationships between various planes for the convenience of travelers.
They are rarely accurate when it comes to detailing the locations of planar portals (or the instructions for how to activate them), but the information on the planes grants a +2 competence bonus on Knowledge (the planes) checks.

PLANAR SAILER

Colossal vehicle; Profession (sailor) +4; Spd wind × 20 ft. (nautical average); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); SA ram; SQ steering mechanism triggers special *plane shift* effect on vehicle and contents; Crew 20; Cargo 150 tons (Spd wind × 15 ft. if 75 tons or more); Cost 25,000 gp.
In most situations, a planar sailer seems no different from a common sailing ship.
Measuring some 80 feet in length, this three-masted ship requires a crew of 20 when sailing on water and using the wind for locomotion.
A planar sailer has a special ability that allows it to sail celestial seas, following the commands of the captain of the vessel as he stands at the wheel.
A planar sailer has enough room on deck for two light catapults or ballistas.
It usually uses a launch as a lifeboat (not included in the price).

PURE ELEMENT

Each flask of pure element contains a small amount of the essence of an Elemental Plane: air, earth, fire, or water, painstakingly recreated from ancient alchemical formulas.
The bearer can pour this substance upon other beings or objects by making a melee touch attack (which provokes attacks of opportunity), or hurl it as a thrown weapon that targets a creature.
The pure element air, earth, fire, or water contained within then bonds with whatever it touches, temporarily altering the target in a fashion dependent on the element's nature.
The effects of the pure element last for 10 minutes, unless otherwise noted.

AIR

This clear liquid does not seem to flow from the flask as much drift from it.
Objects or creatures exposed to pure element air weigh only one-half their normal weight; creatures so affected gain a +2 bonus on Climb and Jump checks but take a –2 penalty on damage rolls.
Elementals with the air subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution.
Elementals with the earth subtype, as well as objects made of earth or stone, take 2d6 points of damage (this effect overcomes the damage reduction or hardness of such creatures or objects).

EARTH

This grayish-brown ooze looks like ordinary mud.
Objects or creatures exposed to pure elemental earth weigh twice their normal weight; creatures so affected take a –2 penalty on Balance, Climb, Jump, Ride, Swim, and Tumble checks.
The creature also gains damage reduction 1/adamantine.
Elementals with the earth subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution.
Elementals with the air subtype take 2d6 points of damage (this effect overcomes the damage reduction of such creatures).

FIRE

This bright orange-yellow liquid bursts from the flask like an explosion.
A creature or object exposed to pure elemental fire takes 1d6 points of damage and catches fire unless it succeeds on a DC 15 Reflex save.
A creature or object that catches fire takes 1d6 points of fire damage per round for 5 rounds.
The flames may be extinguished only by exposure to pure elemental water.
Elementals with the fire subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution.
Elementals with the water subtype take double the initial fire damage dealt by this substance, but do not catch on fire unless they are wearing flammable items.

WATER

This liquid appears to be a deep blue, almost indigo water.
Living creatures exposed to pure elemental water must make a DC 10 Constitution check or begin drowning.

Each round thereafter until 1 minute has elapsed, the DC increases by 1.
Elementals with the water subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution.
Elementals with the fire subtype take 2d6 points of damage.

RED TIDEWATER

Harvested from areas of red tide on the Elemental Plane of Water, this water is full of an algae that can cause temporary blindness if it gets into a living creature's eyes.
A flask of red tidewater can be thrown as a splash weapon (see the Throw Splash Weapon sidebar).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A direct hit forces the target to make a DC 15 Reflex save or be blinded for 2d4 rounds.
All those within 5 feet of the point of impact must make a DC 10 Reflex save or be blinded for 1 round.
Anyone who fails the save has been exposed to blinding sickness (see Disease, page 292 of the *Dungeon Master's Guide*).

TOUCHSTONE BLADE

A touchstone blade is a nonmagical masterwork sword or other weapon forged from metal found at the site of a planar touchstone—thus qualifying it as the portable object required by the Planar Touchstone feat.
The cost of a touchstone blade is equal to the cost of the weapon plus 500 gp (300 gp for the masterwork weapon, plus another 200 gp for the connection to the planar touchstone).
Such items are understandably rare and sold even more rarely, given the magical benefit they can provide.

TRUE DIVINE FOCUS

Druids use sprigs of holly and mistletoe as the default divine focus for their spells, and these come directly from the home plane of the druid's deity.
Imbued with the raw power of nature, these divine cuttings increase the druid's effective caster level by 1 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks.
The cuttings last for one week.

TRUE HOLY SYMBOL

Appearing in all other ways to be merely a holy symbol, this item in fact comes from the home plane of the deity the symbol represents—and carries with it a modicum of the deity's power.
Attempts to turn undead using the true holy symbol provide a +2 sacred bonus on the character's turning check (1d20 + the character's Cha modifier).

TRUE UNHOLY SYMBOL

The evil counterpart to the true holy symbol, this otherwise unremarkable ornament confers a +2 profane bonus on the wielder's attempts to rebuke, command, or bolster undead, or to dispel a good cleric's turning effect.

WATERPROOF INK

Because ordinary ink smears and runs when it comes in contact with water, this "ink"—actually a mixture of grease, wax, and pigments—is quite useful for making maps and other writings in water-dominant planes.

WATERPROOF SPELLBOOK

Utilizing waterproof ink and pages sealed in paraffin, this spellbook can survive being immersed in water—an extremely useful item for a wizard journeying to a water-dominant plane.

WEIGHT SUIT

A weight suit is a collection of straps and pouches containing lead pellets.
When the complete suit is worn, it distributes extra weight across the wearer's body, counteracting the skill check and attack roll penalties of light-gravity environments (because the weight is distributed, rather than concentrated in one place, such as with a backpack).
In environments with normal gravity, the suit is little more than a curiosity, except to certain physical fitness fanatics.

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TABLE 7–2: COINS

	Exchange Value			
	CP	SP	GP	PP
Copper piece (cp)	1	1/10	1/100	1/1,000
Silver piece (sp)	10	1	1/10	1/100
Gold piece (gp)	100	10	1	1/10
Platinum piece (pp)	1,000	100	10	1

TABLE 7–3: TRADE GOODS

Commodity	Cost	Commodity	Cost
Chicken, 1	2 cp	Ox, 1	15 gp
Cinnamon, 1 lb.	1 gp	Pig, 1	3 gp
Copper, 1 lb.	5 sp	Saffron or cloves, 1 lb.	15 gp
Cow, 1	10 gp	Salt, 1 lb.	5 gp
Dog, 1	25 gp	Sheep, 1	2 gp
Flour, 1 lb.	2 cp	Silk, 1 lb. (2 sq. yards)	20 gp
Ginger or pepper, 1 lb.	2 gp	Silver, 1 lb.	5 gp
Goat, 1	1 gp	Tea leaves, 1 lb.	2 sp
Gold, 1 lb.	50 gp	Tobacco, 1 lb.	5 sp
Iron, 1 lb.	1 sp	Wheat, 1 lb.	1 cp
Linen, 1 lb. (sq. yard)	4 gp		

Table 7–7: Goods and Services

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.†
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.†
Bell	1 gp	*
Blanket, winter	5 sp	3 lb.†
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	*
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	*
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	*
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	*
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	*
Flint and steel	1 gp	*
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	*
Inkpen	1 sp	*
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock‡		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles‡	15 gp	2 lb.
Manacles, masterwork‡	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/tankard, clay	2 cp	1 lb.
Oil (1-pint flask)‡	1 sp	1 lb.
Paper (sheet)	4 sp	*
Parchment (sheet)	2 sp	*
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt	1 gp	1 lb.†
Ram, portable‡	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.†
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.†
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	*
Signal whistle	8 sp	**
Signet ring‡	5 gp	*
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.†
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	*
Waterskin	1 gp	4 lb.†
Whetstone	2 cp	1 lb.

Class Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab‡	500 gp	40 lb.
Artisan's tools‡	5 gp	5 lb.
Artisan's tools, masterwork‡	55 gp	5 lb.
Climber's kit‡	80 gp	5 lb.†
Disguise kit‡	50 gp	8 lb.†
Healer's kit‡	50 gp	1 lb.
Holly and mistletoe	—	*
Holy symbol, wooden	1 gp	**
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass‡	100 gp	*
Musical instrument, common‡	5 gp	3 lb.†
Musical instrument, masterwork‡	100 gp	3 lb.†
Scale, merchant's‡	2 gp	1 lb.
Spell component pouch	5 gp	3 lb.†
Spellbook, wizard's (blank)	15 gp	3 lb.†
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock‡	1,000 gp	200 lb.

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.†
Cleric's vestments	5 gp	6 lb.†
Cold weather outfit	8 gp	7 lb.†
Courtier's outfit	30 gp	6 lb.†
Entertainer's outfit	3 gp	4 lb.†
Explorer's outfit	10 gp	8 lb.†
Monk's outfit	5 gp	2 lb.†
Noble's outfit	75 gp	10 lb.†
Peasant's outfit	1 sp	2 lb.†
Royal outfit	200 gp	15 lb.†
Scholar's outfit	5 gp	6 lb.†
Traveler's outfit	1 gp	5 lb.†

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)‡		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)‡		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.†
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1 1/2 lb.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium-size creature	x 2	x 1
Large creature	x 4	x 2
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lb.
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

*No weight worth noting.
**Ten of these items together weigh 1 pound.
†These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
‡See description.

Table 7–8: Containers and Carriers

Hauling Vehicles

Item	Cost	Weight‡	Holds or Carries
Cart	15 gp	200 lb.	1/2 ton
Sled	20 gp	300 lb.	1 ton
Wagon	35 gp	400 lb.	2 tons

Dry Goods

Item	Cost	Weight‡	Holds or Carries
Backpack	2 gp	2 lb.†	1 cu. ft.
Barrel	2 gp	30 lb.	10 cu. ft.
Basket	4 sp	1 lb.	2 cu ft.
Bucket	5 sp	2 lb.	1 cu. ft.
Chest	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1 gp	1/2 lb.†	1/5 cu. ft.
Sack	1 sp	1/2 lb.†	1 cu. ft.
Saddlebags	4 gp	8 lb.	5 cu. ft.
Spell component pouch	5 gp	1/4 lb.†	1/8 cu. ft.

Liquids

Item	Cost	Weight‡	Holds or Carries
Bottle, wine, glass	2 gp	*	1 1/2 pint
Flask	3 cp	*	1 pint
Jug, clay	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2 cp	*	1 pint
Pitcher, clay	2 cp	1 lb.	1/2 gallon
Pot, iron	5 sp	2 lb.	1 gallon
Vial, ink or potion	1 gp	*	1 ounce
Waterskin	1 gp	*	1/2 gallon

*No weight worth noting.
†These items weigh one-quarter this amount and carry one-quarter the normal amount when made for Small characters.
‡Empty weight.

Table 7–9: Special and Superior Items

Weapon or Armor	Cost
Weapon, masterwork	+300 gp**
Arrow, bolt, or bullet, silvered	1 gp
Arrow, bolt, or bullet, masterwork	7 gp
Mighty composite shortbow	
(+1 Str bonus)	150 gp
(+2 Str bonus)	225 gp
Mighty composite longbow	
(+1 Str bonus)	200 gp
(+2 Str bonus)	300 gp
(+3 Str bonus)	400 gp
(+4 Str bonus)	500 gp
Dagger, silvered	10 gp
Armor or shield, masterwork	+150 gp**

Special Substances and Items	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	*
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tinderwig	1 gp	*
Miscellaneous	Cost	
Tool, masterwork	+50 gp**	

Spells	Cost†
0-level	Caster level x 5 gp
1st-level	Caster level x 10 gp
2nd-level	Caster level x 20 gp
3rd-level	Caster level x 30 gp
4th-level	Caster level x 40 gp
5th-level	Caster level x 50 gp
6th-level	Caster level x 60 gp
7th-level	Caster level x 70 gp
8th-level	Caster level x 80 gp
9th-level	Caster level x 90 gp

*No weight worth noting.
**Plus the cost of the normal item. For example, a masterwork bastard sword costs 335 gp. Double weapons cost double (+600 gp).
†See description for additional costs. If the additional costs put the item's total cost above 3,000 gp, that item is not generally available.

Table 7–10: Grenadelike Weapons

Weapon*	Damage — Direct Hit	Damage — Splash	Range Increment
Acid (flask)	1d6	1 pt**	10 ft.
Alchemist's fire (flask)	1d6	1 pt**	10 ft.
Holy water (flask)	2d4	1 pt**	10 ft.
Tanglefoot bag	Entangles	—	10 ft.
Thunderstone	Sonic attack	—	20 ft.

*Grenadelike weapons require no proficiency to use. See text for full details on using these weapons.
**Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

Acid

You can throw a flask of acid as a grenadelike weapon (see Table 7–10: Grenadelike Weapons, page 114, and Grenadelike Weapon Attacks, page 138).

Alchemist's Fire

Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air.
You can throw a flask of alchemist's fire as a grenadelike weapon (see Table 7–10: Grenadelike Weapons, page 114, and Grenadelike Weapon Attacks, page 138).
On the round following a direct hit, the target takes an additional 1d6 points of damage.
The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames.
Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

ALCHEMIST'S LAB

This includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances.
This is the perfect tool for the job and so adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill (see the Alchemy skill, page 63).
Without this lab, a character with the Alchemy skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

ANTITOXIN

If you drink antitoxin, you get a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

ARMOR OR SHIELD, MASTERWORK

These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

ARROW, BOLT, OR BULLET, MASTERWORK

A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound you get a +1 bonus on attack rolls when you use it.
This bonus stacks with any bonus you might get by using a masterwork bow, crossbow, or sling.
The projectile is damaged (effectively destroyed) when it is used.

ARROW, BOLT, OR BULLET, SILVERED

A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons, such as werewolves, can be hurt by silvered weapons.

ARTISAN'S OUTFIT

A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat.
This outfit may include a belt or a leather or cloth apron for carrying tools.

ARTISAN'S TOOLS

This is the set of special tools needed for any craft.
Without these tools, you have to use improvised tools (–2 penalty on your Craft check) if you can do the job at all.

ARTISAN'S TOOLS, MASTERWORK

As artisan's tools, but these are the perfect tools for the job, so you get a +2 circumstance bonus on your Craft check.

BACKPACK

A leather pack carried on the back, typically with straps to secure it.

BARDING, MEDIUM–SIZE CREATURE AND LARGE CREATURE

Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse.
Heavier types provide better protection at the expense of lower speed.
Barding comes in most of the types found on Table 7–5: Armor.
As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium-size creature's) armor costs and also weighs twice as much as the armor found on Table 7–5: Armor (see Armor for Unusual Creatures, page 105).
(If the barding is for a pony, or other Medium-size mount, the cost is only double, and the weight is the same).
Medium or heavy barding slows mounts:

	Speed		
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.

*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.
Barded animals require special attention.
You must take care to prevent chafing and sores caused by the armor.
The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle.
Removing and fitting barding takes five times as long as the figures given on Table 7–6: Donning Armor.
Barded animals cannot be used to carry any load other than the rider and normal saddlebags.
Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

BEDROLL

Adventurers never know where they're going to sleep, and bedrolls help them get better sleep in haylofts or on the cold ground.
A bedroll is bedding and a blanket thin enough to be rolled up and tied.
In an emergency, it can double as a stretcher.

BLANKET, WINTER

A thick, quilted, wool blanket.

CALTROPS

Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms.
They are essentially iron spikes designed so that one point is always facing up.

You scatter them on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them.
One bag of caltrops (the 2-pound unit listed on Table 7–7: Goods and Services) covers an area 5 feet square.
Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one.
The caltrops make an attack roll (base attack bonus +0) against the creature.
For this attack, the creature's shield, armor, and deflection bonus do not count.
(Deflection averts blows as they approach you, but it does not prevent you from touching something dangerous).
If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC.
If the caltrops succeed at the attack, the creature has stepped on one.
The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded.
This movement penalty lasts for one day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing.
A charging or running creature must immediately stop if it steps on a caltrop.
Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.
The DM judges the effectiveness of caltrops against unusual opponents.
A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing fire-giant-size boots is immune to normal-size caltrops.
(They just get stuck in the soles of his boots).

CANDLE

A candle clearly illuminates a 5-foot radius and burns for 1 hour.

CART

A two-wheeled vehicle drawn by a single horse (or other beast of burden).
It comes with a harness.

CASE, MAP OR SCROLL

A capped leather or tin tube for holding rolled pieces of parchment or paper.

CHAIN

Chain has a hardness of 10 and 5 hit points.
It can be burst with a Strength check (DC 26).

CLERIC'S VESTMENTS

Ecclesiastical clothes for performing priestly functions, not for adventuring.

CLIMBER'S KIT

Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing.
This is the perfect tool for climbing and gives you a +2 circumstance bonus to Climb checks.

COLD WEATHER OUTFIT

A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots.
When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather (see the DUNGEON MASTER's *Guide* for information on cold dangers).

COURTIER'S OUTFIT

Fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles.
Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it.
Without jewelry (costing perhaps an additional 50 gp), you look like an out-of-place commoner.

CROWBAR

An iron bar for levering things open.

DAGGER, SILVERED

A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons, such as werewolves, can be hurt by silvered weapons.

DISGUISE KIT

A bag containing cosmetics, hair dye, and small physical props.
This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks.
It's exhausted after ten uses.

ENTERTAINER'S OUTFIT

A set of flashy, perhaps even gaudy, clothes for entertaining.
While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

EXPLORER'S OUTFIT

This is a full set of clothes for someone who never knows what to expect.
It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak.
Rather than a leather skirt, a leather overtunic may be worn instead over a cloth skirt.
The clothes have plenty of pockets (especially the cloak).
The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

FEED

Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself.
If you have a riding dog, you have to feed it at least some meat, which may cost more or less than the given amount.

FLASK

A ceramic, glass, or metal container fitted with a tight stopper.
It holds 1 pint of liquid.

FLINT AND STEEL

Striking the steel and flint together creates sparks.
By knocking sparks into tinder, you can create a small flame.
Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

GRAPPLING HOOK

Tied to the end of a rope, the hook can secure the rope to battlements, windows, tree limbs, and so forth.

HAMMER

A one-handed hammer with an iron head that is useful for pounding pitons into a wall.

HEALER'S KIT

This kit is full of herbs, salves, bandages and other useful materials.
It is the perfect tool for anyone attempting a Heal check.
It adds a +2 circumstance bonus to the check.
It's exhausted after ten uses.

HOLLY AND MISTLETOE

Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells.
Holly and mistletoe plants are easily found in wooded areas by druids, and sprigs from them are harvested essentially for free.

HOLY SYMBOL, SILVER OR WOODEN

A holy symbol focuses positive energy.
Clerics use them as the focuses for their spells and as tools for turning undead.
Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.
A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

HOLY WATER

Holy water damages undead and evil outsiders almost as if it were acid.
Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature.
Also, holy water is considered blessed, which means it has special effects on certain creatures.
A flask of holy water can be thrown as a grenadelike weapon (see Table 7–10: Grenadelike Weapons, page 114, and Grenadelike Weapon Attacks, page 138).
A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it.
Thus, you can only douse an incorporeal creature with holy water if you are adjacent to it.
Doing so is a ranged touch attack that does not provoke attacks of opportunity.
Temples to good deities sell holy water at cost (making no profit) because they are happy to supply people with what they need to battle evil.

INK

This is black ink.
You can buy ink in other colors, but it costs twice as much.

INKPEN

A wooden stick with a special tip on the end.
The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.

JUG, CLAY

A basic ceramic jug fitted with a stopper.
It holds 1 gallon of liquid.

LADDER, 10–FOOT

A straight, simple wooden ladder.

LAMP, COMMON

A lamp clearly illuminates things in a 15-foot radius and burns for 6 hours on a pint of oil.
It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring.
You can carry a lamp in one hand.

LANTERN, BULLSEYE

A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction.
It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil.
You can carry a lantern in one hand.

LANTERN, HOODED

A hooded lantern is a standard lantern with shuttered or hinged sides.
You can carry a lantern in one hand.
It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil.

LOCK

A lock is worked with a large, bulky key.
The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

MAGNIFYING GLASS

This simple lens allows a closer look at small objects.
It is useful as a substitute for flint, steel, and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light, and at least a full-round action to light a fire with a magnifying glass).
It grants you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

MANACLES AND MANACLES, MASTERWORK

These manacles can bind a Medium-size creature.
The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles).
To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles).
Manacles have a hardness of 10 and 10 hit points.
Most manacles have locks; add the cost of the lock you want to the cost of the manacles.
For the same price, one can buy manacles for Small creatures.
For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this amount.
Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by specially made manacles.

MIGHTY COMPOSITE LONGBOW OR SHORTBOW

A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength.
The mighty bow allows you to add your Strength bonus to damage up to the maximum bonus listed.
For example, Tordek has a +2 Strength bonus.
With a regular composite shortbow, he gets no modifier to damage.
For 150 gp, he can buy a mighty composite shortbow (+1), which lets him add +1 to the damage.
For 225 gp, he can buy one that lets him add his entire +2 bonus.
Even if he paid 400 gp for a mighty composite longbow (+3), he would still only get +2 to damage.
The bow can't grant him a higher bonus than he already has.

MIRROR, SMALL STEEL

A polished steel mirror is handy when you want to look around corners, signal friends with reflected sunlight, keep an eye on a medusa, make sure that you look good enough to present yourself to the queen, or examine wounds that you've received on hard-to-see parts of your body.

MONK'S OUTFIT

This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes.
Though it looks casual, the outfit is designed to give you maximum mobility, and it's made of high-quality fabric.
You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.
Depending on your style, the outfit may be decorated with designs that indicate your lineage or philosophical outlook.

MUSICAL INSTRUMENT, COMMON OR MASTERWORK

Popular instruments include fifes, recorders, lutes, mandolins, and shalms.
A masterwork instrument is of superior make.
It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

NOBLE'S OUTFIT

This set of clothes is designed specifically to be expensive and to show it.
Precious metals and gems are worked into the clothing.
To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear above) and jewelry (worth at least 100 gp, or at least appearing to be worth that much).
And it would be advisable to not show up to a ball in the same noble's outfit twice.

OIL

A pint of oil burns for 6 hours in a lantern.
You can use a flask of oil as a grenadelike weapon (see Table 7–10: Grenadelike Weapons, page 114, and Grenadelike Weapon Attacks, page 138).
Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse.
Once it is thrown, there is only a 50% chance that the flask ignites successfully.
You can pour a pint of oil on the ground to cover an area 5 feet square (provided the surface is smooth).
If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

PAPER

A white sheet of paper made from cloth fibers.

PARCHMENT

Goat hide or sheepskin prepared for writing on.

PEASANT'S OUTFIT

A loose shirt and baggy breeches, or a loose shirt and skirt or overdress.
Cloth wrappings are used for shoes.

PITON

When a wall doesn't offer you handholds and footholds, you can make your own.
A piton is a steel spike with an eye through which you can loop a rope.
(See the Climb skill, page 64).

POLE, 10-FOOT

When you suspect a trap, you'd rather put the end of your 10-foot pole through a hole in a wall than your hand.

POUCH, BELT

This leather pouch straps to your belt.
It's good for holding things that you may need in a hurry, such as potions.

RAM, PORTABLE

This iron-shod wooden beam is the perfect tool for battering down doors.
Not only does it give you a +2 circumstance bonus on your Strength check to break open a door, but it allows a second person to help you without having to roll, adding another +2 to your check (see Breaking Open Doors, page 62).

RATIONS, TRAIL

Trail rations are compact, dry, high-energy foods suitable for travel, such as jerky, dried fruit, hardtack, and nuts.

RATIONS, TRAIL

See Adventuring Gear, above.

ROPE, HEMP

This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

ROPE, SILK

This rope has 4 hit points and can be burst with a successful Strength check (DC 24).
It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

ROYAL OUTFIT

This is just the clothes, not the royal scepter, crown, ring, and other accoutrements.
Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

SACK

A drawstring sack made of burlap or a similar material.

SADDLE, EXOTIC

An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a pegasus.
Exotic saddles come in military, pack, and riding styles.

SADDLE, MILITARY

A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle.
If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

SADDLE, PACK

A pack saddle holds gear and supplies, not a rider.
A pack saddle holds as much gear as the mount can carry.
(The Monster Manual has notes on how much mounts can carry).

SADDLE, RIDING

The standard riding saddle supports a rider.

SCALE, MERCHANT'S

This scale includes a small balance and pans and a suitable assortment of weights.
A scale grants you a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

SCHOLAR'S OUTFIT

A robe, a belt, a cap, soft shoes, and possibly a cloak.

SIGNET RING

Your signet ring has a unique design carved into it.
When you press this ring into warm sealing wax, you leave an identifying mark.

SLED

This is a wagon on runners for moving through snow and over ice.
In general, two horses (or other beasts of burden) draw it.
It comes with the harness needed to pull it.

SLEDGE

A two-handed, iron-headed hammer that is good for smashing open treasure chests.

SMOKESTICK

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited.
The smoke fills a 10-foot cube.
The stick is consumed after 1 round, and the smoke dissipates naturally.

SPELL COMPONENT POUCH

A small, watertight leather belt pouch with many small compartments.
A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, divine focuses, or focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).

SPELLBOOK, WIZARD'S (BLANK)

A large, leatherbound book that serves as a wizard's reference.
A spellbook has 100 pages of parchment, and each spell takes up two pages per level (one page for 0-level spells).
See Arcane Spells, page 154.

SPYGLASS

Objects viewed through a spyglass are magnified to twice their size.

SUNROD

This 1-foot-long, gold-tipped, iron rod glows brightly when struck.
It clearly illuminates a 30-foot radius and glows for 6 hours, after which the gold tip is burned out and worthless.

TANGLEFOOT BAG

You can throw this round leather bag full of alchemical goo as a grenadelike weapon (see Table 7–10: Grenadelike Weapons, on this page, and Grenadelike Weapon Attacks, page 138).
When you throw the bag against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air.
An entangled creature suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity.
The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move.
Even with a successful save, it can only move at half speed.
A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon.
A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he happened to scrape off.
Once free, a character can move at half speed.
A character capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell.
The goo becomes brittle and fragile after 10 minutes.

TENT

This simple tent sleeps two.

THIEVES' TOOLS

These are the tools you need to use the Disable Device and Open Lock skills.
The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer.
Without these tools, you have to improvise tools, and you suffer a –2 circumstance penalty on your Disable Device and Open Locks checks.

THIEVES' TOOLS, MASTERWORK

This kit contains extra tools and tools of better make, granting you a +2 circumstance bonus on Disable Device and Open Lock checks.

THUNDERSTONE

You can throw this stone as a grenadelike weapon (see Table 7–10: Grenadelike Weapons, on this page, and Grenadelike Weapon Attacks, page 138).
When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack).
Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened.
Deaf creatures, in addition to the obvious effects, suffer a –4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

TINDERTWIG

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface.
Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder.
Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one takes at least a standard action.

TOOL, MASTERWORK

This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any).
Some examples of this sort of item are on Table 7–7: Goods and Services, such as masterwork artisan's tools, masterwork thieves' tools, disguise kit, climber's kit, healer's kit, and masterwork musical instrument.
This entry covers just about anything else.
Bonuses provided by multiple masterwork items used toward the same skill check do not stack, so masterwork pitons and a masterwork climber's kit do not provide a +4 bonus if used together on a Climb check.

TORCH

A wooden rod capped with twisted flax soaked in tallow or a similar item.
A torch clearly illuminates a 20-foot radius and burns for 1 hour.

TRAVELER'S OUTFIT

Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

UNHOLY SYMBOLS

An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).
A skull is the default unholy symbol for clerics not associated with any particular religion.

VIAL

A ceramic, glass, or metal vial fitted with a tight stopper.
The stoppered container usually is no more than 1 inch wide and 3 inches high.
It holds 1 ounce of liquid.

WAGON

This is a four-wheeled, open vehicle for transporting heavy loads.
In general, two horses (or other beasts of burden) draw it.
It comes with the harness needed to pull it.

WATER CLOCK

This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set.
It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.
It is primarily an amusement for the wealthy and a tool for the student of arcane lore.
Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 P.
M.
if nobody else does.

WATERSKIN

A leather pouch with a narrow neck that is used for holding water.

WEAPON, MASTERWORK

These well-made weapons add a +1 bonus to attack rolls.
Prices for these items are given on Table 7–9: Special and Superior Items.
A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

PLAYER'S HANDBOOK I 3.5 (3.5)

Table 7–2: Coins

		Exchange Value			
		CP	SP	GP	PP
Copper piece (cp)	=	1	1/10	1/100	1/1,000
Silver piece (sp)	=	10	1	1/10	1/100
Gold piece (gp)	=	100	10	1	1/10
Platinum piece (pp)	=	1,000	100	10	1

Table 7–3: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Table 7–8: Goods and Services

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.[1]
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.[1]
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.[1]
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb.[1]
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.[1]
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.[1]
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.[1]
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb.[1]
Whetstone	2 cp	1 lb.

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.[1]
Disguise kit	50 gp	8 lb.[1]
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb.[1]
Musical instrument, masterwork	100 gp	3 lb.[1]
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.

Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.[1]
Cleric's vestments	5 gp	6 lb.[1]
Cold weather outfit	8 gp	7 lb.[1]
Courtier's outfit	30 gp	6 lb.[1]
Entertainer's outfit	3 gp	4 lb.[1]
Explorer's outfit	10 gp	8 lb.[1]
Monk's outfit	5 gp	2 lb.[1]
Noble's outfit	75 gp	10 lb.[1]
Peasant's outfit	1 sp	2 lb.[1]
Royal outfit	200 gp	15 lb.[1]
Scholar's outfit	5 gp	6 lb.[1]
Traveler's outfit	1 gp	5 lb.[1]

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	×2	×1
Large creature	×4	×2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Transport

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Spellcasting and Services

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Caster level × 5 gp[2]
Spell, 1st-level	Caster level × 10 gp[2]
Spell, 2nd-level	Caster level × 20 gp[2]
Spell, 3rd-level	Caster level × 30 gp[2]
Spell, 4th-level	Caster level × 40 gp[2]
Spell, 5th-level	Caster level × 50 gp[2]
Spell, 6th-level	Caster level × 60 gp[2]
Spell, 7th-level	Caster level × 70 gp[2]
Spell, 8th-level	Caster level × 80 gp[2]
Spell, 9th-level	Caster level × 90 gp[2]

— No weight, or no weight worth noting.

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

2 See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available, except by the DM's permission.

Acid

You can throw a flask of acid as a splash weapon (see Throw Splash Weapon, page 158).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A direct hit deals 1d6 points of acid damage.
Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire

Alchemist's fire is sticky, adhesive substance that ignites when exposed to air.
You can throw a flask of alchemist's fire as a splash weapon (see Throw Splash Weapon, page 158).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A direct hit deals 1d6 points of fire damage.
Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.
On the round following a direct hit, the target takes an additional 1d6 points of damage.
If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage.
Extinguishing the flames requires a DC 15 Reflex save.
Rolling on the ground provides the target a +2 bonus on the save.
Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Alchemist's Lab

This set of equipment includes beakers, bottles, mixing and measuring containers, and a miscellany of chemicals and substances.
An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks.
It has no bearing on the costs related to the Craft (alchemy) skill (page 70).
Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Antitoxin

If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Artisan's Outfit

This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat.
It may also include a belt or a leather or cloth apron for carrying tools.

ARTISAN'S TOOLS

These special tools include the items needed to pursue any craft.
Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

ARTISAN'S TOOLS, MASTERWORK

These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

BACKPACK

A backpack is a leather pack carried on the back, typically with straps to secure it.

BARDING, MEDIUM CREATURE AND LARGE CREATURE

Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount.
Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed.
Barding can be made of any of the armor types found on Table 7–6: Armor and Shields.
Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table 7–6 (see Armor for Unusual Creatures, page 123).
If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid.
Medium or heavy barding slows a mount that wears it, as shown on the table below.

	Base Speed		
Barding	**(40 ft.)**	**(50 ft.)**	**(60 ft.)**
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.[1]	35 ft.[1]	40 ft.[1]

1 A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.
Barded animals require special attention.
You must take care to prevent chafing and sores caused by the armor.
The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle.
Removing and fitting barding takes five times as long as the figures given on Table 7–7: Donning Armor.
A barded animal cannot be used to carry any load other than the rider and normal saddlebags.
Because of this limitation, a mounted warrior often leads a second mount loaded with gear and supplies.

BEDROLL

You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground.
A bedroll consists of bedding and a blanket thin enough to be rolled up and tied.
In an emergency, it can double as a stretcher.

BLANKET, WINTER

A thick, quilted, wool blanket made to keep you warm in cold weather.

CALTROPS

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest.
You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them.
One 2-pound bag of caltrops covers an area 5 feet square.
Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one.
The caltrops make an attack roll (base attack bonus +0) against the creature.
For this attack, the creature's shield, armor, and deflection bonuses do not count.
(Deflection averts blows as they approach, but it does not prevent a creature from touching something dangerous).
If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC.
If the caltrops succeed on the attack, the creature has stepped on one.
The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded.
This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing.
A charging or running creature must immediately stop if it steps on a caltrop.
Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.
The DM judges the effectiveness of caltrops against unusual opponents.
A Small monstrous centipede, for example, can slither through an area containing caltrops with no chance of hurting itself, and a fire giant wearing fire giant-sized boots is immune to normal-size caltrops.
(They just get stuck in the soles of his boots).

CANDLE

A candle dimly illuminates a 5-foot radius and burns for 1 hour.
See page 164 for more rules on illumination.

CARRIAGE

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers.
In general, two horses (or other beasts of burden) draw it.
A carriage comes with the harness needed to pull it.

Cart

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden).
It comes with a harness.

Case, Map or Scroll

This capped leather or tin rube holds rolled pieces of parchment or paper.

Chain

Chain has hardness 10 and 5 hit points.
It can be burst with a DC 26 Strength check.

Cleric's Vestments

These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Climber's Kit

A climber's kit includes special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing.
This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Cold Weather Outfit

A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots.
This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather (see the *Dungeon Master's Guide* for information on cold dangers).

Courtier's Outfit

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles.
Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based skill checks to influence such individuals).
If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Crowbar

This iron bar is made for levering closed items open.
A crowbar is the perfect tool for prying open doors or chests, shattering chains, and the like, and it grants a +2 circumstance bonus on Strength checks made for such purposes.
If used in combat, treat a crowbar as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a club of its size.

Disguise Kit

This bag contains cosmetics, hair dye, and small physical props.
The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks.
A disguise kit is exhausted after ten uses.

Entertainer's Outfit

This set of flashy, perhaps even gaudy, clothes is for entertaining.
While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Everburning Torch

This otherwise normal torch has a *continual flame* spell cast upon it.
An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.
See page 164 for more rules on illumination.

Explorer's Outfit

This is a full set of clothes for someone who never knows what to expect.
It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak.
Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt.
The clothes have plenty of pockets (especially the cloak).
The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Feed

Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them(such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself.
If you have a riding dog, you have to feed it at least some meat, which may cost more or less than the given amount.

Flask

This ceramic, glass, or metal container is fitted with a tight stopper and holds 1 pint of liquid.

Flint and Steel

Striking steel and flint together creates sparks.
By knocking sparks into tinder, you can create a small flame.
Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Galley

This three-masted ship has seventy oars on either side and requires a total crew of 200.
A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers.
For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships.

This ship cannot make sea voyages and sticks to the coast.
It moves about 4 miles per hour when being rowed or under sail.

GRAPPLING HOOK

When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion.
Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

HAMMER

This one-handed hammer with an iron head is useful for pounding pitons into a wall.
If a hammer is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

HEALER'S KIT

This kit is full of herbs, salves, bandages and other useful materials.
It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks.
A healer's kit is exhausted after ten uses.

HOLLY AND MISTLETOE

Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells.
Druids can easily find these plants in wooded areas and then harvest sprigs from them essentially for free.

HOLY SYMBOL, SILVER OR WOODEN

A holy symbol focuses positive energy.
A cleric or paladin uses it as the focus for his spells and as a tool for turning undead.
Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.
A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

HOLY WATER

Holy water damages undead creatures and evil outsiders almost as if it were acid.
A flask of holy water can be thrown as a splash weapon (see Throw Splash Weapon, page 158).
Treat this attack as a ranged touch attack with a range increment of 10 feet.
A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target.
Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it.
Doing so is a ranged touch attack that does not provoke attacks of opportunity.
A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider.
Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.
Temples to good deities sell holy water at cost (making no profit) because the clerics are happy to supply people with what they need to battle evil.

INK

This is black ink.
You can buy ink in other colors, but it costs twice as much.

INKPEN

An inkpen is a wooden stick with a special tip on the end.
The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.

JUG, CLAY

This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

KEELBOAT

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail.
It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers.
It can make sea voyages, as well as sail down rivers (thanks to its flat bottom).
It moves about 1 mile per hour.

LADDER, 10-FOOT

This item is a straight, simple wooden ladder.

LAMP, COMMON

A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil.
It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, a fact that makes it too dangerous for most adventuring.
You can carry a lamp in one hand.
See page 164 for more rules on illumination.

LANTERN, BULLSEYE

A bullseye lantern has only a single shutter.
Its other sides are highly polished inside to reflect the light in a single direction.
A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone.
It burns for 6 hours on a pint of oil.
You can carry a bullseye lantern in one hand.
See page 164 for more rules on illumination.

LANTERN, HOODED

A hooded lantern has shuttered or hinged sides.

It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius.
It burns for 6 hours on a pint of oil.
You can carry a hooded lantern in one hand.
See page 164 for more rules on illumination.

Lock

A lock is worded with a large, bulky key.
The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Longship

This 75-foot-long ship with forty oars requires a total crew of 50.
It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers.
A longship can make sea voyages.
It moves about 3 miles per hour when being rowed or under sail.

Magnifying Glass

This simple lens allows a closer look at small objects.
It is also useful as a substitute for flint and steel when starting fires.
Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action.
A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

Manacles and Manacles, Masterwork

The manacles detailed on Table 7–8: Goods and Services can bind a Medium creature.
A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles).
Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles).
Manacles have hardness 10 and 10 hit points.
Most manacles have locks; add the cost of the lock you want to the cost of the manacles.
For the same cost, you can buy manacles for a Small creature.
For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount.
Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Mirror, Small Steel

A polished steel mirror is handy when you want to look around corners, signal friends with reflected sunlight, keep an eye on a medusa, make sure that you look good enough to present yourself to the queen, or examine wounds that you've received on hard-to-see parts of your body.

Monk's Outfit

This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes.
The outfit is designed to give you maximum mobility, and it's made of high-quality fabric.
You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Musical Instrument, Common or Masterwork

Popular instruments include the fife, recorder, lute, mandolin, and shawm.
A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Noble's Outfit

This set of clothes is designed specifically to be expensive and to show it.
Precious metals and gems are worked into the clothing.
To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Oil

A pint of oil burns for 6 hours in a lantern.
You can use a flask of oil as a splash weapon (see Throw Splash Weapon, page 158).
Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse.
Once it is thrown, there is a 50% chance of the flask igniting successfully.
You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth.
If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Paper

A sheet of standard paper is made from cloth fibers.

Parchment

A sheet of parchment is a piece of goat hide or sheepskin that has been prepared for writing on.

Peasant's Outfit

This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress.
Cloth wrappings are used for shoes.

Piton

When a wall doesn't offer handholds and footholds, you can make your own.
A piton is a steel spike with an eye through which you can loop a rope.
(See the Climb skill, page 69).

POLE, 10-FOOT

When you suspect a trap, you can put the end of your 10-foot pole through that hole in the wall instead of reaching in with your hand.

POUCH, BELT

This leather pouch straps to your belt.
It's good for holding small items.

RAM, PORTABLE

This iron-shod wooden beam is the perfect tool for battering down a door.
Not only does it gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2 (see Breaking Items, page 167).

RATIONS, TRAIL

Trail rations are compact, dry, high-energy foods suitable for travel, such as jerky, dried fruit, hardtack, and nuts.

ROPE, HEMPEN

This rope has 2 hit points and can be burst with a DC 23 Strength check.

ROPE, SILK

This rope has 4 hit points and can be burst with a DC 24 Strength check.
It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

ROWBOAT

This 8- to 12-foot-long boat holds two or three Medium passengers.
It moves about 1-1/2 miles per hour.

ROYAL OUTFIT

This is just the clothing, not the royal scepter, crown, ring, and other accoutrements.
Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

SACK

This item is made of burlap or a similar material and has a drawstring so it can be closed.

SADDLE, EXOTIC

An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount, such as a hippogriff.
Exotic saddles come in military, pack, and riding styles.

SADDLE, MILITARY

A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle.
If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

SADDLE, PACK

A pack saddle holds gear and supplies, but not a rider.
It holds as much gear as the mount can carry.
(The *Monster Manual* has notes on how much mounts can carry).

SADDLE, RIDING

The standard riding saddle supports a rider.

SAILING SHIP

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20.
It can carry 150 tons of cargo.
It has square sails on its two masts and can make sea voyages.
It moves about 2 miles per hour.

SCALE, MERCHANT'S

This scale includes a small balance and pans, plus a suitable assortment of weights.
A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

SCHOLAR'S OUTFIT

Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

SIGNET RING

Each signet ring has a distinctive design carved into it.
When you press this ring into warm sealing wax, you leave an identifying mark.

SLED

This is a wagon on runners for moving through snow and over ice.
In general, two horses (or other beasts of burden) draw it.
A sled comes with the harness needed to pull it.

SLEDGE

This two-handed, iron-headed hammer is good for smashing open treasure chests.

SMOKESTICK

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited.
The smoke fills a 10- foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round).
The stick is consumed after 1 round, and the smoke dissipates naturally.

SPELL COMPONENT POUCH

This small, watertight leather belt pouch has many compartments.
A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast *scrying*).

SPELLBOOK, WIZARD'S (BLANK)

This large, leatherbound book serves as a wizard's reference.
A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).
See Space in the Spellbook, page 179.

SPYGLASS

Objects viewed through a spyglass are magnified to twice their size.

STABLING

Includes a stable, feed, and grooming.

SUNROD

This 1-foot-long, gold-tipped, iron rod glows brightly when struck.
It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius.
It glows for 6 hours, after which the gold tip is burned out and worthless.
See pages 164 for more rules on illumination.

TANGLEFOOT BAG

This round leather bag is full of alchemical goo.
When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air.
An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move.
Even on a successful save, it can move only at half speed.
Huge or larger creatures are unaffected by a tanglefoot bag.
A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground.
A tanglefoot bag does not function underwater.
A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon.
A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off.
Once free, the creature can move (including flying) at half speed.
A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell.
The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness.
An application of *universal solvent* (see page 268 of the *Dungeon Master's Guide*) to a stuck creature dissolves the alchemical goo immediately.

TENT

This simple tent sleeps two.

THIEVES' TOOLS

This kit contains the tools you need to use the Disable Device and Open Lock skills.
The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer.
Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device and Open Locks checks.

THIEVES' TOOLS, MASTERWORK

This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

THUNDERSTONE

You can throw this stone as a ranged attack with a range increment of 20 feet.
When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack.
Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.
A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.
Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square.
Treat the target square as AC 5; if you miss, see Throw Splash Weapon, page 158, to determine where the thunderstone lands.

TINDERTWIG

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface.
Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder.
Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

TOOL, MASTERWORK

This well-made item is the perfect tool for the job.
It grants a +2 circumstance bonus on a related skill check (if any).
Some examples of this sort of item from Table 7–8 include masterwork artisan's tools, masterwork thieves' tools, disguise kit, climber's kit, healer's kit, and masterwork musical instrument.
This entry covers just about anything else.
Bonuses provided by multiple masterwork items used toward the same skill check do not stack, so masterwork pitons and a masterwork climber's kit do not provide a +4 bonus if used together on a Climb check.

TORCH

A typical torch is a wooden rod capped with a twisted flax soaked in tallow.
A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40- foot radius.
See page 164 for more rules on illumination.
If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

TRAVELER'S OUTFIT

This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

UNHOLY SYMBOLS

An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).
A skull is the default unholy symbol for clerics not associated with any particular religion.

VIAL

This ceramic, glass, or metal vial is fitted with a tight stopper and holds 1 ounce of liquid.
The stoppered container usually is no more than 1 inch wide and 3 inches high.

WAGON

This is a four-wheeled, open vehicle for transporting heavy loads.
In general, two horses (or other beasts of burden) draw it.
A wagon comes with the harness needed to pull it.

WARSHIP

This 100-foot-long ship has a single mast, although oars can also propel it.
It has a crew of 60 to 80 rowers.
This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people.
The warship cannot make sea voyages and sticks to the coast.
It is not used for cargo.
It moves about 2-1/2 miles per hour when being rowed or under sail.

WATER CLOCK

This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set.
It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.
It is primarily an amusement for the wealthy and a tool for the student of arcane lore.
Most people have no way to tell exact time, and there's little point in knowing that it is 2:30 p.
m.
if nobody else does.

WATERSKIN

A waterskin is a leather pouch with a narrow neck that is used for holding water.

POWER OF FAERÛN (3.5)

AMN COINS

A wide variety of earlier city-based mintings are being actively replaced (old ones collected and melted down) by a new currency that has also been officially adopted in Tethyr.
These "new glint" are all finely stamped and identical, though they retain the names of the earlier coins: fandar (copper), taran (silver), and danter (gold).
(In Tethyr they are referred to as donsar, paxar, and aenar, respectively, with both realms retaining their slang terms for all coins).
Foreface: a circle of six tiny four-pointed stars.
Obverse: an eight-spoked wagon wheel, side-on.

BLOODPURGE

Found in the depths of freshwater, marshes polluted by magical and nonmagical wastes, this herb can neutralize minor poisons.

It grants a +2 alchemical bonus on Heal checks to treat poison.
Cost: 15 gp/dose.

BLOODSTAUNCH

Found in dry gullies in semi-arid temperate zones, this herb thickens blood very quickly upon direct contact, and so can be applied to open wounds to slow or stop bleeding.
It grants a +2 alchemical bonus on Heal checks to administer first aid.
Cost: 10 gp/dose.

CORMYR COINS

Copper pieces are referred to as thumbs, silvers are falcons, gold are lions and platinum coins are tricrowns.
Modern Cormyrean coins bear the monarch's face and name on the foreface as well as a date, denomination, and mint mark on the obverse.
The mark is almost always that of the Royal Mint in Suzail (a full-on bearded, hatless wizard's face, colloquially known as "Old Vangey").
About ten percent of coins bear the mark of High Horn minting (two parallel crescent moons, horns to the right). There has only been one minting since the death of Azoun IV, and these Regency coins bear the Purple Dragon royal arms with five parallel horizontal bars across its body, rather than the face of the regent, Alusair, or the infant Azoun V.
Elder Forest Kingdom coins (those more than eighty years old) are identical to modern ones except that instead of dates they bear the words "first minting", "second minting", and so on.
These numbered mintings denote occasions during the reign of a particular monarch that coins were issued (there were eight mintings in the reign of Azoun IV, but most early kings had three mintings at most).

FLESHWORT

Made from the stalk of a gray, celerylike vegetable, fleshwort is found only on recent battlefields, where corpses are buried near the surface or left to rot above ground.
If sewn into an internal wound, fleshwort is slowly absorbed by any mammalian body as raw material to build new tissue.
It grants a +2 alchemical bonus on Heal checks to provide long-term care.
Cost: 5 gp/application.

SALT AND SPICES

The salt trade is very important, but it is not as expensive in Faerûn as it was historically in the real world.
This is due to other preservatives being readily available (so salt serves primarily as a seasoning), and because salt has never been scarce.
Salt can be had fairly cheaply from a nearby source almost everywhere in settled Faerûn, so shipping great amounts of it isn't vital.
Salt is gleaned from many salt marshes—such as the Flooded Forest between the Moonsea and the Dragonreach, the Adder Swamp in Chessenta, the Spider Swamp, and Rethild (The Great Swamp)—by ladling the water out on large, flat, sunbaked rocks or rocks over which expanses of black cloth have been spread.
It is also mined from natural rock-coating deposits around the shores of the Lake of Steam and Azulduth the Lake of Salt, and from vast salt plains in Anauroch and Raurin where there were once large seas.
Salt mines are also located in Chult, Calimshan, under certain islands in the Korinn Archipelago and north of Militant, in the mountains girdling Amn, in the Orsraun Mountains, and so on.
Given the various aquatic and subterranean races present in Faerûn, gleaning salt is seldom difficult.
Many gnome families make good livings mining small salt deposits and trundling the results to the nearest human town or village market, so salt caravans arc unheard of (though individual salt wagons are often found in mixed-goods caravans).
Much of the price of salt comes from transporting this heavy commodity.
Like salt, spices are produced from local plants (usually dried, ground up, and mixed together in secret proportions) in many locales.
In recent years, increasing distances habitually traveled by merchants have spread local spices widely.
and trade in various bulk dried, powdered spices is steadily increasing.

SEMBIA COINS

Steelpence (of iron, and square) are used in place of copper, silver coins (triangular, with blunted corners) are called ravens, and gold coins (five-sided) are nobles.
All Sembian coins have the raven-and-silver arms of Sembia on the foreface, and the denomination stamped above (for example, "ONE NOBLE") and the date (in DR) below—always curving, regardless of the shape of the coin—around a "proof stamp" (minting mark) on the obverse.
Sembian coins often have a bluish tinge, from the grease acquired during minting being burned off in a flame.
This grease is deliberately cooked into all steelpence to inhibit rust (it does a fair, not foolproof, job).

SILVERBARK SAP

The sap of the silverbark tree is clear and slightly sticky.
It acts as a minor antitoxin, granting anyone who consumes at least 1 ounce a +2 alchemical bonus on Fortitude saving throws against poison for 1 hour.
A typical silverbark tree can lie harvested of 2d4 doses of sap per year.
Cost: 10 gp/dose.

THE AUTHOKH AND THE BELBOLT

The authokh and the belbolt (usually known merely as the bolt) began as the coins of a-single city in Chessenta; just which one is now forgotten.
An authokh is a square coin stamped out of delmed silver, with a small central hole to allow it to be strung onto a pay-thong or wire loop.

On one face, it bears an engraved ring of twelve leaves encircling the hole, and on the other a ring of twelve radiating daggers.
Although originally worth 12 gp in Chessenta, authokhs today are universally valued at 5 gp.
"Delming" is the practice of preventing silver from tarnishing by alloying it with copper and certain white metals in precise proportions.
Delmed silver turns a translucent green and is incapable of taking a high shine, no matter how much it is polished.
Belbolts are thick, heavy gold coins of curious shape: a circle with two shallow, matching cut-outs in its edges.
The result resembles two axe-heads fused back-to-back with curved blades outermost.
Belbolts are worth 20 gp.

TRADEBARS

Tradebars are very widely accepted because they must conform closely to a given size and weight.
They are the best way to melt down and reuse "suspicious" coins, because an existing tradebar can easily be pressed into handy riverbank clay to make a mold for a new one.
A 25-gp tradebar is a brick with rounded corners measuring just over an inch thick, three inches across, and six inches in length.
Calishite tradebars (also used in Tharsult, Tashluta, the Tashalar, and other Southern trade) are seven inches long, but both long sides bow smoothly inward half an inch on each side, making the bar easier to grip.
A 50-gp tradebar has the same dimensions around its bottom as a 25-gp bar, but is three inches thick, and tapers inward so the top surface is a half-inch smaller, all around.
No (legal) bow-sided 50-gp tradebars exist.
A 75-gp tradebar is an inch thicker (taller) than a 50-gp bar, with no taper to its sides at all.
A 100-gp tradebar is two inches thick, three inches across, and nine inches long, with a central hole (for carrying or for passing a cord through, to tie into bundles).
The hole shouldn't be much more than an inch across.
Proof and ownership marks are commonly stamped into the bottom surface of a tradebar, and don't affect value.
Tradebars minted more than two centuries ago vary widely in dimensions and value, but are either weighed (and valued on the spot) when traded today, or melted down when they must be transferred from one owner to another.
Most tradebars found in hidden "treasure" hoards are hasty burials in the face of advancing foes or fierce weather, and they are soon snapped up when nature or chance digging shifts enough earth to reveal them.

ZHENTIL KEEP COINS

A trading center since its founding, and brief home to a continuous flow of gems and metals (in the form of rough-smelted tradebars) from the mines north of the Moonsea, Zhentil Keep has minted various coins down the years. (Persistent rumors tell of vast amounts of smelted gold buried under or near the Citadel of the Raven).
Most Zhent coins are rough-edged and irregular, bearing crude stampings of a portcullis gate on one side and a diamond-shaped gemstone on the other.
Since the most recent rebuilding of the Keep, a few copper and silver coins and many gold coins have been minted.
The copper and silver are mere coatings on iron, deemed worthless by most folk outside Zhentil Keep, but the gold coins are the real thing (the slightly reddish gold found mainly northeast of Glister).
The copper coin is squarish, pierced by a central hole to allow stringing, with the four sharp corners snipped off.
Foreface: the Wingless Dragon (scaled serpent with fanciful head facing counter-clockwise) biting its own tail, curling around central hole.
Obverse: ten tiny four-point stars encircling the central hole.
Known as a fang to Zhents and in the Dales, but as "dung-pieces" elsewhere.
The silver coin is triangular, also pierced with a central hole for stringing, but with the corners not clipped (the silver coating usually wears off quickly in those areas).
Both sides: six four-pointed stars encircle the central hole.
Known as a talon or a naal in the Keep and the Dales, but everywhere else as a "dung-flea bit" or just a "flea-bit".
The gold coin is square, with corners untrimmed.
Two parallel sides bow inward symmetrically (concave), for easy grasping by thumbs (no central hole).
Foreface: three crenellated castle turret-tops, central one slightly taller than the others.
Obverse: wolf head, side-on with nose to the right and with three drops of tears or blood falling away beneath it.
Known formally as a glory, but called a weeping wolf everywhere.

RACES OF FAERÛN (3.0)

Table A–3: Adventuring Gear

Item	Cost	Weight
Armor lubricant	40 gp	1 lb.
Caltrops, crystal	150 gp	2 lb.
Drogue wing	300 gp	30 lb.
Footsaw trap	700 gp	15 lb.
Mobile brace	10 gp	3 lb.
Potion bladder	2 gp	1/10 lb.
Rope climber	15 gp	3 lb.
Snowshoes	1 gp	2 lb.
Wagon shield		
Standard	75 gp	40 lb.
Sniper	100 gp	40 lb.

Table A–4: Special Items

Item	Cost	Weight
Drow poison	75 gp	1/10 lb.
Flash grenade	60 gp	1/10 lb.
Instant campfire	50 gp	10 lb.
Wild dwarf knockout poison	150 gp	1/10 lb.

ARMOR LUBRICANT

This nonmagical oil reduces the friction that impedes movement in metallic armor.
One application of armor lubricant reduces the armor check penalty by 1 (to a minimum of 0).
Each application takes 1 minute to apply and lasts 1d4 hours.

It is not possible to apply armor lubricant to armor currently being worn.
Armor lubricant provides no benefit to shields or to armor not made primarily of metal.
Creating one application of armor lubricant requires a successful Alchemy check (DC 15) and follows the rules outlined in the discussion of Craft skills in the *Player's Handbook*.

CRYSTAL CALTROPS

These special caltrops are made out of a tough crystal.
These are deployed just like traditional caltrops.
When they score a hit, they do normal damage and release a poisonous gas.
The victim must make a Fortitude save (DC 12) or instantly fall asleep for 1 minute.
After 1 minute, the target must make another Fortitude save (DC 12) or sleep for an additional 1d4 minutes.
The gas affects creatures immune to magical *sleep*, but not creatures immune to poison.

DROGUE WING

This pleated cloak unfurls into a gliding batlike wing 15 feet across if the wearer falls more than 20 feet.
A drogue wing needs another 20 feet of falling distance in order to arrest the wearer's fall and unrestricted (at least 50 feet in diameter) gliding room.
If all three conditions are met, a drogue wing negates falling damage.
Once deployed, a drogue wing must be carefully refolded (a tedious task that requires 1 full hour) before it can be reused.
There is a 25% chance that a drogue wing is ruined after each use.
Drogue wings are popular among the hippogriff-mounted skyriders of the Great Rift.

DROW POISON

Drow are renowned for their use of unconsciousness-inducing poison in subterranean ambushes.
The dark elves carefully guard the secret of their venom, and it is exceedingly difficult to find it outside drow realms and outposts.
Type: Injury DC 13; Initial Damage: Unconsciousness for 1 minute; Secondary Damage: Unconsciousness for 2d4 hours; Price: 75 gp.

FLASH GRENADE

A creation of the deep gnomes (svirfneblin), this small sphere about the size of a chicken egg requires a ranged touch attack to hit (range increment 10 ft.) and scatters as a grenadelike weapon.
It is effective only when thrown into a fire source, where it explodes in a brilliant flash of light.
Any creature within 10 feet must make a successful Fortitude save (DC 10) or be blinded for 1d4 rounds.
Creatures with light blindness (such as drow) are affected as if a *daylight* spell had been cast.
There is no effect if the grenade misses the fire, although the grenade is ruined.

FOOTSAW TRAP

This item is similar to others of its kind that are typically designed to trap large animals such as bears or cougars.
Its jaws are fitted with thin saw blades mounted on springs, and the mechanism is designed to cut the feet of any captive who struggles against its grip.
The ghostwise hin did not invent this trap, but they have made excellent use of it: When enemies threaten, they salt the ground near their campsites with these dangerous devices, hiding them under thin layers of leaves or soil.
A creature can discover a concealed footsaw trap with a successful Search check (DC 15).
Once found, the trap can be disabled with a successful Disable Device check (DC 15).
Anyone who walks over a footsaw trap triggers it; the trap makes a melee touch attack with a +8 bonus.
If its attack is successful, the trap deals 1d6 points of damage to the victim.
A victim caught in a footsaw trap can move at half speed if the device is not attached to another object (such as to a tree or boulder by a length of chain).
If it is attached in such a fashion, the victim must break the attachment, otherwise he cannot move.
The trap inflicts an additional 1d4 points of damage from the saw blades every round that a trapped victim takes any action that involves movement.
A trapped creature can pry open the jaws of the trap and escape (Strength check DC 25) or loose himself with an Escape Artist check (DC 30).
Failure means that the trap deals another 1d4 points of damage to the victim and that the victim remains trapped.
A footsaw trap is a CR 2 trap.
They can be constructed with the Craft (trapmaking) skill (DC 20).

INSTANT CAMPFIRE

An instant campfire consists of a leather bag filled with tinder, logs, and fuel.
The drawstring that holds the sack shut is studded with tiny flakes of flint and steel; the sack itself is alchemically treated so that it catches fire easily.
When the drawstring is pulled, the entire bag immolates, creating a Tiny campfire (suitable for cooking) in 1 round.
The campfire lasts for 30 minutes after ignition, but can be fed with dry wood just like any other fire.
These items ignite even in moderate rain, but burn out quickly in wet conditions unless shelter is provided.

MOBILE BRACE

This small staff can extend and lock at any length from 5 to 11 feet.
It is commonly used to make a sturdy brace across a passage, granting a sure purchase for one or more ropes.
A properly set brace can support up to 400 pounds of weight (less if the walls are soft, slippery, crumbling, or otherwise offer unsure purchase).
Setting a brace allows characters to securely set a rope or grappling hook where doing so would normally be impossible.
Adventuring groups can send a skilled climber or jumper to negotiate tricky ascents or dangerous falls, set a brace on

the far side of the obstacle, and then give less nimble characters something to hang on to while they cross the dangerous area.

POTION BLADDER

This is a flexible, narrow-necked pouch, usually made of oiled leather or the preserved stomach of a small animal. Used extensively by water-dwelling creatures such as aquatic elves, these pouches hold 1 ounce of liquid (the same volume as a potion) and can be squeezed carefully to allow drinking of fluids (such as potions) underwater without spilling.

ROPE CLIMBER

This hand-held device consists of a powerful winch and locking wheel assembly that fits most standard ropes.
When threaded with a rope, the winch offers one-way travel with the benefit of tremendous leverage.
Using the climber to ascend a rope grants a +5 circumstance bonus on Climb checks, but it halves the rate of ascent.
Threading a rope through the climber is a full-round action, as is removing it from a rope.
The locking wheels turn only in one direction, preventing the user from slipping back down the rope.
However, this means that for two people to use the same rope climber, one must ascend the rope, remove the device, and lower it back down to the next user.

SNOWSHOES

Fashioned of wood and strips of rawhide or sinew, snowshoes are invaluable for movement across deep snow.
Snowshoes eliminate the hampered movement penalty for movement across deep snow but impose a 1/2 movement penalty across other types of terrain (see Hampered Movement in Chapter 9 of the *Player's Handbook*, pages 142–143).

WAGON SHIELDS

These are large wooden shields (generally of solid oak) reinforced with iron.
They can be quickly fitted together to protect wagons and similar open-topped vehicles.
One person can mount a wagon shield as a full-round action.
Two people working together can mount a shield as a standard action.
Once mounted, each shield provides a Small character in the wagon with three-quarters cover; a Medium-size character gains one-half cover behind a wagon shield.
Each wagon shield has hardness 5 and 30 hit points.
Some are fitted with arrow slits to allow those inside the wagon to fire on attackers without additional exposure.
Most wagons in Luiren are constructed with special racks beneath the wagon bed that hold six shields.
The shields are normally sold in quantities of six, as that is the number required to fully protect the average Luiren wagon.

WILD DWARF KNOCKOUT POISON

Wild dwarves coat their blowgun darts with poison made from a plant that grows only in the Jungles of Chult.
Wild dwarves are immune to the effects of the poison.
Type: Injury DC 14; Initial Damage: *slow* effect for 5 rounds; Secondary Damage: Unconsciousness for 1 minute; Price: 150 gp.

RACES OF STONE (3.5)

Table 7–4: Miscellaneous Gear

Item	Cost	Weight	Craft DC
Blasting pellets (1 bag)	50 gp	2 lb.	25
Blister oil (1 vial)	15 gp	1/2 lb.	25
Earthsilk jersey	150 gp	2 lb.	—
Earthsilk rope (50 ft.)	12 gp	7 lb.	—
Goliath healing kit	50 gp	1 lb.	—
Hearthfire (12 uses)	10 gp	2 lb.	20
Hearthfire lantern	7 gp	2 lb.	—
Song collar	15 gp	2 lb.	—
Saddle, burrower's			
Pack	20 gp	12 lb.[1]	—
Riding	40 gp	25 lb.[1]	—
Saddle, flyer's			
Military	70 gp	25 lb.[1]	—
Pack	18 gp	15 lb.[1]	—
Riding	35 gp	25 lb.[1]	—
Spiderlily essence (1 application)	75 gp	—	25

1 Weight given is for a saddle meant for a Large creature. Saddles made for Medium mounts weigh half this amount, and saddles made for Huge creatures weigh twice as much.

BLASTING PELLETS

Blasting pellets look like ball bearings or stones and come in bags.
One bag of these alchemical items is enough to cover a 5-foot square.
During each round when a creature moves through an area covered in blasting pellets (or fights while standing in such an area), it must make a successful DC 15 Reflex saving throw to avoid breaking one.
Breaking one pellet sets off a chain reaction among the others, and they all explode loudly, dealing 1d6 points of sonic damage to the creature in the square.
Spreading a bag of pellets over a wider area or throwing the bag at a target has no substantial effect.
Gnomes use blasting pellets mainly as an alarm system, hiding the pellets under leaves or among other stones and gravel.

BLISTER OIL

Blister oil is a highly refined alchemical liquid that causes painful blisters upon contact.
To use it, a thin coat must be applied to a surface, such as a sword hilt or door handle.
One application covers roughly a 6-inch-by-6-inch square area.
Once applied, it remains effective for 2d4 hours.

Each vial of blister oil contains 1d8 applications.
When the oil touches bare skin, the victim must make a DC 15 Fortitude save to avoid painful red blisters that spring up on the affected area of skin, dealing 1d4 points of damage per application used.
In addition, the victim takes a –2 penalty on Dexterity-based checks, including Reflex saves, for 2d4 days.
Magical healing applied to this damage removes the blisters and the penalty.
Natural healing can remove the damage normally, but the penalty on Dexterity-based checks remains until magical healing is applied or the 2d4 days elapse.

EARTHSILK JERSEY

One material the dwarves developed early on in their society was earthsilk.
The basis of the material is an odd fungus known as maiden's hair.
It grows long, thin, silken tendrils that hang down from the main mass and collect moisture from the damp underground air.
The fungus itself is time consuming to harvest, because it is very tough and difficult to cut despite its delicate appearance.
Once the fungus is harvested, the long, thin tendrils are removed and used as thread or light yarn.
This thread is called earthsilk, and it can be woven into a fabric that rivals the finest silks of the surface world for feel and sheen, though it is far heavier and coarser than any elven silk made.
Earthsilk fabric is a staple of the dwarven wardrobe, and nearly every subterranean dwarf owns at least one earthsilk jersey, typically worn in place of an ordinary tunic under a vest or armor.
An earthsilk jersey retains the fibers' natural toughness, providing its wearer with damage reduction 1/slashing or bludgeoning.
It may be worn under another type of armor.
Once crafted, earthsilk fabric is durable unless torn.
If the wearer of an earthsilk jersey takes a critical hit that deals piercing damage, the garment is torn and does not provide damage reduction unless it is repaired.

EARTHSILK ROPE

In addition to being used for clothing, earthsilk fibers can be woven together to form a strong, thin rope that finds common use in many dwarf cities.
Earthsilk rope feels similar to silk ropes made in the surface world but is roughly twice as thick, putting it between silk and hempen ropes in bulk and ease of use.
It is stronger even than silk rope, however, and can bear heavier loads without breaking.
Earthsilk rope has hardness 1, 10 hit points, and can be burst with a DC 26 Strength check.

GOLIATH HEALING KITS

Many races have mastered the use of herbs and medicines to treat injuries, and the goliaths are no exception.
They discovered the healing properties of the items available to them in their mountain homes long ago.
Through time and experimentation, goliath healers have come to specialize in healing methods for their own people.
Although goliaths are anatomically similar to other humanoid and monstrous humanoid races, their connection to the earth has granted them a special affinity for the creatures and plants that grow in the mountains and the dark places below.
A goliath healing kit grants a +4 circumstance bonus on Heal checks made by goliaths and other earth-linked races, including dwarves and gnomes.
It provides no bonus on Heal checks for a member of any other race.
A goliath healing kit has twelve uses before it is depleted.

HEARTHFIRE

A concoction of dwarf alchemists, hearthfire is a blue-green gel, typically poured into a large shallow container and allowed to solidify.
The substance is then left in the pan as is or removed and cut into 2-inch cubes.
When water is poured onto the gel (1 ounce per 2-inch cube is sufficient), it "ignites", causing blue-green flames to spring from the substance.
The flames have no heat and will not harm anything that touches them.
Each 2-inch block provides light for 24 hours when wet, shedding illumination as a torch (20-foot radius).
The hours of use need not be continuous, so a flaming cube can be extinguished, dried off, and used again at a later time.
In the dwarves' underground communities, hearthfire sees common use in city lanterns, as well as home hearths and braziers.
Hearthfire lanterns hold one dose each and are typically hooded.

SADDLE, BURROWER'S

This specialized exotic saddle allows the rider to stay safely on a mount that has the ability to burrow.
The saddle includes a secure system of straps and buckles that holds the rider flush to the burrowing mount's back.
In addition, a thick, round-edged piece of leather reinforced with bone or wood rises from the front of the shield, just before the rider's seat, roughly to the height of the rider's chest.
The curved piece of leather bends up and toward the rider, allowing her to duck behind it while her mount burrows, shielding her from most of the dirt and rocks that might otherwise tear the rider from her perch, straps or no straps.
Similar bits of reinforced leather protect the front and sides of the rider's legs.
Strapping oneself to the saddle requires three consecutive full-round actions that provoke attacks of opportunity.
Unbuckling the straps is a full-round action that provokes attacks of opportunity.
While strapped into the saddle, you lose your Dexterity bonus to Armor Class and take a –4 penalty on all attack rolls.
You must be strapped into the saddle to ride a mount while it burrows, but the saddle functions as a normal saddle if the mount does not choose to burrow, allowing you to ride

without taking the abovementioned penalties for being strapped to the saddle.
While strapped into a burrower's saddle, a rider need not make Ride checks to stay in the saddle.
The rider can break out of the straps as a standard action that requires a DC 25 Strength check and does not provoke attacks of opportunity.
If its straps are broken, a burrower's saddle functions only as a normal saddle until they are repaired.
The burrower's saddle comes in two varieties: pack and riding.

SADDLE, FLYER'S

This specialized exotic saddle allows a properly strapped-in rider to stay safely on the back of a flying or climbing mount.
The saddle includes a secure system of straps and buckles that hold the rider in place while minimizing the time it takes to get in and out of the saddle.
Buckling yourself into a flyer's saddle is a full-round action that provokes attacks of opportunity.
Unbuckling the straps is a move action that does not provoke attacks of opportunity.
While strapped into a flyer's saddle, a rider need not make Ride checks to stay in the saddle.
The rider can break out of the straps as a standard action that requires a DC 20 Strength check and does not provoke attacks of opportunity.
If its straps are broken, a flyer's saddle functions only as a normal saddle until they are repaired.
The flyer's saddle comes in three varieties: pack, riding, and military.

SONG COLLAR

These iron tubes are designed to aid traveling musicians in learning new or complex compositions for the lute, violin, or another similar stringed instrument.
Built to fit snugly over a normal quarterstaff, this item consists of a long metal collar that slips down over the top half of the staff, roughly 1 foot long for a Small staff or 2 feet long for a Medium staff.
The metal's surface is covered with rows of small, dimpled indentations, ostensibly to provide a better grip on the staff.
In reality, these indentations correspond with the fingering for a piece of music to be played on a preferred instrument of the owner.
Song collars are sold by gnome maesters as training tools for journeymen, enabling them to practice chords and notes while traveling without attracting attention.
If a character uses a song collar for 1 hour a day on seven consecutive days, he gains a +2 bonus on Perform checks involving that particular instrument and composition.
A song collar does not prevent a quarterstaff from being used normally in combat.

SPIDERLILY ESSENCE

Spiderlily essence is noxious to most vermin (with the notable exception of spiders, which ironically cannot detect the stuff).
Fine vermin avoid creatures that wear the essence, and monstrous vermin (except spiders) must make a successful DC 15 Will saving throw to attack the target.
Once a vermin makes a successful save, it is immune to the effects of spiderlily essence for 1 hour.
A single application of this alchemical concoction is enough to affect one Small creature.
For creatures of other sizes, the number of applications needed is doubled (or halved) for each size category larger (or smaller) than Small.
An application of the essence wears off in 1 hour.

RACES OF THE DRAGON (3.5)

Table 8–1: Special Substances and Items

Item	Cost	Weight
Bitterleaf oil	25 gp	—
Ditherbomb (strong)	300 gp	1/2 lb.
Ditherbomb (weak)	100 gp	1/2 lb.
Ditherbomb (wyrm)	1,000 gp	1 lb.
Fire beetle lamp	10 gp	1 lb.
Sundark goggles	10 gp	—

BITTERLEAF OIL

Kobolds use this salve to keep their scales healthy and shiny.
Each bottle of bitterleaf oil holds enough for ten applications.
If the oil is applied each day (a full-round action), it staves off shedding indefinitely.
In addition, on any day when bitterleaf oil is applied, the character naturally heals 1 additional point of damage per HD (max.
5) with a full night's rest.

DITHERBOMB

These are spherical explosive devices created by kobold alchemists to reduce large boulders to rubble during mining operations.
They have also been adapted for military purposes.
Activating a ditherbomb is move action that involves violently shaking the device, which explodes 1d3 rounds later.
(Violently shaking the bearer of a ditherbomb often sets the bomb off as well).
Throwing a ditherbomb is a standard action.
Ditherbombs come in three varieties, each of which deals a different amount of damage and has a different blast radius.
Weak ditherbombs deal 1d6 points of acid damage to creatures and objects in a 5-foot-radius burst (Reflex DC 10 half).
Strong ditherbombs deal 1d4×1d6 points of acid damage (Reflex DC 12 half) in a 10-foot-radius burst.
The most potent ditherbombs, called wyrm ditherbombs, deal 1d6×1d8 points of acid damage in a 15-foot-radius burst (Reflex DC 15 half).
The damage dealt by a ditherbomb ignores the hardness of stone.

The more powerful ditherbombs are inherently unpredictable, as reflected in their variable damage values. To determine the damage dealt by a strong ditherbomb or a wyrm ditherbomb, roll two different dice and multiply the results.
For example, a strong ditherbomb deals 1d4×1d6 points of damage, which means that you roll 1d4 and 1d6 and multiply the result together to determine the damage it deals when it explodes.
The strong ditherbomb is thus just as likely to deal 1 point of damage as it is to deal 24 points of damage (but is most likely to deal somewhere around 9 points of damage).
A wyrm ditherbomb's average damage is about 16 points.

Fire Beetle Lamp

This lamp uses the luminous gland located above each eye of a fire beetle as its light source.
Thanks to a special alchemical treatment, a fire beetle lamp shines as brightly as a common lamp (bright illumination out to 15 feet, shadowy illumination to 30 feet) and lasts for 6 days after creation.
(Most fire beetle lamps are put into service immediately upon creation, but some unscrupulous merchants sell lamps after they have been used for a few days).
Kobold miners use these lamps when they need to see more than darkvision typically allows, specifically when color might be important.

Sundark Goggles

The smoked lenses of these goggles block light.
They are typically fixed into a band of canvas that clasps together at the back to keep the goggles from falling off.
Sundark goggles negate the dazzled condition experienced by a creature with light sensitivity while in bright illumination.
As a side effect, they grant the wearer a +2 circumstance bonus on saving throws against gaze attacks.
A creature wearing sundark goggles can't use a gaze attack, since other creatures can't see its eyes.
Creatures without low-light vision or darkvision that wear sundark goggles take a –2 penalty on Search and Spot checks.

Races of the Wild (3.5)

Table 7–3: Gear

Item	Cost	Weight
Carry net	10 gp	5 lb.
Cargo kite	150 gp	50 lb.
Elven harp		
Hand	150 gp	2 lb.
Lap	350 gp	4 lb.
Great	1,500 gp	150 lb.
Honey leather		
Small tarpaulin	15 gp	1/4 lb.
Big tarpaulin	40 gp	1 lb.
Small pup tent	30 gp	2 lb.
Medium pup tent	60 gp	5 lb.
10-foot square tent	120 gp	20 lb.
20-foot square tent	240 gp	40 lb.
Sashling	10 gp	1 lb.

Cargo Kite

Actually something like a glider, a cargo kite can lift up 250 pounds when towed forward.
The cargo is slung in a basket or net under the kite.
A collection of five or so 30-foot-long hemp cords allows one or more creatures to tow the kite.
The kite itself is as big as a Large creature (10-foot space).
To tow a loaded kite through the air, a creature (or several creatures) must be able to drag the weight of the kite and its cargo.
Material carried in the kite doesn't count as weight the towing creatures carry, but the towing creatures move at encumbered speed (see page 162 of the *Player's Handbook* and page 20 of the *Dungeon Master's Guide*) unless they are capable of dragging at least twice the weight of the kite and its cargo.
A towed kite has poor maneuverability and a minimum forward speed of 40 feet.
If it does not maintain its minimum forward speed, the kite descends at the rate of 60 feet a round.
A strong wind (see page 95 of the *Dungeon Master's Guide*) can lift a loaded kite, provided someone stays on the ground to steady it.

Carry Net

This sturdy net has a looser weave than a fishnet.
Raptorans use them to haul goods from raptoran villages to trading markets.
The net is about 5 feet square and has a 20-foot-long hemp cord dangling from each end.
The cords allow two raptorans to share the net's load.
The net can hold 100 pounds of material.

Elven Harp

Musicians from all cultures prize these masterwork instruments for their clear, dulcet tones.
Bards covet them.
They produce a purity of sound unheard of in any non-elven crafted instrument.
Like any masterwork instrument, an elven harp grants a +2 circumstance bonus on Perform checks made with it.
The instrument is so fine, however, that a truly skilled musician can work wonders with it.
Characters with at least 5 ranks in Perform (string instruments) gain an extra +1 circumstance bonus on Perform checks made with the harp (for a total bonus of +3).
Not only does an elven harp produce music unrivaled by any other mortal instrument, it is a beauty to behold.
Because its beauty relies on a particular intricate design, it is more difficult to craft than other masterwork instruments, requiring extra care and taking twice as long.
When checking the item maker's weekly or daily progress in crafting the item, multiply the check result by one-half the item's DC to determine the value of the crafter's work.
The elven harp comes in several different sizes.
A hand harp is only about 6 inches tall and 8 inches wide.
It has a high pitch, thanks to its fairly short strings, but sounds sweet just the same.
The harp's base includes a handle so the musician can hold it firmly while plucking the strings.

A lap harp is about 2 feet high and 3 feet wide.
The musician usually places the harp on a table or sits and holds it in her lap.
It's possible to play a lap harp standing up, but the musician takes a –1 penalty on her Perform check (though the circumstance bonuses from the harp's quality and the player's skill still apply).
A great harp is a glorious instrument, nearly 6 feet high and just as wide.
The musician usually sits in a chair or on a stool to play it.

HONEY LEATHER

Honey leather is a light canvas used as protection against rain and dampness.
It gets its name from its golden color and its texture, which resembles soft, cured leather.
Elves, raptorans, and halflings use honey leather for tents and to protect camping gear.
It snags and tears easily, so honey leather isn't much good outside camp.
It is, however, waterproof thanks to the alchemical treatment that gives it its color and texture.
A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effect of severe weather.
If the character is stationary, the bonus increases to +2.
A tarpaulin ranges in size from 3 feet square (for Small or Medium characters) to 6 feet square (for Medium or Large characters).
A tent made of honey leather provides a +4 bonus on Survival checks for anyone inside.
The cost of all such tents include poles and stakes.
A small pup tent (roomy enough for one Small character to lie down with his gear) is 2 feet wide by 4 feet long.
A medium pup tent (roomy enough for one Medium character and gear) is 3 feet by 7 feet.
Pup tents are as tall as they are wide.
A square tent 10 feet wide is big enough for a party of four Small or Medium characters.
A square tent 20 feet wide is big enough for a party of eight Small or Medium characters or four Large characters.
Square tents are half as tall as they are wide.

SASHLING

This broad, pleated cloth belt hides a great many interior pockets.
Ten pockets are sewn into the folds of a sashling, each capable of holding an item weighing about a quarter-pound.
A sashling's pleats can conceal almost anything that may be placed inside the belt: An object up to the size of a hen's egg leaves no visible bulge on the sashling's exterior.
A sashling is ideal for carrying small items such as coins, gems, vials, material components, and pieces of jewelry unobtrusively.
It grants a +2 circumstance bonus on Sleight of Hand checks made to hide small objects on your body (see Sleight of Hand, page 81 of the *Player's Handbook*).
For wearers who need to carry more supplies, many sashlings are made with hooks on the outer side.
The wearer can hang pouches and other items from the outside of the sashling as well, just as with a normal belt.

SANDSTORM (3.5)

Table 4–3: Wasteland Gear

Adventuring Gear

Item	Cost	Weight
Distillation kit	50 gp	20 lb.
Drill	5 gp	7 lb.
Filter mask	1 gp	—
Parasol	3 gp	2 lb.
Sand tube[1]	80 gp	5 lb.
Sun lenses	10 gp	—

Clothing

Item	Cost	Weight
Desert outfit[1]	6 gp	3 lb.
Heatsuit outfit[1]	20 gp	15 lb.
Hydration suit[1]	1,000 gp	10 lb.

Special Substances and Items

Item	Cost	Craft (Alchemy) DC	Weight
Armorbright (flask)	50 gp	25	1 lb.
Asherati sand sculpture	varies	—	varies
Blackeye (vial)	1 gp	15	1/2 lb.
Deep draught	10 gp	15	1/2 lb.
Ironthorn extract (flask)	25 gp	20	1 lb.
Keepcool salve (pot)	50 gp	20	1/2 lb.
Liquid salt (flask)	200 gp	—	1 lb.
Oleum (flask)	30 gp	—	1 lb.
Shapesand (jug)	100 gp	25	12 lb.
Slumber sand (flask)	50 gp	12	1 lb.
Sunshade lotion (flask)	20 gp	20	1 lb.

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Table 1–10: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	Trap DC Modifier
Crystal scorpion poison	Contact DC 19	—	Helpless 1d4 hours, entangled 1d4 days	1,500 gp	+2
Dunewinder venom	Injury DC 20	1d8 Con	1d8 Con	1,000 gp	+3
Volcanic gas	Inhaled DC 13	Unconsciousness	1d6 Con	—	+1

Table 4–5: Vehicles

Item	Cost
Cloudskate	3,000 gp
Frame wheel	15 gp
Sand galley	16,000 gp
Sand schooner	8,500 gp
Sand skiff	150 gp
Sledge	15 gp

ARMORBRIGHT

This metallic paint is applied with a brush to the outside of a suit of armor (requiring 1 minute to apply), producing a shiny surface that reflects the light of the sun to reduce the effects of hot weather on the wearer.
For 24 hours after applying armorbright to a suit of armor, you gain a +2 bonus on Fortitude saving throws to avoid heat dangers.
Armorbright also raises your level of protection against heat by one step (see page 14).
Armorbright is not effective in hot environments with no sun, such as the Elemental Plane of Fire.

ASHERATI SAND SCULPTURE

Asheratis know the special sands, adherents, and natural dyes that are required to create stunning works of sculpture.
The typical asherati sculpture is 2 to 3 feet high and weighs 10 to 20 pounds.
Like any piece of art, value is in the eye of the beholder; however, anyone with the Appraise skill can determine the approximate price a particular sculpture would fetch in wider markets.
Use Table 3–7: Art Objects, page 55 of the *Dungeon Master's Guide*, to determine the price of an asherati sand sculpture found in a treasure hoard or in the marketplace.

BARGE

Colossal vehicle; Profession (sailor) –2; Spd oars 5 ft. (nautical clumsy); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Ram —; Space 40 ft.; Height 10 ft. (draft 10 ft.); Crew 10 (40 phantom rowers); Cargo 100 tons.
See the *Arms and Equipment Guide* for more information on barges and other ships.

BLACKEYE

This oily paint is smeared around your eyes and on your cheeks to reduce the effects of bright sun, protecting you from sun glare for 4 hours.

CLOUDSKATE

Huge vehicle; Profession (sailor) +2; Spd wind × 10 ft. (nautical good) or 20 ft. during daylight; Overall AC 1; Section hp 40 (hardness 5); Section AC 3; Rigging 30 hp (hardness 0), AC 3; Ram 4d6; Space 20 ft.; Height 10 ft. (draft 5 ft.); Crew 4; Cargo 10 tons; Cost 3,000 gp.
This vehicle is similar to a small keelboat—it is a 20-foot ship without oars—except that it has stabilizing runners along each side.
It has a single mast on which a sail can be set.
A blade is sturdily mounted on the bottom exterior of the vehicle, running the whole length of the hull, and similar blades are attached to each runner.
The rudder is another blade that drags behind the ship, allowing it to be steered.
This configuration allows the vehicle to skate on glass seas at a rate of 1 to 3 miles per hour.
An empty cloudskate can carry up to twenty passengers.

CRYSTAL SCORPION POISON

Distilled from the venom of monstrous scorpions, this alchemically treated (Craft [alchemy] DC 25) poison is often sought out by warlords or assassins who want to see a victim suffer for days.
The process of treating the venom renders it translucent, but with the refractive qualities of a perfect prism when held up to the light in a clear container.

DEEP DRAUGHT

This powder is a mixture of salt, dried herbs, and extracts of desert plants.
Adding it to water increases your body's retention of fluid and helps counteract the effects of dehydration.
One packet of deep draught is enough for 1 gallon of solution, which grants a +5 bonus on the Heal check to treat dehydration (see page 15).

DESERT OUTFIT

This outfit consists of loose, billowy clothing to keep the wearer cool and protected from the sun while in hot, dry desert terrain.
It includes a caftan, turban, scarf, loose pantaloons, and sandals or high cloth boots.
This outfit counts as light clothing and offers limited protections against some waste hazards (see Chapter 1).
The protection it offers against heat is negated if the wearer also dons armor.

DISTILLATION KIT

Water is precious in the waste.
This simple kit uses the sun and the ambient heat to evaporate pure water from body or cooking waste, salt lakes, poisonous plant saps, and so on.
This "solar still" consists of a sheet of glass fastened at an angle into a frame, with a lip and a small spout (the components are packed separately and assembled when needed).
The bottom and sides of the frame are covered with black oilcloth, the edges sealed with grease or tar to make it watertight.
To use the still, pour the dirty water into the bottom of the container, then place the glass lid on top.
The water evaporates and condenses on the underside of the glass surface, where it runs down and collects in the lip, dripping through the spout and producing about 1 gallon of water per day (if the container is filled to capacity).

DRILL

Whether they are used to carve sandstone, locate water, or mine salt and other precious minerals, drills are important tools in any wasteland environment.
These objects can range from a primitive bow drill, suitable for perforating bone and wood, to a massive assembly of cast-iron pipes and bits, turned by wheels or beasts of burden.
The drill described here is made of iron with a wooden handle, about 3 feet long.
(In metal-poor areas, the bit might be of hard crystal instead of iron).
Wrapping a cord about the shaft and pulling it sharply sets the drill spinning.
It can penetrate roughly 6 inches of stone per hour; the rate of drilling is faster in softer material, such as salt.
A drill can be used as an improvised club or shortspear.

DUNEWINDER VENOM

See the dunewinder monster entry, page 159.

FILTER MASK

A filter mask is a fine cloth mesh, usually of silk or cotton, that covers your mouth and nose.
Cords or straps fasten the cloth around the back of your head to provide a good seal.
A filter mask grants a +2 bonus on saves against gas-based effects.
It negates the effects of suffocation from dust and sand, as well as the effects of supernatural or magic dust (such as slumber sand) for up to 4 hours.
After this time, the mesh is clogged with grit and can no longer allow air to pass through freely.
A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with fresh fabric.

FRAME WHEEL

Large vehicle; Handle Animal +2, Diplomacy +2, or Intimidate +2; Spd drawn (poor); Overall hp 15 (hardness 5); Overall AC 3; Ram 3d6; Space 10 ft.; Height 10 ft.; Crew 1; Weight 300 lb., Cargo 4 tons; Cost 15 gp.
A frame wheel consists of a pair of wooden wheels constructed around a large, heavy object, such as a block of stone.
The wheels cap the ends of the object and keep it off the ground, allowing the object to be rolled along like an oversized log.
Like a sledge, a frame wheel can be drawn by beasts of burden or by people and is difficult to steer, but it moves more easily up and down slopes than a sledge does.
The major drawback of a frame wheel is that it is usually only good for a single load, after which it has to be disassembled, returned to the point of departure, and built all over again around a new load.
When multiple loads are of a uniform size, however, the same set of wheels can be used many times.

HEATSUIT OUTFIT

This suit is designed to protect against heat.
It consists of heavy pants and coat, a specially treated leather apron, thick mittens, a thick hood, and goggles.
A heatsuit outfit prevents 3 points of lethal or nonlethal damage per round from hot environments.
Although the outfit is heavy clothing, its heat-resistant materials negate the usual –4 penalty on Fortitude saves against damage dealt by hot environments.

HYDRATION SUIT

The hydration suit is a masterpiece of water retention, crafted by waste-dwellers with technical skill and unusual materials.
Its design allows you to recover nearly all the water your body loses through sweat and exhalation.
A hydration suit is made of the skin and tissue of various desert-dwelling beasts and treated with oils or waxes for water retention.
It covers your entire body, with a tight-fitting hood over the head and a mask covering the mouth and nose.
Inside the mask is a glass plate to collect condensation and a tube fashioned from watertight materials.
An inner lining wicks sweat away from your body and collects it in spongelike filtration material that can be removed after you doff the hydration suit.
The tube from the facemask twists in loops around your body, through the sponge, to reclaim moisture, condensing it in a reservoir from which you can sip.
A functioning hydration suit eliminates the need to make Constitution checks to avoid dehydration.
It raises the level of protection from heat dangers by two steps (see page 14), and its mask functions as a filter mask.
A hydration suit offers no protection from magical dessication damage.

IRONTHORN EXTRACT

The ironthorn plant has extremely tough tissues to prevent water loss.
This extract of the plant is used to harden delicate items, make containers waterproof, and stiffen clothing to provide some protection.
One flask of ironthorn extract is enough to treat a typical outfit, increasing the clothing's armor bonus to +1.
Ironthorn extract does not improve materials that already provide an armor bonus.
When applied to cloth, leather, or similar material, ironthorn extract improves its hardness by 1, to a maximum of 5.
Both benefits last for one week or until the item is thoroughly washed.

KEEPCOOL SALVE

This small clay pot contains several ounces of a pearly ointment, enough to cover one Medium creature.
Applying the ointment to your skin increases your level of protection against heat by one step (see page 14).
The salve also grants a +1 circumstance bonus on Fortitude saves to resist damage from hot environments.

LIQUID SALT

This deadly supernatural substance (see Red Seas, page 25) can be used as a splash weapon.
A direct hit deals 2d6 points of dessication damage (2d8 points to plants or elementals with the water subtype).
Every creature within 5 feet of the point where the flask hits takes 1d4 points of dessication damage from the splash (1d6 points to plants or elementals with the water subtype).
Liquid salt is always carried in a glass container.

OLEUM

A black liquid, oleum has a foul, bitter odor.
It occurs naturally around the world, but is particularly common in the waste.
Though it forms underground, oleum is generally found in surface pools in areas of barren waste terrain.
You can use a flask of oleum as a splash weapon.
Use the rules for alchemist's fire (page 128 of the *Player's Handbook*), except that it takes a full-round action to prepare a flask with a fuse.
Once it is thrown, there is a 50% chance of the flask igniting successfully.
Burning oleum is hard to put out, granting a –4 penalty on the Reflex save to extinguish the fire.
The oleum burns away within 4 rounds (eliminating the penalty on putting out the fire).
Raw oleum burns readily, but it is smoky when it does so.
The smoke created by burning oleum is heavy smoke (see Smoke, page 304 of the *Dungeon Master's Guide*), so a wide area of open air is required for the substance to burn safely.
Every round when raw oleum burns, it produces enough smoke to fill a 5-foot cube.
For this reason, oleum is typically used only in lamps made to burn outdoors.
The smoke drives away flying insects.
Oleum is also used to lubricate moving parts; a flask of it can cover a 5-foot square, provided that the surface is smooth.
A creature can walk within or through an area of oleum at half normal speed by making a DC 10 Balance check.
Failure means it can't move that round, while failure by 5 or more means it falls prone (see the Balance skill description, page 67 of the *Player's Handbook*, for details).
If an area of oleum is ignited, it burns for 4 rounds and deals 1d3 points of fire damage to each creature in the area.
A quart of oleum (two flasks) can coat a Medium creature, providing a +4 circumstance bonus on Escape Artist checks and opposed grapple checks made to resist being grappled or to escape a pin.
Oleum applied in this manner also acts as insect repellent, protecting you from normal vermin (such as those summoned by *insect plague*) and granting a +4 bonus to Armor Class against vermin.
A creature with oleum on its hands takes a –4 penalty on grapple checks or any task requiring a solid grip, including attack rolls with weapons.
A roll of 1 on the attack means the oleum-coated creature drops the slippery weapon.
When worn, oleum is uncomfortable and unpleasant.
You take a –2 penalty on Fortitude saves against natural heat effects.
Further, oleum makes you quite flammable, granting a –4 penalty on saves against supernaturally hot effects and any attack involving fire, including Reflex saves to put yourself out after catching fire.
When subjected to a fire-based attack that does not normally cause subjects to catch on fire, you must make a DC 14 Reflex save or catch on fire.
As indicated above, oleum burns away after 4 rounds.
An ounce of oleum can substitute for the material component usually used for a *grease* spell.

PARASOL

The simplest form of portable shade, a parasol can range from an animal hide draped over a crude framework to a collapsible construction of textile and metal.
The typical parasol described here is made of stretched canvas over wood or bone.
A parasol offers immunity to sun glare and limited protection from heat dangers and some sun hazards (see Chapter 1).
It also grants a +1 bonus on Fortitude saves against dehydration.

SAND GALLEY

Colossal vehicle; Profession (sailor) –2; Spd wind × 10 ft. (nautical poor); Overall AC –3; Section hp 25 (hardness 5); Rigging 15 hp (hardness 0), Section AC 1; Ram 10d6; Space 60 ft.; Height 20 ft.; Crew 25; Cargo 100 tons; Cost 16,000 gp.
A step up from the sand schooner, the sand galley is specifically designed as a warship.
It has sufficient deck space to accommodate three heavy catapults or six ballistas or light catapults.
Much of the vessel's cargo space is often used for troops rather than for stores or merchandise.
Like a sand schooner, a sand galley has one bulkhead on either side of the hull that opens downward to act as a ramp—in this case, facilitating the swift deployment of soldiers.
A sand galley moves 1 to 3 miles per hour, depending on the wind, and requires flat, open sand on which to travel.

SAND SCHOONER

Gargantuan vehicle; Profession (sailor) +2; Spd wind × 20 ft. (nautical average); Overall AC –3; Section hp 25 (hardness 5); Rigging 15 hp (hardness 0), Section AC 3; Ram 8d6; Space 40 ft.; Height 15 ft.; Crew 15; Cargo 50 tons; Cost 8,500 gp.
Though rarely seen, the sand schooner is a popular vehicle among certain deep-desert denizens, who use it as a merchant vessel and as a warship.
A sand schooner has enough room on its deck for two light catapults or ballistas.
Because ships that travel on sand need not worry about sinking, a schooner's cargo holds have additional hatches located on either side of the hull.
These two doors are built to pivot downward and create a simple but effective cargo ramp.
A sand schooner moves 2 to 7 miles per hour, depending on the wind, and requires flat, open sand on which to travel.

SAND SKIFF

Large vehicle; Profession (sailor) +2; Spd wind × 30 ft. (nautical good); Overall AC 3; Section hp 15 (hardness 5); Rigging 10 hp (hardness 0), Section AC 3; Ram 2d6; Space 10 ft.; Height 5 ft.; Crew 1; Weight 200 lb., Cargo 500 lb.; Cost 150 gp.

This lightweight framework rests atop a pair of polished runners and sports a single tall sail.

Designed for a single rider, a sand skiff is useful for scouting, carrying messages, and as entertainment.

The major advantage of the sand skiff lies in how easy it is to construct, though the major disadvantage is that those with the appropriate skill to pilot them are few and far between in the wastes.

A sand skiff moves 3 to 10 miles per hour, depending on the wind, and requires flat, open sand on which to move.

SAND TUBE

When a storm scours the land, the best defense is to escape. Burrowing into the ground is one way to do this, but sand is loose and difficult to stabilize.

This handy device enables you to create a burrow beneath the sand, in which you can rest while waiting for the storm to pass.

A sand tube looks something like an open-ended sleeping bag, made of treated hide attached to a number of collapsible hoops.

After digging a small hole in the sand to get started, you shove one end of this apparatus inside the hole and expand the hoops to stiffen it into a tube.

More sand can then be dug from the buried end (usually you crawl partway into the tube and use your hands) and removed through the tube, which is shoved more deeply into the tunnel as digging progresses.

In normal sand, it takes 10 minutes of digging to fully bury a sand tube.

When fully buried, a sand tube can hold one Medium humanoid.

A flap fastens over the exposed end to provide shade and protection from duststorms and sandstorms.

SHAPESAND

Shapesand is a special kind of wasteland soil that is psychoreactive; it can be sculpted into any form according to your will.

The new object is made of sand, but serves as a normal item of the same sort.

A shapesand hammer functions just like an ordinary hammer, and a shapesand waterskin is just as watertight as an ordinary skin.

Controlling shapesand is an exercise in willpower.

A DC 16 Wisdom check establishes control of a volume of sand based on the shaper's Wisdom score:

Wisdom Score	Controllable Volume
1–3	None
4–7	1-ft. cube
8–11	2-1/2-ft. cube
12–15	5-ft. cube
16–19	7-1/2-ft. cube
20–23	10-ft. cube
24+	+2-1/2 ft per 4 points of Wisdom

If your Wisdom check succeeds, you can reshape the volume of sand as you desire.

Once control is established, the shape lasts as long as you remain within 100 feet of it.

Thus, those with sufficient patience and strong enough will can construct small fortresses out of shapesand, even if they must do so a few cubic feet at a time.

Another character can wrest control of a shapesand item away from you by succeeding on an opposed Wisdom check, though the winner's Wisdom score must be high enough to shape an item the size of the one contested.

For example, if two characters are attempting to control a 5-foot cube of shapesand, the challenger must not only beat his opponent's roll, but must also have a Wisdom score of at least 12.

If you are a sand shaper (new prestige class, see page 76) or a cleric with the Sand domain (see page 107) using shapesand in conjunction with your sand shaping abilities, you do not count shapesand items against the total number of items you can maintain at one time.

In addition, if you are a sand shaper, you can give control of shapesand objects to other individuals, and those items persist even if the new owner takes them outside the normal 100-foot control area.

The new owner need not make a Wisdom check to establish control of the item, so long as his Wisdom score meets the minimum requirement for the object's volume.

SLEDGE

Large vehicle; Handle Animal +2, Diplomacy +2, or Intimidate +2; Spd drawn (clumsy); Overall hp 40 (hardness 5); Overall AC 4; Ram 2d6; Space 10 ft.; Height 1 ft.; Crew 1; Weight 500 lb., Cargo 2 tons; Cost 15 gp.

A primitive conveyance still used in many parts of the wastes, especially in sandy areas, the venerable sledge is popular because it does not become mired in sand as easily as wheeled vehicles can.

Consisting of a flat expanse of reinforced wood, a sledge is really just a convenient platform for heavy loads; one can stack up to two tons of material on a sledge and push or pull it all at once.

The "driver" of a sledge rarely rides upon the vehicle, but instead paces back and forth between groups of workers or animals that are doing the work, coordinating the team.

SLUMBER SAND

Slumber sand is a supernatural hazard (see page 26), but alchemists make a substance that mimics the hazard's effects.

A target struck by a flask of slumber sand must make a DC 15 Fortitude save or fall asleep for 1 minute.

Slumber sand affects only a creature struck by it, and creatures with 5 or more Hit Dice have immunity to the effect.
Slumber sand is more effective when a flask of it is used as an optional material component for *sleep*, *deep slumber*, or *symbol of sleep*.
When so used, the total Hit Dice of creatures affected increases by 2 (the *symbol of sleep* affects creatures of up to 12 HD), and the DC for the Will saving throw increases by +1.

SUN LENSES

This item, made of thin slabs of mica or volcanic glass affixed to curved frames, can protect your eyes from being dazzled by bright light, such as glare (see page 18).
If you are already dazzled when you don the lenses, you are treated as if you had entered an area of shade; you recover from the dazzled condition 1 hour if you continue to wear the lenses.

SUNSHADE LOTION

This translucent green lotion contains extracts of succulent plants, mixed with oils from the skin of chameleons.
It darkens slightly on exposure to sunlight.
One flask is sufficient to protect a Medium creature from nonlethal damage due to sunburn (see page 18) for 4 hours.

VOLCANIC GAS

Active volcano craters, mud pots, and similar features often vent a poisonous mixture of gases.
Volcanic gas is an inhaled poison, but unlike with a thrown vial, the gas cloud persists in the area it fills.
Characters exposed to the gas must continue to make saves each minute against the secondary damage until they leave the gas-filled zone.
The volume filled by a cloud of volcanic gas might consist of many 10-foot cubes.
A pit trap might include a volcanic fissure that adds poisonous fumes to the hazard.

SAVAGE SPECIES (3.0)

Table 5–5: Special and Superior Items

Item	Cost	Weight
Aboleth mucus, vial	20 gp	1 lb.
Breathing mask	1,000 gp	5 lb.
Cable (50 ft.)	25 gp	2 lb.
Cablespool	125 gp	2 lb.
with cable	175 gp	6 lb.
Delver slime, vial	150 gp	1 lb.
Drow arrow poison, dose	120 gp	1/4 lb.
Flash tube	30 gp	1 lb.
Frostfire	40 gp	1 lb.
Harness	20 gp	2 lb.
Sculptor's slime, vial	750 gp	4 lb.
Spore flask	1,000 gp	1 lb.
Sun lantern	162 gp	3 lb.

ABOLETH MUCUS

An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick.
Occasionally this substance finds its way into marketplaces. Glass vials of the mucus can be thrown as grenadelike weapons.
Any creature coming into contact with or inhaling this substance must succeed on a Fortitude save (DC 19) or lose the ability to breathe air for the next 3 hours (see the Suffocation sidebar in Chapter 3 of the DUNGEON MASTER's *Guide*).
There is no splash effect for aboleth mucus.

BREATHING MASK

This desmodu-made (see Appendix 3: New Creatures) mask covers the user's whole face.
It is fitted with goggles and a bag of an alchemical substance within that allows the wearer to breathe for up to 4 hours.
With the mask on, the wearer can ignore the effects of noxious fumes and inhaled toxins.
It even enables the wearer to function underwater or in an airless environment.
A slightly different version (with the same cost and weight) allows water-breathers to function out of water.
The item consists of a masterwork leather mask with goggles (cost 50 gp) and the alchemical air supply, which costs 950 gp and can be manufactured with a successful Craft (alchemy) check (DC 20).
A partially used air supply cannot be combined with another partially used one to get a fresh supply, but it can be discarded and replaced with a new supply.

CABLE

Desmodu (see Appendix 3: New Creatures) make a metal cord that is thinner, stronger, and lighter than even silk rope.
It is too thin for most creatures to climb easily (Climb DC 20), but desmodus using a cable can climb at their normal climb speed.
The cable has a snap ring at each end so that it can be quickly attached to or detached from a piton, spike, grappling hook, or other item without a Use Rope check.
The cable has 10 hit points and hardness 5.
It can be broken with a successful Strength check (DC 32).
Its stiffness, however, imposes a –2 circumstance penalty on use Rope checks.

CABLESPOOL

This desmodu (see Appendix 3: New Creatures) gadget carries 100 feet of cable (see above) in an enclosed reel.
The reel is spring-wound and can pull in all 100 feet of cable in 1 round (pulling with a Strength score of 16).
It can be set to reel or unreel the cable automatically as the user climbs, or to act as a brake, allowing the user to jump down 100 feet without harm.

DELVER SLIME

Delvers produce a mucuslike slime that contains a highly corrosive substance.
The slime is particularly effective against stone.
Glass vials of this substance occasionally appear in marketplaces, sold by enterprising dwarves who bribed delvers with gems.
Vials of the slime can be thrown as grenadelike weapons.
A successful hit deals 2d6 points of acid damage to organic creatures or objects.
Against metallic creatures or objects, the delver's slime deals 4d8 points of acid damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of acid damage.
All creatures within 5 feet of where the vial lands take 1d6 points of acid damage from the splash, but objects within 5 feet are not affected.

DROW ARROW POISON

Drow arrow poison is an injury poison (Fortitude DC 17) that causes unconsciousness.
After 1 minute, the injured creature must make a second Fortitude save (same DC) or remain unconscious for 2d4 hours.

FLASH TUBE

Ingenious alchemists figured out how to duplicate the effect of a gibbering mouther's spittle.
Vials of this substance can be thrown as grenadelike weapons.
The fluid within ignites on contact with the air, creating a blinding flash of light.
All sighted creatures within 60 feet of where the vial lands must succeed on a Fortitude save (DC 13) or be blinded for 1d3 rounds.
See the Condition Summary in Chapter 3 of the DUNGEON MASTER's *Guide* for details on the effects of blindness.
A flash tube requires a Craft (alchemy) check (DC 20) to create.

FROSTFIRE

This sticky, adhesive substance drains away heat when exposed to air or moisture.
A flask of frostfire can be thrown as a grenadelike weapon with a range increment of 10 feet, and a direct hit deals 1d6 points of cold damage.
The target can then attempt to scrape off or wash away the frostfire, if desired.
If this does not occur, the target takes an additional 1d6 points of cold damage on the round following the direct hit.
Removing frostfire by scraping requires a successful Reflex saving throw (DC 15).
Alternatively, the substance can be removed automatically by dousing it with at least a quart of an alcoholic or acidic solution (such as wine or vinegar).
Either method requires a full-round action.
Frostfire requires a Craft (alchemy) check (DC 20) to create.

HARNESS

Desmodus (see Appendix 3: New Creatures) cannot wear belts because of the flaps of skin attached to their flanks.
Instead, they wear harnesses that loop over their shoulders and between their legs.
Straps crisscross the front and back of the desmodu's body to keep the harness from slipping off.
Each desmodu harness is fitted with rings, hooks, and ties for carrying weapons and equipment.
A reinforced hook hangs near the waist for carrying a cablespool.

SCULPTOR'S SLIME

Another product of dwarf dealings with delvers, this slimy liquid softens stone.
One flask allows a Craft (stonemasonry) check (DC 10) to shape up to 25 cubic feet of stone, as *stone shape* cast by a 15th-level druid.
Sculptor's slime requires a Craft (alchemy) check (DC 20) to create.

SPORE FLASK

No one knows who first persuaded a vrock to allow the bottling of its spores, or how it was persuaded.
No doubt, the horrible tanar'ri delight in the idea of inflicting pain without even being present.
A flask of vrock spores can be thrown as a grenadelike weapon.
The spores automatically deal 1d8 points of damage to all creatures within 5 feet of where the flask lands.
They then penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds.
At the end of this time, the victim is covered with a tangle of vinelike growths.
A *delay poison* spell stops the spores' growth for its duration.
Bless, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

SUN LANTERN

This is a bullseye lantern, but without any reservoir for oil.
Instead, a sunrod may be inserted into a socket on one end.
Once the sunrod is in place, a simple twist locks it there and activates it.
A sun lantern provides light as a bullseye lantern, with the duration of a sunrod.
Rules for bullseye lanterns and sunrods appear in Chapter 7 of the *Player's Handbook*.
Any sunrod functions in a sun lantern.
KINSHIP BADGES This item resembles an exquisite cymbal or flattened bell, measuring 3 or 4 inches across.
When struck, it emits a single musical note.
It also resonates and produces a distinctive ultrasonic tone when a desmodu's echolocation sounds strike it.
Desmodus usually exchange kinship badges with their siblings and use them to identify each other in battle.
Cost: 5 gp; Weight: —.

Table 10–3: Special Substances

Item	Cost	Weight	Craft (Alchemy) DC
Bloodflower salve	10 gp	—	20

Table 10–4: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Lizardfolk Poisons				
Blue frog paste	Contact DC 19	1d4 Dex	Paralysis 2d6 minutes	500 gp
Sleep poison	Contact DC 17	Unconsciousness 1d3 rounds	Unconsciousness 1d3 hours	300 gp
Yuan-ti Poisons				
Sssartisss	Injury DC 20	Paralysis 2d6 minutes	Unconsciousness 1d4 hours	400 gp
Ts'ous	Injury DC 20	4d4 points of damage	2d4 points of damage	400 gp
Osssra Smoke[1]				
Mixed flaming osssra oils	Inhaled DC 22	1d4 Dex	Unconsciousness 4d4 minutes	Varies
Amasstarte smoke	Inhaled DC 13	Hold person 1d4 rounds	Slow 1d6 rounds	750 gp
Battasss smoke	Inhaled DC 15	1d4 Wis	Sleep 2+1d4 rounds	1,000 gp
Duthlah'hass smoke	Inhaled DC 16	Feeblemind 2d6 minutes	2d4 Dex	2,000 gp
Ektharisss smoke	Inhaled DC 11	1d6 Str	1d4 Str	1,250 gp
Faele smoke	Inhaled DC 17	2d6 Con	1d6 Con	2,500 gp
Hooloond smoke	Inhaled DC 16	1d6 points of damage	Unconsciousness 2d6 minutes	1,500 gp
Jalasss smoke	Inhaled DC 16	1d4 Int	1d6 Int	1,000 gp
Laerisss smoke	Inhaled DC 14	2d4 points of acid damage	2d6 points of damage	300 gp
Ruusstantar smoke	Inhaled DC 18	2d4 points of damage	3d4 points of damage	750 gp
Ulathlasss smoke	Inhaled DC 20	3d6 Str	Paralysis 2d6 minutes	1,500 gp

[1] Only poisonous to Scaleless Ones.

AMASSTARTAE

The green smoke produced by this oil is shot through with twinkling silvery metallic flecks that resemble sparks.
Its smell is often described as "prickle-nose spicy".
Amasstartae oil is produced by combining sap from the leaves of the silverthorn weed with a distillate of crushed and boiled scales from any salt-water fish.
Amasstarte oil grants the benefit of a *cure light wounds* spell to any Scaled One who pours a vial of it into a bath and soaks in the resulting mixture for at least 1 hour.
The effects are cumulative for multiple hours.

BATTASSS

The ruby-red smoke emitted by this oil flickers with random darker "threads" and smells like scorching milk.
Battasss oil is made from palm oil and the petals of the tiny white wildflower known as fallen snow.
When inhaled by a Scaled One, battasss smoke produces extreme clarity of mind.
During this time, the Scaled One requires no Concentration check to perform any action, regardless of distractions or combinations of effects that might ordinarily impair spellcasting or performance.
Furthermore, the affected reptile gains a +5 bonus on Will saves.
These effects persist for as long as the Scaled One inhales the smoke and for 3d6 minutes thereafter.

BLOODFLOWER SALVE

Bloodflowers are red-leafed wildflowers with magical properties.
Once prevalent on open plains that had been used as battlefields, bloodflowers are now found only in the depths of the Jungles of Chult and the Mhair Jungles.
Bloodflower salve must be rubbed onto the body before damage is taken.
Thereafter, it delivers the benefit of a *cure minor wounds* spell when anyone within 25 feet speaks a command word specified during the creation of the salve.
Bloodflower salve remains active until the command word is spoken or until washed off with at least a quart of liquid.

BLUE FROG PASTE

The otherwise harmless bright blue frogs of the Serpent Hills secrete a unique poison that the lizardfolk of Kalran have learned to harvest.
Mixing it with other natural substances produces a highly toxic oil suitable for applying to weapons.

DUTHLAH'HASS

This oil produces a bright amber smoke with a smell similar to that of sizzling seaweed or burnt moss.
Humanoids sometimes describe the scent as "fiery" or "nose-clearing".
Duthlah'hass oil is prepared from mint, the bark of certain tropical trees, and the sap of the greater jungle clingvine.
In Scaled Ones, duthlah'hass smoke induces dreamsleep—a deep, relaxed slumber in which they receive visions from their own subconscious minds and occasionally their deities.
The effects of *dream* or *suggestion* spells cast upon them by other beings may also manifest during such a sleep.
Dreamsleeping Yuan-ti can retrieve memories (such as where or how they hid something long ago, or snatches of overheard conversation) with crystal clarity.
A dreamsleeper awakens immediately upon taking damage; otherwise the sleep lasts for 2d4 hours after the initial duthlah'hass contact (regardless of whether or not the smoke is gone).

EKTHARISSS

The dark purple smoke generated by this oil is highlighted by occasional puffs of a slightly lighter blue color.
Its smell is reminiscent of fresh-cut lemons or limes.
Ektharisss oil is distilled from the sap of the nightshadow jungle plant, which can be easily recognized by its shield-sized, brilliant purple leaves.
Ektharisss alters the body density of Scaled Ones in contact with its smoke, enabling them to use *levitate* as a spell-like ability at will for as long as they are in contact with the vapors (maximum weight 200 lbs.).
Yuan-ti often use this ability to reach high ledges, doors, or openings leading to treasure storage areas.
Some also use it to rest, study, or work above the reach of distractions or hostile beings.
Extreme care is required, however, since normal weight returns the instant contact with ektharisss smoke is lost, making falls quite likely.
As with the spell, the affected creature must be willing to rise, and objects can be lifted only by a Scaled One in contact with the smoke.

FAELE

This oil produces a deep blue smoke laced with occasional streamers of bright emerald hue.
Its reek is similar to the sickly-sweet "death smell" of rotting human or elf flesh.
Faele oil consists of human or elf blood mixed with a distillate of boiled boar brain.
Faele smoke grants a Scaled One a +4 circumstance bonus on all Fortitude saving throws.
Furthermore, any hit point damage taken by a Scaled One under its effects is reduced by 1 point per die, or by 1 point per attack if no die roll is involved.
These benefits persist for 1d4 hours from initial contact with faele smoke.
Continued contact after that period does not extend the effect, nor does any new contact with it renew the benefits until 24 hours have elapsed from the expiration of the previous effect.

HOOLOOND

This oil generates a yellow-green smoke shot through with momentary jets of red smoke that resemble licks of flame.
The scent of hooloond smoke is often likened to the minty smell of fresh-cut jungle vines or melons, though it is much stronger.
Hooloond oil contains the blood of a constrictor snake and the venom of a viper.
At least 3 minutes of continuous contact with hooloond smoke heals a Scaled One of 1d4+2 points of damage.
An individual can gain this benefit twelve times in swift succession if opportunity permits, but the smoke won't affect that particular reptile again for a full 24 hours after its last healing.
Yuan-ti often plan their battles so that they can fight in continuous contact with hooloond smoke (for example, inside a smoke cloud or smoke-filled room).
Doing so allows them to receive this healing automatically every 3 minutes.

JALASSS

This oil produces white smoke shot through with short-lived, rainbowlike bands of iridescence.
Its smell is like that of burning paint or strongly dyed fabric.
Jalasss oil is a distillate of crushed snails and the sap of the launteene—an edible plant native to the wild floral hotlands.
Jalasss smoke instantly and permanently banishes the effects of all enchantment spells from the minds of Scaled Ones in contact with it and makes them immune to such effects for 1d4 hours after contact ceases.
Contact with ignited jalasss oil for 1 round maximizes this extension but deals damage as burning oil.

LAERISSS

The brown smoke generated by this oil smells like burning olives.
Laerisss oil contains certain crushed insects and the roots of several floating swamp plants.
Laerisss smoke causes a quickening of reactions in a Scaled One that manifests as a +2 bonus on all Reflex saves.
This effect lasts for 3d6 minutes from initial contact.
The same individual cannot be affected again for 1d4 hours, even if it remains in contact with the smoke.

RUUSSTANTAR

The green smoke produced by this oil is shot through with ribbons of purple vapor, and its scent is like that of freshly crushed grapes.
Ruusstantar oil contains a distillate of snakeskin and crushed dragon bone.
Any Scaled One in contact with ruusstantar smoke gains 1d12 temporary hit points that last for 1d4 hours.
A Scaled One that pours the ignited oil over her body instead gains 2d12 temporary hit points and take no damage from the burning oil.
These effects do not stack.

Once affected by ruusstantar, a Scaled One can't gain the benefits from either the smoke or the oil again until 2d4 full days have elapsed.

SLEEP POISON

The lizardfolk have developed a technique for distilling the extract of several jungle plants to produce a poison that renders enemies unconscious.

SSSARTISSS

A distillate of the venoms of several kinds of poisonous serpents, sssartisss has a bitter tang when wet and a scaled or furrowed texture when dry.

TS'OUS

This substance is a mixture of cobra venom and the extracts of several poisonous plants.
It smells like overripe fruit when wet and dries clear.

ULATHLASSS

The dull, heavy, green smoke generated by this oil flows over floors and then up walls and furnishings as though it were a lazy serpent.
Its smell is similar to that of roasting boar.
Ulathlasss oil is made from the internal juices of both carrion crawlers and centipedes.
Ulathlasss smoke renders Scaled Ones immune to all effects related to extremes of heat and cold (including natural torpor and natural or magical damage), but not the effects of natural or magical fire and ice, which deal half damage.
This benefit lasts for as long as the Scaled One is in contact with the smoke and for 2d6 minutes thereafter.
Contact with ignited ulathlasss oil has the same effects on reptiles as contact with the smoke, except that the user also becomes immune to damage from natural and magical fire and ice, and all benefits persist for 3d6 minutes after contact with the oil ceases.
Ulathlasss confers no protection against lightning or any other electricity-based effect in any of its forms.

SILVER MARCHES (3.0)

searching for herbs

Locating a particular herb is not as simple as strolling into the woods and plucking flowers. Searching for herbs requires a successful Wilderness Lore or Knowledge (herbalism) check, depending on how common the herb is in the immediate vicinity.

Common	DC 10
Uncommon	DC 20
Rare	DC 30
Not present	Impossible

Any character may attempt to locate herbs with a Search check, but only if the DC for the particular herb is 10 or lower.

Each attempt requires 10 minutes and covers the ground in an area roughly 100 feet square. A character with the nature sense ability (a druid, for example) only requires 1 minute per attempt.

AMAUNAUTH (RARE)

Also known as "greenflower" for its rich green leaves, which open in a starburst close to the ground, amaunauth is a hardy broadleaf groundweed.
It grows across colder areas of the North, from the Dessarin Valley north to where ice or snow always lies.
If eaten raw, amaunauth is harmful to humans, elves, orcs and all goblinkin, and their half-kin, but has no effect on dwarves, gnomes, halflings, fey creatures, and gnolls, nor on horses, goats, sheep, rothé, and deer.
The poison called amaunauth is brewed from the sap or internal juices of the weed.
An herbalist can concoct amaunauth by crushing the leaves of the plant, boiling whole plants, or even dissolving the leaves in alcohol (Alchemy or Knowledge [herbalism] check, DC 15, and one day's work to manufacture).
A single plant can produce 1d4+2 doses.
Amaunauth: Injury DC 19, initial damage 2d4 hp, secondary damage unconsciousness, price 100 gp.

DUSKWOOD

Named for the dark, eerie appearance of their closely clustered stands, duskwoods grow arrow-straight up to 60 feet tall.
Their smooth, bare, trunks are crowned by halos of tiny, lacy branches.
Duskwoods have black bark that turns silvery gray when newly broken or peeled.
The wood beneath is smoky gray, and hard as iron.
Most mast spars and building roof-beams in Faerûn are made of duskwood.
It is very resistant to fire, smoldering rather than blazing.
Duskwood trees tend to survive both forest fires and the axes of firewood-seekers because of this.
Duskwood grows widely all over Faerûn.

EMBRAMAPH (COMMON)

A tall flowering plant with irregular petals of rich purple, embramaph grows in sunny soil.
Embramaph is an antidote to many poisons, diseases, molds and rots, but its effects vary for each individual.
Its leaves and stems, eaten or crushed and rubbed on the skin, are effective throughout the year.
Also known as fairflower because of its beneficial effects, embramaph has almost no market value, since it loses its potency within a day of being harvested.
A dose of embramaph confers a +4 bonus on Heal checks made to treat poison or treat disease.
A single embramaph plant yields 1d4 doses.

FELSUL

"A poor excuse for a tree" is the common judgement of the felsul.
Most folk agree when they first examine these gnarled, twisted trees of a dusty cinammon hue that constantly shed flakes of rotting bark.
Felsul-wood readily crumbles, splits, cracks, burns poorly, and is too weak and misshapen to be usable in building or furniture making.
Early each spring, felsuls burst briefly into bloom.
A sack of vivid yellow-and-purple felsul flowers fetches from 5 to 30 silver pieces, depending on the size and lushness of the blossoms in any particular year.
The crushed petals of felsul flowers yield an expensive perfume prized throughout Faerûn.
Felsul-root is sometimes favored for use in small carvings such as holy symbols, figurines, and toys.
Felsuls favor cold and poor soil, and grow on crags, cliff-edges, and clefts where few other trees can find purchase.
In many rocky places in the North, felsuls are the only trees to be seen.

GROUNDPINE

These stunted, many-armed pines seldom grow more than 1 foot high, but spread out in all directions "like spiders turned on their backs", in the words of one forester.
A hazard underfoot to horses, groundpines cloak many hilltops or moors downslope in the North, flourishing where biting winds blow and less hardy species struggle.
Their cones feed many small birds and furry creatures, and their needles offer cover for both predators and traps placed to harm or capture humans.
As with certain spruces, groundpine bark can be boiled to derive a searing-cool sweet drink that refreshes but doesn't intoxicate.

HIEXEL

Upright oval trees usually 30 feet in height, hiexels can grow 70 feet tall in sheltered spots.
They have gently curved, sparse branches; brittle, green, waxy wood (called simply "hiexel"); and silver-green bark.
Hiexel rots easily and produces profuse amounts of thick, oily smoke when ignited.
This brings it frequent use in signal fires and for smoking meat or fish, or to drive beasts or foes out of an enclosed area.
Hiexel bark sees use in bookbinding.
It's also used to seal the walls of wooden buildings against damp, stuck down with wooden pegs and sealed with mud and clumps of moss.
As they grow, hiexel trees dry out unevenly, so windstorms often fell old or large specimens.
Hiexel is unsuitable for sledges, bridges, and other hard usages.
It shouldn't be used in magic items, because its unstable nature will cause breakage after a few years at most.
Hiexel trees are very common in the Dales, growing in thickets in ravines and on hillsides.
They are rarer in the North, but can be found scattered there everywhere south of the Nether Mountains, particularly in the Rauvin and Delimbiyr vales.

LASPAR

Evergreens of a distinctive olive-green hue, laspars are sometimes mistakenly thought to be dead by passing travelers.
Laspars look like squat cedars, rarely topping 30 feet in height, and have thick foliage that foils most searching eyes seeking to see under a single tree, let alone a stand of them.
Laspar needles are flat and smooth-pointed.
They grow in spherical clusters ("shags") at the ends of delicate branches that swirl around a straight, strong central trunk.
The trunks have dusty green bark that tends to form a surface of many small, interlocked concave plates.
Under the bark is a golden-hued wood that's as easily worked as pine—but is also pitchy, spitting too many sparks for safe burning.
Crushed needles are used in making scents and are often worked into torches and candles of superior quality.
Laspars grow everywhere west of Thay that's also north of the Forest of Tethir.
They thrive around Turnstone Pass, and down Delimbiyr Vale into the Far Forest.

PHANDAR

Phandars grow up to 60 feet high, with terrifically strong, springy curving boughs sprouting in great numbers from a massive, knobbly central trunk.
Triangular leaves of mottled, varicolored green grow on branches that form the rough shape of a horizontal egg, with its long axis (the "tail" of the tree) pointing away from the prevailing wind, so that a stand of phandars all seem to be pointing in one direction.
Some adventurers say they greatly resemble the feared monsters known as ropers.
Phandar wood is greenish-brown striped with thin black grain lines throughout, which when cut for use in the making of jewelry form striking waves of curling parallel lines.
Tool and weapon handles and bows are often fashioned of phandar wood, though its curving nature makes it unsuitable for spears, wands, staffs, and other uses where straightness is desirable.
Phandars are very hardy.
Stumps often grow new trees, and even cut, fallen boughs may sprout seedlings.

This quality has probably saved the tree from total extinction; loggers prize phandar trunks because they're strong enough to support the heaviest roof, and they can be chiseled to accept crossbeams without cracking or splitting.
Phandars are found across Faerûn, but are sparse north of the High Forest.
They are increasingly rare everywhere due to overcutting.

SILVERBARK

Silverbarks are thin and straight, seldom more than a dozen feet tall.
They are plentiful, and grow in thickets.
Silverbark wood is reddish and dries out thoroughly after it's cut, becoming very light but also very brittle after a year or so.
The silver bark is loose and easily torn away.
Silverbark leaves are waxy to the touch, deep red in color, large and oval with pointed tips and tiny saw-toothed edges.
They are strong enough to carry game or kindling in.
Silverbark trunks serve the poor as staffs, poles, and (once points have been whittled and hardened in a slow fire) as defensive stakes.
The weakness of the wood makes it unsuitable for lance shafts, fence rails, or structural work.
Silverbarks flourish in wet ground throughout Faerûn.

THUMBERRY

This globe-shaped shrub of lime-green, ragged leaves is studded year-round with white berries the size and shape of human thumbs.
The edible, fatty berries can be shaped into candles and burned, and they have kept many a lost or hungry traveler alive, although their taste wins few accolades.
Thumberry-root can be boiled to yield a potent slate-gray dye or ink.

VARATHAR (UNCOMMON)

Also known as "moonglow" for the pale silver-blue radiance it shows in moonlight, varathar is a unattractive, rare ground cover that looks like shredded, rotting brown mushrooms.
A character may administer a dose of varathar with a successful Heal check (DC 10); a creature treated in this fashion is healed of 1d4 points of damage.
The DC of the Heal check to administer varathar increases by +10 per dose taken per day, making it difficult for a creature to benefit more than once or twice a day from varathar.
Varathar retains its potency for 1d4+1 days after harvesting, and commands a market price of 10 gp per dose.
A single varathar plant normally yields 1d4 doses.

WINTERBERRY

These tangled vines are dusty brown in hue and constantly shed ragged strips of bark.
They customarily form spherical coils that bulk as large as bushes, and are often overgrown by lesser creepers so as to look quite substantial.
Winterberries shed their silver-gray leaves in fall, but only after persistent freezing weather has come do the apparently bare and lifeless vines split apart to reveal waxy, white, sour-sweet berries.
Many birds and small forest creatures (and more than one hungry, desperate human) depend on winterberries—because they can be eaten frozen, and deer hate their taste and so let them be.

SONG AND SILENCE (3.0)

Table 3–2: Thief Gear

Item	Cost	Weight
Automated footpad	30 gp	1/2 lb.
Double-sided clothes	50 gp	8 lb.*
Expandable pole	5 gp	1 lb.
Gorget (plain)	10 gp	5 lb.
Gorget (spiked)	20 gp	5 lb.
Leather collar (plain)	2 gp	2-3 lb.
Leather collar (decorated)	5 gp	2-3 lb.
Longreach tongs	20 gp	5 lb.
Long-spoon thieves' tools (set)	70 gp	3 lb.
Mechanical burglar (Type I)	2,000 gp	3 lb.
Mechanical burglar (Type II)	2,500 gp	3 lb.
Mechanical burglar (Type III)	3,000 gp	3 lb.
Mechanical burglar (Type IV)	4,000 gp	3 lb.
Reverse Lock	100 gp	1 lb.
Waterproofing	30 gp	1 lb.

*This item weighs one quarter this amount when made for a Small character

Table 2–1: Craft (Poisonmaking) DCs

Poison	Type	DC to Create	Market Price per Dose
Arsenic	Ingested DC 13	15	120
Black adder venom	Injury DC 12	15	120
Black lotus extract	Contact DC 20	35	4,000*
Bloodroot	Injury DC 12	15	100
Blue whinnis	Injury DC 14	15	120
Burnt othur fumes	Inhaled DC 18	25	2,100
Carrion crawler brain juice	Contact DC 13	15	200
Dark reaver powder	Ingested DC 18	25	300
Deathblade	Injury DC 20	25	1,800
Dragon bile	Contact DC 26	30	1,500
Giant wasp poison	Injury DC 18	20	210
Greenblood oil	Injury DC 13	15	100
Id moss	Ingested DC 14	15	125
Insanity mist	Inhaled DC 15	20	1,500
Large scorpion venom	Injury DC 18	20	200
Lich dust	Ingested DC 17	20	250
Malyss root paste	Contact DC 16	20	500
Medium-size spider venom	Injury DC 14	15	150
Nitharit	Contact DC 13	20	650
Oil of taggit	Ingested DC 15	15	90
Purple worm poison	Injury DC 24	20	700
Sassone leaf residue	Contact DC 16	20	300
Shadow essence	Injury DC 17	20	250
Small centipede poison	Injury DC 11	15	90
Striped toadstool	Injested DC 11	15	180
Terinav root	Contact DC 16	25	750
Ungol dust	Inhaled DC 15	20	1,000
Wyvern poison	Injury DC 17	25	3,000

* This is the revised price. It supersedes the price given in the *Dungeon Master's Guide*.

ALPHORN

A favorite of the more sophisticated giant races, the alphorn (or white horn) is a long, straight, wooden pipe with an upturned bell at the very end.
The pipe is typically 12–20 feet long and wound with birch bark, which gives the instrument its pale color and distinctive hollow tone.
To play an alphorn, the musician rests the bend of the instrument on the ground and blows into the mouthpiece.
Since alphorns have no fingerholes for altering the pitch, each can produce only one note.
An alphorn's sound carries for great distances, so some isolated giants use it to communicate with their distant neighbors.
An unfriendly critic once compared the result to wolves baying at the moon, but his heirs issued a lavish posthumous apology after the offended giants showed him the error of his ways.
Bardic Music: The alphorn's deep pitch carries its sound to a distance of 1d10 miles.
This allows the use of inspire greatness, countersong, and inspire courage effects even when great distances separate the musician from his or her listeners.

AUTOMATED FOOTPAD

A gnome creation, this device looks like a small, wind-up toy.
When wound and set in motion, it heads off in a straight line, making distinct, audible footsteps every few seconds.
Its chief purpose is to distract guards' attention by making it seem that someone is walking down a corridor, though it can also make a useful trap-detection tool.
If the user makes a successful Disable Device check (DC 25), the device can set off a touch- or proximity-triggered trap.

BAGPIPES

A set of bagpipes consists of a cloth or skin bag fitted with three reeded pipes (drones), plus a blowpipe and a chanter (melody pipe).
The piper inflates the bag through the blowpipe, then squeezes the air out through the other four pipes to produce the sound.
Fingerholes in the chanter allow it to produce a wide range of notes.
Meanwhile, each of the drones emits a single, low-pitched, buzzing tone.
Together, these provide harmony for the chanter's tune.
A few societies prize bagpipes for their distinctive qualities, though their music is definitely an acquired taste.
The instrument is very strenuous to play because the piper must keep the bag supplied with enough air to fill all four pipes at once.
Therefore, a musician who can play long pieces on it wins the grudging respect of his or her fellows, whatever their feelings toward bagpipes in the abstract.
Bardic Music: The musician can produce an unearthly wail that imposes a –1 morale penalty on the listeners' saving throws against *fear* effects.
This is a supernatural, mind-affecting ability.

BANJOLELE

This instrument has a tambourinelike, circular body with vellum stretched tightly across it to act as a sounding board.
Five metal strings span the body of the instrument, secured by pegs at the end of the long, straight neck.
A typical banjolele is about 18 inches in length.
A favorite of halfling bards, this instrument is otherwise rare.
Some find its music jaunty and uplifting; others maintain that it combines all the worst characteristics of a banjo and a ukulele.
Bardic Music: When played to inspire courage, this cheerful instrument increases the morale bonus on saving throws against *fear* effects from +2 to +3 for listeners allied with the musician.

BELL, HANGING

A hanging bell is a larger-scale version of a handbell (see below).
Hanging bells are usually made of bronze or some other metal, though stone versions are also known.
They have no handles; instead, they hang from pivots mounted on frames.
Hanging bells are quite large (up to several feet high) and often weigh more than a ton each.
The typical hanging bell has a metal rod called a clapper suspended within it.
The performer usually plays a hanging bell by swinging or tugging on a rope attached to the clapper rather than by moving the bell itself.
The rare hanging bell that has no clapper can be played by striking the outside with a mallet.
Each of these instruments produces only one note—the larger the bell, the lower its pitch.
The sound of a hanging bell can carry for miles, especially when it is mounted high in a bell tower.
Thus, this instrument can be used to raise an alarm, pass along signals, mark special occasions, denote specific time periods (the hours of the day, the changing of the guard, the time to pray, and so forth), or simply make a joyous noise.
Bardic Music: When played to inspire courage, a hanging bell weighing at least 1 ton increases the morale bonus on allies' saves against *fear* and *charm* effects fromi+2 to +3.
The music also imposes a –1 morale penalty on foes' saves against those same effects.

BONES

Despite their name, these percussion instruments are actually small wooden blocks, typically dark-colored and highly polished.
A complete set consists of twelve to thirty pieces, all different lengths.
Each is tapered in the middle for easy insertion between the fingers.
When struck, each "bone" gives off a hollow, reverberating sound at a particular pitch.
The bones are played by striking pairs of pieces together in succession, thus creating combinations of tones.
A dexterous performer can achieve a wide range of effects by varying which pieces connect and how long each vibrates, as well as how hard and how often they hit.
Kobolds in particular love this form of percussion.
In fact, it is not uncommon for a kobold minstrel to manipulate two or more pieces in each hand, switching them off with the remaining pieces at dazzling speed—almost as if he were juggling as well as playing.
Audiences often admire the speed of the performer's hand gestures as much as the music itself.
Bardic Music: The hollow, eerie, rattling of the bones imposes a –2 morale penalty on listeners' saving throws against *fear* effects.
Creating this effect is a supernatural, mind-affecting ability.

CHIMES, WIND

Wind chimes can be made of wood, metal, or crystal.
The simplest type consists of strips of the chosen material, all the same length, hanging parallel to one another from a support.
A more complex type uses strips of different lengths, but they still hang parallel about one-half inch apart.
The most sophisticated of all wind chimes, the chromatic chime, consists of actual tubular bells, each tuned to a different note and carefully arranged to create a harmonious scale.
Individual chimes of any type can be as short as a few inches or as long as 8 feet.
Wind chimes are hung in a place where the wind can easily reach them.
When a strong enough breeze blows, the pieces knock together and chime.
If all the pieces are the same length, the instrument can sound only one note, though its rhythm is random.
Wind chimes with pieces of different lengths produce different notes, depending upon exactly which pairs of chimes come into contact.
The most common type of magic wind chimes grants a +1 morale bonus on listeners' saving throws against *charm* and *fear* effects for as long as it sounds.

CLAVICHORD

The clavichord, an ancestor of the modern piano, borrows the pipe organ's keyboard but substitutes horizontal strings for its pipes.
Pressing a key causes an attached metal piece to strike a string or pair of strings inside the instrument, sounding the note.
A clavichord looks like a flat, rectangular or oblong box about 1 foot wide and a bit more than 3 feet long.
The musician typically places it on a table or similar flat surface for a performance.
Soft and silvery in tone, the clavichord allows great variety of expression.
The volume varies slightly according to the force with which the keys are struck, but the instrument is never particularly loud.
Clavichords are particularly popular in orchestral arrangements and as showpieces in the homes of well-to-do merchants.
Bardic Music: A musician using a clavichord can maintain only a single bardic music or virtuoso performance effect at a time.
Because of its soft tone, the clavichord imposes a –1 circumstance penalty on Perform checks for countersong attempts, but it grants a +2 circumstance bonus on Perform checks for *fascinate* or *suggestion*.
It also grants a +1 circumstance bonus on the musician's Diplomacy and Gather Information checks made against audience members for 1d6 hours after the performance ends.

CRUMHORN

The true crumhorn is a triple-reed instrument created by and favored by treant musicians, but quite unplayable by most humanoids.
A true crumhorn is a straight tube about 6 feet long with six to eight fingerholes and a slightly flared bell.

A small wooden cup containing the reeds serves as the mouthpiece.
The human version, about 3 feet long, produces a reedy, nasal sound quite unlike the majestic timbre of the true crumhorn.
Though treants are the primary players of crumhorns, dryads are also exceptionally fond of their music.
Most other forest denizens find the crumhorn melodic but melancholy.
Bardic Music: A crumhorn of any type grants the musician a +1 circumstance bonus on all Perform checks when the listeners are sylvan folk other than dryads.
Every such listener also incurs a –4 circumstance penalty on saving throws made to resist the performer's *fascinate* or *suggestion* effects.
These modifiers double for dryad listeners.
Producing the saving throw penalty is a supernatural, mind affecting ability.

DOUBLE–SIDED CLOTHES

This specially made set of clothing is useful for allaying suspicion and throwing off pursuit.
A bard who has been spotted leaving an assignation, a spymaster who is trying to throw off a tail, or a thief who wants to establish an alibi—any of these can benefit greatly from this relatively simple item.
Each piece of clothing in the set is reversible, and the two sides differ markedly in color, style, and general appearance.
Neither side resembles the other in any way, and most often the two ensembles even correspond to different social stations.
Thus, the wearer can take pains to be seen wearing one outfit, then duck briefly out of sight and emerge looking so different that only the most suspicious observer would connect him or her with the person who vanished a few moments before.
However, it would behoove the suit's owner not to use it too many times in the same town, lest some bright citizen make a connection between the disappearance of one person and the appearance of the other.
It takes 2 minutes to reverse the clothing and alter other details (such as hairstyle, jewelry, and so forth) appropriately.
A character who completes the change gains the standard +5 bonus on Disguise checks for alteration of minor details.
If the wearer attempts any additional changes (such as using spells or a disguise kit, or appearing as a different gender, race, or class), apply the corresponding check modifiers (see the Disguise skill description in Chapter 4 of the *Player's Handbook*) and extend the time required appropriately.

DRUM

Possibly the oldest of all instruments, the drum exists in types without number.
Drums range from simple hollow trees pounded with sticks to a celebrated magic lake named Irontick, which a musician can "play" by jumping up and down on its rigid surface.
A typical drum consists of skin, parchment, or some similar material stretched tightly over the opening of a hollow wooden cylinder or pot.
This covered opening is called the drumhead.
Some drums have only one drumhead; others have two or more.
Striking the drumhead with sticks, mallets, or even the hands produces the sound.
Drums are popular with almost every race and culture for their ability to stir the emotions, establish a background beat for dancing, and provide counterpoint for a melody produced by some other instrument.
The rare exceptions include celestials, who consider drum rhythms primitive, and elves, who find them vaguely disturbing and extremely annoying (a prejudice reinforced, perhaps, by the enthusiasm with which many of their enemies embrace them).
Half-orcs, lizardfolk, troglodytes, trolls, ogres, and the more dim-witted giants are the races most likely to enjoy simple drum music.
Demons, of course, love an unholy din, so they not only enjoy drums but also prefer to play several different kinds at once.
Bardic Music: When played to inspire courage, drums boost the morale bonus on saves against fear effects from +2 to +4, but decrease the morale bonus on saves against *charm* effects from +2 to +0.

DRUMS, BONGO

These small drums always come in sets of two.
One drum of each pair is about 5 inches in diameter; the other is about 7 inches.
The bongo player can either set the drums down to play them or carry them on a strap.
Bongos are played by rapidly tapping the drumheads with the fingertips, and a skilled drummer can create very complex rhythms by rapidly switching between the two drums.
Goblins are quite fond of the bongos, which they play for entertainment, to call together war parties, and to transmit messages through complex rhythms.
All these applications tend to sound the same to members of other races.
Bardic Music: See drum.

DRUMS, KETTLE

Also called timpani, kettle drums are large, heavy, metal pots 2–3 feet high with skin or parchment drumheads.
The drummer plays them by pounding on the drumheads with special mallets swathed in cloth.
Kettle drums come in sets of at least two and sometimes up to five individual drums, each a different size and pitch (the larger the drum, the deeper its tone).
Because of their weight, kettle drums are not portable.
By striking multiple drums in rapid succession, the drummer can produce a rapid, multitone sound that reverberates for several moments.
This effect combined with a mounting crescendo provides a rousing finale for any musical performance.
Kettle drums are quite popular among gnolls, who have developed highly sophisticated rhythms with them.

Most gnoll timpani concerts end with the audience rushing to attack any convenient targets.
Bardic Music: See drum.

DULCIMER, HAMMERED

This instrument has a flat, trapezoidal soundbox with several pairs of strings stretched horizontally across it.
Because of its size (about 30 inches by 18 inches), it is usually set on a stand at an angle rather than held on the lap.
The musician plays this unusual instrument by striking the strings in rapid succession with tiny hammers, one held in each hand.
Bardic Music: See zither, below.

EXPANDABLE POLE

This sturdy but hollow bamboo rod is 1 foot long and capped at each end.
By removing the caps, the user can slide out up to five additional sections from each tip.
When extended and rotated into "locked" position (a move-equivalent action), each of these sections adds 1 foot to the total length of the rod.
Since each end can produce the same number of extensions, the pole can be set at any 1-foot increment up to 11 feet.
The usual settings are 5 feet, 7 feet, 9 feet, and 11 feet.
Collapsing the pole back to its original 1-foot length requires twisting each section to unlock it, then sliding it back inside the next larger piece (a move-equivalent action).
The primary function of this device is to bridge holes or gaps and anchor ropes for descent into pits and shafts.
How far the pole is extended determines how much weight it can bear: It can hold 150 pounds at 5 feet, 120 pounds at 7 feet, 100 pounds at 9 feet, or 50 pounds at 11 feet.
Halflings and gnomes in particular find this a useful piece of dungeoneering equipment.

FIDDLE

An ancestor of the modern violin, the fiddle is a small, portable, stringed instrument with a body shaped rather like an hourglass.
Four or five strings made of gut or sinew stretch across the body, anchored by pegs at the end of a long, thin neck.
A separate piece, called the bow, is a long, thin piece of wood strung with fine strands of animal hair.
Fiddles vary in length between 2 feet (for Medium-size fiddlers) and 18 inches (for Small fiddlers).
To play the fiddle, the musician holds it horizontally, typically with the base tucked under his or her chin, and draws the bow back and forth across the strings.
The fiddle is popular among bards who prefer lively dance music (reels or jigs) over serene but detached "pure" music.
Though it is welcome almost anywhere, the fiddle is the favorite instrument of kobolds, whose clever hands mastered its fingerings ages ago.
(They insist that they invented the fiddle, but other races find that claim dubious).
Kobold minstrels and halfling bards typically caper about while playing, showing their audience an example of the lively dancing their music encourages.
Musicians of other races usually sit or stand to play the fiddle.
Bardic Music: Like the other two prime bardic instruments, the lute and the lap-harp, the fiddle enables the performer to maintain one bardic music or virtuoso performance effect while initiating another.
Thus, a bard could maintain a countersong effect on one listener while inspiring courage in others.

FLUTE

The flute is the highest pitched of all the woodwinds.
Unlike the recorder-flute, from which it derives, the flute is held at a right angle to the musician's mouth, so that air blown into it bends to the side.
Flutes range from 8 inches to about 2 feet long.
The shortest type is often called a piccolo.
Each flute has six holes (or, more rarely, eight), plus a thumbhole that, when covered, lowers each of the other notes by an octave.
Flutes have a reputation for producing gentle, idyllic music, but they can also create more martial effects or distorted wailing sounds.
Abyssal flutes always have an odd number of fingerholes, and they conform to no scale or key used by humanoid bards.
Particularly in the hands of demon pipers, they produce "music" that sounds to mortal ears like a disharmonic combination of sharps, flats, and bizarre, minor-key effects.
Bardic Music: See recorder-flute, below.

GONG

A gong is a large, gently curved plate, rather like a single, huge cymbal.
The typical version is made of bronze and has a distinct, curved-in rim and a boss, or slightly raised knob, in the center.
Gongs usually hang suspended from wooden frames to ensure that they can reverberate freely.
Both the frames and the gongs themselves can be as simple or as highly decorated as desired.
The sound of a gong never fails to get attention.
To play it, the musician simply strikes the boss with a large mallet, which is usually covered with either felt or cloth.
Each gong can produce only a single note, but it is audible to a considerable distance and reverberates for 5 rounds after each strike.
So impressive is the sound that enthusiasts claim no other instrument can match it.
Stationary gongs usually weigh several hundred pounds each, so they are not suitable for adventuring.
However, they are quite popular for ceremonial music and as warning signal devices.
Primitive races often hang circular metal shields on their walls to serve as makeshift alarm gongs.
Bardic Music: While it reverberates, the gong adds +5 to the DC for each Concentration check made by a listener (including the performer).
Creating this effect is a supernatural, sonic ability.

When played as part of a countersong attempt, the gong gives the user a +5 circumstance bonus on the Perform check required for that effect.

GORGET

This metal collar offers superior protection for the neck, providing a +10 armor bonus against garrote attacks.
The typical gorget consists of two semicircular metal plates held in place with a metal pin.
It is typically worn as part of a set of full plate, though it can also be worn alone or as part of a helmet.
Adding spikes to a gorget doubles the cost and may make certain opponents reconsider attacking the wearer's throat, but this feature adds nothing to its armor bonus.
A gorget has a hardness of 10.
Because it can restrict breathing, long-term exertion is difficult for the gorget wearer.
The item imposes a –4 circumstance penalty on any checks made to perform physical actions that extend over a period of time (running, swimming, breath-holding, and so on).

HANDBELL

The handbell is a hollow, beehive-shaped instrument with a clapper inside and a handle at the top.
Handbells are usually cast from bronze or some other sturdy metal.
A handbell is small enough (typically 2–12 inches long) to be used in one hand.
To play one, the performer need only swing it back and forth, causing the clapper to strike the sides repeatedly.
Each handbell produces a single, ringing note—the larger the bell, the deeper its tone.
Handbells are usually grouped together for musical performances.
When played in specific sequences by experts, they can produce highly complex chords and melodies.
Humans, elves, and celestials are especially fond of handbell music.
A magic handbell can be played only if it has the correct clapper, which may or may not be present upon its discovery.
Bardic Music: A handbell grants the performer a +1 circumstance bonus on Perform checks made for countersong attempts.
Additional handbells do not increase this bonus.

HARMONICA

A later refinement on pan pipes (see below), the harmonica substitutes metal tubes for the reeds and encloses them in a small, rectangular casing.
The musician simply blows into the top of the harmonica at various points to produce a range of notes.
This instrument's high, buzzing sound is popular among some halflings and gnomes.
Bardic Music: Harmonica music warms the hearts of commoners and other folk of humble station.
Thus, a successful Perform check in such company grants the musician a +4 circumstance bonus on Bluff, Diplomacy, Disguise, and Gather Information checks involving any of those listeners for 1d6 hours after the performance ends.
In addition, it shifts the attitude of the listeners by one category in the performer's favor (for example, from friendly to helpful—see the NPC Attitudes section in Chapter 5 of the *Dungeon Master's Guide*).
However, it also imposes a –4 circumstance penalty on Intimidate checks made against such listeners for the same period.
Producing these effects is a supernatural, mind-affecting ability.

HARP

Far less portable than its smaller cousin the lapharp, a standing harp is often 5 or even 6 feet in height.
Its forty-six strings give it an astonishing range of more than five octaves.
An optional pedal attachment allows the musician to raise (sharpen) or lower (flatten) the notes, thus generating an even wider range.
Despite their size, harps are rather delicate and easily damaged.
This tends to restrict harp performances to indoor settings, typically theaters or residences of aristocrats rich enough to own these instruments.
Connoisseurs of harp music maintain that it is even more ethereal and elegant than the music of a lap-harp, although champions of the latter hold their instruments to be richer in tone.
Harps are particularly popular among celestials and elves, but humans also find their music pleasing.
Bardic Music: By playing the harp, the musician can impose a –2 morale penalty on the listeners' saves against *charm* effects.
This is a supernatural, mindaffecting ability.

HARP, AEOLIAN

Although it looks more like a dulcimer than a harp, the aeolian harp (sometimes called a wind harp) sounds very similar to a true harp.
A typical Aeolian harp is 3 feet long but only about 5 inches wide and 2 inches thick.
Its ten to twelve strings are all the same length, though they vary in thickness.
An aeolian harp is usually hung outdoors.
When the wind blows over it, the changing air pressure causes one or more of the strings to quiver, starting with the thinnest and lightest.
This produces a tone just as though a musician had plucked the string.
The more notes sound.
The music of the harp continues for as long as the wind does.
Some find the music of an aeolian harp eerie; others consider it ethereal.
It is popular among elves and humans.
Many a bard has created a magic aeolian harp that produces a countersong effect, which lasts for as long as the music does.
Such an instrument functions as a bard with the same bard level and the same Perform skill modifier as its creator had when he made it.

HARPSICHORD

Though it features one or more keyboards, the harpsichord is essentially an enclosed harp.
Pressing the keys causes the instrument's internal mechanism to pluck the strings rather than strike them, as the clavichord does.
The harpsichord's music is louder than that of a clavichord, but the musician cannot control the volume.
The harpsichord has a delicate sound esteemed by some as waterlike and derided by others as tinkly.
Like the pipe organ, it is a stationary, indoor instrument. Thus, it is usually found only in great cities or in the homes of music-loving nobles.
Bardic Music: A performer using the harpsichord can maintain only a single bardic music or virtuoso performance effect at a time.
In lieu of a standard bardic music effect, however, the musician can impose a –1 circumstance penalty on saves against *charm* effects and a –2 circumstance penalty on saves to resist the *sleep* spell for nonallied listeners.
This is a supernatural, mind-affecting ability.

HAUTBOIS

A softer-toned variant of the shawm (see below), the hautbois has extra fingerholes (a total of ten or more), keys, and sometimes a cupped bell at the end.
The keys increase the number of possible fingering combinations, and the bell-shaped end gives the instrument a softer, more resonant sound than its cousin the shawm.
A hautbois uses narrower reeds than does a shawm.
Bardic Music: See shawm, below.

HORN, NATURAL

Originally these horns were, as the name indicates, actual horns taken from bulls or more exotic beasts.
A natural horn consists of a narrow tip connected to a wider, circular orifice by a hollow, often curved shaft.
The musician plays a natural horn by simply blowing into the small end.
Unless the instrument has fingerholes in the shaft, however, it can produce only a single note.
Natural horns come in all sizes, but those used by Medium-size creatures are typically 1–2 feet in length.
Larger humanoids favor dire horns, which are made from the horns of dire creatures.
Legend holds that minotaurs use horns made from the severed horns of their own kind who suffered defeat in one-on-one contests of honor.
Most magic horns of this type are made from the horns of unnatural creatures, such as demons or devils.
An old legend relates that several members of a noted bardic college once sought to make a magic horn out of one shed by the dreaded tarrasque.
Though they succeeded, they quickly discovered that playing it attracted the attention of the creature itself, which promptly destroyed horn and bards alike.
Natural horns are popular in primitive societies of all kinds. Hobgoblins and orcs in particular enjoy these instruments for their loud, stirring, martial sound.
Bardic Music: When played to inspire courage, a natural horn raises the morale bonus on attacks and weapon damage from +1 to +2.
The morale bonus on saves against *charm* effects, however, drops from +2 to +0.

HORN, SHELL

This instrument is typically made from a conch shell.
When winded, it gives off a distinctive groan that can vary only in volume, not in pitch.
A shell horn makes an excellent signal device—particularly underwater, since sound travels much faster in water than in air.
Some aquatic races such as merfolk and kuo-toa collect a variety of such shells in different sizes and play them in harmony, in sequence, or both.
The music of these seashell orchestras can achieve a deep, haunting grandeur.
Bardic Music: Shell horns produce the same effects as natural horns do (see above), but only when the listeners are aquatic or marine creatures.

LAP–HARP

A lap-harp typically has seventeen strings; there can be as few as twelve on a smaller instrument or as many as twenty-four on a larger one.
Silver wires are the most common choice for strings, and other materials are occasionally used.
Lap-harps are usually made of wood, though some artisans carve them from bone or ivory.
Whatever their material, most lap-harps are highly polished and elaborately decorated with carvings.
The finest rank as works of art in their own right, quite apart from their status as instruments.
Most are between 2 and 3 feet in height and half as wide as they are tall.
Second only to the lute in popularity, the lap-harp is especially favored by elven bards for its light, soothing sound and gentle, rippling notes.
Elven lap-harps are often handed down from generation to generation, and many eventually acquire names and legends of their own.
Any character with the bardic knowledge ability who examines an elven lap-harp automatically gains a +5 bonus on his or her bardic knowledge check to identify the instrument and its bearers.
Bardic Music: One of the three prime bardic instruments, along with the lute and the fiddle, the lap-harp enables a performer to maintain one bardic music or virtuoso's performance effect while initiating another.
Thus, a bard could maintain a *fascinate* effect on one listener while inspiring courage in another.

LEATHER COLLAR

This simple piece of gear protects the neck, providing a +4 armor bonus against garrote attacks.
The typical version is between 2 and 4 inches wide, has a hardness of 3, and is held in place by laces.
Leather collars must be custom-made for their wearers, and fashion-conscious owners often have them decorated with stitching, studs, or dye.

While less restrictive than the gorget, the leather collar also makes long periods of exertion difficult.
This item imposes a –2 circumstance penalty on any checks made to perform physical actions that extend over a period of time (running, swimming, breath-holding, and so on).

LONGREACH TONGS

Though this versatile tool has a multitude of potential uses, rogues typically employ it for removing items from shelves, cabinets, chests, or other receptacles without directly endangering their hands.
The tongs do not permit fine manipulation, but the owner can use them to lift an object weighing up to 5 pounds, tug aside a curtain, grip a doorknob or latch, or perform some similar activity.
Some sets of tongs have wooden handles to insulate the user against electrical shocks or other unpleasant effects.
A typical set of longreach tongs can extend to a length of 10 feet.

LONG–SPOON THIEVES' TOOLS

Each of these items is a specially modified version of a standard lockpicking tool mounted on a long, thin handle.
These tools enable the user to manipulate a latch, tinker with a lock, or probe a trap from a position up to 5 feet away and well to the side of the target device.
A 1-inch-diameter mirror mounted on a similar handle gives the user a good view of the situation.
Though some traps have sufficient range to inflict harm even at that distance, these tools make it possible for a wary rogue to avoid most common hazards, such as poisoned needles or spurting acid.
Using these tools is more time-consuming and less accurate than taking the direct approach; thus, longspoon tools add 2 rounds to the time required and impose a –2 circumstance penalty on any check for which they are used.
Note, however, that the masterwork bonus for a finely made set offsets this latter penalty.

LUR

This large horn is about 8 feet long and weighs approximately 50 pounds.
It is curved rather like a mammoth's tusk and culminates in a flat, bronze disk some 3 feet across.
An engraving of a monstrous face usually adorns this disk.
Lurs come in pairs, each pair consisting of one right-handed and one left-handed instrument.
The lur is a favorite instrument of those few giants who take music seriously—primarily cloud giants and storm giants.
Since lurs produce music that is at once solemn, grand, and melancholy, they are often played on ceremonial occasions.
Bardic Music: When played to inspire courage, the lur raises the morale bonuses on attack and weapon damage from +1 to +2 for all giant listeners allied with the performer.

LUTE

This ancestor of the guitar has a pear-shaped bowl and a distinctive bent neck with frets for fingering.
Between four and eight strings stretch between the base of the bowl and the top of the neck.
Lutes vary between 30 and 36 inches in length, with the bowl taking up some two-thirds of that total.
The musician either strums or plucks the strings to produce music.
A highly versatile instrument because of its wide range of notes and inflection, the lute is accessible to the beginner but capable of great subtlety in the hands of a master.
The deep bowl gives it a rich, full sound unlike that of any other stringed instrument.
It is by far the most popular instrument with bards, especially half-elf and human ones.
Bardic Music: The most popular of the three prime bardic instruments, the lute enables a performer to maintain one bardic music or virtuoso performance effect while initiating another.
Thus, a bard could maintain inspire competence on one listener while using *suggestion* on another.

LYRE

A simpler ancestor of the lap-harp, a lyre typically has a body made out of a turtle shell, plus two curved arms and a crossbar to hold its four to six (or more rarely, eight) gut or sinew strings taut.
To play the lyre, the musician holds it in one hand while strumming or plucking the strings with the other.
The very simplicity of a lyre is its charm, since even a novice can strum one to credible effect.
Because of this and the fact that they're easy to make, lyres are popular among the sylvan fey (especially satyrs) and countryfolk in general.
On occasion, however, a true master (such as the legendary Orpheus) adopts it as a signature instrument, producing astonishing effects.
Bardic Music: While playing a lyre, the musician gains a +2 circumstance bonus on Perform checks for countersong, *fascinate*, or suggestion attempts when the listeners are fey.

MANDOLIN

Essentially a smaller version of the lute, a mandolin is usually between 20 inches and 2 feet long.
It has a straighter neck than does the lute—the end at which the pegs secure the strings tilts back only slightly, if at all.
The mandolin is unusual for the number of strings it holds—from four to six pairs (eight to twelve strings total) or even more.
A mandolin is typically played with a pick, both to protect the musician's fingers and because the strings are too close together to pluck accurately by hand.
The mandolin has a sweeter sound than the lute and, because of its shorter strings, a higher pitch as well.
Its great range of tone and expression have made it a favorite of Small bards, especially gnomes and halflings, who champion it as superior even to the lute.
Bardic Music: See lute, above.

MECHANICAL BURGLAR

Another gnome invention, the mechanical burglar is a tiny, clockwork device that automatically picks mechanical locks.
(It cannot bypass magic locks).
The device is a sophisticated mechanism in which springs extend and retract tiny metal probes to manipulate a lock's inner workings.
To use the mechanical burglar, the owner simply winds it up and inserts it into the lock where the key would normally fit.
The device is not silent; it ticks, whirs, and pings the whole time it is working.
A mechanical burglar takes 1d10 rounds to pick a lock.
The quality of the device determines how complex a lock it can open, according to the following table.

Type	Lock Complexity
I	Very simple (DC 20)
II	Very simple (DC 20) or average (DC 25)
III	Very simple (DC 20), average (DC 25), or good (DC 30)
IV	Very simple (DC 20), average (DC 25), good (DC 30), or amazing (DC 35)

To maintain the device, the owner must keep it dry, oil it occasionally, and protect it from impact.
Failure to take proper care of the mechanical burglar causes it to cease functioning until repaired, which costs half of its original cost.
The mechanical burglar only works on traditional key locks and padlocks.

ORGAN, PIPE

Huge, heavy, and always stationary, the pipe organ is the most complex of all musical instruments.
Each has hundreds of pipes, ranging from as short as 1 inch to as long as 32 feet.
Most of these pipes are vertical metal tubes, but a few upright wooden shafts (typically square rather than circular) provide additional tonal depth.
A great bellows pushes air through the pipes to produce the sound.
A typical organ has two to five keyboards (one for the feet and one or more for the hands), each of which can be set to sound like a different instrument or combination of instruments.
A panel of knobs (called stops) controls which pipes sound—pulling a knob into the "open" position allows the forced air from the bellows to enter a particular pipe or set of pipes when the correct key is depressed.
To play a pipe organ, the performer sets the stops to direct air into the desired pipes, then depresses combinations of keys to generate the sound.
The pipes must be continuously supplied with air throughout the performance.
A musician playing a small pipe organ can "feed" the instrument personally by working the bellows with a foot pump.
Playing a large organ, however, usually requires at least one assistant to pump the bellows.
The volume depends solely on the amount of air entering the pipes, so all notes sound equally loud or soft.
The pipe organ represents the pinnacle of instrument-crafting technology.
Its huge array of different-sized pipes gives it a truly incredible range of sound.
The smaller the pipe, the higher-pitched the sound it produces and, conversely, the larger the pipe, the lower its pitch.
Occasionally, an organ's complement of pipes includes a few so large that their notes are beyond the lower limit of human hearing (although they can still help to create subsonic effects) or so tiny that only animals can hear their sounds.
The keyboards permit the musician to create full, multinote chords by striking two or more keys simultaneously.
Human societies in particular prize the sound of the pipe organ and its relatives, the clavichord and the harpsichord (see above).
Because of their size, expense, and immobility, pipe organs are typically found only in cathedrals and palaces.
Bardic Music: Because of its multiple keyboards, a pipe organ enables the musician to maintain up to three bardic music or virtuoso's performance effects at once.
For example, a performing bard could begin by inspiring courage.
Then, with a successful Concentration check (DC 20 – musician's Perform modifier), he could start a countersong while maintaining the inspire courage effect.
Finally, with another successful Concentration check (DC 25 – musician's Perform modifier), he could attempt to *fascinate* a character while still maintaining both of the other two effects.
Failure at either Concentration check ends one earlier effect (the one that has been operating the longest) because of the performer's distraction.

PIPES, PAN

A set of pan pipes is a series of hollow reeds or wooden tubes of varying lengths bound together in a row, from smallest to largest.
To play them, the musician blows into the tops of the tubes, producing a sound much like that of several tiny wooden flutes.
By moving the pipes from side to side, the piper can play different notes.
Switching rapidly among notes creates the sweet, rippling effect for which the instrument is known.
Simple yet evocative, pan pipes are favorites of satyrs and other sylvan fey.
Humans and some elves also find their music pleasing.
Bardic Music: Pan pipes grant the musician a +1 circumstance bonus on all Perform checks when the listeners are animals or fey.

PSALTERY

The psaltery looks like a zither (see below) without its fretted fingerboard.
It has only one set of strings, and its music is similar to that of a harp.
A psaltery is played by plucking the strings with fingers, quills, or tiny hooks.

Celestials are particularly fond of psaltery music.
Humans and some elves also find it spiritually uplifting.
Bardic Music: See zither, below.

RECORDER–FLUTE

This ancient instrument originated as a simple, hollow tube that produced a single resonant note when air was blown through it.
The addition of six to eight fingerholes enabled the musician to vary the tone, and an optional thumbhole near the upper opening made it possible to lower the notes by an octave.
These alterations resulted in the instrument called the recorder-flute.
Recorder-flutes come in many sizes, but the most common lengths are 12 inches (for Small musicians) and 18 inches (for Medium-size musicians).
The fact that recorder-flutes are very simple to play and relatively easy to construct makes them popular among those who cannot afford or master more complex instruments.
Some bards have found this very simplicity a benefit—they claim that recorder-flutes soothe an audience and enhance the performer's ability to cast enchantment spells such as *sleep*, *charm person*, and the like successfully.
Bardic Music: By playing a recorder-flute, the musician can impose a –1 circumstance penalty on listeners' saving throws against charm and compulsion effects, including the bardic music effects *fascinate* and *suggestion*.
This is a supernatural, mind-affecting ability.

REVERSE LOCK

This tricky little device protects the contents of a room or container by frustrating burglars until they give up and go away.
When first encountered, the reverse lock appears to be locked but actually is not.
If a character makes a successful unlocking attempt—an Open Lock check, an *open* or *knock* spell, or anything else that accomplishes the same purpose—the device then locks itself but appears unlocked.
A second successful attempt to open the lock by any means causes it to unlock and again appear locked.

SHAWM

This double-reed precursor to the oboe looks a bit like an inverted scepter.
Some shawms are highly decorated, which increases their resemblance to scepters even more.
The typical shawm measures about 26–28 inches in length and has seven or eight fingerholes.
Shawms were developed for open-air performances; thus their music tends to be very loud.
Many aristocratic amateur musicians have adopted the shawm as their instrument of choice, since it is not only attractive to the eye, but also quite distinctive in sound.
Treants adore the sound of any sort of shawm, though they are most partial to the crumhorn (see above).
Bardic Music: A shawm bestows a certain prestige on anyone who can play it properly.
Thus, a successful Perform check made in an aristocratic setting grants the performer a +4 circumstance bonus on Bluff, Diplomacy, Disguise, and Gather Information checks made against listeners for 1d6 hours after the performance ends.
It also shifts the attitude of such listeners by one category in the performer's favor (for example, from indifferent to friendly—see the NPC Attitudes section in Chapter 5 of the *Dungeon Master's Guide*).
However, it also imposes a –4 circumstance penalty on Intimidate checks against those listeners for the same period.
Creating the above effects is a supernatural, mindaffecting ability.

STONES, WIND

Naturally occurring stones sometimes have holes, grooves, or ridges through which the wind whistles or moans when it blows strongly enough from the right direction.
It was only a matter of time before intelligent creatures decided to imitate and, if possible, improve upon nature.
"Wind stone" is a general term for the result of such experimentation—a rock outcropping that has been bored, altered, or placed in such a way as to create music when the wind blows.
Each wind stone has a single distinctive whisper, wail, or groan that lasts from a few seconds to several minutes.
The sound of a wind stone is often disquieting to human or halfling listeners, though dwarves and gnomes find it pleasant enough.
Other races tend to either ignore these sounds altogether or imagine them to be the voices of invisible creatures that must be appeased with periodic sacrifices.
Occasionally, a bard creates a magic wind stone that imposes a –4 morale penalty on listeners' saving throws against *fear* effects while it sounds and for 1d6 minutes thereafter.
The creator is immune to this effect.

TABOR

This small instrument has a diameter of about 1 foot, a thickness of up to 2 feet, and a drumhead on each end.
The tabor is light enough to wear on a bandoleer, belt, or sash draped around the drummers neck.
Perfect for martial music and for setting marching rhythms, this instrument gets its distinctive rattle from the bands of gut strung along its lower head, which vibrate when the upper head is struck.
Dwarves in particular enjoy the music of the tabor, with its strong martial sound.
Not only do they play it for entertainment, they also use it to keep cadence while marching to war.
Bardic Music: See drum, above.

TRUMPET, HERALD'S

In time, natural horns gave way to metal horns made of gold, silver, bronze, brass, and occasionally even more exotic metals.
These metal trumpets quickly became popular in human and a few humanoid societies, primarily because they could be made to specific sizes and shapes.

A herald's trumpet looks like a straight tube made of brass or bronze that flares out into a bell shape at the end.
It is among the loudest instruments available because its volume is limited only by the windpower of the performer.
The typical herald's trumpet is 3–5 feet long and depends on the musician's tongue and breath to produce variations in tone.
A more complex version has three or more fingerholes on the shaft.
By covering these in different combinations, the musician can play different notes on the same horn.
Since herald's trumpets produce very clear, very loud notes, they are popular among humans and humanoid races for sending signals, raising alarms, and motivating troops.
Musicians who play complex versions with fingerholes can produce exceptionally beautiful melodies.
Devils are also very fond of trumpets—the louder and more discordant the sound, the better.
Bardic Music: See horn, natural (above).

WATER-PIPE

The water-pipe, or hookah, is widely known among some human cultures, but its properties as a musical instrument were developed at the behest of a bronze dragon who wanted an instrument he could play without assuming anthropomorphic form.
Many other dragons have since adopted this unusual instrument as their own.
Like a smoking hookah, the musical water-pipe works by filtering smoke through water held in a large, vaselike vessel.
Instead of cooling the smoke for inhalation, however, the instrument version uses various special additions to enhance the sound of the bubbling water.
Some water-pipes contain tiny crystal beads that tinkle against the sides of the vessel each time a puff of smoke stirs the water.
Others have chimes or even tiny cymbals hung inside, which strike one another and ring softly whenever air moves within the vessel.
Dragons have seemingly boundless enthusiasm for the water-pipe and its music.
In fact, dragon musicians sometimes spend years contemplating possible improvements and refinements.
Most humanoids find water-pipe music soothing, but not particularly interesting.
Occasionally, however, a humanoid sorcerer or a kobold takes up the water-pipe to stress his or her affinity with dragons.
Bardic Music: When played to inspire courage, the water-pipe raises the morale bonus on saving throws against *fear* effects from +2 to +4 for the performer's allies.
However, it also reduces the bonus on saving throws against *charm* effects from +2 to +0 for all such listeners.
Because the music of this instrument is so soft, it affects only targets within 30 feet.

WATERPROOFING

This useful compound comes in the form of a thick paste or polish in a tin container.
When rubbed on wooden, leather, paper, parchment, or metal items, it protects them from all water damage for up to 24 hours.
An item so treated suffers no harm from any type of water exposure—be it dampness, a brief shower, or even complete immersion.
One application covers an object the size of a lute or a pair of boots and lasts for seven days or until exposed to water.
A tin of waterproofing contains enough polish for ten applications.
Bards in particular find this item useful for protecting their precious instruments from inclement weather and sudden dunkings.

WHISTLE-PIPE

Neither a horn nor a flute, the whistle-pipe is made of metal but played like a woodwind.
It consists of a straight metal tube studded with fingerholes.
The musician plays it by blowing directly through the length of the pipe while covering combinations of holes to produce different notes.
A whistle-pipe is a small instrument, typically about 1 foot in length and only an inch in diameter.
The whistle-pipe produces a high-pitched sound that some consider quite piercing.
Gnomes particularly enjoy its music, however, and many gnome bards adopt it as their instrument of choice.
Bardic Music: A whistle-pipe grants the musician a +5 circumstance bonus on Perform checks for countersong attempts.

ZITHER

A zither looks like a flattened lute with its neck snapped off and glued into a new position along the left side of the instrument.
It has a flat soundbox—usually rectangular, though other shapes are known.
The zither has two sets of gut or metal strings—one stretched across the soundbox and the other along the fretted fingerboard at the side.
A zither is usually either held on the lap or laid flat on a table.
To play it, the musician uses a pick mounted on a thumb ring to pluck a melody on the fingerboard strings while strumming the other set of strings (often with a quill or small stick) to provide background harmony.
The zither is popular with humans and gnomes.
Its light, lilting tones and the intricacy of melodies that its two sets of strings can produce make it a favorite of some bards as well.
Bardic Music: When played to inspire courage, a zither boosts the morale bonus on saves to resist *charm* and *fear* effects from +2 to +3.
However, it also reduces the morale bonus on weapon damage rolls from +1 to +0.

STORMWRACK (3.5)

Davit, large	500 gp
Davit, huge	1,500 gp
Diving bell	7,000 gp
Grappling ramp	500 gp
Netting, Large	50 gp
Netting, Huge	150 gp
Netting, Gargantuan	300 gp
Netting, Colossal	500 gp

Table 5–6: Gear of the Waters

Adventuring Gear	Cost	Weight
Float bladder	10 gp	3 lb.
Swimming goggles	15 gp	1/2 lb.
Clothing	**Cost**	**Weight**
Hat, bicorne[1]	50 gp	1 lb.
Hat, tricorne[1]	15 gp	1 lb.
Oilskin suit[1]	10 gp	10 lb.
Tools and Skill Kits	**Cost**	**Weight**
Sextant	250 gp	10 lb.

Special Substances and Items	Cost	Craft (Alchemy) DC	Weight
Air plant	25 gp	—	—
Stinkpot	50 gp	20	1 lb.

— No weight, or no weight worth noting.
1 These items weigh one-quarter this amount when made for Small characters.

Marine Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	Trap CR Modifier
Fire coral extract	Contact DC 13	Nauseated	1d4 Dex	150 gp	+2
Stonefish venom	Injury DC 14	1d8 Dex	1d4 Con	180 gp	+2
Cone snail venom	Injury DC 12	1d4 Con	1d6 Con + paralysis	120 gp	+2
Yellow urchin extract	Inhaled* DC 15	1d4 Dex + 1d4 Wis	1d6 Dex + 1d8 Wis	800 gp	+3
Sea snake venom	Injury DC 16	1d6 Con	1d6 Con	1,100 gp	+4
Blue anemone oil	Contact	1d4 Str + 1d4 Dex	Blindness	400 gp	+4
Sekolah's judgment	Ingested DC 18	1d6 Con + nauseated 2d6 rounds*	3d6 Con	3,000 gp	+5

* A character who makes the save is nauseated for 1d6 rounds.

Table 5–2: Boats and Ships

Vessel	Complement	Speed	Cost
Barge	120/5/40	1/2 mph	6,000 gp
Caravel (sailing ship)	30/7	3 mph*	10,000 gp
Cog	20/4	2 mph*	6,000 gp
Coracle	2/1	1 mph	5 gp
Dhow	25/5	2 mph	7,000 gp
Dromond (warship)	200/7/100	2 mph* or 3 mph	25,000 gp
Dugout	4/1	1 mph	20 gp
Elf wingship	30/5	4 mph*	40,000 gp
Galley	300/10/160	1-1/2 mph* or 2 mph	30,000 gp
Greatship	500/20	2-1/2 mph*	60,000 gp
Ironclad	120/5/60	1 mph* or 1 mph	50,000 gp
Junk	50/7	1-1/2 mph*	15,000 gp
Keelboat	16/3/12	1 mph* or 1 mph	3,000 gp
Launch	8/1/2	1-1/2 mph	500 gp
Longship	60/3/40	1-1/2 mph* or 2 mph	10,000 gp
Pinnace	15/3/8	3 mph* or 1/2 mph	4,500 gp
Raft	8/1/2	1/2 mph	100 gp
Rowboat	4/1	1 mph	50 gp
Theurgeme	40/1	3-1/2 mph	80,000 gp
Trireme	100/3/70	1-1/2 mph* or 2 mph	12,000 gp
War canoe	16/1/12	1 mph* or 2 mph	1,000 gp

* Base sailing speed in light winds (×1 speed multiple)

AIR PLANT

The air plant is a bizarre form of pond vegetation whose spongy structure produces and stores air, keeping the plant at the surface so it can receive adequate light.

This mass remains alive and continues to produce air even after being cut from the plant, provided it is kept moist and well lit.

When placed in the mouth, a fist-sized piece of this material can provide enough air to sustain a Medium air-breathing creature for 5 minutes.

After that time, the submerged creature must begin holding its breath and risks drowning.

The air plant dies after use and can't be recharged—another portion must be procured.

BARGE

A barge is not much more than a large, flat-bottomed hull designed to haul heavy cargoes by water.

Most barges are intended to be towed by other ships or by teams of draft animals on shore, but some are fitted out as royal yachts or war barges, and equipped with a set of oar sweeps for maneuvering.

Barges of this sort might have large deckhouses or weapon mounts.

Barges are best employed on calm, slow rivers or canals, where maneuvering is not an issue.

Barge: Colossal vehicle; Seaworthiness +0; Shiphandling –6; Speed oars 5 ft. (poor) or drawn; Overall AC –3; Hull sections 80 (sink 20 sections); Section hp 50 (hardness 5); Section AC 3; Ram 6d6; Mounts 2 light and 2 heavy; Space 100 ft. by 40 ft.; Height 10 ft. (draft 10 ft.); Complement 120; Watch 5 plus 40 rowers; Cargo 50 tons; Cost 6,000 gp.

CARAVEL (SAILING SHIP)

The caravel is a seaworthy, nimble ship that can handle long ocean crossings.
It has a small forecastle and sterncastle, and three masts.
A caravel is a smooth-hulled, full-decked vessel built on a strong internal frame.
It is a relatively advanced design, and not every seafaring people have the skills and knowledge to build one.

A SAMPLE CARAVEL

This caravel is a typical example of the type, although the internal arrangement can vary greatly from ship to ship. Its notable features include:

1. Quarterdeck: The quarterdeck is a raised, open deck at the stern. The ship's wheel is here, along with a small davit for a ship's boat.

2. Foc's'le Deck: This is a raised, open deck atop the forecastle. The caravel mounts a ballista here; the weapon can't fire straight ahead because of the foremast. On the starboard side is the hawsepipe and tackle for the ship's anchor.

3. Master's Cabin: The largest and most comfortable cabin on the ship is still quite cramped by most standards.

4. Wardroom: The captain, officers, and passengers take their meals here. This room also serves as a drawing room or parlor for the officers and passengers.

5. Main Deck: This open deck features a catapult and two large companionways that descend to the lower deck. The catapult can only be fired to the broadside; it can't train forward or aft (a typical problem with large weapons mounted on small, cluttered ships). The companionways serve as both stairways (ladders, in nautical parlance) and cargo hatches. Chicken coops and pens for goats, lambs, or other small livestock often take up any available space left on the deck.

6. Forecastle: Most of the ship's crew sleeps here, although in good weather many crewmembers prefer to sleep on the open decks. The forecastle holds a dozen cramped bunks.

7. Galley: The ship's galley is in the forward part of the lower deck. It has a small stove and shelving for all kinds of foodstuffs. The ship's cook and his assistant(s) sleep here.

8. Chain Locker: The ship's anchor chain is stored here. It passes through the hawsepipe in the forecastle up to the foc's'le deck.

9. Lower Deck: This space serves as the first of the caravel's cargo holds, as well as the crew's mess deck. Crewmembers take their meals sitting on whatever cargo is convenient. If the ship is heavily laden, this deck might be covered to within a foot of the overhead, leaving only a single fore-and-aft passage between the crates, casks, and bundles.

10. Officer's Cabins: These tiny cabins are the private rooms of the ship's officers. Paying passengers usually bump an officer from his or her cabin to the forecastle.

11. Ship's Office: All the ship's paperwork is kept here, including cargo manifests, pay records, and the ship's paychest (usually in a sturdy, locked chest).

12. Sail Locker: Spare sails, canvas, and sewing gear is stored here, as well as plenty of lines, hawsers, firewood, and heavy tools.

13. Lower Hold: Most of the ship's cargo is stowed here, as well as provisions (including as many casks of fresh water as will fit). Beneath this lower hold lies a small crawlspace where heavy ballast stones help to stabilize the ship.

The sailing ship mentioned under Transport in Chapter 7 of the *Player's Handbook* is a caravel.
Caravel: Colossal vehicle; Seaworthiness +4; Shiphandling +2; Speed wind × 30 ft. (average); Overall AC –3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind × 15 ft. if 60 tons or more); Cost 10,000 gp.

COG

The cog is the basic medieval-era sailing ship.
It is a single-masted sailing ship with a round, sturdy hull.
It has a partial deck (the waist of the ship is not decked over, but the ends are) and raised bow and stern platforms that are open, as opposed to being enclosed like a true forecastle or sterncastle.
It is seaworthy, but not very handy in adverse winds.
Nefs, roundships, or knorrs use these same statistics.
A knorr or roundship also has an oar speed of 5 ft. in addition to the sailing speed.
Cog: Colossal vehicle; Seaworthiness +2; Shiphandling –2; Speed wind × 20 ft. (poor); Overall AC –3; Hull sections 16 (sink 4 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 1 light and 1 heavy; Space 40 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 20; Watch 4; Cargo 40 tons (Speed wind × 10 ft. if 20 tons or more); Cost 6,000 gp.

CORACLE

A small and very simple boat, the coracle is made from a light wicker or branch frame, over which waterproofed hide or bark is stretched.
A coracle weighs only 40 pounds, and can easily be carried for short distances.
A coracle is too small to have different hull sections, and therefore only has an overall AC and a single hp total for the hull.
Coracle: Medium vehicle; Seaworthiness –4; Shiphandling +0; Speed oars 10 ft. (good); Overall AC 5; Hull hp 10 (hardness 2); Ram —; Mounts —; Space 5 ft. by 5 ft.; Height 1 ft. (draft 2 ft.); Complement 2; Watch 1; Cargo 100 pounds; Cost 5 gp.

DAVIT

A davit is a special hoist and cradle designed to carry small boats on the deck of a larger ship.
Most ships carry a skiff or two stowed on deck, but a davit can accommodate a fairly large boat, and makes launching and recovering the vessel much easier.
A large davit can hold a boat of Large size or smaller, and requires a light mount; a huge davit can hold a boat of Huge size or smaller, and requires a heavy mount.
Launching a boat with a davit requires only a single round and one crewmember; recovering a boat requires 1 minute and two crewmembers for a Large boat or eight crewmembers for a Huge boat.
The cost of the davit does not include the craft carried in the davit.

DHOW

The dhow is a moderately sized sailing vessel with a single mast and a full deck.
It might have a small sterncastle or deckhouse at the stern.
Many dhows are made of sewed or stitched hulls—the hull planks are sewed to one another with sturdy cord.
Dhow: Colossal vehicle; Seaworthiness +2; Shiphandling +0; Speed wind × 20 ft. (average); Overall AC –3; Hull sections 18 (sink 4 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 1 light and 1 heavy; Space 60 ft. by 20 ft.; Height 5 ft. (draft 10 ft.); Complement 25; Watch 5; Cargo 60 tons (Speed wind × 15 ft. if 30 tons or more); Cost 7,000 gp.

DIVING BELL

The diving bell is a sturdy weighted barrel or sphere of wood and iron, fitted with several thick glass portholes.
It can hold up to two Medium creatures or four Small creatures.
The bell descends on a stout cable from the ship above, and can't move horizontally—it can only ascend or descend at a rate of 10 feet per round.
The bell can descend to a maximum depth of 200 feet.
Bells can be left open on the bottom, allowing a swimmer to easily enter or exit the bell.
The air inside the bell will prevent the water from completely filling the bell, although the deeper you descend, the less headroom you'll have.
An open bell can descend to a maximum depth of 100 feet, at which point everyone inside will be neck-deep in water.
The diving bell apparatus includes a davit or hoist on the ship's deck for raising or lowering the bell, and a crude hand-powered air pump and waterproofed hose of canvas or leather to provide fresh air to the bell.
It takes 2 crewmembers to work the pumps, and 4 crewmembers to operate the winch to raise or lower the bell.
The bell itself weighs 1,000 pounds.
The hoist on deck takes up a 10-foot space and uses a heavy mount.
The price of the diving bell includes the air pump, hoist, and bell.
Diving Bell: Medium vehicle; Seaworthiness +0; Shiphandling —; Speed —; Overall AC 5; Hull hp 80 (hardness 6); Ram —; Mounts —; Space 5 ft. by 5 ft.; Height 0 ft. (draft 5 ft.); Watch 1; Complement 2; Cargo 200 pounds; Cost 4,000 gp (bell) or 7,000 gp (bell, pump, and hoist).

DROMOND (WARSHIP)

The dromond is a medium-sized galley that is fast, nimble, and eminently suitable for warfare.
It has two masts and sails better than it rows with any kind of favorable wind.
It is fully decked, and the rowers are covered from attack.
The dromond usually has a small deckhouse or fighting platform at the stern.
The dromond is the most advanced galley design, and not many seafaring folk have the expertise and skills to build a dromond.
The warship mentioned under Transport in Chapter 7 of the *Player's Handbook* is a dromond.
Dromond: Colossal vehicle; Seaworthiness +0; Shiphandling +2; Speed wind × 20 ft., or oars 30 ft. (average); Overall AC –3; Hull sections 60 (sink 15 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 4 light, 2 heavy, ram; Space 100 ft. by 20 ft.; Height 15 ft. (draft 15 ft.); Complement 200; Watch 7 plus 100 rowers; Cargo 150 tons (Speed wind × 10 ft. or oars 15 ft. if 75 tons or more); Cost 25,000 gp.

DUGOUT

The dugout is the simplest boat possible—a hollowed-out log hacked into the shape of a boat.
Dugout: Large vehicle; Seaworthiness –3; Shiphandling +1; Speed oars 10 ft. (good); Overall AC 4; Hull hp 40 (hardness 5); Ram 1d6; Space 10 ft. by 5 ft.; Height 2 ft. (draft 2 ft.); Complement 4; Watch 1; Cargo 500 pounds; Cost 20 gp.

ELF WINGSHIP

So named because of its great, sweeping sails that seem more like a bird's wings than a ship's rigging, the elf wingship is the fastest ship on the sea.
Despite its graceful lines and delicate appearance, the wingship is actually quite sturdily built and deadly in a naval battle.
Elves rarely (if ever) sell wingships to non-elves.
Elf Wingship: Colossal vehicle; Seaworthiness +4; Shiphandling +4; Speed wind × 40 ft. (good); Overall AC –3; Hull sections 12 (sink 3 sections); Section hp 150 (hardness 6); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 10 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 5; Cargo 30 tons (Speed wind × 30 ft. if 15 tons or more); Cost 40,000 gp.

FLOAT BLADDER

This is an emergency flotation device for those who find themselves cast overboard.
It can also be used to support a nonswimmer being assisted through water.
A float bladder is a sack of oiled hide that can be filled with air.
It has a long neck that is knotted shut after filling and ropes or straps to fasten it to the wearer.
A float bladder can keep afloat one Medium creature.
Treat this as a leather object (hardness 2); if it takes 5 or more points of damage, the skin is punctured.
The round after puncturing, the user must begin making Swim checks to remain afloat.
A punctured or deflated float bladder is a burden to a swimmer, imposing a –2 penalty on Swim checks if it is not removed.

GALLEY

Also known as the quinquireme, or great galley, this is the largest oared vessel normally built.
It is fully decked, with a complicated arrangement of oars in multiple banks.

Great galleys are usually warships, vessels whose primary purpose is service in a fleet.
Galley: Colossal vehicle; Seaworthiness +0; Shiphandling –2; Speed wind × 15 ft. or oars 20 ft. (poor); Overall AC –3; Hull sections 78 (sink 19 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 60 (hardness 0), AC 1; Ram 6d6; Mounts 6 light, 3 heavy, ram; Space 130 ft. by 20 ft.; Height 15 ft. (draft 15 ft.); Complement 300; Watch 10 plus 160 rowers; Cargo 150 tons (Speed wind × 10 ft. or oars 15 ft. if 75 tons or more); Cost 30,000 gp.

GRAPPLING RAMP

This structure is a long ramp and frame that resembles a small drawbridge.
When an enemy ship is near, the grappling ramp is dropped, so that it forms a bridge to the other vessel.
The top end of the grappling ramp is usually fitted with iron spikes, cleats, or grapnels so that its drop drives the ramp into the enemy vessel's deck, holding it fast.
A grappling ramp gives you a +4 bonus on Profession (sailor) checks to initiate a grapple with another ship or to maintain a grapple from a foe who wants to escape (see Special Maneuvers, page 27), but no bonus on resisting another ship's attempt to grapple your own vessel.
It also creates a five-foot-wide bridge to the other vessel's deck.
A grappling ramp has a space of 10 feet and weighs 1,000 pounds.
It requires a heavy mount.

GREATSHIP

Fitted with a towering forecastle and sterncastle, this huge, broad-beamed sailing ship is almost a seagoing castle.
It has four masts and is not remotely nimble, but it is large and sturdy and can carry hundreds of sailors and soldiers.
It has multiple decks, and the mainmast often has one or more fighting tops, small platforms suitable for archers to fire down at other ships.
Greatships are sometimes called carracks.
Greatship: Colossal vehicle; Seaworthiness +6; Shiphandling –4; Speed wind × 25 ft. (poor); Overall AC –3; Hull sections 240 (sink 60 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 4; Rigging hp 80 (hardness 0), AC 1; Ram 6d6; Mounts 12 light and 4 heavy; Space 150 ft. by 40 ft.; Height 20 ft. (draft 20 ft.); Complement 500; Watch 20; Cargo 500 tons (Speed wind × 15 ft. if 250 tons or more); Cost 60,000 gp.

HAT, BICORNE

A bicorne is a semicircular hat usually worn by captains and admirals.
It is braided and showy, the better to call out the high rank of its wearer.

HAT, TRICORNE

A tricorne is the classic three-cornered hat.
It is generally worn by the upper classes and can be both civilian and military garb.
A tricorne can range from a simple leather or felt version to a very fancy silk item with feathers.
The price given here is for a well-made felt tricorne.

IRONCLAD

Protected from enemy fire by solid iron plate, the ironclad is slow and clumsy but deadly in a naval battle.
The ironclad is built on a frame of thick wooden timbers, just like most other vessels; armor is then riveted or bolted onto its sides.
Most ironclads are built by seafaring dwarves who turn their remarkable knack for metallurgy and engineering to the construction of these warships.
Ironclad: Colossal vehicle; Seaworthiness –2; Shiphandling –4; Speed wind × 10 ft. or oars 10 ft. (poor); Overall AC –3; Hull sections 72 (sink 18 sections); Section hp 150 (hardness 10); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 6d6; Mounts 8 light, 2 heavy, ram; Space 80 ft. by 30 ft.; Height 15 ft. (draft 15 ft.); Complement 120; Watch 5 plus 60 rowers; Cargo 20 tons; Cost 50,000 gp.

JUNK

A junk is a large sailing ship often found in eastern waters.
It has a flat bottom, no keel, and a high stern, with two masts and a sail reinforced with bamboo ribs.
The junk's hull is partitioned into a number of small, watertight compartments, which makes it unusually seaworthy.
Junk: Colossal vehicle; Seaworthiness +4; Shiphandling +0; Speed wind × 15 ft. (average); Overall AC –3; Hull sections 32 (sink 8 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 2 heavy; Space 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 50; Watch 7; Cargo 160 tons (Speed wind × 10 ft. if 80 tons or more); Cost 15,000 gp.

KEELBOAT

This flat-bottomed boat is built for use on rivers and lakes.
It is fully decked, with a large deckhouse that takes up most of the boat's center or stern depending on the design.
It has a small sail and eight oars for traveling upstream.
Keelboat: Gargantuan vehicle; Seaworthiness –2; Shiphandling +2; Speed wind × 10 ft. or oars 10 ft. (good); Overall AC 1; Hull sections 3 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 3d6; Mounts 1 light; Space 30 ft. by 10 ft.; Height 5 ft. (draft 5 ft.); Complement 16; Watch 2 plus 8 rowers; Cargo 20 tons (Speed wind × 5 ft. or oars 5 ft. if 10 tons or more); Cost 3,000 gp.

LAUNCH

Also known as a whaleboat, the launch is a large, open dinghy with a stout, round-bottomed hull that can stand up to surprisingly rough seas.
Launches are often carried by larger ships for use in landing in places where the larger ship can't go.

A launch is too small to have different hull sections, and therefore only has an overall AC and a single hp total for the hull.
Launch: Huge vehicle; Seaworthiness +0; Shiphandling +2; Speed oars 15 ft. (good); Overall AC 3; Hull hp 50 (hardness 5); Ram 2d6; Mounts —; Space 15 ft. by 5 ft.; Height 5 ft. (draft 2-1/2 ft.); Complement 8; Watch 1 plus 2 rowers; Cargo 4 tons (Speed oars 10 ft. if 2 tons or more); Cost 500 gp.

LONGSHIP

The longship is a sturdy vessel with a single mast.
It does not have a deck, although some longships are built with small walks or platforms at the stern and bow.
The shallow draft of a longship allows it to enter rivers or land on beaches that other vessels couldn't manage.
Longship: Colossal vehicle; Seaworthiness +2; Shiphandling +0; Speed wind × 15 ft., or oars 20 ft. (average); Overall AC –3; Hull sections 14 (sink 3 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 2 light; Space 70 ft. by 20 ft.; Height 5 ft. (draft 5 ft.); Complement 60; Watch 3 plus 40 rowers; Cargo 40 tons (Speed wind × 10 ft. or oars 15 ft. if 20 tons or more); Cost 10,000 gp.

NETTING

Designed to hinder boarders, ship's netting consists of a sturdy net of tarred rope that is rigged 10 feet or more above the gunwales.
A creature attempting to climb over the rail or gunwale and board the ship (or attempting to leave the ship, for that matter) can't pass through the netting, but it's perfectly feasible to make attacks through the netting.
Piercing weapons or ranged weapons can be used through the netting at no penalty; slashing or bludgeoning weapons can only be used against foes adjacent to the netting, and take a –4 penalty on attack rolls.
A 5-foot section of netting has hardness 2 (the rope is heavily tarred) and 20 hit points.
Piercing weapons and bludgeoning weapons deal one-quarter damage to netting instead of the normal one-half damage when attacking an object.
Rigging ship's netting takes 1 hour of work.
The number of crewmembers required depends on the size of the netting: 1 crewmember for Large, 4 for Huge, 8 for Gargantuan, and 12 for Colossal.

OILSKIN SUIT

Inhabitants of rainy climates and misty seacoasts, and those who make their living from the sea, need reliable clothing to keep out the dampness and chill.
An oilskin suit consists of high boots, heavy trousers, a long coat or cape, and a wide-brimmed hat.
These garments are made of heavy-duty cloth such as cotton or linen, then waterproofed with flaxseed oil.

PINNACE

The pinnace is a small, two-masted sailing vessel.
It's sturdy enough to undertake long open-water voyages and handy enough to use close to shore.
A pinnace is fully decked, but its sterncastle is hardly worthy of the name; it's little more than a cramped cabin.
Pinnace: Gargantuan vehicle; Seaworthiness +2; Shiphandling +2; Speed wind × 30 ft. or oars 5 ft. (good); Overall AC 1; Hull sections 4 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 60 (hardness 0), AC 1; Ram 3d6; Mounts 2 light; Space 30 ft. by 10 ft.; Height 10 ft. (draft 5 ft.); Complement 15; Watch 3 plus 8 rowers; Cargo 30 tons (Speed wind × 20 ft. if 15 tons or more); Cost 4,500 gp.

RAFT

While almost anyone can lash a few logs together and make a crude raft, this is a vessel made of sawn planks with logs or empty barrels for floatation.
The raft normally has a small deckhouse or flat for shelter.
It is slow and hard to maneuver, and is really only suitable for calm rivers or lakes.
Raft: Huge vehicle; Seaworthiness –4; Shiphandling +0; Speed oars 5 ft. (poor); Overall AC 3; Hull hp 30 (hardness 5); Ram 2d6; Mounts —; Space 15 ft. by 10 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 8; Watch 1 plus 2 rowers; Cargo 2 tons (Speed oars 5 ft. if 1 ton or more); Cost 100 gp.

ROWBOAT

Also called a skiff, punt, or pirogue, this is a flat-bottomed boat for use in calm waters.
Rowboat: Large vehicle; Seaworthiness –4; Shiphandling +2; Speed oars 10 ft. (good); Overall AC 4; Hull hp 30 (hardness 5); Ram 1d6; Mounts —; Space 10 ft. by 5 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 4; Watch 1; Cargo 1,000 pounds (Speed oars 5 ft. if 500 pounds or more); Cost 50 gp.

SEXTANT

A sextant is a sophisticated device used to determine a vessel's position by measuring the angle formed by the sun or stars and the horizon.
It uses mirrors and carefully graduated scales to sight a heavenly body, whose position is compared to a listing in an almanac for the day and year of measurement.
A sextant grants a +2 circumstance bonus on Knowledge (geography) checks to set and hold course (see that skill entry on page 86).

STINKPOT

This is a simple chemical weapon, consisting of a clay jar filled with a mix of noxious substances.
When set alight, the mixture produces a foul-smelling smoke that fills a 10-foot cube (as a *fog cloud* spell, except that a moderate or stronger wind disperses the smoke in 1 round).
Each living creature within the smoke must succeed on a DC 15 Fortitude save or become sickened as long as it remains and for 1d4+1 rounds after it leaves.
Each round a creature remains within the smoke, it must make another save.

The pot's contents are consumed in 3 rounds, and the vapors disperse naturally.
Lighting a stinkpot is a standard action that provokes attacks of opportunity.

SWIMMING GOGGLES

This is a leather frame containing a clear piece of glass (sometimes two) made to fit tightly over the eyes.
Wearing a set of swimming goggles improves visibility underwater.
In clear water, the wearer's vision extends to 6d8×10 feet.
Swimming goggles don't make it any easier to see through murky or fast-moving water.

THEURGEME

The theurgeme is a vessel powered by magic.
Without sails or rowers it moves swiftly and tirelessly across the water.
Theurgemes can be powered in a variety of ways, but the most common design is a simple paddlewheel or set of mechanical oars turned or driven by a magical construct, mindless undead, or even a bound elemental.
Many theurgemes are luxuriously appointed with comfortable cabins and exotic décor, as befits the wealthy wizards who most likely own such vessels.
Theurgeme: Colossal vehicle; Seaworthiness +2; Shiphandling +2; Speed propellers 35 ft. (good); Overall AC –3; Hull sections 28 (sink 7 sections); Section hp 150 (hardness 6); Section AC 3; Ram 4d6; Mounts 4 light, 2 heavy, ram; Space 70 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 40; Watch 1; Cargo 100 tons (Speed oars 20 ft. if 50 tons or more); Cost 80,000 gp.

TRIREME

The average galley is a single-masted bireme or trireme.
While it is quick and nimble in fair weather, it is not very seaworthy and liable to founder in high seas or bad weather.
The galley is partially decked, usually with a walk that runs the length of the ship above and between the rowers' benches.
The rowers are not covered by the deck or the walk.
Trireme: Colossal vehicle; Seaworthiness –2; Shiphandling +0; Speed wind × 15 ft., or oars 20 ft. (good); Overall AC –3; Hull sections 32 (sink 8 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 1 light, 1 heavy, ram; Space 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 100; Watch 3 plus 70 rowers; Cargo 40 tons (Speed wind × 15 ft. or oars 15 ft. if 20 tons or more); Cost 12,000 gp.

WAR CANOE

The war canoe is a large, seagoing canoe, often with one or two outriggers for stability.
It has a small stepped mast for sailing on open water.
War Canoe: Gargantuan vehicle; Seaworthiness +0; Shiphandling +2; Speed wind × 10 ft. or oars 20 ft. (good); Overall AC 1; Hull sections 2 (sink 1 section); Section hp 30 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 40 (hardness 0), AC 1; Ram 3d6; Mounts —; Space 40 ft. by 5 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 16; Watch 1 plus 12 rowers; Cargo 2 tons (Speed wind × 10 ft. or oars 15 ft. if 1 ton or more); Cost 1,000 gp.

SWORD AND FIST (3.0)

TWO–PERSON CHARIOT

While most armies favor mounted knights in the cavalry role, some still favor the two-person chariot.
Two heavy warhorses pull a small, two-wheeled platform on which two soldiers stand.
The chariot is made of wood and iron and provides one-quarter cover to its occupants.
The chariot has a speed of 50 feet if being pulled by two horses, but a speed of only 40 feet if being pulled by only one.
It cannot turn more than 90 degrees in a single round.
If it takes a double move, it can only turn 45 degrees.
If a chariot turns, it must travel at least 30 feet before it turns again, or 40 feet if it is turning in the opposite direction.
Driving the chariot uses most of the same rules as riding a horse and engaging in mounted combat, except Handle Animal is the relevant skill.

Handle Animal Task	DC
Fighting with one hand while driving with the other	5
Cutting a wounded/unconscious horse free of its harness	15
Avoiding a collision	Varies
Making a sideswipe attack	20

Collisions: Chariots are vulnerable to terrain obstacles such as fallen logs, deep mud, or the bodies of the fallen.
If a chariot runs over such an obstacle, the driver must make a Handle Animal check to swerve away.
(The DM sets the DC depending on the severity of the obstacle).
If the driver fails, the chariot upends and passengers and horses take 1d6 points of damage if the chariot was moving at a speed of 40 feet or less, 2d6 if it was moving faster.
Sideswipe Attack: Chariots often have scythe like blades attached to their wheels.
If the driver maneuvers the chariot's side directly adjacent to an opponent's square, the blades make a free attack if the driver succeeds at a Handle Animal check (DC 20).
Treat the sideswipe as a melee attack with a scythe that has +1 attack and damage bonus for every 10 feet the chariot moved that round before it reached the target square.
For example, if the chariot moved 40 feet and made a sideswipe, the blade would attack at +4 and do 2d4+4 damage.
The passenger is generally equipped with a composite shortbow and a longspear, while the driver wields a halfspear (driving the chariot with one hand and fighting with the other).
Ranged attacks from a moving chariot suffer the same penalties as ranged attacks from horseback.
It is possible to fire a longbow from a chariot, however.

If you are using a grid, the chariot is 5 feet wide and 10 feet long.
A typical two-person chariot costs 300 gp +100 gp for scythes attached to the chariot's sides.
It weighs 300 lb. and can carry a further 800 lb., including the riders and their equipment.
It requires at least light warhorses to pull it.
If one of the mounts dies in combat, the chariot driver must immediately make a Handle Animal check (DC 15) to cut the animal free.
If the chariot drivel fails, the body of the horse is treated as an obstacle requiring a Handle Animal check (DC 15) to avoid upending the chariot.
This check must be made every round until the horse is cut free.
Chariot Collision DCs
Of course, a million things exist that you can drive your chariots over, into, and through.
Here are some typical DCs for the Handle Animal checks required to avoid upending your chariot:

Item struck or run over	DC
Light underbrush	10
Log	10
Muddy ground	10
Small pedestrian	10
Medium-size pedestrian	15
Large pedestrian (including horse)	20
Wooden fence	20
Heavy underbrush	20
Hedgerow	25
Another chariot, side or rear	25
Another chariot, head-on	30

TOME AND BLOOD (3.0)

Table 4-1: Mundane items

Item	Cost	Weight
Arcane lab	500 gp	40 lb.*
Arcane library	10, 000 gp	600 lb.+*
Familiar carrier		
Fine familiar	8 gp	8 lb.
Diminutive familiar	15 gp	18 lb.
Tiny familiar	30 gp	40 lb.
Small familiar	60 gp	90 lb.
Medium-size familiar	120 gp	200 lb.
Portable writing desk	30 gp	8 lb.
Reading lamp	15 gp	3 lb.
Scroll organizer†	5 gp	½ lb.
Secret component compartment	15 gp	—
Secret component pocket	5 gp	—

* See item description

† Previously appeared in the *Forgotten Realms Campaign Setting*.

Table 4-2: Special Items.

Item	Cost	Weight
Disappearing ink *	5 gp	—
Flashpellet	50 gp	—
Glowpowder	50 gp	—
Healing salve	50 gp	—
Phantom ink		
Firelight	10 gp	—
Magical light	10 gp	—
Moonlight	10 gp	—
Starlight	10 gp	—
Scentbreaker*	5 gp	—
Suregrip	20 gp	—

* Previously appeared in the *Forgotten Realms Campaign Setting*.

ARCANE LAB

This is similar to an alchemist's lab.
It includes beakers, bottles, mixing and measuring equipment, cutting tools, and miscellaneous chemicals and substances.
It's only absolutely necessary for creating golems, but many sorcerers and wizards have one for potion making and spell research.
The lab grants a +2 modifier on Spellcraft checks to determine if a new spell is viable (see Researching New Spells in Chapter 5: Spells).

ARCANE LIBRARY

This is a collection of at least 200 rare volumes used in spell research.
Due to its size and cost, most wizards depend on various professional organizations (see Chapter 1: Arcane Lore) to provide access to a suitable library.
Booksellers in large cities and metropolises sometimes have sufficient numbers of the right books, but even then, whole libraries are seldom accumulated at once.
It can take a week or more to purchase all the necessary volumes, depending on supply and available transportation.

DISAPPEARING INK

After being used to write a message, this blue or red ink vanishes from view at the end of an hour (though ink can be made that disappears after a longer periods, such as a day, 10 days, or a month).
Heat (such as a candle flame) applied to the writing surface makes the ink appear again.
A successful Spot or Search check (DC 20) reveals traces of the faded writing.
The Alchemy check DC to make disappearing ink is 15.

FAMILIAR CARRIER

This is a sturdy hutch or box for safely transporting a familiar.
The carrier is made of metal lined with wood and padding to cushion the familiar from impacts.

It is equipped with a door that the familiar can open from inside or outside, as well as an internal latch so the familiar can lock itself in.
The carrier also has viewports that the familiar can shutter: It offers nine-tenths cover when unshuttered and total cover when shuttered.
The carrier has hardness 10, 15 hit points, and a break DC of 23.

FLASHPELLET

You can throw this small alchemical bead as a grenade like weapon (see Grenadelike Weapon Attacks on page 138 of the *Player's Handbook*).
When it strikes a hard surface or is struck sharply, it ignites with a bright flash.
Creatures within a 10-foot radius must succeed at Reflex saves (DC 15) or be dazzled.
A dazzled creature suffers a –1 penalty on attack rolls.
The creature recovers in 1 minute.
Sightless creatures are not affected by the *flash*.
The Alchemy check DC to make a flashpellet is 25.

GLOWPOWDER

This luminescent dust clings to surfaces and creatures, making them glow.
The grains of powder glow about as brightly as sparks from a campfire.
They don't provide illumination, but they are noticeable.
When sprinkled on an object or surface, the powder helps reveal edges and details, granting a +2 circumstance modifier on Search checks made on the treated area.
A creature sprinkled with the powder is likewise easier to detect: Spot checks to see the creature gain a +2 circumstance modifier.
An invisible creature sprinkled with the dust has only 50% concealment (20% miss chance).
Once applied, the dust clings and glows for 1 minute.
A creature sprinkled with the powder can wash it off by taking a fullround action.
The powder usually comes in a tube that allows the contents to be blown or shaken out.
Blowing out the powder is a standard action that draws an attack of opportunity and creates a 10-foot cone.
If carefully sprinkled, the powder can cover 125 square feet (five 5-foot squares).
It takes a full-round action to shake out enough powder to cover one 5-foot square.
The Alchemy check DC to make glowpowder is 20.

HEALING SALVE

Rubbing this stinky green paste into wounds promotes rapid healing.
Applying the salve is a full-round action.
One dose cures 1d8 points of damage to a living creature.
The Alchemy check DC to make healing salve is 25.
If you have 5 or more ranks in Profession (herbalist), you get a +2 synergy modifier on checks to craft it.

PHANTOM INK

Similar to disappearing ink, messages written with this ink vanish from view at the end of an hour and thereafter can be read only under the right kind of light.
The usual types specify one of the following: firelight (which includes candles, torches, and other flames), magical light (which includes the *dancing lights*, *light*, and *continual flame* spells), moonlight, and starlight (this last usually isn't discernable unless the reader has darkvision).
The Alchemy check DC to make phantom ink is 20.

PORTABLE WRITING DESK

This compact wooden box folds out into a firm writing surface.
It has folding legs that let you set it across your lap or prop it up on the ground.
It also contains drawers for quills, ink, and other writing supplies.

READING LAMP

Similar to a bullseye lantern, this lamp comes with an adjustable stand so you can shine the light on the document you're reading.

SCENTBREAKER

This small bag contains either a collection of aromatic herbs or a strongly scented alchemical mixture.
Either version can confound any creature's sense of smell.
You can toss the bag as a grenade like weapon with a range increment of 10 feet, or you can scatter the contents someplace where a creature tracking by scent comes across it.
(It covers an area 5 feet square).
Once scattered, the contents remain potent for 1 hour.
A creature can sniff the bag's contents from a direct hit, from a splash, or from sniffing the area where the contents were scattered.
If struck by a direct hit, the creature must succeed at a Fortitude save (DC 18) or lose its scent ability for 1 minute.
After the minute is up, the creature must make a second Fortitude save (DC 18) or lose its scent ability for another hour.
Being splashed or sniffing the scattered contents has the same effect, but the save DC is 15.
A direct hit or splash affects only one creature of Small or larger size.
The contents affect all creatures of Tiny or smaller size in the 5-foot area where a bag of scentbreaker strikes.
The Alchemy check DC to make scentbreaker is 15.
If you have 5 or more ranks in Profession (herbalist), you get a +2 synergy modifier on checks to craft it.

SCROLL ORGANIZER

This long strip of leather has an overlapping series of fifteen pockets sewn along one side, each large enough to hold a scroll of a single spell.
When slipped into a pocket, only the top of a scroll shows, allowing you to scan all the titles.

The outside is fitted with a clip and a sewn-in pouch so that the organizer can be rolled up into a cylinder, slipped in its own pouch, and sealed against the elements.

SECRET COMPONENT COMPARTMENT/POCKET

This is a secret compartment or hidden pocket large enough to hold the components for one spell.
A pocket is added to a garment, while a compartment is built into a tool, weapon, or other item.
The compartment or pocket must be added when the item is first made.
Finding a secret pocket or compartment (if you don't already know where it is) requires a successful Search check (DC 20).

SUREGRIP

This gluey substance improves your grip, granting a –2 circumstance modifier on any check that deals with holding onto something, including Climb checks and grappling attacks.
When applied to a rope, it confers a +2 circumstance modifier on Use Rope checks that involve tying knots or binding creatures or objects.
Applied to the soles of one's footwear or feet, it confers a +2 circumstance modifier on Balance checks made to avoid slipping.
Once applied, suregrip lasts 10 minutes.
The Alchemy check DC to make suregrip is 20.

UNAPPROACHABLE EAST (3.5)

TAER STENCH GREASE

Taers brew a foul-smelling substance derived from their own scent, which they smear on their bodies before entering combat to sicken and disorient foes.
An application of taer stench grease is sufficient to coat one creature and lasts for 1 hour.
Living creatures within 10 feet must succeed on a Fortitude save (DC 15) or be sickened, taking a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1d6+4 minutes.
A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature, and taers and creatures immune to poison are unaffected.

UNDERDARK (3.5)

Table 5–4: Special Items

Item	Cost	Weight
Alchemist's mineral acid (flask)	20 gp	1 lb.
Blackwater (flask)	100 gp	1 lb.
Caveharp	150 gp	3 lb.
Darkoil (vial)	25 gp	—
Darkvision-invisible paint (jar)	20 gp	1/2 lb.
Shriek paste (flask)	50 gp	1 lb.
Spelunker's kit	80 gp	5 lb.

Table 5–5: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Cave terror	Ingested DC 20	*Confusion*	1d4 Int damage	200 gp
Drow knockout poison	Injury DC 13	Unconsciousness (1 minute)	Unconsciousness (2d4 hours)	75 gp
Sickstone unguent	Injury DC 19	1d4 Con damage	1d4 Con drain	1,500 gp
Stun gas	Inhaled DC 12	Stunning (1 round)	Stunning (1d4 rounds)	40 gp
Virile madness	Ingested DC 20	+1d2 bonus to Str, +1d2 bonus to Con, 1d4 Int damage, 1d4 Wis damage	+1d2 bonus to Str, 1d4 Int damage, 1d4 Wis damage	1,200 gp

Hardness	Rock Type
6	Sedimentary (sandstone or shale)
7	Sedimentary (limestone)
8	Igneous (basalt, rhyolite)
9	Metamorphic (gneiss, granite, or marble)

ALCHEMIST'S MINERAL ACID

Alchemist's mineral acid is a sticky, adhesive substance that dissolves rock and other minerals.
A flask of mineral acid can be thrown as a splash weapon (see Splash Weapons in the *Player's Handbook*).
Treat such an attack as a ranged touch attack with a range increment of 10 feet.
A direct hit against a creature with the earth subtype deals 1d6 points of damage.
Every creature with the earth subtype that is within 5 feet of the point where the flask hits also takes 1 point of damage from the splash.
On the round following a direct hit, the target takes an additional 1d6 points of damage.
If poured directly on inert rock or stone, mineral acid ignores hardness and deals 3d6 points of damage (1d6 points per round for 3 rounds).
Alchemist's mineral acid can be created with a DC 22 Craft (alchemy) check.

BARRELSTALK

Stout as a hogshead of ale, the barrelstalk is a large, cask-shaped fungus that grows up to 8 feet in height and 5 feet in diameter.
Its outer layers are tough and woody, but its inner flesh is edible, and its center is filled with a reservoir of water (usually from 20 to 50 gallons) that can be tapped and drained.
The inner flesh turns black and poisonous when barrelstalk begins producing spores, which happens after ten years of growth.

BLACKWATER

A single flask of blackwater rapidly taints a 10-foot-by-10-foot cube of water.
Any aquatic creature that breathes affected water must make a successful Constitution check or begin to drown. (See the Drowning rule in the *Dungeon Master's Guide*).
The DC for the check is 10 on the first round, but it increases by +1 each succeeding round.
Air-breathing creatures are unaffected by blackwater, unless they are breathing water via a spell or some other artifice.
The taint of blackwater lasts for up to 24 hours in still water but is swept away in 1d6 rounds in a moving stream or surging tide.
Blackwater can be created with a DC 25 Craft (alchemy) check.

BLUECAP

The grain of the Underdark, bluecap fungus is inedible to humanoids, but its spores can be ground to make a nutritious, if bland, flour.
Bread made from bluecap flour is usually known as sporebread.
Bluecap seems to do well with or without *faerzress*, and most Underdark humanoids cultivate it.

BOXWORK

Boxwork forms when softer rock wears away, leaving a harder crystalline network of thin blades poking out from a ceiling, floor, or wall.

CAVE MOSS

Found only in *faerzress*-rich regions, cave moss is inedible to humanoids, but it is a favorite grazing food of some giant vermin, as well as rothé.

CAVE PEARL

Sometimes mineral-rich water drips too vigorously to form a coherent stalagmite.
Where this occurs, a piece of gravel or bone might become coated with mineral deposits and polished to a round and smooth shape by the flowing water.
Such an object is called a cave pearl.
A well-shaped pearl with good color and texture is worth between 5 gp and 50 gp.
Cost: 25 gp (average).

CAVE TERROR

Distilled from cave creeper fungus (see Chapter 7), this poison can be made with a DC 25 Craft (alchemy) check.

CAVEHARP

This small harp is a masterwork instrument that grants the user a +2 circumstance bonus on Perform checks made while playing it.
Its sound carries for 1d6 miles down unobstructed tunnel passages, so it can both entertain and serve as a long-distance communication device.

CLEAR BLACK ROCK

In its natural state, this rock is found only in the Lowerdark, where it is cut in slave-worked quarries and prepared for export to the Middledark and Upperdark.
Clear black rock is not common, but it is certainly available to those willing to pay premium prices.
To regular and low-light vision, this rock looks black, shiny, and perfectly opaque, but to darkvision, it is perfectly clear.
Creatures without darkvision often mistake it for obsidian, but drow, mind flayers, and other creatures gifted with darkvision find it a challenging yet worthwhile stone to incorporate into their strongholds and encampments.

COLUMN

When a stalactite and a stalagmite meet and join, they're no longer referred to by their previous names.
The resulting formation called a column.

CRUMBLESTONE

This rock breaks very easily and is the bane of miners and travelers anywhere.
Crumblestone exists in a precarious equilibrium with the other rocks or strata surrounding it.
A Small or larger climbing or flying creature that begins to put its weight onto crumblestone must make a DC 15 Balance check or fall when the rock beneath it turns to powder.
For flying creatures, this situation rarely poses a problem, but for climbers, an encounter with crumblestone is often deadly.
If enough crumblestone gives way in a cavern, a cave-in becomes likely.

CRYSSTONE

Beautiful, intricate, and very delicate, crysstone is a rock that resembles spun glass.
It is very hard but not at all durable (hardness 8, 2 hit points per inch of thickness).
Crysstone shatters easily, and sonic damage automatically bypasses its hardness.
Because it is so susceptible to sonic damage, the threat posed by monsters with wide-area sonic attacks increases in areas where crysstone is prevalent.

CRYSTAL FLOWERS

These crystalline formations, also called cave flowers, are valued by several Underdark races for their aesthetic beauty and their commercial value.
Crystal flowers are usually made of halite (simple table salt), gypsum, or some other minerals.
The petals are fibrous or prismatic crystals that resemble growing seedlings.
Halite flowers often grace the table settings of wealthy drow on special occasions.
Even illithids occasionally carry salt in crystal flower form to add earthy spice to their brain meals.
Cost: 25 gp; Weight 1 lb.

CURTAINS, DRAPERIES, AND BLANKETS

These terms refer to dripstone in the form of rippled, wavy, or folded sheets.
Curtains and draperies are thinner, often translucent, and resonant.
Blankets are thicker, so they tend to muffle sound a bit.
Often these features have stripes of different colors.

DARKOIL

Darkoil is a rare mineral oil specially prepared with various alchemical reagents.
It protects drowcraft weapons and armor (see Magic Items, below) from the effects of sunlight.
A vial of darkoil is sufficient to protect a weapon for 3 days or a suit of armor for 1 day.
Applying darkoil to any item requires 1 minute.
Darkoil can be created with a DC 20 Craft (alchemy) check.

DARKSTONE

Darkstone seems to drink in light.
In tunnels cut through this material, light sources dim, shedding a glow only half as strong as usual.
Thus, a bullseye lantern illuminates a cone only 30 feet long and 10 feet wide, while a torch lights only a 10-foot radius.
A *daylight* spell in a darkstone area radiates daylight in only a 30-foot radius.

DARKVISION–INVISIBLE PAINT

This special alchemical substance is designed to match the shading and color contrasts of the surface to which it is applied.
This property renders the paint invisible to creatures that depend on darkvision, but it can easily be seen with normal or low-light vision.
Races requiring light to navigate use this paint to warn other such folk of dangers and threats.
A single jar contains enough paint to produce twenty large warning symbols, or two smaller messages of up to 100 words each.

DROW KNOCKOUT POISON

The dark elves are renowned for their use of unconsciousness-inducing poison.
They carefully guard the secret of their venom, and it is difficult to find outside of drow realms and outposts.

EXPLOSIVE GAS

Some naturally occurring gases can explode in the presence of open flames.
If a burning torch or lit lantern is brought into a pocket of explosive gas, the vapor explodes, dealing 3d6 points of damage to each creature in a 10-foot radius (Reflex DC 15 half).
An alert spelunker might notice the danger before causing an explosion, since the open flame often behaves strangely (burning in a different color or exceptionally brightly) right before the explosion.
Allow the creature carrying the light a DC 20 Survival check to observe the danger before the explosion actually occurs.
If an open flame remains in the hazardous area thereafter, there is a 50% chance of an explosion in each subsequent round.

FIRE LICHEN

Pale orange-white in color, fire lichen thrives on warmth, so it grows in regions of geothermal heat or near connections to the Elemental Plane of Fire.
Fire lichen can be ground and fermented into a hot, spicy paste, which is often spread on sporebread to give it flavor.
Duergar ferment fire lichen into a fiercely hot liquor.

FLOWSTONE

A layer of deposited material that follows the shape of the underlying walls or floor is called flowstone.
A flowstone formation often has draperies at its lower end.

GEODES

Often found in deserts or volcanic regions, these hollow rocks are lined with crystals.
In the Underdark, some geodes are immense, growing to the size of caves.
One legend tells of a wizard entombed in a 40-foot geode filled with amethyst crystals.

GEYSER

A geyser consists of a deep fissure or well in which water can accumulate and be heated to high temperatures and a thin shaft that leads from this pool of superheated water to the surface.
Periodically, a fountainlike jet of hot water and steam erupts from the opening.
Such an eruption deals 2d6 to 6d6 points of impact damage and 2d6 to 10d6 points of fire damage to any creature it hits.
The intervals of eruption can be regular or irregular.

HOT SPRINGS

Water heated by volcanic forces often bubbles up through the ground in hot springs.
Some of these springs make it to the surface; others can be found in caverns underground.
Often, the water is so laden with sulfur and other minerals that it is undrinkable.

IRRITATING FUMES

These gases cause coughing, stinging of the eyes, dizziness, and similar difficulties.
A character exposed to irritating fumes must succeed on a Fortitude save once per minute (DC 15, +1 per previous check) or become sickened.
Recovery from this condition is not possible until the character leaves the affected area.

LAVA TUBES

These tubes form after lava has flowed from a volcano.
The surface of the lava cools and solidifies while the interior is still liquid.
This uneven cooling creates a crust that resembles a tube.
Lava tubes can branch and fork, following the passage of the lava.
Because the cooling can happen over several intervals, it's also possible to have a tube within a tube.

LUMINESCENT GROWTHS

Rare forms of lichen, fungi, and moss are bioluminescent.
In sufficient quantities, these growths can illuminate large caverns.
Most bioluminescent growths are quite dim, so a cavern illuminated by glowing moss or fungi is typically as dark as starlight, although some particularly bright regions might be equal to moonlight.

LUURDEN

Luurden, or bloodfruit, is a rare tree that grows only in areas of strong *faerzress*.
The barren branches of this pale, gnarled tree seem more dead than alive, but once every 3 to 4 years, it produces a small amount of bitter red fruit that is used to make rare Underdark wines and elixirs.

MAGMA AND LAVA

While molten rock is underground, it is called magma.
If it erupts to the surface from a volcano, it is called lava.

MOLTEN ROCK

Areas with exposed pools or streams of magma are illuminated by the dim, ruddy glow of the molten rock.
The glare of molten rock is typically equal to moonlight.

PHOTOGENERATIVE ROCK

These rocks grow quickly when exposed to light.
In each round of exposure, a photogenerative rock doubles in size until it's sixteen times as large as it was when unlit (4 rounds).
Eliminating the light halts its growth, and each hour of darkness reverses the effect of 1 round of light.
Some Underdark undead use photogenerative rock in their demesnes to stall light-bearing adventurers until the undead can ready their defenses.
Photogenerative rock can also be used to seal a doorway and divert light-bearers into more trap-ridden or better-defended areas.

PHOTOSTATIC ROCK

Events that happen in the presence of this rock imprint upon it for a short time.
One cubic foot of photostatic rock picks up impressions in a 10-foot radius and automatically relays them to anyone who touches it later.
The effect is similar to that of a *stone tell* spell, except that the photostatic property reveals only what happened within its radius in the past hour.
Every additional cubic foot of photostatic rock provides 1 more hour of memory and expands the radius of sensitivity by 10 feet.
A photostatic rock records only what it witnesses (treat its perspective like a burst), so it cannot record what goes on beyond a closed door.

POISON GAS

These gases are deadly.
Anyone who ventures into an area of poison gas must succeed on a Fortitude save once per minute (DC 15, +1 per previous check) or take 1d4 points of Constitution damage.
Some poisonous gases also have the characteristics of irritating fumes, so their presence is obvious.
Others, however, offer no telltale burning of the throat or stinging in the eyes to warn creatures of the danger.
Any creature exposed to poison gas is entitled to a DC 15 Survival check to detect the threat before breathing enough to force a saving throw.
With a successful check, the creature can retreat before risking any damage.
A creature with the scent ability gains a +5 bonus on this check.

POPCORN

This knobby, crystalline growth forms in a wide variety of cave conditions and is sometimes called cave coral.

PUMICE

Rock that has been made liquid and frothy hardens into a light, porous stone called pumice.

QUICKSTONE

Quickstone is the Underdark's answer to quicksand.
Like many Underdark features, it's much more terrible than its surface-world equivalent.

Quickstone looks like solid stone and blends into the surrounding rocks, but it functions like quicksand as given in the *Dungeon Master's Guide*, except that the Difficulty Class for each maneuver increases by 5.
Transmute mud to rock permanently solidifies quickstone, but a success on the spell's Reflex saving throw enables a creature trapped within it to escape.

RADIANT CRYSTAL

Some rare rocks of the Underdark are naturally radiant, ranging in brightness from starlight to full daylight, although daylight equivalence is quite rare.
The great vault of Deep Imaskar is roofed with radiant crystal that is as bright as weak surface daylight.

REFLECTIVE STONE

While not naturally luminescent, caverns made partially of reflective stone can be much more easily illuminated by small light sources than normal.
Reflective stone quadruples the radius of illumination of any light source brought inside.

RIPPLEBARK

A shelflike fungus that resembles nothing so much as a mass of rotting flesh, ripplebark is surprisingly edible without any special preparation, although it tastes much better if cooked properly.
Ripplebark grows naturally in living caves.

ROCK GOURDS

These rocks have been warped by long-term proximity to a *portal* leading to the Elemental Plane of Water.
Rock gourds are rare, naturally occurring stones, not created magic items, though they register as faint conjuration magic under examination with a *detect magic* spell.
Shaking a rock gourd causes water to dribble out.
The ability of these stones to produce up to a gallon of water per day apiece makes them highly valued commodities in the Middledark and Lowerdark regions, where water is scarce.
Cost: 500 gp; Weight 10 lb.

SHIELD

Water flowing through a cave wall or ceiling sometimes builds up sediment on both sides of its entry point, creating two parallel plates on either side of a thin, sheetlike crack.

SHRIEK PASTE

This oily substance is derived from the fungus with a similar name.
When exposed to light of torch-intensity or brighter, the paste emits a horrific screech that lasts for 1 round.
The noise is a useful signal—loud and easy to hear (Listen DC –10, modified for distance, barriers, and other relevant conditions), so Underdark denizens often smear it on areas they wish to protect from surface intruders who require light to see.
Once it has shrieked, the paste becomes inert.
Shriek paste can be created with a DC 20 Craft (alchemy) check.

SICKSTONE

Sickstone glows with a nauseating, not-quite-green, not-quite-silver light that provides illumination to a radius of 40 feet.
Any creature within the range of this illumination must make a DC 15 Fortitude saving throw each round or take 1d6 points of Constitution damage.
A successful save reduces the Constitution damage to 1 point.
Anyone in physical contact with sickstone takes a –4 penalty on this saving throw, and any Constitution damage it takes becomes Constitution drain instead.
The damage caused by sickstone results from a magical disease, so creatures immune to magical diseases are immune to the effects of sickstone.

SICKSTONE UNGUENT

This paste is made of powdered sickstone (see Chapter 7) and other virulent poisons.
It is usually applied to weapons.

SLICKSTONE

This rock is very smooth to the touch.
Although it is natural stone, it functions at all times as if it had a *grease* spell cast upon it.
An actual *grease* spell cast upon slickstone has no additional effect.

SODA STRAWS

These thin flutes, each the width of a drop of water, are how stalactites begin.

SPAR

This term refers to crystal growths in which the crystal faces and structure are visible to unaided sight.
Many-faceted crystals that form underwater are called pool spars.

SPELUNKER'S KIT

This kit consists of a headlamp, head protection, protective clothing (including gloves and kneepads), and heavy boots that aid in all sorts of spelunking.
A spelunking kit grants the user a +2 circumstance bonus on Balance, Climb, Escape Artist, and Survival checks made to navigate tough-to-access areas (see Spelunking in Chapter 7).

SPIDERSTONE

Drow architects use this term to refer to obsidian, which they value for its glossy black appearance.

Spiderstone is frequently used in drow buildings that feature spider motifs.

STALACTITE

Mineral-laden water drips downward, creating a build-up of rock on the ceiling of a cavern.

STALACTITES

Stalactites formed by lava happen in two main ways.
Tubular lava stalactites are usually formed by volcanic gases.
Gas flows through lava in which different minerals are solidifying at quicker or slower rates, forming long tubes.
The downward drips from such formations may form stalagmites.
The second type of lava stalactite is called a sharktooth stalactite.
This formation occurs when flowing lava coats existing protrusions, resulting in a broad shape that narrows to a point.

STALAGMITE

When mineral-heavy water drips down to the floor, the bits of rock and mineral start to pile up, creating a slowly growing protrusion on the floor.

STALAGMITES

Drip stalagmites form from material that pours off of or out of tubular lava stalactites.
These puddles of lava may mound up in stalagmites.

STUN GAS

The svirfneblin brew this gas from the spores of rare mushrooms.
It can be stored in airtirght containers in liquid form, but when such a container is broken, the poison is released as a 5-foot puff of gas.
The deep gnomes create special, glass-headed darts to hold it and throw them at specific enemies or at the walls of caverns to disable large groups.

SUSSUR

Rare and magical, the so-called "deeproot" tree is found only in the largest of caverns.
It can grow to a height of 60 feet, and its branches are long and gnarled, with banyanlike.

TORCHSTALKS

These nonmagical mushrooms have combustible, long-burning caps.
The caps are hard to light, usually taking 1d4+1 minutes to ignite, but once it is lit, a torchstalk burns steadily for 24 hours and sheds light in a 10-foot radius.
These fungi grow wild in the Middledark, especially in the North, and large domesticated crops of them can be found in Gatchorof, Gracklstugh, and most dwarf settlements.
Drow rarely use them because they tend to prefer magical light sources when light is needed.
One torchstalk subspecies explodes into choking spores when lit.
After burning for 5 rounds, a torchstalk of this variety bursts into fiery spores that can choke unwary travelers.
Anyone in a 20-foot radius of a torchstalk when it bursts must make a DC 15 Fortitude save or take 1d4 points of Constitution damage.
A DC 18 Knowledge (Underdark local) or Survival check allows an observer to distinguish explosive torchstalks from regular ones.
aerial roots.
Few leaves grow on the sussur; it exists almost entirely on *faerzress* and is often found in caverns where wizard fire is prevalent.
A sussur tree can drink in magic from its environs, so most sussurs are surrounded by *antimagic fields* that extend for hundreds of feet.

VIRILE MADNESS

An admixture of rare earths and magical rocks, virile madness is a dangerous, tempting poison.
It grants the imbiber a temporary enhancement bonus to Strength and Constitution, while degrading her mental powers via penalties to Intelligence and Wisdom.
It can be made with a DC 25 Craft (alchemy) check.

WATERORB

This bulbous fungus is aquatic.
It grows in boulderlike patches underwater wherever the water deposits detritus.

WIZARD FIRE

The rarest and most wondrous of natural illuminations in the Realms Below, wizard fire consists of dancing sheets of dim light, like the northern lights of the surface world.
Though it is only as bright as starlight, wizard fire is weird and beautiful.
Gases tend to concentrate in areas that are isolated in some way from the nearby passages.
For example, a passage that dips down sharply and then climbs up again forms a natural, low-lying pocket where deadly fumes can accumulate.
An air-filled passage sealed by water siphons at either end could also concentrate deadly gases.

ZURKHWOOD

This giant mushroom can reach a height of 30 to 40 feet.
Its large spores are edible with proper preparation, but zurkhwood is important primarily because its stalks are hard and woody.
Zurkhwood is one of the very few sources of timber (or anything like it) in the Underdark, and many items that would be crafted from wood in the surface world are fashioned from zurkhwood in the Realms Below.

Addictions

Addiction Rating	Fort DC	Satiation Period	Damage
Negligible	4	1 day	1d3–2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Extreme	25	1day	1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str

Table 6–12: Drugs

Name	Type	Price	Craft (Alchemy) DC	Addiction Rating[1]
Arthorvin	Ingested DC 12	5 gp	25	Low
Carthagu	Ingested DC 13	5 gp	25	Low
Mertoran leaf	Ingested DC 13	10 gp	25	Negligible
Zixalix	Ingested DC 16	15 gp	25	Medium

1 Discussed in the following section.

ARTHORVIN

A fragrant gray powder made from rare magical plants, the drug called arthorvin is an appropriate alchemical treatment for anxiety, mood disorders, and dissociative disorders.
Initial Effect: 1 point of Charisma damage.
Secondary Effect: The user is in a calm, peaceful mental state for 2d4 hours and gains a +1 alchemical bonus on Will saves.
Side Effect: Arthorvin causes a general dulling of the imbiber's emotions and reactions.
While the drug is in effect, the user takes a –1 penalty on all initiative checks.
Overdose: n/a.

CARTHAGU

Carthagu is a thin green tea served warm.
It is an appropriate alchemical treatment for impulse control problems, eating disorders, and sleep disorders.
Initial Effect: 2 points of Strength damage.
Secondary Effect: Carthagu soothes a wide range of mental disorders, providing relief from the symptoms of the indicated disorders for up to 8 hours.
Side Effect: n/a.
Overdose: n/a.

MERTORAN LEAF

When mertoran leaf is dried, treated, and chewed, it provides appropriate alchemical treatment for personality disorders, and substance abuse disorders.
Initial Effect: 1 point of Dexterity damage.
Secondary Effect: The user becomes more confident, gaining a +2 alchemical bonus to Charisma for 1 hour.
Side Effect: While the drug is in effect and for 12 hours thereafter, mertoran leaf relieves the most severe symptoms of the listed disorders.
Overdose: n/a.

ZIXALIX

A potent combination of many rare herbs and alchemical substances, zixalix provides appropriate alchemical treatment for somatoform disorders, psychotic disorders (including schizophrenia), and psychosexual disorders.
Initial Effect: 1d4 points of Intelligence damage.
Secondary Effect: Zixalix staves off the most severe symptoms of the indicated disorders.
Side Effect: n/a.
Overdose: If more than three doses are taken in a 24-hour period, the imbiber takes 1d4 points of Constitution damage.

NONMAGICAL WEAPONS

Table 1–4: Weapons

Martial Weapons—Melee

Item	Cost	Damage	Crit	Range Increment	Weight	Type [2]
Large						
Lucerne hammer [3]	12 gp	2d4	×4	—	10 lb.	Piercing
Maul	15 gp	1d10	×3	—	20 lb.	Bludgeoning

Exotic Weapons—Melee

Item	Cost	Damage	Crit	Range Increment	Weight	Type [2]
Tiny						
Claw bracer [1]	30 gp	1d4	19–20/×2	—	2 lb.	Piercing
Panther claw [1]	75 gp	1d4	×3	—	3 lb.	Piercing, slashing
Stump knife [1]	8 gp	1d4	19–20/×2	—	2 lb.	Piercing
Tiger claws [1]	5 gp	1d4	×2	—	2 lb.	Piercing
Triple dagger [1]	10 gp	1d4	19–20/×2	—	1 lb.	Piercing
Ward cestus [1]	10 gp	Special [1]	Special [1]	—	4 lb.	Bludgeoning
Small						
Battlepick, gnome	10 gp	1d6	×4	—	5 lb.	Piercing
Gauntlet, bladed	30 gp	1d6	19–20/×2	—	4 lb.	Slashing
Sai [1]	1 gp	1d4	×2	—	2 lb.	Piercing
Sapara [1]	15 gp	1d6	19–20/×2	—	6 lb.	Slashing
Sword, butterfly	10 gp	1d6	19–20/×2	—	2 lb.	Slashing
Tonfa	2 sp	1d6	×2	—	2 lb.	Bludgeoning
War fan [1]	30 gp	1d6	×3	—	3 lb.	Slashing
Medium-size						
Chain-and-dagger [1]	4 gp	1d4	19–20/×2	—	4 lb.	Piercing
Khopesh[1]	20 gp	1d8	19–20/×2	—	12 lb.	Slashing
Longsword, mercurial [1]	400 gp	1d8	×4	—	6 lb.	Slashing
Large						
Duom[3]	20 gp	1d8	×3	—	8 lb.	Piercing
Greatsword, mercurial [1]	600 gp	2d6	×4	—	17 lb.	Slashing
Gyrspike [1 4]	90 gp	1d8/1d8	19–20/×2	—	20 lb.	Bludgeoning, slashing
Mace, double [4]	125 gp	1d8/1d8	×2	—	25 lb.	Bludgeoning
Manti [1]	15 gp	1d8	×3	—	9 lb.	Piercing
Scimitar, double [4]	125 gp	1d6/1d6	18–20/×2	—	15 lb.	Slashing
Three-section staff	4 gp	1d8	×3	—	8 lb.	Bludgeoning
Huge						
Fullblade [1]	100 gp	2d8	19–20/×2	—	23 lb.	Slashing

Table 1–4: Weapons (cont.)

Exotic Weapons—Ranged

Item	Cost	Damage	Crit	Range Increment	Weight	Type [2]
Tiny						
Fukimi-bari [1]	1 gp	1	×2	5 ft.	1/10 lb.	Piercing
Skiprock, halfling [1]	3 gp	1d3	×2	10 ft.	1/4 lb.	Bludgeoning
Small						
Bolas, two-ball [1]	5 gp	1d4	×2	10 ft.	2 lb.	Bludgeoning
Calculus, gnome [1]	50 gp	—	—	50 ft.	2 lb.	Special [1]
Chakram	15 gp	1d4	×3	30 ft.	2 lb.	Slashing
Throwing iron	8 gp	1d6	×3	10 ft.	3 lb.	Slashing
Whip-dagger [1]	25 gp	1d6	19–20/×2	15 ft. [1]	3 lb.	Slashing
Medium-size						
Gauntlet, spring-loaded [1]	200 gp	1d4	×2	20 ft.	4 lb.	Piercing
Javelin, spinning [1]	2 gp	1d8	19–20/×2	50 ft.	2 lb.	Piercing
Large						
Crossbow, great [1]	100 gp	1d12	19–20/×2	150 ft.	15 lb.	Piercing
Double bow, elven [1]	1,000 gp	1d8	×3	90 ft.	3 lb.	Piercing
Harpoon [1]	15 gp	1d10	×2	30 ft.	10 lb.	Piercing
Shotput, orc [1]	10 gp	2d6	19–20/×3	10 ft.	15 lb.	Bludgeoning

Ammunition

Item	Cost	Damage	Crit	Range Increment	Weight	Type
Arrow, alchemist's [1]	75 gp	as weapon	×2	As weapon	1/5 lb.	—
Arrow, blunt	5 sp	1d6/1d8 [5]	×2	As weapon	1/5 lb.	Bludgeoning
Arrow, flight [1]	8 gp	as weapon	×2	Special [1]	1/5 lb.	Piercing
Arrow, signal [1]	5 sp	as weapon	×2	As weapon	1/5 lb.	Piercing
Arrow, thundering [1]	2 gp	—	—	As weapon	1/3 lb.	—
Bolt, tumbling [1]	5 gp	as weapon	×2	As weapon	1/5 lb.	—

[1] See the description of this weapon for special rules.
[2] When two types are given, the weapon is both types.
[3] Reach weapon.
[4] Double weapon.
[5] The weapon deals subdual damage rather than normal damage.

ARROW, ALCHEMIST'S

Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft.
When it strikes a target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target.
One round after impact, the alchemist's fire ignites, dealing 1d4 points of damage.
The target can use a full-round action to attempt to extinguish the flames before taking this damage.
It takes a successful Reflex saving throw (DC 15) to extinguish the flames.
Rolling on the ground earns the target a +2 bonus on the save.
Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

ARROW, BLUNT

These arrows have wooden tips specially crafted to deal subdual damage instead of normal damage.

ARROW, FLIGHT

The light shaft and special design of this masterwork arrow increases a bow's range increment by 25 feet.

ARROW, SIGNAL

This arrow is specially designed to emulate a bird's call when fired.
Elven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community.
For example, a hawk's cry might signal an attack, and an owl's screech might signal a stealthy advance.
A successful Wilderness Lore check (DC 20) determines whether the sound comes from a bird or another source.
The intricate carving on the arrow shafts makes them clumsy in flight, imposing a –2 circumstance penalty on attack rolls.

ARROW, THUNDER

Thunder arrows are tipped with thunderstones (see Chapter 7 of the *Player's Handbook*).
A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack.
Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see Chapter 8 of the *Player's Handbook*).

BATTLEPICK, GNOME

A gnome battlepick is crafted and weighted to be used by creatures of Small size.
A Small character can use a gnome battlepick two-handed as a martial weapon.

BLADED GAUNTLET

Unlike with a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack.
The bladed gauntlet has two blades that extend from the back of the wrist following the line of the forearm.
The cost and weight are for a single gauntlet.

BOLAS, TWO-BALL

A set of two-ball bolas consists of two heavy wooden spheres connected by lengths of cord.
It is a ranged weapon used to trip an opponent.
When you throw a set of bolas, you make a ranged touch attack against your opponent.
If you hit, your opponent must succeed on a Dexterity or Strength check opposed by your Strength check or be tripped.
Bolas can only trip Medium-size or smaller targets.
Your opponent cannot trip you when you make a trip attack with a set of two-ball bolas.

BOLT, TUMBLING

A tumbling bolt resembles a standard crossbow bolt except for a few minuscule holes and vents along the shaft.
A channel allows air to pass through the bolt, which causes the bolt to tumble when fired.
The bolt deals +2 damage but only has one-half its normal range increment due to the way the projectile moves through the air.

CALCULUS, GNOME

This oversized sling is made to fire flasks filled with liquid.
Common ammunition includes acid, alchemist's fire, and other alchemical substances.
Alchemical ammunition deals damage according to its properties, but it gains the range increment of the gnome calculus.

CHAIN-AND-DAGGER

When wielding the chain-and-dagger, you gain a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe).
You can also use this weapon to make trip attacks, gaining a +2 bonus on your trip attempt.
If you are tripped during your own trip attempt, you can opt to drop the chain-and-dagger instead of being tripped.

CHAKRAM

The chakram is a throwing disk or quoit about 1 foot in diameter, with a sharpened outer rim.

CLAW BRACER

A claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers.
The wearer can cast spells normally while wearing the bracer and cannot be disarmed.
Many claw bracers are enhanced as magic weapons.

CROSSBOW, GREAT

A great crossbow requires two hands to use effectively, regardless of the user's size.
You draw a great crossbow back by turning a winch.
Loading a great crossbow is a full-round action that provokes an attack of opportunity.
A Medium-size character cannot shoot or load a great crossbow with one hand at all.
With training, a Large creature can shoot, but not load, a great crossbow with one hand at a –4 penalty.
If a Large creature attempts to fire a separate great crossbow in each hand simultaneously, the standard penalties for two-weapon fighting apply.

DOUBLE BOW, ELVEN

This double-stringed longbow can be used as a normal longbow by anyone proficient in that weapon.
Characters with Exotic Weapon Proficiency (elven double bow) can use the bow to fire two arrows at once.
Nocking an arrow on the second string requires a move-equivalent action.
Once the wielder has taken an action to load the second string, his next attack is a double shot that launches both arrows simultaneously at the same target.
The wielder makes one attack roll at a –2 penalty to determine whether or not both arrows strike the target.
If the attack is successful, both arrows deal normal damage.
If the attack is a critical hit, only one arrow deals extra damage, and extra sneak attack damage is applied only once.

DUOM

The duom is a longspear with a standard spearhead, as well as two blades curved so that they point backward along the shaft.
The weapon has reach, allowing you to strike opponents 10 feet away with it.
Those proficient with the duom can also attack adjacent foes with the reversed heads using a practiced "reverse thrust".
Apply a –2 penalty on the attack roll if you use the duom to attack a second, adjacent opponent in the same round you attacked the first opponent.

FUKIMI-BARI (MOUTH DARTS)

These slim, almost needle-like metal darts are concealed in the mouth, then spit at the target.
Their effective range is extremely short, and they deal little damage, but they are highly useful when taking an opponent by surprise.

You can fire up to three fukimi-bari per attack (all at the same target).
Do not apply your Strength modifier to damage with fukimi-bari.
They are too small to carry the extra force that a strong character usually imparts to a thrown weapon.
The cost and weight are for a single fukimi-bari.

FULLBLADE

A fullblade is 18 inches longer than a greatsword and is too large for a Medium-size creature to use with two hands without special training; thus, it is an exotic weapon.
(Medium-size creatures cannot use a fullblade one-handed at all).
A Large creature could use the fullblade with one hand, but it would be assessed the standard –4 nonproficiency penalty on its attack rolls; Large creatures can use the fullblade in two hands as a martial weapon.
A Large creature with the Exotic Weapon Proficiency (fullblade) feat can use the fullblade in one hand, but a Medium-size creature must use both hands even if it has the relevant feat.
A fullblade is also called an ogre's greatsword.

GAUNTLET, SPRING–LOADED

This gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible.
This ridge of metal hides a spring-loaded mechanism that can expel a bolt with great force, akin to a miniscule crossbow.
You load the gauntlet by inserting a bolt in the hole and pulling back a hidden lever.
Loading the spring-loaded gauntlet is a move-equivalent action that provokes an attack of opportunity.
You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent—this motion fires the gauntlet.
The cost and weight are for a single gauntlet.
A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting.
The Ambidexterity feat lets someone avoid the –4 off-hand penalty.

GREATSWORD, MERCURIAL

This huge blade hides a secret reservoir of quicksilver (also called mercury by alchemists) that runs along the interior of the blade in a slender channel.
When the blade is vertical, the mercury swiftly fills an interior bulb in the haft, but when swung, the heavy liquid flows out into the blade, making it heavier.
In nonproficient hands, this shifting mass penalizes the wielder by an additional –3 penalty on attack rolls, beyond the normal –4 nonproficiency penalty for using an exotic weapon untrained.

GYRSPIKE

A gyrspike is a double weapon.
A stout shaft holds a flail on one end and a longsword on the other.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties for two-weapon fighting, as if you were using a one-handed weapon and a light weapon.
You get a +2 bonus on your opposed attack roll when attempting to disarm an enemy when you wield a gyrspike (including the opposed attack roll to avoid being disarmed yourself if you fail to disarm your enemy).
You can also use this weapon to make trip attacks.
If you are tripped during your own trip attempt, you can drop the gyrspike to avoid being tripped.

HARPOON

The harpoon is a broad-bladed spear forged with barbs.
The shaft of the harpoon has a trailing rope attached to control harpooned opponents.
Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.
Even with the Exotic Weapon Proficiency (harpoon) feat, creatures smaller than Medium-size take a –2 penalty on their attack rolls due to the harpoon's weight and bulk.
If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw against a DC equal to 10 + the damage dealt.
The harpooned creature moves at only half speed and cannot charge or run.
If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long).
If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check (DC 15) or fail, losing the spell.
The harpooned creature can pull the harpoon from its wound if it has two free hands and it takes a fullround action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt.
For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon.
A character who succeeds on a Heal check (DC 15) can remove a harpoon without further damage.

JAVELIN, SPINNING

This light, flexible spear intended for ranged attacks resembles a standard javelin except for the spiral grooves that run down its length.
You can loop a throwing string around the shaft (the other end is tied to your finger).
The string imparts spin to the javelin upon release, improving the weapon's accuracy, range, and penetrating power by permitting a harder cast.
Looping a string around the javelin is a move-equivalent action that provokes an attack of opportunity.
Tying a casting string around your finger is a full-round action that provokes an attack of opportunity, but the same string is reused for multiple javelins.
The javelin can be thrown without spinning it, in which case its damage, range, and threat range are those of a standard javelin.

If used in melee, treat the spinning javelin as a standard javelin.

KHOPESH

You can use a khopesh to make trip attacks with its hooklike blade.
If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped.

LONGSWORD, MERCURIAL

As the mercurial greatsword, except that in nonproficient hands, the shifting mass and feel of the blade penalizes the wielder by an additional –2 penalty on attack rolls, beyond the normal –4 nonproficiency penalty for using an exotic weapon untrained.

LUCERNE HAMMER

This polearm resembles a pick on a pole and is designed to puncture heavy armor.

MACE, DOUBLE

A stout shaft with a spiked, cylindrical head at each end, this is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter 8 of the *Player's Handbook*).
A creature wielding a double weapon in one hand can't use it as a double weapon.

MANTI

A manti is a shortspear with four additional spear heads that project vertically from the shaft, creating a star pattern of five blade heads instead of just a single forward-pointing blade.
The advantage of the unusual blade arrangement is that you can make one additional attack of opportunity during the round.

MAUL

The maul is simply a two-handed warhammer of enormous size.
Dwarves favor it.

PANTHER CLAW

The panther claw looks much like a punch dagger with two extra blades.
The weapon retains the punch dagger's deadly force, and the extra blades are useful for disarming opponents.
Wielders proficient with the panther claw gain a +4 circumstance bonus when making disarm attempts with it.

SAI

A sai's pronglike extrusions are designed to help catch and disarm opponents' weapons.
If you attempt to disarm your opponent using a sai, you gain a +4 bonus on the opposed attack roll.
(You don't gain any bonus if someone tries to disarm you of your sai).
A monk using a sai can strike with her unarmed base attack bonus, including her more favorable attacks per round, along with other applicable modifiers.

SAPARA

This ancient sword is a smaller version of the khopesh.
You can use a sapara to make trip attacks with its hooklike blade.
If you are tripped during your own trip attempt, you can drop the sapara to avoid being tripped.

SCIMITAR, DOUBLE

The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon.
Despite its size, the weapon benefits more from quick, precise movement than from brute force.
The double scimitar is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter 8 of the *Player's Handbook*).
A creature using a double weapon in one hand can't use it as a double weapon.

SHOTPUT, ORC

Special training turns a grapefruit-sized sphere of crude iron into a deadly projectile.
Even with the Exotic Weapon Proficiency (orc shotput) feat, a wielder must be Medium-size or larger to use the weapon effectively (or take an additional –3 penalty on attack rolls in addition to the standard –4 nonproficiency penalty).

SKIPROCK, HALFLING

These polished, perfectly weighted stones are prized by halflings, for if thrown well enough, they ricochet off one target to strike a second.
If the skiprock hits its target, it ricochets toward another target of the thrower's choice adjacent to the original target (within 5 feet).
The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus equal to the first roll –2.
Skiprocks could be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency feat specifically for that purpose.

STUMP KNIFE

A stump knife is akin to a punching dagger, except that it can be securely attached to the stump of a missing forelimb. For someone proficient in its use, the stump knife becomes an extension of his body.
Against foes to whom you have dealt damage during a continuous melee, the stump knife's threat range is doubled (17–20).
Your opponent cannot disarm you of a stump knife.

SWORD, BUTTERFLY

A monk using a butterfly sword fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

THREE–SECTION STAFF

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal length, joined at the ends by chain, leather, or rope.
A monk using a three-section staff (for which she must take an Exotic Weapon Proficiency feat) fights with her unarmed base attack bonus and her more favorable number of attacks per round, along with other applicable attack modifiers.
The three-section staff requires two hands to use.

THROWING IRON

These weapons have complex blades with two or more edged or pointed protrusions.
Unlike most hurled weapons, throwing irons are as often thrown along a horizontal plane as along a vertical one.

TIGER CLAWS

Also known as "bagh nakh", this is a strap or glove fitted with spikes in the palm and wielded like brass knuckles.
Your opponent cannot use a disarm action to disarm you of tiger claws.
An attack with tiger claws is considered an armed attack.
A monk using tiger claws can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.
The cost and weight are for a single tiger claw.
A slightly different version, the nekode, is both a weapon and a climbing tool.
Using a pair of nekodes while climbing grants a +1 circumstance bonus on Climb checks.
This bonus does not stack with the +2 bonus from using a climber's kit, because they're essentially the same circumstance.

TONFA

A monk using a tonfa can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

TRIPLE DAGGER

This weapon is used in the off hand as a means to disarm an opponent—you hold it as you would a shield, not another weapon, and so do not take penalties for fighting with two weapons.
When using a triple dagger, you get a +3 circumstance bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).
The triple dagger could also be used as a normal dagger, if desired, but if used in the off hand, all normal penalties for fighting with two weapons apply.

WAR FAN

This weapon appears to the untrained eye as nothing more than a beautifully crafted lady's fan.
In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp.
When first entering melee using a war fan, you may attempt a Bluff check against an opponent's Sense Motive check.
If you win the contest, you gain a +4 bonus on attacks made against that foe during the first round of combat.

WARD CESTUS

This is a stout leather gauntlet with a well-forged metal weight sewn into it over the knuckles.
A strike with a ward cestus is considered an unarmed attack.
If you take a Total Defense action, you gain an additional +1 bonus to your Armor Class, representing blows you block with the back of your protected hand.
Your opponent cannot disarm you of a ward cestus.
The cost and weight are for a single ward cestus.

WHIP, MIGHTY

A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the mighty whip.
A mighty whip is made with especially heavy material that allows a strong wielder to take advantage of an above-average Strength score.
The mighty whip allows you to add your Strength bonus to its subdual damage, up to the maximum bonus indicated.

Table 1–5: Mighty Whips and Whip-Daggers

Item	Cost	Damage	Crit	Range	Weight	Type
Whip, mighty [1]						
+1 Str bonus	200 gp	1d2 [2]	×2	15 ft. [1]	3 lb.	Slashing
+2 Str bonus	300 gp	1d2 [2]	×2	15 ft. [1]	4 lb.	Slashing
+3 Str bonus	400 gp	1d2 [2]	×2	15 ft. [1]	5 lb.	Slashing
+4 Str bonus	500 gp	1d2 [2]	×2	15 ft. [1]	6 lb.	Slashing
Whip-dagger, mighty						
+1 Str bonus	225 gp	1d6	×2	15 ft. [1]	4 lb.	Slashing
+2 Str bonus	325 gp	1d6	×2	15 ft. [1]	5 lb.	Slashing
+3 Str bonus	425 gp	1d6	×2	15 ft. [1]	6 lb.	Slashing
+4 Str bonus	525 gp	1d6	×2	15 ft. [1]	7 lb.	Slashing

[1] See weapon entry for special rules.
[2] Weapon deals subdual damage.

WHIP–DAGGER AND WHIP–DAGGER, MIGHTY

A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger.
Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses.
Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties.
Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.
You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).
A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score.
The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.

BOOK OF EXALTED DEEDS (3.5)

Table 3–1: Nonlethal Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight[3]	Type
One-Handed Melee Weapon								
Truncheon	2 gp	1d6[2]	1d8[2]	2d6[2]	×2	—	12 lb.	Bludgeoning
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Dmg (L)**	**Critical**	**Range Increment**	**Weight[3]**	**Type**
Two-Handed Melee Weapon								
Entangling Pole[1]	4 gp	1d3	1d4	1d6	×2	—	5 lb.	Piercing
Grasping Pole[1]	8 gp	1d3[2]	1d4[2]	1d6[2]	×2	—	8 lb.	Bludgeoning
Ranged Weapon								
Lasso	1 gp	—	—	—	—	10 ft.	3 lb.	—

1 Reach weapon.
2 The weapon deals nonlethal damage rather than lethal damage.
3 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

ENTANGLING POLE

The entangling pole is a highly specialized weapon, used to catch and entangle an opponent without causing great harm.
It is normally used to hook and catch the clothing of an opponent.
When you use an entangling pole in this way, you make a grapple attack without provoking an attack of opportunity.
You make a melee touch attack with the weapon to "grab" the target's clothing.
This attack does not work against a character in heavy armor, or against most monsters that do not wear clothing (though it does work against a monster with shaggy fur).
If the touch attack is successful, you make an opposed grapple check, using the size modifier for the entangling pole (+4 for a two-handed weapon) instead of your own size.
If you win the opposed check, you have a hold on the target, but you do not deal any damage.
If you lose, you fail to start the grapple.
To maintain the grapple, you do not need to move into your opponent's space.
The entangling pole holds your opponent 10 feet away from you.
While you maintain the grapple, you do not have the option to damage or pin your opponent.
Your opponent can try to escape or wriggle free, attack with a light weapon, or cast a spell with no somatic components and a casting time of 1 standard action.

An entangling pole can also be used as a normal weapon, dealing the damage shown on Table 3–1 but not entangling the opponent.
An entangling pole has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

GRASPING POLE

The grasping pole is a pole arm designed to capture opponents with a minimum of harm.
A wielder who hits a Small or Medium opponent with a grasping pole can immediately initiate a grapple (as a free action) without provoking an attack of opportunity.
(See Grapple in Chapter 8: Combat of the *Player's Handbook* for more information).
In addition to the normal options available to a grappler, the wielder of a grasping pole can attempt to pull his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).
A grasping pole has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

LASSO

A lasso is an entangling weapon that deals no damage, but it entangles only parts of an opponent's body.
When you use a lasso to entangle your opponent's arms, you make a ranged touch attack against your target.
A lasso's maximum range is 30 feet.
If you hit, the target is partially entangled, taking a –2 on attack rolls and a –4 penalty on effective Dexterity.
The creature's speed is not reduced, and it can still charge or run, but if you control the trailing rope by succeeding at an opposed Strength check while holding it, the lassoed creature can only move within the limits that the rope allows.
If the lassoed creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or be unable to cast the spell.
The lassoed creature can escape with a DC 20 Escape Artist check as a full-round action.
The lasso has 2 hp and can be broken with a DC 23 Strength check—also a full-round action.
Alternatively, you can use a lasso to make trip attacks.
If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

TRUNCHEON

A truncheon is essentially a heavier version of the sap—a one-handed martial weapon that deals nonlethal damage.
As with a sap, a rogue wielding a truncheon can deal extra nonlethal damage with a sneak attack, but only if she is proficient in its use.

COMPLETE ADVENTURER (3.5)

Table 4–1: Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons							
Dagger, barbed	35 gp	1d3	1d4	19–20/×2	—	1 lb.	Piercing
Sword, short, broadblade	75 gp	1d4	1d6	19–20/×2	—	3 lb.	Piercing
One-Handed Melee Weapons							
Rapier, quickblade	75 gp	1d4	1d6	18–20/×2	—	3 lb.	Piercing
Two-Handed Melee Weapons							
Longaxe	35 gp	1d10	1d12	×3	—	15 lb.	Slashing
Longstaff	15 gp	1d4/1d4	1d6/1d6	×2	—	6 lb.	Bludgeoning

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

EXOTIC WEAPONS FROM COMPLETE WARRIOR

Complete Warrior introduced several exotic weapons that could benefit from allowing those specialized in the use of similar weapons to apply the benefit of certain feats (specifically, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization) to an exotic weapon's use as well. Just as the barbed dagger in this book is similar enough to the dagger that it allows a character to treat it as one for the purpose of several feats, consider expanding this benefit to the following weapons.

Weapon	Treat as . . .
Blowgun, greater	Blowgun
Bolas, barbed	Bolas
Greatbow	Longbow
Greatspear	Longspear
Pick, dire	Pick, heavy
Poleaxe, heavy	Halberd
Warmace	Mace, heavy

DAGGER, BARBED

Barbed daggers, as their name implies, look like normal daggers with long barbs covering the blade.
The design makes the weapon more difficult to wield properly than a normal dagger, but it allows those skilled in the weapon's use to deal more damage with a well-placed attack.
If you have 5 or more ranks in Sleight of Hand and use a barbed dagger, you gain a +2 bonus on damage rolls on any successful sneak attack made with the weapon as it twists in the wound.
This bonus also applies (and is therefore doubled) on successful critical hits with the weapon.
Characters proficient with the barbed dagger can treat it as a dagger for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization,

Improved Critical, Weapon Focus, and Weapon Specialization.

LONGAXE

A longaxe looks like a greataxe with an elongated haft.
This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.
If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage.
When you use a longaxe in this manner, you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe.
Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision.
You cannot wield it as both a reach weapon and a normal weapon in the same turn.
Characters proficient with the longaxe can treat it as a greataxe for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

LONGSTAFF

As its name implies, the longstaff is a longer version of the quarterstaff.
The extra length makes the weapon much more difficult to use, but those skilled in its use are better able to protect themselves from multiple attackers when fighting cautiously.
If you are proficient with the longstaff and you fight defensively or employ the total defense combat maneuver, you cannot be flanked for the rest of the round.
This benefit also applies if you are proficient in the weapon, have the Combat Expertise feat, and shift at least 2 points of your attack bonus to AC for the round.
A longstaff is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were fighting with a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*).
You can also strike with either end singly.
A creature wielding a longstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
The longstaff is a special monk weapon.
This designation gives a monk wielding a longstaff special options (see the flurry of blows description, page 40 of the *Player's Handbook*).
Characters proficient with the longstaff can treat it as a quarterstaff for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

RAPIER, QUICKBLADE

Quickblade rapiers are longer and thinner than normal rapiers, with specially tapered blades and carefully balanced pommels.
The design makes the weapon more difficult to wield properly than a normal rapier, but it allows those skilled in the weapon's use to disarm opponents more easily and to feint more effectively in combat.
Most quickblade rapiers are at least masterwork in quality.
If you are proficient with the quickblade rapier, you gain a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
You also gain a +2 circumstance bonus on Bluff checks made to feint in combat.
You can use the Weapon Finesse feat (see page 102 of the *Player's Handbook*) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a quickblade rapier sized for you.
You can't use a quickblade rapier in two hands to apply 1-1/2 times your Strength modifier to damage.
Characters proficient with the quickblade rapier can treat it as a rapier for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

SWORD, SHORT, BROADBLADE

Broadblade short swords have a wider blade and crossguard than normal swords.
This feature makes them more difficult to wield in combat, but the design allows skilled users to defend themselves better when fighting cautiously.
If you are proficient with the broadblade short sword and you fight defensively or employ the total defense combat maneuver, you gain a +2 dodge bonus to AC for the rest of the round in addition to the normal AC bonus from the combat maneuver (+2 for fighting defensively or +4 for total defense).
This bonus also applies if you are proficient with the weapon, have the Combat Expertise feat, and shift at least 2 points of your attack bonus to AC for the round.
Because of its benefit when fighting defensively, the broadblade short sword is a popular off-hand weapon.
Characters proficient with the broadblade short sword can treat it as a short sword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

COMPLETE SCOUNDREL (3.5)

Table 5–2: Surprise Weapons

Weapon	Cost	Weight[1]
Bow blade	4 gp	1/2 lb.
Crossbow bayonet, knife	2 gp	1 lb.
Crossbow bayonet, sword	4 gp	2 lb.
Hand crossbow blade	4 gp	1/2 lb.
Boot blade	4 gp	1/2 lb.
Elbow blade	4 gp	1 lb.
Knee blade	20 gp	2 lb.
Sleeve blade	4 gp	1 lb.
Instrument blade	10 gp	1/2 lb.

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

Boot Blade

The most common hidden blade, a boot blade is concealed in the sole of a boot, usually under the toes.
The wearer activates the blade by striking a certain part of the boot (usually the toe) against the ground, which flips the weapon it into position.
Treat a boot blade as a dagger.

Bow Blade

Some archers add blades to the grips or risers of their weapons.
Bowyers can craft bows that allow such blades to be permanently affixed.
Treat a bow blade as a punching dagger.

Crossbow Bayonet

Bayonets easily fit onto light or heavy crossbows, attaching to the stock below where the bolt fires.
Crossbow bayonets come in two kinds: knife and sword.
A knife bayonet attached to a crossbow functions as a shortspear, while a sword bayonet attached to a crossbow is treated as a spear.
A crossbow with an attached bayonet cannot be thrown as a true spear can be, though it can be set against a charge.
A hand crossbow is too small to accept a bayonet (but see hand crossbow blade, below).

Elbow Blade

Hidden within bracers or the forearm piece of a suit of armor, elbow blades jut out backward and lie flat against the back of the bearer's upper arm.
Activating an elbow blade usually requires a flick or twist of the wrist.
Treat an elbow blade as a punching dagger.

Hand Crossbow Blade

Adding a short blade to the front of a hand crossbow allows you to defend yourself in melee combat without having to draw a different weapon.
The blade functions as a dagger.

Instrument Blade

Most stringed or wind instruments have a long, narrow section that can conceal a thin blade.
Releasing a hidden catch allows the blade to spring forth.
Such a blade functions as a dagger.
Any stringed instrument whose neck is designed to hide a blade includes reinforcing metal bars for added support.

Knee Blade

Held within the greaves of a suit of armor, a knee blade extends with a quick upward thrust of the knee.
The flat of the blade rests against the bearer's thigh, allowing for full range of movement.
Treat a knee blade as a short sword.

Sleeve Blade

Strapped to the forearm of its wearer, a sleeve blade lies hidden under a long-sleeved shirt or dress.
Making a quick downward flick with the wrist triggers the mechanism, extending the blade beyond the top of the wearer's hand.
Treat a sleeve blade as a dagger.

Complete Warrior (3.5)

Table 4–6: New Exotic Weapons

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons							
Buckler-axe, dwarven	20 gp	1d4	1d6	×3	—	4 lb.	Slashing
Lightblade, elven	50 gp	1d4	1d6	18–20/×2	—	1 lb.	Piercing
Tortoise blade, gnome	10 gp	1d4	1d6	19–20/×2	—	3 lb.	Piercing
One-Handed Melee Weapons							
Maul	15 gp	1d8	1d10	×3	—	20 lb.	Bludgeoning
Pick, dire	30 gp	1d6	1d8	×4	—	12 lb.	Piercing
Scourge	20 gp	1d6	1d8	×2	—	2 lb.	Slashing
Thinblade, elven	100 gp	1d6	1d8	18–20/×2	—	3 lb.	Piercing
Warmace	25 gp	1d10	1d12	×2	—	10 lb.	Bludgeoning
Two-Handed Melee Weapons							
Greatspear[4]	25 gp	1d10	2d6	×3	10 ft.	9 lb.	Piercing
Hammer, double[5]	70 gp	1d6/1d6	1d8/1d8	×3	—	18 lb.	Bludgeoning
Lajatang[5]	90 gp	1d6/1d6	1d8/1d8	×2	—	7 lb.	Slashing
Mancatcher[4]	20 gp	1d3[3]	1d4[3]	×2	—	8 lb.	Bludgeoning
Poleaxe, heavy[4]	20 gp	1d10	2d6	×3	—	15 lb.	Piercing or slashing[2]
Ranged Weapons							
Blowgun, greater	15 gp	1d2	1d3	×2	10 ft.	2 lb.	Piercing
Darts (10)	1 gp	—	—	—	—	1/2 lb.	—
Bolas, barbed	10 gp	1d3	1d4	×2	10 ft.	3 lb.	Piercing
Boomerang	10 gp	1d3[3]	1d4[3]	×2	20 ft.	2 lb.	Bludgeoning
Greatbow	150 gp	1d8	1d10	×3	120 ft.	6 lb.	Piercing
Greatbow, composite	200 gp	1d8	1d10	×3	130 ft.	6 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 The weapon deals either piercing damage or slashing damage (player's choice at time of attack).
3 The weapon deals nonlethal damage rather than lethal damage.
4 Reach weapon.
5 Double weapon.

Table 4–7: Improvised Weapon Damage

Object Weight	Damage[1]	Examples
Less than 2 lb.[2]	1d3	Mug, torch
2 lb.–5 lb.	1d4	Lantern, manacles
6 lb.–10 lb.	1d6	Chair, shovel
11 lb.–25 lb.	1d8	Ladder, small table
26 lb.–50 lb.	2d6	Barrel (empty)
51 lb.–100 lb.	3d6	Chest (full), big table
101 lb.–200 lb.	4d6	Cart
201 lb.–400 lb.	5d6	Wagon

1 A sharp object deals damage as an object of twice its weight. For instance, a broken bottle (1 lb.) deals 1d4 points of damage, not 1d3. Conversely, a soft or malleable object, such as a gourd, deals damage as an object of half its weight, and the damage is nonlethal.
2 If an item has no weight worth noting, it doesn't deal any damage when used as a weapon.

BLOWGUN, GREATER

Like its smaller cousin (see page 145 of the *Dungeon Master's Guide*), the greater blowgun is often used to deliver poison. The darts it fires are larger than blowgun needles, but smaller than a thrown dart.
These darts deal damage in addition to delivering poison.
A greater blowgun requires two hands to use or reload. Loading a blowgun is a move action that provokes attacks of opportunity.
A greater blowgun has a maximum range of five range increments.

BOLAS, BARBED

This weapon is similar to a normal set of bolas, except that its weighted balls are studded with hooked barbs and thus deal lethal (not nonlethal) damage.
Because the barbed bolas can wrap around an enemy's leg or other limb, you can use this weapon to make a ranged trip attack against an opponent.
You can't be tripped during your own trip attempt when using a set of barbed bolas.
For purposes of weapon proficiency and similar feats, barbed bolas are treated as if they were bolas.
Thus, if you have Exotic Weapon Proficiency (bolas), you are also proficient with barbed bolas.

BOOMERANG

The boomerang is a curved throwing stick that returns to its thrower if it misses its target.
To catch a returning boomerang, the thrower must make an attack roll (as if he were throwing the boomerang) and hit AC 10.
Failure indicates the boomerang lands in a randomly determined square adjacent to the thrower (if the thrower is proficient) or 1d4 squares away in a random direction (if not proficient).

BUCKLER–AXE, DWARVEN

At first glance the dwarven buckler-axe appears similar to a standard buckler, but this weapon has enlarged bladelike edges at its top and bottom, allowing the wielder to swing it like an axe.
Thus, in addition to its obvious protective qualities, it proves a capable off-hand weapon or emergency weapon when disarmed.
A dwarven buckler-axe grants its wielder a +1 shield bonus to Armor Class.

As with any shield, when you attack with a dwarven buckler-axe, you do not get the shield bonus to your AC.
The buckler-axe also provides a –1 armor check penalty and incurs a 5% arcane spell failure chance for its wielder.
Like a spiked shield, a buckler-axe can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

BULL RUSH

If you perform a bull rush while carrying a big, sturdy object (such as a bench or table), you add a +2 bonus on your Strength check to push back the defender.

DART, BLOWGUN

A blowgun dart resembles a lightweight, undersized arrow.
You don't apply your Strength modifier to damage with a blowgun dart.
A blowgun dart can't effectively be used as a melee weapon.
Blowgun darts come in a leather pouch that holds 10 darts.
A dart that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

DEFENSE

Objects with lots of surface area (such as tables) grant you a +2 shield bonus to Armor Class (or a +4 shield bonus to AC if you use the total defense action), but require two hands to use.

DISARM

Any object with a lot of protrusions (such as a chair or a broken wagon wheel) or that can easily ensnare objects (such as a cloak or a ladder) grants the wielder a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

ENTANGLE

Any sheetlike flexible object (such as a carpet or tapestry) can entangle an opponent with a successful ranged touch attack.
An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, can move at only half speed, cannot run or charge, and may have difficulty casting spells (see the Concentration skill description, page 69 of the *Player's Handbook*).
Escaping from such an object requires a standard action and a DC 10 Escape Artist check.
These objects are treated as two-handed weapons.

GREATBOW

You need at least two hands to use a bow, regardless of its size.
A greatbow sized for a Medium character is 6 feet or more in length when strung.
A greatbow is too un wieldy to use while mounted.
Like other bows, if you have a penalty for low Strength, apply it to damage rolls when using a greatbow.
If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite greatbow (see below) but not a regular greatbow.

GREATBOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size.
A composite greatbow is too unwieldy to use while mounted.
A composite greatbow sized for a Medium character is 6 feet or more in length when strung.
Composite greatbows follow all of the normal rules for composite bows, including strength ratings.
Each point of Strength bonus granted by the bow adds 200 gp to the cost.

GREATSPEAR

This broad-bladed spear has a long, flat blade, and is too heavy to wield properly without proficiency.

HAMMER, DOUBLE

A double hammer is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were attacking with a one-handed weapon and a light weapon.
(See page 160 of the *Player's Handbook* for details on fighting with two weapons).

LAJATANG

The lajatang is a staff with a crescent-shaped blade at each end.
A lajatang is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: a one-handed weapon and a light weapon (see page 160 of the *Player's Handbook*).
A monk who is proficient with the lajatang can treat it as a special monk weapon, as described in the monk class description (page 40 of the *Player's Handbook*).
Each end counts as a separate weapon for the purpose of the flurry of blows ability, similar to how the quarterstaff works.

LIGHTBLADE, ELVEN

This rapierlike weapon is the size of a short sword, but weighs only as much as a dagger.
Dexterous elf fighters and rogues favor it.
Its thin, flexible blade slips easily into the seams of armor or between the ribs of a foe.
Some elf nobles carry a lightblade—often decorated with intricate filigree and tiny gemstones—as a sign of their station, even if they aren't proficient in its use.

MANCATCHER

City guards and others who prefer to capture their opponents unharmed use the mancatcher.

A wielder who hits a target of its size or one size category smaller than it with a mancatcher can immediately attempt to grapple (as a free action) without provoking an attack of opportunity.
Any grapple check you make using a mancatcher includes the mancatcher's enhancement bonus (if any) and any other bonuses you might have on attack rolls with the weapon (such as from the Weapon Focus feat).
If you grapple a target with a mancatcher, you are considered grappling, but unless your target can reach you, he can't attempt to attack you, damage you, or pin you.
You can escape the grapple automatically by releasing the target as a standard action.
In addition to the normal options available to a grappler, the wielder of a mancatcher can attempt to force his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).
The mancatcher is a reach weapon and cannot be used against adjacent opponents.

MAUL

A maul is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat).
A character can use a maul two-handed as a martial weapon.

PICK, DIRE

A dire pick resembles a heavy pick, but with a longer shaft and a more massive head.
A dire pick is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat).
A character can use a dire pick two-handed as a martial weapon.

POLEAXE, HEAVY

A heavy poleaxe has reach; you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
Normally, you strike with the heavy poleaxe's axe head, but the spike on the end is useful against charging opponents.
If you use a ready action to set a heavy poleaxe against a charge, you deal double damage if you score a hit against a charging creature.

REACH

Long objects (such as ladders) have reach, allowing a Small or Medium character to strike at opponents up to 10 feet away (but not at adjacent foes).
These objects are treated as two-handed weapons.

SCOURGE

This multitailed, barbed whip is often dipped in a poison delivered via injury.
You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attack fails) with this weapon.

THINBLADE, ELVEN

This rapierlike weapon is the size of a longsword, but much lighter.
Dexterous elf fighters and rogues favor it.
Its thin, flexible blade slips easily into the seams of armor, or between the ribs of an enemy.
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven thinblade.

TORTOISE BLADE, GNOME

This contraption is designed to be used by a gnome in his or her off hand.
It is particularly useful in cramped tunnels or warrens where swinging a weapon is difficult or impossible.
It looks like a turtle shell strapped to the wielder's wrist, with a daggerlike blade jutting out where the wielder's fingers should be.
A tortoise blade grants a +1 shield bonus to Armor Class.
As with any shield, when you attack with a tortoise blade you do not get the shield bonus to your AC.
A tortoise blade also provides a –1 armor check penalty and incurs a 5% arcane spell failure chance for its wielder.
Like a spiked shield, a tortoise blade can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

TRIP

An object with protrusions at the end (such as a hat rack or a barstool) or that can wrap around a leg (such as a chain) can be used to make trip attempts.
If you are tripped during your own trip attempt, you can drop the improvised weapon to avoid being tripped.

WARMACE

Anyone wielding a warmace takes a –1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it.
A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat).
A character can use a warmace two-handed as a martial weapon.

DEITIES AND DEMIGODS (3.0)

KHOPESH

Medium-size Exotic Weapon—Melee: Cost 20 gp, Damage 1d8, Critical 19–20/×2, Range —, Weight 12 lb., Type Slashing.
A character can use a khopesh to make trip attacks due to its hooklike blade.
If the wielder is tripped during the trip attempt, the character can drop the khopesh to avoid being tripped.

TIGER CLAWS

Tiny Exotic Weapon—Melee: Cost 5 gp, Damage 1d4, Critical ×2, Range —, Weight 2 lb., Type Piercing.
A character using tiger claws cannot be disarmed with the disarm action.
A monk using tiger claws fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable attack modifiers.

DRACONOMICON (3.5)

DRAGONBONE BOW

A bow carved from a single bone of a dragon (a thigh bone or similarly large bone) displays superior tensile strength and power.
Such a bow is considered a composite bow (short or long) with a strength rating set by the crafter.
In addition, the bow's range increment is 20 feet longer than normal for the bow's type (90 feet for a composite shortbow or 130 feet for a composite longbow).
Dragoncraft Price: as composite bow +100 gp; *Dragon Part*: dragon bone; *Skill*: Craft (bowyer); Weight: 3 lb.

DRAGONFANG WEAPON

Dragonfang weapons are masterwork weapons crafted from the claws and teeth of a dragon.
In addition to the +1 nonmagical enhancement bonus on attack rolls granted by its masterwork quality, a dragonfang weapon deals 1 point of energy damage on each successful hit.
The type of energy is the same as that of the dragon's breath weapon.
If a dragon doesn't have a breath weapon that deals acid, cold, electricity, fire, or sonic damage, dragonfang weapons made from its remains do not deal any extra damage.
This damage is treated as an extraordinary (and thus nonmagical) feature of the weapon.
It doesn't stack with any other energy damage (of the same type) dealt by the weapon.
A single tooth or claw from a dragon can be crafted into a light weapon of the same size category as the dragon, a one-handed weapon of one size category smaller, or a two-handed weapon of two size categories smaller.
A single dragon's body can provide enough material for up to twelve weapons.
Only piercing and slashing weapons may be created as dragonfang weapons.
Dragoncraft Price: 300 gp; *Dragon Part*: dragon tooth or claw; *Skill*: Craft (weaponsmithing); *Weight*: 2 lb.

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TABLE 6-2: ASIAN WEAPONS

	Cost	Damage	Critical	Range Increment	Weight	Type
Simple Weapons—Ranged						
Small						
Blowgun	1 gp	1	x2	10ft.	2 lb.	Piercing
Needles, blowgun (20)	1 gp					
Martial Weapons—Melee						
Small						
Wakizashi**	300 gp	1d6	19-20/X2		3 lb.	Slashing
Medium-size						
Kusari-gama	10gp	1d6	x2		3 lb.	Slashing
Exotic Weapons—Melee						
Medium-size						
Katana^	400 gp	1d10	19-20/X2		6 lb.	Slashing

*No weight worth noting.

**Except as indicated, same as masterwork short sword.

^Except as indicated, same as masterwork bastard sword.

TABLE 6-3: RENAISSANCE WEAPONS

	Cost	Damage	Critical	Range Increment	Weight	Type
Exotic Weapons (Firearms)—Ranged						
Small						
Pistol	250 gp	1d10	x3	50ft.	3 lb.	Piercing
Bullets, pistol (10)	3 gp	—	—	—	2 lb.	—
Medium-size						
Musket	500 gp	1d12	x3	150ft.	10 lb.	Piercing
Bullets, rifle (10)	3 gp	—	—	—	2 lb.	—

TABLE 6—4: RENAISSANCE GRENADELIKE WEAPONS

Weapon*	Cost	Damage	Blast Radius	Range Increment	Weight
Bomb	150 gp	2d6	5ft.	10ft.	1 lb.
Smokebomb	70 gp	Smoke	**	10ft.	1 lb.

*Grenadelikeweapons require no proficiency to use.

**See description.

STABLE 6-5: MODERN ERA WEAPONS

	Damage	Critical	Range Increment	Weight	Type
Exotic Weapons (Firearms)—Ranged					
Small					
Pistol, automatic	1d10	x3	150ft.	5 lb.	Piercing
Metal cartridge, pistol (20)				1/2 lb.	—
Pistol, revolver	1d10	x3	100ft.	3 lb.	Piercing
Metal cartridge, pistol (20)				1/2 lb.	—
Medium-size					
Rifle, automatic	1d12	x3	250ft.	12 lb.	Piercing
Metal cartridge clip, rifle (30)				1/2 lb.	—
Rifle, repeater	1d12	x3	200ft.	10 lb.	Piercing
Metal cartridge, rifle (20)				1/2 lb.	—
Scattergun			10ft.	10 lb.	Piercing
Scattergun shells (20)				1/2 lb.	—
Large					
Grenade launcher			200ft.	12 lb.	**

*See description.

**Fires fragmentation or smoke grenades. See Table 6-6: Modern Era Grenadelike Weapons.

TABLE 6-6: MODERN ERA GRENADELIKE WEAPONS

Weapon*	Blast Damage	Blast Radius	Range Increment	Weight
Dynamite	3d6**	5ft.	10ft.	1 lb.
Grenade, fragmentation	6d6	20ft.	10ft.	1 lb.
Grenade, smoke	Smoke	**	10ft.	1 lb.

*Grenadelike weapons require no proficiency to use.

**See description.

TABLE 6-7: FUTURISTIC WEAPONS

	Damage	Critical	Range Increment	Weight	Type
Exotic Weapons (Futuristic)—Ranged					
Small					
Laser pistol	2d10	x2	100ft.	2 lb.	Special
Energy pack, laser pistol				1 /2 lb.	—
Medium-size					
Antimatter rifle	6d10	x2	10ft.	10 lb.	Special
Energy pack, antimatter rifle				1/2 lb.	—
Flamer	3d6^		20 ft.	8 lb.	Special
Fuel pack, flamer				1/2 lb.	—
Laser rifle	3d10	x2	200ft.	7 lb.	Special
Energy pack, laser rifle				1/2 lb.	—

^Damage dealt in a 5-foot-wide stream extending to the maximum range.

Siege Engines

Item	Cost	Damage	Critical	Range Increment	Crew
Catapult, heavy	800 gp	5d6	—	200ft. (100 ft. minimum)	5
Catapult, light	550 gp	3d6	—	150ft. (100 ft. minimum)	2
Ballista	500 gp	3d6	x3	120	1
Ram	2,000 gp	4d6	x3	—	10
Siege tower	1,000 gp				

ANTIMATTER RIFLE

The antimatter rifle is a devastating short-range attack weapon that can be fired no more than once per round. It holds two shots.
Reloading it is a standard action.

BALLISTA

The ballista is essentially a very large crossbow.
It makes attacks with a straight attack roll (1d20) with no modifiers (no character base attack bonuses, ability modifiers, etc.) except for range.

Loading and cocking a ballista is 3 full-round actions.
A ballista bolt weighs 5 lbs and costs 2gp.

BLOWGUN

This is used to fire small needles a long distance.
It is silent, and its needles most often are used to poison foes.

BOMB

This round gunpowder bomb must be lit before it is thrown.
Lighting the bomb is a standard action.

The explosive deals 2d6 points of fire damage.
Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

BULLETS

These large, round, lead bullets are sold in bags of 10.
The bag has negligible weight.

CATAPULT, HEAVY

A heavy catapult is a large engine capable of throwing rocks or heavy objects with great force.
When fired, one of the crew makes a Profession (siege engineer) check (DC 20).
If successful, where the object actually lands is determined by rolling ldl2 and consulting the Deviation (10 ft. to 16 ft.) Diagram (found in Chapter 3: Running the Game).
The center is the desired target.
If the check is failed, the DM secretly rolls and consults the same deviation diagram.
The result is now where the catapult is actually aimed.
This new result is used as the center to determine the actual deviation of the attack.
For example, a catapult is used to attack a stone tower.
The Profession (siege engineer) check fails, the DM rolls an 11.
By consulting the diagram, she determines that the actual target is 10 feet from the desired target, behind and to the left.
Now, a crew member rolls 1d12 and gets an 8.
After consulting the Deviation (10 ft. to 16 ft.) Diagram to see where the object goes, the DM ascertains that it falls 10 feet short and to the left of the actual target, which is 20 feet to the left of the desired target.
Loading the catapult and preparing it to fire takes the full crew 8 full rounds.
Initially aiming (or reaiming) takes 10 minutes in addition to loading and preparation time.
Three to four crew members can operate the device in three times this time.
Fewer than three crew members cannot operate the device.

CATAPULT, LIGHT

This is a smaller, lighter version of the heavy catapult (see that entry for how to operate it).
Two crew members can load and prepare this device in 5 full rounds and aim (or reaim) in 5 minutes.
One person can crew the engine, but it takes three times the time to aim and prepare.

DYNAMITE

This short, thin cylinder of explosive must be lit before it is thrown or set.
Lighting the dynamite is a standard action.
The explosive has a blast radius of 5 feet and deals 3d6 points of fire damage.
Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

ENERGY PACK

This small pack fits snugly into the butt of a laser rifle, laser pistol, or antimatter rifle.
It powers a laser pistol or laser rifle for fifty shots or an antimatter rifle for two shots.

FLAMER

The flamer can only be fired once per round and must be reloaded after firing ten times.
Reloading is a standard action.

FUEL PACK

This extremely sturdy pack clips snugly onto the barrel of a flamer near its base.
It contains enough concentrated flamer fuel for ten shots.

GRENADE LAUNCHER

The grenade launcher can fire fragmentation or smoke grenades using its range, but must be reloaded each time it fires, requiring a standard action.
The grenade launcher is a tube set on a metal tripod and equipped with a sighting mechanism.
A single smoke grenade or fragmentation grenade easily slips into the tube.

GRENADE, FRAGMENTATION

A fragmentation grenade looks like a large egg on a 1-foot-long stick with small fins.
If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment.
Fragmentation grenades are advanced antipersonnel explosives that deal damage that is half piercing damage and half fire damage in a 20-foot radius.
Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

GRENADE, SMOKE

A smoke grenade looks like a squat cylinder on a 1-foot-long stick with small fins.
If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment.
One round after it lands or hits its target, this nondamaging explosive emits a cloud of smoke in a 20-foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+l rounds.
Visibility within the smoke is limited to 2 feet.
Everything within the cloud has 90% concealment.

GUNPOWDER

While gunpowder burns (with an ounce consuming itself in 1 round and illuminating as much as a sunrod) or even explodes in the right conditions, it is chiefly used to propel a bullet out of the barrel of a pistol or a rifle, or it is formed into a bomb (see below).
An ounce of gunpowder is needed to propel a bullet.

Gunpowder is sold in small kegs (15-pound capacity and 20 pounds total weight, 250 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 35 gp for a full powder horn).
If gunpowder gets wet, it cannot be used to fire a bullet.

KATANA

While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence.
It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls.
A katana is too large to use in one hand without special training; thus, it is an exotic weapon.
A Medium-size creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.
With Exotic Weapon Proficiency (katana), a Medium-size creature can use it in one hand.
A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

KUSARI–GAMA

This small sickle is attached to a length of chain.
A kusari-gama is an exotic weapon that has reach.
It can strike opponents 10 feet away.
In addition, unlike other weapons with reach, it can be used against an adjacent foe.
It can be used in all respects like a spiked chain (see page 99 in the *Player's Handbook*) for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of her Strength modifier in attack rolls.

LASER PISTOL

Laser pistols fire fifty times before they need to be reloaded and have a rate of fire equal to the attacker's number of attacks.
Reloading is a standard action.

LASER RIFLE

Laser rifles fire fifty times before they need to be reloaded and have a rate of fire equal to the attacker's number of attacks.
Reloading is a standard action.

METAL CARTRIDGE

These lead bullets are jacketed in copper and held in a brass shell.

METAL CARTRIDGE CLIP

These lead bullets are jacketed in copper and held in a brass shell.
They are found in either a 20-round metal clip (for automatic pistols) or a 30-round metal clip (for automatic rifles).
The clip is inserted into the butt of an automatic pistol or the stock of an automatic rifle.

MUSKET

The musket holds a single shot and requires a standard action to reload.

NEEDLES, BLOWGUN

These 2-inch-long iron needles are sold in small wooden cases of 20.
A full case is so light that its weight is negligible.
The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

PISTOL

This pistol holds a single shot and requires a standard action to reload.

PISTOL, AUTOMATIC

An automatic pistol can fire twenty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks.
Reloading is a standard action.

PISTOL, REVOLVER

A revolver fires once a round maximum, but it can fire six times before it needs reloading (which requires a fullround action).

RAM

This heavy pole is suspended from a movable scaffold that allows the crew to swing it back and forth against construction.
Make an unmodified attack roll against the AC of the construction, with failed attempts dealing no significant damage.
(See Strike an Object, page 135 in the *Player's Handbook*, to determine the AC).
The ram can be used to make an attack every 3 rounds if fully crewed.
With five to nine people, it can be used every 6 rounds.
Fewer than five people cannot operate it.

RIFLE, AUTOMATIC

An automatic rifle can fire thirty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks.
Reloading is a standard action.

RIFLE, REPEATER

A repeater rifle fires once a round maximum, but it can fire six times before it needs reloading (which requires a full-round action).

SCATTERGUN

The scattergun deals 3d6 points of damage to a target in the first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range.
It can fire once a round maximum, but it can fire five times before it needs reloading.
Reloading up to two shells is a standard action.
Reloading more shells than that (up to all five) is a full-round action.

SCATTERGUN SHELLS

These cylindrical cartridges have a built-in firing cap at their base.
They are packed with a mixture of gunpowder and small lead pellets.

SIEGE TOWER

This is a large wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover.
The wooden walls are usually 1 foot thick.

SMOKEBOMB

This cylindrical bomb must be lit before it is thrown.
Lighting it is a standard action.
One round after it is lit, this nondamaging explosive emits a cloud of smoke in a 20-foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds.
Visibility within the smoke is limited to 2 feet.
Everything within the cloud has 90% concealment.

WAKIZASHI

This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess.
It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls.
A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

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Table 5–3: Asian Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
Ranged Weapons							
Blowgun	1 gp	1	1	×2	10 ft.	2 lb.	Piercing
Needles, blowgun (20)	1 gp	—		—	—	[1]	—
Martial Weapons							
Light Melee Weapons							
Wakizashi[2]	300 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Exotic Weapons							
Light Melee Weapons							
Kusari-gama[3]	10 gp	1d4	1d6	×2	—	3 lb.	Slashing
One-Handed Melee Weapons							
Katana[4]	400 gp	1d8	1d10	19–20/×2	—	6 lb.	Slashing

1 No weight worth noting.
2 Except as indicated, treat a wakizashi as a masterwork short sword.
3 Reach weapon.
4 Except as indicated, treat a katana as a masterwork bastard sword.

Table 5–4: Renaissance Weapons

Exotic Weapons (Firearms)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
One-Handed Ranged Weapons							
Pistol	250 gp	1d8	1d10	×3	50 ft.	3 lb.	Piercing
Two-Handed Ranged Weapons							
Musket	500 gp	1d10	1d12	×3	150 ft.	10 lb.	Piercing

Explosive Weapons[1]	Cost	Damage	Blast Radius	Range Increment	Weight	Damage Type
Bomb	150 gp	2d6	5 ft.	10 ft.	1 lb.	Fire
Smoke bomb	70 gp	Smoke	[2]	10 ft.	1 lb.	—

1 Bombs and smoke bombs require no proficiency to use.
2 See description.

Table 5–5: Modern Era Weapons

Exotic Weapons (Firearms)	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
One-Handed Ranged Weapons						
Pistol, automatic	2d4	2d6	×2	40 ft.	3 lb.	Piercing
Revolver	2d6	2d8	×2	30 ft.	3 lb.	Piercing
Two-Handed Ranged Weapons						
Rifle, hunting	2d8	2d10	×2	80 ft.	8 lb.	Piercing
Rifle, automatic	2d6	2d8	×2	80 ft.	8 lb.	Piercing
Shotgun	2d6	2d8	×2	30 ft.	7 lb.	Piercing
Grenade launcher	[1]	[1]	—	70 ft.	7 lb.	—

1 Fires fragmentation grenades or smoke grenades; see the Explosive Weapons table, below.

Explosive Weapons[1]	Damage	Blast Radius	Range Increment	Weight	Damage Type
Dynamite	3d6[2]	5 ft.[2]	10 ft.	1 lb.	Bludgeoning
Grenade, fragmentation	4d6	20 ft.	10 ft.	1 lb.	Slashing
Grenade, smoke	Smoke	20 ft.	10 ft.	2 lb.	—

1 Dynamite and grenades require no proficiency to use.
2 See description.

Table 5–6: Futuristic Weapons

Exotic Weapons (Firearms)	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
One-Handed Ranged Weapons						
Laser pistol	3d4	3d6	×2	40 ft.	2 lb.	—
Two-Handed Ranged Weapons						
Antimatter rifle	6d6	6d8	×2	120 ft.	10 lb.	—
Flamer	3d4[1]	3d6[1]	—	20 ft.	8 lb.	Fire
Laser rifle	3d6	3d8	×2	100 ft.	7 lb.	—

1 See description.

Table 3–26: Siege Engines

Item	Cost	Damage	Critical	Range Increment	Typical Crew
Catapult, heavy	800 gp	6d6	—	200 ft. (100 ft. minimum)	4
Catapult, light	550 gp	4d6	—	150 ft. (100 ft. minimum)	2
Ballista	500 gp	3d8	19–20	120 ft.	1
Ram	1,000 gp	3d6*	—	—	10
Siege tower	2,000 gp	—	—	—	20

* See description for special rules.

Catapult Attack Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent misses landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)

Ammunition

Modern era firearms use bullets essentially similar to those used in Renaissance firearms.
Ten bullets weigh 1 pound, and a magazine that holds bullets for an automatic weapon weighs 1/2 pound.
The new weapons on Table 5–5: Modern Era Weapons are detailed below.

Antimatter Rifle

An antimatter rifle is a devastating short-range attack weapon that can be fired once per round.
It holds an energy cell (weight 1 pound) that is depleted after two shots.
Reloading the weapon is a move action.

Ballista

A ballista is essentially a Huge heavy crossbow fixed in place.
Its size makes it hard for most creatures to aim it, as described under Weapon Size on page 113 of the *Player's Handbook*.
Thus, a Medium creature takes a –4 penalty on attack rolls when using a ballista, and a Small creature takes a –6 penalty.
It takes a creature smaller than Large two full-round actions to reload the ballista after firing.
A ballista takes up a space 5 feet across.

Blowgun

This weapon is used to propel small needles a long distance.
It is silent, and its needles most often are used to poison foes.

Bomb

This round gunpowder bomb must be lit before it is thrown.
Lighting a bomb is a move action.
The explosive deals 2d6 points of fire damage.

Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage.

BULLETS

These large, round, lead projectiles are sold in bags of 10 for 3 gp.
A bag of bullets weighs 2 pounds.

CATAPULT, HEAVY

A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force.
Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight.
To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table 3–26.
If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square.
Characters who succeed on a DC 15 Reflex save take half damage.
Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.
If a catapult stone misses, roll 1d8 to determine where it lands.
This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square.
(See the diagram on page 158 of the *Player's Handbook*).
Then, count 3 squares away from the target square for every range increment of the attack.
Loading a catapult requires a series of full-round actions.
It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator.
A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition.
It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).
A heavy catapult takes up a space 15 feet across.

CATAPULT, LIGHT

This is a smaller, lighter version of the heavy catapult.
It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.
A light catapult takes up a space 10 feet across.

DYNAMITE

This short, thin cylinder of explosive material has a fuse that must be lit before it is thrown or set.
Lighting a stick of dynamite is a move action, and the dynamite goes off in the same round or up to several minutes later (depending on how long the fuse is).
The explosive has a blast radius of 5 feet and deals 2d6 points of bludgeoning damage.
Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage.
It's possible to bind together several sticks of dynamite so they ignite and explode at the same time.
Each additional stick increases the damage by 1d6 (maximum damage 10d6) and the burst radius by 5 feet (maximum burst radius 20 feet).

FLAMER

A flamer can be fired once per round.
Unlike other ranged weapons, it deals damage to every square in a 5-foot-wide stream extending out to the flamer's maximum range (200 feet).
It contains a fuel pack with enough concentrated flamer fuel for ten shots.
Installing a new fuel pack requires a full-round action.

GRENADE LAUNCHER

A grenade launcher can fire fragmentation or smoke grenades using its range increment, but must be reloaded each time it fires, requiring a standard action.
A grenade launcher is a tube set on a metal tripod and equipped with a sighting mechanism.
A single smoke grenade or fragmentation grenade easily slips into the tube.

GRENADE, FRAGMENTATION

A fragmentation grenade looks like a large egg, sometimes mounted on a 1-foot-long stick with small fins.
If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment.
Fragmentation grenades are advanced antipersonnel explosives that deal slashing damage in a 20-foot radius.
Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage.

GRENADE, SMOKE

A smoke grenade looks like a squat cylinder, sometimes mounted on a 1-foot-long stick with small fins.
If thrown, it uses its range increment, but if launched from a grenade launcher, it uses that weapon's range increment.
One round after it lands or hits its target, this nondamaging explosive emits a cloud of smoke (as the *fog cloud* spell) in a 20-foot radius.
A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

GUNPOWDER

While gunpowder burns (1 ounce consumes itself in 1 round and illuminates like a sunrod) or even explodes in the right conditions, it is chiefly used to propel a bullet out of the barrel of a pistol or a rifle, or it is formed into a bomb (see below).
An ounce of gunpowder is needed to propel a bullet.

Gunpowder is sold in small kegs (15-pound capacity, 20 pounds total weight, 250 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 35 gp for a full powder horn).
If gunpowder gets wet, it cannot be used to fire a bullet.

KATANA

While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence.
It counts as a masterwork weapon and grants its wielder a +1 bonus on attack rolls.
A katana is too large to use in one hand without special training; thus, it is an exotic weapon.
A Medium creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.
With Exotic Weapon Proficiency (katana), a Medium creature can use it in one hand.
A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus on attack rolls.

KUSARI–GAMA

This small sickle is attached to a length of chain.
A kusari-gama is an exotic weapon that has reach.
It can strike opponents 10 feet away.
In addition, unlike other weapons with reach, it can be used against an adjacent foe.
It can be used in all respects like a spiked chain (see page 115 of the *Player's Handbook*) for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of her Strength modifier in attack rolls.

LASER PISTOL

A laser pistol fires fifty times before a new energy cell (weight 1 pound) needs to be reloaded and has a rate of fire equal to the attacker's number of attacks.
Reloading the weapon is a move action.

LASER RIFLE

A laser rifle fires thirty times before a new energy cell (weight 1 pound) needs to be reloaded and has a rate of fire equal to the attacker's number of attacks.
Reloading the weapon is a move action.

MUSKET

The musket holds a single shot and requires a standard action to reload.

NEEDLES, BLOWGUN

These 2-inch-long iron needles are sold in small wooden cases of 20.
A full case is so light that its weight is negligible.
The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or deathblade.

PISTOL

This firearm holds a single shot and requires a standard action to reload.

PISTOL, AUTOMATIC

An automatic pistol can fire fifteen times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks.
Releasing an empty magazine and inserting a new one is a move action.

PISTOL, REVOLVER

A revolver can fire six times before it needs reloading (which requires a full-round action).

RAM

This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects.
As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the –4 penalty for lack of proficiency.
(It's not possible to be proficient with this device).
In addition to the damage given on Table 3–26, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote an attack action to doing so.
For example, ten gnolls (each Str 15, +2 Str modifier) wielding a ram will deal 3d8+20 points of damage on a successful hit.
It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram.
(Tiny or smaller creatures can't use a ram).
A ram is typically 30 feet long.
In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

RIFLE, AUTOMATIC

An automatic rifle can fire thirty times before it needs reloading.
Releasing an empty magazine and inserting a new one is a move action.
As an attack, an automatic rifle can instead spray a space 10 feet across with ten bullets.
If the attacker succeeds on an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or take the weapon's damage.

RIFLE, HUNTING

A hunting rifle can fire five times before it needs reloading (which requires a full-round action).

SHOTGUN

A shotgun is most effective at close range; on any successful attack, a –1 penalty is applied to the damage roll for each range increment of the attack.
It can fire six times before it needs reloading (which requires a full-round action).
The weapon uses shotgun shells, cylindrical cartridges that have a built-in firing cap at their base.
They are packed with a mixture of gunpowder and small lead pellets.

SIEGE TOWER

This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover.
The wooden walls are usually 1 foot thick.
A typical siege tower takes up a space 15 feet across.
The creatures inside push it at a speed of 10 feet (and a siege tower can't run).
The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

SMOKE BOMB

This cylindrical bomb must be lit before it is thrown.
Lighting it is a move action.
Two rounds after it is lit, this nondamaging explosive emits a cloud of smoke (as a *fog cloud* spell) in a 20-foot radius.
A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

WAKIZASHI

This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess.
It counts as a masterwork weapon and grants its wielder a +1 bonus on attack rolls.
A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus on attack rolls.

FIEND FOLIO (3.5)

RIBBON DAGGER

A ribbon dagger is a Small exotic weapon crafted from alchemically treated kaorti resin.
It consists of a resin handle to which is affixed a 1-foot-long flexible strip of resin.
This ribbon of resin is razor-sharp and deals 1d4 points of damage on a hit with a critical multiplier of ×4.
The ribbon can wrap around objects with ease; disarm attacks made with a ribbon dagger gain a +2 bonus.
Cost: 50 gp.
Weight: 1 lb.

FIENDISH CODEX I (3.5)

RUTTERKIN WEAPONS

Weapon	Cost	Damage	Critical	Range Incr.	Weight	Type
Snap-tong	250 gp	1d10	×2	—	10 lb.	Piercing
Tri-blade	35 gp	2d4	×2	20 ft.	3 lb.	Slashing

SNAP–TONG

This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it.
A proficient wielder that hits an opponent of at least one size category smaller can attempt to start a grapple as a free action without provoking an attack of opportunity.
If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 points of damage (plus the wielder's Strength modifier) each round the hold is maintained.

TRI–BLADE

This thrown weapon consists of a three-bladed wedge launched from a slinglike device.
Rutterkins usually carry five of these for use in ranged combat.

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

Table 3–5: Weapons

Martial weapons—Melee

Weapon		Cost	Damage	Critical	Range Increment	Weight	Type
Small	Cutlass	15 gp	1d6	19–20/×2	—	3 lb.	Slashing and piercing
Medium-size	Saber	20 gp	1d8	19–20/×2	—	4 lb.	Slashing and piercing
Large	Maul	15 gp	1d10	×3	—	20 lb.	Bludgeoning
Exotic weapons—Melee							
Tiny	Blade boot	15 gp	1d4	19–20/×2	—	1 lb.	Piercing
	Claw bracer	30 gp	1d4	19–20/×2	—	2 lb.	Piercing
Medium-size	Khopesh	20 gp	1d8	19–20/×2	—	12 lb.	Slashing
	Scourge*	20 gp	1d8	×2	–	2 lb.	Slashing
Exotic weapons—Ranged							
Small	Chakram	15 gp	1d4	×3	30 ft.	2 lb.	Slashing

*See the description of this item for special rules.

BLADE BOOT

Custom-fitted to the wearer's boot, this device consists of a sturdy sole assembly concealing a spring-loaded dagger.
The buyer can add one blade to either of his boots at the given cost, or buy a matched set for double the amount.
The wearer's movement is not impaired when the blades are retracted.
With one or both blades extended, the wearer cannot run or charge.
A monk using a blade boot can strike with his unarmed base attack, including his more favorable number of attacks per round, for normal blade boot damage.
The Weapon Finesse feat can be applied to blade boots.
A character proficient with the blade boot can attack with a single blade boot as his primary weapon, or with two blade boots as if attacking with two weapons, provided he makes no attacks with his hands.
He can choose to attack with a weapon in his primary hand and use a single blade boot as his off-hand weapon, but in this case he cannot attack with an off-hand weapon in his secondary hand.
A character cannot attack with a primary weapon, an off-hand weapon, and a blade boot in the same round unless he knows the Multiweapon Fighting feat described in the *Monster Manual*.
A character wearing blade boots gains a +4 bonus on Escape Artist checks made to escape from rope bonds.

CHAKRAM

The chakram is a throwing disk or quoit about 1 foot in diameter, with a sharpened outer rim.

CLAW BRACER

Popular with sorcerers and wizards of the Cult of the Dragon, a claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers.
The wearer can cast spells normally while wearing the bracer, and cannot be disarmed.

CUTLASS

The cutlass is a short, heavy, slightly curved blade useful for both stabbing and slashing.
It is popular with many sailors.
Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

KHOPESH

The famed sword of Mulhorand, the khopesh looks like a normal longsword whose blade suddenly turns sickle-shaped about a foot from the hilt.
You can use the khopesh to make trip attacks due to its hooklike blade.

MAUL

The maul is simply a two-handed warhammer of enormous size.
It is favored by dwarves.

SABER

A weapon of the Tuigan and the Nars, the saber is a long, heavy sword specialized for the long cuts used in mounted combat.
You gain a +1 circumstance bonus on your attack rolls when you use a saber while mounted.

SCOURGE

A scourge is a multitailed, barbed whip.
The scourge is often dipped in a poison delivered via injury (such as greenblood oil, Medium-size spider venom, or Large scorpion venom).
With a scourge, you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy).
You can also use this weapon to make trip attacks.
If you are tripped during your own trip attempt, you can drop the scourge to avoid being tripped.

FROSTBURN (3.5)

Table 4–1: Frostfell Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
One-Handed Weapons							
Ice axe	10 gp	1d4	1d6	×4	—	5 lb.	Piercing or slashing
Iuak	12 gp	1d4	1d6	19–20/×2	—	4 lb.	Slashing
Tigerskull club	15 gp	1d6	1d8	×4	—	8 lb.	Bludgeoning and piercing
Two-Handed Weapons							
Goad	8 gp	1d6	2d4	×2	—	10 lb.	Bludgeoning or piercing
Ritiik	5 gp	1d6	1d8	×3	—	6 lb.	Piercing
Sugliin	35 gp	2d6	2d8	×2	—	20 lb.	Piercing and slashing
Ranged Weapons							
Bone bow	250 gp	1d8	1d10	×3	120 ft.	4 lb.	Piercing
Glot	1 gp	1d3	1d4	18–20/×2	10 ft.[3]	1 lb.	Bludgeoning
Harpoon	15 gp	1d8	1d10	×2	30 ft.	10 lb.	Piercing
Icechucker	150 gp	1d10	1d12	×3	30 ft.	12 lb.	Piercing
Razor skipdisk	15 gp	1d4	1d6	18–20/×2	10 ft.[3]	2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 This weapon's range increment increases to 20 feet over smooth solid ground, and to 30 feet over smooth ice.

GLOT

The glot is a specially balanced sphere of metal designed to be thrown low to the ground.
It then skips and bounces across the ground with little reduction in velocity to strike its target.
If the ground between you and your target is solid, flat, and relatively free of obstructions, the glot's range increment increases to 20 feet.
If the ground is also icy, the glot skips even more readily over the frozen ground and its range increment increases to 30 feet.
If you use a glot to attack an airborne target, its range increment is always 10 feet.
You can make ranged trip attacks with a thrown glot.

GOAD

A goad is a long, thin wooden pole mounted with a heavy stone or metal weight and a large spike at one end.
Primarily intended as a tool to direct the movement of large animals, a goad makes an excellent weapon in a pinch.
When you attack with a goad, you must decide if you are attacking with the spike to deal piercing damage or the weight to deal bludgeoning damage.
The flexibility of the goad's shaft absorbs much of the force behind blows made with the bludgeoning head, and all bludgeoning damage dealt by a goad is nonlethal as a result.
Piercing damage remains lethal.
If you are proficient with its use, the goad grants a +2 circumstance bonus on all Handle Animal checks made against animals of Huge size or larger.

HARPOON

The harpoon is a broad-bladed spear forged with barbs.
The shaft of the harpoon has a trailing rope attached to control harpooned opponents.
Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.
If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt).
A harpooned creature moves at only half speed and cannot charge or run.
If you control the trailing rope by succeeding on an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long).
If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.
The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt.
A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

ICE AXE

More tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle.
It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain, even if you do not possess the Exotic Weapon Proficiency (ice axe) feat.
If you do possess this feat, the bonus increases to a +4 circumstance bonus.
An ice axe may be used as a martial weapon, but takes a –2 penalty on attack rolls in this case.

ICECHUCKER

The icechucker appears to be a large crossbow at a casual glance, larger even than a heavy crossbow.
Its launching mechanism is designed to fire large shards of ice (usually icicles) rather than regular crossbow bolts.
You draw an icechucker back by pulling on a thick lever on the underside of the weapon.
Loading an icechucker is a fullround action that provokes attacks of opportunity.
If icicles aren't handy to load into an icechucker, it can also be used to fire a javelin, dealing the same damage.

IUAK

An iuak is a heavily weighted machete-shaped blade, usually made of bone or stone.
While it makes an excellent weapon, its primary purpose is to cut through and destroy ice and other hard materials.
If used against an object, an iuak ignores the first 3 points of hardness possessed by the object.

RAZOR SKIPDISK

A razor skipdisk is a flat, circular disk of metal with a razor-sharp rim.
One surface of the razor skipdisk is slightly convex and smooth, while the other is concave with a small knob protruding from the center.
You attack with a razor skipdisk by gripping the knob and then hurling it so the convex surface skips and slides across the ground toward its target.
If the ground between you and your target is solid, flat, and relatively free of obstructions, the razor skipdisk's range increment increases to 20 feet.
If the ground is also icy, the razor skipdisk skips even more readily over the frozen ground and its range increment increases to 30 feet.
If you use a razor skipdisk to attack an airborne target, its range increment is always 10 feet.

RITIIK

A ritiik is a spearlike weapon with an additional hooklike blade protruding from the base of the spear head.
When you successfully hit a target with a ritiik, you can twist the weapon and hook this blade into the target's flesh if the target fails a Reflex saving throw (DC 10 + the damage dealt).
If you hook the target, you can immediately make a trip attack against the target.
If you fail, you can let go of the ritiik to avoid the retaliatory trip attack.
The damaged creature can pull the ritiik from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the ritiik dealt.
A character who succeeds on a DC 15 Heal check can remove a ritiik without further damage.

SUGLIIN

The infamous sugliin was created by primitive tribes more to strike terror into the hearts of their enemies rather than to be an effective weapon.
This massive polearm consists of several sets of sharpened caribou and/or megaloceros antlers affixed to a long wooden shaft.
You attack with the sugliin as if it were a massive axe or scythe, slashing and chopping at the targets with great arcs.
This weapon is so unwieldy and heavy that making a single attack with it is a full-round action.
Sugliins are favored weapons for low-level characters who want to deal huge amounts of damage and lack the skill to make additional attacks; higher-level characters only rarely use sugliins due to their awkwardness.
The Sugliin Mastery feat (see page 50) allows a character to make attacks with this massive weapon normally.
A sugliin has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

TIGERSKULL CLUB

The smilodon's skull is remarkably sturdy; it would have to be, to absorb the impacts of its terrible bite.
Many primitive tribes have capitalized on this fact of nature and use smilodon skulls to fashion tigerskull clubs.
A tigerskull club consists of a smilodon's skull (sans lower jaw) lashed to a short length of wood.
The twin sabers of the skull's upper jaw then function as a highly effective picklike weapon.
Disarm and trip attacks made with a tigerskull club gain a +2 circumstance bonus.
If you fail to trip your opponent, you may choose to drop your tigerskull club to avoid the retaliatory trip attack.

GHOSTWALK (3.0)

Table 1–8: Exotic Weapons—Melee

Size	Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small	Bola flail*	5 gp	1d6	×2	10 ft.	4 lb.	Bludgeoning

*See the weapon description of this item for special rules.

BOLA FLAIL

This is a 5-foot length of rope with a loop or small metal handle on one end and a 2-pound weight on the other end.
With a bola flail, you gain a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy).
You can also use this weapon to make trip attacks.
If you are tripped during your own trip attempt, you can drop the bola flail to avoid being tripped.
You can throw the bola flail at a Medium-size or smaller target in an attempt to trip the target instead of dealing damage.
You must make a ranged touch attack to do so, and if you hit, your opponent must make a Strength or Dexterity check (DC 15) or be tripped (the defender takes a –4 penalty for every size category smaller than Medium-size).
The opponent must then make a grapple check against your attack roll.
If he fails, he is grappled.
A bola flail can trip or grapple only a Small- or Medium-sized target.
An opponent can extricate himself from a bola flail as a full-round action.

Table 4–1: Siege Engines

Siege Engine	Cost	Dmg	Crit.	Range Increment	Minimum Range	Maximum Range	Crew	Hardness	HP	Weight	Size
Ballista, light	500 gp	—	—	100 ft.	—	1,000 ft.	2	5	25	400 lb.	Medium
Bolt	1 gp	3d8	19–20/×2	—	—	—	—	—	—	6 lb.	
Ballista, heavy	1,000 gp	—	—	120 ft.	—	1,200 ft.	4	5	675	2,000 lb.	Huge
Bolt	1 gp	5d8	19–20/×2	—	—	—	—	—	—	6 lb.	
Battering ram	1,000 gp	3d8	×2	—	—	—	4–10	5	600	3,000 lb.	Huge
Mangonel, heavy	800 gp	—	—	200 ft.	100 ft.	1,000 ft.	4	5	1,350	3,000 lb.	Huge
Shot	5 sp	3d6	×2	—	—	—	—	—	—	50 lb.	
Stone	2 gp	6d6	×2	—	—	—	—	—	—	75 lb.	
Mangonel, light	550 gp	—	—	150 ft.	75 ft.	750 ft.	2	5	400	2,000 lb.	Large
Shot	3 sp	2d6	×2	—	—	—	—	—	—	30 lb.	
Stone	1 gp	4d6	×2	—	—	—	—	—	—	40 lb.	
Scorpion	1,250 gp	—	—	200 ft.	100 ft.	1,000 ft.	2	5	400	2,000 lb.	Large
Shot	5 sp	3d6	×2	—	—	—	—	—	—	50 lb.	
Stone	2 gp	6d6	×2	—	—	—	—	—	—	75 lb.	
Siege tower	2,000 gp	—	—	—	—	—	9	5	1,800[1]	5 tons	Gargantuan
Trebuchet, heavy	3,000 gp	—	—	300 ft.	150 ft.	1,500 ft.	8	5	7,500	10 tons[2]	Colossal
Shot	1 gp	7d6	×2	—	—	—	—	—	—	100 lb.	
Stone	4 gp	14d6	×2	—	—	—	—	—	—	150 lb.	
Trebuchet, light	1,500 gp	—	—	250 ft.	125 ft.	1,250 ft.	6	5	3,200	4 tons[2]	Gargantuan
Shot	7 sp	5d6	×2	—	—	—	—	—	—	75 lb.	
Stone	3 gp	10d6	×2	—	—	—	—	—	—	100 lb.	

1 A siege tower that takes damage exceeding half its hit points is inoperable.
2 Includes counterweight (roughly 75% of total weight).

CATAPULTS

Although the specific siege engine most people picture when they hear the word "catapult" is more properly called the mangonel (see page 66), in this book the term applies to any type of throwing machine that uses torsion power or counterweights to throw large objects hundreds of feet through the air.

Torsion-powered catapults, such as the ballista, mangonel, and scorpion, use skeins—that is, bundles of twisted ropes often braided from hair or tendon—to fling one or two wooden arms forward, sending a projectile into the air.

Counterweight catapults, such as the trebuchet, power a swinging arm with a huge counterweight attached to one end. The weight is hauled up into the air by a winch or a team of soldiers and latched into place. The team then places a projectile in a sling on the other end of the swing arm. When the latch is released, the counterweight falls, flinging the sling-end up into the air and sending the projectile flying.

Catapults can propel very large objects over incredibly long distances (up to 1,500 feet). Common projectiles include stones weighing from 40 to 150 pounds, massive javelinlike bolts, and even pots of burning oil and alchemist's fire, which can burn down wooden structures within the stone walls, gutting a castle from the inside.

Troops have been known to load their catapults with anything available, including loose rubble, chains, discarded weapons, odds and ends of armor, dead mounts, the severed heads of fallen enemy soldiers, and even live captives. Often this bombardment will deal more psychological than physical damage to the castle and its inhabitants.

Stone-throwing catapults can also propel bags of "shot." These are tightly packed sacks of small rocks and pebbles that literally explode upon impact, shredding everything within a small area in a lethal spray of rock fragments.

OPERATING A CATAPULT

Most catapults do not use the normal combat rules for determining the success of their attacks, because typically a catapult is fired not at a particular creature but rather at a specific square on the battlefield. (Ballistae are an exception to this rule, so they use the normal combat rules for determining the success of their attacks.)

First, the catapult crew must aim the catapult at a target square. Doing this requires a DC 15 Profession (siege engineer) check by the crew chief (the lead operator of the catapult) and one or more full-round actions taken by the crew of the catapult. Multiple crew members can perform these full-round actions at the same time, reducing the time it takes to aim the catapult. The number of rounds required varies by the weapon. Other crew members can assist this skill check by making a DC 10 Profession (siege engineer) check, as described under Combining Skill Attempts, pages 65–66 of the Player's Handbook; success on this check this grants the crew chief a +2 bonus on his check.

Next, the catapult must be loaded. As with aiming, loading a catapult requires one or more full-round actions taken by the crew members. As before, multiple crew members can perform these full-round actions at the same time, reducing the time it takes to load the catapult (for example, if the catapult requires four full-round actions to load, a crew of four can load it in a single round). The crew chief must succeed on a DC 15 Profession (siege engineer) check, and at least one member of the crew must succeed on a DC 10 Strength check. Other members of the crew can assist with either of these checks by using the aid another action but must choose which check to aid (that is, the same crew member cannot assist in both rolls). Large or larger creatures load a catapult in half the given time, while Small creatures require twice the given time. Tiny creatures can't load a catapult.

Finally, the crew chief makes a special attack roll to fire the catapult. He rolls 1d20 and adds his base attack bonus, his Intelligence modifier, any penalty for range increments (see Table 4–1), and any other modifiers that apply (see the remainder of this sidebar). A square on the battlefield is treated as having AC 15 against a catapult's attack. This attack is a standard action, and the attack roll can't be assisted by the crew.

Catapults (other than ballistae) hurl their ammunition in a high arc. A catapult requires vertical clearance equal to half the range to the target to operate, so subterranean races rarely use such devices. Because of this high arc, catapults can strike squares that aren't in line of sight of the crew, though at a –6 penalty on the attack roll.

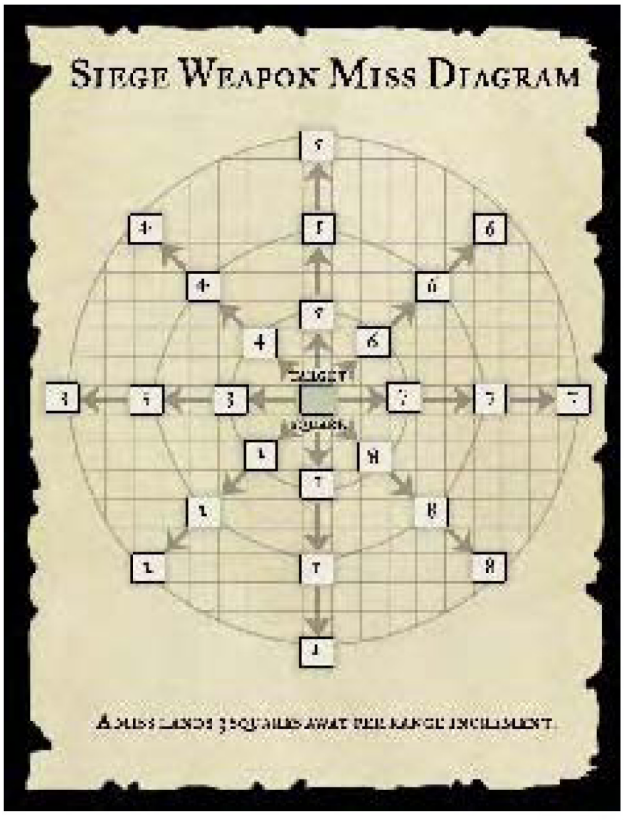
If the attack fails to hit a target that is in line of sight of the crew, and the catapult's next shot targets the same square, the crew chief gains a +2 bonus on his special attack roll. If successive shots at the same square continue to miss, this bonus improves by 2 on every additional attempt to hit the same square, up to a maximum of +10 (after five straight misses).

If the targeted square is not in line of sight but can be seen by an observer communicating with the crew, the bonus for successive attempts against the same target starts at +1 and can improve to as much as +5 (after five straight misses). Each of these attack rolls also takes the –6 penalty that applies because the crew cannot see the target.

If the attack roll succeeds, the catapult's payload hits the target square. A stone deals the indicated damage to any object or character in the square. A load of shot deals only half the indicated damage (see Table 4–1) but deals this damage to all creatures or objects in or adjacent to the target square. A creature can attempt a DC 15 Reflex save to avoid the damage from a stone or to reduce the damage from shot by half. Some special forms of ammunition have their own rules (see Magic Siege Engines, page 133).

Once a catapult successfully hits the target square, all subsequent shots automatically hit the same square with no attack roll needed, until the catapult is aimed at a different square.

Attacks that Miss: If the attack misses the target square, roll 1d8 and consult the diagram below to determine the deviation of the throw. The ammunition lands 3 squares away from the target square for every range increment of the attack.



MASTERWORK SIEGE ENGINES

A masterwork siege engine costs double the normal price for that kind of siege engine (see Table 4–1). A masterwork siege engine grants a nonmagical +1 enhancement bonus on attack rolls made with the siege engine. It also adds this bonus to any skill checks made to operate the siege engine (but not to Strength checks to reload the siege engine).

Each individual piece of masterwork siege weapon ammunition costs 300 gp (regardless of the original price of the ammunition).

BALLISTA

This torsion-powered catapult looks rather like a huge crossbow that launches large harpoonlike bolts through the air.

Firing a ballista requires an attack roll by the crew chief, using the crew chief's base attack bonus and any range increment penalties (since this is a direct attack, no Intelligence modifier applies, unlike with those catapults that make indirect attacks).
Unless the crew chief has the Ballista Proficiency feat (see page 96), he takes a –4 penalty on the attack roll.

Additional members of the crew can use the aid another action to grant the crew chief a +2 bonus on the attack roll by succeeding on a DC 10 Profession (siege engineer) check.
Unlike most other catapults, a ballista aims at either a creature or an object (such as a section of wall) rather than a square.
Loading a light ballista requires two full-round actions (that is, two crew members can load it in a single full round).
Loading a heavy ballista requires four full-round actions.
A ballista need not be reaimed; each attack succeeds or fails independent of previous attack rolls.
A light ballista takes up a 5-foot square, while a heavy ballista takes up a 15-foot-by-15-foot space.

BATTERING RAM

The battering ram is a simple device consisting of a heavy pole—either suspended by ropes from a movable scaffold or held aloft by troops—that is repeatedly smashed into a gate or other barrier to break it down.
The end of the pole is often shod in iron, which can be forged into a variety of decorative shapes such as dragon heads.
The typical battering ram is 30 feet long.
Including its scaffolding, it occupies a space 10 feet wide and 30 feet long.
Up to ten Medium or Small troops can occupy the same space as the ram and its scaffolding, in two rows of five (one row on either side).
Larger creatures can contribute to the attack as long as they share at least one square of their space with the ram.
As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the target construction, applying the –4 penalty for lack of proficiency (it's not possible to be proficient with this device).
In addition to the damage given on Table 4–1: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote a full-round action to doing so (the character guiding the ram adds any Strength modifier of his own as well).
For example, ten gnolls (each Str 15, +2 modifier) wielding a ram will deal 3d8+20 points of damage on a successful hit.
It takes at least one Huge or larger creature, two Large creatures, four Medium creatures, or eight Small creatures to swing a ram (Tiny or smaller creatures can't use a ram).
If the ram is held aloft rather than suspended from a scaffold, the number of troops required is doubled.
(In this case, Small creatures can't operate the ram because not enough of them can be adjacent to it).
The act of operating a battering ram provokes attacks of opportunity.

MANGONEL, HEAVY OR LIGHT

The standard or default catapult described in the *Dungeon Master's Guide* (pages 99–100), the mangonel is a torsion-powered siege engine.
Its single arm ends in a sling capable of throwing a heavy stone hundreds of feet.
Like all stone-throwing catapults, a mangonel launches projectiles in a high arc, so it can hit squares out of its line of sight.
Loading a light mangonel requires a total of two fullround actions (taking one full round for a crew of two, or two full rounds for a single crew member).
Loading a heavy mangonel requires four full-round actions.
A light mangonel takes up a 10-foot-by-10-foot space.
A heavy mangonel takes up a 15-foot-by-15-foot space.

SCORPION

This complex, torsion-powered catapult uses an intricate system of pulleys running along both sides of the base to provide as much power as a heavy mangonel in an engine the size of a light mangonel.
Loading or reaiming a scorpion requires two full-round actions.
If the crew fails any check made to load or reaim a scorpion by 5 or more, the pulley system breaks, rendering the scorpion inoperable.
Repairing a broken pulley system requires 10 rounds and a DC 20 Craft (siege weapon) check.
A scorpion takes up a 10-foot-by-10-foot space.

SIEGE TOWER

A siege tower is a large wooden tower built on wheels that troops use to scale castle walls under cover.
The walls of a siege tower are normally 2 inches thick.
A typical three-level siege tower is 30 feet tall and takes up a 15-foot-by-15-foot space.
It can hold nine Medium creatures per level.
A siege tower can be pushed by the nine creatures on the lower level at a speed of 10 feet (siege towers cannot run).
The nine creatures on the lower level have total cover.
Those on higher levels have improved cover and can shoot through arrow slits.

TREBUCHET

A trebuchet uses a heavy counterweight to fire heavy projectiles an extraordinary distance.
The great trebuchet uses a 30-foot-long swing arm on a fulcrum with twin buckets filled with rubble attached to one end and a sling for the ammunition attached to the other end.
The counterweight buckets are hauled into the air by a winch system and held in place by a latch.
The light trebuchet, by contrast, uses a bulb-shaped counterweight built into the swing arm.
This arrangement makes the light trebuchet significantly easier to use than the heavy trebuchet but limits its range and can make the engine unstable if it's not winched or loaded properly.
Loads of shot launched by a heavy trebuchet deal damage to all creatures within 2 squares of the target square.
Loading a light trebuchet requires three full-round actions.
Loading a heavy trebuchet requires six full-round actions.
Reaiming a trebuchet requires four times as long as loading it, and the weapon cannot be reaimed while it is loaded.
If the check to load a light trebuchet fails by 5 or more, the weapon tips over, dealing 4d6 points of damage to all crew members (as well as any other creatures adjacent to it).

Righting a fallen trebuchet requires an hour of work by its crew.
A light trebuchet takes up a 20-foot-by-20-foot space, and a heavy trebuchet takes up a 25-foot-by-25-foot space.

MASTERS OF THE WILD (3.0)

Table 3–1: New Exotic Weapons

Exotic Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Hardness	Hit Points
Large								
Ankus†	15 gp	2d4§	×2	—	15 lb.	Bludgeoning	5	10

Exotic Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type		
Medium-size								
Blowgun*	1 gp	1	×2	10 ft.	2 lb.	Piercing	5	3
Needles, blowgun (20)	1 gp	—	—	—	*	—	2	1
Crossbow, winch**	75 gp	1d8§	19–20/×2	50 ft.	10 lb.	Piercing	10	10
Bolts, winch crossbow (10)	5 gp	—	—	—	1/2 lb.	—	10	1
Nagaika**	25 gp	1d6	×3	—	4 lb.	Slashing	7	5
Nagaika, mighty**								
+1 Str bonus	225 gp	1d6	×3	—	5 lb.	Slashing	7	8
+2 Str bonus	325 gp	1d6	×3	—	6 lb.	Slashing	7	8
+3 Str bonus	425 gp	1d6	×3	—	7 lb.	Slashing	7	8
+4 Str bonus	525 gp	1d6	×3	—	8 lb.	Slashing	7	8
Large								
Blowgun, greater**	10 gp	1d4	×2	10 ft.	4 lb.	Piercing	5	4
Darts, blowgun (10)	1 gp	—	—	—	1 lb.	—	2	1
Caber**	10 gp	—	×2	10 ft.	100 lb.	Bludgeoning	5	120

*No weight worth noting.
**See the description of this weapon for special rules.
†Reach weapon.
§The weapon deals subdual damage rather than normal damage.

BLOWGUN

The blowgun is a long tube through which you blow air to fire needles.
A needle does 1 point of damage, and it can deliver an injury or contact type poison.

BLOWGUN, GREATER

The greater blowgun fires blowgun darts, which are slightly smaller than thrown darts.
These darts do 1d4 points of damage in addition to delivering poisons.

CABER

A caber is a heavy pole that you can throw at one or more targets grouped closely together.
To throw a caber, you must target a 10-toot-square area and hit AC 15.
Success means that everyone in the target area must make a Reflex save (DC = your attack roll) or move 5 feet backward.
If a creature or object in the target area is incapable of movement, it takes 2d6 points of damage.
The caber is normally used for breaking up military formations.

CROSSBOW, WINCH

The winch crossbow fires a rope and pulley attached to a special crossbow bolt.
The bolt is split down the head and center of the shaft, with the split head bending away from the shaft like a two-headed snake.
A thin rope secured to each tip slows the bolt in flight (hence the reduced range increment).
On a successful hit, the bolt snaps apart like a wishbone, taking the attached ropes past the target to wrap around and entangle it.
If the target is a movable object of your size category or smaller, you can use the ropes to pull it toward you.
An entangled creature suffers a –2 penalty on attack rolls and a –4 penalty to Dexterity.
It can move only at half speed and cannot charge or run.
If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows.
Casting a spell while entangled requires a successful Concentration check (DC 15).
The entangled creature can escape the ropes with an Escape Artist check (DC 20), which is a full-round action.

The rope has 5 hit points and can be burst (see Chapter 8 of the *Player's Handbook*) with a Strength check (DC 25, also a full-round action).
A winch crossbow's entangling effect is useful only against creatures between Tiny and Large size, inclusive.
The subdual damage can affect any creature.
A winch crossbow requires two hands for effective use, regardless of the user's size.
Loading a winch crossbow is a full-round action that provokes attacks of opportunity.
A Medium-size or larger creature can shoot, but not load, a winch crossbow with one hand at a –4 penalty.
A Medium-size or larger creature can shoot a winch crossbow with each hand at a –6 penalty, plus the usual –4 penalty for the off-hand attack (–6 primary hand/–10 off hand).
The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged ones.
The Ambidexterity feat lets you avoid the –4 off-hand penalty, bringing the penalties to –6 for both the primary hand and the offhand.

NAGAIKA

The nagaika is a leather lash studded with glass.
Unlike the whip, it deals normal damage and can damage armored foes.
Although you keep it in your hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.
Because the nagaika can wrap around an enemy's leg or other limb, you can make trip attacks with it.
You can drop it to avoid being tripped during your own trip attempt.
You also gain a –2 bonus on your opposed attack rolls when using the nagaika to disarm an opponent (including the roll to keep from being disarmed if your attempt tails).

NAGAIKA, MIGHTY

A character who takes Exotic Weapon Proficiency (nagaika) is also proficient with the mighty nagaika.
This weapon is made of exceptionally strong leather, which allows the user to apply his or her Strength bonus on damage rolls (within the weapon's limit).

MONSTER MANUAL I 3.0 (3.0)

PINCER STAFF

Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon.
A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit.
It has a 10-foot reach and cannot be used against an adjacent opponent.
A wielder that hits an opponent of at least Small but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity.
If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

MONSTER MANUAL I 3.5 (3.5)

PINCER STAFF

Many kuo-toa fighters and all whips of 7th level or higher carry this Large exotic weapon.
A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a natural 20, and deals double damage on a critical hit.
It has a 10-foot reach and cannot be used against an adjacent opponent.
A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity.
If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

MONSTER MANUAL 2 (3.0)

CHATKCHA

This Medium-size exotic ranged weapon is a crystalline throwing wedge.
Its sheer weight makes it unwieldy in the hands of those not proficient with it.
A chatkcha deals 1d6 points of piercing damage and has a range increment of 20 feet.
It deals double damage on a critical hit and threatens a critical hit on an attack roll of 20.
Cost: 1 gp; *Weight*: 3 lb.

GYTHKA

This Large exotic melee double weapon is a polearm with a blade at each end.
The wielder can fight with it as if fighting with two weapons, but doing so incurs all the normal attack penalties associated with fighting with two weapons, as if the wielder had a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter 8 of the *Player's Handbook*).
A thri-kreen who has the Multiweapon Fighting feat can wield two gythkas at once as double weapons because of its four arms.
Each end of a gythka deals 2d6 points of damage.
Each end is a slashing weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 20.
Cost: 60 gp; *Weight*: 25 lb.

NOTBORA

This Huge exotic double weapon looks like a big quarterstaff with a crook at one end.
A notbora has a hinge in the middle so that it can be folded for storage.
The wielder can unfold the weapon and lock the hinge by pressing a hidden catch (a free action when drawing the notbora).
The notbora's straight end is actually a sheath that can be removed to reveal a blade.
The hooked end can be used to make trip attacks.
A wielder who is tripped during his or her own trip attempt can drop the notbora to avoid being tripped.
Each end of the notbora deals 2d6 points of damage.
The hooked end is a blunt weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 20.
With the sheath in place, the straight end functions the same way.
With the sheath removed, the straight end is a slashing weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 19 or 20.
Cost: 20 gp; *Weight*: 2 lb.

MONSTER MANUAL 3 (3.5)

FLINDBAR

A flindbar resembles a pair of chain-linked iron bars, not unlike a flail.
This one-handed exotic weapon costs 30 gp, deals 2d4 points of bludgeoning damage, has a threat range of 19–20, deals double damage on a critical hit, and weighs 2 pounds.
Flinds treat a flindbar as a martial weapon instead of an exotic weapon.
The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke attacks of opportunity).

SAND BLASTER

A sand blaster is a Large exotic ranged weapon made from long tubes.
It creates a 10-foot cone of sand, doing 1d8 points of damage (Reflex DC 22 half).
Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds.
The save DC is Constitution-based.
(It relies on the user's ability to blow a hearty gust of air through the tube).
A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full-round action.
A sand blaster costs 30 gp.

MONSTER MANUAL 4 (3.5)

DRAGONSPLIT

A greenspawn sneak wields a pair of dragonsplits, one-handed exotic melee weapons with which all sneaks are proficient.
A dragonsplit can be used as a piercing weapon like a short sword.
Alternative grips use its long edge for slashing attacks or its short edge for chopping and hacking.
It counts as a light weapon for the purpose of Two-Weapon Fighting and Weapon Finesse.

Dmg (S)	Dmg (M)	Critical	Weight[1]	Type
1d4	1d6	19–20/×2 (P) or ×4 (S)	2 lb.	Piercing or slashing

1 Weight is for a Medium weapon. Small weapons weigh half as much, and Large weapons weigh twice as much.

Dragonsplits are not double weapons.
Instead, a wielder chooses to use either the piercing edge for a greater critical threat range or the slashing edge for a devastating (but rarer) quadruple-damage critical.

GREATHAMMER

Greathorn minotaurs wield these big, heavy hammers, which are considered exotic weapons for other creatures.
The incredibly heavy head of the hammer allows it to make devastating Strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield.

Dmg (S)	Dmg (M)	Critical	Weight[1]	Type
1d10	1d12	19–20/×4	30 lb.	Bludgeoning

1 Weight is for a Medium weapon. Small weapons weigh half as much, and Large weapons weigh twice as much.

MAQUAHUITL

Dark Talon lizardfolk champions wield weapons they call maquahuitl.
These martial weapons are greatclubs embellished with teeth or claws so that they deal piercing damage as well as bludgeoning damage.

Dmg (S)	Dmg (M)	Critical	Weight[1]	Type
1d8	1d10	×2	10 lb.	Bludgeoning and piercing

1 Weight is for a Medium weapon. Small weapons weigh half as much, and Large weapons weigh twice as much.

MONSTER MANUAL 5 (3.5)

KUO–TOAN HARPOON

The kuo-toan harpoon is an exotic melee weapon that has the following characteristics.

Cost	Dmg (S)	Dmg (M)	Critical	Range Incr.	Wt.	Type
15 gp	1d8	1d10	×2	30 ft.	6 lb.	Piercing

A kuo-toan harpoon is a spear that has a barbed metal head.
A slender, 30-foot-long chain runs from the harpoon's end.
If a kuo-toan harpoon deals damage, the target must succeed on a Reflex save (DC 10 + the damage dealt) or be harpooned.
A harpooned creature moves at half speed, cannot charge or run, and must make a DC 15 Concentration check to cast a spell.
On a failed check, it loses the spell.
If a kuo-toa harpooner holds onto the chain, the harpooned creature must make an opposed Strength check to move more then 30 feet away from the harpooner.
As a swift action, the harpooner can wrap his end of the chain around his sticky shield.
In this case, he gains a +5 bonus on the opposed Strength check.
As a standard action, the harpooner can slam his shield to the ground to seal it in place with the chain still attached.
If the harpooner does so, the harpooned creature is lashed to within 30 feet of the spot the shield is stuck to and must succeed on a DC 20 Strength check to escape.
A harpooned creature can pull the harpoon out if it has two hands free and takes a full-round action to do so.
Removing the harpoon in this way deals 1d10 points of damage to the harpooned creature.
A successful DC 15 Heal check allows the removal of the harpoon without any additional damage.

RAZORFEATHER AMMUNITION

Razorfeathers can be used to make masterwork arrows or bolts, with each group of fifty requiring a DC 30 Craft (weaponsmithing) check to construct.
Such ammunition is considered to be masterwork and adamantine, and to have the keen weapon property.

ORIENTAL ADVENTURES (3.0)

Table 5–6: Weapons from the *Player's Handbook*

Player's Handbook Weapons Available in Rokugan	*Player's Handbook* Weapons Available in Other *Oriental Adventures* Campaigns
Battleaxe	Battleaxe
Chain, spiked	Bows (all)
Club*	Club
Crossbow, light	Dagger
Crossbow, hand	Dagger, punching
Crossbow, heavy	Dart
Crossbow, repeating	Glaive
Dagger	Greatclub
Dart	Halberd
Gauntlet	Handaxe
Greatclub	Javelin
Greatsword	Kama (lian)
Guisarme	Kukri
Javelin	Longspear
Kama	Longsword
Lance, heavy†	Mace, light or heavy
Longbow, composite‡	Morningstar
Nunchaku	Pick, light or heavy
Quarterstaff	Quarterstaff
Shortbow, composite	Scimitar
Shortspear	Siangham
Shuriken	Sword, short
Sling†	Sword, bastard
Strike, unarmed	Trident
Trident	
Warhammer	
Whip	

*The jo (a simple club made of bamboo) is a favored weapon of monks, often used in pairs. A monk using a jo can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.
†The heavy lance and the sling are considered exotic weapons in Rokugan, except for Unicorn characters and outlanders not native to the Empire of Rokugan.
‡The dai-kyu (composite longbow) is unusual in that the grip is not centered, being closer to the bottom. This allows the bow to be fired from horseback and kneeling positions.

Table 5–7: New Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Simple Weapons—Ranged						
Small						
Blowgun*	1 gp	1	x2	10 ft.	2 lb.	Piercing
Needles, blowgun (20)	1 gp	—	—	—	**	—
Martial Weapons—Melee						
Small						
Wakizashi*	300 gp	1d6	19–20/x2	—	3 lb.	Slashing
Large						
Nagamaki	8 gp	2d4	x3	—	10 lb.	Slashing
Naginata*†	10 gp	1d10	x3	—	15 lb.	Slashing
Exotic Weapons—Melee						
Tiny						
Nekode*	5 gp	1d4	x2	—	2 lb.	Piercing
Tail spikes, ratling*	1 gp	1d4	x2	—	1/2 lb.	Piercing
Small						
Butterfly sword*Δ	10 gp	1d6	19–20/x2	—	2 lb.	Slashing
Jitte*	5 sp	1d4	x2	—	2 lb.	Bludgeoning
Ninja-to*	10 gp	1d6	19–29/x2	—	3 lb.	Slashing
Sai*	1 gp	1d4	x2	—	2 lb.	Bludgeoning
Tonfa	5 sp	1d6	x2	—	2 lb.	Bludgeoning
War fan	30 gp	1d6	x3	—	3 lb.	Slashing
Medium-size						
Katana*	400 gp	1d10	19–20/x2	—	6 lb.	Slashing
Kau sin ke Δ	15 gp	1d8	x2	—	4 lb.	Bludgeoning
Kawanaga*¥Δ	10 gp	1d3/1d3	x2	—	1 lb.	Slashing/ Bludgeoning
Lajatang, korobokuru*‡Δ	80 gp	1d6/1d6	x2	—	3 lb.	Slashing
Large						
Chain*¥	5 gp	1d6/1d6	x2	—	5 lb.	Bludgeoning
Chijiriki*‡	8 gp	1d6/1d4	x2	—	6 lb.	Piercing/ Bludgeoning
Kusari-gama*¥	10 gp	1d6/1d4	x2	—	3 lb.	Slashing/ Bludgeoning
Lajatang*‡Δ	90 gp	1d8/1d8	x2	—	7 lb.	Slashing
Sang kauw*‡Δ	95 gp	1d8/1d8	x3	—	10 lb.	Piercing
Sasumata*†	8 gp	1d4§	x2	—	8 lb.	Bludgeoning
Shikomi-zue*[a]	12 gp	1d8	x3	—	5 lb.	Piercing
Sodegarami*	4 gp	1d4	x2	—	5 lb.	Piercing
Three-section staff Δ	4 gp	1d8	x3	—	8 lb.	Bludgeoning
Exotic Weapons—Ranged						
Tiny						
Fukimi-Bari* Δ (mouth darts)	1 gp	1	x2	10 ft.	1/10th lb.	Piercing
Small						
Chakram Δ	15 gp	1d4	x3	30 ft.	2 lb.	Slashing
Large						
Blowgun, greater*	10 gp	1d3	x2	10 ft.	4 lb.	Piercing
Darts, blowgun (10)	1 gp	—	—	—	1 lb.	—

* See the description of this weapon for special rules.
** No weight worth noting.
† Reach weapon.
‡ Double weapon.
¥ Reach or double weapon (see weapon description).
§ The weapon deals subdual damage rather than normal damage.
[a] If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.
ΔThis weapon is not commonly found in Rokugan.

BLOWGUN

The blowgun is a long tube through which you fire needles. A needle can deliver poison of either the injury or contact type.

BLOWGUN, GREATER

The greater blowgun fires blowgun darts (slightly smaller than thrown darts) and can also deliver poisons.

BUTTERFLY SWORD

A monk using a butterfly sword fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

CHAIN

Also called the manriki-gusari, this is a simple chain with weighted ends.
It can be whirled quickly, striking with hard blows from the weights.
One end can also be swung out to entangle an opponent.
The chain can be used either as a double weapon or as a reach weapon.
You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.
In this case, you can only strike at an adjacent opponent.
If you use the chain as a reach weapon, you can strike opponents 10 feet away with it.
In addition, unlike other weapons with reach, you can use it against an adjacent foe.
In this case, you can only use one end of the chain effectively; you cannot use it as a double weapon.
Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.
When using a chain, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a chain.

CHAKRAM

The chakram is a throwing disk or quoit about 1 foot in diameter, with a sharpened outer rim.

CHIJIRIKI

The chijiriki is a double weapon, allowing you to strike with the spear end or whip out the chain end to entangle your opponent.
You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.
Because the chain end of the chijiriki can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

DARTS, BLOWGUN

These darts are somewhat smaller than throwing darts and can carry poison.

FUKIMI-BARI (MOUTH DARTS)

These slim, almost needlelike metal darts are concealed in the mouth and then spit at the target.
Their effective range is extremely short, and they do little damage, but they are highly useful when taking an opponent by surprise.
You can fire up to three mouth darts per attack (all at the same target).
Do not apply your Strength modifier to damage with mouth darts.
They are too small to carry the extra force that a strong character usually imparts to a thrown weapon.
The cost and weight are for a single mouth dart.

JITTE

With a jitte, you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).
A monk using a jitte can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

KATANA

The katana is a masterwork bastard sword that grants a +1 bonus on your attack rolls.
A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.
Like a bastard sword, the katana can only be used in one hand by a character with the Exotic Weapon Proficiency (katana) feat.
A Medium-size character can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.
Among the samurai of Rokugan, only Dragons routinely use their katanas one-handed.
For a samurai character, a katana is more than just a sword—it is part of his honor and the honor of his family.
It is his personal weapon, not to be used by others.
To touch the scabbard of a sheathed katana is to insult the samurai.
To draw the blade without permission is a grievous insult.
A single katana may have been in the same family for generations, becoming a treasured heirloom.
Katanas often have individual names, reflecting the deeds of glory in which they have been used.
To lose such a weapon is a shameful disgrace that can only be swept clean by recovering the weapon and punishing those who took it.
Many samurai have given their lives to recover the family's weapon.
The importance of a samurai's katana is reflected in the ancestral daisho ability of the samurai class.
A katana is the only honorable weapon for a samurai to use in combat against another samurai.
Members of the Crab clan, in particular, are famous for their use of weapons such as the tetsubo, the ono, and the dai tsuchi, but they generally use these weapons only against the nonhuman denizens of the Shadowlands.
Against a samurai, even a Crab samurai must use his katana or face dishonor.

KAU SIN KE

Also called a whipping chain, this weapon is a length of four to six short iron bars connected by links of chain.

KAWANAGA

A kawanaga is a length of light chain with a weight at one end and a sharp-bladed grappling hook on the other.
It can be whirled quickly, striking with hard blows from either end.
One end can also be swung out to entangle an opponent.
The kawanaga can be used either as a double weapon or as a reach weapon.
You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.
In this case, you can only strike at an adjacent opponent.
If you use the kawanaga as a reach weapon, you can strike opponents 10 feet away with it.
In addition, unlike other weapons with reach, you can use it against an adjacent foe.
In this case, you can only use one end of the kawanaga effectively; you cannot use it as a double weapon.
Because the kawanaga can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.
When using a kawanaga, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kawanaga.
A kawanaga also serves as a climbing tool.
It is the equivalent of 10 feet of rope with a grappling hook attached.

KUSARI–GAMA

A kusari-gama is a length of chain with a kama at one end.
It can be used either as a double weapon or as a reach weapon.
You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.
In this case, you can only strike at an adjacent opponent.
If you use the kusari-gama as a reach weapon, you can strike opponents 10 feet away with it.
In addition, unlike other weapons with reach, you can use it against an adjacent foe.
In this case, you can only use one end of the kusari-gama effectively; you cannot use it as a double weapon.
You can choose which end of the kusari-gama to use.
The kama end deals 1d6 points of damage and is a slashing weapon; the chain end deals 1d4 points of damage and is a bludgeoning weapon.
You can make trip attacks with a kusari-gama.
If you are tripped during your own trip attempt, you can drop the kusari-gama to avoid being tripped.
When using a kusari-gama, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kusari-gama.

LAJATANG OR KOROBOKURU LAJATANG

A lajatang is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon.
A creature using a double weapon in one hand, such as a Large creature using a lajatang, can't use it as a double weapon.
A monk using a lajatang fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.
The monk can only use her more favorable number of attacks per round with one end of the weapon.
The korobokuru lajatang is for Small monks.

NAGAMAKI

The nagamaki is a polearm similar to the naginata, but somewhat shorter.
It is commonly used by mounted samurai.

NAGINATA

A naginata has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

NEEDLES, BLOWGUN

These 2-inch-long iron needles are sold in small wooden cases of 20.
A full case is so light that its weight is negligible.
The tips of the needles are often coated with poison.

NEKODE

A nekode is a strap or glove fitted with spikes in the palm, favored as both a weapon and a climbing tool by ninja.
Your opponent cannot use a disarm action to disarm you of a nekode.
An attack with a nekode is considered an armed attack.
A monk using a nekode can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.
Using a pair of nekodes while climbing gives a +1 circumstance bonus on Climb checks.
This bonus does not stack with the +2 bonus from using a climber's kit.
The bagh nakh ("tiger's claws") is a similar weapon to the nekode, wielded more like brass knuckles.
Its statistics are the same, but it does not give a bonus on Climb checks.

NINJA-TO

The ninja-to—a short, straight sword similar to a wakizashi—is the standard sword of the ninja.
True to a ninja's methods, the scabbard of the ninja-to is a multipurpose tool.
It is open at both ends, allowing it to be used as a blowpipe for powders or poisons or as a breathing tube.
It is also stiff and strong, allowing it to be used as the rung of a ladder or even as a weapon (use the statistics for a club).

SAI

A sai's pronglike extrusions are designed to help catch and disarm opponents' weapons.
If you attempt to disarm your opponent using a sai, you gain a +4 bonus on the opposed attack roll required.
(You don't gain any bonus if someone tries to disarm your sai).
A monk using a sai can strike with her unarmed base attack bonus, including her more favorable attacks per round, along with other applicable modifiers.

SANG KAUW

A sang kauw is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon.
A creature using a double weapon in one hand, such as a Large creature using a sang kauw, can't use it as a double weapon.
The buckler in the middle of the sang kauw gives you a +1 shield bonus to your Armor Class if you attack with only one end of the sang kauw in a round.

SASUMATA

The sasumata is a pole arm designed to capture opponents with a minimum of harm.
A wielder who hits a Small or Medium-size opponent with a sasumata can immediately initiate a grapple (as a free action) without provoking an attack of opportunity.
(See Grapple in Chapter 8 of the *Player's Handbook* for more information).
In addition to the normal options available to a grappler, the wielder of a sasumata can attempt to pull his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).
The sasumata has reach and cannot be used against adjacent opponents.

SHIKOMI-ZUE

This ninja weapon appears to be a stout bamboo or wooden staff, but a quick twist or press of a button causes a spear head to spring from one end.
Without the blade, the shikomi-zue deals the same damage as a quarterstaff (1d6, ×2 critical), and can even be used as a double weapon, like a quarterstaff.
With the blade out, it has the statistics shown on Table 5–7.

SODEGARAMI

The sodegarami, or sleeve-tangler, is a highly specialized weapon, used to catch and entangle an opponent without causing great harm.
It is normally used to hook and catch the clothing of an opponent.
When you use a sodegarami in this way, you make a grapple attack, without provoking an attack of opportunity.
You make a melee touch attack with the weapon to "grab" the target's clothing.
This attack does not work against a character in heavy armor, or against most monsters that do not wear clothing.
If the touch attack is successful, you make an opposed grapple check, using the size modifier for the sodegarami (+4 for a Large weapon) instead of your own size.
If you win the opposed check, you have a hold on the target, but you do not deal any damage.
If you lose, you fail to start the grapple.
To maintain the grapple, you do not need to move into your opponent's space.
The sodegarami holds your opponent 10 feet away from you.
While you maintain the grapple, you do not have the option to damage or pin your opponent.
Your opponent can try to escape or wriggle free, attack with a light weapon, or cast a spell with no somatic components and a casting time of 1 action.
A sodegarami can also be used as a normal weapon, dealing the damage shown on Table 5–7 but not entangling the opponent.
A sodegarami has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

TAIL SPIKES, RATLING

A nezumi or vanara character who has proficiency with tail spikes can use them to make one extra attack in a round at her highest base attack, in addition to all attacks with a hand-held weapon (or a ratling's natural weapons).
The tail spike attack and each other attack made that round suffer a –2 penalty apiece.
For example, at 6th level, Min'tchap gets two attacks with her nagamaki at +8 and +3 (including her strength bonus and Weapon Focus feat).
If she uses tail spikes in addition, she gets three attacks: two with the nagamaki at +6 and +1, and one with the tail spikes at +6.
This penalty applies for 1 round, so it affects attacks of opportunity the ratling might make before her next action.

THREE-SECTION STAFF

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope.
A monk using a three-section staff (for which she must take an Exotic Weapon Proficiency feat due to the weapon's Large size) fights with her unarmed base attack bonus and her more favorable number of attacks per round, along with other applicable attack modifiers.
The three-section staff requires two hands to use.

TONFA

A monk using a tonfa can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

WAKIZASHI

The wakizashi is a masterwork short sword, granting a +1 bonus on your attack rolls.
A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.
A samurai's wakizashi is part of a matched pair with his katana, and—like the katana—is an important part of his honor.
Samurai rarely use it in combat, except among the Dragon clan, whose members have developed a style of two-weapon fighting.
Its most prominent use is in the ritual suicide called seppuku.
Nonsamurai characters of the noble caste (primarily shugenjas) may carry a wakizashi without a katana, and often use it when pressed into combat.

WAR FAN

Favored by certain Scorpions, this weapon appears to the untrained eye as nothing more than a beautifully crafted lady's fan.
In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp.
When the fan is first brought into melee, the wielder may attempt a Bluff check against an opponent's Sense Motive check.
If the wielder wins the contest, he adds a +4 bonus to the attack roll for his first round's attack(s).
This weapon should not be confused with the tessen, a metal "fan" that serves as a shield.
Goad (simple weapon—melee): cost 3 gp, damage 1d4, critical ×2, weight 4 lb., type Piercing.
This weapon is pictured on page 73 of *Oriental Adventures*.

PLANAR HANDBOOK (3.5)

Table 4–1: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons							
Muspelrule	2 gp	1d3	1d4	19–20/×2	—	1 lb.	Bludgeoning
One-Handed Melee Weapons							
Sickle, heavy	12 gp	1d6	1d8	×2	—	6 lb.	Slashing
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type**
Light Melee Weapons							
Lancet, Gehennan	7 gp	1d3	1d4	18–20/×2	—	3 lb.	Piercing
Stabaxe	5 gp	1d4	1d6	×3	—	1 lb.	Piercing
Straightblade	7 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Two-Handed Melee Weapons							
Ripper	55 gp	1d10	2d6	19–20/×2	—	9 lb.	Piercing
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type**
Two-Handed Melee Weapons							
Jovar	500 gp	2d4	2d6	18–20/×2	—	13 lb.	Slashing
Ramhammer[2]	100 gp	1d8	1d10	×2	—	15 lb.	Bludgeoning
Ranged Weapons							
Annulat	30 gp	1d4	1d6	19–20/×2	30 ft.	1/2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Reach weapon.

ANNULAT

This exotic ranged weapon, invented by the neraphim (see page 12), appears as a perfectly circular, nearly paper-thin hoop forged from a dark ironlike metal and sharpened on the outside edge.
The annulat's diameter is a little over 1 foot.
The band of metal, while thin, measures some 2 inches in breadth.
When thrown, an annulat sails through the air with deadly accuracy, its cross-section so thin that it is almost invisible.
Those proficient with the annulat are particularly accurate with the throwing hoop and can make it curve somewhat in flight.
Targets who gain a cover bonus to their Armor Class have that bonus reduced by 2.
Neraphim treat the annulat as a martial weapon.

GEHENNAN LANCET

The lancet is somewhat similar to a punching dagger, but it is weighted to deliver extra clout.
The lancet is a popular criminal weapon in the streets of the Crawling City on Gehenna.

HEAVY SICKLE

This sickle, slightly larger than those generally used as weapons, enjoys popularity among the vicious tieflings that make their home in the Abyss.

JOVAR

Named for the layer of Celestia on which the city of Yetsira sits, the exotic weapon known as a jovar is the preferred weapon of the Heavenly City's archon guards.
The greatswordlike weapon is weighted oddly, but in the hands of a trained wielder, the blows landed with the blade are more likely to deal considerable damage.

MUSPELRULE

Originally designed as a punishment rod for Muspelheim fire giant children, this light, clublike shaft is strong enough to be used as a weapon.

RAMHAMMER

This long-handled hammer is an exotic weapon favored among some dwarves of Nidavellir, the third layer of Ysgard.
It is treated as a melee weapon with 10-foot reach, though the wielder doesn't threaten the area into which he can make an attack.
Using a ramhammer provokes attacks of opportunity, just as if the wielder had used a ranged weapon.
Because of the wide hammer head and the considerable force a trained wielder can bring to bear using leverage, it's possible to make bull rush attacks with this weapon.
When using a ramhammer, a wielder does not have to enter his foe's square (and thus does not provoke attacks of opportunity for this move, though, as noted above, the wielder provokes attacks of opportunity from adjacent foes as if making a ranged attack).
The wielder gains a +2 bonus on his opposed Strength check (see the rules for bull rush, page 154 of the *Player's Handbook*).
If the wielder has the Improved Bull Rush feat, he gains the noted +4 bonus on his opposed Strength check (but the ability to avoid attacks of opportunity for entering his foe's square is irrelevant).

RIPPER

A favorite on many levels of the Abyss, a ripper is a short-shafted spear with grooves in its head designed to improve the penetration of the point.

STABAXE

This weapon is similar to a handaxe, but the blade is refined to a longer, narrower, and straighter form designed to achieve deeper penetration.
It sees some use on Avalas, the first layer of Acheron.

STRAIGHTBLADE

Unlike a standard short sword, a straightblade is wider and slightly heavier, making it an ideal slashing weapon.
The straightblade is a favorite among the "citizens" of the city of Dis.

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Table 7–4: Weapons

Simple Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Unarmed Attacks						
Gauntlet*	2 gp	*	*	—	2 lb.	Bludgeoning
Strike, unarmed (Medium-size being)	—	1d3§	x2	—	—	Bludgeoning
Strike, unarmed (Small being)	—	1d2§	x2	—	—	Bludgeoning
Tiny						
Dagger*	2 gp	1d4	19–20/x2	10 ft.	1 lb.	Piercing
Dagger, punching	2 gp	1d4	x3	—	2 lb.	Piercing
Gauntlet, spiked*	5 gp	1d4	x2	—	2 lb.	Piercing
Small						
Mace, light	5 gp	1d6	x2	—	6 lb.	Bludgeoning
Sickle	6 gp	1d6	x2	—	3 lb.	Slashing
Medium-size						
Club	—	1d6	x2	10 ft.	3 lb.	Bludgeoning
Halfspear[a]	1 gp	1d6	x3	20 ft.	3 lb.	Piercing
Mace, heavy	12 gp	1d8	x2	—	12 lb.	Bludgeoning
Morningstar	8 gp	1d8	x2	—	8 lb.	Bludgeoning and piercing
Large						
Quarterstaff*‡	—	1d6/1d6	x2	—	4 lb.	Bludgeoning
Shortspear[a]	2 gp	1d8	x3	20 ft.	5 lb.	Piercing

Simple Weapons—Ranged

Small						
Crossbow, light*	35 gp	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts, crossbow (10)*	1 gp	—	—	—	1 lb.	—
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	Piercing
Sling*	—	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)*	1 sp	—	—	—	5 lb.	—
Medium-size						
Crossbow, heavy*	50 gp	1d10	19–20/x2	120 ft.	9 lb.	Piercing
Bolts, crossbow (10)*	1 gp	—	—	—	1 lb.	—
Javelin*	1 gp	1d6	x2	30 ft.	2 lb.	Piercing

Martial Weapons—Melee

Small						
Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb.	Slashing
Hammer, light	1 gp	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d6	x3	—	5 lb.	Slashing
Lance, light*	6 gp	1d6	x3	—	5 lb.	Piercing
Pick, light	4 gp	1d4	x4	—	4 lb.	Piercing
Sap	1 gp	1d6§	x2	—	3 lb.	Bludgeoning
Sword, short	10 gp	1d6	19–20/x2	—	3 lb.	Piercing
Medium-size						
Battleaxe	10 gp	1d8	x3	—	7 lb.	Slashing
Flail, light*	8 gp	1d8	x2	—	5 lb.	Bludgeoning
Lance, heavy*†	10 gp	1d8	x3	—	10 lb.	Piercing
Longsword	15 gp	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d6	x4	—	6 lb.	Piercing
Rapier*	20 gp	1d6	18–20/x2	—	3 lb.	Piercing
Scimitar	15 gp	1d6	18–20/x2	—	4 lb.	Slashing
Trident[a]	15 gp	1d8	x2	10 ft.	5 lb.	Piercing
Warhammer	12 gp	1d8	x3	—	8 lb.	Bludgeoning
Large						
Falchion	75 gp	2d4	18–20/x2	—	16 lb.	Slashing
Flail, heavy*	15 gp	1d10	19–20/x2	—	20 lb.	Bludgeoning
Glaive*†	8 gp	1d10	x3	—	15 lb.	Slashing
Greataxe	20 gp	1d12	x3	—	20 lb.	Slashing
Greatclub	5 gp	1d10	x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	2d6	19–20/x2	—	15 lb.	Slashing
Guisarme*†	9 gp	2d4	x3	—	15 lb.	Slashing
Halberd*[a]	10 gp	1d10	x3	—	15 lb.	Piercing and slashing
Longspear*†[a]	5 gp	1d8	x3	—	9 lb.	Piercing
Ranseur*†	10 gp	2d4	x3	—	15 lb.	Piercing
Scythe	18 gp	2d4	x4	—	12 lb.	Piercing and slashing

Table 7–4: Weapons

Martial Weapons—Ranged						
Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Medium-size						
Shortbow*	30 gp	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)*	1 gp	—	—	—	3 lb.	—
Shortbow, composite*	75 gp	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)*	1 gp	—	—	—	3 lb.	—
Large						
Longbow*	75 gp	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)*	1 gp	—	—	—	3 lb.	—
Longbow, composite*	100 gp	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)*	1 gp	—	—	—	3 lb.	—
Exotic Weapons—Melee						
Tiny						
Kama, halfling*	2 gp	1d4	x2	—	1 lb.	Slashing
Kukri	8 gp	1d4	18–20/x2	—	3 lb.	Slashing
Nunchaku, halfling*	2 gp	1d4	x2	—	1 lb.	Bludgeoning
Siangham, halfling*	2 gp	1d4	x2	—	1 lb.	Piercing
Small						
Kama*	2 gp	1d6	x2	—	2 lb.	Slashing
Nunchaku*	2 gp	1d6	x2	—	2 lb.	Bludgeoning
Siangham*	3 gp	1d6	x2	—	1 lb.	Piercing
Medium-size						
Sword, bastard*	35 gp	1d10	19–20/x2	—	10 lb.	Slashing
Waraxe, dwarven*	30 gp	1d10	x3	—	15 lb.	Slashing
Hammer, gnome hooked*‡	20 gp	1d6/1d4	x3/x4	—	6 lb.	Bludgeoning and piercing
Large						
Axe, orc double*‡	60 gp	1d8/1d8	x3	—	25 lb.	Slashing
Chain, spiked*†	25 gp	2d4	x2	—	15 lb.	Piercing
Flail, dire*‡	90 gp	1d8/1d8	x2	—	20 lb.	Bludgeoning
Sword, two-bladed*‡	100 gp	1d8/1d8	19–20/x2	—	15 lb.	Slashing
Urgrosh, dwarven‡[a]	50 gp	1d8/1d6	x3	—	15 lb.	Slashing and piercing
Exotic Weapons—Ranged						
Tiny						
Crossbow, hand*	100 gp	1d4	19–20/ x 2	30 ft.	3 lb.	Piercing
Bolts (10)*	1 gp	—	—	—	1 lb.	—
Shuriken*	1 gp	1	x 2	10 ft.	1/10 lb.	Piercing
Small						
Whip*	1 gp	1d2§	x 2	15 ft.*	2 lb.	Slashing
Medium-size						
Crossbow, repeating*	250 gp	1d8	19–20/ x 2	80 ft.	16 lb.	Piercing
Bolts (5)*	1 gp	—	—	—	1 lb.	—
Net*	20 gp	*	*	10 ft.*	10 lb.	*

*See the description of this weapon for special rules.
**When two types are given, the weapon is both types.
‡Double weapon.
§The weapon deals subdual damage rather than normal damage.
†Reach weapon.
[a]If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Arrows

An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (×2 crit).
Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls.
Arrows come in leather quivers that hold 20 arrows.
An arrow that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Axe, Orc Double

An orc double axe is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124).
A creature using a double weapon in one hand, such as an ogre using an orc double axe, can't use it as a double weapon.

Axe, Throwing

A throwing axe is lighter than a handaxe and balanced for throwing.
Gnome fighters often use throwing axes for both melee and ranged attacks.

Battleaxe

The battleaxe is the most common melee weapon among dwarves.

BOLTS

A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (×2 crit).
Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a –4 penalty on their attack rolls.
Bolts come in wooden cases that hold 10 bolts.
A bolt that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

BULLETS, SLING

Bullets are lead spheres, much heavier than stones of the same size.
They come in a leather pouch that holds 10 bullets.
A bullet that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

CHAIN, SPIKED

A spiked chain has reach.
You can strike opponents 10 feet away with it.
In addition, unlike other weapons with reach, you can use it against an adjacent foe.
Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.
When using a spiked chain, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).
You can use the Weapon Finesse feat (see page 86) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain.

CLUB

A wooden club is so easy to find and fashion that it has no cost.

CROSSBOW, HAND

This exotic weapon is common among rogues and others who favor stealth over power.
You can draw a hand crossbow back by hand.
Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

CROSSBOW, HEAVY

A heavy crossbow requires two hands to use effectively, regardless of the user's size.
You draw a heavy crossbow back by turning a small winch.
Loading a heavy crossbow is a fullround action that provokes attacks of opportunity.
A Medium-size or larger character can shoot, but not load, a heavy crossbow with one hand at a –4 penalty.
A Medium-size or larger character can shoot a heavy crossbow with each hand at a –6 penalty, plus the usual –4 penalty for the off-hand attack (–6 primary hand/–10 off hand).
The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons.
The Ambidexterity feat lets someone avoid the –4 off-hand penalty (–6 primary hand/–6 off hand).

CROSSBOW, LIGHT

A light crossbow requires two hands to use, regardless of the user's size.
You draw a light crossbow back by pulling a lever.
Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.
A Small or larger character can shoot, but not load, a light crossbow with one hand at a –4 penalty.
A Small or larger character can shoot a light crossbow with each hand as noted for heavy crossbows, above.

CROSSBOW, REPEATING

The repeating crossbow holds five crossbow bolts.
While it holds bolts, you can shoot the crossbow according to your normal number of attacks without reloading.
Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

DAGGER

The dagger is a common secondary weapon.
You can use the Weapon Finesse feat (see page 86) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a dagger.

DAGGER, PUNCHING

This dagger puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

DART

A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

FALCHION

This sword, which is essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

FLAIL, DIRE

A dire flail is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124).
A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.
With a dire flail, you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).
You can also use this weapon to make trip attacks.

If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

FLAIL, HEAVY OR LIGHT

With a flail, you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy).
You can also use this weapon to make trip attacks.
If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

GAUNTLET

These metal gloves protect your hands and let you deal normal damage with unarmed strikes rather than subdual damage.
A strike with a gauntlet is otherwise considered an unarmed attack.
The cost and weight given are for a single gauntlet.
Medium and heavy armors (except breastplate) come with gauntlets.

GAUNTLET, SPIKED

Your opponent cannot use a disarm action to disarm you of spiked gauntlets.
The cost and weight given are for a single gauntlet.
An attack with a spiked gauntlet is considered an armed attack.

GLAIVE

A glaive has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

GREATAXE

This big, heavy axe is a favorite of barbarians or anybody else who wants the capability to deal out incredible damage.

GREATCLUB

A greatclub is a two-handed version of a regular club.
It is often studded with nails or spikes or ringed by bands of iron.

GREATSWORD

Adventurers recognize the greatsword as one of the best melee weapons available.
It's reliable and powerful.

GUISARME

A guisarme has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
Because of the guisarme's curved blade, you can also use it to make trip attacks.
If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

HALBERD

Normally, you strike with the halberd's axe head, but the spike on the end is useful against charging opponents.
Because of the hook on the back of the halberd, you can use it to make trip attacks.
If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

HALFSPEAR

The halfspear is small enough for a Small character to use it.

HAMMER, GNOME HOOKED

A gnome hooked hammer is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124).
A creature using a double weapon in one hand, such as a human using a gnome hooked hammer, can't use it as a double weapon.
The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (×3 crit).
Its hook is a piercing weapon that deals 1d4 points of damage (×4 crit).
You can use either head as the primary weapon head.
The other head is the off-hand weapon.

HAMMER, LIGHT

This is a small sledge light enough to throw.
It is favored by dwarves.

HANDAXE

Dwarves favor these axes as off-hand weapons.

JAVELIN

This weapon is a light, flexible spear intended for throwing.
You can use it in melee, but not well.
Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer –4 on their melee attack rolls.

KAMA OR HALFLING KAMA

A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.
The halfling kama is for Small monks.

KUKRI

This heavy, curved dagger has its sharp edge on the inside of the curve.

LANCE, HEAVY OR LIGHT

A lance deals double damage when used from the back of a charging mount.
A heavy lance has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
Light lances are primarily for Small riders.

LONGBOW

You need at least two hands to use a bow, regardless of its size.
This bow is too unwieldy to use while you are mounted.

LONGBOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size.
You must be at least Medium-size to use this bow while mounted.
Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung.
They can be made with especially heavy pulls to take advantage of a character's above-average Strength (see Mighty Composite Longbow or Shortbow, page 113).

LONGSPEAR

A longspear has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

LONGSWORD

This classic, straight blade is the weapon of knighthood and valor.
It is the favored weapon of paladins.

MACE, HEAVY OR LIGHT

A mace is made of metal, even the haft, making it quite heavy and very hard to break.

MORNINGSTAR

This simple weapon combines the impact of a club with the piercing force of spikes.

NET

A fighting net has small barbs in the weave and a trailing rope to control netted opponents.
You use it to entangle opponents.
When you throw a net, you make a ranged touch attack against your target.
A net's maximum range is 10 feet, and you suffer no range penalties to throw it even to its maximum range.
If you hit, the target is entangled.
An entangled creature suffers –2 on attack rolls and a –4 penalty on effective Dexterity.
The entangled creature can only move at half speed and cannot charge or run.
If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows.
If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.
The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action.
The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).
A net is only useful against creatures between Tiny and Large size, inclusive.
A net must be folded to be thrown effectively.
The first time you throw your net in a fight, you make a normal ranged touch attack roll.
After the net is unfolded, you suffer a –4 penalty on attack rolls with it.
It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

NUNCHAKU OR HALFLING NUNCHAKU

A monk using a nunchaku fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.
The halfling nunchaku is for Small monks.

PICK, HEAVY OR LIGHT

A pick is designed to concentrate its force on a small, penetrating point.
A light or heavy pick resembles a miner's pick but is specifically designed for war.

QUARTERSTAFF

This is the favored weapon of travelers, peasants, merchants, and wizards.
You can strike with either end, allowing you to take full advantage of openings in your opponent's defenses.
A quarterstaff is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124).
A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

RANSEUR

A ranseur has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
With a ranseur, you get a +2 bonus on your opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

RAPIER

You can use the Weapon Finesse feat (see page 86) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier.

SAP

A sap comes in handy when you want to knock an opponent out instead of killing him.

SCIMITAR

The curve on this blade makes the weapon's edge effectively sharper.

SCYTHE

While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war.
The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

SHORTBOW

You need at least two hands to use a bow, regardless of its size.
A character who is Medium-size or larger can use this bow while mounted.

SHORTBOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size.
A character who is Small or larger can use this bow while mounted.
Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung.
They can be made with especially heavy pulls to take advantage of a character's above-average Strength (see Mighty Composite Longbow or Shortbow, page 113).

SHORTSPEAR

Because a shortspear is not as long as a longspear, it can be thrown.

SHURIKEN

You can throw up to three shuriken per attack (all at the same target).
Do not apply your Strength modifier to damage with shuriken.
They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

SIANGHAM OR HALFLING SIANGHAM

A monk using a siangham fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.
The halfling siangham is for Small monks.

SICKLE

This weapon is like a farmer's sickle, but it is strengthened for use as a weapon.
It is favored by druids or by anyone who wants a weapon that might be overlooked by guards.

SLING

The sling hurls lead bullets.
It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap, and easy to improvise from common materials.
Druids and halflings favor slings.
You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so you deal only 1d3 points of damage and suffer a –1 penalty on attack rolls.

STRIKE, UNARMED

A Medium-size character deals 1d3 points of subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack.
A Small character deals 1d2 points of subdual damage.
The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus to weapon damage.
You can use the Weapon Finesse feat (see page 86) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

SWORD, BASTARD

A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon.
A Medium-size character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.
Bastard swords are also known as hand-and-a-half swords.

SWORD, SHORT

This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

SWORD, TWO-BLADED

A two-bladed sword is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124).

A creature using a double weapon in one hand, such as an ogre using a two-bladed sword, can't use it as a double weapon.

TRIDENT

This three-tined piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.

URGROSH, DWARVEN

A dwarven urgrosh is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124).
A creature using a double weapon in one hand, such as an ogre using a dwarven urgrosh, can't use it as a double weapon.
The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage.
Its spear head is a piercing weapon that deals 1d6 points of damage.
You can use either head as the primary weapon head.
The other is the off-hand weapon.
If you use an urgrosh against a charging character, the spear head is the part of the weapon that does damage.
An urgrosh is also called a spear-axe.

WARAXE, DWARVEN

A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon.
A Medium-size character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

WARHAMMER

This weapon, favored by dwarves, is a one-handed sledge or maul with a large, heavy head.

WHIP

The whip deals subdual damage.
It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus.
Although you keep it in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.
Because the whip can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.
When using a whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

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Table 7–5: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	×2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2[3]	1d3[3]	×2	—	—	Bludgeoning
Light Melee Weapons							
Dagger	2 gp	1d3	1d4	19–20/×2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	×3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	×2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	×2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	×2	—	2 lb.	Slashing
One-Handed Melee Weapons							
Club	—	1d4	1d6	×2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	×2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	×2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lb.	Piercing
Two-Handed Melee Weapons							
Longspear[4]	5 gp	1d6	1d8	×3	—	9 lb.	Piercing
Quarterstaff[5]	—	1d4/1d4	1d6/1d6	×2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lb.	Piercing
Ranged Weapons							
Crossbow, heavy	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	×2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	×3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/×2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	×4	—	3 lb.	Piercing
Sap	1 gp	1d4[3]	1d6[3]	×2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	×2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	×2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	×2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19–20/×2	—	2 lb.	Piercing
One-Handed Melee Weapons							
Battleaxe	10 gp	1d6	1d8	×3	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	×2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/×2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	×4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/×2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/×2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	×2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	×2	—	special	Piercing
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	×3	—	5 lb.	Bludgeoning

Two-Handed Melee Weapons							
Falchion	75 gp	1d6	2d4	18–20/×2	—	8 lb.	Slashing
Glaive[4]	8 gp	1d8	1d10	×3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	×3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	×2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19–20/×2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/×2	—	8 lb.	Slashing
Guisarme[4]	9 gp	1d6	2d4	×3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	×3	—	12 lb.	Piercing or slashing
Lance[4]	10 gp	1d6	1d8	×3	—	10 lb.	Piercing
Ranseur[4]	10 gp	1d6	2d4	×3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	×4	—	10 lb.	Piercing or slashing
Ranged Weapons							
Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	×3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type[2]**
Light Melee Weapons							
Kama	2 gp	1d4	1d6	×2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	×2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	×2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	×2	—	1 lb.	Piercing
One-Handed Melee Weapons							
Sword, bastard	35 gp	1d8	1d10	19–20/×2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	×3	—	8 lb.	Slashing
Whip[4]	1 gp	1d2[3]	1d3[3]	×2		2 lb.	Slashing
Two-Handed Melee Weapons							
Axe, orc double[5]	60 gp	1d6/1d6	1d8/1d8	×3	—	15 lb.	Slashing
Chain, spiked[4]	25 gp	1d6	2d4	×2	—	10 lb.	Piercing
Flail, dire[5]	90 gp	1d6/1d6	1d8/1d8	×2	—	10 lb.	Bludgeoning
Hammer, gnome hooked[5]	20 gp	1d6/1d4	1d8/1d6	×3/×4	—	6 lb.	Bludgeoning and piercing
Sword, two-bladed[5]	100 gp	1d6/1d6	1d8/1d8	19–20/×2	—	10 lb.	Slashing
Urgrosh, dwarven[5]	50 gp	1d6/1d4	1d8/1d6	×3	—	12 lb.	Slashing or piercing
Ranged Weapons							
Bolas	5 gp	1d33	1d43	×2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19–20/×2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/×2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating light	250 gp	1d6	1d8	19–20/×2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Net	20 gp	—	—	—	10 ft.	6 lb.	—
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	1/2 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 The weapon deals nonlethal damage rather than lethal damage.
4 Reach weapon.
5 Double weapon.

ARROWS

An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier ×2).
Arrows come in a leather quiver that holds 20 arrows.
An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

AXE, ORC DOUBLE

An orc double axe is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160).
As its name suggests, it is often found in the hands of powerful orc fighters.
A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

AXE, THROWING

A throwing axe is lighter than a handaxe and balanced for throwing.
Gnome fighters often use throwing axes for both melee and ranged attacks.

BATTLEAXE

The battleaxe is the most common melee weapon among dwarves.

BOLAS

A set of bolas consists of two or three heavy wooden spheres connected by lengths of cord.
Because the bolas can wrap around an enemy's leg or other limb, you can use this weapon to make a ranged trip attack against an opponent.
You can't be tripped during your own trip attempt when using a set of bolas.

BOLTS

A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit ×2).
Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow).
A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

BULLETS, SLING

Bullets are lead spheres, much heavier than stones of the same size.
They come in a leather pouch that holds 10 bullets.
A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

CHAIN, SPIKED

A spiked chain has reach, so you can strike opponents 10 feet away with it.
In addition, unlike most other weapons with reach, it can be used against an adjacent foe.
Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with the chain.
If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.
When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).
You can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

CLUB

A wooden club is so easy to find and fashion that it has no cost.

CROSSBOW, HAND

This exotic weapon is common among rogues and others who favor stealth over power.
You can draw a hand crossbow back by hand.
Loading a hand crossbow is a move action that provokes attacks of opportunity.
You can shoot, but not load, a hand crossbow with one hand at no penalty.
You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see Table 8–10: Two-Weapon Fighting Penalties, page 160).

CROSSBOW, HEAVY

You draw a heavy crossbow back by turning a small winch.
Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.
Normally, operating a heavy crossbow requires two hands.
However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls.
You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons (see Table 8–10: Two-Weapon Fighting Penalties, page 160).
This penalty is cumulative with the penalty for one-handed firing.

CROSSBOW, LIGHT

You draw a light crossbow back by pulling a lever.
Loading a light crossbow is a move action that provokes attacks of opportunity.
Normally, operating a light crossbow requires two hands.
However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls.
You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see Table 8–10: Two-Weapon Fighting Penalties, page 160).
This penalty is cumulative with the penalty for one-handed firing.

CROSSBOW, REPEATING

The repeating crossbow (whether heavy or light) holds 5 crossbow bolts.
As long as it holds bolts, you can reload it by pulling the reloading lever (a free action).
Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.
You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size.
However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

DAGGER

The dagger is a common secondary weapon.
You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill, page 81).

DAGGER, PUNCHING

This dagger puts more force from your punch behind it, making it capable of deadly strikes.

DART

A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

FALCHION

This sword, which is essentially a two-handed scimitar, has a curve that gives it the effect of a keener edge.

FLAIL OR HEAVY FLAIL

With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
You can also use this weapon to make trip attacks.
If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

FLAIL, DIRE

A dire flail is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160).
A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).
You can also use this weapon to make trip attacks.
If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

GAUNTLET

This metal glove protects your hands and lets you deal lethal damage rather than nonlethal damage with unarmed strikes.
A strike with a gauntlet is otherwise considered an unarmed attack.
The cost and weight given are for a single gauntlet.
Medium and heavy armors (except breastplate) come with gauntlets.

GAUNTLET, SPIKED

Your opponent cannot use a disarm action to disarm you of spiked gauntlets.
The cost and weight given are for a single gauntlet.
An attack with a spiked gauntlet is considered an armed attack.

GLAIVE

A glaive has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

GREATAXE

This big, heavy axe is a favorite of barbarians and anybody else who wants the capability to deal out incredible damage.

GREATCLUB

A greatclub is a two-handed version of a regular club.
It is often studded with nails or spikes or ringed by bands of iron.

GREATSWORD

Adventurers recognize the greatsword as one of the best melee weapons available.
It's reliable and powerful.

GUISARME

A guisarme has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
Because of a guisarme's curved blade, you can also use it to make trip attacks.
If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

HALBERD

Normally, you strike with a halberd's axe head, but the spike on the end is useful against charging opponents.
If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.
You can use the hook on the back of a halberd to make trip attacks.
If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

HAMMER, GNOME HOOKED

A gnome hooked hammer is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160).
The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit ×3).
Its hook is a piercing weapon that deals 1d4 points of damage (crit ×4).
You can use either head as the primary weapon.
The other head is the offhand weapon.
A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
You can use a gnome hooked hammer to make trip attacks.
If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.
Gnomes treat gnome hooked hammers as martial weapons.

HAMMER, LIGHT

This is a small sledge light enough to throw.
It is favored by dwarves.

HANDAXE

Dwarves favor these axes as off-hand weapons.

JAVELIN

This weapon is a light, flexible spear intended for throwing.
You can use it in melee, but not well.
Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

KAMA

The kama is a special monk weapon.
This designation gives a monk (see Chapter 3: Classes) wielding a kama special options.
Because of a kama's shape, you can use it to make trip attacks.
If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

KUKRI

This heavy, curved knife has its sharp edge on the inside of the curve.

LANCE

A lance deals double damage when used from the back of a charging mount.
It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
While mounted, you can wield a lance with one hand.

LONGBOW

You need at least two hands to use a bow, regardless of its size.
A longbow is too unwieldy to use while you are mounted.
If you have a penalty for low Strength, apply it to damage rolls when you use a longbow.
If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

LONGBOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size.
You can use a composite longbow while mounted.
Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung.
All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency).
If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it.
The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency.
A composite longbow can be made with a high strength rating (representing an especially heavy pull) to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow.
Each point of Strength bonus granted by the bow adds 100 gp to its cost.
For instance, a composite longbow (+1 Str bonus) costs 200 gp, while a composite longbow (+4 Str bonus) costs 500 gp.
For example, Tordek has a +2 Strength bonus.
With a regular composite longbow, he gets no modifier on damage rolls.
For 200 gp, he can buy a composite longbow (+1 Str bonus), which lets him add +1 to his damage rolls.
For 300 gp, he can buy one that lets him add his entire +2 Strength bonus.
Even if he paid 400 gp for a composite longbow (+3 Str bonus), he would still get only a +2 bonus on damage rolls and takes a –2 penalty on attacks with it because his Strength is insufficient to use the weapon to best advantage.
The bow can't grant him a higher bonus than he already has.
For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.
Thus, if you have Weapon Focus (longbow), that feat applies both to longbows and composite longbows.

LONGSPEAR

A longspear has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

LONGSWORD

This classic, straight blade is the weapon of knighthood and valor.
It is a favorite weapon of many paladins.

MACE, HEAVY OR LIGHT

A mace is made of metal, even the haft, which makes it quite heavy and very hard to break.

NET

A fighting net has small barbs in the weave and a trailing rope to control netted opponents.
You use it to entangle enemies.
When you throw a net, you make a ranged touch attack against your target.
A net's maximum range is 10 feet.
If you hit, the target is entangled.

An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run.
If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows.
If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.
An entangled creature can escape with a DC 20 Escape Artist check (a full-round action).
The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).
A net is useful only against creatures within one size category of you.
For instance, a Small character wielding a net can entangle Tiny, Small, or Medium creatures.
A net must be folded to be thrown effectively.
The first time you throw your net in a fight, you make a normal ranged touch attack roll.
After the net is unfolded, you take a –4 penalty on attack rolls with it.
It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

NUNCHAKU

The nunchaku is a special monk weapon.
This designation gives a monk wielding a nunchaku special options.
With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

PICK, HEAVY OR LIGHT

A pick is designed to concentrate the force of its blow on a small area.
A light or heavy pick resembles a miner's pick but is specifically designed for war.

QUARTERSTAFF

The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards.
A quarterstaff is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160).
You can also strike with either end singly, a fact that allows you to take full advantage of openings in your opponent's defenses.
A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
The quarterstaff is a special monk weapon.
This designation gives a monk (see Chapter 3: Classes) wielding a quarterstaff special options.

RANSEUR

A ranseur has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

RAPIER

You can use the Weapon Finesse feat page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you.
You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

SAI

A sai's pronglike extrusions are designed to help catch and disarm opponent's weapons.
With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).
The sai is a special monk weapon.
This designation gives a monk (see Chapter 3: Classes) wielding a sai special options.

SAP

A sap comes in handy when you want to knock an opponent out instead of killing it.

SCIMITAR

The curve on this blade gives it the effect of a keener edge.

SCYTHE

While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war.
The design of the scythe focuses tremendous force on the sharp point, as well as allowing devastating slashes with the blade edge.
Because of a scythe's shape, you can use it to make trip attacks.
If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

SHIELD, HEAVY OR LIGHT

You can bash with a shield instead of using it for defense.
See Armor, later in this chapter.

SHORTBOW

You need at least two hands to use a bow, regardless of its size.
You can use a shortbow while mounted.
If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow.

If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

SHORTBOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size.
You can use a composite shortbow while mounted.
Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung.
All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency).
If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it.
The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency.
A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow.
Each point of Strength bonus granted by the bow adds 75 gp to its cost.
For instance, a composite shortbow (+1 Str bonus) costs 150 gp, while a composite shortbow (+4 Str bonus) costs 375 gp.
For example, Tordek has a +2 Strength bonus.
With a regular composite shortbow, he gets no modifier on damage rolls.
For 150 gp, he can buy a composite shortbow (+1 Str bonus), which lets him add +1 to his damage rolls.
For 225 gp, he can buy one that lets him add his entire +2 Strength bonus.
Even if he paid 300 gp for a composite shortbow (+3 Str bonus), he would still get only a +2 bonus on damage rolls and takes a –2 penalty on attacks with it because his Strength is insufficient to use the weapon to best advantage.
The bow can't grant him a higher bonus than he already has.
For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.
Thus, if you have Weapon Focus (shortbow), that feat applies both to short-bows and composite shortbows.

SHORTSPEAR

A shortspear is small enough to wield one-handed.
It may also be thrown.

SHURIKEN

A shuriken is a special monk weapon.
This designation gives a monk (see Chapter 3: Classes) wielding shuriken special options.
A shuriken can't be used as a melee weapon.
Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons, below), and what happens to them after they are thrown.

SIANGHAM

The siangham is a special monk weapon.
This designation gives a monk (see Chapter 3: Classes) wielding a siangham special options.

SICKLE

This weapon is like a farmer's sickle, but it is strengthened for use as a weapon.
It is favored by druids and by anyone who wants a weapon that might be overlooked by guards.
Because of a sickle's shape, you can also use it to make trip attacks.
If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

SLING

A sling hurls lead bullets.
It doesn't shoot as far as a crossbow, nor is it as powerful as a bow, but it's cheap and easy to improvise from common materials.
Druids and halflings favor slings.
Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons.
You can fire, but not load, a sling with one hand.
Loading a sling is a move action that requires two hands and provokes attacks of opportunity.
You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets.
Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you (for instance, 1d3 instead of 1d4, or 1d2 instead of 1d3) and you take a –1 penalty on attack rolls.

SPEAR

One of the simplest weapons in existence, the spear is favored by druids and sorcerers.
It can be thrown.
If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

SPIKED ARMOR

You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack.
See Armor, later in this chapter.

SPIKED SHIELD, HEAVY OR LIGHT

You can bash with a spiked shield instead of using it for defense.
See Armor, later in this chapter.

STRIKE, UNARMED

A Medium character deals 1d3 points of nonlethal damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack.
A Small character deals 1d2 points of nonlethal damage.

A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option.
The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.
An unarmed strike is always considered a light weapon.
Therefore, you can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.
Sword, Bastard: bastard swords are also known as hand-and-a-half swords.
A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon.
A character can use a bastard sword two-handed as a martial weapon.

SWORD, SHORT

This sword is popular as an off-hand weapon.

SWORD, TWO-BLADED

A two-bladed sword is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160).
A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

TRIDENT

This three-tined piercing weapon can be thrown just as a shortspear or spear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.
If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

URGROSH, DWARVEN

A dwarven urgrosh is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160).
The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage.
Its spear head is a piercing weapon that deals 1d6 points of damage.
You can use either head as the primary weapon.
The other is the off-hand weapon.
A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character.
If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.
An urgrosh is also called a spear-axe.
Dwarves treat dwarven urgroshes as martial weapons.

WARAXE, DWARVEN

A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon.
A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.
A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

WARHAMMER

This weapon, favored by dwarves, is a one-handed sledge or maul with a large, heavy head.

WHIP

A whip deals nonlethal damage.
It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.
The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack.
In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).
Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.
Because a whip can wrap around an enemy's leg or other limb, you can make trip attacks with a it.
If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.
When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).
You can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

RACES OF FAERÛN (3.0)

Table A–1: Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Simple Weapons—Melee						
Medium-size						
Aspergillum, heavy	100 gp	1d8	×2	—	12 lb.	Bludgeoning
Battle gauntlet	10 gp	*	*	—	4 lb.	Bludgeoning
Simple Weapons—Ranged						
Small						
Dart, acid	20 gp	1d4 + 1d6 acid	×2	20 ft.	1 lb.	Piercing
Dart, stun	40 gp	1d4 + gas	×2	20 ft.	1 lb.	Piercing
Medium-size						
Dart, barbed	1 gp	1d4	18–20/×2	20 ft.	5 lb.	Piercing
MartialWeapons—Melee						
Tiny						
Jambiya*	4 gp	1d3	18–20/×2	—	2 lb.	Slashing
Small						
Horned helmet	25 gp	1d4*	×2	–	4 lb.	Piercing
Ice axe*	25 gp	1d4	×4	—	5 lb.	Piercing and slashing
Spiked helmet	10 gp	1d3*	×2	–	3 lb.	Piercing
Medium-size						
Steelsword, Chondathan*	315 gp	1d8	19–20/×2	—	5 lb.	Slashing
Large						
Lance, flight	6 gp	1d8	×3	30 ft.	5 lb.	Piercing
Martial Weapons—Ranged						
Small						
Spike shooter	+25 gp	1d4	–	10 ft.	1 lb.	Piercing
Large						
Longbow, aquatic	400 gp	1d8	×3	60 ft.	3 lb.	Piercing
Exotic Weapons—Melee						
Medium-size						
Goblin stick‡	5 gp	1d6	19–20/×2	—	8 lb.	Piercing
Exotic Weapons—Ranged						
Tiny						
Skiprock	3 gp	1d3	×2	10 ft.	1/4 lb.	Bludgeoning
Small						
Bolas, 2-ball	5 gp	1d4*	×2	10 ft.	2 lb.	Bludgeoning
Lasso	10 gp	—	—	10 ft.*	5 lb.	Bludgeoning*
Warsling, halfling*	25 gp	1d6	×4	50 ft.	1 lb.	Bludgeoning
Medium-size						
Harpoon, arctic*	20 gp	1d8	×2	20 ft.	7 lb.	Piercing
Ammunition						
Arrow, flight*	8 gp	as weapon	×2	special*	1/5 lb.	Piercing
Arrow, sea (or bolt)*	7 gp	as weapon	as weapon	special*	1/5 lb.	Piercing
Arrow, signal*	5 sp	as weapon	×2	as weapon	1/5 lb.	Piercing

* See the description of this weapon for special rules.
‡ Double weapon.

ARROW, FLIGHT

The light shaft and special design of this masterwork arrow increases a bow's range increment by 20 feet.

ARROW, SEA

These arrows, fletched by aquatic elves, are treated as masterwork, but they don't grant a +1 enhancement bonus on attack rolls.
Instead, when fired from an aquatic longbow, they negate the –2 penalty per 5 feet for making a ranged attack underwater.

ARROW, SIGNAL

This masterwork arrow is specially designed to emulate a bird's call when fired.
Wood elf fletchers craft the arrows to make calls that will be recognized as signals by their fellow elves.
For example, a hawk's cry might be used to signal an attack, while an owl's cry might signal a stealthy advance.
Anyone overhearing the signal may, on a successful Survival check (DC 20), determine whether the call comes from a living bird or another source.
The intricate carving of the arrows makes them clumsy in flight, resulting in a –2 penalty on attack rolls.

ASPERGILLUM, HEAVY

The common aspergillum (detailed in the FORGOTTEN REALMS *Campaign Setting*, page 95) is a lightweight metal device resembling a small club or light mace with a perforated head for dispensing holy water.
Although not a weapon per se, it can be used in combat to deliver ranged touch attacks.
The heavy aspergillum combines the properties of a common aspergillum with those of a heavy mace and is greatly favored by members of the Impilturan church of Ilmater.
A heavy aspergillum can hold up to 3 flasks of holy water.
In addition to serving as a common aspergillum, it can also be used in melee combat.
When a button on the shaft is pressed, tiny holes open in the mace head, allowing holy water to touch a creature struck by the weapon.
Each use of the weapon in this manner uses one flask of holy water per attack whether or not the attack is successful.
If the wielder has multiple attacks per round with the weapon, the holy water can be released multiple times in one round (but no more than once per attack) until it is depleted.
A heavy aspergillum may also be used to make ranged touch attacks with holy water in the manner of a normal aspergillum.
Pouring a flask of holy water into an aspergillum or heavy aspergillum is a standard action that provokes an attack of opportunity.

BATTLE GAUNTLET

This thick band of metal covers the forearm and part of the hand.
Like gauntlets that come with armor, battle gauntlets allow the wearer to make unarmed strikes as if he were armed.
They can be fitted with spikes or blades (making them function as spiked gauntlets or claw bracers).
Because a battle gauntlet covers the hand and the entire forearm, the wearer cannot wear any other magical gauntlet or bracer on that arm (or items that use those spaces on the body) while wearing battle gauntlets.
The price and weight on Table A–1 is for a single battle gauntlet.

BOLAS, TWO–BALL

A set of bolas consists of two heavy spheres made of wood, stone, or metal connected by lengths of cord.
It is a ranged weapon used to trip an opponent.
When you throw a set of bolas, you make a ranged touch attack against your opponent.
If you hit, your opponent must succeed on a Dexterity or Strength check opposed by your Strength check or be tripped.
Bolas can only trip Medium-size of smaller opponents.
Your opponent cannot trip you when you make a trip attack with a set of two-ball bolas.

DART, ACID

When these hollow darts hit a target, they break, splashing the victim with acid.
This does an additional 1d6 points of acid damage in addition to the normal 1d4 piercing damage from the dart itself.
Once used, the dart is useless.

DART, BARBED

This crude and heavy throwing dart is both fletched and barbed.
It measures from two to three feet long.
Lizardfolk usually hurl these at a target before charging into melee.

DART, STUN

When one of these hollow darts hits a target, it releases a small puff of poison gas.
The victim must make a Fortitude save (DC 12) or be stunned for one round.
After one round, the target must make another Fortitude save (DC 12) or be stunned for an additional 1d4 rounds.

GOBLIN STICK

This is a forked and hooked pole arm, first used by bugbears trying to catch hiding goblins.
The wooden stick is 6 to 9 feet long, usually gripped in the middle.
Each end is tipped with three wicked blades.
The central blade is hooked to help extract targets from tight places.
The other blades, which are set off at slight angles and different directions from the center, are used to poke around corners.
A goblin stick is a double weapon and can also be used to make trip attacks.

HARPOON, ARCTIC

Favored by arctic dwarves, the harpoon is a broad-bladed spear forged with cruel barbs.
The shaft of the harpoon has a trailing rope attached to control harpooned opponents.
Though sometimes used for hunting whales and other large sea creatures, the harpoon is equally at home on dry land.

If you deal damage to your opponent, the harpoon may lodge in the victim if it fails a Reflex saving throw against a DC equal to 10 + the damage you dealt.
The harpooned creature moves at only half speed and cannot charge or run.
If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is 30 feet long).
If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check (DC 15) or fail, losing the spell.
The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but in so doing it deals damage to itself equal to the initial damage the harpoon caused (in other words, the damage coming out equals the damage going in).
For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon.
A harpoon can be removed safely with a successful Heal check (DC 10 + damage dealt), but this requires 1 minute.

HELMET, HORNED

A horned helmet resembles a normal helmet with bull's horns attached to each side.
A horned helmet deals double normal damage when used during a charge action, but the helmet has a reach of 0 ft.

HELMET, SPIKED

A spiked helmet resembles a normal helmet with a single spike standing straight out from the top.
A spiked helmet deals double normal damage when used during a charge action, but the helmet has a reach of 0 ft.

ICE AXE

In addition to being an effective weapon, the ice axe grants a +2 circumstance bonus on Climb checks to a wielder proficient in its use.

JAMBIYA

This hooked dagger, common among the Calishites and Zakharans, leaves long, thin wounds in its target.

LANCE, FLIGHT

This is a 10-foot wooden shaft topped by blade.
The back end is fletched to keep the lance's flight true.
This weapon is normally used with a charge while flying, hurled at the bottom of a swoop maneuver to impale the target.
It may be used as a melee weapon as if it were a shortspear.

LASSO

A lasso is little more than a thin rope knotted with a slipknot that creates a large loop.
The loop is thrown at a target and the other end is pulled when the loop strikes, causing it to tighten around the target.
You can throw the lasso at a Medium-size or smaller target, which requires a ranged touch attack.
If the touch attack succeeds, you immediately start a grapple against the target with a –4 penalty on your roll (all normal grapple modifiers apply).
If the opponent is grappled by the lasso, you may use an attack to attempt to trip the target.
If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.
You cannot damage or pin the opponent with the lasso, and you are not considered to be grappling when using the lasso to grapple.
If you drop the lasso, the grappled creature only needs to succeed at a DC 10 grapple or Escape Artist check to get out of the lasso.
If you secure one end of the lasso to the saddle of your mount, you can use the mount's size and strength modifiers for your grapple checks.
The maximum range for a lasso cannot exceed the length of the rope, minus 5 feet.

LONGBOW, AQUATIC

This weapon, favored by aquatic elves, employs a special kelp string that dampens vibration and turbulence.
The aquatic longbow functions as a normal longbow except when sea arrows are fired from it underwater.
In this case, the weapon fires with the listed range increment and no penalty for being underwater (ranged attacks underwater ordinarily suffer a –2 penalty on attack rolls for every 5 feet of water they pass through).
Mighty composite versions of the aquatic longbow are available (see *Player's Handbook* pages 113–114), costing 600 gp for +1, 700 gp for +2, 800 gp for +3, and 900 gp for +4.

SKIPROCK

These polished, perfectly weighted stones are prized by halflings, for if thrown properly by a proficient user they ricochet off one target to strike a second.
If the skiprock hits its target, it ricochets toward another target of the thrower's choice adjacent to the original target (within 5 feet).
The thrower immediately makes a second attack roll, with an attack bonus equal to the first roll's attack bonus –2.
Skiprocks can be used as sling bullets, but cannot make ricochet shots when used as ammunition unless thrown from a halfling warsling by a user proficient in both weapons.
A skiprock may be drawn as a free action.

SPIKE SHOOTER

This is a modification of a class of weapons, rather than a specific weapon itself, and thus does not require any additional weapon proficiency.
This spring-driven device can modify any weapon that has a spike at the end of a long pole (such as battleaxes, morningstars, and most polearms).
The spike shooter allows the spike to be launched at a target as a normal ranged attack.

The spike shooter is an inaccurate weapon, and those who use it suffer a –2 penalty on the attack roll.
Resetting the spike is a full-round action.

STEELSWORD, CHONDATHAN

Available in the Dalelands, Cormyr, and Sembia, this broad-bladed one-handed sword is treated as a masterwork longsword that grants a +2 bonus when attempting to break a foe's weapon.

WARSLING, HALFLING

Perfect balance and sturdier construction distinguish this sling from its simpler counterparts.
The listed damage assumes skiprock ammunition; ordinary sling bullets deal 1d4 points of damage.
If a user proficient in both skiprock and the warsling throws skiprocks with a warsling, they can be ricocheted just as if they were thrown.

RACES OF STONE (3.5)

Table 7–1: Exotic Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons								
Buckler-axe, dwarven	20 gp	1d4	1d6	1d8	×3	—	4 lb.	Slashing
Hammer, throwing	30 gp	1d4	1d6	1d8	×2	20 ft.	2 lb.	Bludgeoning
Tortoise blade, gnome	10 gp	1d4	1d6	1d8	19–20/×2	—	3 lb.	Piercing
Quickrazor, gnome	45 gp	1d3	1d4	1d6	19–20/×2	—	1 lb.	Slashing
One-Handed Melee Weapons								
Swordcatcher, gnome	35 gp	1d4	1d6	1d8	19–20/×2	—	5 lb.	Slashing
Two-Handed Melee Weapons								
Greathammer, goliath	30 gp	1d10	1d12	3d6	×4	—	30 lb.	Bludgeoning
Spear, dwarven double	115 gp	1d6/1d6	1d8/1d8	2d6/2d6	×3	—	15 lb.	Slashing or piercing
Warpike, dwarven[2]	45 gp	1d8	2d6	3d6	×3	—	15 lb.	Slashing or piercing
Ranged Weapons								
Crossbow, great	150 gp	2d6	2d8	3d8	18–20/×2	120 ft.	14 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Reach weapon.

BUCKLER–AXE, DWARVEN

At first glance, a dwarven buckler-axe appears similar to a standard buckler, but this weapon has enlarged bladelike edges at its top and bottom, allowing the wielder to swing it like an axe.
Thus, in addition to its obvious protective qualities, it proves a capable off-hand weapon or emergency weapon when disarmed.
A dwarven buckler-axe grants its wielder a +1 shield bonus to Armor Class.
As with any shield, when you attack with a dwarven buckler-axe, you do not get the shield bonus to your AC.
A buckler-axe also provides a –1 armor check penalty and a 5% arcane spell failure chance.
Like a spiked shield, a buckler-axe can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

CROSSBOW, GREAT

You draw a great crossbow back by turning a small winch.
Loading a great crossbow is a full-round action that provokes attacks of opportunity.
Normally, operating a great crossbow requires two hands.
However, you can shoot, but not load, a great crossbow with one hand at a –4 penalty on attack rolls.
You can shoot a great crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons (see Table 8–10, page 160 of the *Player's Handbook*).
These penalties are cumulative with the penalty for firing the crossbow one-handed.

GREATHAMMER, GOLIATH

This big, heavy hammer is a favorite of goliath barbarians and warriors.
The incredibly heavy head of the hammer allows it to make particularly devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield.

HAMMER, THROWING

Essentially a light hammer that has been carefully balanced for throwing, the throwing hammer is a favorite weapon of dwarf rangers.

QUICKRAZOR, GNOME

The gnome quickrazor is a fast, flashy weapon favored by gnome bards, because it allows them to hold an instrument, attack with a weapon, and still keep one hand free for spellcasting.
In addition, many two-weapon-wielding spellcasters find it a perfect off-hand weapon because it allows them to keep their primary weapon in hand and still cast spells with their off hand.
The quickrazor features a light, wide knife blade with a very small hilt.
The weapon is worn tied to the wielder's wrist in a specially designed sheath.
When you attack with a quickrazor, you flick it out in a quick, slashing circle, catching the hilt in your hand at the end of the arc and then snapping it back into its rest.

Because of this flicking technique, drawing a quickrazor is always a free action, but at the end of your action, you must stow the quickrazor in order to use it properly again on your next turn.
Stowing the weapon after attacking with it in this fashion is a free action.
Because you must stow the quickrazor at the end of each attack with it, you are treated as unarmed during other creatures' actions.
If you draw a quickrazor and simply wield it instead of using its intended attack method, it counts as an improvised weapon, imposing a –2 penalty on attack rolls even if you have the appropriate Exotic Weapon Proficiency feat.
Quickrazors are easier to conceal than most weapons, and they grant a +4 bonus on Sleight of Hand checks to conceal them.
Quickrazors grant a +2 bonus on Bluff checks made to feint in combat.
Attaching a quickrazor and sheath to your wrist so that it can be wielded properly is a full-round action that provokes attacks of opportunity.
A character can have only one quickrazor attached to each wrist at a time.

SPEAR, DWARVEN DOUBLE

A dwarven double spear is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*).
A creature wielding a dwarven double spear in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
The weapon looks much like a standard spear, although the shaft is a bit thicker.
The spearpoint is also longer and heavier, sharpened on the sides as well as the tip to allow for either slashing or piercing attacks.
In addition, a second identical spear point is fastened to the butt of the spear, making the weapon doubly dangerous.
The tougher pointed ends on the blade allow the wielder to set the weapon against a charge.
If you use a ready action to set a dwarven double spear against a charge, you deal double damage on a successful hit against a charging character.

SWORDCATCHER, GNOME

This short, heavy sword resembles a broad-bladed short sword with two heavy prongs extending up from the hilt. These prongs are designed to help catch and disarm opponents' weapons.
When using a gnome swordcatcher, you gain a +4 bonus on attack rolls made to disarm an opponent (including the roll to avoid being disarmed yourself if such an attempt fails).

TORTOISE BLADE, GNOME

This contraption is designed to be used by a gnome in his or her off hand.
It is particularly useful in cramped tunnels or warrens where swinging a weapon is difficult or impossible.
It looks like a turtle shell strapped to the wielder's wrist, with a daggerlike blade jutting out where the wielder's fingers should be.
A tortoise blade grants a +1 shield bonus to Armor Class.
As with any shield, when you attack with a tortoise blade, you do not get the shield bonus to your AC.
A tortoise blade also provides a –1 armor check penalty and a 5% arcane spell failure chance.
Like a spiked shield, a tortoise blade can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

WARPIKE, DWARVEN

The dwarven warpike resembles a halberd with a greatly elongated shaft, to the end of which a counterweight has been added.
A dwarven warpike has reach.
You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.
Normally, you strike with a dwarven warpike's axe head, but the spike on the end is useful against charging opponents.
If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character.
You can use the hook on the back of a dwarven warpike to make trip attacks.
If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped.

RACES OF THE WILD (3.5)

Table 7–1: Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Ranged Weapons							
Longbow							
Arrow, blunt (20)	1 gp	1d6[3]	1d8[3]	×2	50 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	×3	100 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d4	1d6	×3	100 ft.	3 lb.	Piercing
Longbow, composite							
Arrow, blunt (20)	1 gp	1d6[3]	1d8[3]	×2	60 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	×3	110 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d4	1d6	×3	110 ft.	3 lb.	Piercing
Shortbow							
Arrow, blunt (20)	1 gp	1d4[3]	1d6[3]	×2	30 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d3	1d4	×3	60 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d4	1d6	×3	60 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d3	1d4	×3	60 ft.	3 lb.	Piercing
Shortbow, composite							
Arrow, blunt (20)	1 gp	1d4[3]	1d6[3]	×2	40 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d3	1d4	×3	70 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d4	1d6	×3	70 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d3	1d4	×3	70 ft.	3 lb.	Piercing

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Foot spike	8 gp	1d3	1d4	×3	—	1 lb.	Piercing
Sword, elven lightblade	50 gp	1d4	1d6	18–20/×2	—	1 lb.	Piercing
One-Handed Melee Weapon							
Sword, elven thinblade	100 gp	1d6	1d8	18–20/×2	—	3 lb.	Piercing
Two-Handed Melee Weapons							
Lynxpaw[4]	30 gp	1d4/1d3	1d6/1d4	18–20/×2 or 20/×3	—	4 lb.	Piercing/slashing
Sword, elven courtblade	150 gp	1d8	1d10	18–20/×2	—	6 lb.	Piercing or slashing
Ranged Weapons							
Footbow	150 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Skiprock	3 gp	1d4	1d6	×2	15 ft.	1/4 lb.	Bludgeoning
War sling	5 gp	1d6	1d8	×4	50 ft.	1 lb.	Bludgeoning

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 The weapon deals nonlethal damage rather than lethal damage.
4 Double weapon.

ARROW, BLUNT

These projectiles have blunt tips wrapped in leather instead of pointed arrowheads.
They have a shorter range increment than normal arrows and deal nonlethal damage.

ARROW, DRAGONSBREATH

A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab of alchemist's fire.
Slots in the head force air into the chamber when the arrow is fired, igniting the alchemist's fire and the shaft as well.
The slots in the head emit a low screech as the arrow flies through the air.
A dragonsbreath arrow deals an extra 1 point of fire damage when it hits a target, and that target must make a DC 15 Reflex save or catch on fire.
A dragonsbreath arrow can't be reused on a miss.

ARROW, SERPENTSTONGUE

Arrows aren't very useful for attacking objects, so the elves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside the prongs.
A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow.
A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

ARROW, SWIFTWING

These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots.
A swiftwing arrow incurs only half the usual penalty for attacking at range (–1 per range increment rather than the usual –2).

BLADE, CLOSE FIGHTING

Elves love swordplay, but even elves recognize that a sword isn't always an ideal weapon.
They developed the close fighting blade for times when they must fight in spaces too constricted for true swordplay.
A close fighting blade is simply a knifelike blade concealed within the hilt or haft of a one-handed or larger melee weapon.
Pressing a catch in the hilt (a free action) releases the spring-loaded blade, which extends and locks into place protruding from the pommel or butt of the larger weapon.
A close fighting blade is the equivalent of a dagger in all respects, except that it is a bit more awkward to use.
It is most useful in situations where the wielder is suddenly rendered incapable of using her normal melee weapon, such as when she is grappling or being swallowed by some hulking monster.
While a close fighting blade is extended, the wielder takes a –2 penalty on attack rolls, both with the close fighting blade and with the weapon that normally conceals it (which becomes more awkward to use).
Retracting a close fighting blade is the equivalent of sheathing a weapon (a move action).
Even with the hidden blade extended, a weapon with a close fighting blade is not a double weapon.
The user can employ either the main weapon or the extended blade, but not both in the same round.
A close fighting blade must be enchanted separately from the weapon in which it is housed.
Elves typically include close fighting blades in longswords or rapiers for their own use.
Elf wizards sometimes carry quarterstaffs that contain close fighting blades.
In some areas, elves fashion battleaxes, heavy maces, or similar one-handed weapons with close fighting blades, though these items are usually sold to other races.
Adding a close fighting blade to an existing weapon, or including one as part of a new weapon, costs 100 gp.

BOW, ELVENCRAFT

One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach.
Does one stand fast and take the consequences (which can prove painful if not deadly), fall back (not always practical), or drop the bow and draw a melee weapon (inconvenient at best).
Elf bowyers have made the choice somewhat less difficult by crafting bows that can stand up to melee combat.
Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.
An elvencraft bow is thicker and heavier than a normal bow.
An elvencraft shortbow functions as a club when wielded as a melee weapon.
An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon.
The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.
A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round.
When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.
Magical enhancements to an elvencraft bow only affect its use as a bow.
Enhancements to the melee capabilities of the weapon must be added separately.
An elvencraft bow costs 300 gp more than a normal bow.

FOOT SPIKE

The raptorans developed this exotic weapon for use in aerial combat.
A foot spike resembles a sharp knife blade strapped to the bottom of a sturdy boot.
The spike is spring-loaded and folds into the boot for walking, and thus has no effect on movement.
When a foot spike is unfolded, the wearer's land speed is reduced to 5 feet, and he can't make a 5-foot step (see page 304 of the *Player's Handbook*).
Extending or retracting a foot spike is a move action, the equivalent of drawing or stowing a weapon.
Foot spikes are primarily intended for use by airborne combatants.
A character who uses a foot spike while on the ground takes a –4 penalty on attack rolls.
A character wearing a pair of foot spikes can attack with both as if wielding two light weapons.
A character can't use a single foot spike as part of a two-weapon attack.
When a character proficient with foot spikes makes a dive attack (see page 68) while wearing a pair of foot spikes, he can attack with both foot spikes at the end of the charge.

FOOTBOW

This exotic weapon resembles a composite long bow but is designed to be used in flight, with the archer holding the bow in her feet and drawing it with one or both hands.
Like a composite longbow (see page 119 of the *Player's Handbook*), all footbows are made with a particular strength rating.
If a character's Strength bonus is less than the strength rating of the footbow, she can't effectively use it, so she takes a –2 penalty on attacks with it.
The default footbow requires a Strength bonus of +0 or higher to use with proficiency.
A footbow can be made with a high strength rating just as a composite longbow can; each point of Strength bonus granted by the bow adds 100 gp to its cost.
The wielder of a footbow can choose to use both hands to draw it back; in this case she may add 1-1/2 her Strength bonus to damage (up to a maximum of 1-1/2 the strength rating of the bow), as long as she is strong enough to use it without penalty.
A footbow can be used on the ground, but the archer must be prone to do so and takes a –4 penalty on the attack roll.
For raptorans, the footbow is a martial weapon rather than an exotic weapon.

LYNXPAW

A lynxpaw is a double weapon, consisting of a length of finely wrought steel chain with a blade similar to a rapier at one end and a spiked weight at the other.
A character can fight with it as if fighting with two weapons, but if he does, he incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*).
The lynxpaw's rapier end is a piercing weapon that deals 1d6 points of damage (18–20/×2).
The lynxpaw's spiked weight end, which resembles a feline paw with the claws extended (hence the name), is a slashing weapon that deals 1d4 points of damage (20/×3).
A character can use either end as the primary weapon; the other end becomes the off-hand weapon.
A creature wielding a lynxpaw in only one hand can't use it as a double weapon and can only use one end of the weapon in any given round.
A proficient character can make trip attacks with a lynxpaw's chain.
If he is tripped during his own trip attempt, he can drop the lynxpaw to avoid being tripped.
When using the lynxpaw's chain, the character gets a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed himself if such an attempt fails).
A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a lynxpaw sized for him, even though it isn't a light weapon.

SKIPROCK

Halfling weaponsmiths developed these polished stones.
Each skiprock is perfectly weighted and shaped for throwing.
If the skiprock hits its target, it ricochets toward another target of the thrower's choice.
The second target must be adjacent to the original target (no more than 5 feet away).
The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus 2 lower than that of the initial attack.
Although they are thrown weapons, skiprocks are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.
Skiprocks can be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency (war sling) feat.

SWORD, ELVEN COURTBLADE

These exotic swords seem impossibly long and thin, tapering to a needlelike point.
One edge of the blade is sharpened along its entire length, and the opposite edge is sharpened only for the final quarter near the tip.
A courtblade has a basket-shaped hilt (usually made to resemble leaves and vines), a long grip, and a heavy pommel.
The weapon is intended for thrusting attacks, but the wielder can slash with it as well.
A character with the Exotic Weapon Proficiency (elven courtblade) feat finds the weapon well suited for quick feints and thrusts.
A character can use an elven courtblade in conjunction with the Weapon Finesse feat, applying her Dexterity bonus (if any) to melee attacks she makes with the weapon, though it remains a two-handed weapon and not a light weapon.
Characters proficient with the elven courtblade may treat it as a greatsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

SWORD, ELVEN LIGHTBLADE

This rapierlike exotic weapon is the size of a short sword but weighs only as much as a dagger.
Dexterous elf fighters and rogues favor it.
Its thin, flexible blade slips easily into the seams of armor or between the ribs of a foe.
Some elf nobles carry a lightblade—often decorated with intricate filigree and tiny gemstones—as a sign of their station, even if they aren't proficient in its use.
Characters proficient with the elven lightblade may treat it as a rapier or a short sword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

SWORD, ELVEN THINBLADE

This rapierlike exotic weapon is the size of a longsword but much lighter.
Like the lightblade, it is favored by dexterous elf fighters and rogues.
A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with an elven thinblade.
Characters proficient with the elven thinblade may treat it as a rapier or a longsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

WAR SLING

This exotic weapon is a heavy sling used with a special sidearm throw to hurl a skiprock (see above) with deadly power.
Without skiprock ammunition, a war sling is treated as a normal sling and deals the appropriate damage when used to throw normal sling bullets or stones.
A user proficient with both the skiprock and the war sling can ricochet a sling-thrown skiprock just like a hand-thrown skiprock; see the skiprock description, above.

SANDSTORM (3.5)

Table 4–1: Wasteland Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Ranged Weapons							
Atlatl	10 gp	1d3	1d4	×3	50 ft.	2 lb.	Piercing
Atlatl spear	1 gp	—	—	—	—	2 lb.	—
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type**
Light Weapons							
Collapsing crescent fan	40 gp	1d4	1d6	19–20/×2	—	2 lb.	Slashing
Eagle's claw	20 gp	1d4	1d6	18–20/×2	—	2 lb.	Slashing and piercing
Fingerblade	45 gp	1d4	1d6	×3	—	2 lb.	Piercing
Manople[5]	35 gp	1d4	1d6	19–20/×2	—	1 lb.	Slashing or piercing
Scorpion claws	160 gp	1d4	1d6	×2	—	6 lb.	Slashing or piercing
One-Handed Weapons							
Great scimitar	200 gp	1d6	1d8	18–20/×2	—	8 lb.	Slashing
Khopesh	16 gp	1d4	1d6	18–20/×2	—	4 lb.	Slashing
Scorpion-tail whip	75 gp	1d33	1d43	×2 (plus poison)	—	3 lb.	Slashing or piercing
Thrombash[4]	15 gp	1d4	1d6	×3	10 ft.	3 lb.	Piercing or slashing
Two-Handed Weapons							
Battlehorn[2]	50 gp	1d6/1d6	1d8/1d8	×3	—	10 lb.	Piercing
Crescent scythe[2]	18 gp	1d6/1d6	1d8/1d8	×3	—	20 lb.	Slashing
Double khopesh[2]	30 gp	1d4/1d4	1d6/1d6	18–20/×2	—	8 lb.	Slashing
Great falchion	100 gp	1d8	1d12	18–20/×2	—	12 lb.	Slashing
Ranged Weapons							
Boomerang	10 gp	1d3[3]	1d4[3]	×2	20 ft.	2 lb.	Bludgeoning
Desert throwing-knife	3 gp	1d4	1d6	19–20/×2	15 ft.	1 lb.	Piercing
Kylie	15 gp	1d4	1d6	×2	20 ft.	5 lb.	Bludgeoning

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Double weapon.
3 The weapon deals nonlethal damage rather than lethal damage.
4 This weapon can be used in melee as a martial weapon but is an exotic weapon when thrown.
5 This weapon can also be used as a shield. See Armor, below, for details.

ATLATL

An atlatl is a cross between a thrown weapon and a projectile weapon.
It uses a flat, thin board made of wood or antler, ranging from 1 to 3 feet long.
One end is held in the hand while the butt of a light spear, 2 to 3 feet long, is placed in a groove at the other end.
At the end of the groove is a raised spur or pin to hold the bottom of the spear in place.
You hold the loaded spear and handle end of the atlatl in the same hand.
With a sidearm or overhead throw, you propel the spear with a force far greater than that of a hand-thrown spear.
An atlatl often has a carved stone weight attached to the board's underside, and many feature a thong of hide or cord to attach to the hand.

BATTLEHORN

A battlehorn is a double weapon that consists of two large horns affixed together, facing in opposite directions.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*).
A creature wielding a battlehorn in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
If you use a ready action to set a battlehorn against a charge, you deal double damage if you score a hit against a charging character.

BOOMERANG

This weapon is a lightweight throwing stick, flat and curved, that returns to you if it misses its target.
It does not deal much damage, but it has good range, and being able to retrieve it is useful.
Boomerangs are used mainly for hunting birds and other small creatures.

COLLAPSING CRESCENT FAN

Only a few desert societies have the wherewithal to forge the exotic weapon known as the collapsing crescent fan.
Of those, the bhukas are most commonly associated with the weapon, and so another name for this weapon is the "bhuka blade".
When not in use, a crescent blade folds into a compact shape not too much larger than a wand.
However, with a mere flick of the wrist, the many segments of a crescent blade slide into view and lock into place.
The vanes of the fan are thin, razor-sharp steel sheets.

When you attack a flat-footed foe with it, you gain a +4 bonus on the attack roll.

CRESCENT SCYTHE

Consisting of a staff with a half-disc blade on either end, the crescent scythe is a variation of the standard glaive.
The edge of the blade is perpendicular to the shaft, allowing you to whirl the weapon in deadly circles.
When used in conjunction with the Whirlwind Attack feat, a crescent scythe deals an extra 1 point of damage.

DESERT THROWING-KNIFE

A desert throwing-knife is unwieldy for melee combat.
Even if you are proficient with this weapon, you take a –2 penalty on attack rolls and damage rolls when using it in melee.

EAGLE'S CLAW

The asheratis invented the first eagle's claw.
This light, exotic melee weapon has a quarter-circle blade that is equally sharp on both the inner and outer edges.
The blade is about 6 inches long and looks very much like an eagle's claw enlarged and forged in steel.
The handle of an eagle's claw is slightly curved with a hole at the end to facilitate the use of a finger (middle or index) in wielding the weapon, allowing you to instantly swing the blade between differing grips.
You get a +1 bonus on Sleight of Hand checks made to conceal an eagle's claw on your body (see the Sleight of Hand skill, page 81 of the *Player's Handbook*).

FINGERBLADE

In its most basic definition, a fingerblade is a double-edged short sword.
However, this weapon is customized to your hand.
The hilt is something like a hand crossbow grip.
It fits snugly in the palm of your hand such that your attack motion with the weapon is akin to a punch.
Held correctly, a fingerblade becomes an extension of your forefinger, allowing maximized control.
When an attack is properly executed, the hilt pushes into the palm so that no slippage occurs and maximum force is transferred into the thrust.
If you are proficient with a fingerblade, you deal an extra 1d6 points of damage to a foe who is flat-footed on the first round of combat.
Creatures with immunity to extra damage from critical hits and sneak attacks are not subject to this extra damage.

GREAT FALCHION

This heavy executioner's sword has the same basic profile as a falchion, albeit with a much greater blade surface.
Because it is an executioner's weapon, it is often crafted as a masterwork weapon, marked with a royal seal, and created with one or more gems in the hilt.

GREAT SCIMITAR

A great scimitar is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat).
You can use a great scimitar two-handed as a martial weapon.
Great scimitars are most often the personal weapons of heroes, crafted as masterwork weapons and inscribed with the hero's deeds and the weapon's name on the blade.
Such names commemorate a great event in the hero's life, such as "The Blade of the Hundred-Day Sandstorm".

KHOPESH

You can use the hooked blade of a khopesh to make trip attacks.
If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped.

KHOPESH, DOUBLE

A double khopesh is a double weapon.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.
A creature wielding a double khopesh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.
A double khopesh can be used to make trip attacks like a normal khopesh.

KYLIE

This weapon is a heavy, curved throwing stick, 3 to 4 feet long, used for hunting and as a weapon of war.
The shape of the weapon allows it to travel great distances in flat arcs.

MANOPLE

Resembling a sai with blades, a manople is actually a gauntlet worn over your hand.
Since it is worn this way, however, you cannot carry anything else in that hand, nor can you use it to cast spells or use skills.
A manople gives you a +1 shield bonus to AC.
Unlike with a spiked shield, you retain this bonus to AC even on a round in which you make an attack with the manople.
If you lack the appropriate Exotic Weapon Proficiency feat, you do not retain the shield bonus to AC, as you would with a spiked shield.
A manople has no armor check penalty and a 5% arcane spell failure chance.
Like a spiked shield, a manople can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.
An opponent cannot use a disarm action to disarm you of this weapon.
The cost and weight given are for a single manople.

SCORPION CLAWS

Designed as grappling weapons, scorpion claws are worn over the forearm.
These metal weapons resemble scorpion pincers, and they open and close by means of an internal mechanical handle.
Scorpion claws grant you a +4 bonus on grapple checks and can be used to deal slashing damage with a successful grapple check.
The open claws can be used as a slashing weapon in melee combat, while the closed pincers can be used as a piercing weapon.
The claws can be opened or closed as a free action.
Since the claws strap onto the arm, you get a +4 bonus on opposed checks to avoid being disarmed.
Scorpion claws come in pairs; the cost and weight given is for two.

SCORPION–TAIL WHIP

A scorpion-tail whip is made from the dried tail of a Large monstrous scorpion, with the stinger intact.
Used by some of the crueler desert tribes, the whip deals nonlethal damage except on a critical hit.
On a critical hit, the whip deals lethal damage and injects a small amount of Large monstrous scorpion venom (injury, Fortitude DC 18, initial and secondary damage 1d6 Str), which is stored in a small bladder in the stinger.
The bladder can hold only one dose at a time, and adding a dose of venom takes 1 minute.
The whip can hold any other contact or injury poison (see page 297 of the *Dungeon Master's Guide* for details on other poisons).

THROMBASH

This fearsome weapon features two wicked, hooked blades facing in opposite directions at the end, and a third blade jutting at an angle near the hilt.
A thrombash is an exotic ranged weapon; it can be up to 30 inches long and is awkward to throw without special training.
A character can use a thrombash in melee as a martial weapon.

SAVAGE SPECIES (3.0)

Table 5–2: Damage for Smaller Weapons

Original Damage	First Decrease	Second Decrease	Third Decrease	Fourth Decrease	Fifth Decrease	Sixth Decrease
1d2	1	—	—	—	—	—
1d3	1d2	1	—	—	—	—
1d4	1d3	1d2	1	—	—	—
1d6	1d4	1d3	1d2	1	—	—
2d4	1d6	1d4	1d3	1d2	1	—
1d8	1d6	1d4	1d3	1d2	1	—
1d10	1d8	1d6	1d4	1d3	1d2	1
1d12	1d10	1d8	1d6	1d4	1d3	1d2

Table 5–3: Damage for Larger and Smaller Crossbows

	Weapon Size								
Crossbow Type	Fine	Diminutive	Tiny	Small	Medium-Size	Large	Huge	Gargantuan	Colossal
Light	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
Heavy	1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8

Table 5–4: Weapons

Exotic Weapons—Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Medium-size						
Chain, barbed	18 gp	2d6	×2	—	6 lb.	Bludgeoning and piercing
Tail blade	17 gp	1d8	19–20/×2	—	6 lb.	Slashing
Tail club	10 gp	1d8	×2	—	10 lb.	Bludgeoning and piercing
Large						
Chain lash [1]	5 gp	1d6/1d6	×2	—	5 lb.	Bludgeoning
Gythka	60 gp	1d8/1d8	×2	—	25 lb	Slashing
Longspear, salamander [2]	10 gp	2d6	×2	—	18 lb.	Piercing
Pincer staff [1]	8 gp	1d4	×2	—	8 lb.	Bludgeoning
Scissors sword [1]	100 gp	2d8	19–20/×2	—	25 lb.	Slashing
Sharktooth staff [1]	20 gp	2d6	×3	—	10 lb.	Slashing
Snake chain [1]	5 gp	1d6/1d6	×2	—	5 lb.	Bludgeoning
Huge						
Notbora [1]	20	2d6/2d6	×2 or 19–20/×2	—	2 lb.	Bludgeoning and slashing

Exotic Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small						
Chuul lasher	1 gp	1d2 [3]	×2	15 ft. [4]	2 lb.	Slashing
Medium-size						
Chatkcha	1 gp	1d6	×2	20 ft.	3 lb.	Piercing
Howler javelin [1]	2 gp	1d6 [1]	×2	30 ft.	2 lb.	Piercing
Halfspear, salamander [2]	2 gp	1d8	×3	10 ft.	6 lb.	Piercing
Large						
Shortspear, salamander [2]	4 gp	2d6	×2	10 ft.	10 lb.	Piercing

[1] See weapon description for additional rules.
[2] See the halfspear or shortspear description in the *Player's Handbook* for additional rules.
[3] This weapon does subdual damage only.
[4] See the whip description in the *Player's Handbook* for additional rules.

CHAIN LASH

This is a simple chain with weighted ends.
It can be whirled quickly, striking with hard blows because of the weights.
One end can also be swung out to entangle an opponent.
Kytons often wield these weapons in place of their chain rakes and apply their dancing chains ability to them.
The chain lash can be used either as a double weapon or as a reach weapon.
You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.
In this case, you can only strike at an adjacent opponent.
If you use the chain lash as a reach weapon, you can strike opponents 10 feet away with it.
In addition, unlike other weapons with reach, you can use it against an adjacent foe.
In this case, you can only use one end of the chain effectively; you cannot use it as a double weapon.
Because the chain lash can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the chain lash to avoid being tripped.
When using a chain lash, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a chain lash.

CHAIN, BARBED

This weapon is a length of four to six short, barbed iron bars connected by links of chain.
Kytons often wield these weapons in place of their chain rakes and apply their dancing chains ability to them.

CHATKCHA

A chatkcha is a heavy crystalline throwing wedge favored by thri-kreen (see *Monster Manual* II).

CHUUL LASHER

Some chuul manufacture these lashes to extend the reach of their own paralyzing tentacles.
Using a lasher, a chuul can substitute a whip attack for one of its claw attacks.
A successful strike with the whip attack does normal whip damage (1d2 points of subdual damage), and forces a Fortitude save against the chuul's paralysis ability.

GYTHKA

A gythka is a double-weapon favored by thri-kreen (see *Monster Manual* II).
It is a pole arm with a blade at each end.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (see Attacking with Two Weapons in Chapter 8 of the *Player's Handbook*).

A creature using a double weapon in one hand, such as an ogre using an orc double axe, cannot use it as a double weapon.
Thri-kreen (and other creatures with four or more arms) who learn the Multiweapon Fighting feat can wield two gythkas at once as double weapons because of their four arms.

HOWLER JAVELIN

Made from the quill of a howler, this weapon performs as a normal javelin with an additional function.
An opponent hit by a howler javelin must make a Reflex save (DC 16) or have the javelin break off after lodging in his or her flesh.
A lodged javelin imposes a –1 circumstance penalty on attacks, saves, and checks.
Removing the javelin deals 1d6 additional points of damage.
Howler javelins that hit a target cannot be recovered.
Howler javelins that miss their target have a 50% chance of breaking on impact, rendering them useless.
Since a howler javelin is not crafted for melee, all characters are treated as not proficient with it and thus take a –4 penalty on their melee attack rolls.

NOTBORA

This Huge exotic double weapon is made by desmodu (see *Monster Manual* II) and looks like a big quarterstaff with a crook at one end.
A notbora has a hinge in the middle so that it can be folded for storage.
The wielder can unfold the weapon and lock the hinge by pressing a hidden catch (a free action when drawing the notbora).
The notbora's straight end is actually a sheath that can be removed as a move-equivalent action to reveal a blade.
The hooked end can be used to make trip attacks.
A wielder who is tripped during his or her own trip attempt can drop the notbora to avoid being tripped.
Each end of the notbora deals 2d6 points of damage.
The hooked end is a blunt weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 20.
With the sheath in place, the straight end functions the same way.
With the sheath removed, the straight end is a slashing weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 19 or 20.

PINCER STAFF

The pincer staff is a kuo-toa pole arm designed to capture opponents with a minimum of harm.
A wielder who hits a Small or Medium-size opponent with a pincer staff can immediately initiate a grapple (as a free action) without provoking an attack of opportunity (see Grapple in Chapter 8 of the *Player's Handbook*).
In addition to the normal options available to a grappler, the wielder of a pincer staff can attempt to force his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).
The pincer staff is a reach weapon and cannot be used against adjacent opponents.

SALAMANDER SPEARS

These all-metal versions of other spears are somewhat heavier and do more damage for their size than ordinary versions.
They also conduct both heat and electricity, unlike the wood-hafted normal versions.

SCISSORS SWORD

Designed for use by six-armed mariliths, this sword uses a complex, hinged arrangement of three blades and three hilts.
A scissors sword requires six arms to use effectively.
On a successful critical hit, a proficient wielder may choose to grapple the opponent with two of the blades (+2 to wielder's grapple check).
If the grapple check is successful, the opponent is considered grappled and the wielder may automatically deal 1d8 points of damage against that grappled opponent in each round from the third blade.
The wielder cannot attack other targets while using the grappling function.

SHARKTOOTH STAFF

This weapon is a pole arm designed to tear at the flesh of targets.
A wielder who hits a Small or Medium-size opponent with a sharktooth staff does normal damage and can immediately initiate a grapple as a free action without provoking an attack of opportunity (see Grapple in Chapter 8 of the *Player's Handbook*).
The wielder of a sharktooth staff may choose to deal normal damage for the weapon on subsequent rounds without making further attack rolls against the grappled victim.

SNAKE CHAIN

This chain is woven through a medusa's snakes, allowing her to make melee attacks with a reach weapon in addition to using her gaze attack or shortbow.
A snake chain is a reach weapon.
A medusa can strike opponents 10 feet away with the chain. In addition, unlike most other weapons with reach, she can use it against an adjacent foe.
Because the chain can wrap around an enemy's leg or other limb, the medusa can make trip attacks with it.
If the medusa is tripped during her trip attempt, she cannot drop the chain to avoid being tripped.
When using a snake chain, a medusa gets a +2 bonus on her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if she fails to disarm her opponent).
A snake chain does not transmit the poison of the medusa's snakes.
She may choose to attack with the snakes instead of with the snake chain; if so, normal rules and reach for the snakes apply.

TAIL BLADE

This weapon consists of a blade and the sheath and harness necessary to attach it to a creature's tail.
The version presented here is for Medium-size creatures, such as lizardfolk.
When using a tail blade, the creature may make a melee attack with it at its full attack bonus and no other attacks, or it can make a tail blade attack in addition to its other melee attacks.
See Multiweapon Fighting and Multidexterity in the *Monster Manual* for resulting penalties to attack rolls.

TAIL CLUB

This weapon consists of a club and the sheath and harness necessary to attach it to a creature's tail.
The version presented is for Medium-size creatures, such as lizardfolk.
When using a tail club, the creature may make a melee attack with it at its full attack bonus and no other attacks, or it can make a tail club attack in addition to its other melee attacks.
See Multiweapon Fighting and Multidexterity in the *Monster Manual* for resulting penalties to attack rolls.

SERPENT KINGDOMS (3.5)

Table 10—2: Exotic Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
One-Handed Melee Weapon							
Tail scythe	118 gp	1d6	2d4	×4	—	10 lb.	Piercing or slashing

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
[2] The weapon is either type (player's choice at time of attack).

TAIL SCYTHE

A tail scythe consists of a long, curved blade that is designed to be strapped to a serpentine tail.
In fact, the weapon is usable only by creatures possessing such an appendage, since it does not have a handle that lends itself to a humanoid hand.
The design of the tail scythe focuses tremendous force on the sharp point while still allowing devastating slashes with the blade edge.
Because of a tail scythe's shape, you can also use it to make trip attacks.
However, if you are tripped during your own trip attempt, you cannot drop the tail scythe to avoid being tripped.
Donning or removing a tail scythe takes 1 round with the benefit of hands or assistance, or 3 rounds without.

SONG AND SILENCE (3.0)

Table 3–1: Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Hardness	Hit Points
Simple Weapons—Ranged								
Medium-size								
Crossbow, grapple-firing	70 gp	1d3	—	120 ft.	12 lb.	Piercing	10	10
Bolts, grapple (10)	200 gp	—	—	—	8 lb.	—	10	
Martial Weapons—Melee								
Small								
Bayonet	5 gp	1d4	19-20	—	2 lb.	Piercing	10	1
Exotic Weapons—Melee								
Small								
Garrote, cord	1 sp	1d6*	19-20	—	1/10 lb.	Bludgeoning	0	1
Garrote, locking	100 gp	1d8*	19-20	—	3 lb.	Slashing	7	2
Garrote, wire	10 gp	1d8*	18-20	—	1 lb.	Slashing	7	4
Sleeve, weighted**	5 sp	1d4	—	—	2 1/2 lb.	Bludgeoning	5	3
Medium-size								
Sleeve, weighted**	5 sp	1d6	—	—	2 1/2 lb.	Bludgeoning	5	30
Exotic Weapons—Ranged								
Small								
Crossbow, covered hand	125 gp	1d4	19-20	30 ft.	4 lb.	Piercing	10	5

*Damage is per round of successful grappling.

** All data is per sleeve. Cost is for weights only; add the price of the clothing type desired to determine final cost.

BAYONET

Sometimes a bard finds himself in a situation that requires self-defense at a few seconds' notice.
That's when an instrument-mounted bayonet comes in handy.
A bayonet (a long, thin dagger) affixed to the neck of a lute or other instrument can be used to fend off an attacker, or even to inflict respectable damage if set to receive a charge.
However, some risk of damage to the instrument exists from the sudden impact (see the Attack an Object section in Chapter 8 of the *Player's Handbook*).

CROSSBOW, COVERED HAND

Rogues often find themselves hanging from ropes, clinging to walls, and in other positions that make normal missile fire impossible.
However, a covered hand crossbow, in which a thin sheet of wood holds the bolt in its firing groove, can be fired from any position without the bolt slipping out.
This device is very similar to the cut-down repeating crossbow in appearance, except that it lacks a clip.
The covered hand crossbow loads from the rear and holds only one bolt at a time.

CROSSBOW, GRAPPLE–FIRING

This device helps adventures scale unclimbable walls, bridge chasms, escape down sheer cliffs, and the like.
A grapple-firing crossbow is a heavy crossbow modified to fire a special, grapple-headed metal bolt attached to 100 feet of thin, light rope.
A successful shot at an appropriate target (see the Attack an Object section in Chapter 8 of the *Player's Handbook*) indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it with a successful Climb check (DC 15).
Failure brings one of three results: that the grapple simply failed to snag anything, that it has lodged but is not secure enough to support a character's weight, or that there's simply nothing up there for it to catch.
In the first case, the user can simply recoil the rope and try again.
In the second case, a successful Use Rope check (DC 15) made before anyone tries to climb reveals the instability.
The user cannot free that grapple but may try to fire another.
(Should anyone try to limb the unstable rope, the grapple gives way after the climber has progressed 1d10 feet.
Determine damage normally for the resulting fall).
In the third case, retries automatically fail.
A character can easily anchor a grapple-bolt by hand in a niche or use pitons to secure it on smooth stone.
This provides the same aid for descent without the need to fire the weapon.

GARROTE, CORD

This type of garrote is a simple cord used to strangle an opponent.
Using this weapon requires a special garrote attack (see Chapter 5).
An experienced strangler can also use scarves, sashes, vines, and the like as impromptu cord garrotes.

GARROTE, LOCKING

This nasty variant of the wire garrote comes with a pair of metal grips, each of which contains one portion of a locking mechanism.
Once the garrote has begun to deal damage after a garrote attack, the attacker can link the two ends and twist the grips into their locked position.
This maintains strangling pressure on the victim even after the attacker lets go.
The victim continues to make grapple checks (each one opposed by the last attack roll the attacker made) until freed or unconscious.
The DC for the Disable Device check to free a victim from a locked garrote is 10 if the character attempting the task has Exotic Weapon Proficiency (locking garrote), or 25 otherwise.
If someone other than the victim makes the attempt, a –5 circumstance penalty applies to the check unless the victim is *held*, unconscious, or otherwise kept from moving.
A character attempting to remove a locking garrote from his or her own neck suffers the same penalty on the Disable Device check, this time for working blind.
Naturally, it's impossible for any character to take 10 or take 20 on this check unless the victim trapped in the device is already dead.
Smashing the locking garrote leaves it frozen in the locked position.

GARROTE, WIRE

This weapon is nothing but a thin wire set into a pair of wooden grips.
Like the cord version, it is used to strangle an opponent.
The grips protect the attacker's hands from the wire.
A character using a wire garrote without grips or some other form of hand protection takes 1d3 points of damage per round from the wire.
Using this weapon requires a special garrote attack (see Chapter 5).

SLEEVE, WEIGHTED

Subtle weapons often used for self-defense, weighted sleeves are usually found only in lands where long, loose sleeves are fashionable.
A weighted sleeve consists of one or more metal weights sewn into a sleeve hem.
Tailors who incorporate these weapons into finely made garments take care to spread out the weight so that the clothing hangs normally.
In simpler peasant versions, a small pocket just inside the cuff of each sleeve holds a single metal ball weighing about 1 pound.
Typically, both of a garment's sleeves are weighted.
To use this weapon, the wearer first swings the sleeve around to build momentum, much as if it were a sling.
Instead of releasing a missile, however, the user simply clubs the target with the weight.
Building up sufficient momentum is a move-equivalent action, so only one blow with each sleeve is normally possible in a round.
Attacking with both sleeves simultaneously incurs the standard penalties for fighting with two weapons.
The wielder might also alternate between the left and right sleeves, striking with one and building up speed with the other during one round, then striking with the second sleeve and building momentum with the first on the following round.
This tactic incurs the standard penalty for using a weapon in the offhand each round.
Wearing a garment with weighted sleeves as part of a disguise is a favorite trick of assassins.
Once the assassin has carried out his mission, he can simply discard the weights in the nearest convenient dustbin or pond and continue posing as an unarmed servant or guest in the house, even if a search is conducted.

STORMWRACK (3.5)

Table 5–5: Aquatic Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Weapons							
Cutlass	15 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Ranged Weapons							
Longbow, aquatic	400 gp	1d6	1d8	×3	60 ft. (10 ft.)	3 lb.	Piercing

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
One-Handed Weapons							
Stingray whip	15 gp	1d4	1d6	×3	10 ft.	3 lb.	Piercing or slashing
Ranged Weapons							
Crossbow, aquatic	250 gp	1d6	1d8	19–20/×2	40 ft. (40 ft.)	4 lb.	Piercing
Harpoon	15 gp	1d8	1d10	×2	30 ft.	10 lb.	Piercing
Skipping blade (3)	1 gp	1d2	1d3	×3	10 ft. [3]	1/2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 Range is increased 50% when thrown across water.

BALLISTA

As described on page 99 of the *Dungeon Master's Guide*, the ballista is a Huge heavy crossbow fixed in place.
The ballista is a direct-fire weapon; due to its size a Medium creature takes a –4 penalty on attack rolls when firing a ballista, and a Small creature takes a –6 penalty.
The ballista takes up a space 5 feet across and weighs 400 pounds.
A ballista deals half damage to an enemy vessel.
Reload: Full-round action and DC 10 Strength check to wind to half-cock; Full-round action and DC 10 Strength check to wind from half- to full-cock; full-round action to load bolt.
Normal rate of fire is one shot per 4 rounds.

BOMBARD, GREAT

The heavy bombard is sometimes referred to as a basilisk.
It fires a heavy stone ball with a modest charge of powder.
It is a direct-fire weapon; due to its size a Medium creature takes a –4 penalty on attack rolls when firing a bombard, and a Small creature takes a –6 penalty.
The great bombard takes up a space 10 feet across and weighs 2,000 pounds.
Reload: Full-round action and DC 10 Profession (siege engineer) check to swab out bore; two full-round actions and DC 15 Profession (siege engineer) check to load powder and wad; two full-round actions and DC 10 Strength check to load stone shot; two full-round actions and DC 10 Strength check to tamp the shot; two full-round actions to aim the bombard.
Normal rate of fire is one shot per ten rounds.

GUNPOWDER?

Bombards might not be available in all D&D worlds. A bombard is an early cannon, requiring gunpowder or something similar to work. Whether or not gunpowder and firearms are available in your campaign is up to the Dungeon Master.

Unavailable: Nothing like gunpowder works in the campaign, so bombards (and other firearms) do not exist.

Smokepowder: Gunpowder is not available, but an expensive alchemical substitute known as *smokepowder* is. Bombards and other firearms exist, but the price of smokepowder is prohibitive, so they are not widely used or available. Smokepowder can be created by anyone with 9 ranks in Craft (alchemy). One pound of powder costs 25 gp; it takes 1 oz. to fire a pistol or musket, 4 pounds to fire a light bombard, or 20 pounds to fire a heavy bombard.

Gunpowder: Gunpowder is commonplace and inexpensive. Bombards and other firearms are fairly common, and the cost of gunpowder is not a significant factor in arming a ship with bombards.

CATAPULT

This is the light catapult described in the *Dungeon Master's Guide*.
A catapult is an indirect-fire weapon that uses a tensioning device to throw a heavy stone hundreds of feet.
Because the catapult throws its stone in a high arc, it cannot strike a target within 100 feet—the range is simply too close.
The catapult takes up a space 10 feet across and weighs 2,000 pounds.
Reload: Full-round action and DC 10 Strength check to wind to half-cock; full-round action and DC 10 Strength check to wind from half- to full-cock; full-round action and DC 15 Profession (siege engineer) check to load stone; two full-round actions to aim the catapult.
Normal rate of fire one shot per six rounds.

CROSSBOW, AQUATIC

This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension.
The aquatic crossbow is not subject to the normal –2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water.
Aquatic crossbows are favored by aventi, merfolk, and tritons.

BOMBARD, LIGHT

The light bombard—also known as the perier or stone gun—is a relatively short and light piece designed to fire round stone shot with small charges of powder.
Like the ballista, the bombard is a direct-fire weapon; due to its size a Medium creature takes a –4 penalty on attack rolls when firing a bombard, and a Small creature takes a –6 penalty.
The light bombard takes up a space 5 feet across and weighs 500 pounds.
Reload: Full-round action and DC 10 Profession (siege engineer) check to swab out bore; full-round action and DC 15 Profession (siege engineer) check to load powder and wad; full-round action and DC 10 Strength check to load stone shot; full-round action and DC 10 Strength check to tamp the shot; full-round action to aim the bombard.
Normal rate of fire is one shot per six rounds.

CUTLASS

A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge.
It is easy to wield in close quarters and can deal vicious gashes to an opponent.
Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

FIREBOMB

The firebomb is a special type of ammunition suitable for catapult or bombard shot.
It is a small cask filled with alchemist's fire, designed to set the target ship afire.
A firebomb is about a foot in diameter and weighs 40 pounds.

When the firebomb hits its target, it bursts open and deals 3d6 points of fire damage in a 10-foot radius, DC 15 Reflex save for half.
On the round following, all targets within the radius take 1d6 points of fire damage; DC 15 Reflex save negates.
A ship (or similar wooden structure) struck by a firebomb might catch on fire; see Fires, page 31.
Creatures who fail their Reflex saves against a firebomb catch fire; see Catching on Fire on page 303 of the *Dungeon Master's Guide*.

FIRESPOUT

The firespout is a device that spews a great gout of alchemist's fire on a nearby enemy ship.
It consists of a long copper tube mounted in the bow, with a large bellows and a reservoir for its highly flammable fuel.
When you fire the firespout, you create a 60-foot-long line of alchemist's fire directly in front of your ship.
To use a firespout, you must bring your ship within 60 feet of the enemy (and choose a closing strategy or maneuver, if you are using the narrative combat system described in Chapter 1).
Instead of an attack roll, the commander or captain of your ship makes a DC 5 Profession (sailor) check, modified by your ship's shiphandling modifier.
If you succeed, you strike the enemy ship with your alchemist's fire; on a failure, you miss.
The alchemist's fire deals 6d6 points of fire damage in a 60-foot line; DC 15 Reflex save for half.
On the round following, all targets within the radius take 3d6 points of fire damage; DC 15 Reflex save negates.
A ship (or similar wooden structure) struck by a firespout might catch on fire; see Fires, page 31.
Creatures who fail their Reflex saves against a firespout catch fire; see Catching on Fire on page 303 of the *Dungeon Master's Guide*.
A firespout takes up a space 10 feet across and weighs 1,500 pounds.
It takes 25 flasks of alchemist's fire (25 pounds, or 500 gp) to fill the firespout.
Reloading: Five full-round actions and DC 10 Profession (siege engineer) check to clear the bellows and fill the reservoir; two full-round actions and DC 15 Profession (siege engineer) check to ready the weapon to fire.
Normal rate of fire is one shot per eight rounds.

HARPOON

The harpoon is a broad-bladed spear forged with barbs.
The shaft of the harpoon has a trailing rope attached, to control harpooned opponents.
Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.
If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt).
A harpooned creature moves at only half speed and cannot charge or run.
If you control the trailing rope by succeeding on an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long).
If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.
The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt.
A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

LONGBOW, AQUATIC

Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment.
Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water.
If you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater.
Aquatic longbows are favored by aquatic elves.

SKIPPING BLADE

This is a double-bladed throwing weapon, about the size of a shuriken but heavier.
A skipping blade can't be used as a melee weapon.
The blade is carefully shaped to allow skipping across water or another liquid surface.
The weapon's range increment is increased to 15 feet if there is an intervening body of water between the attacker and the opponent.
Although they are thrown weapons, skipping blades are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

STINGRAY WHIP

The barbed tail of a stingray can be converted into a flexible weapon, something akin to a riding crop.
A stingray whip deals no damage to any creature with a +2 or higher armor bonus or a natural armor bonus +4 or higher.
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a stingray whip sized for you, even though it isn't a light weapon for you.
The stingray tail no longer contains poison glands, but a residue of its venom remains.
A creature that takes damage from the stingray whip must make a DC 12 Fortitude save or take a –1 penalty on attack rolls, damage rolls, and skill checks from painful welts.
Treat a stingray whip as leather for purposes of sunder attempts.

STRONGHOLD BUILDER'S GUIDEBOOK (3.0)

Table 2–20: Siege Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Crew
Ballista	500 gp	3d6	×3	120 ft.	800 lb.	1
Ballista bolt	1 gp	—	—	—	9 lb.	—
Catapult, heavy	800 gp	5d6	—	200 ft. (100 ft. minimum)	2,400 lb.	5
Catapult stone, heavy	1 gp	—	—	—	50 lb.	—
Catapult, light	550 gp	3d6	—	150 ft. (100 ft. minimum)	1,200 lb.	2
Catapult stone, light	1 gp	—	—	—	25 lb.	—
Trebuchet	1,200 gp	6d6	—	250 ft. (125 ft. minimum)	3,600 lb.	5
Trebuchet stone	1 gp	—	—	—	60 lb.	—

TREBUCHET

The trebuchet is a massive sling that hurls large stones even farther than a heavy catapult can.
It uses the same targeting rules as a catapult (see the Siege Engines section in Chapter 5 of the DUNGEON MASTER's *Guide*).
It can fire once every 12 rounds.
It can't be used effectively unless the complete crew is present.
As with catapults, initial set up and aiming time for a trebuchet is 10 minutes.
Masterwork siege weapons cost an additional 1,000 gp. These can receive all the magical enhancements that standard ranged weapons can.

For example, a +1 *ballista* costs 3,500 gp, and a +2 *flaming heavy catapult* costs 19,800 gp.
Note that the enhancement bonus of a siege weapon or ammunition adds either to the attack roll (for a ballista) or to the Profession (siege engineer) skill check (for catapults and trebuchets), as appropriate.
The weapon list assumes standard ammunition (catapult stones or ballista bolts).
Masterwork catapult and trebuchet stones and masterwork ballista bolts cost 10 gp each, and they can receive magical enhancements at the same price as arrows or other ammunition (in batches of 50).
In addition, various forms of special siege weapon ammunition exist, as described below.

SWORD AND FIST (3.0)

Table 5–1: Exotic Weapons
Exotic Weapons–Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Unarmed Attacks						
Ward Cestus	10 gp	*	*	—	4 lb.	—
Tiny						
Stump knife	8 gp	1d4	19-20/x2	—	2 lb.	Piercing
Triple dagger	10 gp	1d4	19-20/x2	—	1 lb.	Piercing
Small						
Battlepick, gnome	10 gp	1d6	x4	—	5 lb.	Piercing
Bladed gauntlet	30 gp	1d6	19-20/x2	—	4 lb.	Slashing
War fan	30 gp	1d6	x3	—	3 lb.	Slashing
Medium-size						
Chain-and-dagger	4 gp	1d4	19-20/x2	—	4 lb.	Piercing
Mercurial longsword	400 gp	1d8	x4	—	6 lb.	Slashing
Large						
Duom	20 gp	1d8	x3	—	8 lb.	Piercing
Gyrspike	90 gp	1d8/1d8	19-20/x2	—	20 lb.	Slashing and bludgeoning
Manti	15 gp	1d8	x3	—	9 lb.	Piercing
Mercurial greatsword	600 gp	2d6	x4	—	17 lb.	Slashing
Three-section staff	4 gp	1d8	x3	—	8 lb.	Bludgeoning
Huge						
Fullblade	100 gp	2d8	19-20/x2	—	23 lb.	Slashing

Exotic Weapon – Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny						
Fukimi-Bari (mouth darts)	1 gp	1	x2	10 ft.	1/10 lb.	Piercing
Skiprock, halfling	3 gp	1d3	x2	10 ft.	1/4 lb.	Bludgeoning
Small						
Bolas, 2-ball	5 gp	1d4*	x2	10 ft.	2 lb.	Bludgeoning
Medium-size						
Spinning javelin	2 gp	1d8	19-20/x2	50 ft.	2 lb.	Piercing
Spring-loaded gauntlet	200 gp	1d4	x2	20 ft.	4 lb.	Piercing
Large						
Crossbow, great	100 gp	1d12	19-20/x2	150 ft.	15 lb.	Piercing
Harpoon	15 gp	1d10	x2	30 ft.	10 lb.	Piercing
Shotpun, orc	10 gp	2d6	19-20/x3	10 ft.	15 lb.	Bludgeoning
Special						
Whip, Mighty*						
+1 Str bonus	200 gp	1d2+	x2	15 ft.*	3 lb.	Slashing
+2 Str bonus	300 gp	1d2+	x2	15 ft.*	4 lb.	Slashing
+3 Str bonus	400 gp	1d2+	x2	15 ft.*	5 lb.	Slashing
+4 Str bonus	500 gp	1d2+	x2	15 ft.*	6 lb.	Slashing
Whip dagger*	25 gp	1d6	19-20/x2	15 ft.*	3 lb.	Slashing
Whip dagger, Mighty*						
+1 Str bonus	225 gp	1d6	19-20/x2	15 ft.*	4 lb.	Slashing
+2 Str bonus	325 gp	1d6	19-20/x2	15 ft.*	5 lb.	Slashing
+3 Str bonus	425 gp	1d6	19-20/x2	15 ft.*	6 lb.	Slashing
+4 Str bonus	525 gp	1d6	19-20/x2	15 ft.*	7 lb.	Slashing
Ammunition (not Exotic Weapon)						
Alchemist's arrow (1)	75 gp	—	—	—	1/5 lb.	—
Tumbling bolt (1)	50 gp	—	—	—	1/5 lb.	—

*See weapon entry for special rules
+Deals subdual damage

Table 5–2: Weapon Equivalents

Variant Weapon	Replace with
Katana	Masterwork Bastard sword
Claymore	Greatsword
Wakizashi	Masterwork short sword
Gladius, scramasax (sax), ninja-to	Short sword
Flamberge	Greatsword
Broadsword	Longsword
Bow, Daikyu	Longbow
Bow, Hankyu	Shortbow
Nagimaki	Ranseur
Yari	Javelin
Bokken	Greatclub
No stick	Club
Jo stick	Quaterstaff
Saber, cutlass	Scimitar
Sai, tanto, jitte, main-gauche, dirk, bodkin, jambiya, stiletto	Dagger
Sickle	Kama
Cat o' Nine Tails	Whip dagger

ALCHEMIST'S ARROW

Marvels of craftsmanship, each alchemist's arrow carries a deadly load of alchemist's fire in its hollow shaft.
When a target is struck the arrow's shaft shatters, releasing the alchemist's fire directly onto the target.
One round after impact, the alchemist's fire ignites on contact with air, dealing 1d4 points of damage.
The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames.
Rolling on the ground allows the character a +2 bonus.
Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

BATTLEPICK, GNOME

A gnome battlepick is crafted and weighted to be used by creatures of Small size only.
A Small-size character uses a gnome battlepick two- handed as a martial weapon.

BLADED GAUNTLET

Unlike a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack.
The bladed gauntlet possesses two cruelly sharpened blades that extend from the back of the wrist following the line of the forearm.
The cost and weight are for a single gauntlet.

BOLAS, 2–BALL

A set of 2-ball bolas consists of two heavy wooden spheres connected by lengths of cord.
It is a ranged weapon used to trip an opponent.
When you throw a set of bolas, you make a ranged touch attack against your opponent.
If you hit, your opponent is tripped.
if the opponent fails a grapple check versus your original attack roll, the opponent is grappled.
Bolas only grapple Medium-size or smaller targets.
The opponent can extricate itself from the 2-ball bolas with a full-round action.
Your opponent cannot trip you when making a trip attack with the 2-ball bolas.

CHAIN–AND–DAGGER

You get a +2 bonus on your opposed attack when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your opponent).
You can also use this weapon to make trip attacks, gaining a +2 bonus on your trip attempt.
If you are tripped during your own trip attempt, you can opt to drop the chain- and-dagger instead of being tripped.

CROSSBOW, GREAT

A great crossbow requires two hands to use effectively, regardless of the user's size.
You draw a great crossbow back by turning a winch.
Loading a great crossbow is a full-round action that provokes an attack of opportunity.
A Medium-size character cannot shoot or load a great crossbow with one hand at all.
With training, a Large-size creature can shoot, but not load, a great crossbow with one hand at a –4 penalty.
If a Large-size creature attempts to fire a separate great crossbow in each hand simultaneously, the standard penalties for two-weapon fighting apply.

DUOM

The duom is a longspear with a standard spear- head, as well as two blades curved so that they point backward along the shaft.
The weapon has reach, allowing you to strike opponents 10 feet away with it.
Those proficient with the spear can also use it to attack adjacent foes with the reversed heads with a practiced "reverse thrust".
Apply a +2 bonus to the attack roll for the first attack made by the duom against an adjacent opponent.

FUKIMI–BARI (MOUTH DARTS)

These slim, almost needle-like metal darts are concealed in the mouth and then spit at the target.
Their effective range is extremely short, and they do little damage, but they are highly useful when taking an opponent by surprise.
You can fire up to three mouth darts per attack (all at the same target).
Do not apply your Strength modifier to damage with mouth darts.
They are too small to carry the extra force that a strong character usually imparts to a thrown weapon.
The cost and weight are for a single mouth dart.

FULLBLADE

A fullblade is 18 inches longer than a greatsword, and is too large for a Medium-size creature to use at all.
A Large creature could use the fullblade with one hand, but would suffer the standard –4 nonproficiency penalty to its attack rolls, or with two hands as a martial weapon.
A Large creature with the Exotics Weapon proficiency could use the fullblade in one hand with no penalty.
A fullblade is also called an ogre's greatsword.

GYRSPIKE

A gyrspike is a double weapon.
A stout shaft holds a flail on one end and a longsword on the other.
You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties for two-weapon fighting, as if you were using a one-handed weapon and a light weapon.
You get a+2 bonus on your opposed attack roll when attempting to disarm an enemy when you wield a gyrspike (including the opposed attack roll to avoid being disarmed yourself if you fail to disarm your enemy).
You can also use this weapon to make trip attacks, if you are tripped during your own trip attempt, you can drop the gyrspike to avoid being tripped.

HARPOON

The harpoon is a broad-bladed spear forged with cruel barbs.
The shaft of the harpoon has a trailing rope attached to control harpooned opponents.
Though intended to be used in hunting whales and other large sea creatures, the harpoon can be used on dry land.
Even if an Exotic Weapon Proficiency is taken for the Harpoon, creatures of less than Medium size suffer a –2 penalty to their attack rolls due to the weapon's weight.
If you inflict damage on your opponent, the harpoon may lodge in the victim if the victim fails a Reflex saving throw against a DC equal to 10 plus the damage you inflicted.
The harpooned creature moves at only half speed and cannot charge or run.
If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is 30 feet long).

If the harpooned creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or fail, losing the spell.
The harpooned creature can pull the harpoon from its wound if it has two free hands and it takes a full- round action to do so, but in so doing it inflicts damage on itself equal to the initial damage the harpoon caused.
If you hit with a harpoon and do 8 points of damage and the target removes the harpoon, it takes another 8 points of damage.

MANTI

A manti is a shortspear with four additional spear heads that project vertically from the shaft, creating a star pattern of five blade heads instead of just a single forward-pointing blade.
The advantage for someone trained to use the manti is that you make one additional attack of opportunity during the round.

MERCURIAL GREATSWORD

This huge blade hides a secret reservoir of quicksilver (also called mercury by alchemists) that runs along the interior of the blade in a slender channel.
When the blade is vertical, the mercury swiftly fills an interior bulb in the haft, but when swung, the heavy liquid flows out into the blade, making it heavier.
In nonproficient hands, this shifting mass penalizes the wielder by an additional –3 penalty to attack rolls, beyond the normal nonproficiency penalty for using an exotic weapon untrained.

MERCURIAL LONGSWORD

As above, except that in nonproficient hands, the shifting mass and feel of the blade penalizes the wielder by an additional –2 penalty to attack rolls, beyond the normal nonproficiency penalty for using an exotic weapon untrained.

SHOTPUT, ORC

Special training turns a grapefruit-sized sphere of crude iron into a deadly missile.
Even with the Exotic Weapon feat, a wielder must be Medium-size or larger to use the weapon effectively (or suffer an additional –3 penalty to attack roll addition to the standard nonproficiency penalty).

SKIPROCK, HALFLING

These polished, perfectly weighted stones are prized by half lings, for if they throw them just so, they ricochet off one target to strike a second.
If the skiprock hits its target, it ricochets toward another target (of the thrower's choice) adjacent to the original target (within 5 feet).
The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus equal to the first roll –2.
Skiprocks could be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon proficiency specifically for that purpose.

SPINNING JAVELIN

This light, flexible spear intended for ranged attacks resembles a standard javelin, except for the spiral grooves that run down its length.
You can loop a throwing string around the shaft (the other end is tied to your finger).
The string imparts spin to the javelin upon release, improving the weapon's accuracy, range, and penetrating power by permitting a harder cast.
Looping a string around the javelin is a move-equivalent action that provokes an attack of opportunity.
Tying a casting string around your finger is a full-round action that provokes an attack of opportunity, but the same string is reused for multiple javelins.
The javelin can be thrown without spinning it, in which case its damage, range, and critical range is that of a standard javelin.
If used in melee, treat the spinning javelin as a standard javelin.

SPRING–LOADED GAUNTLET

This gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible.
This ridge of metal hides a wondrous spring-loaded mechanism whereby a crossbow bolt can be expelled with great force, akin to a very small crossbow.
You load the gauntlet by inserting a bolt in the hole and pulling back a tiny lever.
Loading the spring-loaded gauntlet is a move-equivalent action that provokes an attack of opportunity.
You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent—this motion fires the gauntlet.
A character who attempts to fire two spring-loaded gauntlets at once suffers the standard penalty for two-weapon fighting.
(The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons.
The Ambidexterity feat lets someone avoid the –4 off-hand penalty).
The cost and weight are for a single gauntlet.

STUMP KNIFE

A stump knife is akin to a punching dagger, except that it can be securely attached to the stump of a missing forelimb.
For someone proficient in its use, the stump knife becomes an extension of his body.
Against foes to whom you have dealt damage during the course of a continuous melee, the stump knife's critical range is doubled (17–20).
Your opponent cannot disarm you of a stump knife.

THREE–SECTION STAFF

Originally a farm implement for threshing grain, this weapon is comprised of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope.
A monk using a three-section staff (for which she must take an Exotic Weapon Proficiency feat due the weapon's Large size) fights with her unarmed bas attack bonus and her more favorable number of attack per round, along with other applicable attack mod tiers.
The three-section staff requires two hands to use A monk/weapon master may choose the three-section staff as her weapon of choice.

TRIPLE DAGGER

This weapon is used in the off-hand as a means to disarm an opponent—you hold it as you would a shield, not another weapon, and so do not suffer penalties for fighting with two weapons.
When using a triple dagger, you get a +3 bonus on you opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).
The triple dagger could also be used as a normal dagger desired, but if used in the off-hand, all normal penalties for fighting with two weapons apply.

TUMBLING BOLT

A tumbling bolt resembles a standard crossbow bolt save for a few tiny holes and vent along the shaft.
In fact, a tiny channel allows air to pas through the bolt when it is fired which causes the bolt to tumble when fired.
Opponents targeted by tumbling bolt can apply only half their Dexterity modifier to their AC (round down) due to the unpredictable tumble of approaching missile.

WAR FAN

This weapon appears to the untrained eye a nothing more than a beautifully crafted lady's fan.
In fact the vanes of the fan are crafted from steel, and the tips are needle-sharp.
When first brought into melee, the wielder may attempt a Bluff check against an opponent's Sense Motive check.
If the wielder wins the contest, he adds +4 bonus to the attack roll for his first round's attack(s).

WARD CESTUS

This is a stout leather gauntlet with well-forged metal weight sewn into it over the knuckles A strike with a ward cestus is considered an unarmed attack.
If you take an All-Out Defense action, you gain an additional +1 deflection bonus to your AC, representing blows you block with the back of your protects hand.
Your opponent cannot disarm you of a ward cestus.
The cost and weight are for a single ward cestus.

WHIP DAGGER

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger.
(You do not need to take a separate feat to use the whip dagger if you already have a feat for the whip).
The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to strike by a proficient user) Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage.
Although you keep it in hand, treat it as a ranged weapon with a maximum range of 15 feet and no range penalties.
Because the whip dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it.
If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.
You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

WHIP OR WHIP DAGGER, MIGHTY

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the mighty whip (or mighty whip dagger).
A mighty whip or mighty whip dagger is made with especially heavy material that allows a strong character to take advantage of an above-average Strength score.
The mighty whip allows you to add your Strength bonus to subdual damage for a whip (and normal damage if the lasher prestige class is chosen), and to standard damage for a mighty whip dagger, up to the maximum bonus listed on the chart above.

UNDERDARK (3.5)

Table 5–1: Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight	Type
Light Melee								
Razored armor	Special	1d4	1d6	1d8	×2	—	n/a	Slashing
Razored shield, light	Special	1d3	1d4	1d6	×2	—	n/a	Slashing
One-Handed Melee								
Razored shield, heavy	Special	1d4	1d6	1d8	×2	—	n/a	Slashing
Ranged								
Dart thruster	40 gp	1d3	1d4	1d6	19–20/×2	40 ft.	1 lb.	Piercing
Darts (10)	5 gp	—	—	—	—	—	5 lb.	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight	Type
Light Melee								
Nekode	5 gp	1d3	1d4	1d6	×2	—	2 lb.	Piercing
Steel fins	10 gp	1d3	1d4	1d6	×2	—	2 lb.	Slashing
One-Handed Melee								
Flutter blade	15 gp	1d3	1d4	1d6	19–20/×3	—	2 lb.	Piercing or slashing
Two-Handed Melee								
Pincer staff	20 gp	1d8	1d10	2d6	×2	—	15 lb.	Bludgeoning

DART THRUSTER

This spring-loaded weapon fires darts with great accuracy and force.
Deep gnomes favor the dart thruster because it is a missile weapon, not a thrown weapon, so the wielder's Strength score does not affect the damage roll.
A dart thruster holds up to three darts at a time, and you can fire multiple darts from it in a full attack action.
Reloading the dart thruster is a move action that provokes attacks of opportunity.

FLUTTER BLADE

This exotic weapon has a serrated blade with a center-mounted hinge and handle.
When folded up, it deals piercing damage; when unfolded, it becomes a slashing weapon.
Folding or unfolding a flutter blade is a move action.

NEKODE

This exotic weapon is a strap or glove fitted with spikes in the palm.
It is favored both as a weapon and as a climbing tool by many inhabitants of the Underdark.
Your opponent cannot use a disarm action to disarm you of a nekode, and an attack with it is considered an armed attack.
A nekode is a special monk weapon, so a monk wielding it has special options (see the monk entry in Chapter 3: Classes in the *Player's Handbook*).
Using a pair of nekodes while climbing gives you a +1 circumstance bonus on Climb checks.
This bonus stacks with the +2 bonus you get from using a climber's kit.

PINCER STAFF

Kuo-toa fighters and whips often employ this two-handed exotic weapon.
It has a 10-foot reach and cannot be used against an adjacent opponent.
If you hit an opponent within one size category of yourself with a pincer staff, you may attempt to start a grapple as a free action without provoking an attack of opportunity. (For instance, a Small wielder may use a pincer staff to grapple a Tiny or a Medium opponent).
If you get a hold, the staff grabs the opponent and deals its normal damage each round the hold is maintained.

RAZORED ARMOR

See armor razors, below.

STEEL FINS

This exotic weapon is made by the kuo-toa and used primarily by monitors.
It resembles a heavy, rubbery glove with sharp steel claws at the tips of the thumb and the middle two fingers.
Your opponent cannot use a disarm action to disarm you of this weapon.
Steel fins are a special monk weapon, so a monk wielding it has special options (see the monk entry in Chapter 3: Classes in the *Player's Handbook*).

PORTALS

CITY OF SPLENDORS WATERDEEP (3.5)

HALASTER'S DRIFTING PORTALS

The mad archmage of Undermountain long ago devised a number of unique properties for the portals he created in his terrible dungeon, including the odd drifting portals.
A drifting *portal* has its origin or terminus tied to a general area, not a specific fixed location.
The creator of the *portal* must specify whether this spell affects the origin of a *portal* or the terminus of a *portal* during the creation of the device.
Such *portals* drift continuously and randomly within the radius specified by the *portal* builder (anything from 10 to 1,000 feet from the focal point) at a rate of 10 feet per round.
To determine the random motion of a drifting *portal*, roll 1d6 three times per minute to determine a *portal*'s movement; 1–2 means up, left, or forward; 3–4 means no change, no change, or no change; 5–6 means down, right, or backward).
A *portal*'s creator can direct its path through active concentration, which requires a standard action.
Once the creator ceases concentration, the *portal* resumes its random drift until concentration is resumed.
A *portal* with the drifting property costs 50% more than it otherwise would.

FORGOTTEN REALMS CAMPAIGN SETTING (3.0)

KEYED PORTALS

Portal builders often restrict access to their creations by setting conditions for their use.
Special conditions for triggering a *portal* can be based on the possession of a *portal key*, the creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.
Intangibles such as level, class, Hit Dice, or hit points don't qualify.
A keyed *portal* remains active for 1 full-round.
Any creature who touches the activated *portal* in the same round also can use the *portal*, even if such creatures don't have a key themselves.
Many *portal keys* are rare and unusual objects that the creature using the *portal* must carry.
Some *portals* are keyed to work only at a particular time, such as sunrise, sunset, the full moon, or midnight.
Spells can serve as *portal keys*, as can the channeling of positive or negative energy.
When the *portal* is the target of the specified spell or within the spell's area or touched by its effect, the spell is absorbed and the *portal* is activated.
Any form of the spell works to activate the *portal*, including spell-like effects of creatures or magic items and spells from scrolls.
Keyed Portals: Keyed *portal*; may be created at no extra cost.
The key must be designated during the creation of the device and cannot be changed after that.

RANDOM PORTALS

These *portals* can only be activated at random times.
They may or may not require a key for activation when they are working.
A fairly common random pattern is a *portal* that works until 1d6+6 creatures use it, then shuts down for 1d6 days.
Other patterns are possible.
Random Portals: Random *portals* may be created at no extra cost.
The conditions must be designated during the creation of the *portal* and cannot be later changed.

VARIABLE PORTALS

These *portals* are hazardous in the extreme for those who are unfamiliar with their quirks.
Creatures using these *portals* are transported to any one of several preset locations.
The destination sequence may follow a set pattern or may be random.
Some variable *portals* have keys that allow users to choose a specific destination served by the *portal*.
Others function by transporting users to a default location—an inescapable dungeon, the innards of a volcano, or some particularly hostile outer plane—unless the user presents the proper key.
Variable Portals: Variable *portals* add 25% to the base price per extra destination after the first included in the device.
For example, a continuously active *portal* with two variable destinations costs 62,500 gp to make.
A continuously active *portal* with three variable destinations costs 75,000 gp to make.

CREATURE–ONLY PORTALS

These *portals* transport only the creatures that use them, not the creatures' clothing and equipment.
Such *portals* are often used defensively to render intruders vulnerable after they use the *portals*.
A rare and more difficult variation on this type of *portal* transports creatures to one area and their equipment to another.
Creature-Only Portals: Creature-only *portals* cost twice as much to make as standard *portals*.
If the *portal* sends intruders' belongings to some place different from the users' destination, it is considered a variable *portal* with one extra destination.

LARGER AND SMALLER PORTALS

A *portal* can be crafted as small as 1 square foot (about a 6-inch radius), but this does not reduce the cost.

The smallest *portal* usable by a Medium-size creature is 12 square feet (roughly a 2-foot radius).
Small creatures can use *portals* as small as 7 square feet (an 18-inch radius), and Tiny creatures can pass through *portals* of 2 square feet (a 10-inch radius), Diminutive and Fine creatures are the only beings who can pass through *portals* of 1 square foot.
Larger *portals* add 100% to the base cost for each extra 300 square feet of area or fraction of 300 square feet.
Large and Huge creatures can pass through a standard *portal*, but Gargantuan and Colossal creatures generally need double- or triple-sized *portals*.

LIMITED USE

The prices and construction times noted above are for *portals* that operate constantly, transporting anyone who passes through them at any time.
If the *portal* can be used only four times per day or less, the base costs are reduced.
The materials and XP cost of a limited-use *portal* are based on the number of uses available.
The materials cost is 10,000 gp × a *portal's* uses per day, and the experience point cost is 800 XP × a *portal's* uses per day.
(The second *portal* in a two-way pair costs half this amount).
The market value is twice the materials cost.
The construction time is one day per 1,000 gp of market value.
A *portal* usable five times per day or more is just as expensive as a continuously active *portal*.
Portals usable less than once per day can be created by using the appropriate fraction.
For example, a *portal* usable once per four days effectively has 1/4 a use per day, costs 2,500 gp in materials, and 200 XP.
The minimum cost of a limited-use *portal* is 1,000 gp and 80 XP for a *portal* usable once per ten days.
(The *portal* builder can choose to have a *portal* operate even less often—once a year, for instance—but this does not reduce the cost or XP expenditure any further).
Each activation of a limited-use *portal* lasts 1 round.
Once activated, a limited-use *portal* can transport as many creatures as can touch it that round.

MALFUNCTIONING PORTALS

The other types of unusual *portals* are generally created through careful effort by their makers.
Malfunctioning *portals*, on the other hand, are almost always unintended.
Over the centuries, prodigious forces have swept over Toril, profoundly affecting magic.
Because of decades (or centuries or millennia) of magical wear and tear or the strength of the cataclysmic forces to which they have been exposed many ancient dweomers have gone slowly awry.
Portals are no exception.
A malfunctioning *portal* is usually at least one hundred years old, but many are far older.
Using one can have many different results.
Roll once on Table 2–2: Portal Malfunction each time a malfunctioning *portal* is activated.

If such a *portal* functions continuously, the effect indicated lasts 1d10 rounds, and anyone using the *portal* during that time is subject to that effect.

Table 2–2: Portal Malfunction

d%	Effect
01–05	The *portal* does not function, but draws magical power from the user in an attempt to power itself. The user is affected as though struck by a targeted dispel effect of a *greater dispelling* spell cast at 17th level.
06–10	The *portal* does not function, but draws magical power from the user's items in an attempt to power itself. A random number of items (1d10) are struck by an effect similar to a targeted *greater dispelling* cast at 17th level. Use Table 10–1: Items Affected by Magical Attacks, in the *Player's Handbook* to determine which items are affected. Successful dispelling suppresses permanent magic items for 1d4 rounds. Charged or limited-use items lose 1d4 charges or uses as if they had been used to no effect and are suppressed for the same number of rounds (if still magical).
11–20	The *portal* does not function. The user is hurled away as though struck by the violent thrust of a *telekinesis* spell cast at 17th level. The user is entitled to a Will save (DC 17) to negate the effect and takes 1d6 points of damage if hurled against a solid surface.
21–25	The *portal* does not function. Instead, a wave of negative (50%) or positive energy (50%) emanates from the *portal* in a 30-foot radius. Negative energy acts just like an *inflict serious wounds* spell cast at 17th level (3d8+15 points of damage, Will half DC 14). Positive energy acts just like a *cure serious wounds* spell cast at 17th level.
26–40	The *portal* functions, but it sends the user to the wrong destination. To determine where the user ends up, use the table in the *teleport* spell description (Chapter 11 of the *Player's Handbook*) and roll 1d20+80 as on the "false destination" line.
41–50	Nothing happens. The *portal* does not function.
51–100	The *portal* functions normally.

ONE–WAY PORTALS

Any character can build a *portal* if she knows the Create Portal feat and either the *teleport*, *teleport without error*, *teleportation circle*, or *gate* spell.
The *portal* can lead to any locale the builder has personally visited at least once.
The *portal* fails if the builder chooses a destination that cannot safely hold her (such as inside a solid object or into thin air).
The *portal* also fails if the destination is a locale where astral travel is blocked (see the *teleport* spell description).
Base Cost: The builder must spend 50,000 gp on raw materials to create a single, continuously active one-way *portal* covering an area up to 10 feet in radius (about 500 square feet).
The market value of a *portal* is twice its cost in raw materials.
Crafting a *portal* requires one day for each 1,000 gp in its market price, and 1/25 of the market price in XP (one hundred days and 4,000 XP for the base *portal*.

TWO–WAY PORTALS

The builder can create a second *portal* at the destination point, making a two-way *portal*, for half price (25,000 gp, fifty days, 2,000 XP).

STRONGHOLD BUILDER'S GUIDEBOOK (3.0)

KEYED PORTALS

Portal builders often restrict access to their creations by setting conditions for their use.
Special conditions for triggering a *portal* can be based on the possession of a *portal key*, the creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.
Intangibles such as level, class, Hit Dice, or hit points don't qualify.
Keyed *portals* may be created at no extra cost.
The key must be designated during the creation of the device and cannot be changed after that.
A keyed *portal* remains active for 1 full round.
Any creature that touches the activated *portal* in the same round also can use the *portal*, even if such creatures don't have a key themselves.
Many *portal keys* are rare and unusual objects that the creature using the *portal* must carry.
Some *portals* are keyed to work only at a particular time, such as sunrise, sunset, the full moon, or midnight.
Spells can serve as *portal keys*, as can the channeling of positive or negative energy.
When the *portal* is the target of the specified spell or within the spell's area or touched by its effect, the spell is absorbed and the *portal* is activated.
Any form of the spell works to activate the *portal*, including spell-like effects of creatures or magic items and spells from scrolls.

PORTAL

This continuously active *portal* allows one-way travel only.
It covers an area with radius of anything from 6 inches (about 1 square foot) up to 10 feet (about 300 square feet).
A larger *portal* adds 100% to the market price for each extra 300 square feet of area or fraction of 300 square feet.
Caster Level: 17th; *Prerequisites*: Craft Portal, *gate* or *teleport without error*, caster level 17; *Market Price*: 100,000 gp.

PORTAL, TWO-WAY

This construction is actually a matching pair of *portals*, one at each end of the "trip".
It is otherwise identical to a standard *portal*.
Caster Level: 17th; *Prerequisites*: Craft Portal, *gate*, or *teleport without error*, caster level 17; *Market Price*: 150,000 gp.

UNDERDARK (3.5)

IMPASSABLE

A *portal* with this feature acts as a window to another place but does not allow passage.
Impassable *portals* can be created at no extra cost.

NONLIVING-ONLY

The opposite of creature-only *portals*, nonliving-only *portals* transport only inanimate matter.
This feature supersedes the general rule of *portals* stating that unattended objects cannot pass through a *portal*.
Making a *portal* nonliving-only quadruples its cost.

TRANSPARENT

A transparent *portal* looks much like a regular doorway opening.
Such a *portal* can be transparent only in the direction of travel, so a single *portal* that affords only unidirectional travel is transparent from its origin to its destination, but there is no visible effect at all at the destination point.
Making a *portal* transparent adds 50,000 gp to its cost.

POSSESSIONS OF THE DEITIES

DEITIES AND DEMIGODS (3.0)

ANUBIS

Anubis possesses a *true ankh*, a 1-foot-long ankh made of bright blue stone that casts a *true resurrection* spell when touched to the remains of any creature.
Any creature with no divine ranks who touches a *true ankh* suffers the effects of an empowered, maximized *horrid wilting* spell (300 points of damage, Fort DC 32 half).
Caster Level: 25th; *Weight*: 12 lb.

APOLLO

Apollo fires *+5 arrows* from his bow.
Living creatures struck by these arrows must make Fortitude saves (DC 23) or be afflicted with a supernatural disease, Apollo's plague, which has an incubation period of 1 day.
Damage is 1d4 Con and 1d4 Dex.
Caster Level: 20th; *Weight*: 3 lb.
(20 arrows).

ATHENA

Athena wears a helmet that creates an *antimagic field* (as the spell) with a radius of 10 to 150 feet around her.
Athena can set the radius each round as a free action.
Also as a free action, Athena can turn the *antimagic field* completely off or turn it back on.
Caster Level: 25th; *Weight*: 3 lb.
When Athena is not carrying Zeus's shield, *Aegis*, she uses a *+5 large steel shield* with the greater fortification special ability.
The shield also bears the likeness of a medusa.
When activated, the shield makes a gaze attack each round similar to a medusa's gaze.
Mortals within 150 feet must make Will saves (DC 25) or be turned to stone.
Athena can activate or deactivate this power once each round as a free action.
Caster Level: 25th; *Weight*: 15 lb.

BOCCOB

The *Staff of Boccob* combines the features of a *staff of the magi*, a *staff of power*, and a *+5 defending quarterstaff*.
Caster Level: 25th; Weight: 5 lb.

CORELLON LARETHIAN

Corellon carries *Sahandrian*, a *+5 longsword* with the keen, speed, and chaotic special abilities.
Caster Level: 25th; *Weight*: 6 lb.
Corellon also carries *Kalwynrian*, a *+5 mighty composite longbow* (+10 Str bonus) with the chaotic, distance, and speed special abilities.
Caster Level: 25th; *Weight*: 3 lb.

ELHONNA

Ehlonna's favorite weapon is *Jenevier*, a *+5 mighty composite longbow* (+9 Str bonus) of pale white wood.
It has the holy special ability.
Caster Level: 20th; *Weight*: 3 lb.

ERYTHNUL

Erythnul wields *Agony*, a *+5 morningstar* whose head resembles Erythnul's holy symbol.
The weapon has a demon face on one side and a boar's face on the other.
It has the chaotic, frightful (see below), and unholy special abilities.
Caster Level: 20th; *Weight*: 8 lb.

FARLANGHN

Fharlanghn's staff, *Traveler's Friend*, is a double weapon.
Both ends have a +5 enhancement bonus.
One end has the defending special ability and the other the speed special ability.
Caster Level: 20th; *Weight*: 5 lb.

FREYA

Freya's *cloak of feathers* allows flight (as the *fly* spell) at will with perfect maneuverability.
It also allows Freya to transform into a falcon (use the statistics for a celestial eagle) at will.
Caster Level: 20th; *Weight*: 1 lb.

GARL GLITTERGOLD

Garl wields *Arumdina*, a *+5 battleaxe* with the ghost touch, speed, and dancing special abilities.
Caster Level: 25th; *Weight*: 7 lb.

GRUUMSH

Gruumsh carries *Bloodspear*, a *+5 keen chaotic unholy spear* that deals damage as a longspear.
Bloodspear can assume any size from halfspear to longspear. This increases Gruumsh's reach by 5 feet (for example, in Medium-size form Gruumsh has a reach of 10 feet).
Because of *Bloodspear*'s variable length, Gruumsh can attack foes that are adjacent to him.
Caster Level: 20th; *Weight*: 9 lb.

HEIMDALL

When Heimdall sounds his horn *Gjallahorn*, all living creatures have a chance to hear it (Listen DC 5 on Asgard, 10 on Midgard, and 15 on Niflheim).
All Aesir and Vanir hear it automatically, regardless of their location or that of the horn.
Anyone other than Heimdall who tries to sound the horn must make a Perform check (DC 40) and a Use Magic Device check (DC 40).
Even if that person succeeds, all Aesir and Vanir have a chance to notice something strange in the sound (Listen DC 5).
Mortals within one mile of *Gjallahorn* when it sounds must make a Fortitude save (DC 39) or be stunned for 1d10 minutes.
Mortals who fail their saves by 5 or more are deafened permanently.
Caster Level: 25th; *Weight*: 10 lb.

HEIRONEUS

Heironeous carries his longsword *Justicebringer* in battle.
Justicebringer is a *+5 longsword* with the defending, holy, and ghost touch special abilities.
Caster Level: 20th; *Weight*: 6 lb.

HERCULES

Hercules wears the skin of the Nemian lion, a legendary beast whose skin was impervious to cutting or piercing.
The skin serves as a cloak.
It provides the wearer a +10 armor bonus and reduces damage the wearer takes from piercing or slashing weapons by half.
Caster Level: 20th; *Weight*: 2 lb.

HERMES

Caduceus, a winged staff entwined with two serpents, is Hermes's symbol, given to him by Apollo.
It allows him to control animals and beasts as if using the Control Creatures salient divine ability.
This item only functions in the hands of creatures with a divine rank of 0 or higher.
Caster Level: 25th; *Weight*: 8 lb.

HEXTOR

Hextor's favorite weapon is his light flail, *Executioner*.
The weapon is a *+5 light flail* with the lawful, unholy, and ghost touch special abilities.
Caster Level: 20th; *Weight*: 5 lb.

KORD

Kord's greatsword, *Kelmar*, is an adamantine *+5 greatsword* with the bane special ability against dragons.
Kelmar is intelligent, with Intelligence, Wisdom, and Charisma scores of 24.
It can speak and communicate telepathically.
It has a chaotic good alignment and has the following special powers, usable at will: detect lawful evil alignment, *find traps*, *detect magic*, *locate object* (120-foot radius), and *true seeing*.
It also can use *detect thoughts* three times per day.
Kelmar has a special purpose to slay lawful evil dragons.
When the sword strikes such a dragon, the dragon must make a Will save (DC 23) or die.
Caster Level: 20th; *Weight*: 15 lb.

KURTULMAK

Kurtulmak's personal weapon is *Foestinger*, a *+5 halfspear* with the keen, lawful, and unholy special abilities.
Caster Level: 20th; Weight 3 lb.

MORADIN

Moradin carries *Soulhammer*, a *+5 warhammer* with the holy, lawful, returning, and throwing special abilities.
Caster Level: 25th; *Weight*: 8 lb.

NERULL

Nerull carries *Lifecutter*, a *+5 scythe* with the brilliant energy, keen, and speed special abilities.
Lifecutter resembles a gnarled staff of ebony with a curving blade of energy.
Caster Level: 25th; *Weight*: 12 lb.

OBAD–HAI

Obad-Hai's staff, *Stormstouch*, is a double weapon.
Both ends are +5 weapons.
One end has the defending and shocking burst special abilities and the other the speed and icy burst special abilities.
Caster Level: 20th; *Weight*: 5 lb.

OLIDAMMARA

Olidammara carries *Swiftstrike*, a *+5 rapier* with the chaotic, keen, and speed special abilities.
Caster Level: 20th; *Weight*: 3 lb.

OSIRIS

Osiris's crown grants him the ability to see all invisible creatures and objects, and to pierce all illusions as with *true seeing*.
In addition, it negates all spells of 4th level or lower that target Osiris.
The crown immediately slays any nondivine living creature that wears it, transforming the creature into a greater mummy (see below) under Osiris's control.
Caster Level: 25th; *Weight*: 3 lb.
Though he fights with a flail, Osiris carries a magic scepter in his off hand.
This scepter acts as a *rod of cancellation* with unlimited uses.
Caster Level: 25th; *Weight*: 5 lb.

PAN

Pan's pipes allow him to inspire goodwill among all mortal creatures within 20 feet of him when he plays.

Enchanted creatures think of Pan as a dear friend and comrade unless they make a successful Will save against a DC equal to Pan's Perform check result.
The effect lasts one day.
The pipes only function in the hands of a creature with divine rank 0 or higher.
Caster Level: 20th; *Weight*: 3 lb.

PELOR

Pelor carries *Sunscepter*, a *+5 heavy mace* with the disruption and flaming special abilities.
Caster Level: 25th; *Weight*: 8 lb.

THOR

Thor possesses several powerful artifacts, including a magic belt that doubles his strength (accounted for in his ability scores, above).
He also owns a magic chariot he can fold up and put in his pocket that is pulled by his two goats Tanngrisnir and Tanngjost (see below).
His most famous possession is his warhammer, *Mjolnir*, a *+5 chaotic distance ghost touch holy mighty cleaving returning thundering warhammer* with the following additional properties.
Mjolnir weighs roughly 2 tons, requiring Thor's doubled strength to wield it.
The hammer inflicts 4d8 points of damage.
Victims of a critical hit must make a Fortitude save (DC 55) or be deafened permanently.
In addition, *Mjolnir* deals 4d8 temporary Constitution damage every round it is held unless the wielder wears Thor's special gauntlets.
Finally, Thor can throw *Mjolnir* at any target he can see regardless of distance, due to Thor's strength and skill and the warhammer's improved distance enchantments.
Caster Level: 20th; *Weight*: 2 tons.

TOTH

Thoth wields a scepter in battle (treat as a rod) that delivers a *destruction* spell (heightened to 9th level) by touch.
A Fortitude save (DC 23) negates the effect.
Caster Level: 20th; *Weight*: 5 lb.

VECNA

Vecna carries *Afterthought*, *a +5 dagger* with the ghost touch, wounding, and unholy special abilities.
Caster Level: 25th; *Weight*: 1 lb.
Besides his dagger, Vecna wears *bracers of armor +10* and a *cloak of resistance +5*.

WEE JAS

Wee Jas carries *Discretion*, a *+5 dagger* with the lawful, ghost touch, and keen special abilities.
Caster Level: 25th; *Weight*: 1 lb.

YONDALLA

Yondalla wields *Hornblade*, her short sword, in combat.
Hornblade is a *+5 short sword* with the lawful, defending, and speed special abilities.
Caster Level: 25th; *Weight*: 3 lb.

ZEUS

Zeus's shield *Aegis* is a *+5 Huge steel shield* with the heavy fortification special ability.
The shield bears the likeness of the head of the first medusa and bestows the frightful presence special ability upon its bearer, affecting all creatures that come within 10 feet of the shield.
Such creatures become frightened unless they succeed at a Will save (DC 50).
Caster Level: 25th; *Weight*: 30 lb.

FAITHS AND PANTHEONS (3.0)

AZUTH

Azuth carries the *Old Staff*, a long wooden staff shod in iron and inscribed with sigils and runes of all types.
It is topped with a large, bright blue sapphire.
All the powers of this minor artifact function as the spells of the same names cast by an 18th level wizard.
The following powers do not drain charges: *detect magic*, *enlarge*, *hold portal*, *light*, *mage armor*, *mage hand*.
The following powers drain 1 charge per use: *dispel magic*, *continual flame*, *fireball* (heightened to 5th level, 10d6 points of damage, save DC 17), *ice storm*, *invisibility*, *knock*, *levitate*, *lightning bolt* (heightened to 5th level, 10d6 points of damage, save DC 17), *magic missile* (5 missiles), *passwall*, *pyrotechnics*, *ray of enfeeblement* (heightened to 5th level, save DC 17), *wall of fire*, *web*.
The following powers drain 2 charges per use: *cone of cold* (15d6, save DC 15) *globe of invulnerability*, *hold monster* (save DC 14), *monster summoning* IX, *plane shift*, *telekinesis* (maximum weight 400 pounds), *wall of force* (in a 10-foot-diameter hemisphere around the user only), *whirlwind*.
The *Old Staff* also grants its wielder spell resistance 23.
This does not stack with Azuth's spell resistance but can be utilized by other wielders.
A wielder who willingly lowers this spell resistance can use the staff to absorb arcane spell energy directed at him or her, exactly as if it were a *rod of absorption* (see Chapter 8 of the DUNGEON MASTER'S *Guide*).
The staff uses spell levels as charges, not as spell energy usable by the wielder.
If it absorbs spell levels beyond its charge limit (50) it explodes as if a retributive strike had been made (see below).
The staff does not communicate how many spell levels are being cast at the wielder, as a *rod of absorption* does.
Absorbing spells is risky, but it is the only way this staff can be recharged.
The wielder also gains a +2 luck bonus to AC and saving throws.
The *Old Staff* is a *+5 quarterstaff*, and its user may employ it to smite opponents.

If 1 charge is expended (as a free action) the *Old Staff* causes double damage (×3 on a critical hit) for 1 round.
On command, the staff automatically reflects spells cast at the wielder, exactly as if *spell turning* had been cast upon him or her.
The headstone of the *Old Staff*, known as the Donjon of Facets, can be used to hold enemies trapped by the user's *imprisonment* spells.
Such foes are trapped in the donjon instead of in a small space below the earth.
The *Old Staff* can also 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.
Creatures 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.
Successful Ref saving throws (DC 17) reduce the damage by half.
The character breaking the staff has a 50% chance (a 01–50 result on d%) of traveling to another plane of existence, but if this does not occur (51–100), the explosive release of spell energy destroys the wielder.
After all charges are used up from the staff, it remains a +5 *quarterstaff*.
Once empty of charges, it cannot be broken in a retributive strike.
Caster Level: 40th; *Weight*: 4 lb.

BANE

Bane wears the *Black Hand of Bane*, a +5 *gauntlet* with the lawful, mighty cleaving, and unholy special abilities.
Caster Level: 25th; *Weight*: 2 lb.

CHAUNTEA

Chauntea carries a shock of grain that functions as a +5 *scythe* with the defending, holy, and keen special abilities.
Caster Level: 25th; *Weight*: 12 lb.

CYRIC

Cyric carries *Razor's Edge*, a +5 *longsword* with the chaotic, keen, screaming, and wounding special abilities.

ELISTRAEE

Eilistraee carries the *Moonsword*, a +5 *bastard sword* with the dancing and keen special abilities.
Caster Level: 25th; *Weight*: 6 lb.

GOND

Gond carries *Craftmaster*, a +4 *warhammer* with the impact, returning, seeking, and throwing special abilities.
Caster Level: 25th; *Weight*: 8 lb.

HELM

Helm carries *Ever Watchful*, a +4 *bastard sword* with the holy, keen, and lawful special abilities and +7 *everbright* full plate.

KELEMVOR

Kelemvor carries *Fatal Touch*, a +5 *bastard sword* with the ghost touch, holy, and undead bane special abilities.
Caster Level: 25th; *Weight*: 10 lb.

KOSSUTH

Kossuth uses a tendril of flame from his own body as a weapon.
It functions as a +4 *spiked chain* with the brilliant energy and flaming burst special abilities.
Caster Level: 25th; *Weight*: 15 lb.

LATHANDER

Lathander carries *Dawnspeaker*, a +5 *heavy mace* with the disruption, ghost touch, and holy special abilities.
Caster Level: 25th; *Weight*: 12 lb.

LOLTH

Lolth uses live spiders as weapons.
Each functions as a +5 *dagger* with the chaotic, ghost touch, and unholy special abilities.
Caster Level: 25th; *Weight*: 1/10th lb.
Lolth also carries a +5 *whip* with the chaotic, ghost touch, and unholy special abilities.
Caster Level: 25th; *Weight*: 2 lb.

MALAR

In his beast form, Malar carries no equipment.
In his humanoid form, he carries a +5 *longspear* with the keen and unholy special abilities.
Caster Level: 25th; *Weight*: 9 lb.
In his humanoid form, Malar also carries two +5 *daggers*, both with the keen and unholy special abilities.
Caster Level: 25th; *Weight*: 1 lb.

MASK

Mask carries *Stealthwhisper* and *Shadowblade*, two +4 *longswords* with the frost, keen, and speed special abilities.
Caster Level: 25th; *Weight*: 4 lb.

MIELIKKI

Mielikki carries two scimitars, both called *Hornblades*.
Each is a +5 *scimitar* with the defending, holy, keen, and mighty cleaving special abilities.
Caster Level: 25th; *Weight*: 4 lb.
Mielikki also carries *Hartsong*, a +5 *mighty composite longbow* (+8 Str bonus) with the speed special ability.
Caster Level: 25th; *Weight*: 3 lb.

MYSTRA

Mystra carries +5 *shurikens* with the distance, keen, returning, shock, and spell storing special abilities.
Caster Level: 25th; *Weight*: 1/10th lb.

OGHMA

Oghma carries *Mortal Strike*, a +5 *longsword* with dancing and defending special abilities.
Caster Level: 25th; *Weight*: 4 lb.

SELÛNE

Selûne carries the *Rod of Four Moons*, a +5 *heavy mace* with the defending, disruption, and holy special abilities.
Caster Level: 25th; *Weight*: 12 lb.

SHAR

Shar carries *disks of the night*, +5 *chakrams* with the returning and speed special abilities.
Caster Level: 25th; *Weight*: 3 lb.
Shar also carries two +5 *short swords* with the keen, unholy, and wounding special abilities.
Caster Level: 25th; *Weight*: 3 lb.

SHAUNDAKUL

Shaundakul carries *Sword of Shadows*, a +5 *greatsword* with the chaotic, icy burst, and keen special abilities.
Caster Level: 25th; *Weight*: 15 lb.

SILVANUS

Silvanus carries the *Great Mallet of Silvanus*, a +5 *maul* with the energy aura, impact, and mighty cleaving special abilities.
Caster Level: 25th; *Weight*: 15 lb.

SUNE

Sune wears a silken sash that functions as a +5 *whip* with the chaotic, defending, keen, and shock special abilities.
Caster Level: 25th; *Weight*: 2 lb.

TALOS

Talos uses lightning bolts as weapons.
Each functions as a +4 *longspear* with the chaotic, shocking burst, and thundering special abilities.
Caster Level: 25th; *Weight*: 9 lb.

TEMPUS

Tempus carries *Battle Prowess*, a +3 *battleaxe* with the chaotic, keen, and speed special abilities.
Caster Level: 25th; *Weight*: 7 lb.

TORM

Torm carries *Duty's Bond*, a +5 *holy avenger greatsword* and wears +5 *full plate of strength* (+4).
Caster Level: 25th; *Weight*: 15 lb.

TYMORA

Tymora carries *Silver Tear*, a +5 *luck blade longsword*.
Caster Level: 25th; *Weight*: 6 lb.
Tymora also carries several spinning coins.
These function as +5 *shurikens* with the distance and speed special abilities.
Caster Level: 25th; *Weight*: 1/10th lb.

TYR

Tyr carries *Justicar*, a +5 *longsword* with the vorpal special abilities.
Caster Level: 25th; *Weight*: 6 lb.

UMBERLEE

Umberlee carries *Drowning Death*, a +5 *trident* with the frost, keen, and thundering special abilities.
Caster Level: 25th; *Weight*: 5 lb.

UTHGAR

Uthgar carries a +5 *battleaxe* with the icy burst, keen, and thundering special abilities.
Caster Level: 25th; *Weight*: 5 lb.

WAUKEEN

Waukeen uses a cloud of coins as a weapon.
This functions as a +5 *nunchaku* with the impact and evil outsider bane special abilities.
Caster Level: 25th; *Weight*: 2 lb.

POTIONS

ARMS AND EQUIPMENT GUIDE (3.0)

BEETLE ELIXIR

Beetle elixir causes the drinker's skin to bulk up, darken, and gloss over.
Short antennae also sprout from his or her forehead.
The drinker gains a +2 natural armor bonus and darkvision up to 60 feet.
The effects last for 1 hour.
Caster Level: 6th; Prerequisites: Brew Potion, *alter self*, *darkvision*, Alchemy skill; *Market Price*: 8,300 gp.

ELECTRIC EEL ELIXIR

The drinker's skin turns silvery and gains a +1 natural armor bonus.
In addition, the drinker's touch deals 1d8+1 points of electricity damage once while the potion is in effect.
The drinker gains a +3 circumstance bonus on the touch attack if the target is wearing metal armor.
The effects last for 1 hour.
Caster Level: 3rd; Prerequisites: Brew Potion, *alter self*, *shocking grasp*, Alchemy skill; *Market Price*: 2,050 gp.

PORCUPINE ELIXIR

Porcupine elixir toughens the drinker's skin, granting a +1 natural armor bonus.
In addition, hundreds of needle-sharp quills sprout from the drinker's body.
These quills deal 1d6 points of piercing damage with a successful grapple attack.
The quills sprout through light armor or hide armor, but heavier armors prevent the quills from growing.
The effects last for 1 hour.
Caster Level: 3rd; Prerequisites: Brew Potion, *alter self*, Alchemy skill; *Market Price*: 2,300 gp.

POTION OF ANIMAL SENSES

This murky brown potion smells like the pelt of a wet animal.
When imbibed, it grants low-light vision, the scent ability (see Special Qualities in the *Monster Manual*), and +2 circumstance bonus on all Listen checks for 1 hour.
Caster Level: 5th; *Prerequisites*: Brew Potion, creator must be a spellcaster of 5th level; *Market Price*: 380 gp.

POTION OF WATERY BREATH

This aquamarine potion is the opposite of the *fire breath* potion.
It grants the drinker the ability to launch massive amounts of water from her mouth, similar to the geyser effect of the *decanter of endless water*.
She can breathe water up to three times, creating a 20-foot-long, 1-foot-wide stream of water at 30 gallons per round.
The force of this geyser deals 1d4 points of damage against one target, who must make a Strength check (DC 12) to avoid being knocked down.
The water also douses most normal fires but has no effect against magical flames.
Unused blasts dissipate 1 hour after the potion is consumed.
The potion does not allow the drinker to breathe underwater.
Caster Level: 5th; *Prerequisites*: Brew Potion, creator must be a spellcaster of 5th level; *Market Price*: 300 gp.

QUEEN PHEROMONE ADMIXTURE

When consumed, this potion causes the drinker to exude pheromones that mimic those of a queen ant.
In response, 1d4 giant ants within 60 feet must make a Will save (DC 13).
If they fail, they remain docile and follow the drinker in a line, quietly and slavishly for a week.
After this, the potion wears off and the drinker must take another draught to keep the ants.
Ants who succeed on the Will save or those in range who otherwise do not succumb attack the false "queen" viciously.
Caster Level: 3rd; *Prerequisites*: Brew Potion; *Market Price*: 300 gp.

RHINO ELIXIR

The drinker's skin thickens and turns gray, granting a +3 natural armor bonus.
An unfortunate side effect is that the drinker's vision stops at 30 feet.
The effects last for 1 hour.
Caster Level: 9th; Prerequisites: Brew Potion, *alter self*, Alchemy skill; *Market Price*: 17,500 gp.

COMPLETE ARCANE (3.5)

MAGIC FRUIT

Apples and pomegranates with magical properties are commonplace in mythology.
A potion-fruit might consist of a slice or section of a fruit steeped in a magical libation that produces its effect when consumed.

MAGIC TILES

A small ceramic tile inscribed with a magic rune could hold a potion-type effect.
When it is snapped or broken in one's hand, the effect is released.

SKULL TALISMANS

The skull of a small animal (a bird, mouse, or rat, for example) is enchanted with a single spell.
When crushed in one's hand or underfoot, the skull talisman releases its stored effect.

SPELL WAFERS

A thin wafer of specially prepared bread or dough, stamped with a holy or arcane symbol, can hold a spell as well as a potion bottle can.
When the wafer is consumed, the stored magic takes effect.

DUNGEON MASTER'S GUIDE 3.0 (3.0)

CHARISMA

This potion allows the character to speak eloquently and persuasively as well as exude an aura of personality and charm, adding a 1d4+1 enhancement bonus to her Charisma score for 3 hours.
Caster Level: 3rd; *Prerequisites*: Brew Potion, spellcaster level 4th+; *Market Price*: 300 gp.

FIRE BREATH

This strange elixir bestows upon the drinker the ability to spit gouts of flame.
He can breathe fire up to three times, each time dealing 3d6 points of fire damage to a single target up to 25 feet away.
The victim can attempt a Reflex save (DC 12) for half damage.
Unused blasts dissipate 1 hour after the potion is consumed.
Most drinkers suffer from terrible heartburn afterward.
Caster Level: 3rd; *Prerequisites*: Brew Potion, spellcaster level 8th+; *Market Price*: 900 gp.

GLIBNESS

This potion enables the imbiber to speak fluently and even to tell lies smoothly, believably, and undetectably for 1 hour (add +30 to Bluff checks).
Even magic investigation, such as the *discern lies* spell, does not register the speaker's lies as such.
Caster Level: 4th; *Prerequisites*: Brew Potion, spellcaster level 8th+; *Market Price*: 500 gp.

HEROISM

This potion grants the drinker a +2 competence bonus to attacks, saves, and skill checks for 1 hour.
Caster Level: 4th; *Prerequisites*: Brew Potion, spellcaster level 8th+; *Market Price*: 900 gp.

HIDING

A character drinking this potion gains an intuitive ability to hide (+10 competence bonus to Hide checks for 1 hour).
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th+; *Market* Price': 150 gp.

INTELLIGENCE

The clarity of mind and quicker wit granted by this potion results in an enhancement bonus of 1d4+1 to the drinker's Intelligence score for 3 hours.
Caster Level: 3rd; *Prerequisites*: Brew Potion, spellcaster level 4th+; *Market Price*: 300 gp.

LOVE

This potion causes the character drinking it to become *charmed* with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium-size or smaller, Will save, DC 14).
She actually becomes enamored if the creature is of similar race or kind.
The charm effects wear off in 1d3 hours, but the enamoring effect is permanent.
Caster Level: 2nd; *Prerequisites*: Brew Potion, *charm person*; *Market Price*: 150 gp.

OIL OF SLIPPERINESS

This oil adds a +30 bonus to all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up.
In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual.
Magic ropes and the like do not avail against this oil.
If the oil is poured on a floor or on steps, the spill should be treated as a long-lasting *grease* spell.
The oil requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).
Oil of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see page 226).
Caster Level: 6th; *Prerequisites*: Brew Potion, *grease*, spellcaster level 6th+; *Market Price*: 900 gp.

OIL OF TIMELESSNESS

When applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, and so on), this oil allows that substance to resist the passage of time.
Each year of actual time affects the substance as if only a day had passed.
The coated object has a +1 resistance bonus on all saving throws.
The oil never wears off, although it can be magically removed (by dispelling the effect, for instance).
One flask contains enough oil to coat eight Medium-size objects or an equivalent area.
Caster Level: 2nd; *Prerequisite*: Brew Potion; *Market Price*: 150 gp.

SNEAKING

This potion grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 circumstance bonus to her Move Silently checks for 1 hour.
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th+; *Market Price*: 150 gp.

SWIMMING

This potion bestows swimming ability.
An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 circumstance bonus to Swim checks for 1 hour).
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th+; *Market Price*: 150 gp.

TRUTH

This potion forces the individual drinking it to say nothing but the truth for 10 minutes (Will negates DC 12).
Further, she is compelled to answer any questions put to her in that time, but with each question she is free to make a separate Will save (DC 12).
If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question.
No more than one question can be asked each round.
This is a mind-affecting compulsion enchantment.
Caster Level: 4th; *Prerequisites*: Brew Potion, spellcaster level 8th+; *Market Price*: 500 gp.

VISION

Drinking this potion grants the imbiber the ability to notice acute details with great accuracy (+10 to his Search checks for 1 hour).
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th+; *Market Price*: 150 gp.

WISDOM

Imbuing her with intuition, this potion adds a 1d4+1 enhancement bonus to the drinker's Wisdom score for 3 hours.
Caster Level: 3rd; *Prerequisites*: Brew Potion, spellcaster level 4th+; *Market Price*: 300 gp.

GHOSTWALK (3.0)

OIL OF ANIMATE DEAD

When rubbed on a corpse or skeletal remains of Medium-size or smaller, this oil animates the corpse or skeletal remains, turning it into a zombie or skeleton.
The newly animated undead creature recognizes the first creature it sees as its master and obeys simple commands, as noted in the *animate dead* spell description.
A character can use multiple vials of this oil to create and control multiple skeletons or zombies, but cannot control more than 10 HD worth of them at once.
Caster Level: 5th; *Prerequisites*: Brew Potion, *animate dead*; *Market Price*: 1,550 gp; *Cost to Create*: 800 gp + 60 XP.

MAGIC OF FAERÛN (3.0)

OIL OF ANIMATE DEAD

When rubbed on a corpse or skeleton of Medium-size or smaller, this oil animates the remains, turning the corpse into a zombie or skeleton.
The newly animated undead creature recognizes the first creature it sees as its master and obeys simple commands as noted in the *animate dead* spell description.
A character can use multiple vials of this oil to create and control multiple skeletons or zombies, but cannot control more than 10 HD worth of them at once.
Caster Level: 5th; *Prerequisites*: Brew Potion, *animate dead*; *Market Price*: 1,550 gp; *Cost to Create*: 800 gp + 60 XP.

POTION OF INFERTILITY

This potion renders the character drinking it sterile for one month.
It has no effect on offspring already conceived.
Caster Level: 2nd; *Prerequisites*: Brew Potion; *Market Price*: 150 gp.

MASTERS OF THE WILD (3.0)

ANIMAL LOGIC

A character drinking this potion gains an intuitive empathy with animals (in the form of a +10 circumstance bonus on Handle Animal checks) for 1 hour.
An imbiber with ranks in Animal Empathy also gains a +10 circumstance bonus on Animal Empathy checks.
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th; *Market Price*: 150 gp.

NATURAL CLARITY

A character drinking this potion gains a +10 circumstance bonus on Wilderness Lore checks for 1 hour.
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th; *Market Price*: 150 gp.

UNERRING DIRECTION

A character drinking this potion gains a +10 circumstance bonus on Intuit Direction checks for 1 hour.
Caster Level: 2nd; *Prerequisites*: Brew Potion, spellcaster level 6th; *Market Price*: 150 gp.

RACES OF FAERÛN (3.0)

OINTMENT OF BARKSKIN

The wild dwarves of Chult use this greasy ointment.
When slathered over the user's skin, it protects her with a *barkskin* spell.
Caster Level: 5th; *Prerequisites*: Brew Potion, *barkskin*; *Market Price*: 300 gp; *Weight*: —.

SONG AND SILENCE (3.0)

VIAL OF THE LAST GASP

This potion is actually the necromantically preserved last breath of some famous figure, trapped in a vial.
A *vial of the last gasp* allows the user to draw strength and knowledge from the dead creature.
Anyone who unstoppers the vial and inhales its vapors gains 1d8 temporary hit points, a +2 enhancement bonus to Strength, and a +4 insight bonus on checks using one Craft, Knowledge, or Profession skill possessed by the deceased.
The creator specifies the skill to which the bonus applies upon creating the potion, but it is usually the area of the deceased's greatest expertise.
(This does not allow untrained use of trained-only skills.
If the potion enhances a Knowledge or Profession skill that the user does not already have, this benefit is useless).
Furthermore, the fumes increase the user's effective caster level by +1.
All these effects last for 10 minutes.
Caster Level: 4th; *Prerequisites*: Brew Potion, *death knell*; *Market Price*: 6,200 gp.

SWORD AND FIST (3.0)

FALSE LIFE

The drinker gains 1d10+3 temporary hit points.
The effect lasts 3 hours.
Caster Level: 3rd; *Prerequisites*: Brew Potion, *endurance*; *Market Price*: 300 gp.

FLAMING FISTS

The drinker's hands burst into flame, adding +1d6 points of bonus fire damage to her unarmed attacks.
The flames do not harm her.
The effect lasts 3 minutes.
Caster Level: 3rd; *Prerequisites*: Brew Potion, *burning hands*; *Market Price*: 300 gp.

PSICROWNS

COMPLETE PSIONIC (3.5)

GOSSAMER ASSAILANT

A *gossamer assailant* psicrown allows the wearer to trap, slow, or trip opponents.
Description: This psicrown is constructed from small jade crystals and ectoplasm, giving it an almost ethereal look.
It appears as an intricately woven band that fits comfortably over the temples.
The strands of ectoplasm glisten in the light, giving the psicrown a pearlescent appearance.
The crystals that decorate the psicrown are clustered in front, vaguely reminiscent of the eyes on a large hunting spider.
Activation: You can activate the psicrown as a standard action and use any one of the psionic powers listed below. Using a different power, or the same one in succession, requires another standard action.
Effect: This psicrown has 550 power points and allows the Use of the following powers.
• *catapsi* (EPH 82)
• *ectoplasmic cocoon* (EPH 97)
• *ectoplasmic swarm* (page 84)
• *entangling ectoplasm* (EPH 104)
Aura/Manifester Level: Moderate metacreativity. ML 11th.
Construction: Craft Psicrown, *catapsi*, *ectoplasmic cocoon*, *ectoplasmic swarm*, *entangling ectoplasm*, 40,219 gp, 3,218 XP, 81 days.
Weight: 1/2 lb.
Price: 80,438 gp.

STYGIAN DIABOLIST

The *stygian diabolist* psicrown taps into the Negative Energy Plane, sapping the strength and life force from the wearer's enemies.
Description: This psicrown is carved from obsidian and bears a single large ruby, mounted in front.
When used, the gem pulses with blood-red energy and the wielder's features become momentarily drawn and emaciated.
Activation: You can activate the psicrown as a standard action and use any one of the psionic powers listed below. Using a different power, or the same one in succession, requires another standard action.
Effect: This psicrown has 550 power points and allows the use of the following powers.
• *stygian bolt* (page 99)
• *stygian dominion* (page 101)
• *stygian ray* (page 101)
Aura/Manifester Level: Moderate psychometabolism. ML 11th.
Construction: Craft Psicrown, *stygian bolt*, *stygian dominion*, *stygian ray*, 37,950 gp, 3,036 XP, 56 days.
Weight: 1/2 lb.
Price: 75,900 gp.

EXPANDED PSIONICS HANDBOOK (3.5)

ASTRAL LEGION

This psicrown has 900 power points.
It is made from white silk interwoven with crystalline strands of thread.
It allows use of the following power.
• *Astral construct*
Strong metacreativity; ML 18th; Craft Psicrown, *astral construct*; Price 47,250 gp.

BEAST

This psicrown has 450 power points.
It is made from a prickly collection of bear claws and snake fangs.
It allows use of the following powers.
• *Claw of energy*
• *Duodimensional claw*
• *Prevenom*
• *Psionic lion's charge*
• *Truevenom*
Moderate psychometabolism; ML 9th; Craft Psicrown, *claw of energy*, *duodimensional claw*, *prevenom*, *psionic lion's charge*, *truevenom*; Price 33,750 gp.

CAUTIOUS WARRIOR

This psicrown has 450 power points.
It is made from a shining iron alloy, similar to the material of a metallic shield.
It allows use of the following powers.
• *Adapt body*
• *Body adjustment*
• *Precognition, defensive*
• *Inertial barrier*
Moderate psychometabolism; ML 9th; Craft Psicrown, *adapt body*, *body adjustment*, *defensive precognition*, *inertial barrier*; Price 32,063 gp.

DISCERNING WATCHER

This psicrown has 450 power points.
It is made from pure transparent crystal.
It allows use of the following powers.
• *Aura sight*
• *Clairtangent hand*
• *Clairvoyant sense*
• *Darkvision, psionic*
• *Remote viewing*
• *True seeing, psionic*
Moderate clairsentience; ML 9th; Craft Psicrown, *aura sight*, *clairtangent hand*, *clairvoyant sense*, *psionic darkvision*, *psionic true seeing*, *remote viewing*; Price 51,469 gp.

DOMINATOR

This psicrown has 450 power points.
It is made from gray iron and is shaped into an intricately fluted crown.
It allows use of the following powers.
• *Charm, psionic*
• *Dominate, psionic*
• *Suggestion, psionic*
Moderate telepathy; ML 9th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 20,250 gp.

EVADER

This psicrown has 400 power points.
It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material.
It allows use of the following powers.
• *Catfall*
• *Hustle*
• *Fly, psionic*
• *Freedom of movement, psionic*
• *Wall walker*
Moderate psychoportation; ML 8th; Craft Psicrown, *catfall, hustle, psionic fly, psionic freedom of movement, wall walker*; Price 28,500 gp.

FIERY RUIN

This psicrown has 750 power points.
It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals.
It allows use of the following powers.
• *Energy ball*
• *Energy cone*
• *Energy missile*
• *Energy stun*
• *Fiery discorporation*
Strong psychokinesis; ML 15th; Craft Psicrown, *energy ball, energy cone, energy missile, energy stun, fiery discorporation*; Price 67,500 gp.

GREAT DOMINATOR

This psicrown has 750 power points.
It is made from black iron without further ornamentation.
It allows use of the following powers.
• *Charm, psionic*
• *Suggestion, psionic*
• *Dominate, psionic*
Strong telepathy; ML 15th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 45,000 gp.

TEMPORAL JUGGLER

This psicrown has 850 power points.
It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material.
It allows use of the following powers.
• *Temporal acceleration*
• *Time hop*
• *Timeless body*
Strong psychoportation; ML 17th; Craft Psicrown, *temporal acceleration, time hop, timeless body*; Price 95,625 gp.

TRAVELER

This psicrown has 750 power points.
It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material.
It allows use of the following powers.
• *Astral traveler*
• *Dimension door, psionic*
• *Teleport, greater psionic*
• *Teleport, psionic*
Strong psychoportation; ML 15th; Craft Psicrown, *astral traveler, psionic dimension door, psionic greater teleport, psionic teleport*; Price 80,156 gp.

REDEEMED ITEMS

BOOK OF EXALTED DEEDS (3.5)

REDEEMED DEMON ARMOR

When it is redeemed, the very shape of *demon armor* shifts so that its visage, while still bestial, appears more like a snarling hound or warden archon, or perhaps a guardinal.
It remains *+4 full plate*, and still allows the wearer to make claw attacks.
These attacks deal 1d10 points of damage, strike as +1 weapons, and affect the target as if she had been struck by a *sword of conscience* spell (Will negates DC 16).
The armor bestows one negative level on any nongood creature wearing it, rather than affecting nonevil creatures.
Strong enchantment; CL 13th; Craft Magic Arms and Armor, *sword of conscience*, redeemer must be of good alignment; Price 88,590 gp; Cost to Redeem 3,478 XP.

REDEEMED UNHOLY WEAPON

A redeemed unholy weapon becomes a holy weapon.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, *holy smite*, redeemer must be good; Price +2 bonus; Cost to Redeem according to weapon's value without the unholy quality:
+1 enhancement bonus: 640 XP
+2 or equivalent enhancement bonus: 960 XP
+3 or equivalent enhancement bonus: 1,280 XP
+4 or equivalent enhancement bonus: 1,600 XP
+5 or equivalent enhancement bonus: 1,920 XP
+6 or equivalent enhancement bonus: 2,240 XP
+7 or equivalent enhancement bonus: 2,560 XP
+8 or equivalent enhancement bonus: 2,880 XP.

REDEEMED NINE LIVES STEALER

If the sword is redeemed while it still has the ability to steal life, it becomes a *+1 holy longsword*.
Otherwise, it becomes a *+2 longsword* with no special qualities.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, *holy smite*; Price 18,315 gp (*+1 holy longsword*), 8,315 (*+2 longsword*); Cost to Redeem 720 XP (*+1 holy longsword*), 320 XP (*+2 longsword*).

REDEEMED ROD OF THE VIPER

A redeemed *rod of the viper* becomes a *rod of the python*.
Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *polymorph other*, redeemer must be good; Price 13,000 gp; Cost to Redeem 520 XP.

REDEEMED DARKSKULL

When a *darkskull* is redeemed, tracings of silver forming holy symbols and words appear in its surface.
It emanates a *hallow* effect rather than *unhallow*, still with no additional spell effect tied to it.
Moderate evocation; CL 9th; Craft Wondrous Item, *hallow*, redeemer must be good; Price 60,000 gp; Cost to Redeem 2,400 XP; Weight 5 lb.

REDEEMED ROBE OF THE ARCHMAGI

A black *robe of the archmagi* can be transformed into a white one.
Strong various schools; CL 14th; Prerequisites: Craft Wondrous Item, redeemer must be good; Price 75,000 gp; Cost to Redeem 3,000 XP; Weight 1 lb.

REDEEMED MACE OF BLOOD

When redeemed, this item becomes a simple *+3 heavy mace*.
Moderate no school; CL 9th; Craft Magic Arms and Armor; Price 18,312 gp; Cost to Redeem 720 XP.

CHAMPIONS OF VALOR (3.5)

DOOMWARDEN BRACERS

This item was redeemed by the church of Kelemvor in conjunction with a dragon-priest of Torm.
These *bracers of armor +3* were carved from the bones of a good-aligned dragon, plated with silver, and inlaid with flat onyx tiles forming a mosaic in the shape of a pair of scales.
The bracers allow the wearer to use *death ward*, *consecrate*, and *holy smite* each once per day.
They bestow one negative level on any evil creature that wears them.
The negative level remains as long as the bracers are worn and disappears when they are no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the bracers are worn.
Moderate conjuration; CL 7th; Craft Staff, *holy smite*, *death ward*, *consecrate*; Price 58,300 gp; Cost to Redeem 2,332 XP.

MACE OF THE BRIGHTWALKERS

This redeemed *mace of the darkchildren* is adorned with sun symbols and has a natural enhancement bonus of +1.
It grants the wielder a +6 sacred bonus on turning checks made to turn or destroy undead.
Moderate necromancy [good]; CL 9th; Craft Wondrous Item, 9th-level cleric; Price 17,000 gp; Cost to Redeem 520 XP.

MASK OF TEARS

This redeemed *mask of blood* is a simple white mask of wood, metal, or ceramic.
It constantly weeps salty tears when worn.
Any nonplayer character who sees a creature wearing the mask must succeed on a DC 14 Will save or have his attitude shifted one category away from hostile in interactions with the wearer.
The liquid that the mask exudes is normally harmless, but once per day per day the wearer can spit it forth as a ranged touch attack with a range increment of 10 feet.
When used this way, the fluid acts as a *cure critical wounds* spell upon the creature it strikes.
If a bard wears the mask, the character's spells and bardic music effects that rely on sadness or despair last one round longer than normal.
The mask counts as a pair of lenses for limitations on wearing multiple magic items.
Moderate conjuration (healing); CL 7th; Craft Wondrous Item, *crushing despair*, *cure critical wounds*; Price 17,000 gp; Cost to Redeem 680 XP.

STAFF OF CELESTIAL LIGHT

This redeemed *staff of fiendish darkness* is polished to an incredibly bright shine and topped with a silvery fist or sphere at one or both ends.
It bestows one negative level on any evil creature that holds it.
The negative level remains as long as the staff is in hand and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the staff is held.
The staff allows the use of the following spells.
• *Daylight* (1 charge)
• *Summon monster* IX (leonal guardinal only) (2 charges)
• *Dispel magic* (2 charges)
• *Searing light* (2 charges)
Moderate conjuration; CL 17th; Craft Staff, *summon monster* IX, *daylight*, *dispel magic*, *searing light*; Price 98,200 gp; Cost to Redeem 3,828 XP.

VILEBITER BLADE

This redeemed *nightblade* normally functions as a *+1 dagger*, but when used against an evil opponent its enhancement bonus increases to +2, and an evil target must make a DC 16 Will save or take 1 point of damage to a random ability score.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *bestow curse*; Price 8,702 gp; Cost to Redeem 336 XP.

RELICS

BOOK OF EXALTED DEEDS (3.5)

BLEEDING STATUE

This life-sized statue depicts a saint and is located in a site where the saint lived for an extended period, performed an important deed, or died.
On certain occasions (no more than once a month, often only once a year, on the anniversary of a special event), blood drips from the statue, emerging from locations that reflect wounds the saint suffered in life.
A taste of the blood acts as a *greater restoration* spell, and the statue typically produces enough for 1d4+1 doses on each occasion.
The statue constantly provides a *hallow* effect that encompasses the area where it is located, such as a temple and its grounds, with an attached *death ward* effect that protects all good creatures in the area.
Caster Level Equivalent: 13th; *Market Price Equivalent*: 55,000 gp.

EXECUTIONER'S AXE

An instrument of execution used to end the earthly life of a holy person, an executioner's axe relic holds good and evil in tension within itself.
The blade of this greataxe is stained red with the saint's blood.
The axe acts as a *holy vorpal greataxe*, though it has no enhancement bonus.
However, a good creature wielding the axe takes a –2 penalty on attacks and weapon damage rolls, while evil creatures take the normal penalty for wielding a holy weapon.
Caster Level Equivalent: 18th; *Market Price Equivalent*: 98,320 gp (equivalent).

RACK OF THE TORTURED SAINT

This torture device is long gone, but fragments of its wooden frame are in wide circulation as minor relics.
Once per day, by clutching one of these relics and invoking the name of the tortured saint, a character gains the benefit of a *guidance* spell.
Caster Level Equivalent: 1st; *Market Price Equivalent*: 180 gp.

SACRED VESSEL

This elaborate golden cup is consecrated for use in a temple of good.
Water placed within it becomes holy water.
If an evil creature drinks anything from the vessel, the creature must make a DC 18 Fortitude save or contract the depraved decadence affliction (see Ravages and Afflictions, above).
Caster Level Equivalent: 1st; *Market Price Equivalent*: 2,000 gp.

SAINT'S BURIAL SHROUD

The shroud laid over a saint after his execution, this fine linen cloth still bears the image of his body faintly limned on its surface.
A good character who touches the shroud is instantly healed of all diseases, while an evil creature that touches it must make a DC 14 Fortitude save or contract the eternal torpor affliction (see Ravages and Afflictions, above).
Caster Level Equivalent: 5th; *Market Price Equivalent*: 30,000 gp.

SAINT'S FINGERBONE

This small charm grants the character carrying it a +1 resistance bonus on all saving throws.
Caster Level Equivalent: 5th; *Market Price Equivalent*: 2,000 gp.

SAINT'S THIGHBONE

The bone of a saint known for battling the undead, this powerful relic acts as a *holy disruption light mace*, though it has no enhancement bonus.
Caster Level Equivalent: 14th; *Market Price Equivalent*: 32,305 gp.

WEEPING IMAGE

This sacred icon depicts a saint and is located in a site where the saint lived for an extended period, performed an important deed, or died.
On certain occasions (no more than once a month, often only once a year, on the anniversary of a special event), tears form in the eyes of the image, dripping slowly down the image and onto the floor below.
The tears are holy water, and the image typically produces enough to fill a flask each time the tears manifest.
While the image is weeping (over a period of perhaps 8 hours), any character who touches it receives the benefit of a *heal* spell.
Caster Level Equivalent: 11th; *Market Price Equivalent*: 65,000 gp.

COMPLETE DIVINE (3.5)

ARMOR OF THE FALLEN LEAVES

This set of nonmetallic +3 *wild full plate armor* is a riot of red, yellow, and orange leaves sewn together by Ehlonna and presented as a gift to Obad-Hai.
A command word causes the leaves to turn brown and scatter on the breeze—and the wearer disappears.
In fact, the wearer has merged with the leaves, which appear to flutter near the ground but are actually under the wearer's disembodied control.
The wearer can move and interact with its environment as if it were under the effect of a *gaseous form* spell for up to 30 minutes.

To use this relic, you must worship Obad-Hai and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong transmutation; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *baleful polymorph*, *gaseous form*, creator must worship Obad-Hai; Price 39,900 gp; Cost 20,775 gp + 1,530 XP.

ARROW, RAPTOR

Legend says these arrows (there are reputedly five) gained relic status when Ehlonna used them to slay a great wyrm green dragon that was rampaging through a forest primeval.
A *raptor arrow* is a +3 *arrow* with a variant of the returning quality.
At the beginning of the round after it is fired from a bow, a *raptor arrow* wrenches itself from whatever it hit (dealing 1d8 points of damage), flies up to 400 feet through the air, and restrings itself in the bow from which it was fired.
Unlike most ammunition, *raptor arrows* are never destroyed when they hit their target.
If a ranger fires a *raptor arrow* at a favored enemy, the arrow additionally gains the *bane* quality against that foe.
To use this relic, you must worship Ehlonna and either sacrifice a 6th-level divine spell slot or have the True Believer feat.
Strong evocation; CL 12th; Sanctify Relic, Craft Magic Arms and Armor, *bane bow**, creator must worship Ehlonna; Price 14,500 gp; Cost 7,273 gp + 580 XP.
* New spell described in Chapter 7 of this book.

AXE OF ANCESTRAL VIRTUE

+4 adamantine keen dwarven waraxe, AL LN; Int 10, Wis 17, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 17.
Lesser Powers: *Bless* 3/day, *cure moderate wounds* on wielder 3/day, *faerie fire* 3/day.
Greater Power: *Haste* on wielder 3/day.
Personality: One of Moradin's high priests volunteered to be bound into the original *axe of ancestral virtue* ages ago, and his personality has since been duplicated into what few copies of the weapon that exist.
The priest, who refuses to reveal his old name, is a fierce warrior who urges his owner to attack the ancient enemies of the dwarves (goblinoids and giants) at every available opportunity.
He takes great delight in "illuminating targets" (*faerie fire*), "salving honor-wounds" (*cure moderate wounds*), and granting "godspeed" (*haste*).
He judges wielders on how well they adhere to traditional dwarven culture.
He rebels mightily against nondwarves who so much as pick him up.
To use this relic, you must worship Moradin and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong transmutation; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *bless*, *cure moderate wounds*, *faerie fire*, *haste*, creator must worship Moradin; Price 50,230 gp; Cost 26,780 gp + 1,876 XP.

BELT OF THE CHAMPION

Kord gives one of these gem-studded belts to a favorite gladiator each decade.
The wearer gains a +6 bonus on Strength checks and an additional +4 bonus on grapple and bull-rush checks.
If the wearer of a *belt of the champion* ever fails a save against a fear effect, the belt ceases functioning for 1 hour.
To use this relic, you must worship Kord and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Moderate transmutation; CL 11th; Sanctify Relic, Craft Wondrous Item, *bull's strength*, creator must worship Kord; Price 22,000 gp; Weight 1 lb.

BOOTS OF THE UNENDING JOURNEY

These black leather boots leave no tracks wherever they go. They also render the wearer immune to the effects of fatigue and exhaustion as long as he ends each round at least 10 feet away from where he started it.
It is said that once a century, Fharlanghn gives a pair of *boots of the unending journey* to a fellow traveler, and then magically endows an ordinary cobbler with the power to make him a new pair.
To use this relic, you must worship Fharlanghn and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Moderate conjuration; CL 11th; Sanctify Relic, Craft Wondrous Item, *restoration*, *pass without trace*, creator must worship Fharlanghn; Price 23,600 gp; Weight 1 lb.

BOW OF THE WINTERMOON

Corellon gave the original *bow of the wintermoon* to the elf hero Seskaya more than two thousand years ago, but his clerics have since made four identical copies.
This *+4 frost composite longbow* adjusts its pull automatically to match its wielder (allowing her to add her full Strength bonus to damage with each arrow fired).
It is considered bane to drow elves (as the weapon special ability).
To use this relic, you must worship Corellon Larethian and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong conjuration; CL 18th; Sanctify Relic, Craft Arms and Armor, *summon monster* I; Price 36,300 gp; Cost 18,550 gp + 1,420 XP.

CENSER OF THE LAST BREATH

Nerull's favorite followers fill this censer, a perforated iron ball on a jeweled chain, with ground-up gems rather than incense.
Doing so is a full-round action that provokes an attack of opportunity.
The *censer of the last breath* then automatically starts burning the gem dust, creating a dangerous cloud that fills a 20-foot radius emanation centered on the caster.
The cloud's effects depend on the kind of gem dust burned in the *censer of the last breath*.

Gem type	Value	Effect
Diamond dust	250 gp	*Solid fog* (as the spell, except that only living creatures are slowed)
Emerald dust	500 gp	*Cloudkill* (as the spell, except that it hovers near caster; Fort partial DC 17)
Sapphire dust	1,000 gp	*Acid fog* (as the spell, except that only living creatures are slowed)
Ruby dust	2,000 gp	*Incendiary cloud* (as the spell, except that it hovers near caster; Reflex half DC 22)

The bearer of the *censer of the last breath* is completely unaffected by the cloud; it doesn't slow movement, deal him damage, or obscure his vision.
The gem dust burns in the *censer of the last breath* for 15 rounds.
To use this relic, you must worship Nerull and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong conjuration; CL 15th; Sanctify Relic, Create Wondrous Item, *acid fog*, *cloudkill*, *incendiary cloud*, *solid fog*, creator must worship Nerull; Price 82,000 gp; Weight 1 lb.

CHAIN OF OBEISANCE

It is said that these +2 *unholy spiked chains* are made from the shackles in Hextor's hellish prison-fortress.
Despite their size and unwieldiness, they can be wielded in a grapple, and anyone pinned by a foe wielding a *chain of obeisance* must succeed on a Will save (DC 22) or be dominated (as the *dominate monster* spell) To use this relic, you must worship Hextor and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong enchantment; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *dominate monster*, creator must worship Hextor; Price 35,600 gp; Cost 17,963 gp + 1,411 XP.

CHROMATIC ROD

Forged in hellfire itself, these iron-shod rods have five dragon heads (black, blue, green, red, and white) facing outward and encircling one end.
A chromatic rod can be used as a +2 *morningstar* with either the frost, flaming, or shocking qualities (wielder's choice, changed with a command word).
It also has a number of spell-like abilities, each usable once per day.
• *Insect plague* with a 1,040-foot range, creating five adjacent swarms.
• *Veil* with a Will disbelief save of DC 19.
• *Dominate person* with a 65-footrange.
A DC 17 Will save negates the effect.
• *Find the path* lasting 160 minutes.
• *Wall of ice* with a 65-foot range, covering up to sixteen 10-foot squares.
To use this relic, you must worship Tiamat and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong conjuration; CL 16th; Sanctify Relic, Craft Rod, *dominate person*, *find the path*, *insect plague*, *veil*, *wall of ice*, creator must worship Tiamat; Price 71,908 gp; Cost 36,108 gp + 2,864 XP; Weight 5 lb.

CLOAK, DRAGONSCALE

This long, flowing cloak, sewn from a random assortment of miniscule chromatic dragon scales, transforms into functional dragon wings upon command, enabling flight with a speed of 150 feet and poor maneuverability.
The wings last 2 hours per day, divided up as the wearer of the *dragonscale cloak* wishes.
Additionally, the cloak always provides 10 points each of resistance to fire, resistance to electricity, resistance to cold, and resistance to acid.
To use this relic, you must worship Tiamat and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong transmutation; CL 12th; Sanctify Relic, Craft Wondrous Item, *polymorph*, *resist energy*, creator must worship Tiamat; Price 75,840 gp; Weight 2 lb.

CORNUCOPIA OF THE NEEDFUL

Yondalla wove these conical baskets herself, and then gave them to her high priesthood.
Each morning at dawn, there are 2d4 fruits in each *cornucopia of the needful.*
When consumed (a full-round action), each fruit has the following effect.

d%	Fruit	Effect
01–15	Apple	Eater healed (as the heal spell).
16–30	Grape cluster	If split into 12 portions, functions as a heroes' feast spell for those that consume it.
31–45	Tangerine	Break enchantment on eater.
46–60	Strawberry	Spell resistance 24 for 12 minutes.
61–74	Cherry	Death ward for 12 minutes.
75–89	Peach	Divine power for 12 rounds.
90–100	Lemon	Neutralize poison on eater for 2 hours.

To use this relic, you must worship Yondalla and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong conjuration; CL 12th; Sanctify Relic, Craft Wondrous Item, *break enchantment*, *death ward*, *divine power*, *heal*, *heroes' feast*, *neutralize poison*, *spell resistance*, creator must worship Yondalla; Price 44,600 gp; Weight 8 lb.

CUDGEL THAT NEVER FORGETS

+2 *axiomatic heavy mace*; AL LN; Int 16, Wis 10, Cha 16; speech; 60 ft. darkvision and hearing; Ego score 16.
Lesser Powers: Continuous *deathwatch*, 10 ranks Intimidate (total modifier +13), *cure moderate wounds* 3/day.
Personality: A *cudgel that never forgets* speaks little except during combat, during which it reminds its wielder in stentorian tones about the transgressions of each enemy, whether witnessed personally ("That bugbear wounded Lidda most grievously") or assumed based on creature type ("That succubus hath surely tempted many good men toward evil").

The imprecations of a cudgel that never forgets count as an attempt to demoralize an opponent with the Intimidate skill (described in Chapter 4 of the Player's Handbook). Unless it's healing its wielder, the cudgel that never forgets attempts to demoralize every round during its wielder's turn.
The cudgel that never forgets speaks Common, Infernal, Abyssal, and Celestial.
A *cudgel that never forgets* has an additional weapon quality: it remembers which foes have struck its wielder, and delivers them extra damage in retribution.
If an enemy hits the wielder of a *cudgel that never forgets* with a weapon (including a natural weapon), the weapon thereafter has an effective enhancement bonus of +2 better than its normal enhancement bonus.
It also deals an extra 2d6 points of damage against such a foe.
To use this relic, you must worship St. Cuthbert and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong conjuration; CL 20th; Sanctify Relic, Craft Magic Arms and Armor, *cure moderate wounds*, *deathwatch*, creator must worship St. Cuthbert; Price 82,112 gp; Cost 41,212 gp + 3,272 XP.

DAGGER OF DENIAL

+2 *unholy dagger*; AL NE; Int 18, Wis 10, Cha 18; speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 26.
Lesser Powers: *Detect magic* at will, 10 ranks in Spellcraft (total modifier +14), 10 ranks in Bluff (total modifier +14).
Greater Powers: Continuous *detect scrying* effect, arcane eye 1/day.
Special Purpose: Defeat/slay divine spellcasters.
Dedicated Powers: Item can cast *dispel magic* as a 10th-level caster.
Personality: The *dagger of denial* takes great glee in disrupting other spellcasters, giggling and cackling to its wielder as it counters their spells.
It generally readies an action to counterspell with *dispel magic* each round, then uses its Spellcraft ability to discern which enemy spells are worth dispelling.
If its wielder attacks in melee, the dagger attempts a feint in combat immediately prior to its wielder's attack.
Four *daggers of denial* are known to exist; they were originally gifts from Vecna to wizards he charged with keeping his priests in line.
A *dagger of denial* happily lets anyone wield it, and it'll cheerfully lie about its powers and purpose (using its Bluff skill).
But if a wielder doesn't worship Vecna and obey the relic rules, she doesn't get access to the *dagger of denial*'s powers and the dagger betrays her at the first available opportunity.
A *dagger of denial* who's working against its wielder starts by surreptitiously dispelling the spells of the wielder and her allies, leaving them without the magic that they're depending on.
To use this relic, you must worship Vecna and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Moderate abjuration; CL 10th; Sanctify Relic, Craft Magic Arms and Armor, *arcane eye*, *detect scrying*, *dispel magic*, creator must worship Vecna; Price 77,902 gp; Cost 39,102 gp + 3,104 XP.

DAWNSTAR

Originally gifts from Pelor to four solars who rescued a paladin from Hell itself, each *dawnstar* is a +3 *brilliant energy morningstar*.
If a *dawnstar* is ever sundered or otherwise broken, it explodes, dealing 200 points of damage to everything within 10 feet, 150 points of damage to everything within 20 feet, and 100 points of damage to everything within 30 feet.
All those affected can make DC 17 Reflex saves to reduce the damage by half.
A *dawnstar* has hardness 8 and 8 hp.
To use this relic, you must worship Pelor and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong transmutation; CL 16th; Sanctify Relic, Craft Magic Arms and Armor, *continual flame*, *gaseous form*, creator must worship Pelor; Price 61,908 gp; Cost 31,108 + 2,464 XP.

EHLONNA'S SEED POUCH

This brown fur pouch appears to hold six ordinary acorns within it when examined.
But when a worshiper of Ehlonna flings an acorn from the pouch, she can make one of three things happen.
• Create a treant (as the *changestaff* spell, but the treant emerges from the acorn) anywhere it will physically fit.
• Create a wall of thorns (as the spell)
• Create an acorn grenade that be hurled up to 100 feet away, dealing 11d6 points of fire damage (as the *fire seeds* spell, but the damage isn't split up among multiple acorns).
Every morning, there are six acorns in *Ehlonna's seed pouch*, no matter how many were there before.
To use this relic, you must worship Ehlonna and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Moderate conjuration; CL 11th; Sanctify Relic, Craft Wondrous Item, *changestaff*, *fire seeds*, creator must worship Ehlonna; Price 93,800 gp; Weight 4 lb.

ENVELOPING PIT

Centuries ago, Kurtulmak gave his high priesthood a half-dozen copies of a portable pit trap: the *enveloping pit*.
This functions like a *portable hole*, except that it is 50 feet deep.
The *enveloping pit* covers a 10-foot square when opened fully and shrinks down to a 1-foot hole.
It can be picked up and moved when it's at its smallest, and its owner can open or close it with a command word from anywhere within 60 feet.
An *enveloping pit* opens fully only if it has enough flat space to do so; it halts when an edge hits a wall or other obstruction.
A common tactic is to lie in wait until foes are standing nearby a shrunk *enveloping pit*, and then open it fully, dropping enemies into a pit that wasn't there a moment earlier.
Those who find an *enveloping pit* underneath them must succeed on a Reflex save (DC 22) or fall into the pit.

To use this relic, you must worship Kurtulmak and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong conjuration; CL 16th; Sanctify Relic, Craft Wondrous Item, *plane shift*, creator must worship Kurtulmak; Price 33,600 gp.

Executioner's Hood

Originally one of three such hoods worn by Xeric IV, who publicly executed every member of his own extended family two centuries ago, the *executioner's hoods* have been scattered across the globe by tides of war and conquest.
The wearer of an *executioner's hood* (which takes up the headband body slot) can make a coup de grace attacks as a standard action rather than a full action.
Whenever he succeeds at a coup de grace attempt, he gains a +2 bonus to Strength and Constitution for the next 5 minutes that is cumulative with each successful coup de grace attempt (+10 max).
To use this relic, you must worship Erythnul and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Moderate transmutation; CL 11th; Sanctify Relic, Craft Wondrous Item, *bear's endurance*, *bull's strength*, creator must worship Erythnul; Price 50,400 gp; Weight 1 lb.

Gauntlets of the Blood-Lord

These slick metal gauntlets slowly drip blood, seemingly from nowhere.
They grant their wearer a +4 luck bonus on melee touch attacks.
Furthermore, any touch spell the wearer casts is maximized as though using the Maximize Spell feat, although the spell doesn't use a higher-level spell slot.
To use this relic, you must worship Hextor and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong universal; CL 17th; Sanctify Relic, Craft Wondrous Item, Maximize Spell, creator must worship Hextor; Price 33,600 gp; Weight 2 lb.

Gauntlet of the Talon

It is said that this silvery spiked set of gauntlets was fashioned by Bahamut himself, then given to the master of a now-defunct order of monks.
A character wearing *gauntlets of the talon* effectively has natural weapons that deal 1d8 points of slashing damage and count as magic for the purpose of overcoming damage reduction.
If a monk dons the *gauntlets of the talon*, she is treated as if she were five levels higher for purposes of AC, unarmed damage (which now counts as slashing), and the monk's *ki* strike ability (this function stacks with the similar functions of a *monk's belt*).
Gauntlets of the talon function as ghost touch weapons for the purpose of attacking incorporeal creatures.
Finally, the wearer gains a +4 bonus on all grapple checks.
To use this relic, you must worship Bahamut and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.
Moderate transmutation; CL 11th; Sanctify Relic, Craft Wondrous Item, *righteous might*, creator must worship Bahamut; Price 20,000 gp; Weight 2 lb.

Gem of the Glitterdepth

This black, thousand-faceted gem is said to be carved by Garl Glittergold himself.
Worn like a brooch, a *gem of the glitterdepth* grants its owner a +6 enhancement bonus to Wisdom and the instinctive knowledge of where the walls, ceiling, and floor are in any cavern he's in, no matter how big the cavern is or what the illumination is.
To use this relic, you must worship Garl Glittergold and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Moderate transmutation; CL 10th; Sanctify Relic, Craft Wondrous Item, *owl's wisdom*, creator must worship Garl Glittergold; Price 22,000 gp; Weight 1 lb.

Helm, Platinum

This smooth helm covers three-quarters of the face and is decorated with a dragon-wing motif.
The original *platinum helms* were given to seven gold dragons that acted as Bahamut's consorts, but they have since passed to his servants on the Material Plane.
Anyone who wears a *platinum helm* has the frightful presence of a dragon, potentially affecting everyone with fewer Hit Dice within a 150-foot radius.
Whenever the wearer of the *platinum helm* attacks, foes must succeed on a Will save (DC 10 +1/2 wearer's HD + wearer's Cha modifier) or be panicked (foes of 4 or less HD) or shaken (foes of 5 or more HD) for 4d6 rounds.
The wearer also gains blindsense with a 60-foot range.
To use this relic, you must worship Bahamut and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong transmutation; CL 15th; Sanctify Relic, Craft Wondrous Item, *shapechange*, creator must worship Bahamut; Price 64,000 gp; Weight 3 lb.

Helm of the Purple Plume

Helms of the Purple Plume were originally given as trophies to the winners of jousting tourneys among Heironeous's followers, but they have since been passed from noble knight to brave squire through the centuries.
A *helm of the purple plume* gives its wearer a +2 bonus to Charisma.
Not only is the wearer of the helm immune to fear, but exposure to fear emboldens him further.
Whenever the wearer is subject to a fear effect, he instead receives the benefit of a *heroism* spell for 10 minutes.
To use this relic, you must worship Heironeous and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Moderate abjuration; CL 10th; Sanctify Relic, Craft Wondrous Item, *heroism*, creator must worship Heironeous; Price 22,000 gp; Weight 4 lb.

HOOKED HAMMER OF THE HEARTHFIRE

It is said that Garl Glittergold gave one of these weapons to each of twelve noble families many centuries ago.
Eight are believed to remain among the gnomes.
This +2/+2 *flaming gnome hooked hammer* becomes a +4 *flaming burst*/+4 *flaming burst hooked hammer* in the hands of a gnome.
The *hooked hammer of the hearthfire* automatically deals its flaming burst damage every round to any kobold or goblinoid unfortunate enough to grasp its handle.
To use this relic, you must worship Garl Glittergold and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong evocation; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *flame strike*, creator must worship Garl Glittergold; Price 35,600 gp; Cost 18,110 gp + 1,400 XP.

MAP OF UNSEEN LANDS

This rolled-up sheet of vellum, often kept in a darkwood tube, is a boon to caravans of halfling pilgrims, who use it to avoid danger and make their way through the wilderness.
Once per day, the *map of unseen lands* can be commanded to spend two minutes redrawing itself, mapping the terrain within a 16-mile radius with total accuracy but only middling detail.
The DM should spend two minutes of real time sketching out such a map, working down the following list in terms of priority.
• General terrain features (mountains, rivers, and so forth) labeled if their names are widely known.
• Structures of more than 5,000 square feet (castles, temples, ruins) named either specifically (Fortress of the Undying) or generally (bardic college).
• Structures important for travel (bridges, dungeon entrances, magic portals), labeled only if they're unusual in some respect.
• Lairs of creatures with more than 15 Hit Dice, labeled by creature type only.
The *map of unseen lands* doesn't function underground.
To use this relic, you must worship Yondalla and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Strong divination; CL 15th; Sanctify Relic, Craft Wondrous Item, *discern location*, creator must worship Yondalla; Price 25,200 gp; Weight 2 lb.

MILLENNIAL CHAINMAIL

This suit of armor feels like mithral chainmail to the touch, but the miniscule rings are a pale green, turning brighter when the *millennial chainmail* is in the sun.
Millennial chainmail functions as +3 *chainmail*, but it has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%.
It is considered light armor.
Millennial chainmail painlessly extends tiny green roots into the wearer's skin, granting fast healing 3 as long as the wearer is standing in better than shadowy illumination.
To use this relic, you must worship Corellon Larethian and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.
Moderate conjuration; CL 10th; Sanctify Relic, Craft Magic Arms and Armor, *regenerate*, creator must worship Corellon Larethian; Price 18,800 gp; Cost 9,550 gp + 740 XP; Weight 20 lb.

MORNINGSTAR OF THE MANY

It is said that these morningstars have been dipped in the blood of creatures from every known plane on the Great Wheel.
Until the command word is spoken, the *morningstar of the many* is a +2 *morningstar* covered with carved, laughing mouths.
But once commanded into action, it becomes a weapon that takes on a different set of weapon qualities each round:

Round	Weapon Qualities
1	+4 anarchic morningstar
2	+4 wounding battleaxe
3	+4 unholy morningstar
4	+1 vorpal longsword
5	+4 flaming burst morningstar
6	+4 vicious shortspear

After the sixth round, the *morningstar of the many* is again a +2 *morningstar* until the command word is given anew.
To use this relic, you must worship Erythnul and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Strong necromancy and evocation; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *circle of death*, creator must worship Erythnul; Price 30,300 gp; Cost 15,304 gp + 1,200 XP.

PIPES OF FRENZIED REVELRY

These pipes, created by a secretive order of bard/clerics devoted to Olidammara, require the piper to succeed on a DC 20 Perform (wind instruments) check each round to function properly.
If the check succeeds, any living creature within 30 feet of the piper must succeed on a DC 16 Will save or suffer a *confusion* effect—with one exception.
Whenever the die roll calls for the subject to attack someone, the subject makes a mildly amorous advance (such as an embrace or kiss) instead.
The effect lasts as long as the subject remains within 30 feet of the piper.
If the piper is interrupted or fails a Perform check, then resumes piping with a successful check, creatures within 30 feet get to make new save attempts.
Subjects who successfully save are thereafter immune to the *pipes of frenzied revelry* for 24 hours.
To use this relic, you must worship Olidammara and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Moderate enchantment; CL 7th; Sanctify Relic, Craft Wondrous Item, *confusion*, creator must worship

Olidammara; Price 22,320 gp; Cost 11,320 gp + 880 XP; Weight 3 lb.

RAPIER OF DESPERATE MEASURES

Olidammara awards one of these nondescript rapiers when the whim strikes him.
A *rapier of desperate measures* has only the faintest magic aura about it and seems otherwise ordinary, except for an inscription near the base of the blade: "Don't be careful".
This *+2 keen rapier becomes* a *+4 keen rapier* if its wielder has less than half of his full normal hit points and a *+5 vicious keen rapier* if its wielder has less than one-quarter of his full normal hit points.
To use this relic, you must worship Olidammara and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Faint transmutation; CL 9th; Sanctify Relic, Craft Magic Arms and Armor, *keen edge*, creator must worship Olidammara; Price 23,920 gp; Cost.

RAPIER OF UNERRING DIRECTION

Originally a gift to Fharlanghn from Olidammara, this rapier has been copied several times by Fharlanghn's most powerful clerics.
This *+4 ghost touch rapier* ignores all miss chances, whether from concealment, *blink*, or another source.
To use this relic, you must worship Fharlanghn and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong divination; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *true seeing*, creator must worship Fharlanghn; Price 35,600 gp; Cost 17,920 gp + 1,412 XP.

ROBE OF EBONSILK

Said to be woven from silk extruded by Lolth herself, a *robe of ebonsilk* gives the wearer a +8 armor bonus, a +4 resistance bonus on all saving throws, and continual *spider climb* and *freedom of movement* effects.
To use this relic, you must worship Lolth and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong abjuration; CL 15th; Sanctify Relic, Craft Wondrous Item, *freedom of movement*, *spider climb*, creator must worship Lolth; Price 134,000 gp; Weight 1 lb.

ROD OF REVERSAL

This steel rod looks like a length of thick chain, but it doesn't bend even the slightest.
On command, it automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.
It also grants its wielder the Improved Counterspelling feat.
Turning a spell changes the *rod of reversal*'s color, depending on the school of the spell turned.

School	Color
Abjuration	Blue
Conjuration	Yellow
Divination	Indigo
Enchantment	Green
Evocation	Red
Illusion	Violet
Necromancy	Black
Transmutation	Orange

To use this relic, you must worship Boccob and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong abjuration; CL 15th; Sanctify Relic, Craft Rod, *spell turning*, creator must worship Boccob; Price 132,000 gp; Weight 5 lb.

ROD OF THE RECLUSE

This rod, wielded by some of Lolth's high priestesses, resembles a giant spider leg with its segmentations and coarse, black hairs.
It acts as a *+3 light mace* that deals no hit point damage.
Instead, the wielder injects a poison that deals 2d6 points of Strength damage to any creature she touches with the rod (by making a melee touch attack).
Like any poison, the damage repeats 1 minute later.
If she scores a critical hit, the damage from that hit (both initial and secondary) is ability drain.
In either case, the defender negates the effect with a DC 20 Fortitude save.
To use this relic, you must worship Lolth and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong necromancy; CL 16th; Sanctify Relic, Craft Rod, *poison*, creator must worship Lolth; Price 33,600 gp; Cost 16,953 gp + 1,332 XP; Weight 5 lb.

RUBY BLADE

These deep red, crystal daggers are said to be plucked from the gems on the hem of Wee Jas's gown.
Each *ruby blade* is a *+3 axiomatic dagger* that enables its wielder to bolster, rebuke, or command undead as if her class level were four levels higher than it actually is.
It also has a continuous *status* effect.
To use this relic, you must worship Wee Jas and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Moderate evocation; CL 11th; Sanctify Relic, Craft Magic Arms and Armor, *order's wrath*, *status*, creator must worship Wee Jas; Price 46,902 gp; Cost 23,602 gp + 1,864 XP.

SCROLLS OF UNCERTAIN PROVENANCE

These bundles of rough parchment have long been associated with Wee Jas, although even her lorekeepers don't know where the first ones came from.
Their name is something of a misnomer: The *scrolls of uncertain provenance* are not spells stored in written form.

Instead, they are a collection of death-obsessed writings in an unknown hand.
Those who can command the lore with a set of *scrolls of uncertain provenance*, it is said, have power over life and death itself.
But there are several barriers to understanding the lore of the scrolls.
To begin with, they're written in nearly every language, ancient and modern, and they sometimes switch languages within the same sentence.
One hour of reading allows a DC 20 Knowledge (religion) check to learn anything useful from the scrolls, with a +2 bonus for every language the reader speaks.
Multiple readers can assist one another in translation, lending the languages they know automatically, but they share in the risk as well (detailed below).
Read magic and *comprehend languages* spells don't help a reader understand the scrolls, so cryptic are their wisdom.
A reader—or at least one reader if a group is translating together—must worship Wee Jas to get anything at all from the scrolls.
The second barrier to reading *scrolls of uncertain provenance* is that the reader often draws near to the border between life and death himself.
Whenever someone spends an hour reading *scrolls of uncertain provenance*, they must roll on the following table whether or not they learn anything useful.

d%	Effect
01–10	DC 20 Will save or go insane (as the insanity spell).
11–30	DC 20 Will save or the scrolls bestow greater curse upon you.
31–60	DC 20 Will save to receive a geas/quest to perform for Wee Jas.
61–90	Take 1d6 negative levels as energy drain (DC 20 Fort save negates after 24 hours)
91–100	DC 20 Fortitude save or become a ghost for a year and a day.

While the risks of reading *scrolls of uncertain provenance* are great, so too are the rewards.
A character who successfully reads from the scrolls for the listed time can choose from the following benefits.

Time	Benefit
1 hour	Renewal pact for yourself
2 hours	Renewal pact for another
3 hours	Death pact for yourself
4 hours	Death pact for another
6 hours	True resurrection (and the scrolls disappear)

To use this relic, at least one reader must worship Wee Jas and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong necromancy; CL 15th; Sanctify Relic, Craft Wondrous Item, *death pact*, *renewal pact*, *true resurrection*, creator must worship Wee Jas; Price 118,000 gp; Weight 10 lb.

Shard of the Sun

This brightly glowing holy symbol of Pelor is mentioned in many religious texts as "Pelor's gift, which I carry into darkness—a sun that never sets".
It continuously emits a warm light equivalent to a *daylight* spell heightened to 5th level (the symbol must be covered completely to douse the light).
On command three times per day, the *shard of the sun* blasts forth four beams of light that each deal 10d6 points of damage to undead, 5d6 points of damage to constructs and objects, and 5d8 points of damage to other creatures.
Creatures particularly vulnerable to bright light, such as vampires, take 10d8 points of damage.
To use this relic, you must worship Pelor and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Moderate evocation; CL 11th; Sanctify Relic, Craft Wondrous Item, *daylight*, *searing light*, creator must worship Pelor; Price 73,280 gp; Weight 1 lb.

Shield of the Resolute

This +2 *mithral moderate fortification heavy shield* is made from hundreds of strips of mithral, each a different size, riveted together.
It is said that *shields of the resolute* are assembled from pieces of shields from hundreds of dwarves who fell in battle defending their homelands.
Goblinoids and giants within 30 feet who gaze upon a *shield of the resolute* must succeed on a Will save (DC 17) or be shaken (if they have the same or more HD than the wielder) or frightened (if they have fewer HD).
This functions like a gaze attack, so the goblinoids and giants must make saves at the beginning of their turns every round unless they take measures to avoid seeing the *shield of the resolute* (see Chapter 8 in the *Dungeon Master's Guide* for gaze attack rules).
To use this relic, you must worship Moradin and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong abjuration; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *fear*, *limited wish* or *miracle*, creator must worship Moradin; Price 89,620 gp; Cost 45,320 gp + 3,544 XP; Weight 7-1/2 lb.

Shield of the Severed Hand

This shield's provenance is unrecorded, but it is named for the gory, dripping hand emblazoned on it.
The *shield of the severed hand* is a +4 *heavy wooden shield* that gives its wielder a free bull-rush attempt at a +4 bonus once per round when the shield is struck in melee by a foe (in other words, when the +6 bonus from the shield was the difference between hitting and missing).
When the foe hits the shield, make an immediate bull rush attempt, even if it isn't your turn; you can follow the opponent who gets pushed back if you wish.
You can't fall prone during this attempt.
To use this relic, you must worship Gruumsh and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Strong evocation; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *Bigby's forceful hand*, creator must worship Gruumsh; Price 24,800 gp; Cost 12,479 gp + 986 XP.

SKEWER–OF–GNOMES

This Small +3 *unholy gnomebane spear* is quasi-sentient and can ready itself against a charge, attacking (and dealing double damage) automatically whenever a foe charges the wielder.
The attack uses the wielder's highest base attack bonus and all relevant modifiers, just as if the wielder were making an attack of opportunity.
To use this relic, you must worship Kurtulmak and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong evocation; CL 20th; Sanctify Relic, Craft Magic Arms and Armor, *unholy blight*, creator must worship Kurtulmak; Price 61,900 gp; Cost 31,101 gp + 2,464 XP.

SPEAR OF RETRIBUTION

Once in a great while, Gruumsh flings a spear at a cleric he's annoyed with.
If that cleric then atones for the transgression and keeps the spear, it becomes a *spear of retribution*.
This +2 *spear of returning* becomes a +4 *spear of returning* whenever its wielder attacks someone who dealt damage to the wielder in the previous round.
If the wielder received a critical hit in the last round from the target, the *spear of retribution* becomes a +5 *keen spear of returning* against that foe.
To use this relic, you must worship Gruumsh and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Strong transmutation; CL 12th; Sanctify Relic, Craft Magic Arms and Armor, *telekinesis*, creator must worship Gruumsh; Price 14,000 gp; Cost 7,151 gp + 548 XP.

STAFF OF THE UNYIELDING OAK

These staffs, of which three are known to exist, are treants that have willingly bound themselves into quarterstaff form to aid Obad-Hai's followers.
This ability functions like the *changestaff* spell, except that the treant is fully real and can control trees and speak to other treants.
If the *staff of the unyielding oak* is reduced to 0 or less hit points, it reverts to staff form and can't be used again for twenty-eight days.
The staff can take treant form as often as you like, but it must spend at least half of each day (dawn to dawn) in staff form.
To use this relic, you must worship Obad-Hai and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong transmutation; CL 15th; Sanctify Relic, Craft Wondrous Item, *changestaff*, creator must worship Obad-Hai; Price 81,600 gp; Cost 41,100 gp + 3,240 XP; Weight 4 lb.

SWORD OF MIGHTY THEWS

Kord's high clerics forged these greatswords as homages to Kord's signature weapon, *Kelmar*.
A *sword of mighty thews* is a +3 *dragonbane greatsword* that renders its wielder immune to a dragon's frightful presence and confers a +4 luck bonus on Reflex saves against a dragon's breath weapon.
To use this relic, you must worship Kord and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.
Strong abjuration; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *resistance*, creator must worship Kord; Price 45,600 gp; Cost 22,975 gp + 1,810 XP.

SWORD OF VIRTUE BEYOND REPROACH

This golden +3 *holy longsword*, one of four commissioned from celestial dwarves by the great paladin Tardalius the Headstrong, grants its wearer a measure of respite from charms and compulsions.
If the wielder of a *sword of virtue beyond reproach* fails a save against a charm or compulsion, she is free from the effects of the charm or compulsion for 1d4 rounds (DM rolls secretly).
The charm or compulsion is not negated during this time, only suppressed.
When the 1d4 rounds are over, the character who failed the Will save begins to act on any commands received during previous rounds.
To use this relic, you must worship Heironeous and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong abjuration; CL 20th; Sanctify Relic, Craft Magic Arms and Armor, *mind blank*, creator must worship Heironeous; Price 50,000 gp; Cost 25,157 gp + 1,988 XP.

TABARD OF THE DISEMBODIED

This tabard, said to be among the burial raiments of Shedlazzar IV, takes the wearer to the Ethereal Plane on command (as the *ethereal jaunt* spell) for up to 10 rounds per day, which need not be continuous.
The effect is dismissible.
While on the Ethereal Plane, the spells you cast affect the Material Plane normally, unlike those of spellcasters who reach the Ethereal Plane by another means.
To use this relic, you must worship Nerull and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Moderate transmutation; CL 10th; Sanctify Relic, Craft Wondrous Item, *ethereal jaunt*, creator must worship Nerull; Price 68,600 gp; Weight 1 lb.

TABARD OF THE GREAT CRUSADE

These silvery tabards, of which seven are known to exist, are decorated with a simple red cross on the chest.
They provide the wearer with damage reduction of 5/evil and grant everyone within 20 feet of the wearer (including the wearer) a +2 morale bonus on all saving throws.

Once per day, if someone other than the wearer grasps the hem of a *tabard of the great crusade* (a move action), he is cured of all wounds (as the *heal* spell from a 15th-level caster).
To use this relic, you must worship St. Cuthbert and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.
Strong conjuration; CL 15th; Sanctify Relic, Craft Wondrous Item, *heal*, creator must worship St. Cuthbert; Price 68,800 gp.
Tome of Ancient Lore: Allegedly penned by Boccob himself and "borrowed" from his library, this leather-bound book is overstuffed with yellowing sheets of parchment. Its magical pages contain every conceivable spell, but the *tome of ancient lore* (and copies made since the original left Boccob's library) is cursed with a deliberately confusing, everchanging system of cross-referencing.
The pages within the tome rearrange themselves, apparently at random.
Finding anything useful by browsing is impossible, but a reader who uses the index at the back has a 90% chance of finding any arcane spell within the tome's pages (retries for the same spell within 24 hours fail).
Spells read from the *tome of ancient lore* take half as long to prepare as normal.
To use this relic, you must worship Boccob and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.
Moderate transmutation; CL 10th; Sanctify Relic, Craft Wondrous Item, *secret page*, creator must worship Boccob; Price 22,000 gp; Weight 2 lb.

TOME OF THE STILLED TONGUE

This thick manuscript has a leatherbound cover with a gory decoration: a desiccated tongue nailed to the front of the book (belonging to a former cleric of Vecna who couldn't keep her order's secrets).
Five copies are known to exist.
A *tome of the stilled tongue* contains instructions for creating a lich's phylactery and 2d4 wizard spells of each level 6th through 9th.
It also contains 500 blank spell pages that function as those in *Boccob's blessed book*.
The *tome of the stilled tongue* also contains directions for eldritch mental exercises designed to strengthen one's spellcasting.
Anyone who reads this section of the tome, which takes a total of 48 hours over a minimum of six days, increases his effective caster level by 2 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks.
However, the exercises are mystically strenuous, permanently reducing the reader's Constitution score by 2.
To use this relic, you must worship Vecna and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.
Strong transmutation; CL 17th; Sanctify Relic, Craft Wondrous Item, Scribe Scroll, *secret page*, creator must worship Vecna; Price 34,850 gp; Weight 5 lb.

RINGS

ARMS AND EQUIPMENT GUIDE (3.0)

ALIGNMENT COMMAND

Similar in some ways to the mighty *rings of elemental command*, the four varieties of *rings of alignment command* grant the wearer great power over outsiders of a certain alignment.
Each appears to be a lesser magic ring until its powers are fully activated, as described in its entry.
The four varieties have the following common properties.
• Outsiders with the alignment subtype (Chaotic, Evil, Good, or Lawful) to which the ring is attuned can't attack the wearer, or even approach within 5 feet of her.
If the wearer desires, she may forego this protection and instead attempt to charm the outsider (as *charm monster*, Will save DC 17).
If the charm attempt fails, however, absolute protection is lost and no further attempts at charming can be made.
• Outsiders with the alignment subtype to which the ring is attuned who attack the wearer (if a *charm* attempt fails) take a –1 penalty on their attack rolls.
The ring wearer gains a +2 resistance bonus on saving throws against the creature's attacks.
She also gains a +4 morale bonus on all attacks against such creatures.
Any weapon she uses bypasses the damage reduction of such creatures, regardless of whether it has a sufficient enhancement bonus to do so.
• The wearer of the ring is able to converse with creatures with the alignment subtype to which her ring is attuned.
These creatures recognize that she wears the ring.
They show a healthy respect for the wearer if alignments are similar.
If alignments are opposed, creatures fear the wearer if she is strong.
If she is weak, they hate and desire to slay her.
Fear, hatred, and respect are determined by the DM.
• The possessor of a *ring of alignment command* takes a saving throw penalty as follows:

Alignment	Saving Throw Penalty
Chaotic	–2 against lawful spells
Evil	–2 against good spells
Good	–2 against evil spells
Lawful	–2 against chaotic spells

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its alignment.
Chaotic: This ring has the following powers.
• *Random action* (unlimited use)
• *Shatter* (unlimited use)
• *Chaos hammer* (2/day)
• *Dispel law* (1/day)
• *Animate objects* (1/week).
Evil: This ring has the following powers.
• *Bane* (unlimited use)
• *Desecrate* (unlimited use)
• *Unholy blight* (2/day)
• *Dispel good* (1/day)
• *Create undead* (1/week).
Good: This ring has the following powers.
• *Bless* (unlimited use)
• *Aid* (unlimited use)
• *Holy smite* (2/day)
• *Dispel evil* (1/day)
• *Blade barrier* (1/week).
Lawful: This ring has the following powers.
• *Command* (unlimited use)
• *Calm emotions* (unlimited use)
• *Order's wrath* (2/day)
• *Dispel chaos* (1/day)
• *Hold monster* (1/week)
Caster Level: 15th; *Prerequisites*: Forge Ring, *planar ally*, all appropriate spells; *Market Price*: 200,000 gp.

FILCHER'S FRIEND

When used, this plain steel ring draws any loose metal object within 1 foot and weighing no more 1 ounce—usually coins and jewelry—toward it.
The objects do not have to be ferrous, simply metal in some way.
The ring grants a +5 circumstance bonus on Pick Pocket checks involving metal objects.
Caster Level: 12th; *Prerequisites*: Forge Ring, *mage hand*; *Market Price*: 500 gp.

FORCE ARMOR

This pair of black iron rings must be worn as a set, one on either hand with no other magic ring, to function.
They sheathe their wearer in a field of magical force, granting a +4 armor bonus to AC (as the *mage armor* spell).
This sheath is harmful to the touch: Any creature whose bare flesh contacts the wearer takes 1d4 points of damage.
The wearer's unarmed strikes gain a +1 enhancement bonus on attacks and deal an additional 1d4 points of damage.
Caster Level: 9th; *Prerequisites*: Forge Ring, *mage armor*, *magic weapon*, *wall of force*; *Market Price*: 45,000 gp.

GREATER COUNTERSPELLING

This seems to be a *ring of spell storing* upon first examination.
However, while it allows a single spell of 1st through 9th level to be cast into it, that spell cannot be cast out of it again.
Instead, should that spell ever be cast upon the wearer, or within 90 feet of the wearer (if the wearer retains line of sight to the caster), the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part.
Once so used, the spell cast into the ring is gone.
A new spell (or the same one as before) may be placed in it again.
Caster Level: 18th; *Prerequisites*: Forge Ring, *spell turning*, *wish*; *Market Price*: 16,000 gp.

HIVE MIND

These rings are formed of a brownish-red substance like horn or chitin, resembling the carapace of a formian.
A single *ring of hive mind* provides no benefit to its wearer unless another character with another ring of the same kind is within 1 mile.
All characters wearing *rings of hive mind* within 1 mile of one another can communicate telepathically among themselves, and their minds mesh in a close joining.
If one such character is aware of a particular danger, they all are.
If one character in a group is not flat-footed, none of them are.
No such character in a group is considered flanked unless all of them are.
Caster Level: 17th; *Prerequisites*: Forge Ring, *Rary's telepathic bond*, *wish*; *Market Price*: 180,000 gp.

LOCKPICKING

This ring is made up of tiny prongs, wires, and other small devices that spring to life on command.
The ring grants a +5 competence bonus on Open Lock checks and can cast *knock* three times a day, as the spell from a 12th-level caster.
Caster Level: 12th; *Prerequisites*: Forge Ring, *knock*; *Market Price*: 7,700 gp.

MAGIC FANG

While worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) a +1 enhancement bonus on attack and damage rolls.
Caster Level: 12th; *Prerequisites*: Forge Ring, *magic fang*; *Market Price*: 6,000 gp.

MISDIRECTION

This plain silver band is nondescript and unadorned.
The wearer is under a continuous *misdirection* effect, redirecting Divination spells that reveal auras cast upon him.
Such spells automatically target their caster rather than the ring's wearer.
Caster Level: 3rd; *Prerequisites*: Forge Ring, *misdirection*; *Market Price*: 7,000 gp.

THUNDERCLAPS

This ring is made out of lapis lazuli, with a lightning bolt etched along the rim.
Three times per day, the wearer can affect someone with *shocking grasp*.
Once per day, this effect can combine with a powerful thunderclap that duplicates the effects of a *shout* spell.
The target must be touched for the *shout* effect to happen.
Both of these effects are as the spells from a 7th-level caster.
Caster Level: 12th; *Prerequisites*: Forge Ring, *shocking grasp*, *shout*; *Market Price*: 11,200 gp.

UNIVERSAL ELEMENTAL RESISTANCE, MINOR

This ring functions as a *ring of minor elemental resistance* for all types of energy: fire, cold, electricity, acid, and sonic.
Whenever the wearer would normally take such damage, subtract 15 points of damage per round from the amount before applying.
The major version of this ring is an epic magic item described in the *Epic Level Handbook*.
Caster Level: 15th; *Prerequisites*: Forge Ring, *protection from elements*; *Market Price*: 144,000 gp.

BOOK OF EXALTED DEEDS (3.5)

RING OF ADAMANTINE TOUCH

When worn, this adamantine ring allows the wearer to make melee weapon attacks and natural attacks as though wielding an adamantine weapon.
Strong transmutation; CL 12th; Forge Ring, *touch of adamantine*; Price 120,000 gp; Cost to Create 60,000 gp + 4,800 XP.

RING OF AFFLICTION

This mithral ring is shaped like a beautiful feathered serpent.
Any natural or unarmed attack made by the ring's wearer forces the target to succeed on a DC 17 Fortitude save or succumb to an affliction of the ring wearer's choice (see the *affliction* spell description for more information).
Strong necromancy [good]; CL 12th; Forge Ring, *affliction*, creator must be good; Price 72,000 gp; Cost to Create 36,000 gp + 2,880 gp.

RING OF SOLAR WINGS

This brilliant gold ring causes is inlaid with celestial script.
When the ring is put on, the wearer grows gleaming white wings (like those of a solar) and gains the ability fly at a speed of 150 feet (good maneuverability).
The wings disappear if the ring is removed.
If the ring is removed while the wearer is in flight, the wearer floats to the ground as per a *feather fall* spell.
If the wearer already has a functional set of wings, the ring does not create new ones, but the wearer may use the ring's fly speed if it's faster.
Strong transmutation; CL 12th; Forge Ring, *feather fall*, *polymorph*; Price 118,000 gp; Cost to Create 59,000 gp + 4,720 XP.

RING OF VENGEANCE

This gold ring glows softly when worn by a good-aligned creature.
If the wearer of the ring dies, an arc of divine energy leaps from the ring and deals 15d6 points of damage to the creature that dealt the killing blow.

The damage is of divine origin and of a nonspecific energy type.
The target of the attack can make a DC 19 Reflex save to reduce the damage by half.
Once the ring unleashes its energy, it turns to dust.
Strong abjuration [good]; CL 15th; Forge Ring, *vengeance halo*, creator must be good; Price 4,500 gp; Cost to Create 2,250 gp + 180 XP.

BOOK OF VILE DARKNESS (3.0)

MASTER RING

The wearer of this iron ring, emblazoned with the symbol of a brooding falcon, can deal 3d6 points of damage per round as a free action to anyone wearing a slave ring keyed to it.
Furthermore, the wearer can exchange messages with anyone wearing a slave ring (as if using a *sending* spell) three times per day.
Typically, a *master ring* has ten slave rings keyed to it.
Caster Level: 7th; *Prerequisites*: Forge Ring, *shriveling*, *sending*; *Market Price*: 40,600 gp (does not include slave rings; see below).

RING OF WEEPING

This dull gray ring allows the wearer to bestow weeping, crippling sadness by touch.
A humanoid touched by the wearer of a *ring of weeping* must succeed at a Will save (DC 11) or be incapacitated for 1 round, then take a –3 morale penalty on attack rolls, saving throws, ability checks, and skill checks for 5 rounds.
Each time the ring is used to affect a creature, its wearer takes a –1 morale penalty on attack rolls, saving throws, ability checks, and skill checks for 5 rounds.
Caster Level: 5th; *Prerequisites*: Forge Ring, *sorrow*; *Market Price*: 3,000 gp.

SLAVE RING

This iron ring, once put on, cannot be removed except by the wearer of the *master ring* (see above) keyed to it.
The wearer is subject to horrible, flesh-disrupting damage by the wearer of the *master ring*, and she can also exchange messages with him.
Caster Level: 7th; *Prerequisites*: Forge Ring; *Market Price*: 500 gp.

VILE WEAPON RING

This is a black metal band with a small ruby.
When worn, each melee attack made by the wearer deals 1 extra point of vile damage.
Caster Level: 5th; *Prerequisites*: Forge Ring, *vile lance*; *Market Price*: 20,000 gp.

VILE SPELL RING

If this ring is worn by a spellcaster, 1 point of damage per spell level from each of the caster's damaging spells is vile damage.
If multiple creatures take damage (such as with a *fireball* spell), each creature takes the vile damage.
Caster Level: 5th; *Prerequisites*: Forge Ring, *vile lance*; *Market Price*: 15,000 gp.

CHAMPIONS OF VALOR (3.5)

RING OF TRUTH–TELLING

A *ring of truth-telling* is an item worn by the Heralds of Nimbral to determine the guilt or innocence of anyone they question.
Description: Each of these rings is a simple brass band with alternating triangles etched into its outer surface.
Activation: As a free action, the wearer can utter a command phrase ("speak plainly" in Halruaan) to activate the powers of the ring.
This can be done up to five times per day.
Effect: The ring provides the effects of both a *detect thoughts* (see page 220 in the *Player's Handbook*) and a *zone of truth* (page 303 in the *Player's Handbook*) spell within a 20-foot-radius area.
The effects allow the wearer to read the surface thoughts of any creature in the area, while at the same time preventing those creatures from speaking any deliberate lies.
These effects last as long as the wearer concentrates, or up to 3 minutes.
Aura/Caster Level: Faint enchantment/divination. CL 3rd.
Construction: Forge Ring, *detect thoughts*, *zone of truth*, 13,500 gp, 1,080 XP, 14 days.
Weight: —.
Price: 27,000 gp.

CITY OF SPLENDORS WATERDEEP (3.5)

RING OF ARMOR

These rings come in three varieties.
A *ring of light armor* is equivalent to a *ring of protection +1* with the light fortification armor special ability.
A *ring of medium armor* is equivalent to a *ring of protection +1* with the medium fortification armor special ability.
A *ring of heavy armor* is equivalent to a *ring of protection +1* with the heavy fortification armor special ability.
Other varieties, with larger deflection bonuses, exist as well.
Strong abjuration; CL 13th; Forge Ring, *limited wish* or *miracle*, *shield of faith*, caster must be of a level at least three times greater than the deflection bonus of the ring; Price 8,000 gp (light), 32,000 gp (medium), 72,000 gp (heavy); Weight —.

RING OF RESEARCH

A *ring of research* is a simple gold or silver ring set with a colored gemstone.
When worn, it enables the wearer to quickly and unerringly find the right page in the right book or scroll to answer any question, assuming the wearer has access to a library that actually contains the answer.
The practical effect of this power is to double the circumstance bonus on Knowledge checks given by access to a library.
(If no such bonus is specified, assume the *ring of research* gives a +2 bonus).
Faint divination; CL 5th; Forge Ring, *legend lore*; Price 2,500 gp; Weight —.

RING OF TROBRIAND

A *ring of Trobriand* enables the wearer to issue mental commands to one or more scaladars.
A *ring of Trobriand* can issue mental commands only to a scaladar it was associated with during the creation process.
Strong evocation; CL 13th; Forge Ring, *sending*; Price 2,000 gp; Weight —.

COMPLETE ADVENTURER (3.5)

FILCHER'S FRIEND

When activated, this plain steel ring draws toward it any loose metal object within 1 foot and weighing no more than 1 ounce (usually coins, jewelry, or small keys).
The objects do not have to be ferrous, simply metal in some way.
A *filcher's friend* also grants a +5 bonus on Sleight of Hand checks involving metal objects.
Faint transmutation; CL 12th; Forge Ring, *mage hand*; Price 2,500 gp.

LOCKPICKING

This ring is made up of tiny prongs, wires, and other small devices that spring to life on command.
A *lockpicking ring* grants the wearer a +5 competence bonus on Open Lock checks and the ability to use *knock* once per day if the wearer touches a portal she wishes to open.
Faint transmutation; CL 3rd; Forge Ring, *knock*; Price 4,500 gp.

COMPLETE ARCANE (3.5)

ARCANE MIGHT

Usually made of bronze, a *ring of arcane might* is forged in the shape of a serpent devouring its own tail.
When worn by any arcane spellcaster, the ring provides a +1 bonus to arcane caster level for the purpose of spell penetration checks, caster level checks, and all level-based variables of any arcane spell the wearer casts.
Moderate abjuration; CL 8th; Forge Ring, *limited wish*, *greater magic weapon*; Price 20,000 gp.
Lore: A creature wearing a *lore ring* can use *legend lore* and *stone tell* each once per week by speaking a command word, and can find magic traps created by glyphs, runes, sigils, and symbols with a successful Search check, just as a rogue does.
Strong divination; CL 12th; Forge Ring, *find traps*, *legend lore*, *stone tell*; Price 23,250 gp.

SPELL–BATTLE

This potent ring is typically made of gold and set with small spheres of silver.
The wearer becomes cognizant of all spellcasting that occurs within 60 feet, and she can identify the spell being cast (even if she can't see its casting or effect) on a successful Spellcraft check (DC 15 + spell level).
If this identification succeeds, the wearer can choose once per day to have the ring counterspell (without readying a counterspell action or making a dispel check) or can change the target or the point of effect of the spell to any target or point within 60 feet (including herself if she chooses to redirect a potentially beneficial spell).
If the wearer chooses an illegal target (an animal for a humanoid-affecting spell, for instance, or a point of effect outside the spell's range as measured from the original caster), the spell functions normally and the redirection is wasted.
If the wearer ends up in the area of a retargeted spell, she experiences the effect of the spell as normal.
Strong divination; CL 14th; Forge Ring, *detect magic*, *dispel magic*, *spell turning*, creator must have 10 ranks in Spellcraft; Price 67,600 gp.

THEURGY

Often carved from a single piece of polished coral, a *ring of theurgy* functions differently depending on which type of arcane spellcaster wears it.
For wizards and other characters who prepare spells, the ring serves as a small and quickly accessible spellbook capable of storing up to three spells of any level the wearer can cast.
As a move action, the wearer can transfer any spell in the ring to an empty spell slot of the appropriate level, with the spell instantly ready to be cast as if previously prepared.
The wearer can't transfer a spell from a *ring of theurgy* to an expended spell slot, but only to a spell slot that he deliberately left empty in order to prepare a spell, providing some degree of spontaneity in the spells he has available even though he gains no additional spells per day.
For example, a 5th-level wizard might store *fireball*, *dispel magic*, and *fly* in the ring, then leave one 3rd-level spell slot open to be used for offense, defense, or escape as necessary.
Sorcerers and other characters who don't prepare spells gain a different benefit from a *ring of theurgy*.
Each spell stored in the ring is usable as an additional spell known as long as the character has an unused spell slot of the appropriate level.
The stored spell disappears from the ring when cast, but the wearer can then have spells not on her spell list cast into the ring to be used again.

For example, a bard who doesn't have *invisibility sphere* on her list of spells known could have the spell put into a *ring of theurgy* by her party's wizard so that both characters have the spell available if needed.
Any material components or XP components are provided at the time the spell is cast from the ring, not at the time it is put into the ring to be stored for later retrieval.
Moderate universal; CL 12th; Forge Ring, R*ary's mnemonic enhancer*; Price 20,000 gp.

COMPLETE CHAMPION (3.5)

RING OF THE BEAST

Price (Item Level): 8,000 gp (11th)
Body Slot: Rings
Caster Level: 10th.
Aura: Moderate (DC 20); conjuration.
Activation: —
Weight: —
This tiny ring is carved of smooth wood, and engravings of ivy run along its length.
Whenever you cast a *summon nature's ally* spell (whether normally or spontaneously), you can treat it as though it were one level higher than it is.
For instance, if you cast *summon nature's ally* III (or sacrifice a 3rd-level druid spell to spontaneously cast it), you can treat it as if you had cast *summon nature's ally* IV instead.
However, you cannot use a *ring of the beast* to cast a *summon nature's ally* spell of a level higher than you can normally cast (in the class that allows you to cast the summon nature's ally spell).
This ring continues to function even while you are using wild shape.
The *ring of the beast* is part of a set collectively known as the *trappings of the beast.*
When you wear it along with *armor of the beast* (page 135) and a *mantle of the beast* (see above), you gain additional abilities, as noted in the *armor of the beast* description.
Cost to Create: 4,000 gp, 320 XP, 8 days.
Prerequisites: Forge Ring, Heighten Spell, *summon nature's ally* I, wild shape.

COMPLETE MAGE (3.5)

DEADWALKER'S RING

This ring empowers your created undead.
Description: A *deadwalker's ring* is carved from humanoid bone.
It always feels faintly cold to the touch.
Whenever the *ring* is active, it rotates around the wearer's finger of its own accord and gives off faint creaking sounds, like the clacking of the walking dead.
Activation: You must wear a *deadwalker's* ring for at least 24 consecutive hours in order for it to function.
It requires no specific action to activate.
Instead, it automatically functions each time you cast a spell that creates undead, up to a maximum of three times per day.
Effect: While you wear the ring, any undead you create by a spell (such as *animate dead*) gain +2 hit points per HD.
This benefit doesn't stack with the extra hit points granted by the *desecrate* spell.
Aura/Caster Level: Moderate necromancy. CL 7th.
Construction: Forge Ring, *animate dead* or *desecrate*, 2,000 gp, 160 XP, 4 days.
Price: 4,000 gp.

RING OF ARCANE SUPREMACY

This simple but potent ring enables you to more effectively penetrate your foe's spell resistance.
Description: This ornate silver ring resembles a serpentine dragon consuming its own tail, in the classic ouroboros position.
The band feels slightly warm to the touch, and the dragon's eyes gleam brightly any time the wearer casts a spell.
Activation: A *ring of arcane supremacy* requires a free action to activate.
You must declare that you are using the ring's power before the DM declares whether your caster level check (see Effect, below) results in success or failure.
It functions up to three times per day, but not more than once per round.
Effect: The *ring* grants its wearer the ability to reroll a caster level check made to overcome spell resistance with an arcane spell or invocation.
You must take the result of the reroll, even if it's worse than the original roll.
Aura/Caster Level: Faint abjuration. CL 3rd.
Construction: Forge Ring, *true casting* (page 121), 6,000 gp, 480 XP, 12 days.
Price: 12,000 gp.

RING OF ENDURING ARCANA

Well loved by casters who expect to face rivals with similar abilities, a *ring of enduring arcana* renders your spells more resistant to dispelling.
Description: This ring is actually a webwork lattice of gold and mithral that takes up most of the length of the finger. (It is jointed in the middle to allow full movement).
The lattice seems to shift and flow any time the wearer casts a spell.
Activation: A *ring of enduring arcana* remains active constantly, as long as it is worn.
When first donned, however, it requires 24 hours to acclimate to the wearer before it functions.
Effect: You are considered four levels higher than your actual caster level whenever another character attempts to dispel or counter one of your spells.
Aura/Caster Level: Moderate abjuration. CL 9th.
Construction: Forge Ring, *dispel magic*, 3,000 gp, 240 XP, 6 days.
Price: 6,000 gp.

RING OF INSTANT ESCAPE

This potent item allows the wearer to avoid major destructive magic, as well as fooling the enemy into believing they have wounded or slain him.
Description: This ring is constructed of thin wires—gold and black iron—wound around each other over and over into a nearly solid band.
When activated, and for 1d4 rounds thereafter, the ring feels as though it is writhing against the skin, as if the wires were constantly sliding over and through each other.
Activation: A *ring of instant escape* requires an immediate action to activate.
The *ring* functions only once per day and resets at midnight.
Effect: When you are subject to a harmful effect that allows a Reflex save to reduce or negate it (such as a *fireball* or a dragon's breath), you can activate a *ring of instant escape* to be instantly transported elsewhere, as per *dimension door* (PH 221), although the range is limited to 40 feet.
This occurs just before the effect resolves, so you are unaffected by it (assuming your destination is outside the area of the effect).
Aura/Caster Level: Moderate conjuration. CL 7th.
(A *ring of elusive escape*, described below, also radiates moderate illusion).
Construction: Forge Ring, *dimension door*, 9,000 gp, 720 XP, 18 days.
Variants: The rare *ring of elusive escape* also turns you invisible (as the *invisibility* spell) and leaves behind a *major image* (PH 254) of yourself.
Both of these effects last for 1 round.
The image looks as though it has taken damage from the harmful effect and reacts appropriately to further attacks as well, as though you were concentrating on it for the length of its duration.
(Requires *invisibility* and *major image*, +7,000 gp, +560 XP, + 14 days).
Price: 18,000 gp (*instant escape*), 32,000 gp (*elusive escape*).

RING OF MIGHTY SUMMONS

This ring enhances summoned creatures, making them as tough as possible, but at the cost of a reduced "life span".
Description: A *ring of mighty summons* is an ornate gold band, carved with tiny images of many creatures and the representations of all four elements.
Its surface is rough to the touch.
Whenever the ring is active, the images carved on it seem to twist and move as though alive, and the item smells faintly of ozone.
Activation: A *ring of mighty summons* requires no specific action to activate, merely an act of will made as part of casting a summoning spell.
It functions up to three times per day.
Effect: When you use this ring while casting a summoning spell, any creature you summon with the spell has maximum hit points per Hit Die.
However, the duration of the spell is halved (to a minimum of 1 round).
Aura/Caster Level: Moderate conjuration. CL 6th.
Construction: Forge Ring, Augment Summoning, Spell Focus (conjuration), *summon monster* III or *summon natures ally* III, 7,000 gp, 560 XP, 14 days.
Price: 14,000 gp.

SPELLGUARD RINGS

This pair of rings allows a spellcaster to designate an ally temporarily immune to his magic.
Description: Both of a pair of *spellguard rings* are ornate bands; one is forged of gold, the other of bronze.
Draconic writing around the interior of both rings translates roughly as "Let no friend of mine ever feel the sting of my magic".
Activation: A spellcaster activates the power of *spellguard rings* as a free action in conjunction with casting a spell.
They function up to three times per day.
Effect: In order for them to function, both *spellguard rings* must be worn—the gold ring by a spellcaster, the bronze one by anyone else.
When the rings are activated, the wearer of the bronze ring becomes immune to any spell cast by the wearer of the gold ring, as long as that spell is cast within 1 round.
The rings can be useful for pulling off certain tactical maneuvers, such as letting the spellcaster lob a *fireball* into the midst of a horde of orcs, even though his paladin companion stands right in the center of them.
The construction costs and price below are for a pair of matched rings.
If one ring of a pair is lost or destroyed, the other becomes useless.
Aura/Caster Level: Moderate abjuration. CL 7th.
Construction: Forge Ring, *Otiluke's suppressing field* (page 112), 2,000 gp, 160 XP, 4 days.
Price: 4,000 gp.

DRACONOMICON (3.5)

CLAWS OF THE RIPPER

These metal, scythe-like blades are designed to fit over one set of a dragon's claws, and they resize to fit any dragon of Large size or bigger.
A dragon wearing *claws of the ripper* cannot also make use of a magic ring on that claw.
When worn, *claws of the ripper* increase the damage dealt by the dragon's claws on a critical hit, giving them a ×4 multiplier (like that of a scythe).
Faint transmutation; CL 6th; Craft Ring; Price 2,000 gp; Weight 10 lb.

RING OF DRAGON FRIENDSHIP

This ring is carved to look like a dragon coiled around the wearer's finger.
The wearer gains a +5 enhancement bonus on Diplomacy checks made to influence the attitude of dragons.
No dragon will voluntarily attack or otherwise attempt to harm the wearer.
Once per month, the wearer can use a *suggestion* effect on a dragon (heightened to 9th level; Will DC 23 negates).
If the wearer attacks a dragon in any way (including by the use of the ring's *suggestion* power), this ring loses its powers for 24 hours.

(The *suggestion* effect can continue after the ring stops working).
Strong enchantment; CL 17th; Forge Ring, Heighten Spell, *dominate monster*, *suggestion*; Price 28,750 gp.

RING OF DRAGONSHAPE

This ring is shaped like a hollowed dragon's claw.
It is slipped over the length of the wearer's finger, but doesn't restrict manual dexterity in any way.
Once per day, the wearer can activate the ring (as a standard action) to polymorph into a young red dragon (if the wearer is evil) or a young gold dragon (if the wearer is good).
This effect functions as the *polymorph* spell, except that the duration is 1 hour.
The effect can be dismissed by the wearer as a standard action.
Moderate transmutation; CL 7th; Forge Ring, *polymorph*; Price 23,000 gp.

DRAGON MAGIC (3.5)

RING OF DRACONIC ZEAL

A dragon can lash out at more than one enemy with its claws, teeth, wings, and tail.
A *lesser ring of draconic zeal* grants its wearer a similar ability to attack multiple foes.
Description: A *lesser ring of draconic zeal* is made of ivory carved to resemble hundreds of interlocking dragon scales. When the ring's power is activated, it emits a roar like that of a fearsome dragon.
Activation: Once per day, the wearer can invoke the power of the ring (a swift action).
Effect: Immediately after activating the ring, the wearer can make one melee attack using his highest base attack bonus against each of three different enemies within reach (a full-round action).
This effect applies only during the round in which the ring is activated.
If the wearer activates the ring but can't take a full-round action during that round, the effect is wasted.
Aura/Caster level: Faint transmutation; CL 10th.
Variant: A *greater ring of draconic zeal* functions lesser ring, except that it allows the wearer to attack up to six adjacent enemies within reach.
Construction: Forge Ring, haste, 1,000 gp (or 3,000 gp for *greater ring*), 80 XP (or 240 XP for *greater ring*), 2 days (or 6 days for *greater ring*).
Weight: —.
Price: 2,000 gp (lesser) or 6,000 gp (greater).

DRAGONS OF FAERÛN (3.5)

RING OF DRACONIC DECEPTION

This ring is a favored item by dragons that employ deception and trickery as their weapons of choice. It allows them to simulate the appearances and powers of other dragons.
Lore: Characters can gain the following pieces of information about *rings of draconic deception* by making Knowledge (arcana) checks.
DC 20: Claugiyliamatar, an ancient green dragon in the Kryptgarden Forest, created the prototype of this ring so that she could assume the forms of other dragons, for a variety of deceptive purposes.
DC 30: Claugiyliamatar used the ring to pose as a silver dragon and offer to aid the Brokengulf family in ridding their grazing lands of a rampaging green (who was actually Claugiyliamatar herself).
In the form of the silver, she not only decimated the Brokengulf family, but also got a Waterdhavian strike force to slay a young male green dragon with designs on her territory.
Description: These slender silver rings are engraved with long draconic forms.
Activation: A *ring of draconic deception* has two distinct functions.
Changing appearance to look like another dragon is a standard action for the ring wearer.
Changing the energy type and shape of a breath weapon is part of the action used for the breath weapon.
Effect: At will, this ring allows its wearer to alter her appearance to look like a dragon of another kind.
In addition, three times per day the ring allows its wearer to change the shape and energy type of her own breath weapon (though the damage and save DC remain the same).
Thus, an adult red dragon whose breath weapon is normally a 14d10 cone of fire could use this ability to change her breath weapon to a 14d10 line of lightning.
Only creatures of the dragon type can use this ring.
Moderate illusion and transmutation; CL 7th; Forge Ring, *disguise self*, *breath weapon substitution*, creator must have the Shape Breath feat; Price 64,200 gp; Cost 32,100 gp + 2,568 XP.

RING OF DRAGONS

These brass rings look like snakes or dragons biting their own tails.
They are created by the Cult of the Dragon and are greatly prized by those in its higher organizational tiers.
The Cult has made about seventy of these rings.
The wearer can use the following abilities.
• Verbally (as with *tongues*) or telepathically (as with *Rary's telepathic bond*) communicate with any dragon within line of sight.
• Produce a *silent image* of a dragon once per day within 60 feet.
The dragon resembles any dragon the wearer has personally seen.
(This ability is typically used as a recognition symbol or a diversion).
Transmit a call to a named dracolich or evil dragon.
The target knows the wearer's location and can home in on the call if he chooses to respond, although no compulsion to do so exists.
The call remains active until the ring is removed, the wearer dismisses the call, or the wearer dies.

Strong divination, evocation, and illusion; CL 15th; Forge Ring, *detect thoughts*, *sending*, *silent image*, *tongues*; Price 25,000 gp.

RING OF SCATTERGLOOM

This slim silver band is infused with shadow essence.
It allows its bearer to cast *scattergloom* once per day.
Faint evocation; CL 5th; Forge Ring, *shadow walk*; Price 5,400 gp.

RING OF SHADOWS

This slim ebony band is made of a strange form of black platinum infused with shadow essence.
In the hands of any character other than an assassin or shadowdancer, it functions as a *ring of see invisibility*.
When worn by an assassin or shadowdancer, the *ring of shadows* also allows its bearer to *shadow walk* twice per day and cast *ethereal jaunt* once per day.
Strong transmutation and illusion; CL 13th; Forge Ring, *ethereal jaunt*, *see invisibility*, *shadow walk*; Price 90,000 gp.

DROW OF THE UNDERDARK (3.5)

EXCRUCIATING RING

Price (Item Level): 8,000 gp (11th)
Body Slot: Ring
Caster Level: 5th
Aura: Faint; (DC 17) necromancy
Activation: Immediate (command)
Weight: —
This bone ring is set with a marble-sized stone of white onyx.
An *excruciating ring* punishes those who would touch you.
Five times per day as an immediate action, when struck by a melee attack, you can send a lance of pain through your opponent, dealing 2d6 points of nonlethal damage.
Prerequisite: Forge Ring, *death armor*.
Cost to Create: 4,000 gp, 160 XP, 8 days.

RING OF ANTICIPATION

Price (Item Level): 6,000 gp (10th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: —
This unusual ring is wrought from smooth, transparent lavender glass.
While wearing a *ring of anticipation*, you gain a +2 competence bonus on Listen and Spot checks.
When making initiative checks, you can roll twice and take the better result.
Prerequisite: Forge Ring, *cat's grace*, *owl's wisdom*.
Cost to Create: 3,000 gp, 240 XP, 6 days.

RING OF DROW BLOOD

Price (Item Level): 4,800 gp (9th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) evocation
Activation: Standard (command)
Weight: —
This strange silver ring appears tarnished in the light, but when viewed in the shadows, it gleams as if highly polished.
A *ring of drow blood* grants you the ability to use *dancing lights*, *darkness*, and *faerie fire* as spell-like abilities, each once per day.
If you already have the ability to use these spells as spell-like abilities, you gain an additional daily use for each at your normal caster level.
Prerequisite: Forge Ring, *dancing lights*, *darkness*, *faerie fire*, drow.
Cost to Create: 2,400 gp, 192 XP, 5 days.

RING OF ESCAPING

Price (Item Level): 3,100 gp (8th)
Body Slot: Ring
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: — and swift (mental)
Weight: —
This black metal ring is extremely smooth.
When worn, it fits snugly, though you cannot feel it.
A *ring of escaping* allows you to slip away from a dangerous situation.
For as long as you wear the ring, you gain a +5 competence bonus on Escape Artist checks.
In addition, once per day as a swift action, you gain a fly speed of 60 feet with good maneuverability for 1 round.
Prerequisite: Forge Ring, *fly*, *freedom of movement*.
Cost to Create: 1,550 gp, 124 XP, 4 days.

RING OF RESOLVE

Price (Item Level): 5,500 gp (10th)
Body Slot: Ring
Caster Level: 13th
Aura: Strong; (DC 21) abjuration
Activation: — and immediate (command)
Weight: —
Eight small diamonds encrust this adamantine ring.
A *ring of resolve* grants you a +4 morale bonus on Will saves made against spells and spell-like effects with the fear descriptor.
This is a continuous effect and requires no activation.
Once per day, as an immediate action you can turn back a fear spell or spell-like effect against the original caster as long as that effect had you as the target.
For all aspects of the spell the effect functions as if the original caster had selected itself as the target.
Prerequisite: Forge Ring, *spell turning*.
Cost to Create: 2,750 gp, 220 XP, 6 days.

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ANIMAL FRIENDSHIP

On command, this ring affects an animal as if the wearer had cast *animal friendship*.
The ring wearer can befriend 12 HD worth of animals (see the spell description).
If *animal friendship* is already on the character's spell list, this ring allows the character to befriend additional animals.
Caster Level: 6th; *Prerequisites*: Forge Ring, *animal friendship*; *Market Price*: 9,500 gp.

BLINKING

On command, this ring makes the wearer blink, as with the *blink* spell.
Caster level: 7th; *Prerequisites*: Forge Ring, *blink*; *Market Price*: 30,000 gp.

CHAMELEON POWER

As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings.
This adds a +15 bonus to her Hide checks.
As a standard action, she can also command the ring to utilize the spell *change self* as often as she wants.
Caster Level: 3rd; *Prerequisites*: Forge Ring, *change self*, *invisibility*; *Market Price*: 12,000 gp.

CLIMBING

This ring is actually a magic leather cord that ties around a finger.
It continually grants the wearer a +10 competence bonus to Climb checks.
Caster Level: 5th; *Prerequisites*: Forge Ring, creator must have 5 ranks of the Climb skill; *Market Price*: 2,000 gp.

COUNTERSPELLS

This ring might seem to be a *ring of spell storing* upon first examination.
However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of it again.
Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part.
Once so used, the spell cast within the ring is gone.
A new spell (or the same one as before) may be placed in it again.
Caster Level: 11th; *Prerequisites*: Forge Ring, *spell turning*; *Market Price*: 4,000 gp.

DJINNI CALLING

One of the many rings of fable, this "genie" ring is most useful indeed.
It serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air.
When the ring is rubbed, the call goes out, and the djinni appears on the next round.
The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day.
If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.
See the *Monster Manual* for details of a djinni's abilities.
Caster Level: 17th; *Prerequisites*: Forge Ring, *gate*; *Market Price*: 125,000 gp.

ELEMENTAL COMMAND

All four types of *elemental command* rings are very powerful.
Each appears to be nothing more than a lesser magic ring until fully activated (see below), but each has certain other powers as well as the following common properties.
• Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him.
If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as *charm monster*, Will save DC 17).
If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.
• Creatures from the plane to which the ring is attuned who attack the wearer suffer a –1 penalty to their attack rolls.
The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus.
He gains a +4 morale bonus to all attacks against such creatures.
Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.
• The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned.
These creatures recognize that he wears the ring.
They show a healthy respect for the wearer if alignments are similar.
If alignments are opposed, creatures fear the wearer if he is strong.
If he is weak, they hate and desire to slay him.
Fear, hatred, and respect are determined by the DM.
• The possessor of a *ring of elemental command* suffers a saving throw penalty as follows:

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

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its type:
Ring of Elemental Command (Air):
• *Feather fall* (unlimited use, wearer only)
• *Resist elements* (*electricity*) (unlimited use, wearer only)
• *Gust of wind* (twice per day)
• *Wind wall* (unlimited use)

• *Air walk* (once per day, wearer only)
• *Chain lightning* (once per week)
The ring appears to be a *ring of feather fall* until a certain condition is met, such as having the ring *blessed*, single-handedly slaying an air elemental, or whatever the DM determines necessary to activate its full potential.
It must be reactivated each time a new wearer acquires it.
Ring of Elemental Command (Earth):
• *Meld into stone* (unlimited use, wearer only)
• *Soften earth or stone* (unlimited use)
• *Stone shape* (twice per day)
• *Stoneskin* (once per week, wearer only)
• *Passwall* (twice per week)
• *Wall of stone* (once per day)
The ring appears to be a *ring of meld into stone* until the DM-established condition is met.
Ring of Elemental Command (Fire):
• *Resist elements* (fire) (as a *major ring of elemental resistance* [*fire*])
• *Burning hands* (unlimited use)
• *Flaming sphere* (twice per day)
• *Pyrotechnics* (twice per day)
• *Wall of fire* (once per day)
• *Flame strike* (twice per week)
The ring appears to be a major *ring of elemental resistance* (*fire*) until the DM-established condition is met.
Ring of Elemental Command (Water):
• *Water walk* (unlimited use)
• *Create water* (unlimited use)
• *Water breathing* (unlimited use)
• *Wall of ice* (once per day)
• *Ice storm* (twice per week)
• *Control water* (twice per week)
The ring appears to be a *ring of water walking* until the DM-established condition is met.
Caster Level: 15th; *Prerequisites*: Forge Ring, *summon monster* VI, all appropriate spells; *Market Price*: 200,000 gp.

ELEMENTAL RESISTANCE, MINOR

This reddish iron ring continually protects the wearer from damage from one type of energy—fire, cold, electricity, acid, or sonic.
When the wearer would normally take such damage, subtract 15 points of damage per round from the total to account for the ring's effect.
Caster Level: 5th; *Prerequisites*: Forge Ring, *protection from elements*; *Market Price*: 16,000 gp.

ELEMENTAL RESISTANCE, MAJOR

This reddish iron ring continually protects the wearer from even greater damage from one type of energy—fire, cold, electricity, acid, or sonic.
When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying.
This amount is enough to survive even on the Elemental Plane corresponding to the energy type (if applicable), but it still won't completely absorb the breath of a nasty dragon or completely negate a powerful fireball.
Caster Level: 7th; *Prerequisites*: Forge Ring, *protection from elements*; *Market Price*: 24,000 gp.

EVASION

This ring continually grants the wearer extreme nimbleness, allowing her to avoid damage as if she had the evasion ability.
Whenever she makes a Reflex saving throw to determine whether she takes half damage from an attack, a successful save results in no damage.
Caster Level: 7th; *Prerequisites*: Forge Ring, *jump*; *Market Price*: 25,000 gp.

FEATHER FALLING

This ring is crafted with a feather pattern all around its edge.
It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 3 feet.
Caster Level: 1st; *Prerequisites*: Forge Ring, *feather fall*; *Market Price*: 2,200 gp.

FORCE SHIELD

An iron band, this simple ring generates a large shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a large shield (+2 AC).
This special creation, since it can be activated and deactivated at will (a free action), has no armor check penalty or arcane spell failure chance.
Caster Level: 9th; *Prerequisites*: Forge Ring, *wall of force*; *Market Price*: 8,500 gp.

FREEDOM OF MOVEMENT

This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.
Caster Level: 7th; *Prerequisites*: Forge Ring, *freedom of movement*; *Market Price*: 40,000 gp.

FRIEND SHIELD

These curious rings always comes in pairs.
A *friend shield* ring without its mate is useless.
Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient.
There is no range limitation on this effect.
Caster Level: 10th; *Prerequisites*: Forge Ring, *shield other*; *Market Price*: 50,000 gp (for a pair).

INVISIBILITY

By activating this simple silver ring, the wearer can become *invisible*, as the spell.
Caster Level: 3rd; *Prerequisites*: Forge Ring, *invisibility*; *Market Price*: 20,000 gp.

JUMPING

This ring continually allows the wearer to leap about as if a *jump* spell had been cast upon him, adding a +30 bonus to all his Jump checks and eliminating his usual maximum distances.

Caster Level: 1st; *Prerequisites*: Forge Ring, *jump*; *Market Price*: 2,000 gp.

MIND SHIELDING

This ring is usually of fine workmanship and wrought from heavy gold.
The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.
Caster Level: 3rd; *Prerequisites*: Forge Ring, *nondetection*; *Market Price*: 8,000 gp.

PROTECTION

This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.
Caster Level: 5th; *Prerequisites*: Forge Ring, *shield of faith*, caster must be of a level three times that of the bonus of the ring; *Market Price*: 2,000 gp (*ring +1*); 8,000 gp (*ring +2*); 18,000 gp (*ring +3*); 32,000 gp (*ring +4*); or 50,000 gp (*ring +5*).

RAM

The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy.
It has the head of a ram (or a buck goat) as its device.
The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat.
This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used.
Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.
The ring is quite useful for knocking opponents off parapets or ledges, among other things.
The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer.
(The ram has Strength 25 and is Large).
The ram gains a +1 bonus to the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.
In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25.
If 2 charges are expended, the effect is equivalent to a character with Strength 27.
If 3 charges are expended, the effect is that of a character with Strength 29.
A newly created ring has 50 charges.
When all the charges are expended, the ring becomes a nonmagical item.
Caster Level: 9th; *Prerequisites*: Forge Ring, *bull's strength*, *telekinesis*; *Market Price*: 8,600 gp.

REGENERATION

This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day.
(This ability cannot be aided by the Heal skill).
Subdual damage heals at a rate of 1 point of damage per level every 5 minutes.
If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it like the spell.
In either case, only damage taken while wearing the ring is regenerated.
Caster Level: 15th; *Prerequisites*: Forge Ring, *regenerate*; *Market Price*: 90,000 gp.

SHOOTING STARS

This ring has two modes of operation—at night and underground—both of which work only in relative darkness.
During the night under the open sky, the *ring of shooting stars* can perform the following functions on command.
- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

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

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

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises.
(Multiple balls can be released in the same round).
The second special function, shooting stars, produces glowing projectiles with fiery trails, much like a *meteor swarm*.
Three shooting stars can be released from the ring each week, simultaneously or one at a time.
They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.
Any creature struck by a *shooting star* takes full damage from impact plus full damage from the spread.
Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful Reflex save (DC 13).
Range is 70 feet, at the end of which the shooting star explodes, unless it strikes a creature or object before that.
A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile, unless a Reflex save(DC 13) is made.
Indoors at night, or underground, the *ring of shooting stars* has the following properties.
- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide.
Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon.
Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.
Caster Level: 12th; *Prerequisites*: Forge Ring, *light*, *faerie fire*, *lightning bolt*, *meteor swarm*; *Market Price*: 50,000 gp.

SPELL STORING

A *ring of spell storing* contains up to ten levels of spells that the wearer can cast.
Each spell has a caster level equal to the minimum level needed to cast that spell.
As with a wand (see the Wands section later in this chapter), the user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (since the ring user need not gesture) For a randomly generated ring, treat it as a scroll to determine what spells are stored in it (see the Scrolls section later in this chapter).
If you roll a spell that would put the ring over the ten-level limit, ignore that roll; the ring has no more spells in it.
(Not every newly discovered ring need be fully charged).
A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than ten.
A wizard could cast two *fireball* spells and a *stoneskin* spell into the ring (3 + 3 + 4 = 10).
She could then give the ring to a druid, who casts the *stoneskin* spell from the ring and then puts four *calm animal* spells into the ring.
The druid could give the ring to a barbarian, who could use all the spells but could not replace any.
The ring magically imparts to the wearer the names of all spells currently stored within it.
Caster Level: Varies (minimum needed to cast each stored spell); *Prerequisites*: Forge Ring, *imbue with spell ability*; *Market Price*: 90,000 gp.

SPELL TURNING

On command, this simple platinum band automatically reflects spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.
Caster Level: 15th; *Prerequisites*: Forge Ring, *spell turning*; *Market Price*: 150,000 gp.

SUSTENANCE

This ring continually provides its wearer with life-sustaining nourishment.
The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep.
The ring must be worn for a full week before it begins to work.
If it is removed, the owner must wear it for another week to reattune it to himself.
Caster Level: 5th; *Prerequisites*: Forge Ring, *create food and water*; *Market Price*: 2,500 gp.

SWIMMING

This silver ring has a wave pattern etched into the band.
It continually grants the wearer a +10 competence bonus to Swim checks.
Caster Level: 5th; *Prerequisites*: Forge Ring, creator must have 5 ranks of the Swim skill; *Market Price*: 2,300 gp.

TELEKINESIS

This ring allows the caster to use the spell *telekinesis* on command.
Caster Level: 9th; *Prerequisites*: Forge Ring, *telekinesis*; *Market Price*: 75,000 gp.

THREE WISHES

This ring is set with three rubies.
Each ruby stores a *wish* spell, activated by the ring.
When a wish is used, that ruby disappears.
For a randomly generated ring, roll 1d3 to determine the remaining number of rubies.
When all the wishes are used, the ring becomes a nonmagical item.
Caster Level: 20th; *Prerequisites*: Forge Ring, *wish* or *miracle*; *Market Price*: 97,950 gp; *Cost to Create*: 11,475 gp + 15,918 XP.

WARMTH

This ring is brass and set with a single red stone.
It continually keeps the wearer comfortably warm, allowing her to withstand cold weather and cold damage as if she had *endure elements* (*cold*) cast upon her (negating 5 points of cold damage per round).
Caster Level: 7th; *Prerequisites*: Forge Ring, *endure elements*; *Market Price*: 2,100 gp.

WATER WALKING

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.
Caster Level: 9th; *Prerequisites*: Forge Ring, *water walk*; *Market Price*: 15,000 gp.

WIZARDRY

This special ring come in four types (*ring of wizardry* I, *ring of wizardry* II, *ring of wizardry* III, and *ring of wizardry* IV), all of them useful only to arcane spellcasters.
The wearer's arcane spells per day are doubled for one specific spell level.
A *ring of wizardry* I doubles 1st-level spells, a *ring of wizardry* II doubles 2nd-level spells, a *ring of wizardry* III doubles 3rd-level spells, and a *ring of wizardry* IV doubles 4th-level spells.
Bonus spells from high ability scores or school specialization are not doubled.
Caster Level: 11th (*wizardry* I), 14th (*wizardry* II), 17th (*wizardry* III), or 20th (*wizardry* IV); *Prerequisites*: Forge Ring, *limited wish* (*wizardry* I–*wizardry* IV); *Market Price*: 20,000 gp (*wizardry* I), 40,000 gp (*wizardry* II), 70,000 gp (*wizardry* III), or 100,000 gp (*wizardry* IV).

X-RAY VISION

On command, this ring gives its possessor the ability to see into and through solid matter.
Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination.
(For example, if the wearer looks into a locked chest, he can see inside even if there's no light within).
X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material.
It can see through up to 10 feet of stone or some metals.
Some metals can't be penetrated at all.

Substance Scanned	Thickness Penetrated per Round of X-Raying	Maximum Thickness
Organic matter (animal)	4ft.	20ft.
Organic matter (vegetable)	2 1/2 ft.	20ft.
Stone	1 ft.	10ft.
Iron, steel, copper, brass, etc.	1 in.	10 in.
Lead, gold, platinum	Cannot penetrate	—

It's possible to scan an area of up to 100 square feet during 1 round.
For example, during 1 round the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high.
Alternatively, he could scan an area 5 feet wide and 20 feet high.
Secret compartments, drawers, recesses, and doors are 90% likely to be located by X-ray vision scanning.
Using the ring is physically exhausting, causing the wearer 1 point of temporary Constitution damage per minute after the first 10 minutes of use in a single day.
Caster Level: 6th; *Prerequisites*: Forge Ring, *true seeing*; *Market Price*: 25,000 gp.

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ANIMAL FRIENDSHIP

On command, this ring affects an animal as if the wearer had cast *charm animal*.
Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

BLINKING

On command, this ring makes the wearer blink, as with the *blink* spell.
Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

CHAMELEON POWER

As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings.
This provides a +10 competence bonus on her Hide checks.
As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.
Faint illusion; CL 3rd; Forge Ring, *disguise self*, *invisibility*; Price 12,700 gp.

CLIMBING

This ring is actually a magic leather cord that ties around a finger.
It continually grants the wearer a +5 competence bonus on Climb checks.
Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

CLIMBING, IMPROVED

As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.
Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

COUNTERSPELLS

This ring might seem to be a *ring of spell storing* upon first examination.
However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again.
Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part.
Once so used, the spell cast within the ring is gone.
A new spell (or the same one as before) may be placed in it again.
Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

DJINNI CALLING

One of the many rings of fable, this "genie" ring is most useful indeed.
It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air.
When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round.
The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day.
If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.
See the *Monster Manual* for details of a djinni's abilities.
Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp.

ELEMENTAL COMMAND

All four kinds of *elemental command* rings are very powerful.
Each appears to be nothing more than a lesser magic ring until fully activated (see below), but each has certain other powers as well as the following common properties.
Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him.
If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates).

If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.
Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls.
The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus.
He gains a +4 morale bonus on all attack rolls against such creatures.
Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.
The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned.
These creatures recognize that he wears the ring.
They show a healthy respect for the wearer if alignments are similar.
If alignments are opposed, creatures fear the wearer if he is strong.
If he is weak, they hate and desire to slay him.
Fear, hatred, and respect are determined by the DM.
The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

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

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.
Ring of Elemental Command (Air)
• *Feather fall* (unlimited use, wearer only)
• *Resist energy (electricity)* (unlimited use, wearer only)
• *Gust of wind* (twice per day)
• *Wind wall* (unlimited use)
• *Air walk* (once per day, wearer only)
• *Chain lightning* (once per week) The ring appears to be a *ring of feather falling* until a certain condition is met, such as having the ring immersed in holy water, single-handedly slaying an air elemental, or whatever the DM determines necessary to activate its full potential.
It must be reactivated each time a new wearer acquires it.
Ring of Elemental Command (Earth)
• *Meld into stone* (unlimited use, wearer only)
• *Soften earth or stone* (unlimited use)
• *Stone shape* (twice per day)
• *Stoneskin* (once per week, wearer only)
• *Passwall* (twice per week)
• *Wall of stone* (once per day) The ring appears to be a *ring of meld into stone* until the DM-established condition is met.
Ring of Elemental Command (Fire)
• *Resist energy (fire)* (as a *major ring of energy resistance* [*fire*])
• *Burning hands* (unlimited use)
• *Flaming sphere* (twice per day)
• *Pyrotechnics* (twice per day)
• *Wall of fire* (once per day)
• *Flame strike* (twice per week) The ring appears to be a *major ring of energy resistance (fire)* until the DM-established condition is met.
Ring of Elemental Command (Water)
• *Water walk* (unlimited use)
• *Create water* (unlimited use)
• *Water breathing* (unlimited use)
• *Wall of ice* (once per day)
• *Ice storm* (twice per week)
• *Control* water (twice per week) The ring appears to be a *ring of water walking* until the DM-established condition is met.
Strong conjuration; CL 15th; Forge Ring, *summon monster* VI, all appropriate spells; Price 200,000 gp.

ENERGY RESISTANCE

This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard).
Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.
A *minor ring of energy resistance* grants 10 points of resistance.
A *major ring of energy resistance* grants 20 points of resistance.
A *greater ring of energy resistance* grants 30 points of resistance.
Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist energy*; Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

EVASION

This ring continually grants the wearer the ability to avoid damage as if she had evasion.
Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.
Moderate transmutation; CL 7th; Forge Ring, *jump*; Price 25,000 gp.

FEATHER FALLING

This ring is crafted with a feather pattern all around its edge.
It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.
Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

FORCE SHIELD

An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC).
This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free.
It can be activated and deactivated at will as a free action.
Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp.

FREEDOM OF MOVEMENT

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

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

FRIEND SHIELD

These curious rings always come in pairs.
A *friend shield* ring without its mate is useless.
Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient.
This effect has no range limitation.
Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair).

INVISIBILITY

By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.
Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp.

JUMPING

This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.
Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Jump skill; Price 2,500 gp.

JUMPING, IMPROVED

As jumping, except it grants a +10 competence bonus on its wearer's Jump check.
Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

MIND SHIELDING

This ring is usually of fine workmanship and wrought from heavy gold.
The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.
Faint abjuration; CL 3rd; Forge Ring, *nondetection*; Price 8,000 gp.

PROTECTION

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

RAM

The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy.
It has the head of a ram (or a billy goat) as its device.
The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat.
This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used.
Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.
The ring is useful for knocking opponents off parapets or ledges, among other things.
The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer.
(The ram has Strength 25 and is Large).
The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.
In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25.
If 2 charges are expended, the effect is equivalent to a character with Strength 27.
If 3 charges are expended, the effect is that of a character with Strength 29.
A newly created ring has 50 charges.
When all the charges are expended, the ring becomes a nonmagical item.
Moderate transmutation; CL 9th; Forge Ring, *bull's strength*, *telekinesis*; Price 8,600 gp.

REGENERATION

This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day.
(This ability cannot be aided by the Heal skill).
Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes.
If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell.
In either case, only damage taken while wearing the ring is regenerated.
Strong conjuration; CL 15th; Forge Ring, *regenerate*; Price 90,000 gp.

SHOOTING STARS

This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.
During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.
• *Dancing lights* (once per hour)
• *Light* (twice per night)
• *Ball lightning* (special, once per night)
• *Shooting stars* (special, three per week) The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice).
These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description in the *Player's Handbook*).
The spheres have a 120-foot range and a duration of 4 rounds.
They can be moved at 120 feet per round.
Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to

dissipate, taking electricity damage in the process according to the number of balls created.

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

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises.
(Multiple balls can be released in the same round).
The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time.
They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.
Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save.
Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save.
Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that.
A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.
Indoors at night, or underground, the *ring of shooting stars* has the following properties.
• *Faerie fire* (twice per day)
• *Spark shower* (special, once per day) The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide.
Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon.
Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.
Strong evocation; CL 12th; Forge Ring, *light*, *faerie fire*, *fireball*, *lightning bolt*; Price 50,000 gp.

SPELL STORING, MINOR

A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast.
Each spell has a caster level equal to the minimum level needed to cast that spell.
The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture).
The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.
For a randomly generated ring, treat it as a scroll to determine what spells are stored in it (see the Scrolls section later in this chapter).
If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged).
A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three.
Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat.
A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.
A wizard could cast two *magic missile* spells and a *mage armor* spell into the ring (1 + 1 + 1 = 3).
She could then give the ring to a druid, who casts the *mage armor* spell from the ring and then puts a *calm animal* spell into the ring.
The druid could give the ring to a barbarian, who could use all the spells but could not replace any.
The ring magically imparts to the wearer the names of all spells currently stored within it.
Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp.

SPELL STORING

As the *minor ring of spell storing*, except it holds up to five levels of spells.
Moderate evocation; CL 9th; Forge Ring, *imbue with spell ability*; Price 50,000 gp.

SPELL STORING, MAJOR

As the *minor ring of spell storing*, except it holds up to ten levels of spells.
Strong evocation; CL 17th; Forge Ring, *imbue with spell ability*; Price 200,000 gp.

SPELL TURNING

Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.
Strong abjuration; CL 13th; Forge Ring, *spell turning*; Price 98,280 gp.

SUSTENANCE

This ring continually provides its wearer with life-sustaining nourishment.
The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep.
The ring must be worn for a full week before it begins to work.
If it is removed, the owner must wear it for another week to reattune it to himself.
Faint conjuration; CL 5th; Forge Ring, *create food and water*; Price 2,500 gp.

SWIMMING

This silver ring has a wave pattern etched into the band.
It continually grants the wearer a +5 competence bonus on Swim checks.
Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Swim skill; Price 2,500 gp.

SWIMMING, IMPROVED

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

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

TELEKINESIS

This ring allows the caster to use the spell *telekinesis* on command.
Moderate transmutation; CL 9th; Forge Ring, *telekinesis*; Price 75,000 gp.

THREE WISHES

This ring is set with three rubies.
Each ruby stores a *wish* spell, activated by the ring.
When a *wish* is used, that ruby disappears.
For a randomly generated ring, roll 1d3 to determine the remaining number of rubies.
When all the *wishes* are used, the ring becomes a nonmagical item.
Strong evocation (if *miracle* is used); CL 20th; Forge Ring, *wish* or *miracle*; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

WATER WALKING

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.
Moderate transmutation; CL 9th; Forge Ring, *water walk*; Price 15,000 gp.

WIZARDRY

This special ring comes in four kinds (*ring of wizardry* I, *ring of wizardry* II, *ring of wizardry* III, and *ring of wizardry* IV), all of them useful only to arcane spellcasters.
The wearer's arcane spells per day are doubled for one specific spell level.
A *ring of wizardry* I doubles 1st-level spells, a *ring of wizardry* II doubles 2nd-level spells, a *ring of wizardry* III doubles 3rd-level spells, and a *ring of wizardry* IV doubles 4th-level spells.
Bonus spells from high ability scores or school specialization are not doubled.
Moderate (*wizardry* I) or strong (*wizardry* II–IV) (no school); CL 11th (I), 14th (II), 17th (III), 20th (IV); Forge Ring, *limited wish*; Price 20,000 gp (I), 40,000 gp (II), 70,000 gp (III), 100,000 gp (IV).

X-RAY VISION

On command, this ring gives its possessor the ability to see into and through solid matter.
Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination.
(For example, if the wearer looks into a locked chest, he can see inside even if there's no light within).
X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt.
Thicker substances or a thin sheet of lead blocks the vision.
Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.
Moderate divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 gp.

DUNGEON MASTER'S GUIDE 2 (3.5)

RING OF GREATER COUNTERSPELLS

The *ring of counterspells* described in the *Dungeon Master's Guide* is a potent item that allows the wearer to automatically negate a single spell stored within it.
In addition to this quality, however, the *ring of greater counterspells* grants an even more powerful ability to anyone who has the innate ability to counterspell.
Specifically, any spellcaster who wears it can attempt to counterspell a spell once per day, even if caught unprepared.
Description: A *ring of greater counterspells* is made of white gold forged in a braided pattern.
A single ruby set in its center flickers and pulses with magical energy as long as a spell is stored within the ring.
The ruby flashes if the stored spell is used as a counterspell.
If the wearer is a spellcaster who activates the ring's more potent, secondary effect, the braids of white gold seem to twist and writhe on his finger, and the metal glows faintly as if it were growing hot, although the wearer feels no heat.
Activation: Countering a spell using the stored spell requires no action, as noted in the description of the *ring of counterspells*, page 230 of the *Dungeon Master's Guide*.
Activating the ring's secondary effect, however, is an immediate action (see page 237).
Effect: This ring can hold a spell of 1st through 6th level, much like a *ring of counterspells*.
This ability is usable by anyone.
Once stored, a spell cannot be cast out of the ring.
Instead, should that spell ever be cast upon the wearer, it is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part.
Once so used, the spell stored within the ring is gone, and a new spell (or the same one as before) can be placed in it.
A spellcaster capable of countering a spell on his own can access the ring's secondary ability—to counter a spell.
Once per day as an immediate action, the wearer can attempt to counter a single spell cast by a spellcaster he can see, provided the latter is within 100 feet.
Like the ring's other power, using this one requires no preparation or knowledge on the wearer's part.
He need not make a Spellcraft check to identify the spell being cast, and the spell he uses to counterspell can be of any level.
This counterspell attempt functions like *dispel magic* used to counter a spell, except that the wearer adds his caster level to the counterspell check (maximum +20).
Thus, a 12th-level wizard wearing a *ring of greater counterspells* would roll 1d20+12 when activating this ability.
(See page 237 for the definition of an immediate action).
Aura/Caster Level: Strong evocation and abjuration; CL 15th.
Construction: Forge Ring, *imbue with spell ability*, *dispel magic*, 8,000 gp, 640 XP, 16 days.
Weight: —.
Price: 16,000 gp.

RING OF MENTAL FORTITUDE

Not every adventurer possesses the strength of will necessary to defeat menaces that control the mind.
Mind flayers, aboleths, and dark spellcasters favor magic that crush the will or control the actions of others.
The *ring of mental fortitude* helps the wearer face down such threats.
Description: The bumpy, ridged surface of this platinum ring is disturbingly reminiscent of a brain.
Small flakes of gold lie within some of the cracks, as if protecting the "brain" from intrusion.
When the wearer is subjected to a mind-affecting spell or ability, the ring glows with a dim, gray light.
This visible signal that a mind-affecting attack has been directed at the wearer is enough to make adventurers prize this ring.
Activation: While the ring is worn, its power is continuously active.
No action is required on the wearer's part to ward off the mental attacks of foes.
Effect: This ring protects the wearer against all mindaffecting spells and abilities as long as it is worn.
She need not make any saving throws against these effects; they simply fail to affect her.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Forge Ring, *mind blank*, 55,000 gp, 4,400 XP, 110 days.
Weight: —.
Price: 110,000 gp.

ENEMIES AND ALLIES (3.0)

RING OF MAGIC FANG

While worn, this ring grants one (and only one) of the wearer's natural weapons (such as slam, fist, or bite) a +1 enhancement bonus on attack and damage rolls, as the spell *magic fang*.
Caster Level: 12th; *Prerequisites*: Forge Ring, *magic fang*; *Market Price*: 6,000 gp.
First appeared in the *Heart of Nightfang Spire* adventure.

EPIC LEVEL HANDBOOK (3.0)

RING OF MIRROR IMAGE

This ring allows its wearer to use the *mirror image* spell on command three times per day, as if cast by a 6th-level caster (1d4+2 images).
Caster Level: 6th; *Prerequisites*: Forge Ring, *mirror image*; *Market Price*: 12,960 gp; *Weight*: —.

UNIVERSAL ELEMENTAL RESISTANCE, MINOR

This ring functions as a *ring of minor elemental resistance* for all types of energy: fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 15 points of damage per round from the amount before applying.
This is a nonepic magic item.
Caster Level: 15th; *Prerequisites*: Forge Ring, *protection from elements*; *Market Price*: 144,000 gp.

FAITHS AND PANTHEONS (3.0)

RING OF LORE

A creature wearing this ring can cast *legend lore* and *stone tell* each once a tenday with a command word, and may find magical traps created through glyphs, runes, sigils, and symbols with a successful Search check, just as a rogue does.
Caster Level: 12th; *Prerequisites*: Forge Ring, *legend lore*, *stone tell*, *find traps*; *Market Price*: 23,250 gp; *Cost to Create*: 14,750 gp + 680 XP.

FROSTBURN (3.5)

RING OF FLOATING

This clear crystal ring seems slightly cold when worn.
As long as this ring is worn, you float upon any liquid or similar surface, and cannot swim below the surface.
If you are underwater when you put this ring on, you rise toward the surface at a speed of 30 feet.
Faint transmutation; CL 1st; Forge Ring, *float*; Price 2,000 gp.

RING OF THE ICY SOUL

This ring seems to be made of ice, but never melts in even the hottest temperature.
As long as this ring is worn, you gain the cold subtype.
You gain immunity to cold, but have vulnerability to fire.
You take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or a failure.
Medium transmutation; CL 9th; Forge Ring, *mantle of the icy soul*; Price 100,000 gp.

RING OF THE WHITE WYRM

A *ring of the white wyrm* is fashioned from the tooth of a great wyrm white dragon.
The ring can produce the following effects on command.
• *Icewalking* (at will): As *spider climb*, but the surfaces the wearer climbs must be icy.
• *Freezing fog* (2/day): As *solid fog*, but the effect also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell.
The wearer of the ring is immune to the *grease* effect because of the *icewalking* power the ring imparts.
• *Wall of ice* (1/day) In addition, the wearer gains the ability to speak and understand the Draconic language as long as

the ring is worn, and the ring grants the wearer resistance to cold 10.
The primary function of the ring, however, is to infuse the wearer with the energy and power of a dragon.
Once per day, the wearer may call upon the ring to transform herself into a half-dragon.
This is a full-round action that provokes attacks of opportunity, and the transformation lasts for 1 hour.
While transformed, the wearer gains the following benefits.
• +4 natural armor bonus to AC.
• Bite and claw attacks as a half-dragon of the same size as the wearer.
• Breath weapon usable once per transformation (30-ft. cone, 3d6 cold damage, Reflex DC 16 half).
• Immunity to cold.
• +8 Strength, +2 Constitution, +2 Intelligence, +2 Charisma.
These bonuses are considered racial bonuses and stack with other racial bonuses the wearer may have.
The ring's transformation power also changes the wearer's appearance into a draconic form.
The wearer's general shape and size does not change, although her equipment is altered in shape so it can still be utilized.
Unlike *polymorph*, the user's equipment does not merge with the new form; it remains in place and fully functional while the user is in half-dragon form.
Dragons and half-dragons cannot benefit from the effects of the ring's transformation powers, although they can utilize the ring's other abilities.
Rumors abound that other rings exist that are keyed to different dragons, granting different powers.
Strong transmutation; CL 13th; Forge Ring, *polymorph*, *protection from elements*, *wall of ice*, *solid fog*, *spider climb*, creator must be a dragon or half-dragon; Price 64,000 gp.

GHOSTWALK (3.0)

BONE RING

These rings are carved from stone or ivory as often as from bone, but are never made of metal.
The wearer is immune to energy drain and to ability drain (but not to ability damage).
A bone ring has 50 charges when made.
Each level of energy drain or point of ability drain prevented costs 1 charge.
For example, a successful slam attack from a vampire, which normally bestows two negative levels, drains 2 charges from the ring.
Caster Level: 12th; *Prerequisites*: Forge Ring, *negative energy protection*; *Market Price*: 36,000 gp.
This item first appeared in *Magic of Faerûn*.

RING OF MANIFESTING

These plain iron rings are sometimes carved with the shapes of ghostly people.
They are naturally *ghost touch* items.
If one is put on by an incorporeal creature, it causes the creature to manifest fully as long as the ring is worn.
Caster Level: 5th; *Prerequisites*: Forge Ring, *forced manifestation*; *Market Price*: 10,000 gp.

LORDS OF DARKNESS (3.0)

RING OF ANTIVENOM

This ring has 25 charges of the *neutralize poison* spell.
The ring is activated by a command word.
Caster Level: 5th; *Prerequisites*: Forge Ring, *neutralize poison*; *Market Price*: 6,750 gp.

LORDS OF MADNESS (3.5)

RING OF LIGHTNING FLASHES

Made from interwoven bands of copper and electrum, a *ring of lightning flashes* offers a unique defense against monsters that grapple, engulf, swallow, or otherwise get entirely too close to the wearer.
As a purely mental standard action, the wearer can cause the ring to emit a powerful blast of lightning that deals 5d6 points of electricity damage (Reflex DC 13 half) to all other creatures within 5 feet.
Any creature that is currently in physical contact with the ring's wearer (grappling, engulfing, and so forth) receives no saving throw against the blast.
The ring's wearer can invoke the lightning flash even when grappled, swallowed, engulfed, or paralyzed.
A *ring of lightning flashes* is usable three times per day.
Faint evocation; CL 5th; Forge Ring, *lightning bolt*; Price 11,250 gp.

RING OF REDUCTION

On command, this ring reduces the wearer's size as described in the spell *reduce person*, except that any intelligent creature can be affected, not just humanoids.
This reduces the wearer to the next smaller size category.
A reduced creature gains a +2 size bonus to Dexterity, a –2 size penalty to Strength, and the size modifiers to attack rolls and Armor Class appropriate to its new size.
The wearer remains small until he removes the ring or commands it to restore him to his proper size.
Moderate transmutation; CL 9th; Forge Ring, *reduce person*, *permanency*; Price 20,000 gp.

LOST EMPIRES OF FAERÛN (3.5)

RING OF CREATION

This elegant double band of platinum looks like two intertwining tongues of flame.
Its wearer can use *minor creation* three times per day and *major creation* once per day.
Each of these functions requires a different command word.

Moderate conjuration; CL 9th; Forge Ring, *minor creation*, *major creation*; Price 33,000 gp.

FIENDRING

Fiendrings appear as small, rusty bands of jagged iron.
Once per day, the wearer of a *fiendring* can take the form of any fiendish creature, demon, or devil that can be summoned by a *summon monster* I, II, III, or IV spell.
Only one form can be assumed with each use, but the wearer gains all the assumed form's extraordinary, spell-like, and supernatural abilities.
The wearer's type changes to outsider, rendering him vulnerable to spells and effects that affect evil outsiders.
Effects that would otherwise banish the wearer to another plane instead end the effect immediately, leaving the wearer staggered for 1 round.
Otherwise, the transformation lasts 12 minutes.
Nar demonbinders forged dozens of these bizarre rings so that they could take on the shapes of fiendish beings.
Some used their *fiendrings* to fight alongside their summoned demons; others used them to assume a more durable form in order to mate with fiends they had summoned.
Moderate transmutation; CL 12th; Forge Ring; *fiendform*; Price 30,000 gp.

RING OF WHISPERED THOUGHTS

A *ring of whispered thoughts* enables its wearer to haunt opponents from afar.
The wearer can use *whispering wind* three times per day, *suggestion* once per day, and *mass suggestion* once per week.
Either of the *suggestion* effects can be used in conjunction with the *whispering wind* function if desired.
In such a case, the *mass suggestion* effect targets all creatures in the area of the *whispering wind*, whereas the *suggestion* effect targets one randomly determined creature in the *whispering wind*'s area.
Moderate enchantment; CL 11th; Forge Ring, *whispering wind*, *mass suggestion*; Price 50,000 gp.

MAGIC OF FAERÛN (3.0)

ARIBETH'S RING

This ring provides its wearer with spell resistance 17.
Caster Level: 15th; *Prerequisite*: Forge Ring, *spell resistance*; *Market Price*: 50,000 gp.

BONE RING

These rings are carved from stone or ivory as often as from bone, but are never made of metal.
The wearer is immune to energy drain and ability drain (but not to ability damage).
A *bone ring* has 50 charges when made.
Each level of energy drain or point of ability drain prevented costs 1 charge.
For example, a successful slam attack from a vampire, which normally bestows two negative levels, drains 2 charges from the ring.
Caster Level: 12th; *Prerequisites*: Forge Ring, *negative energy protection*; *Market Price*: 36,000 gp.

COMMANDER'S RING

The war wizards of Cormyr forge these rings for use by the Cormyrian military.
The rings provide a +2 resistance bonus on saves and a +2 deflection bonus to AC.
With the proper command word, a *commander's ring* can produce *feather fall*, *knock*, *wall of force*, and *daylight* effects each three times per day.
A character wearing a *commander's ring* always knows the direction and distance to any *purple dragon rings* within a 100-foot radius.
This power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it.
A *commander's ring* can be worn on the same hand as a *purple dragon ring*, and the pair counts as only one ring worn.
Caster Level: 12th; *Prerequisites*: Forge Ring, *feather fall*, *knock*, *wall of force*, *daylight*, *locate object*; *Market Price*: 120,000 gp.

DISEASE IMMUNITY

The wearers of these rings are immune to all types of infections and diseases (including *contagion* spells, lycanthropy, and mummy rot).
The wearer also heals 1 extra hit point per day of rest.
Caster Level: 12th; *Prerequisites*: Forge Ring, *cure minor wounds*, *remove disease*; *Market Price*: 8,000 gp.

DRAGONS

These brass rings look like snakes or dragons biting their own tails.
They are created by the Cult of the Dragon and are greatly prized by its higher organizational tiers.
The Cult has made about seventy of them.
The wearer can use the following abilities.
• Verbally (as with *tongues*) or telepathically (as with *Rary's telepathic bond*) communicate with any dragon within the wearer's line of sight.
• Cast a *silent image* of a dragon once per day within 60 feet of himself.
The dragon resembles any dragon the user has personally seen.
(This power is typically used as a recognition symbol or a diversion).
• Transmit a call to a named dracolich or evil dragon.
The target knows the wearer's location and can home in on the call if he chooses to respond, although no compulsion to do so exists.
The call remains active until the ring is removed, the wearer dismisses the call, or the wearer dies.
Caster Level: 15th; *Prerequisites*: Forge Ring, *detect thoughts*, *sending*, *silent image*, *tongues*; *Market Price*: 25,000 gp.
Lore: A creature wearing this ring can cast *legend lore* and *stone tell* each once per tenday with a command word, and may find magic traps created through *glyphs*, runes, sigils, and *symbols* with a successful Search check, just as a rogue does.

Caster Level: 12th; *Prerequisites*: Forge Ring, *legend lore*, *stone tell*, *find traps*; *Market Price*: 23,250 gp; *Cost to Create*: 14,750 gp + 680 XP.

MIGHT

These rings are forged by clerics of Tyr.
The wearer of a *ring of might* is treated as armed even when unarmed (as the Improved Unarmed Strike feat).
His unarmed attacks deal 1d8 points of damage (normal damage, not subdual).
Any target damaged by a punch bears a little imprint of a hammer from the blow until the damage is healed.
Caster Level: 1st; *Prerequisites*: Forge Ring, *magic weapon*, creator must be a cleric of Tyr; *Market Price*: 4,000 gp.

NINE LIVES

This ancient ring is made of ivory and carved to resemble a snarling cat's face on one end.
If the wearer ever drops to 0 hit points or below, the ring expends one of its charges to cast a *heal* spell upon her.
The wearer can also expend a charge if she fails a saving throw, allowing her to treat the saving throw as a success.
A *ring of nine lives* has 9 charges when created, but most are discovered with only 2d4 charges left.
Caster Level: 13th; *Prerequisites*: Forge Ring, *heal*, *limited wish*; *Market Price*: 70,000 gp; *Cost to Create*: 41,750 gp + 4,960 XP.

PURPLE DRAGON RING

These rings are brass and engraved with the purple dragon symbol of the Obarskyr royal family.
The wearer may use it to create *light* once per round, either on the ring or up to 40 feet away.
This effect lasts 10 minutes.
(Unlike the *light* spell, the ring wearer cannot dismiss the effect).
Its second power is to *detect poison* on command by touch.
When this power is activated and the ring touched to a creature or object (typically food or drink), it glows an eerie gold-green if the substance is poisonous.
The ring cannot identify what sort of poison is present, nor can it detect poisons in an area.
The Purple Dragons use these rings to protect the royal family from assassination attempts by poison.
Over 4,000 of these rings have been made.
Rings with similar functions are in common circulation, created for nobles or merchants fearing poison.
A *purple dragon ring* can be worn on the same hand as a *commander's ring*, and the pair counts as only one ring worn.
Caster Level: 1st; *Prerequisites*: Forge Ring, *light*, *detect poison*; *Market Price*: 2,125 gp.

SPELL–BATTLE

This potent ring is typically made of gold and set with small spheres of silver.
The ring informs its wearer of all spellcasting that occurs within 60 feet of it, and if the wearer makes a Spellcraft check (DC 15 + spell level), he can identify the spell being cast (even if he can't see its casting or effect).
If this identification succeeds, the wearer can (once per day) choose to have the ring cast *dispel magic* as a counterspell to that spell or can change the target of the spell to any target within 60 feet of the ring wearer.
(The wearer can do this even if he hadn't readied a counterspell action).
If the wearer chooses an illegal target (because of the spell's range limitation or other restrictions), the spell functions normally and the redirection is wasted.
Caster Level: 14th; *Prerequisites*: Forge Ring, *detect magic*, *dispel magic*, *spell turning*, creator must have 10 ranks in Spellcraft; *Market Price*: 67,600 gp.

THE DARKHIDDEN

This ring is usually made of tarnished silver and inscribed with images of closed eyes.
The wearer of the ring is invisible to darkvision, although he is fully visible in normal light.
Caster Level: 3rd; *Prerequisites*: Forge Ring, *invisibility*; *Market Price*: 6,700 gp.

MAGIC OF INCARNUM (3.5)

RING OF ESSENTIA

The *ring of essentia* stores a small quantity of another character's personal soul energy for the wearer's use.
Description: The *ring of essentia* is a plain silver band set with a small sapphire.
When invested with essentia, the sapphire glows and shimmers faintly.
Prerequisite: Any character can wear the ring, but only those capable of using essentia will gain any benefit from it.
Activation: No activation is required to use the essentia stored within the ring (other than the normal action required to invest or reallocate essentia, typically a swift action).
Storing essentia within the ring, reclaiming essentia stored in the ring, or releasing the essentia stored, requires a standard action.
Effect: Any character with an essentia pool can touch the *ring of essentia* to bestow 1 point of essentia from his essentia pool into the ring.
This reduces the size of his essentia pool by 1.
The wearer of the ring can use this essentia as if it were part of his own essentia pool (even if he doesn't have essentia of his own).
The ring can hold no more than 1 point of essentia.
The essentia stored within the ring remains for 24 hours before it dissipates, returning to the character who placed it there.
Before that time, it can be released in one of two ways.
The wearer of the ring can release the essentia from the gemstone as a standard action, in which case it immediately returns to the essentia pool of its original owner.
Alternatively, if the character who bestowed the essentia touches the ring, he can reclaim his essentia as a standard action.
Aura and Caster Level: Faint necromancy; CL 5th.
Construction: Forge Ring, *soul boon*, essentia pool; cost 8,000 gp; 640 XP, 16 days.

Price: 16,000 gp.

RING OF SOULBOUND PROTECTION

The *ring of soulbound protection* allows its wearer to invest essentia to improve his defenses in combat.
Description: T*he ring of soulbound protection* is a sturdy band of mithral set with either two (lesser) or four (greater) tiny sapphires.
Prerequisite: Any character can gain the basic effect of the *ring of soulbound protection*, though only those with an essentia pool can benefit from the essentia investment feature.
Activation: Investing or reallocating essentia in the *ring of soulbound protection* is a swift action (and can be done as part of the normal swift action used for reallocating essentia).
Effect: A *ring of soulbound protection* grants a +1 deflection bonus to the wearer's Armor Class.
In addition, it serves as a receptacle for the wearer's essentia, much like a soulmeld.
Every point of essentia invested in the ring increases its deflection bonus to AC by 1.
A *ring of soulbound protection* has an essentia capacity.
Lesser *rings of soulbound protection* have a maximum essentia capacity of 2, while greater rings have a maximum essentia capacity of 4.
The maximum value of essentia that can be invested in the ring is equal to this capacity or the character's normal essentia capacity (see Table 2–1: Essentia Capacity), whichever is less.
Aura and Caster Level: Moderate abjuration (lesser) or strong abjuration (greater); CL 6th (lesser) or 18th (greater).
Construction (lesser): Forge Ring, *shield of faith*, essentia pool 2; cost 5,000 gp, 400 XP, 10 days.
Construction (greater): Forge Ring, *shield of faith*, essentia pool 4; cost 13,000 gp, 1,040 XP, 26 days.
Price: 10,000 gp (lesser) or 26,000 gp (greater).

MINIATURES HANDBOOK (3.5)

RING OF COMMUNICATION

Each of these silver rings is inscribed with the Draconic word for friendship.
While a *ring of communication* is worn, the wearer can clearly hear anything said (even if whispered quietly) by anyone else within 1 mile who is wearing another *ring of communication* to whom the wearer is attuned.
To become attuned, two or more *ring of communication* wearers need to touch their rings together and speak the command word.
Any number of ring wearers can become attuned to one another, so long as they are all attuned together at the same time.
The wearer remains attuned until he removes the ring (or until all other wearers to which he is attuned remove theirs) or attunes himself to a different ring wearer.
Faint divination; CL 5th; Forge Ring, *detect thoughts*; Price 2,000 gp.

PLANAR HANDBOOK (3.5)

ELEMENTAL ADAPTATION

This gold ring is set with four tiny gemstones: a ruby, an emerald, a sapphire, and a garnet.
The wearer can ignore many of the dangers of travel on element-dominant planes (including the Elemental Planes themselves), as follows.
The wearer runs no risk of suffocation on earth-dominant planes, such as the Elemental Plane of Earth.
However, the ring confers no ability to burrow out of earth; if a character traveling to an earth-dominant plane arrives in solid earth, he still has to dig his way out.
The wearer ignores the high heat of fire-dominant planes, such as the Elemental Plane of Fire.
The wearer does not take the usual 3d10 points of fire damage every round, nor do his clothing or flammable possessions catch fire.
The ring provides no other protection against fire damage.
The wearer can breathe normally on water-dominant planes, such as the Elemental Plane of Water.
The ring does not provide the same benefit in ordinary water, however.
Finally, the wearer gains a +5 bonus on Spellcraft checks to cast spells or use spell-like abilities that would be impeded by an Elemental Plane's magic traits.
Strong abjuration; CL 12th; Forge Ring, *avoid planar effects*; Price 24,000 gp.

ETHEREAL TRAVEL

Donning this tarnished silver ring transfers the wearer to the Ethereal Plane.
Removing the ring ends the effect and returns the wearer to the plane he previously occupied.
However, if a character wearing a *ring of ethereal travel* becomes nonethereal by some other means (such as passing through an ethereal curtain), removing the ring has no effect—the character remains where he is, though if he subsequently dons the ring again, he again becomes ethereal.
Strong transmutation; CL 13th; Forge Ring, *ethereal jaunt*; Price 182,000 gp.

FREE MAGIC

This platinum ring, etched with arcane symbols, is designed to counteract the effects of planes with the limited magic trait.
By expending charges from a *ring of free magic*, the wearer can cast spells of the prohibited school, subschool, descriptor, or level as if the limited magic trait didn't exist.
The number of charges expended is equal to the level of the spell the wearer wishes to cast.
A newly created *ring of free magic* has 50 charges.
When all the charges are expended, the ring becomes a nonmagical item.
Strong evocation; CL 12th; Forge Ring, *imbue with spell ability*; Price 45,000 gp.

LIMBO CONTROL

With this mithral ring, the wearer can establish control over a raw area of the Ever-Changing Chaos of Limbo without making the usual Wisdom check.
The wearer merely visualizes what sort of environment he wants, and the ring creates it, in a 25-foot-radius sphere centering on the wearer.
Further, even if the wearer falls unconscious, the sphere of control retains the form the wearer specified.
The wearer can change the form of the controlled area once per round as a free action.
Strong conjuration; CL 12th; Forge Ring, *major creation*; Price 120,000 gp.

NEGATIVE PROTECTION

This gleaming white gold ring enables the wearer to ignore the 1d6 points of damage dealt by negative-dominant planes, such as the Negative Energy Plane.
Additionally, the wearer cannot gain negative levels while he wears this ring, making the item popular with those who battle undead.
Strong abjuration; CL 12th; Forge Ring, *negative energy protection*; Price 72,000 gp.

POSITIVE PROTECTION

This black iron ring enables the wearer to ignore the blinding effect of positive-dominant planes, such as the Positive Energy Plane.
In addition, the wearer does not gain the fast healing ability usually conferred by a positive-dominant plane, nor does the character gain additional hit points when he reaches his normal maximum.
Spells that channel positive energy—typically healing spells—have no effect on the wearer (making this item very popular with intelligent undead).
Strong abjuration; CL 12th; Forge Ring, *positive energy protection*; Price 72,000 gp.

WATER BREATHING

This silver ring is shaped to show a fish biting its own tail. It enables the wearer to breathe freely in water.
Faint transmutation; CL 5th; Forge Ring, *water breathing*; Price 12,000 gp.

PLAYER'S GUIDE TO FAERÛN (3.5)

AKKABAR'S BATTLEBLADE RING

On close inspection, this ring of twisted metal looks like an endless ring of swords, their blades intertwining like vines.
Once per day, the wearer may speak a command word and cause the ring to fly off his finger, growing and expanding into a curtain of slashing blades placed as the wearer designates, as per the *blade barrier* spell.
When the duration of the spell expires or the wearer dismisses the effect, *Akkabar's battle lade ring* shrinks back to its normal size.
It returns to its wearer's finger 1 round later, provided that he is alive and within 60 feet, and there is no obstructing object that the ring cannot circumvent (such as a wall or door) between him and the ring.
If the ring cannot return to the wearer, it instead drops to the ground at the location where the *blade barrier* was centered.
Moderate evocation [force]; CL 12th; Forge Ring, *blade barrier*; Price 25,920 gp.

ANNULUS CONFLAGROS

This twisted copper ring resembles a loop of dancing flames, and the rubies and topazes with which it is set seem to reflect the different colors within a fire.
Each *annulus conflagros* ring bestows resistance to fire 10 upon its wearer and allows her to activate the following abilities with the appropriate command words.
Pyrotechnics (at will)
Burning hands (3/day)
Fireball (2/day)
Wall of fire (1/day)
Moderate evocation [fire]; CL 6th; Forge Ring, *burning hands*, *fireball*, *pyrotechnics*, *resist energy*, *wall of fire*; Price 92,340 gp.

VELSHAROON'S BINDING

This peculiar item is actually a pair of rings designed to be worn on the pinky and index fingers, though it still counts as only one ring for the purpose of magic item limitations. A fine silver chain joins the two rings.
The *ring of Velsharoon's binding* protects its wearer against undead beings, as if via a *protection from evil* spell, except that the bonuses are granted against undead rather than against any evil creature.
The wearer also gains a +3 resistance bonus on saving throws against spells of the necromancy school.
Faint abjuration; CL 5th; Forge Ring, *halt undead*; Price 33,500 gp.

SANDSTORM (3.5)

BLAZING SUN

This ring is made of polished fire opal and is always very warm to the touch, as though it has been lying in the sun for several hours.
The wearer gains the fire subtype while wearing the ring.
Strong transmutation; CL 15th; Forge Ring, *mantle of the fiery spirit*; Price 135,000 gp.

SANDFORM

On command, this sandstone ring allows the wearer to take the form of living sand, as the *sandform* spell.
The wearer can remain in sandform for up to 10 minutes per day, and the duration need not be consecutive rounds or minutes.

Moderate transmutation; CL 10th; Forge Ring, *sandform*; Price 24,000 gp.

SANDSTRIDING

This brass ring has the shape of a coiled rattlesnake.
The wearer gains the benefit of the Sandskimmer feat (see page 52).
Faint transmutation; CL 3rd; Forge Ring, creator must have the Sandskimmer feat or the innate ability to move easily through sand; Price 5,000 gp.

SAVAGE SPECIES (3.0)

RING OF GROWTH

This ring allows the wearer to speak a command word and instantly grow in size, doubling its height and multiplying its weight by 8.
This growth increases the creature's size category by one, which grants it a +4 size bonus to Strength, a –2 penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC.
The growth may also increase the wearer's natural reach and face (see Table 8–7 in the *Player's Handbook*).
The ring can be employed once per day, and the effect lasts for 9 minutes (or less, if the wearer desires).
The ring does not change the wearer's speed.
If insufficient room is available for the desired growth, the wearer attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process.
If it fails, it is constrained without harm by the materials enclosing it—the ring cannot be used to crush a creature by growth.
All equipment worn or carried by the wearer is affected by the ring.
A melee weapon enlarged by one size category deals more damage (as shown on Table 5–1).
Magical properties of items are not affected by the growth.
Any enlarged item that leaves the enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size.
This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).
Multiple magical effects that increase size do not stack.
Caster Level: 9th; *Prerequisites*: Forge Ring, *animal growth*; *Market Price*: 18,000 gp.

RING OF SHRINKING

This ring allows the wearer to speak a command word and instantly diminish in size, halving its height, length, and width and dividing its weight by 8.
This reduction in size decreases the creature's size category by one, which grants it a +2 size bonus to Dexterity, a –4 penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC.
The change in size may also affect the wearer's natural reach and face (see Table 8–7 in the *Player's Handbook*).
The ring can be employed once per day, and the effect lasts for 9 minutes (or less, if the wearer desires).
The ring does not change the wearer's speed.
All equipment worn or carried by a creature is affected by the ring.
A melee weapon reduced by one size category deals less damage (as shown on Table 5–1).
Magical properties of items are not affected by the reduction.
Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size.
This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).
Multiple magical effects that reduce size do not stack.
Caster Level: 9th; *Prerequisites*: Forge Ring, *reduce*; *Market Price*: 3,600 gp.

RING OF WORDTWISTING

This ring grants a +2 insight bonus on Bluff, Diplomacy, and Sense Motive checks.
If worn by someone of orc blood, the ring grants a +4 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks, and the wielder acts as if the subject of a *tongues* spell cast by a 5th-level wizard.
Caster Level: 5th; *Prerequisites*: Forge Ring, *tongues*; *Market Price*: 23,508 gp.

SERPENT KINGDOMS (3.5)

RING OF THE VIPER

Fashioned of green serpentine stone, this ring is carved in the shape of a tiny viper biting its own tail.
When the wearer makes a successful unarmed attack, the viper releases its tail and automatically bites the same target.
The wearer's attack deals 1 extra point of damage and injects venom into the target (injury, Fortitude DC 11, initial and secondary damage 1d6 Con).
Moderate conjuration and necromancy; CL 7th; Forge Ring, *poison*, *summon monster* I; Price 8,000 gp.

SERPENT RING

Fashioned of plain brass and shaped to resemble an open-mouthed snake wrapped around its own tail to form a band, *serpent rings* are often used as pass tokens by serpentfolk, scalykind, and cultists of Tiamat, Set, Sseth, and Varae. (They are especially common in the Sauringar tribe of the yuan-ti).
Spell wards in temples dedicated to these deities are often keyed to allow passage by the bearer of such rings.
An openly displayed *serpent ring* attracts immediate, suspicious attention from those who venerate serpentkind.
The wearer of a *serpent ring* is immune to all serpent venom and gains a +3 bonus on saving throws against poison or acid damage.
In addition, a viper weapon never attacks the wearer of a *serpent ring*, whether or not it is openly displayed.

Moderate abjuration and conjuration; CL 7th; Forge Ring, *neutralize poison*, *protection from energy* (*acid*); Price 5,000 gp.

SILVER MARCHES (3.0)

SENDING RINGS

Each of these simple silver rings bears a single piece of ravenar, a glossy black variety of tourmaline.
On the stone is engraved an eye and a star.
Each of these rings is part of a set; the stone of each ring in the set is a polished piece of a larger uncut ravenar stone (a typical set of sending rings is five to 11 rings).
Once per tenday the wearer can activate a ring's power, broadcasting a short message to all other bearers of rings in that set, as if using a multiple-target sending spell.
Each other ringbearer may give a short response, as described in the *sending* spell.
The ring cannot receive or send a message if it is not worn.
There is no way for a wearer to know who might be wearing the other rings (for example, if a ring were stolen and fell into the wrong hands), so secret messages are best sent in code or by other means.
Normally these rings are created as a group and handed out to individuals who live far apart but may need to contact each other in emergencies.
Several rings in the same set have been given to the stewards of key fortifications along the Silver Marches border, allowing them to warn the interior cities of impending invasions.
Caster Level: 9th; *Prerequisites*: Forge Ring, R*ary's telepathic bond*, *sending*; *Market Price*: 10,000 gp.

STORMWRACK (3.5)

FOUR WINDS

The *ring of the four winds* is favored and coveted by mariners and sea-going adventurers for its ability to harness the four winds to do the ring-bearer's will.
The ring creates small gusts of wind when the wearer is attacked, granting a +2 def lection bonus to the wearer's AC.
Additionally, the character can use *feather fall* upon herself as an immediate action at any time, even when it isn't her turn.
Finally, with a command word the wearer can use the ring to bring about a *stormrunner's ward* effect three times per day.
Moderate abjuration, evocation [air], transmutation; CL 3rd; Forge Ring, *feather fall*, *mage armor*, *stormrunner's ward*; Price 20,000 gp.

LANDWALKING

This brass ring has a pattern of fish scales etched into it.
An aquatic humanoid or monstrous humanoid who dons the ring develops legs and feet (if it does not already have them), which persist as long as the ring is worn.
It loses its swim speed, but gains a land speed of 30 feet.
The ring also confers *air breathing* on the wearer.
Strong transmutation; CL 5th; Forge Ring, *air breathing*, *fins to feet*; Price 10,000 gp.

VORTEX

This platinum ring is fitted with an aquamarine.
On command, the *ring of the vortex* allows the wearer to take the form of a vortex (see Huge water elemental on page 101 of the *Monster Manual*).
While in vortex form, the wearer does not need to breathe and has a swim speed of 120 feet but no land speed (and cannot leave the water).
The wearer can take no actions other than moving, does not threaten the area around him, and does not provoke attacks of opportunity for moving.
The wearer can remain in this form for up to 10 rounds per day; the duration of this effect need not be consecutive rounds.
Strong transmutation; CL 15th; Forge Ring, *control water*, *shapechange*; Price 44,000 gp.

SWORD AND FIST (3.0)

MAGE ARMOR

This ring protects the wearer as with the *mage armor* spell (+4 armor bonus to AC).
Caster Level: 1st; *Prerequisites*: Forge Ring, *mage armor*; *Market Price*: 12,000 gp.

SHOCKING BLOWS

On command, this ring imbues the wearer's hands with electrical energy.
The wearer can make one touch attack each round that does 1d8+3 electrical damage.
As with a regular touch spell, the wearer can also simply make unarmed attacks normally, the ring discharging whenever the wearer successfully hits.
Caster Level: 3rd; *Prerequisites*: Forge Ring, *shocking grasp*; *Market Price*: 13,000 gp.

TOME OF MAGIC (3.5)

RING OF NULLIFICATION

This ring protects you from one attack of almost any sort per day.
Description: A *ring of nullification* appears to be a plain band of dull metal With an onyx gem set in it.
When activated, the onyx glows as brightly as a torch for an instant, then it darkens to jet black until the next midnight.
Activation: At any time, you can specify the type of attack against which the ring will protect you.
Doing this requires a standard action.
The ring then activates instantly and automatically should you be targeted by that sort of attack.
Effect: Once per day, the ring nullifies a single attack against you.
You must have declared ahead of time what sort of attack will activate the ring.

You can specify a type of damage ("the next time I take fire damage" or "the next time I take strength damage") or a method of attack (the next time someone strikes me with a weapon" or "the next time someone casts a damaging spell on me").
The ring negates 20 points of hit point damage (or 2 points of ability damage) from the next specified attack.
It then goes dormant for 24 hours.
Aura/Caster Level: Moderate abjuration. CL 10th.
Construction: Forge Ring, *aura of shade*, *shadow skin*, 1,600 gp.
128 XP, 4 days.
Price: 3,200 gp.

UNDERDARK (3.5)

ANTIVENOM

This ring renders the wearer immune to all natural poisons and grants her a +5 resistance bonus on saving throws against any magic or supernatural poison.
The ring must be worn for a full week before it begins to work.
If it is removed, the owner must wear it for another week before it will function again.
Moderate conjuration; CL 7th; Forge Ring, *neutralize poison*; Price 60,000 gp.

ANTIVENOM, FRUGAL

Once per day, the wearer of this ring can speak a command word to activate a *neutralize poison* effect upon herself.
Moderate conjuration; CL 7th; Forge Ring, *neutralize poison*; Price 10,000 gp.

DETECT THOUGHTS

On command, this ring allows the wearer to read thoughts, as though with the *detect thoughts* spell.
Faint divination; CL 3rd; Forge Ring, *detect thoughts*; Price 10,800 gp.

ENSLAVEMENT RINGS

These sinister rings are always created in sets of six: one master ring and five servant rings.
Master Ring: The wearer can use *detect thoughts* at will against anyone wearing a servant ring created in conjunction with that master ring.
Servant Ring: This ring is considered a cursed item and cannot be removed except by a *remove curse* spell.
It functions exactly like an *amulet of inescapable location*, with the following additional properties.
While wearing this ring, the wearer is not permitted a saving throw against the *detect thoughts* ability of the master ring.
When donned, and each tenday thereafter, the ring exerts a *dominate person* effect upon the wearer, granting control to the wearer of the master ring.
The *dominate person* effect ends if the ring is removed.
Moderate enchantment; CL 10th; Forge Ring, *bestow curse*, *detect thoughts*, *dominate person*; Price 120,000 gp (master ring and five servant rings).

RODS

ARMS AND EQUIPMENT GUIDE (3.0)

CONSTRUCT CONTROL

This rod is in the shape of a muscular humanoid carved from a single piece of marble.
If the wielder is within 60 feet of a construct with no Intelligence score, the *rod of construct control* allows the bearer to override any commands that the construct might have and replace them with new commands as if the wielder were the creator of that construct (see the Golem entry in the *Monster Manual*).
Against constructs with Intelligence scores, the construct must succeed on a Will save (DC 23) or the wielder takes control.
If its creator is within 60 feet, an intelligent construct gains a +4 bonus on the Will save.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *dominate monster*; *Market Price*: 68,850 gp.

EMBASSY

There are actually many varieties of this item, and they vary so widely in appearance that it is practically impossible to characterize them at all.
Each kind of *rod of embassy* is keyed to a different plane of existence, most to a specific Outer Plane.
In general, the design and decoration of a given rod is strongly reminiscent of the plane it is keyed to.
Thus, a *rod of embassy* keyed to the Seven Mounting Heavens of Celestia is made of precious metals and includes images of archons, while one keyed to the Ever-Changing Chaos of Limbo is almost amorphous, resembling an elongated ooze, though careful examination reveals the likenesses of slaadi lightly etched into its surface.
When a creature carries a *rod of embassy* keyed to its home plane, it is considered to be on that plane for as long as it holds the rod.
The creature's type does not change, but it is no longer considered an extraplanar creature.
Thus, it cannot be sent away by *banishment* or *dismissal*, or even the powerful *blasphemy*, *dictum*, *holy word*, and *word of chaos* spells.
In addition, it can use similar spells to banish other extraplanar creatures as if it were on its home plane.
If a creature holds a *rod of embassy* keyed to a plane that is not that creature's home plane, the rod has no effect.
Caster Level: 9th; *Prerequisites*: Craft Rod, *plane shift*; *Market Price*: 20,000 gp.

FORCE

This rod is made of black iron, 18 inches long and a half-inch wide.
The rod has three functions, any of which can be used, in any combination, five times per day.
• *Blast of Force*: A blast of force projects from the rod with a range of 100 feet.
This is a ranged touch attack and deals 10d6 points of damage.
• *Wall of Force*: As the spell.
• *Blade of Force*: A 3-footlong glowing blade of force springs forth from the rod that lasts for 10 rounds.
This can be used as a +1 brilliant energy longsword.
Caster Level: 13th; *Prerequisites*: Craft Rod, *magic missile*, *Mordenkainen's sword*, *wall of force*; *Market Price*: 125,000 gp.

GHOST ROD

This ornate scepter is made of bluish glass.
Though not suitable for use as a normal melee weapon, it can be used to make a special touch attack against incorporeal creatures.
If this touch attack succeeds, the creature takes 2d4 points of damage.
Once per day, the wielder of a *ghost rod* can become incorporeal.
This allows the character to harm other incorporeal creatures normally, as well as passing through walls and all the other benefits (and drawbacks) of an incorporeal state, as described in the DUNGEON MASTER's *Guide*.
The character is not ethereal and has no connection to the Ethereal Plane, unlike a true ghost.
He can remain incorporeal for a maximum of 15 rounds, after which he becomes fully material again.
Caster Level: 15th; *Prerequisites*: Craft Rod, *plane shift*; *Market Price*: 50,000 gp.

MIMICRY

This strange, short rod is crowned with an image of a mynah.
When held, its wielder can mimic any voice or sound she has heard.
Listeners must succeed on a Will save (DC 17) to detect the ruse.
The wielder also receives a +10 competence bonus on Disguise, Forgery, and Use Magic Device checks, and can use the *ventriloquism* spell at will.
Caster Level: 6th; *Prerequisites*: Craft Rod, *change self*, *ventriloquism*; *Market Price*: 30,000 gp.

PARALYSIS

This rod is created out of sickly pink coral and topped with spikes like those on a puffer fish.
The spikes constantly produce an exotic venom that has paralytic qualities.
These rods are commonly created by kuo-toas, who are immune to the effects they produce.
Anyone struck by the rod must succeed on a Fortitude save (DC 25) or be paralyzed for 1d4 rounds.
The wielder can also expend a charge to cast *hold person* and *hold animal* twice per day and *hold monster* once per day (as the spells from a 9th-level caster).
The rod holds 50 charges for the spells, but the poison lasts indefinitely.

Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *hold monster*, *hold person*; *Market Price*: 22,000 gp.

TENTACLE ROD

This rod comes in two varieties, greater and lesser.
Each appears to be a long, sinuous rod of unknown (but presumably organic) composition.
The lesser rod ends in three "branches", while the greater has six.
Upon command, these branches animate and grapple like tentacles, using their own attack bonus (including the rod's +3 enhancement bonus) rather than the wielder's bonus.
The rod's attacks count as a standard action for the wielder.
The tentacle attacks follow all the normal rules for grapple attacks, with two exceptions: These attacks don't incur attacks of opportunity, and the wielder need not move into the target's space to maintain the grapple.
The tentacle, not the wielder, is considered to be the grappler (and the wielder doesn't suffer any of the drawbacks of grappling).
Treat the rod as a Medium-size creature for purposes of the special size modifier to the grapple check.
Each rod also has one or more special powers that affect any target touched by three (or six) of its tentacles in the same round (regardless of whether the tentacles actually grapple the target).
If all three of the *lesser rod*'s tentacles touch a target, it must succeed on a Fortitude save (DC 14) or be affected by a *slow* spell for 12 rounds.
If any three of the *greater rod*'s tentacles touch a single target, it must succeed on a Will save (DC 14) or be affected by a *bestow curse* spell (a permanent –4 enhancement penalty on attacks, saves, and checks).
If all six of the *greater rod*'s tentacles touch a single target in the same round, the victim must succeed on a Fortitude save (DC 17) or take 1 point of permanent Dexterity drain.
Each tentacle has hardness 10, 20 hp, and a break DC of 30.

Rod	Number of Attacks	Attack Bonus/ Grapple Check [1]	Damage*	Str
Lesser	3	+9	6 points	16
Greater	6	+15	9 points	22

[1] These numbers include the rod's Strength bonus.

Caster Level: 12th; *Prerequisites*: Craft Rod, *animate objects*, *bestow curse* (greater rod only), *Evard's black tentacles*, *slow* (*lesser rod* only); *Market Price*: 21,000 gp (*lesser rod*) or 57,000 gp (*greater rod*).

TRACKING

These two identical copper rods are a foot long and topped with a smooth clear crystal.
Taking a full action and doing nothing else, the wielder can determine the exact distance and direction of the other rod.
By spending another full action, the wielder can determine if the rod is being held by a creature and what that creature's current physical status is (alive and healthy, injured, dying, or unconscious).
It does not determine the mental status (dazed, stunned, and the like) or any magical effects (such as *charmed* or *dominated*).

Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *locate creature*, *status*; *Market Price*: 37,800 gp.

TREES

This wooden rod resembles a small *staff of the woodlands*, having a shape that suggests natural growth.
It can be used as a melee weapon as if it were a cudgel with *shillelagh* cast upon it: It strikes with a +1 enhancement bonus on attack and damage rolls and deals 1d10 points of damage (+1 for its enhancement bonus).
It also grants its wielder a +5 natural armor bonus.
The wielder of a *rod of trees* can animate trees as a treant.
She can animate trees within 180 feet, controlling up to two trees at a time and no more than two trees per day.
It takes a full round for a normal tree to uproot itself.
Thereafter it moves at a speed of 10 feet and otherwise fights as a treant in all respects.
The ability is otherwise similar to *liveoak* from a 12th-level caster.
Caster Level: 12th; *Prerequisites*: Craft Rod, *barkskin*, *liveoak*, *shillelagh*; *Market Price*: 120,000 gp.

WARNING

This slender, 4-foot-long rod breaks down into four separate sections.
When all four of these sections are planted at least halfway into the ground, they cast *alarm* and *detect scrying* as from a 9th-level caster.
The area is defined by the location of the rods and is, in theory, unlimited.
In practice, however, most users find a 300-foot diameter to be the largest useful area.
The *alarm* lasts until the person who placed a section removes it.
If anyone other than that person removes a section, then the *alarm* automatically triggers.
The user can also choose what does not trigger the alarm, such as creature type, specifying size from Fine to Gargantuan.
Caster Level: 9th; *Prerequisites*: Craft Rod, *alarm*, *detect scrying*; *Market Price*: 58,000 gp.

BOOK OF VILE DARKNESS (3.0)

CELESTIAL BANE ROD

Deep blood red in color, this metal rod is about 2 feet long and topped with a curved spike.
All celestials within 60 feet of the rod take a –4 profane penalty on attack and damage rolls, saving throws, and skill checks.
There is no saving throw against this effect, nor does spell resistance apply.
Caster Level: 13th; *Prerequisites*: Craft Rod, *bestow curse*, *limited wish*, creator must be an evil outsider; *Market Price*: 56,000 gp; *Weight*: 3 lb.

HARROW ROD

This black, slightly twisted metal rod sprays a cone of acid up to 30 feet.
Anyone in the area takes 9d6 points of acid damage (Reflex DC 17 half).
The *harrow rod* can be used three times per day.
Caster Level: 7th; *Prerequisites*: Craft Rod, *cone of cold*, *Melf's acid arrow*; *Market Price*: 54,000 gp; *Weight*: 3 lb.

FLESHEATER

This brown scepter is topped with a device that looks like a tooth-filled mouth.
Once per day, the wielder can summon horrible little creatures of greenish energy that look like minuscule imps or quasits.
These creatures tear at the flesh of one target, eating it as they swarm around.
The flesheaters are not actual creatures, but instead magical effects.
They can be dispelled, but not attacked; attacks directed against them hit the rod's target instead.
The target must succeed at a Fortitude save (DC 18) to resist the flesheaters.
If this save is failed, the target takes 3d6 points of damage per round for 1d6+1 rounds.
Caster Level: 5th; *Prerequisites*: Craft Rod, *summon monster* III; *Market Price*: 18,000 gp; *Weight*: 3 lb.

ROD OF POSSESSION

This rod allows a willing user to draw a fiend or malevolent ghost into himself for possession.
When the rod is activated, the wielder is automatically possessed by the nearest appropriate possessing creature, even if the creature is unwilling.
The identity and attitude of the nearest spirit are often at the DM's discretion.
This rod is frequently used in unspeakable rituals of black magic.
Caster Level: 9th; *Prerequisites*: Craft Rod, *imprison soul*, *impotent possessor*; *Market Price*: 20,000 gp; *Weight*: 3 lb.

COMPLETE ARCANE (3.5)

METAMAGIC

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell.
The metamagic rods presented here (modeled after the new metamagic feats presented in Chapter 3 of this book) function in all respects as those described on page 236 of the *Dungeon Master's Guide*.
Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower.
Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

CHAINING

The wielder can cast up to three spells per day that are chained as though using the Chain Spell feat.
Strong (no school); CL 17th; Craft Rod, Chain Spell; Price 27,200 gp (lesser), 108,000 gp (normal), 243,000 gp (greater).

COOPERATION

The wielder can cooperatively cast up to three spells per day as though using the Cooperative Spell feat.
Strong (no school); CL 17th; Craft Rod, Cooperative Spell; Price 2,700 gp (lesser), 10,500 gp (normal), 24,300 gp (greater).

SCULPTING

The wielder can cast up to three spells per day whose areas can be modified as though using the Sculpt Spell feat.
Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price 5,400 gp (lesser), 21,600 gp (normal), 48,600 gp (greater).

SUBSTITUTION

Four different types of the metamagic *rod of substitution* exist, each keyed to a different type of energy (acid, cold, electricity, or fire).
The wielder can cast up to three spells per day as though using the appropriate Energy Substitution feat.
Strong (no school); CL 17th; Craft Rod, Energy Substitution for the appropriate energy type; Price 2,700 gp (lesser), 10,500 gp (normal), 24,300 gp (greater).

ROD OF FURY

A rod of this sort typically has its top carved to resemble the head of an angry deity.
In addition to giving the bearer a deflection bonus to Armor Class (+1 to +5, depending on the type of rod), a *rod of fury* allows a spellcaster to increase the effectiveness of one spell of 6th level or lower per day, altering it as if it were under the effect of the Empower Spell feat.
Activating this ability is a free action and does not affect the spell level or casting time of the altered spell (even for sorcerers and other spontaneous casters).
Strong abjuration; CL 17th; Craft Rod, Empower Spell, Spell Focus, *protection from chaos/evil/good/law*, creator's caster level must be at least three times that of the bonus placed in the rod; Price 26,800 gp (+1), 38,800 gp (+2), 58,800 gp (+3), 77,600 gp (+4), 95,600 gp (+5).

ROD OF INTERFERENCE

This potent device prevents the operation of other magic items.
On command up to three times per day, a *rod of interference* shoots forth a brilliant sapphire beam that unerringly strikes a single target creature within 60 feet.
The targeted creature must succeed on a DC 19 Will save, or the functions of all magic items currently in its possession are suppressed for 1 minute, as if they were under the effect of a targeted *dispel magic*.
Moderate abjuration; CL 11th; Craft Rod, *greater dispel magic*; Price 72,000 gp.

WARLOCK'S SCEPTER

This fearsome device is a +2 *light mace* with a head in the shape of a demonic horned skull.
When held, it confers a +2 profane bonus on ranged touch attack rolls made with it.
In addition, a warlock (or any other character capable of invoking an *eldritch blast*) can choose to spend charges from the scepter to increase the amount of damage his *eldritch blast* deals.

Extra Damage	Charges
+1d6	1 charge
+2d6	2 charges
+3d6	3 charges
+4d6	5 charges

The rod's wielder can expend up to 5 charges in any 24-hour period.
A rod is created with 50 charges.
After all charges are used, the rod remains a +2 *light mace*, but no longer provides a bonus on ranged touch attack rolls.
Moderate necromancy; CL 10th; Craft Rod, *bestow curse*; Price 28,000 gp; Weight 3 lb.

COMPLETE MAGE (3.5)

ROD OF ELDRITCH POWER

Beloved by warlocks, these rods augment the user's *eldritch blast*.
Description: Although the various types of *rods of eldritch power* vary somewhat in appearance, they are all made of black iron.
They average 2 feet in length and are carved to resemble the straightened spine of a demonic creature.
A sculpted fiendish or fey-like head, clearly too small for the spine, protrudes from one end.
When the rod is used, the wielder's *eldritch blast* comes from the carved eyes and mouth of the sculpted head, rather than from his hand.
Activation: A *rod of eldritch power* requires a swift action to activate.
It functions five times per day.
Effect: Each *rod of eldritch power* has one invocation—either a blast shape invocation or an eldritch essence invocation—contained within it.
You can will it to apply this invocation to any *eldritch blast* you fire while holding it.
This allows you to make use of blast shape or eldritch essence invocations you might not normally have, but it does not change the normal restriction that only one invocation of each type can be applied to any given blast.
Aura/Caster Level: Varies by equivalent level of the invocation.
Least: Faint, no school. CL 1st.
Lesser: Moderate, no school. CL 6th.
Greater: Moderate, no school. CL 11th.
Dark: Strong, no school. CL 16th.
Construction: Craft Rod, plus whichever invocation is attached to the rod.
The precise costs depend on the grade of the invocation within the rod.
Least: 2,000 gp, 160 XP, 4 days.
Lesser: 8,000 gp, 640 XP, 16 days.
Greater: 18,000 gp, 1,440 XP, 36 days.
Dark: 32,000 gp, 2,560 XP, 64 days.
Weight: 3 lb.
Price: 4,000 gp (least), 16,000 gp (lesser), 36,000 gp (greater), 64,000 gp (dark).

ROD OF ELEMENTAL MIGHT

Coveted by wu jen everywhere, a *rod of elemental might* grants you mastery of an additional element.
Description: R*ods of elemental might* are long, slender rods, inscribed with ancient symbols of power.
The substance of which they are made depends on the element over which they grant mastery: heavy crystal for air, marble for earth, obsidian for fire, coral for water, and mahogany for wood.
Prerequisite: A *rod of elemental might* functions only for wu jen (or another character with the elemental mastery class feature).
Activation: A *rod of elemental might* functions as long as you hold it with at least one hand.
It requires no activation.
Effect: You gain the benefits of elemental mastery (+2 effective caster level when casting spells of that element, and a +2 competence bonus on saves against spells of that element) applied to whichever element the rod represents. This benefit is in addition to whichever elemental mastery you already possess.
If you are already a master of the rod's element, the item grants you no further benefits.
Aura/Caster Level: Moderate, no school. CL 17th.
Construction: Craft Rod, creator must be a wu jen with mastery of the relevant element, 4,800 gp, 384 XP, 10 days.
Weight: 3 lb.
Price: 9,600 gp.

ROD OF MAGICAL PRECISION

A boon to all casters but particularly to combat-focused arcanists, this item improves your accuracy with magical ranged attacks.
Description: A *rod of magical precision* is a slender rod, almost wand-like in appearance.
Runes and arcane symbols travel up the rod in a spiral pattern, culminating in one great rune printed on the tip.
When the rod is active, the runes pulse with energy, starting at the handle and working up to the top.
The spell appears to emanate from the rod rather than from your own hand.

Activation: The primary function of a *rod of magical precision* works as long as you hold the item in one or both hands, requiring no action to activate.
It has no limit on daily uses.
The secondary function of the rod requires no specific action to activate, merely an act of will made as part of casting a spell.
It functions up to three times per day.
Effect: While you are holding a *rod of magical precision*, any ranged attack you make with a spell or spell-like ability at an opponent engaged in melee does not take the standard –4 penalty on your attack roll.
In addition, you can choose for your spell or spell-like ability to ignore the miss chance granted to a target by concealment or total concealment.
In the case of a target that has total concealment, you must still aim at the correct square.
Aura/Caster Level: Faint divination. CL 3rd.
Construction: Craft Rod, *true strike*, 6,000 gp, 480 XP, 12 days.
Weight: 1 lb.
Price: 12,000 gp.

ROD OF MANY WANDS

This device, perhaps one of the stranger rods ever created, allows you to utilize more than one wand at a single time.
Description: A *rod of many wands* is made of steel and constructed in two distinct parts.
The handle end, wrapped in leather, is roughly as thick as the handle of a mace, while the top end is roughly twice that in diameter.
Each makes up about half the length of the rod.
The upper end contains three depressions running down its length, each one designed to hold a wand in place.
Activation: In order to make use of a *rod of many wands*, you must first load it with as many as three wands you wish to use.
Each wand requires a full-round action to load (or a move action to remove).
After one or more wands are loaded into the rod, they can all be activated by a single command word unique to the rod.
This utterance is a complex phrase in Draconic, and speaking it requires a full-round action, rather than the standard action normally required for command word activation.
Effect: With this rod, you can trigger multiple wands at once.
Although you are not required to fill all three depressions, you cannot selectively activate the wands that you have loaded; activating the rod triggers every wand connected to it.
This process drains a number of charges from each wand equal to the number of wands loaded into the rod.
For instance, if you have fully loaded the rod, each use drains three charges from each wand.
Aura/Caster Level: Moderate, no school. CL 17th.
Construction: Craft Rod, Craft Wand, 13,500 gp, 1,080 XP, 27 days.
Weight: 5 lb.
Price: 27,000 gp.

ROD OF SHADOWBLENDING

This strange and mysterious tool infuses the wielder's illusions with the stuff of shadow, making them almost real.
Description: A *rod of shadowblending* is roughly 2 feet in length, but it would likely be a full 3 if it were straight.
It resembles a gnarled branch, with odd kinks and twists, but is in fact made of a dark metal that absorbs light rather than reflects it.
When the rod is activated, a black smoke seeps out of both ends of it, swiftly dissipating mere inches from the metal.
Activation: A *rod of shadowblending* requires a swift action to activate.
You must take advantage of its power within 2 rounds of activation, or the charge dissipates and you must activate it again.
It can be activated up to three times per day.
Effect: A *rod of shadowblending* infuses your normal illusions with shadow, making them partially real.
This effect allows you to transform any casting of either *minor image* or *major image* into a casting of *shadow conjuration*, and any casting of *major image* into *shadow evocation*.
Aura/Caster Level: Moderate illusion. CL 9th.
Construction: Craft Rod, *shadow evocation*, *shadow conjuration*, 4,500 gp, 360 XP, 9 days.
Weight: 3 lb.
Price: 9,000 gp.

ROD OF SPELL CHANNELING

Sought by those who share a link with a familiar, a *rod of spell channeling* allows you to deliver spells other than touch spells through your companion.
Description: A *rod of spell channeling* appears to be a short wooden or bone shaft, with numerous animalistic shapes and symbols engraved up and down its length.
Upon activation, the rod hums very lightly, duplicating the call of the species to which your familiar belongs.
Activation: Activating a *rod of spell channeling* is a free action that you take as you cast the spell to which you wish to apply its effects.
Your familiar must be within 60 feet, and you must have line of sight to it.
The rod can be used three times per day.
Effect: You can cast any spell with a range greater than touch or 0 feet with its source as your familiar, rather than from your own person.
If the spell affects one or more targets, both you and your familiar must have line of sight to any target selected.
For all other purposes (including attack rolls, save DCs, and so on), treat the spell as if you were the caster.
You can apply this effect to spells of 3rd level or lower if using a *lesser rod of spell channeling*, to spells of 6th level or lower if using a normal *rod of spell channeling*, and to spells of 9th level or lower if using a *greater rod of spell channeling*.
Aura/Caster Level: Strong, no school. CL 17th.
Construction: Craft Rod, must have a familiar, 4,500 gp, 360 XP, 9 days (lesser); 16,250 gp, 1,300 XP, 33 days (normal); 36,500 gp, 2,920 XP, 73 days (greater).
Weight: 2 lb.
Price: 9,000 gp (lesser), 32,500 gp (normal), 73,000 (greater).

ROD OF SPELLHOLDING

This small item acts as a repository of magic, allowing the wearer to "hold" a touch spell while casting other spells, or even to touch other individuals without triggering the spell.
Description: A *rod of spellholding* is unusually small for a rod; it is only about 1 foot in length and a little over 1 inch in circumference.
A series of tiny symbols that spiral up the length of the rod is revealed, on close inspection, to be a chain of linked hands.
Activation: A *rod of spellholding* requires a swift action to activate.
This action must be taken in the same round when you cast the touch spell you wish the rod to "hold".
The rod can hold only a single spell at a time.
Effect: You can hold a touch spell in the rod, allowing you to cast other spells or to touch other creatures, without triggering the spell.
(Normally, you cannot cast other spells while holding a touch spell, and any creature you touch suffers the effect).
You can use the held spell by using a standard action and making a melee touch attack; the held spell is expended if you succeed on your attack roll, and it has the normal effect.
The rod cannot hold a spell indefinitely, however; the spell fades in 6 minutes if you have not already used it.
The spell is also lost if the *rod of spellholding* ever leaves your hands.
Aura/Caster Level: Moderate, no school. CL 6th.
Construction: Craft Rod, 4,500 gp, 360 XP, 9 days.
Weight: 1 lb.
Price: 9,000 gp.

WARBRINGER'S ROD

A boon to warriors everywhere, a *warbringer's rod* allows soldiers and fighters to mystically augment their abilities without waiting for assistance from an allied spellcaster.
Description: A *warbringer's rod* is a heavy bar of iron with a steel head at the top.
The head is flanged, allowing it to function as a mace.
When one of the rod's magical abilities is activated, the handle grows warm, and the wielder hears a battle cry reverberating in his head.
Activation: The normal enhancement bonus of a *warbringer's rod* and the feat-related benefit require no activation to function.
The spell effects contained within a *warbringer's rod* require a command word to activate; this takes a standard action.
The specific words vary from rod to rod, but include phrases such as "Grant me strength!" and "Let blood flow!"
Once it is activated, a *warbringer's rod* cannot be activated again until an arcane spell of 3rd level or higher has been placed into it (much as the way a *ring of spell storing* functions, though the precise spell doesn't matter).
Effect: A *warbringer's rod* functions as a *+1 heavy mace*.
If the wielder has any feats that apply only to a specific weapon (such as Weapon Focus), he can apply the feats' benefit to this weapon as well.
In addition, when it is activated, the rod casts both *bear's endurance* and *bull's strength* on the wielder simultaneously.
These spells remain active as long as the wielder holds the rod (up to the normal duration of each spell).
Aura/Caster Level: Faint transmutation. CL 5th.
Construction: Craft Rod, Craft Magic Arms and Armor, Weapon Focus (any), *bear's endurance*, *bull's strength*, *greater magic weapon*, 4,312 gp, 320 XP, 8 days.
Weight: 8 lb.
Price: 8,312 gp.

COMPLETE SCOUNDREL (3.5)

ROD OF ROPES

This versatile item meets your every rope-related need.
Description: Crafted from the darkest teak and repeatedly stained until it holds a lustrous black shine, this rod is a sculpted, 18-inch-long baton.
Closer inspection (Search DC 15) reveals three barely perceptible concave indentations in the middle third of the rod.
Activation: The three indentations act as buttons.
Pressing any one of the rod's buttons requires a move action.
Effect: The rod has three functions, each of which can be employed an unlimited number of times.
However, no two functions can be used at the same time
Rope: When you press button 1, rope begins to extrude from one end of the rod at the rate of 60 feet per round.
The rod can extrude 300 feet of rope in this manner.
Pressing the button a second time stops the rope from extruding.
Pressing it a third time draws the rope back in, also at a rate of 60 feet per round.
Any knot in the rope automatically unties when it comes within 30 feet of the rod.
This rope has the same hardness and hit points as the rest of the rod.
Grappling Hook and Rope: When you press button 2, a small leather wrist loop springs from one end of the rod and three sharp grappling hooks sprout from the other end.
Pressing the button again launches one-third of the rod (the end with the three hooks) in the direction you aim it.
A length of rope up to 300 feet long trails behind the launched section and connects it with the end you hold; all 300 feet of rope can discharge in 1 round.
The rope stops unreeling if the hooks strike something solid (including a creature) or if you give the rod a quick backward jerk.
Pressing the button a third time retracts the rope, drawing the held end toward the hooked end if it is secured properly.
The retracting feature can pull up to 1,000 pounds with it, drawing up 60 feet of rope per round.
The rope has the same hardness and hit points as the rest of the rod.
This function can be used to attack and push back opponents within 30 feet (beyond that distance it lacks sufficient power).
On a successful ranged attack (no range increment) the hooked end deals 1d6 points of damage.

The force of the blow is considerable, and those struck by it are subject to a bull rush effect (treat the hooked end as having a +5 bonus on its opposed check).
The hooked end cannot pursue a pushed opponent.
Grappling Hooks and Slide: When you press button 3, three sharp grappling hooks sprout from each end of the rod. Pressing the button again launches the two ends of the rod (each one-third of its length) in opposite directions simultaneously.
A length of rope up to 300 feet long trails behind each launched section and connects it with the middle third you hold (all 600 feet of rope can discharge in 1 round).
The grappling hooks work exactly as described above, including the possibility of bull rushing opponents.
Pressing the button a third time causes part of the middle section to expand slightly in diameter and slide freely along the extruded rope.
The slide can be released from the remaining part of the middle section by squeezing it to loosen it.
Two hand loops allow you to slide down the rope if it is at an angle.
Regardless of the angle of the rope or the load on it (up to 1,000 pounds), if attached firmly the rope does not sag.
Pushing any button a second time returns the rod to its previous (unactivated) state.
Aura/Caster Level: Moderate transmutation; CL 10th.
Construction: Craft Rod, *animate rope*, 2,000 gp, 160 XP, 4 days.
Weight: 4 lb.
Price: 4,000 gp.

DEFENDERS OF THE FAITH (3.0)

ROD OF AUTHORITY

These multiuse items are protected zealously and only given to those with permanent positions of authority within the church or those with vital missions for the church.
The bearer channels energy at four levels higher than normal, which is useful for turning and rebuking undead as well as for opening doors secured with divine locks.
The bearer may also cast *command* up to three times per day as a 9th-level cleric.
Caster Level: 9th; *Prerequisites*: Craft Rod, *command*; *Market Price*: 20,576 gp; *Weight*: 6 lb.

DRACONOMICON (3.5)

ROD OF DRAGON MASTERY

This scepter functions much like a *rod of rulership*, though it affects only dragons.
The wielder can command the obedience and fealty of dragons within 500 feet when she activates the device (a standard action).
Dragons totaling 300 Hit Dice can be ruled, but those with Intelligence scores of 16 or higher are entitled to a DC 22 Will save to negate the effect.
Ruled dragons obey the wielder as if she were their absolute sovereign.
Still, if the wielder gives a command that is contrary to the nature of the dragons commanded, the magic is broken.
A *rod of dragon mastery* can be used for 500 minutes before it crumbles to dust.
This duration need not be continuous.
There are two versions of this powerful magic item.
The *crimson rod of dragon mastery* affects only evil and neutral dragons, while the *golden rod of dragon mastery* affects only good and neutral dragons.
Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 120,000 gp.

DRAGON MAGIC (3.5)

ROD OF DRAGON'S BLOOD

This potent rod feeds off the wielder's draconic bloodline to enhance his magical abilities.
While a sorcerer can access the rod's power, true dragons gain even greater benefit.
Description: This 5-foot-long, russet-stained rod is carved from the bone of a dragon and covered in draconic runes. When the rod is activated, dark red blood runs down the rod, soaking the hand of the wielder.
Prerequisite: A *lesser rod of dragon's blood* functions only for characters of the dragon type or the dragonblood subtype, as well as for any character with at least 1 level of sorcerer.
Activation: Activating a *lesser rod of dragon's blood* requires the same action normally required to cast the chosen spell (see Effect, below), The rod can be activated three times per day.
Effect: When activated, a *lesser rod of dragons blood* allows the wielder to recast any spell of up to 2nd level that he cast in the previous round.
Doing this doesn't use another spell slot.
Only spells with a casting time of 1 standard action or less can be recast using the *lesser rod of dragons blood*.
Wielders of the dragon type instead can reuse any spell-like ability of up to 2nd level that they used in the previous round.
This doesn't count against their normal daily limit for that spell-like ability.
The rod also functions as a quarterstaff.
Variant: A *greater rod of dragon's blood* allows the wielder to recast any spell of up to 4th level he cast in the previous round, or to reuse any spell-like ability of up to 4th level it used in the previous round.
It otherwise functions as a *lesser rod of dragon's blood*.
Aura/Caster Level: Strong transmutation; CL 17th.
Construction: Craft Rod, creator must be able to cast spells without preparation, 5,000 gp (or 20,000 gp for *greater rod*), 400 XP (or 1,600 XP for *greater rod*), 10 days (or 40 days for *greater rod*).
Weight: 4 lb.
Price: 10,000 gp (lesser) or 40,000 gp (greater).

ROD OF THE DRAGON HEART

Dragon lords (see page 38) and other war leaders hold these rods aloft in battle, letting a wave of fear wash over their foes, much as if a dragon were present.
Description: A *rod of the dragon heart* is an iron shaft about 1 foot long with a small cage at the top.
Within the cage is a purple crystal shaped like a dragon's heart.
When its bearer is engaged in battle, fleeting apparitions of tiny dragons appear in the air above the *rod of the dragon heart*.
The apparitions are clearly not real, and each remains for just a second or two before vanishing.
But for opponents of the rod's bearer, the brief images have an unsettling, sinister quality.
Activation: To activate a *rod of the dragon heart*, the wielder's current hit points must equal or exceed halt his full normal hit points.
He must hold the rod in one hand and utter the command word (a standard action), which is often an ancient dragon's name, such as "Paelchronithrax" or "Tueranachtrus".
The rod is active for a maximum of 10 rounds per day, split up however the wielder likes.
He can turn off the rod with a mental command (a free action).
While the rod is active, if the wielder's current hit points fall below half his full normal hit points, the rod immediately turns off.
Effect: Enemies within 30 feet of the wielder when he activates the rod (or who come within 30 feet of an already active rod) must attempt DC 16 Will saves.
Foes who tail their saves are shaken as long as they remain within 120 feet of the rod.
Foes who make their saves are immune to the effects of the *rod of the dragon heart* for 24 hours.
Creatures immune to a dragon's frightful presence are immune to the rod's effect.
Aura/Caster level: Moderate necromancy; CL 7th.
Construction: Craft Rod, *fear*, 4,000 gp, 160 XP, 8 days.
Weight: 5 lb.
Price: 8,000 gp.

DRAGONS OF FAERÛN (3.5)

DRAGON DOWSING ROD

This kind of rod was created to help its wielder sense the directions of dragons.
It pulls its wielder toward the nearest individual dragon or the nearest dragon of a particular kind.
Lore: Characters can gain the following pieces of information about *dragon dowsing rods* by making Knowledge (religion) checks.
DC 20: Shamanic giants who worshiped Memnor (the evil cloud giant deity of evil, cunning, and knowledge) developed the prototype for these rods.
They used the rods to locate wyrmling metallic dragons and slay, torture, or enslave them.
DC 30: The formula for the rods was stolen from the shamans of Memnor by a coalition of priests of Hiatea, Stronmaus, and Iallanis (good deities of giants).
They used it to counteract the activities of the shamans of Memnor by rescuing the dragons and turning them over to the protection of the Talons of Justice.
Description: When the command word is spoken, the rod unfolds to become a device similar to a weather vane, but about half the size.
Effect: In order to use the rod, the wielder must concentrate on an individual dragon or a kind of dragon (such as silver, brown, green, half-deep, or smoke drake) for 10 minutes.
After this period, the vane will spin for 1 round, then point in the direction of the nearest dragon of that kind.
If the wielder of the rod continues to hold the rod and travels in the direction indicated, he feels the rod pulling him toward the target.
The closer the wielder gets to the target, the stronger the rod pulls.
Only a *mind blank* spell or the intervention of a deity can hide the location of a dragon from this rod.
The rod can be used no more than three times per day and no more than once on a single dragon (or kind of dragon) per day.
Strong divination; CL 15th; Craft Rod, *discern locations* Price 50,000 gp; Cost 25,000 gp + 2,000 XP.

RODS OF THE DARK LADY

Priests of Tiamat created these rods to help them combat the minions of Xymor.
The rods grant their wielder abilities that offset the powers and advantages of good dragons.
Lore: Characters can gain the following pieces of information about *rods of the Dark Lady* by making Knowledge (arcana) or Knowledge (religion) checks.
DC 20: These rods were first created by Shudu-Ab, the former high priestess of the church of Tiamat in Unther.
She created them to take away the advantages that good dragons had over the evil cultists.
DC 30: Shudu-Ab relished the idea of confounding the noble dragons by making their fights unfair.
She knew that these rods were frustrating items to the dragons, and that even the threat of their presence in a battle tended to diminish the prowess of the metallic dragons.
Description: This rod is a thick baton of solid obsidian.
It seems to absorb light around it, tracing lines of darkness in the air.
Effect: Twice per day, on command, the wielder of a *rod of the Dark Lady* can fire a *chromatic ray* (see page 113) at a good dragon.
Once per day, the wielder can use a *shadow of the Dark Queen* effect (see page 118), to block and harm good dragons.
In addition, the rod can be used as a divine focus, granting a +2 bonus to caster level when a wielder casts a spell that uses it as a component.
Moderate Divination; CL 9th; Craft Rod, *chromatic ray*, *shadow of the Dark Queen*; Price 55,000 gp; Cost 27,500 gp + 2,200 XF.

SCEPTER OF CIMBAR

The *scepter of Cimbar* is the traditional rod of office of the Sceptenar of Cimbar.
Although only one of these items exists, it is theoretically possible to create other *scepters* that have a similar function.
Lore: Characters can gain the following pieces of information about the *scepter of Cimbar* by making Knowledge (arcana) or Knowledge (history) checks,.
DC 20: The *scepter of Cimbar* has been wielded by the Sceptenar of Cimbar, nominal ruler of Chessenta, since Tchazzar's disappearance in the Year of the Dracorage (1018 DR).
DC 30: During his reign, the Father of Chessenta sought to distance himself from the mundane tasks of government that might undermine his claims to divinity.
As such, he appointed a faceless, voiceless viceroy to deal with the daily tasks of government, an office (traditionally held by a powerful arcane spellcaster) that came to be known as the Sceptenar of Cimbar.
The first sceptenar crafted this rod of office according to Tchazzar's specifications.
Description: The *scepter of Cimbar* is a 2-foot-long silver rod inset with pieces of jet, which have been carved and positioned to resemble a-stylized dragon rampant.
The scepter's ball-shaped hilt has a hole through its center, so that the scepter can be hung on a sash cord around the waist.
Effect: The *scepter of Cimbar* changes the appearance of the bearer to that of a faceless, androgynous humanoid of average build and hue, as the *veil* spell.
If the bearer can cast arcane spells, he can use *detect thoughts* at will.
Furthermore, if the bearer can cast arcane spells, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication while still allowing the bearer to hide his identity).
Strong illusion; CL 11th; Craft Rod, *detect thoughts*, *veil*; Price 152,200 gp; Cost 76,125 gp + 6,090 XP.

DROW OF THE UNDERDARK (3.5)

ARACHNID ROD

Price (Item Level): 12,000 gp (13th)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (manipulation)
Weight: 5 lb.
This 3-foot-long rod is made of pale wood bound with bone bands. Images of black dancing spiders cover each band.
Three times per day, you can shoot forth sticky webbing as a ranged touch attack out to a range of 60 feet.
Targets struck are entangled and must succeed on a DC 20 Escape Artist check to wriggle free or a DC 24 Strength check to break through the sticky bindings.
As with webs created by the *web* spell, this webbing is extremely flammable: It is burned away after taking 10 points of fire damage.
As one or more of your uses per day, you can shoot a sticky strand of webbing out to a range of 120 feet.
The strand remains attached to the end of the rod until you the release it (a move action).
You can cause the rod to reel in the strand (a standard action) at a rate of 10 feet per round.
The strand is strong enough to bear up to 500 pounds of weight, so if you fire the strand at a ledge overhead, you can reel in the strand, lifting you toward the ledge at a rate of 10 feet per round.
If this function is used against a creature, you must succeed on a ranged touch attack.
The creature can break free of the strand by attacking it (hardness 5, hp 10), burning it (as above), or succeeding on a DC 24 Strength check to break free.
If you reel in the creature, it must succeed on a DC 24 Strength check or be pulled forward.
If the Strength check fails by 5 or more, the target falls prone.
Prerequisite: Craft Rod, *web*, drow.
Cost to Create: 6,000 gp, 480 XP, 12 days.

DEMON ROD

Price (Item Level): 20,308 gp (15th)
Body Slot: — (held)
Caster Level: 18th
Aura: Strong; (DC 24) conjuration
Activation: — and full-round (manipulation)
Weight: 6 lb.
This red and black rod is three feet long.
Black, barbed thorns sprout from its surface.
It is warm to the touch.
The *demon rod* functions as a *+1 morningstar*.
Good creatures struck with it must succeed on a DC 20 Will save or be shaken for 1 round.
Three times per day, you can spend a full-round action to make a melee touch attack with the *demon rod*.
If you hit, the target takes no damage, but must make a DC 20 Will save or become panicked for 3 rounds.
While you wield a *demon rod*, chaotic evil outsiders you summon gain a +2 profane bonus on melee attack rolls and damage rolls and gain +2 hit points per Hit Die for 6 additional rounds.
Finally, once per day, you can use the *demon rod* to conjure a vrock demon.
The vrock appears anywhere within 45 feet and remains for 6 rounds.
When it appears, you must make an opposed Charisma check as a free action to exert your control over it.
If you succeed, the demon follows your commands as is normal for a *summon monster* VIII spell, if you fail, the demon attacks you instead.
If you do not have an evil alignment, the *demon rod* bestows one negative level for as long as you carry it; this negative level disappears when you drop the rod.
The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while you carry the rod.
Prerequisite: Augment Summoning, Craft Rod, *fear*, *summon monster* VIII, chaotic evil.
Cost to Create: 10,000 gp (plus 308 gp for masterwork morningstar), 800 XP, 20 days.

FLAYING ROD

Price (Item Level): 35,000 gp (16th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 17) necromancy, transmutation
Activation: Standard (manipulation)
Weight: 5 lb.
This slender metal baton is painted crimson.
Sharp metal barbs cover one end, while the other is wrapped in black leather.
Upon grasping a *flaying rod*, you cause the barbs to slip free of the head on thin adamantine chains.
The *flaying rod* functions a *+1 scourge of speed.*
(A scourge deals 1d8 points of damage, threatens a critical hit on a 20, and does ×2 damage on a confirmed critical hit).
If you confirm a critical hit with a *flaying rod*, the creature struck is wracked with pain and cowers for 1 round.
Creatures immune to critical hits are immune to this effect.
When you cast spells with the fear descriptor when holding a *flaying rod*, your caster level increases by 1.
Prerequisite: Craft Rod, *daze monster*, *fear*, *haste*, drow.
Cost to Create: 17,500 gp, 1,400 XP, 35 days.

ROD OF IMPENETRABLE DARKNESS

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: — and swift (manipulation)
Weight: 3 lb.
This metal rod is black and featureless, as if wrought from shadow itself.
A *rod of impenetrable darkness* grants you darkvision to a range of 30 feet.
if you already have darkvision, the range extends by an additional 30 feet.
Three times per day, you can cast *deeper darkness.*
The rod increases your caster level by 2 when casting spells or spell-like effects with the darkness descriptor.
If you touch the rod to a creature or object under the effect of a spell or spell-like effect with the light descriptor, it is automatically dispelled.
Prerequisite: Craft Rod, *darkvision*, *deeper darkness.*
Cost to Create: 18,000 gp, 1,440 XP, 36 days.

ROD OF THE MATRIARCH

Price (Item Level): 18,000 gp (14th)
Body Slot — (held)
Caster Level: 18th
Aura: Strong; (DC 24) abjuration, divination
Activation: — and standard (command)
Weight: 4 lb.
This long scepter appears to be made from silver spiders and in dim lighting, they seem to writhe.
Capping one end is a fist-sized image of Lolth, a bloated spider with the head of an elf female.
A *rod of the matriarch* functions as a *+1 light mace.*
While grasped, it grants a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate checks.
Against drow, this bonus increases to +5.
You also gain access to a number of spell-like abilities.
Once per day.
you can use one of the following: *clairaudience/clairvoyance*, *discern lies*, *dispel magic*, or *suggestion.*
If you are a cleric of Lolth, you can also use your rebuke undead ability to rebuke vermin.
This functions like the rebuke undead ability, except that it affects vermin.
If you are not a female drow, the rod bestows one negative level for as long as you carry it; this negative level disappears when you drop the rod.
The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while you have the rod in your possession.
Prerequisite: Craft Rod, *clairaudience/clairvoyance*, *discern lies*, *dispel magic*, *suggestion*, drow female.
Cost to Create: 9,000 gp (plus 312 gp for masterwork light mace), 720 XP, 18 days.

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ABSORPTION

This rod acts as a magnet, drawing spells or spell-like abilities into itself.
The magic absorbed must be a single-target spell or a ray directed either at the character possessing the rod or her gear.
The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own.
She can instantly detect a spell's level as the rod absorbs that spell's energy.
Absorption requires no action on the part of the user if the rod is in hand at the time.
A running total of absorbed (and used) spell levels should be kept.
For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed spell levels.
The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself.
The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting.
Continuing the example above, the rod wielder could use the nine absorbed spell levels to cast one 9th-level spell, or one 5th-level and one 4th-level spell, or nine 1st-level spells, and so on.
For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.
The *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have.
The rod cannot be recharged.
The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

A more specific example: Jozan the cleric uses a brand-new rod of absorption to nullify the effect of a suggestion spell cast at him by a sorcerer.
The rod has now absorbed three spell levels and can absorb forty-seven more.
Jozan can cast any 1st-, 2nd-, or 3rd-level spell he has prepared, without loss of that preparation, by using the stored potential of the rod.
Let's assume he casts *hold person* back at the sorcerer who just attacked him.
This spell is 2nd level for him, so the rod still holds one spell level of potential, can absorb forty-seven more, and has disposed of two spell levels permanently.
To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2.
Then roll d% again: On a result of 01–30, half the levels already absorbed by the rod are still stored within.
For example, if the first roll determines that the rod has thirty-four levels of absorption potential remaining, that means the rod has absorbed sixteen levels' worth of spells.
Half of sixteen is eight, so there's a 30% chance that it still holds eight absorbed spell levels ready for use.
Caster Level: 15th; *Prerequisites*: Craft Rod, *spell turning*; *Market Price*: 50,000 gp.

ALERTNESS

This rod is indistinguishable from a *+1 light mace*.
It has eight flanges on its mace-like head.
The rod bestows a +1 initiative bonus.
If grasped firmly, the rod enables the holder to *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, or *see invisibility*.
The use of these powers can be done freely with the rod, each different use taking a separate standard action.
If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor.
Each of the flanges on the rod's head then casts a light spell along the direction it faces (usually north, northeast, east, southeast, south, southwest, west, and northwest) out to a 60-foot range.
At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius.
Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius.
These effects last for 10 minutes, and the rod can perform this function once per day.
Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eight (or fewer) objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground.
Objects remain animated for 10 minutes.
The rod can perform this function once per day.
Caster Level: 14th; *Prerequisites*: Craft Rod, *light*, *detect magic*, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *discern lies*, *see invisibility*, *prayer*, *animate objects*; *Market Price*: 72,000 gp.

CANCELLATION

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties.
The item touched gets a saving throw (DC 19).
If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.
In such cases, contact is made by making a melee touch attack roll.
Upon draining an item, the rod itself becomes brittle and cannot be used again.
Drained items are only restorable by *wish* or *miracle*.
(If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them).
Caster Level: 15th; *Prerequisites*: Craft Rod, *dispel magic*; *Market Price*: 11,000 gp.

ENEMY DETECTION

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first).
These creatures can be invisible, ethereal, hidden, disguised, or in plain sight.
Detection range is 60 feet.
The rod can be used three times each day, each use lasting up to 10 minutes.
Activating the rod is a standard action.
Caster Level: 10th; *Prerequisites*: Craft Rod, *discern lies*; *Market Price*: 23,500 gp.

FLAILING

Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a *+3 dire flail*.
The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack (see the weapon description in Chapter 7: Equipment, page 100 in the *Player's Handbook*).
The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if she had the Two-Weapon Fighting and Ambidexterity feats).
Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus to saving throws for 10 minutes.
The rod need not be in weapon form to grant this benefit.
Transforming it into a weapon or back into a rod is a move-equivalent action.
Caster Level: 9th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *bless*; *Market Price*: 40,000 gp.

FLAME EXTINGUISHING

This rod can extinguish Medium-size or smaller nonmagical fires with simply a touch (a standard action).
Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium-size or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge.
Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time.

To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.
When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.
If the device is used upon a fire creature, a successful attack roll deals 6d6 points of damage to the creature.
This requires 3 charges.
The rod has 10 charges, renewed each day.
Caster Level: 12th; *Prerequisites*: Craft Rod, *pyrotechnics*; *Market Price*: 15,000 gp.

IMMOVABLE ROD

This rod is a flat iron bar with a small button on one end.
When the button is pushed (a move-equivalent action), the rod does not move from where it is, even if staying in place defies gravity.
Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go.
Adventurers have found the *immovable rod* useful for holding ropes, barring doors, and all sorts of other utilitarian tasks.
Many adventurers have found it useful to have more than one.
Several *immovable rods* can even make a ladder when used together (although only two are needed).
An *immovable rod* can support up to 8,000 pounds before falling to the ground.
If a creature pushes against an *immovable rod*, it must make a Strength check (DC 30) to move it up to 10 feet in a single round.
Caster Level: 10th; *Prerequisites*: Craft Rod, *levitate*; *Market Price*: 7,500 gp.

LORDLY MIGHT

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts.
It also has several more mundane uses.
The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length.
(Pushing any of the rod's buttons is equivalent to drawing a weapon).
It weighs 10 pounds.
The following spell-like functions of the rod can each be used once per day.
• *Hold person* upon touch, if the wielder so commands (DC 14).
The wielder must choose to use this power and then succeed with a melee touch attack to activate the power.
If the attack fails, the effect is lost.
• *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, DC 16).
Invoking this power is a standard action.
• Deal 2d4 hit points of damage to an opponent on a successful touch attack and cure the wielder of a like amount of damage (DC 17).
The wielder must choose to use this power before attacking, as with *hold person*.
The following weapon uses of the rod have no limits on their use.
• In its normal form, the rod can be used as a +2 *light mace*.
• When button 1 is pushed, the rod becomes a +1 *flaming longsword*.
A blade springs from the ball, with the ball itself becoming the sword's hilt.
The weapon lengthens to an overall length of 4 feet.
• When button 2 is pushed, the rod becomes a +4 *battleaxe*.
A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
• When button 3 is pushed, the rod becomes a +3 *shortspear or longspear*.
The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet.
At its 15-foot length, the rod is suitable for use as a lance.
The following mundane uses of the rod also have no limits on their use.
• Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks.
The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again.
Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression.
The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds.
The wielder can retract the pole by pushing button 5.
• The ladder function can be used to force open doors.
The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4.
The force exerted has a +12 Strength bonus.
• When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.
Caster Level: 19th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *inflict light wounds*, *bull's strength*, *flame blade*, *hold person*, *fear*; *Market Price*: 70,000 gp.

METAL AND MINERAL DETECTION

This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet.
However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, and so on).
If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well.
If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first.
Each operation requires a full-round action.
Caster Level: 9th; *Prerequisites*: Craft Rod, *locate object*; *Market Price*: 10,500 gp.

NEGATION

This device negates the spell or spell-like function or functions of magic items.
The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack).
The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like

functions of that device, regardless of the level or power of the functions, for 2d4 rounds.
To negate instantaneous effects, the rod wielder needs to have used a ready action.
The target item gets no saving throw or means to resist this effect, although the rod can't negate artifacts (even minor artifacts).
The rod can function three times per day.
Caster Level: 16th; *Prerequisites*: Craft Rod, *dispel magic*, and *limited wish* or *miracle*; *Market Price*: 44,600 gp.

PYTHON

This rod is longer than normal rods.
It is about 4 feet long and weighs 10 pounds.
It strikes as a +2 *quarterstaff*.
If the user throws the rod to the ground (a standard action), it grows to become a 25-foot-long Huge constrictor snake (see the *Monster Manual* for complete statistics) by the end of the round.
The python obeys all commands of the owner.
(In animal form, it lacks the +2 enhancement bonus to attacks and damage possessed by the rod form).
The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner.
If the snake form is slain, it returns to rod form and cannot be activated again for three days.
A python rod only functions if the possessor is good.
Caster Level: 10th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *polymorph other*, creator must be good; *Market Price*: 13,000 gp.

RULERSHIP

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone.
The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action).
Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a Will saving throw (DC 16) to negate the effect.
Ruled creatures obey the wielder as if she were their absolute sovereign.
Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.
The rod can be used for 500 total minutes before crumbling to dust.
This duration need not be continuous.
Caster Level: 20th; *Prerequisites*: Craft Rod, *mass charm*; *Market Price*: 60,000 gp.

SECURITY

This item creates a nondimensional space, a pocket paradise.
There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected.
Thus, one creature (the rod's possessor) can stay for 200 days, four creatures can stay for 50 days, or a group of 60 creatures can stay for three days.
All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.
In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate.
Fresh water and food (fruits and vegetables only) are in abundance.
The climate is comfortable for all creatures involved.
Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise.
Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod.
Unwilling creatures get a Will saving throw (DC 17) to negate the effect.
If such a creature succeeds at its save, other creatures beyond that point in a chain can still be affected by the rod.
When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated.
If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry.
The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.
Caster Level: 20th; *Prerequisites*: Craft Rod, *gate*; *Market Price*: 61,000 gp.

SPLENDOR

The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item.
Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.
Apparel created by the magic of the rod remains in existence for 12 hours.
However, if she attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears.
The same applies if any of it is forcibly taken from her.
The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 times 1,000 gp)-—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).
In addition, the rod has a second special power, usable once per week.
Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across.
Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons.
The tent and its trappings last for one day.
At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.
Caster Level: 12th; *Prerequisites*: Craft Rod, *fabricate*, *major creation*; *Market Price*: 25,000 gp.

THUNDER AND LIGHTNING

Constructed of iron set with silver rivets, this rod has the properties of a *+2 light mace*.
Its other magical powers are as follows:
• *Thunder*: Once per day, the rod can strike as a *+3 light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude negates DC 13).
Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
• *Lightning*: Once per day, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a *+2 light mace* (1d6) and +2d6 points of bonus electricity damage.
Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the +2d6 points of bonus electrical damage still applies.
The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
• *Thunderclap*: Once per day as a standard action, the rod can create a deafening noise, just as a *shout* spell (DC 14, 2d6 points of sonic damage, target deafened for 2d6 rounds).
• *Lightning Stroke*: Once per day as a standard action, a 5-foot-wide *lightning bolt* (9d6 points of damage, DC 14) can blast from the rod to a range of 200 feet.
• *Thunder and Lightning*: Once per week as a standard action, the rod can combine the *thunderclap* described above with a forked lightning bolt, as in the *lightning stroke*.
The *thunderclap* affects all within 10 feet of the bolt.
The *lightning* alone deals 9d6 points of damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), plus 2d6 more for the *thunderclap*.
A single Reflex saving throw applies for both effects (DC 14), with deafness and half damage suffered by those who are successful.
Caster Level: 9th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *lightning bolt*, *shout*; *Market Price*: 23,000 gp.

VIPER

This rod strikes as a *+1 heavy mace*.
Once per day, upon command (a free action), the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals normal damage and poisons the creature hit.
The poison deals 1d10 points of temporary Constitution damage immediately (Fortitude negates DC 14) and another 1d10 points of temporary Constitution damage 1 minute later (Fortitude negates DC 14).
The rod only functions if the possessor is evil.
Caster Level: 10th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; *Market Price*: 19,000 gp.

WITHERING

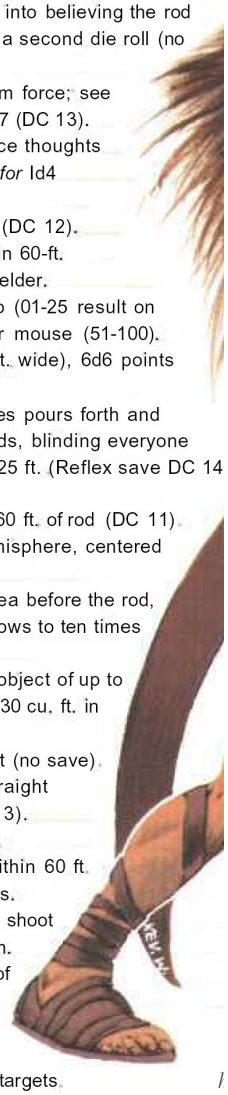
The *rod of withering* acts as a *+1 light mace* that deals no hit point damage.
Instead, the wielder deals 1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage to any creature she touches with the rod (by making a melee touch attack).
If she scores a critical hit, the damage from that hit is actually permanent ability drain.
In either case, the defender negates the effect with a Fortitude save (DC 14).
Caster Level: 13th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *contagion*; *Market Price*: 17,000 gp.

WONDER

The *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used.
(Activating the rod is a standard action).
The usual effects are shown on the table below, but you may alter these for any or all of these as you see fit for your own campaign.
Typical powers of the rod include all of the following:

ROD OF WONDER

d%	Wondrous Effect
01-05	*Slow* creature pointed at for 10 rounds (DC 13).
06-10	*Faerie fire* surrounds the target (DC 11).
11-15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16-20	*Oust of wind,* but at windstorm force; see Weather Hazards, page 87 (DC 13).
21-25	Wielder learns target's surface thoughts (as with *detect thoughts) for* Id4 rounds (no save).
26-30	*Stinking cloud* at 30-ft. range (DC 12).
31-33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34-36	*Summon* an animal—a rhino (01-25 result on d%), elephant (26-50), or mouse (51-100).
37-46	*Lightning bolt* (70 ft. long, 5 ft. wide), 6d6 points of damage (DC 13).
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex save DC 14 to avoid).
50-53	*Enlarge* target 50% if within 60 ft. of rod (DC 11).
54-58	*Darkness,* 30-ft-diameter hemisphere, centered 30 ft. away from rod.
59-62	Crass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63-65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66-69	*Reduce* wielder to 1/12 height (no save).
70-79	*Fireball* at target or 100 ft. straight ahead, 6d6 damage (DC 13).
80-84	*Invisibility* covers rod wielder.
85-87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88-90	10-40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem causes 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.



91-95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude negates DC 12).
96-97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98-100	*Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60 ft.

Caster Level: 10th; *Prerequisites*: Craft Rod, *confusion*, creator must be chaotic; *Market Price*: 12,000 gp.

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ABSORPTION

This rod acts as a magnet, drawing spells or spell-like abilities into itself.
The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear.
The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own.
She can instantly detect a spell's level as the rod absorbs that spell's energy.
Absorption requires no action on the part of the user if the rod is in hand at the time.
A running total of absorbed (and used) spell levels should be kept.
For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed spell levels.
The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself.
The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting.
Continuing the example above, the rod wielder could use the nine absorbed spell levels to cast one 9th-level spell, or one 5th-level and one 4th-level spell, or nine 1st-level spells, and so on.
For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.
A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have.
The rod cannot be recharged.
The wielder knows the rod's remaining absorbing potential and current amount of stored energy.
A more specific example: Jozan the cleric uses a brand-new *rod of absorption* to nullify the effect of a *suggestion* spell cast at him by a sorcerer.
The rod has now absorbed three spell levels and can absorb forty-seven more.
Jozan can cast any 1st-, 2nd-, or 3rd-level spell he has prepared, without loss of that preparation, by using the stored potential of the rod.
Let's assume he casts *hold person* back at the sorcerer who just attacked him.
This spell is 2nd level for him, so the rod still holds one spell level of potential, can absorb forty-seven more, and has disposed of two spell levels permanently.
To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2.
Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.
For example, if the first roll determines that the rod has thirty-four levels of absorption potential remaining, that means the rod has absorbed sixteen levels' worth of spells.
Half of sixteen is eight, so there's a 30% chance that it still holds eight absorbed spell levels ready for use.
Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

ALERTNESS

This rod is indistinguishable from a *+1 light mace*.
It has eight flanges on its mace-like head.
The rod bestows a +1 insight bonus on initiative checks.
If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*.
Each different use is a standard action.
If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor.
At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius.
Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius.
These effects last for 10 minutes, and the rod can perform this function once per day.
Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground.
Objects remain animated for 11 rounds.
The rod can perform this function once per day.
Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 gp.

CANCELLATION

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties.
The item touched must make a DC 23 Will save to prevent the rod from draining it.
If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better.
In such cases, contact is made by making a melee touch attack roll.
Upon draining an item, the rod itself becomes brittle and cannot be used again.

Drained items are only restorable by *wish* or *miracle*.
(If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them).
Strong abjuration; CL 17th; Craft Rod, *Mordenkainen's disjunction*; Price 11,000 gp.

ENEMY DETECTION

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first).
These creatures can be invisible, ethereal, hidden, disguised, or in plain sight.
Detection range is 60 feet.
If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range.
The rod can be used three times each day, each use lasting up to 10 minutes.
Activating the rod is a standard action.
Moderate divination; CL 10th; Craft Rod, *true seeing*; Price 23,500 gp.

FLAILING

Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a *+3 dire flail*.
The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack (see the weapon description on page 117 of the *Player's Handbook*).
The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if she had the Two-Weapon Fighting feat).
Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes.
The rod need not be in weapon form to grant this benefit.
Transforming it into a weapon or back into a rod is a move action.
Moderate enchantment; CL 9th; Craft Rod, Craft Magic Arms and Armor, *bless*; Price 50,000 gp.

FLAME EXTINGUISHING

This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action).
For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.
Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge.
Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time.
To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.
When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.
If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature.
This use requires 3 charges.
A *rod of flame extinguishing* has 10 charges when found.
Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.
Strong transmutation; CL 12th; Craft Rod, *pyrotechnics*; Price 15,000 gp.

IMMOVABLE ROD

This rod is a flat iron bar with a small button on one end.
When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity.
Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go.
Adventurers have found the *immovable rod* useful for holding ropes, barring doors, and all sorts of other utilitarian tasks.
Many adventurers have found it useful to have more than one.
Several *immovable rods* can even make a ladder when used together (although only two are needed).
An *immovable rod* can support up to 8,000 pounds before falling to the ground.
If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.
Moderate transmutation; CL 10th; Craft Rod, *levitate*; Price 5,000 gp.

LORDLY MIGHT

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts.
It also has several more mundane uses.
The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length.
(Pushing any of the rod's buttons is equivalent to drawing a weapon).
It weighs 10 pounds.
The following spell-like functions of the rod can each be used once per day.
• *Hold person* upon touch, if the wielder so commands (Will DC 14 negates).
The wielder must choose to use this power and then succeed on a melee touch attack to activate the power.
If the attack fails, the effect is lost.
• *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial).
Invoking this power is a standard action.
• Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage.
The wielder must choose to use this power before attacking, as with *hold person*.
The following weapon functions of the rod have no limit on the number of times they can be employed.
• In its normal form, the rod can be used as a *+2 light mace*.
• When button 1 is pushed, the rod becomes a *+1 flaming longsword*.
A blade springs from the ball, with the ball itself becoming the sword's hilt.
The weapon lengthens to an overall length of 4 feet.
• When button 2 is pushed, the rod becomes a *+4 battleaxe*.

A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
• When button 3 is pushed, the rod becomes a +3 *shortspear* or +3 *longspear*.
The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet.
At its 15-foot length, the rod is suitable for use as a lance.
The following other functions of the rod also have no limit on the number of times they can be employed.
• Climbing pole/ladder.
When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks.
The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again.
Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression.
The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds.
The wielder can retract the pole by pushing button 5.
• The ladder function can be used to force open doors.
The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4.
The force exerted has a Strength modifier of +12.
• When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.
Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Craft Rod, Craft Magic Arms and Armor, *inflict light wounds*, *bull's strength*, *flame blade*, *hold person*, *fear*; Price 70,000 gp.

METAL AND MINERAL DETECTION

This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet.
However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, and so on).
If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well.
If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first.
Each operation requires a full-round action.
Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,500 gp.

METAMAGIC

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell.
All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity).
A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder.
In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.
Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day.
A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.
Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower.
Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

EMPOWER

The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.
Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

ENLARGE

The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.
Strong (no school); CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

EXTEND

The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.
Strong (no school); CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

MAXIMIZE

The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.
Strong (no school); CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

QUICKEN

The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.
Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

SILENT

The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.
Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

NEGATION

This device negates the spell or spell-like function or functions of magic items.
The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack).
The ray functions as a *greater dispel magic* spell, except it only affects magic items.
To negate instantaneous effects from an item, the rod wielder needs to have used a ready action.
The dispel check uses the rod's caster level (15th).

The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts).
The rod can function three times per day.
Strong varied; CL 15th; Craft Rod, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 gp.

PYTHON

This rod is longer than normal rods.
It is about 4 feet long and weighs 10 pounds.
It strikes as a *+1/+1 quarterstaff*.
If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake (see page 280 of the *Monster Manual* for complete statistics) by the end of the round.
The python obeys all commands of the owner.
(In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form).
The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner.
If the snake form is slain, it returns to rod form and cannot be activated again for three days.
A *python rod* only functions if the possessor is good.
Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; Price 13,000 gp.

RULERSHIP

This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone.
The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action).
Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect.
Ruled creatures obey the wielder as if she were their absolute sovereign.
Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.
The rod can be used for 500 total minutes before crumbling to dust.
This duration need not be continuous.
Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 60,000 gp; Cost 27,500 gp + 2,200 XP.

SECURITY

This item creates a nondimensional space, a pocket paradise.
There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected.
Thus, one creature (the rod's possessor) can stay for 200 days, four creatures can stay for 50 days, or a group of sixty creatures can stay for 3 days.
All fractions are rounded down, so that a group numbering more than 100 can stay for one day only and a group of 201 or more cannot be affected by the rod.
In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate.
Fresh water and food (fruits and vegetables only) are in abundance.
The climate is comfortable for all creatures involved.
Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise.
Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod.
Unwilling creatures get a DC 17 Will save to negate the effect.
If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.
When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated.
If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry.
The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.
Strong conjuration; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

SPLENDOR

The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item.
Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.
Apparel created by the magic of the rod remains in existence for 12 hours.
However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears.
The same applies if any of it is forcibly taken from her.
The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 × 1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).
In addition, the rod has a second special power, usable once per week.
Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across.
Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons.
The tent and its trappings last for one day.
At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.
Strong conjuration and transmutation; CL 12th; Craft Rod, *eagle's splendor*, *fabricate*, *major creation*; Price 25,000 gp.

THUNDER AND LIGHTNING

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

• *Thunder*: Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates).
Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
• *Lightning*: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage.
Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies.
The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
• *Thunderclap*: Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
• *Lightning Stroke*: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.
• *Thunder and Lightning*: Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*.
The thunderclap affects all within 10 feet of the bolt.
The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage.
A single DC 16 Reflex save applies for both effects.
Moderate evocation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *lightning bolt*, shout; Price 33,000 gp.

VIPER

This rod strikes as a +2 *heavy mace*.
Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes.
During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit.
The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates).
The rod only functions if its possessor is evil.
Moderate necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; Price 19,000 gp.

WITHERING

A *rod of withering* acts as a +1 *light mace* that deals no hit point damage.
Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature she touches with the rod (by making a melee touch attack).
If she scores a critical hit, the damage from that hit is permanent ability drain.
In either case, the defender negates the effect with a DC 17 Fortitude save.
Strong necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armor, *contagion*; Price 25,000 gp.

WONDER

A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used.
(Activating the rod is a standard action).
The usual effects are shown on the table below, but you may alter any of these as you see fit for your own campaign. Typical powers of the rod include the following.

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

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

DUNGEON MASTER'S GUIDE 2 (3.5)

CONDUIT ROD

Conduit rods are powerful magical enigmas that alter the fundamental ways in which magical energies interact.
When activated, a *conduit rod* weakens the energy resistance of the user and all nearby creatures.
Although powerful, these effects are temporary and limited to the elemental energy types common to evocation spells.
Description: Each end of this slender, ebony rod is set with a clear, jagged crystal.
A wild energy seems to flicker in the depths of these stones, and anyone who stares intently into one occasionally sees minute flares of fire, tiny sparks of electricity, and other glimpses of the magical energy types.
Activation: A *conduit rod* requires a standard action to activate.
Effect: As a standard action, anyone holding a *conduit rod* chooses an energy type (acid, cold, electricity, fire, or sonic).
When the rod is activated, the wielder and all adjacent creatures are treated as if their existing resistance to energy of the chosen type were 20 points lower than normal.
This effect lasts for 1 entire round, ending at the beginning of the rod wielder's next action.
The rod has no effect on creatures that have immunity to the chosen energy type or have no resistance to it at all.
A *conduit rod* is usable three times per day.
Aura/Caster Level: Strong abjuration; CL 13th.
Construction: Craft Rod, *antimagic aura.*
Weight: 3 lb.
Price: 10,000 gp.

MAGIC SIPHON

A *magic siphon* drains the magical energy out of existing spell effects, rendering them powerless and ineffective in the same manner that a dispel effect would.
Description: This powerful rod is a short burgundy scepter with a spiral design running along its length and an open, claw-like sculpture at each end.
When the *magic siphon* is activated, the claws at each end fill with a brilliant, blue-white energy.
Activation: A *magic siphon* requires a standard action to activate.
Effect: Any creature adjacent to the wielder when she activates the *magic siphon* is affected as though by a targeted *greater dispel magic* spell (caster level 20th).
The rod's power is usable once per day.
Aura/Caster Level: Strong abjuration; CL 20th.
Construction: Craft Rod, *greater dispel magic.*
Weight: 3 lb.
Price: 25,000 gp.

ROD OF AVOIDANCE

A *rod of avoidance* is a powerful tool for escaping extreme danger.
It protects its wielder with a nearly impassable shield of invisible force that turns most attacks harmlessly aside.
This field is so powerful that even the great energies of the rod cannot maintain it for very long.
But even though it cannot protect the wielder from more than a handful of attacks, it can easily mean the difference between life and death when used at the right moment.
Description: A *rod of avoidance* is made of solid gold and has a relatively simple design.
The emeralds running along its length give it a subtle beauty that matches its obviously valuable components.
Activation: This item requires a standard action to activate.
Effect: Upon activating the rod, the wielder gains a +20 deflection bonus to Armor Class that lasts until the beginning of his next action.
The rod is usable three times per day.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Craft Rod, *shield.*
Weight: 3 lb.
Price: 10,000 gp.

ROD OF GRIEVOUS WOUNDS

This powerful rod worsens the wounds of nearby creatures.
Uninjured creatures within its area are not affected, but any wounded creature experiences an increase in pain.
No meaningful resistance to the effect of this rod has ever been recorded.
Description: Every inch of this long, stark-white, ivory scepter is adorned with abstract carvings.
The tiny lines of the engraved symbols twist and twine together to form one complete and complex design.
Other than its elaborate appearance, nothing about this scepter suggests its magical powers.
Activation: A *rod of grievous wounds* requires a standard action to activate.
Effect: When the rod is activated, every creature adjacent to the wielder that has fewer than its normal maximum hit points takes 1d8 points of damage.
A *rod of grievous wounds* is usable five times per day.
Aura/Caster Level: Moderate necromancy; CL 8th.
Construction: Craft Rod, *inflict light wounds.*
Weight: 3 lb.
Price: 2,000 gp.

ROD OF SURE STRIKING

With a simple word of command, the wielder of this rod magically imbues her next attack with uncanny accuracy.
Description: Pale blue crystals adorn each end of this silvery rod, giving it a simple beauty that matches its magical might.
Activation: A *rod of sure striking* requires a standard action to activate.
Effect: When the rod is activated, every creature adjacent to the wielder gains a +10 bonus on its next attack roll, provided that the attack occurs before the beginning of the wielder's next turn.
Any attack that occurs after that point does not gain the bonus.
The rod is usable three times per day.
Aura/Caster Level: Moderate divination; CL 7th.
Construction: Craft Rod, *true strike.*
Weight: 3 lb.

Price: 4,000 gp.

SOUL ANCHOR

This strange and powerful rod magically roots creatures in place so that the wielder and his allies can finish them off while remaining safe from danger.
Description: Thin iron bands entwine around jagged fragments of jet-black obsidian to form the haft of this cruel-looking rod.
Activation: A *soul anchor* requires a standard action to activate.
Effect: When the rod is activated, each creature adjacent to the wielder must succeed on a DC 18 Will saving throw or be unable to move from its current location.
Creatures that are flying or sinking when the spell takes effect are magically held in place, neither falling nor sinking farther until the rod's effect ends.
Affected creatures are neither paralyzed nor entangled, but they are magically prevented from moving out of their respective 5-foot-by-5-foot spaces.
They otherwise fight and cast spells normally.
Each affected creature can spend a standard action every round to attempt a new saving throw at the same DC.
Success renders the creature mobile again.
The immobility imposed by this spell prevents all voluntary movement that would allow a creature to leave its square (including teleportation magic as well as spells and items that allow movement), but it does not preclude involuntary movement, such as that resulting from a bull rush.
If an affected creature is involuntarily moved out of its current space for any reason, the effect ends immediately.
The rod is usable three times per day.
Aura/Caster Level: Moderate enchantment; CL 9th.
Construction: Craft Rod, *hold monster*.
Weight: 3 lb.
Price: 10,000 gp.

FROSTBURN (3.5)

ICICLE ROD

An *icicle rod* looks like nothing more than a 3-foot-long icicle.
The rod remains cold to the touch at all times but never melts.
While it is held, the wielder gains resistance to cold 10.
It may be wielded in melee as a *+1 frost short sword*.
Three times per day the wielder may fire a small icicle from the rod as a standard action.
This icicle has a maximum range of 1,000 feet, and attacks made with it are resolved as ranged touch attacks that do 2d4 points of cold damage on a hit.
Once it hits, the icicle quickly begins to spread frost and ice over the target, doing an additional 2d4 points of cold damage each round for a total of five additional rounds after the initial hit.
An *icicle rod* can also produce these additional effects.
• *Entomb* (1/day)
• Maximized *ice storm* (1/day) Strong evocation (cold); CL 15th; Craft Rod, Craft Magic Arms and Armor, Maximize Spell, *entomb*, *ice storm*, *resist elements*; Price 120,000 gp.

ROD OF PIERCING COLD

This short rod appears to be made entirely out of ice, and comes to a needle-sharp point at one end.
It can be used as a *+2 frost dagger* in combat.
Up to three times per day, the owner of a *rod of piercing cold* can enhance one spell cast with the Piercing Cold metamagic feat, with no alteration to the spell's effective level.
This rod is a *metamagic rod*; a caster may only use one *metamagic rod* on a spell at a time.
Normal *rods of piercing cold* can be used with spells of 6th level or lower.
Lesser rods of piercing cold can be used with spells of 3rd level or lower, while *greater rods of piercing cold* can be used with spells of 9th level or lower.
Strong (no school); CL 17th; Craft Rod, Piercing Cold; Price 21,430 gp (lesser), 29,300 gp (normal), 42,800 gp (greater); Cost 10,500 gp + 840 XP (lesser), 14,500 gp + 1,160 XP (normal), 21,400 gp + 1,700 XP (greater).

HEROES OF BATTLE (3.5)

ARMING

This adamantine rod allows the wielder to store a complete set of battle regalia and recall it with a moment's notice.
When fully armed and armored, the bearer of this rod can instantly remove her armor and weapons, storing them magically within the rod.
Anytime thereafter, the bearer can use the power of the rod to put on her armor and wield her weapons instantaneously.
If the bearer is wearing armor or weapons when she calls armor back from the rod, then that armor or weapons are swapped with those within the rod.
Using the rod to store or retrieve armor and weapons is a standard action.
Moderate transmutation; CL 10th; Craft Rod, *shrink item*; Price 15,000 gp.

LEADERSHIP

This mithral truncheon is banded in gold.
The possessor gains a +2 enhancement bonus to his Leadership score for as long as he holds or carries the item.
Once per day he can gain a +5 bonus on an attempt to rally troops (see page 73).
Once per week the rod can be used to create a command tent.
The tent is 30 feet across, and the inside is protected from harsh weather conditions such as extreme heat, cold, wind, or rain.
The tent is furnished suitably for a military command post and contains a map table upon which is a detailed map showing the terrain within a ten-mile radius of the tent.
The tent lasts for up to 24 hours, at the end of which time it disappears along with anything (but not anyone) that was inside it.
Strong conjuration, transmutation, and divination; CL 12th; Craft Rod, *eagle's splendor*, *major creation*, *scry*; Price 25,000 gp.

LIBRIS MORTIS (3.5)

NIGHTSTICK

This black rod carved of darkly stained wood is inset with religious symbols of various deities.
Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day.
Moderate necromancy; CL 10th; Craft Rod, Extra Turning, class ability to turn or rebuke undead; Price 7,500 gp.

ROD OF DEFIANCE

This white cudgel-like rod can be used as a +2 *heavy mace*.
All undead in a radius of 30 feet of the wielder who holds the *rod of defiance* are treated as if they had –4 turn resistance.
Moderate necromancy; CL 10th; Craft Rod, class ability to turn or rebuke undead; Price 13,000 gp.

ROD OF UNDEAD MASTERY

This metal rod is carved to resemble a stack of miniature skulls.
Anyone who holds the rod can control twice as many undead than he normally could.
For instance, normally a caster can't control more HD of undead than four times his caster level, but while holding the *rod of undead mastery*, he can control eight times his caster level of undead.
Moderate necromancy; CL 10th; Craft Rod, *desecrate*; Price 10,000 gp.

SCEPTER OF THE NETHERWORLD

This plain steel baton contains several glyphs incised along its length that promise power over the undead.
Anyone who holds the rod and has the power to turn or rebuke undead is treated as if three levels higher than his actual level when he uses his turning or rebuking power.
Moderate necromancy; CL 10th; Craft Rod, class ability to turn or rebuke undead; Price 9,000 gp.

LORDS OF MADNESS (3.5)

ROD OF FREEDOM

A potent weapon against monsters that charm or enslave other creatures, a *rod of freedom* is the equivalent of a +3 *silver heavy mace*.
It has three special powers.
First, the user can choose to deal nonlethal damage with no penalty on her attack rolls.
(She must decide before she makes the attack roll if she will deal lethal or nonlethal damage).
Second, any time she uses the rod to strike a creature that is under a charm or compulsion effect, she makes a special caster level check (1d20+9) to dispel the effect (DC 11 + caster level of the effect).
A *rod of freedom* can be used five times per day.
Third, as long as the *rod of freedom* is in her hand, the user gains a +4 morale bonus on saving throws against charm or compulsion effects.
Moderate evocation; CL 9th; Craft Rod, *break enchantment*; Price 53,000 gp; Weight 6 lb.

MAGIC OF FAERÛN (3.0)

CATS

This 7-foot rod is made of black wood and topped with a carved knob that resembles a cat's head.
It functions as a +1 *quarterstaff*.
When it is held, the bearer gains low-light vision and gets a +10 competence bonus on Climb, Hide, and Move Silently checks.
Once per day the wielder can make the *rod of cats* the target of a *darkness* spell, although the wielder and anyone else touching the rod can see through this darkness as if it didn't exist.
The rod has a secret compartment (Search DC 25 to find) large enough to hold a set of thieves' tools or a scroll.
Caster Level: 5th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *cat's grace*, *darkness*, *darkvision*, *spider climb*; *Market Price*: 25,000 gp.

DISPLACEMENT

This rod was invented during the glory of Myth Drannor.
When held, it acts as a *minor cloak of displacement*.
Twice per day the wielder can use *jump* and *knock*, and once per day she can create a 5-foot-radius spherical ward that repels open water or other nonmagical water-based liquids (but not creatures), allowing her to cross shallow rivers or fully enter deep bodies of water and remain dry.
The rod generates fresh air within this space, so no chance of suffocation exists, and the power lasts 10 minutes.
Caster Level: 5th; *Prerequisites*: Craft Rod, *control water*, *blur*, *jump*, *knock*; *Market Price*: 48,600 gp.

DIVERGENCE

This rod protects against one sort of energy, and the type of energy cannot be changed once the item is completed.
When wielded, it provides *resist elements* for the wielder against that type of energy.
If the wielder is ever targeted with an effect of that kind of energy that can be affected by *spell turning*, once per day the rod automatically and fully turns the attack upon its source.
The wielder can also cause the rod to glow with *faerie fire* at will.
Caster Level: 13th; *Prerequisites*: Craft Rod, *faerie fire*, *resist elements*, *spell turning*; *Market Price*: 32,600 gp.

FURY

These rods, first created by the wizards of Mulhorand, typically have the top end carved to resemble the head of one of the Mulhorandi deities.
In addition to giving the bearer a deflection bonus to AC (+1 to +5, varying depending upon the type of rod), the rod

allows a spellcaster to increase the effectiveness of one spell per day.
The spell must be of 6th level or lower and is altered as if it were under the effects of the Empower Spell feat.
Activating this ability is a free action and does not affect the spell level or casting time of the altered spell.
Caster Level: 17th; *Prerequisites*: Craft Rod, Empower Spell, Spell Focus, *protection from chaos/evil/good/law*; *Market Price*: 26,800 gp (+1), 38,800 gp (+2), 58,800 gp (+3), 77,600 gp (+4), 95,600 gp (+5).

MIRRORS

Once per day the rod can form a 2-foot-diameter mirror-like area at its top end.
The wielder can look through the back side of the mirror and view the scene as with *true seeing*.
The mirror also protects the wearer from all gaze attacks and illusion (pattern) effects coming from one-half of the battlefield (see the *shield* spell for information on orienting such an effect).
The mirror is completely insubstantial and remains for 11 minutes.
The wizard Glendar, a patron of adventurers with a hatred for medusas and basilisks, created the first *rod of mirrors*.
He eventually became evil and transformed himself into a lich, only to be destroyed by some of the adventurers he had once sponsored.
Caster Level: 11th; *Prerequisites*: Craft Rod, *obscuring mist*, *true seeing*; *Market Price*: 40,200 gp; *Cost to Create*: 13,850 gp +1,108 XP.

SILENCE

This rod is carved with symbols of cat's paws and owls.
When held, the bearer gets a +4 resistance bonus on all saving throws against sonic effects.
Once per day the bearer can surround herself with a field of silence, functioning as the *silence* spell except it only affects the character and can be dismissed as a free action on the bearer's turn.
The rod can also create a *shout* effect once per day, although this ability does not function when the *silence* effect is in operation.
Caster Level: 9th; *Prerequisites*: Craft Rod, *shout*, *silence*, *resistance*; *Market Price*: 24,200 gp.

SPHERES

The *rod of spheres* can, three times per day, create a 4-foot-diameter spherical bubble that lasts for 2 hours.
This transparent, faintly shimmering sphere appears up to 30 feet from the wielder and levitates in place 3 feet from the ground.
The faint blue glow emanating from the sphere is the equivalent of candlelight.
The skin of the bubble is not solid, though anything placed within it remains within the sphere, which can hold up to 33 cubic feet of material, to a maximum weight of 200 pounds.
The bubble maintains its distance and position relative to the wielder, though its top speed is 30 feet.
(If the wielder moves too fast, the bubble lags behind until the wielder slows or stops to allow it to catch up).
The wielder can also move the bubble up to 60 feet as a move-equivalent action.
A single point of damage from any source destroys a bubble from a *rod of spheres*.
A bubble cannot impact an object or creature hard enough to cause itself or the target any damage.
At the end of the duration, or if the bubble is destroyed, whatever was within the bubble drops slowly to the ground as if under the effect of a *feather fall* spell.
Caster Level: 3rd; *Prerequisites*: Craft Rod, *dancing lights*, *Tenser's floating disk*, *feather fall*; *Market Price*: 3,240 gp.

SPIDER ROD

Three times a day, the wielder can command this rod to produce a strand of silk that shoots out up to 100 feet.
Treat this as a ranged touch attack with no range increment.
A creature struck by this strand of silk must make a Reflex save (DC 20) or be entangled for 1 minute.
With a successful save, the creature is not entangled, though it can move at only half speed for 1 minute.
Breaking free of the entanglement effect requires a Strength check (DC 25) or an Escape Artist check (DC 20).
The strand has 15 hit points (no hardness) and takes double damage from fire, though any fire applied to the strand also deals 2d4 points of damage to the entangled character.
Casting a spell while entangled requires a Concentration check (DC 15) to avoid losing the spell.
The rod may also be used to deliver a poison melee touch attack (Fort DC 16, 1d10 Con/1d10 Con).
This power functions an unlimited number of times.
Caster Level: 9th; *Prerequisites*: Craft Rod, *web*, *poison*; *Market Price*: 40,000 gp.

SURPRISES

Similar to a *rod of lordly might*, this rod has combat and utilitarian features.
It can be commanded to lengthen and even sprout a blade, allowing it to be used as a halfspear, javelin, kama, longspear, quarterstaff, scythe, shortspear, or a long-handled short sword, acting as a +1 weapon of the appropriate type.
It can also lengthen up to 60 feet and can support up to 800 pounds without bending.
The rod can store a message of up to twenty-five words as the *magic mouth* spell, replaying the message when the wielder's triggering conditions have been met (such as when a particular word is spoken).
The wielder may reset the message as a standard action.
Caster Level: 8th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *levitate*, *magic mouth*, *wood shape*; *Market Price*: 21,600 gp.

TUNING

The *rod of tuning* is a powerful magic device that serves to ward against outsiders in addition to its mundane function.
Bards, clerics of Milil, and others who rely on song value these items for their ability to sound any note desired by the wielder.

To do so, the wielder need only strike the rod lightly against any hard surface (or with a hard object) to cause a pure, clear note to sound forth from the rod.
This note is audible to anyone within 120 feet (subject to intervening barriers).
In addition, the rod functions as a focus for any song-based or sonic spell.
No other focus is necessary to cast such spells.
The rod's wielder also has access to more powerful magic as well.
Once per day, the *rod of tuning* can sound forth a single note that is anathema to outsiders.
This note acts as a *banishment* spell against up to 28 HD of creatures.
This note affects any outsiders within 30 feet of the wielder.
Treat the note as having three aspects the creature hates, fears, or otherwise opposes, granting the wielder a +3 on his level check to overcome the creatures' spell resistance, if any, and requiring each of the creatures to make a Will save (DC 26).
In addition, once per day the rod can sound forth a note that acts as a *holy word* spell (DC 20).
This function affects any creatures of evil alignment within 30 feet of the wielder.
These powers are song-based magical effects and may be countered by a bard's countersong ability or any magic that prevents such effects (*silence*, for example).
Caster Level: 14th; *Prerequisites*: Craft Rod, *banishment*, *holy word*; *Market Price*: 84,400 gp.

VISCID GLOBS

This silver metal rod fires a sphere of sticky material that acts as a tanglefoot bag.
The material created by the rod dissolves in alcohol, a flask of wine being sufficient to remove it after 1 full round.
The rod can fire the globs up to 100 feet as a grenade-like weapon.
It can be used up to five times per day.
Caster Level: 3rd; *Prerequisites*: Craft Rod, *entangle*, *grease*; *Market Price*: 6,000 gp.

WHIPS

On command, the *rod of whips* grows a magic tendril of force from one end that functions as a whip.
Once activated, the *rod of whips* acts as a *+1 dancing whip* that can strike incorporeal creatures as a *spiritual weapon*.
The *rod of whips* can be activated three times per day, and each activation lasts for 1 hour.
Caster Level: 12th; *Prerequisites*: Craft Rod, Craft Magic Arms and Armor, *animate objects*, *spiritual weapon*; *Market Price*: 21,600 gp.

MINIATURES HANDBOOK (3.5)

ROD OF SLIDING

Small magnets are set into each end of this iron rod.
Once per day, the wielder may target a creature up to 30 feet away.
Upon command, the wielder can push the targeted creature 5 feet farther away into an unoccupied square, or she can pull the targeted creature 5 feet closer into an unoccupied square.
This movement does not provoke attacks of opportunity.
An unwilling creature gets a DC 11 Will saving throw to negate the effect.
Moderate transmutation; CL 9th; Craft Rod, *slide**; *Price*: 7,200 gp.
* New spell described earlier in this chapter.

ROD OF TRANSPOSITION

Small bolts of light arc from one end to the other end of this rod.
Once per day, the rod allows its wielder to exchange positions with another creature within 30 feet.
An unwilling creature gets a DC 13 Will saving throw to negate the effect.
Moderate conjuration; CL 7th; Craft Rod, *baleful transposition**; Price 11,200 gp.
* New spell described earlier in this chapter.

ORIENTAL ADVENTURES (3.0)

SAPLING ROD

This thin and flexible sapling branch has the strength of adamantine.
Three times per day, the wielder can ignore all effects of natural or magical wind, from a *gust of wind* spell to an air elemental's whirlwind for 3d4 minutes.
Once per day, the wielder can eliminate a wind effect, automatically dispelling a spell or controlling natural winds, and forcing air elemental creatures to make successful Fortitude saves (DC 20) or be instantly banished to their home plane.
Caster Level: 9th; *Prerequisites*: Craft Rod, *control winds*, *freedom of movement*; *Market Price*: 45,000 gp; *Weight*: 5 lb.

PLANAR HANDBOOK (3.5)

CELESTIAL MIGHT

Carved from a single length of arrow-straight ash, its ends shod in gold and silver bands, this rod is meant to be carried into battle by those who seek to conquer the Lower Planes.
A *rod of celestial might* functions as a *+2/+2 quarterstaff*.
If the rod strikes an evil outsider, its wielder can trigger a *holy smite* effect centered on the creature struck.
This is a free action and may be used three times per day.
If the wielder is within 60 feet of an evil outsider, he can summon an avoral guardinal as a standard action (as *summon monster* VII).

Strong varied; CL 13th; Craft Rod, Craft Magic Arms and Armor, *summon monster* VII, *holy smite*; Price 110,600 gp; Cost 55,600 gp + 4,400 XP.

ENERVATING STRIKE

Crafted from wood exposed to a doldrum (a minor negative-dominant zone) on the Negative Energy Plane itself, a *rod of enervating strike* functions as a *+1 heavy mace*.
In addition, any creature it strikes in melee is subject to an *inflict light wounds* spell.
If the rod scores a critical hit, the creature is instead targeted by an *inflict serious wounds* spell.
When used on a minor negative-dominant plane, the rod's spell effects are empowered (as by the Empower Spell feat).
When used on a major negative-dominant plane, these effects are maximized (as by the Maximize Spell feat).
Strong necromancy; CL 15th; Craft Rod, *inflict serious wounds*; Price 47,312 gp; Cost 23,812 gp + 1,880 XP.

PLAYER'S GUIDE TO FAERÛN (3.5)

ROD OF DIVERGENCE

Each of these rods is engraved with various protective runes and capped with a gem.
The type of gem depends upon the form of energy the *rod of divergence* is designed to protect against (an emerald for acid, a sapphire for cold, a topaz for electricity, a ruby for fire, or a diamond for sonic).
When any effect of the appropriate energy type is targeted at the wielder or at any point within 10 feet of him, he may expend 3 charges from the rod as a free action to redirect the attack to any point of his choosing within 60 feet.
An area spell must be centered on a point within 10 feet of the wielder to be subject to redirection.
(In other words, a *fireball* cast at a point 15 feet away could not be redirected, even though parts of the effect would come within 10 feet of the wielder).
Additionally, a *rod of divergence* can duplicate the effects of a *faerie fire* spell.
Use of this ability costs no charges.
A *rod of divergence* has 50 charges when first created.
Strong abjuration; CL 13th; Craft Rod, *faerie fire*, *spell turning*; Price 117,000 gp.

ROD OF SPHERES

Elminster reportedly designed the first of these rare and strange rods, but wizards all over Toril have since made many copies.
The sole function of a *rod of spheres* is to create large, transparent bubbles, each with a radius of 3 feet.
These bubbles glow softly, giving off light equivalent to that of a candle.
The bubbles float along gently at a speed of 20 feet per round as directed by the wielder of the rod, and each can hold up to 140 pounds of creatures or items.
Any object within a bubble is protected from exposure to the elements (rain, wind, snow, or the like, though the bubbles provide no special bonuses or resistances against energy attacks) and is affected as if by a *feather fall* spell should it fall more than 10 feet.
The bubbles last up to 8 hours or until ruptured.
A bubble is not a prison; any intelligent being that is not securely bound can break a bubble with ease.
The *rod of spheres* has 50 charges when it is created, and the formation of each bubble costs 1 charge.
Moderate evocation [force]; CL 9th; Craft Rod, *feather fall*, *Tenser's floating disk*; Price 25,000 gp.

SANDSTORM (3.5)

SAND REPELLING

This clear glass rod forces sand, dust, ash, grit, and similar loose soils away in a 10-foot-radius sphere.
This ability functions on command.
The user can travel through sand and loose soil as the rod pushes the material away.
Breathing is not a problem as long as the surrounding area is not poisonous or a vacuum.
It cannot keep duststorms at bay, but it does protect against any of the effects of the suspended grit in the storm (such as nonlethal damage and potential suffocation).
Strong abjuration; CL 15th; Craft Rod, *wind wall*; Price 60,000 gp.

STORMWRACK (3.5)

ROD OF THE LEGENDARY MARINER

Crafted of brass and a piece of highly polished driftwood, the *rod of the legendary mariner* makes life aboard a ship easier, granting its bearer a +5 bonus on Profession (sailor) checks.
Additionally, the *rod of the legendary mariner* can be used to bring forth a *purify food and drink* effect three times per day, a *create water* effect three times per day, and a *detect ship* effect once per day.
Moderate varies; CL 5th; Craft Rod, *purify food and water*, *create water*, *detect ship*, must have at least 8 ranks in Profession (sailor); Price 20,000 gp.

TOME AND BLOOD (3.0)

CHAINING

The user can cast up to three spells per day that are chained as though using the Chain Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Chain Spell; *Market Price*: 27,200 gp (lesser), 108,000 gp (normal), or 243,000 gp (greater).

COOPERATION

The user can cooperatively cast up to three spells per day as though using the Cooperative Spell feat.

Caster Level: 17th; *Prerequisites*: Craft Rod, *Cooperative Spell*; *Market Price*: 2,700 gp (lesser), 10,500 gp (normal), or 24,300 gp (greater).

EMPOWERMENT

The user can cast up to three spells per day that are empowered as though using the Empower Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Empower Spell; *Market Price*: 16,200 gp (lesser), 64,800 gp (normal), or 145,800 gp (greater).

ENLARGEMENT

The user can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Enlarge Spell; *Market Price*: 5,400 gp (lesser), 21,600 gp (normal), or 48,600 gp (greater).

EXTENSION

The user can cast up to three spells per day that are extended as though using the Extend Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Extend Spell; *Market Price*: 5,400 gp (lesser), 21,600 gp (normal), or 48,600 gp (greater).

MAXIMIZATION

The user can cast up to three spells per day that are maximized as though using the Maximize Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Maximize Spell feat; *Market Price*: 27,200 gp (lesser), 108,000 gp (normal), or 243,000 gp (greater).

QUICKENING

The user can cast up to three spells per day that are quickened as though using the Quicken Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Quicken Spell; *Market Price*: 37,800 gp (lesser), 151,200 gp (normal), or 340,200 gp (greater).

SCULPTING

The user can cast up to three spells per day that are sculpted as though cast with the Sculpt Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Sculpt Spell; *Market Price*: 5,400 gp (lesser), 21,600 gp (normal), or 48,600 gp (greater).

SILENCE

The user can cast up to three spells per day without verbal components as though using the Silent Spell feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Silent Spell; *Market Price*: 5,400 gp (lesser), 21,600 gp (normal), or 48,600 gp (greater).

SUBSTITUTION

Five different types of *rod of substitution* exist, each keyed to a different type of energy: acid, cold, electricity, fire, or sonic.
The user can cast up to three spells per day as though using the appropriate Energy Substitution feat.
Caster Level: 17th; *Prerequisites*: Craft Rod, Energy Substitution for the appropriate energy type; *Market Price*: 2,700 gp (lesser), 10,500 gp (normal), or 24,300 gp (greater).

TOME OF MAGIC (3.5)

METAMAGIC

QUICKEN MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Quicken Mystery.
17,500 gp, 1,400 XP, 35 days (lesser), 37,750 gp, 3,020 XP, 76 days (normal); 85,000 gp, 6,800 XP 170 days (greater) Price: 35,500 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

REACH MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Reach Mystery; 7,000 gp, 560 XP, 14 days (lesser); 27,000 gp, 2,160 XP, 54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).
Price: 14,000 gp (lesser), 54,000 gp(normal), 121,500 gp (greater).

STILL MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Still Mystery; 1,500 gp, 120 XP, 3 days (lesser); 5,500 gp.
440 XP, 11 days (normal); 12,250 gp.
980 XP.
25 days (greater).
Price: 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

METASHADOW

This item grants its wielder access to a particular metashadow feat, usable three times a day.
For instance, a *rod of empower mystery* allows the wielder to empower three mysteries per day.
As with metamagic rods, metashadow rods come in three varieties: lesser (usable with fundamentals and apprentice path mysteries), normal (usable with initiate path mysteries), and greater (usable with master path mysteries).

EMPOWER MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Empower Mystery; 4,500 gp, 360 XP, 9 days (lesser); 16,250 gp, 1,300 XP, 33 days (normal); 36,500 gp, 2,920 XP, 73 days (greater).
Price: 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

ENLARGE MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Enlarge Mystery; 1,500 gp, 120 XP, 3 days (lesser); 5,500 gp,440 XP, 11 days (normal); 12,250 gp, 980 XP, 25 days (greater).
Price: 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

EXTEND MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Extend Mystery; 1,500 gp, 120 XP, 3 days (lesser): 5,500 gp, 440 XP, 11 days (normal); 12,250 gp, 980 XP, 25 days (greater).
Price: 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

LINE OF SHADOW

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Line of Shadow Mystery; 7,000 gp, 560 XP, 14 days (lesser): 27,000 gp, 2,160 XP, 54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).
Price: 14,000 gp (lesser).
54,000 gp (normal), 121,500 gp (greater).

MAXIMIZE MYSTERY

Aura/Caster Level: Strong (no school). CL 17th.
Construction: Craft Rod, Maximize Mystery; 7,000 gp, 560 XP, 14 days (lesser); 27,000 gp.
2,160 XP.
54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).
Price: 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

UNDERDARK (3.5)

DEAD

Touching the *rod of the dead* to a corpse animates it, as though with the *animate dead* spell.
In addition, the rod enables the wielder to rebuke or command undead as if she were four levels higher than she actually is, provided that the wearer already has the ability to affect undead in this way.
The rod can animate up to 20 HD of undead per day.
Moderate necromancy; CL 10th; Craft Rod, *animate dead*, creator must be a cleric; Price 75,000 gp.

DOWSING ROD

This rod, made from white birch, always feels cool, damp, and supple to the touch.
It points to the nearest source of potable water within 520 feet.
Faint divination; CL 3rd; Craft Wondrous Item, *locate object*; Price 12,000 gp; Weight 1 lb.

FAERZRESS NEGATION

Faerzress causes difficulties for many Underdark travelers.
The *rod of faerzress negation* is a costly but often worthwhile way of countering the effects of this condition.
At will, the wielder can negate the effects of *faerzress* in a 10-foot radius for up to 1 hour per day.
(This duration need not be continuous).
Faerzress remains negated in that area until the wielder chooses to turn the effect off or the duration expires.
Moderate abjuration; CL 10th; Craft Rod, *antimagic field*; Price 50,000 gp.

PORTAL FINDER

This rod pulses in the wielder's hand and points to the nearest *portal* within 60 feet.
The rod wielder knows the destination of the *portal* and whether it can be activated.
Moderate divination; CL 9th; Craft Rod, *analyze portal* (FRCS), *locate object*; Price 36,000 gp.

WEBSPINNING

This rod is embellished with spider and web motifs.
The wielder is continuously protected by a *spiderskin* effect, which grants her a +2 enhancement bonus to her natural armor bonus, a +2 racial bonus on saves against poison, and a +2 racial bonus on Hide checks.
In addition, the wielder can speak a command word to activate a *web* spell three times per day.
The wielder can also move and attack through natural and magical webs as if under a *freedom of movement* effect, except that it applies only to webs.
Moderate transmutation and abjuration; CL 7th; Craft Rod; *freedom of movement*, *spiderskin*, *web*; Price 90,000 gp.

RUNE CIRCLES

RACES OF STONE (3.5)

DEEP HOLLOW CIRCLE

Bound to the Elemental Plane of Earth, a *deep hollow circle* strengthens the power of summoning magic used within its boundaries.
This powerful bond allows spellcasters to summon more creatures than they otherwise could.
Whenever a creature with in this 20-foot-radius circle uses a *summon monster* or *summon nature's ally* spell to summon a creature with the earth sub type, she summons an additional creature.
This creature is identical to the one summoned normally and is treated as a creature summoned by the original spell cast.
This means, for example, that the second creature can be dismissed, it vanishes if it goes beyond the range of the spell, and so on.
Only one additional creature is summoned with each casting, regardless of the number of creatures that the spell itself summons.
After being summoned, the creatures have no special link to one another.
They function just like multiple monsters summoned by the same summoning spell.
If a dwarf or gnome spellcaster uses a *deep hollow circle*, the creatures summoned are also improved as if the spellcaster had the Augment Summoning feat.
Strong conjuration; CL 18th; Craft Rune Circle, Earth Sense, *summon monster* or *summon nature's ally* (any level); Price 50,000 gp.

DWARFHEIM CIRCLE

This powerful rune circle magnifies the spellcasting power of all dwarf spellcasters within its bounds.
Any dwarf who stands within this 20-footradius circle can use spells as if they had been improved by the Quick en Spell metamagic feat.
Already quickened spells are unaffected, as are spells from magic items.
Spells so quickened are still prepared and cast at their unmodified levels, and even spontaneous casters gain the benefit of the circle.
As with the Quicken Spell feat, only one quickened spell can be cast per round.
In addition, any dwarf standing within the circle can activate one spell-like ability per round as a free action.
Using the circle in this manner counts against the limit of casting one quickened spell per round.
Strong transmutation; CL 18th; Craft Rune Circle, Quicken Spell, creator must be a dwarf; Price 50,000 gp.

DWARVEN HOLDFAST RING

Dwarf cities are built to be defensible, with numerous fallback positions designed to let a few stout dwarf warriors hold off large numbers of enemy forces.
A key part of these plans involves strategically placed rune circles that increase the defender's martial abilities and help them resist magical attacks.
Any dwarf who stands within this 10-foot-radius circle gains a +2 morale bonus on attack rolls.
Dwarves within the circle also gain a +2 deflection bonus to Armor Class against attacks made by evil creatures and a +2 resistance bonus on saves against effects created by evil creatures.
Furthermore, the circle protects dwarves within from mental control just like the *protection from evil* spell.
These bonuses activate instantly as soon as a dwarf steps into the circle, and they are lost immediately upon leaving.
Moderate enchantment and moderate abjuration; CL 11th; Craft Rune Circle, *heroism*, *magic circle*, creator must be a dwarf; Price 20,000 gp.

GNOME CHANTING CIRCLE

Many gnome villages include a chanting circle.
The circle is infused with the spirit and liveliness of the gnome race, allowing gnome bards to share their songs and stories with more passion and skill, and infusing the music of gnome bards with the power of the earth.
Any creature standing in a *gnome chanting circle* gains a +5 bonus on Perform checks.
In addition, illusion spells cast by a spellcaster standing within the circle are harder to resist than normal.
Increase the DC needed to resist illusion spells cast by spellcasters (of any type) standing within the circle by 1.
Any gnome who stands within this 20-foot-radius circle can concentrate on one bardic music ability each round as a free action.
Strong conjuration; CL 18th; Craft Rune Circle, Spell Focus (illusion), *greater harmonize*; Price 15,000 gp.

GNOME CHARMING CIRCLE

Gnome communities blend into the countryside, since gnomes prefer to live without walls or other defenses separating them from the natural world.
This lifestyle leads to tranquil communities and a peaceful environment, but occasionally monsters take advantage of this lack of defenses to attack a community.
At other times, dangerous animals simply wander through a gnome settlement.
One gnome bard standing within a *charming circle* can usually resolve these and even more sinister incursions peacefully.
Any gnome who stands within this 20-foot-radius circle can use one of his daily uses of bardic music to cast *charm monster* as the spell with a caster level equal to his bard level (or the level of the class that grants him the bardic music ability).
Strong enchantment; CL 12th; Craft Rune Circle, bardic music ability, *charm monster*, creator must be a gnome; Price 15,000 gp.

GOLIATH RAGE RING

The barbarian warriors of the goliath tribes fight with a nearly unmatched ferocity, but this rage fatigues the warriors, making them less effective in prolonged battles. To ensure that these warriors can defend their villages and homes with the peak of their abilities, goliath spellcasters create rune circles that support the rage of their warrior allies with the endurance of the earth itself.

Any round during which a creature remains completely inside the boundary of a *goliath rage ring* does not count against the duration of the creature's rage ability.

If the creature leaves the 40-foot-radius circle at any point during a battle, that round counts against the duration of the creature's rage ability as normal.

Moderate enchantment; CL 10th; Craft Rune Circle, *rage*; Price 10,000 gp.

GOLIATH SPEAKING CIRCLE

Goliath shamans work diligently to keep their far-f lung and relatively primitive race together.

In times of trouble, they must be able to communicate quickly over rough mountain terrain.

Through generations of careful work, the shamans have built a simple network of rune circles that allow such communication.

The expense of these rune circles means that only a few exist, and those near the largest and most prosperous goliath villages.

Even such sporadic communication has allowed the villages to support one another by sending warriors quickly should one of the villages need aid.

Any creature standing within this 5-foot radius circle can use *sending*, as the spell, as a full-round action.

This special version of *sending* can only be used to contact individuals within the bounds of another (different) *goliath speaking circle*, but the caster need not know the creature contacted—he need only attempt to contact creatures within the bounds of a specific *goliath speaking circle*.

Moderate evocation; CL 10th; Craft Rune Circle, *sending*; Price 20,000 gp.

HEALING CIRCLE

The energy of life flows through this rune circle and into any spellcaster using healing magic within its boundaries. Many powerful churches use this powerful rune circle to improve their healing spells.

Rune circles built in this manner are often made to blend seamlessly with the rest of the temple's decor.

Any creature standing within this 10-foot-radius circle casts all conjuration (healing) spells as if they were improved by the Maximize Spell metamagic feat.

Already maximized spells and spell-like abilities are unaffected, as are spells from magic items.

Spells so maximized are still prepared and cast at their unmodified level.

Strong conjuration; CL 18th; Craft Rune Circle, Maximize Spell, *mass cure light wounds*; Price 50,000 gp.

SCEPTERS

LOST EMPIRES OF FAERÛN (3.5)

NETHERESE BLAST SCEPTER

Relatively short and thick-handled, a *blast scepter* contains an empowered *lightning bolt* (caster level 10th, 2 charges) that deals 15d6 points of electricity damage and a maximized *shocking grasp* (caster level 7th, 1 charge) that deals 30 points of electricity damage.
Moderate evocation; CL 10th; Craft Scepter (see page 8), *lightning bolt*, *shocking grasp*; Price 48,000 gp.

SILVER ANKH OF RA

Shaped like a loop-headed cross, the *silver ankh* was common in ancient Mulhorand.
To use it, the wielder must grasp the loop and point the base of the cross toward the target.
A *silver ankh* contains the spells *searing light* and *cure serious wounds* (both caster level 10th, 1 charge).
Faint evocation and conjuration; CL 10th; Craft Scepter (see page 8), *searing light*, *cure serious wounds*; Price 33,750 gp.

SCION WEAPONS

UNEARTHED ARCANA (3.5)

DRAGONBLADE

Reputedly carved from the fang of a great wyrm red dragon, the bastard sword known as *Dragonblade* has served many masters over the centuries, from bloodthirsty warlords to treasure-seeking adventurers.

It is a legendary weapon that provides many benefits to its wielder, but most of the benefits apply only if the wielder has levels in the battle scion prestige class.

Requirements: Any character can wield *Dragonblade* as a +2 *bastard sword* and also gain the benefit of the bravery special ability described below.

A battle scion who wields *Dragonblade* gains additional special abilities if the character fulfills the following criteria.

Base Attack Bonus: +9.

Skills: Knowledge (arcana) 6 ranks.

Feats: Improved Critical (bastard sword), Iron Will.

Attributes: *Dragonblade* has the following attributes.

Hardness/Hit Points: 20/55.

Caster Level: 15th.

Value: To any character other than a battle scion who meets the above requirements, *Dragonblade* appears to be worth as much as a Medium +2 *bastard sword* that grants the bravery special ability (market price 14,335 gp).

Special Abilities: *Dragonblade* provides a number of special abilities to its wielder, depending on the character's class level in the battle scion prestige class (see the table below).

Initial Abilities: When first acquired, *Dragonblade* functions as a +2 *bastard sword*.

Anyone who wields it, whether a battle scion or not, also benefits from the bravery ability (see below).

Abilities Granted by Dragonblade

Battle Scion Level	Ability Gained
—	Bravery
1st	Bane (dragons)
2nd	Resistance to energy 10
3rd	Enhancement bonus +3 (+5 against dragons)
4th	Intimidating presence
5th	Resistance to energy 20
6th	Enhancement bonus +4 (+6 against dragons)
7th	Dodge bonus
8th	Resistance to energy 30
9th	Frightful presence
10th	Enhancement bonus +5 (+7 against dragons)

Bravery (ex): The wielder of *Dragonblade* has immunity to a dragon's frightful presence ability.

All allies within 30 feet of the wielder gain a +4 morale bonus on saves against the frightful presence of dragons.

Bane (Dragons) (su): When wielded by a battle scion, *Dragonblade* gains the bane (dragons) special ability.

Its enhancement bonus is treated as 2 points higher when attacking a dragon, and it deals an extra 2d6 points of damage on a successful strike against a dragon.

Resistance to Energy (su): Once per day, when a battle scion of 2nd level or higher wielding *Dragonblade* is dealt at least 1 point of damage from any type of energy (acid, cold, electricity, fire, or sonic), the scion gains resistance 10 to that form of energy for 1 hour thereafter (including against the damage that activated the ability).

For example, if the scion were engulfed in a *fireball*, the resistance would immediately take effect, reducing the damage taken by the *fireball* (and any other source of fire damage for the next hour) by 10 points.

Once the energy type is determined, it cannot be changed for the current use of the ability.

If two or more types of energy strike the scion simultaneously, he may select the energy type against which his resistance protects.

When a battle scion attains 5th level, the resistance granted by this ability increases to 20 points.

At 8th level, it increases to 30 points.

Intimidating Presence (ex): A battle scion of 4th level or higher wielding *Dragonblade* may add his class level as a bonus on Intimidate checks made against dragons (or one-half his class level as a bonus on Intimidate checks made against nondragons).

Dodge Bonus (ex): At 7th level and higher, a battle scion wielding *Dragonblade* gains a +2 dodge bonus to Armor Class against creatures at least two size categories larger than himself.

Frightful Presence (ex): A battle scion of 9th level or higher wielding *Dragonblade* can unsettle foes with his mere presence.

This ability takes effect automatically whenever the scion attacks or charges.

Creatures within a radius of 60 feet are subject to the effect if they have fewer Hit Dice than the scion's character level.

A potentially affected creature that succeeds on a Will save (DC 10 + class level + scion's Cha modifier) remains immune to that scion's frightful presence for one day.

On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Even dragons can be affected by the scion's frightful presence.

HAMMER OF ALL SOULS

The *Hammer of All Souls* is said to have been crafted by Moradin Dwarffather himself in the image of his own weapon, *Soul hammer*.

It symbolizes the glory of the dwarven race.

Requirements: Any character can wield the *Hammer of All Souls* as a +2 *adamantine warhammer* and also gain the benefit of the Craft bonus and lore of souls special ability described below.

A faith scion who wields the *Hammer of All Souls* gains additional special abilities if the character fulfills the following criteria.

Race: Dwarf.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Craft (armorsmithing) or Craft (weaponsmithing) 10 ranks.

Feats: Armor Proficiency (heavy), Great Fortitude, Power Attack, Weapon Focus (warhammer).

Spells: Ability to cast *protection from evil* as a divine spell.

Restrictions: Should the wielder of the *Hammer of All Souls* become an alignment other than lawful good, or attack a lawful good, lawful neutral, or neutral good-aligned dwarf, he loses all special abilities granted by the faith scion prestige class.
To regain these abilities, the scion must receive an *atonement* spell from a dwarf cleric of Moradin.
Maintenance: A wielder of the *Hammer of All Souls* must strike the hammer against an anvil at least once every seven days.
Failure to perform this task reduces the hammer's enhancement bonus by 1.
Multiple failures are not cumulative (that is, if the hammer goes two weeks without striking an anvil, the reduction does not increase to 2).
Attributes: The *Hammer of All Souls* has the following attributes.
Hardness/Hit Points: 30/76.
Caster Level: 15th.
Value: To any character other than a faith scion who meets the above requirements, the *Hammer of All Souls* appears to be worth as much as a Medium +2 *adamantine warhammer* that grants the Craft bonus and lore of all souls special ability (market price 21,812 gp).
Special Abilities: The *Hammer of All Souls* provides a number of special abilities to its wielder, depending on the character's class level in the faith scion prestige class (see the table below).
Initial Abilities: When first acquired, the *Hammer of All Souls* functions as a +2 *adamantine warhammer*.
Anyone who wields it, whether a faith scion or not, also benefits from the Craft bonus and lore of souls ability (see below).

Abilities Granted by the Hammer of All Souls

Faith Scion Level	Ability Gained
—	Craft bonus
—	Lore of souls
1st	Smite evil 1/day
2nd	Fortitude of souls +2
3rd	Throw and return
4th	Enhancement bonus +3
5th	Smite evil 2/day
6th	Fortitude of souls +4
7th	Enhancement bonus +4
8th	Fortitude of souls +6
9th	Smite evil 3/day
10th	Enhancement bonus +5

Craft Bonus (*ex*): The owner of the *Hammer of All Souls* gains a +5 insight bonus on all Craft checks related to stone or metal.
This bonus increases by an additional +1 for every faith scion class level gained, including 1st level.
Lore of Souls (*su*): Three times per day, the owner of the *Hammer of All Souls* can use a full-round action to consult the knowledge of his dwarven ancestors.
This gives the character a bonus on any one Knowledge check (made as part of the action) equal to his faith scion level (if any) + his Wisdom bonus (if any).
(At the DM's discretion, if the Knowledge check is directly related to dwarvenkind, the bonus granted by the character's faith scion level is doubled).
The check is treated as a trained skill check, even if the character has no ranks in that Knowledge skill.
Smite Evil (*su*): Once per day, a faith scion wielding the *Hammer of All Souls* may smite evil with an attack.
The attack may be a melee attack or a ranged attack, but must be delivered by the *Hammer of All Souls*.
The wielder adds 4 to his attack roll and deals 2 extra points of damage per faith scion level.
If the wielder accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.
A wielder may use this ability twice per day at 5th level and three times per day at 9th level.
Fortitude of Souls (*su*): A faith scion of 2nd level or higher wielding the *Hammer of All Souls* derives endurance from the support of his ancestors, gaining a +2 enhancement bonus to Constitution.
At 6th level, the bonus increases to +4, and at 8th level to +6.
Throw and Return (*su*): Three times per day, a faith scion of 3rd level or higher wielding the *Hammer of All Souls* can treat the weapon as a throwing returning weapon (see the special ability descriptions on pages 225 and 226 of the *Dungeon Master's Guide*).
Activating this ability is a free action, and it lasts for 1 round.

Ionon, the Burning Staff

Created by a wizard from pure elemental fire, *Ionon* is a conduit between the wielder and the Elemental Plane of Fire.
The staff is made of polished obsidian and is wreathed at all times in wispy blue-white flame.
This flame deals no damage to the wielder.
Requirements: Any character can wield *Ionon* as a *+1 flaming/+1 flaming quarterstaff* and also gain the benefit of the resistance to fire special ability described below.
A spell scion who wields *Ionon* gains additional special abilities if the character fulfills the following criteria.
Alignment: Any nonlawful.
Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Spellcraft 10 ranks.
Feats: Empower Spell.
Spells: Ability to cast 4th-level arcane spells, including at least three spells with the fire descriptor.
Special: Must have been reduced to –1 or less hit points on at least one occasion from a hit that dealt fire damage.
Restrictions: If *Ionon* is grasped by a creature with vulnerability to cold, the weapon's flame goes out temporarily.
This renders all the staff's special abilities (except for its enhancement bonus) inactive.
The creature grasping the staff takes 1 point of fire damage in every round when the weapon remains grasped.
Maintenance: *Ionon* must be kept in a warm environment to remain at full power.
If the staff spends at least 1 hour in an area where the temperature is below 50°F, its flame goes out temporarily.
This renders all the staff's special abilities (except for its enhancement bonus) inactive.

This loss of special abilities can be postponed by dealing at least 5 points of fire damage to *Ionon* every hour. (Damage dealt to the staff "counts" for this purpose even if the staff actually takes no damage, such as because of its hardness).
Attributes: *Ionon* has the following attributes.
Hardness/Hit Points: 14/45.
Caster Level: 15th.
Value: To any character other than a spell scion who meets the above requirements, *Ionon* appears to be worth as much as a Medium *+1 flaming/+1 flaming quarterstaff* that grants the resistance to fire ability (market price 24,600 gp).
Special Abilities: *Ionon* provides the following special abilities to its wielder, depending on the character's class level in the spell scion prestige class (see the table below).
Initial Abilities: When first acquired, *Ionon* functions as a *+1 flaming/+1 flaming quarterstaff*.
Anyone who wields it, whether a spell scion or not, also benefits from the resistance to fire ability (see below).

Abilities Granted by Ionon

Spell Scion Level	Ability Gained
—	Resistance to fire 5
1st	Resistance to fire 10, empowered spells
2nd	Recall spell 1/day
3rd	*Fire shield*
4th	Resistance to fire 20
5th	Enhancement bonus +2/+2, recall spell 2/day
6th	*Plane shift*
7th	Resistance to fire 30
8th	Recall spell 3/day
9th	Enhancement bonus +3/+3
10th	Immunity to fire

Resistance to Fire (ex): The wielder of the staff gains resistance to fire 5, even if she has no levels in the spell scion class.
A spell scion who wields the staff gains resistance to fire 10. At 4th level, the resistance improves to 20, and at 7th level to 30.
This resistance does not stack with any other resistance to fire the wielder may have.
Empowered Spells (su): Three times per day, a spell scion wielding *Ionon* can empower (as the Empower Spell feat) any arcane spell she casts that has the fire descriptor.
She may apply this effect to any spell whose level is equal to or less than her spell scion level, and may even apply it to spell-like abilities cast by the staff itself.
Activating this power is a free action and has no effect on the spell's level or its casting time.
Recall Spell (su): As a free action, a spell scion of 2nd level or higher can recall any arcane spell she has just cast, as long as that spell has the fire descriptor, up to a maximum spell level equal to her spell scion level.
She either restores that spell to her list of prepared spells (if she prepares spells) or regains that spell slot (if she does not prepare spells).
She may only recall a spell cast in the same round that she uses this ability.
This ability can be used once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.
Fire Shield (sp): Once per day, when wielded by a spell scion of 3rd level or higher, *Ionon* can wreathe the wielder in a warm *fire shield* of blue flames.
Enhancement Bonus (ex): When *Ionon* is wielded by a spell scion of 5th level or higher, the staff's enhancement bonus improves from +1/+1 to +2/+2.
The bonus increases to +3/+3 when the wielder attains 9th level as a spell scion.
Plane Shift (sp): Once per day, *Ionon* can transport a spell scion of 6th level or higher to the Elemental Plane of Fire, just as if it had cast *plane shift*.
Additional willing characters can accompany the scion, as described in the *plane shift* spell.
The effect is more accurate than normal for *plane shift*, delivering the scion 5 to 500 yards (not miles) from her intended destination.
The spell scion must have her own method of return, since *Ionon* provides no return trip.
Immunity to Fire (ex): At 10th level, a spell scion wielding *Ionon* gains immunity to fire.

DREAMSTRIKER

A cabal of halfling clerics created the bow called *Dreamstriker* long ago.
Since then, it has been passed down along a line of elite rangers and rogues, but was recently lost when its wielder was slain while away from her village.
Requirements: Any character can wield *Dreamstriker* as a *+2 composite shortbow* (+2 Str bonus) and also gain the benefit of the stealth special ability described below.
A swift scion who wields *Dreamstriker* gains additional special abilities if the character fulfills the following criteria.
Base Attack Bonus: +6.
Skills: Hide 10 ranks, Move Silently 10 ranks.
Feats: Point Blank Shot, Far Shot, Stealthy.
Special: The wielder must be of Small size.
Restrictions: *Dreamstriker* does not grant its stealth ability to a wielder who is not of Small size, though its enhancement bonus is still effective.
Attributes: *Dreamstriker* has the following attributes.
Hardness/Hit Points: 15/55.
Caster Level: 15th.
Value: To any character other than a swift scion who meets the above requirements, *Dreamstriker* appears to be worth as much as a Small *+2 composite shortbow* (+2 Str bonus) that grants the stealth ability (market price 10,525 gp).
Special Abilities: *Dreamstriker* provides a number of special abilities to its wielder, depending on the character's class level in the swift scion prestige class (see the table below).
Initial Abilities: When it is first acquired, *Dreamstriker* functions as a *+2 composite shortbow* (+2 Str bonus).
Any Small character who wields it, whether a swift scion or not, also benefits from the stealth ability (see below).
Stealth (su): The wielder of *Dreamstriker* may use her Wisdom bonus (if any) as a bonus on her Hide and Move Silently checks.

Abilities Granted by Dreamstriker

Swift Scion Level	Ability Gained
—	Stealth
1st	*Invisibility*
2nd	Ghost touch
3rd	Ephemeral presence (trackless)
4th	Enhancement bonus +3
5th	Dreamstrike arrows
6th	Greater invisibility
7th	Enhancement bonus +4
8th	Ephemeral presence (scentless)
9th	Etherealness
10th	Enhancement bonus +5

Invisibility (*sp*): A swift scion wielding *Dreamstriker* can become invisible once per day as a free action.
The effect lasts for 1 round per class level.
For a swift scion of 6th level or higher, the invisibility granted by this power is the equivalent of *greater invisibility*.
The duration remains 1 round per class level.
Ghost Touch (*su*): When *Dreamstriker* is wielded by a swift scion of 2nd level or higher, any arrow fired from the bow can damage incorporeal creatures as if it had the ghost touch special ability.
Ephemeral Presence (*su*): A swift scion of 3rd level or higher bearing *Dreamstriker* leaves no trail and cannot be tracked.
At 8th level, a swift scion bearing the weapon no longer gives off a scent.
Creatures with the scent ability cannot detect her presence by means of that ability, nor can she be tracked by scent.
Enhancement Bonus (*ex*): When *Dreamstriker* is wielded by a swift scion of 4th level or higher, the bow's enhancement bonus improves from +2 to +3.
The bonus increases to +4 at 7th level and +5 at 10th level.
Dreamstrike Arrows (*su*): Three times per day (but no more than once per round), a swift scion of 5th level or higher can fire a special arrow from *Dreamstriker*.
The arrow strikes as a touch attack (ignoring armor, shield, and natural armor bonuses to AC).
The arrow deals only half the normal damage, but the damage dealt is Wisdom damage, not hit point damage.
Bonus damage dice, if any, do not apply to the damage dealt by a dreamstrike arrow.
Etherealness (*su*): At 9th level or higher, a swift scion bearing *Dreamstriker* can become ethereal for up to 10 rounds per day (which need not be spent all at one time).
Activating this power, or deactivating it to become material, is a standard action.

SCROLLS

COMPLETE ARCANE (3.5)

GEMSTONE

A complex series of gestures and sounds is completed with a specially prepared gemstone in hand, and the spell stored within it is released when the final words are spoken.
Like the parchment on which a scroll is scribed, a gemstone is emptied by casting but can be reused again.

INCENDIARY

A spell is stored in a special mix of powders and glyph-covered paper.
To use an incendiary, a spellcaster speaks the last words of the spell while simultaneously igniting the prepared device (usually by means of a minor magical property of the incendiary form that requires no additional action to activate).
The incendiary is consumed in a brilliant colored flash or haze of strangely coiling smoke, completing the spell.

MACRAME

A spell is held in a small, complex weave of precisely tied knots.
The user pulls apart the knotted square by choosing the right strands while speaking the spell's activation words.
When a scroll is found in the course of a campaign, deciphering its magical text is usually the first step to using it, but since variant scroll forms that don't have spells stored in written form can't be deciphered with *read magic*, they must be identified with a successful Spellcraft check (DC 20 + spell level).

SHRINES

CHAMPIONS OF RUIN (3.5)

BLOODY ROCK

At the northern edge of the Far Forest, where hills and crags from the Nether Mountains break through the canopy, lies a deadly shrine to the Beastlord, Malar, where the bones of the unlucky are doomed to lay.
The forest around the shrine is densely packed with both trees and animals, and hunting is forbidden in the immediate area.
While Malar's followers venerate the hunting of all creatures, this shrine is for the deliberate destruction of sentient creatures only.
Surrounded by thick clusters of tall evergreen trees, this clearing is almost impossible to find unless the precise location and the path to it are known.
The surrounding terrain is rocky and hilly, obscuring vision and making travel by horseback impossible.
Bloody Rock is a dagger-shaped stone that juts out of the earth to a height of nearly 30 feet.
Every edge on the rock is jagged, and any creature that attempts to climb the rock would find its hands and feet sliced by every hold.
A dozen standing stones of unknown origin, placed here by the Beastlord himself according to legend, surround the rock.
The final feature in the clearing is a curved stone called the Claw, which has a flat area on which victims are laid as well as a sharp, upturned spike of stone where many a sacrifice has met its end.
Not only is hunting around the area forbidden, but the beasts that roam it are considered aspects of Malar himself. The god even sent a Beast of Malar into the area when it became clear that hostile adventurers had come to destroy the shrine.
All animals in a 500-foot radius around the shrine are automatically hostile to anyone not of Malar's faith, and they are immune to any magical charms and compulsions that would change this (although they can still be calmed by successful skill checks and other mundane means). Animal companions and familiars are unaffected by this, but trained animals must succeed at a DC 15 Will save or be lost to the Beastlord's influence forever.
Bloody Rock Ritual: Clerics and druids of Malar know that a fresh kill is one of the greatest tributes they can pay their master.
The ritual of Bloody Rock is the most direct way to offer up such a sacrifice to the Beastlord, although the shrine only accepts sentient beings (living creatures with an Intelligence score of 3 or higher) as proper offerings.
The creature is strapped to the Claw and ripped over and over again by the ritual leader, using either his own claws or with a special tool made from the claws of a bear or large predatory cat.
As the sacrifice's blood flows downward, it is absorbed into the Claw and disappears.
The ritual takes 2 hours to complete, and the leader must make a successful DC 20 Heal check in order to keep the victim alive while slowly draining his blood.
If the ritual is properly performed, Bloody Rock begins to bleed as if punctured in several places.
The blood is gathered in a special container for the ritual leader to drink, and that act ends the ritual.
Ritual Benefit: Whoever drinks the blood collected from Bloody Rock is protected and revitalized by the elixir.
Over the next 24 hours, if the character is injured in combat, he is immediately targeted by a *cure serious wounds* spell.
Taking damage from another source, such as a triggered trap or falling from a great height, does not invoke the effect.
The spell has a caster level of 20th, and only the ritual leader can benefit from this effect.
Baleful Effect: Any creatures other than the ritual leader that drink the blood (including faithful followers of Malar) suffer no obvious ill effects, although they might detect a slight increase in their heartbeat.
In truth, their blood thins and runs quicker for 24 hours, causing all wounds they suffer to bleed for an additional 1 hit point of damage per round until such characters receive magical healing.
A cleric of another faith who attempts the ritual, drinks the blood, or tries to channel divine energy while within the shrine suffers greatly.
In addition to being subject to the bleeding effect described above, he must make a DC 15 Fortitude save or be hit with internal bleeding as his veins begin to split and burst.
The character immediately takes 2 points of Constitution damage, and must make another save each hour to avoid further damage of the same sort.
This condition persists until the character dies, makes three consecutive saving throws, or is the target of a *heal* or *miracle* spell.
Sample Encounter (EL 10): Ritual leader (CE werewolf druid 6), 4 acolytes (CE human druid 2), 4 guards (CE human fighter 2).

THE PIT OF MANY COLORS

During the Time of Troubles, Tiamat walked the face of Faerûn alongside most of the other gods.
She took advantage of the opportunity to slay Gilgeam, a rival power in the Untheric pantheon.
A deep pit opened at the site where Gilgeam's blood was spilled, and Tiamat quickly claimed the site as her own before Gilgeam could "corrupt" it and possibly use it as an avenue for resurrection.
She used the pit to hoard the wealth she collected while in mortal form; once swallowed, the loot was transported safely back to her realm.
Today, the pit still stands in an abandoned section of the town of Unthalass, and Tiamat's followers and supplicants use the pit to give the spoils of their crusade to their queen.
The pit is a 20-foot-wide hole in the earth shaped vaguely like a falling man.
The bottom is filled with reddish-black mud that stays soft no matter what the weather is like.
Gems of various colors as well as coins of all types from every nation on the continent can be seen glittering atop the muddy surface, giving the pit its common name.

These objects are always present, although their composition changes from time to time.
Followers of Tiamat come here to pay her tribute in the form of coins and gems, which they throw into the muddy pit.
The treasure immediately sinks into the pit, and what happens to it after that is a matter of theological speculation.
Certainly, no one has ever attempted to excavate the pit or dig underneath it to find what would presumably be one of the largest treasure hoards in Faerûn.
The ground on the edges of the pit is treacherous, often sliding down into the pit and taking whoever was standing nearby with it.
Despite this erosion, the pit never seems to grow any larger. Parts that slide into the mud are replaced the next time followers approach the pit, and even Tiamat's clerics never know where these mudslides might occur next.
Anyone standing in the area of a mudslide must make a DC 15 Reflex save to avoid falling in as well.
If a creature falls into the pit, the mud acts like quicksand with all check DCs increased by 5 (see page 88 of the *Dungeon Master's Guide*).
A cleric of another deity takes 2d6 points of unholy damage per round that he is in contact with the mud.
Pit of Many Colors Ritual: The ritual of the pit requires the sacrifice of treasure and a personal risk by the leader of the ritual.
First, an amount of coins and gems with a gold piece value equal to 20 times the petitioner's level must be sacrificed in the name of Tiamat (thrown into the pit, that is).
Then the petitioner must walk the entire edge of the pit while chanting to the Dragon Queen.
Clerics of Tiamat who sacrifice enough treasure and are in good standing do not have to worry about falling into the pit, because the goddess protects them from harm.
All others must successfully avoid three mudslides in order to complete the ritual.
Falling into the pit is either a sign of the goddess's displeasure or the unworthiness of the ritual leader.
In either instance, no benefit is gained and the petitioner is at risk of drowning in the quicksand.
Ritual Benefit: A petitioner who gains the favor of the Dragon Queen takes on the aspect of one of her children.
The character's physical form changes to resemble a dragon in subtle ways.
This effect confers a +4 bonus on Intimidate checks for 24 hours, since the character can manifest her draconic presence.
Also, once during the 24-hour period, the character can unleash the breath weapon of the dragon she now resembles.
The form and characteristics of this breath weapon are just like those of a half-dragon of the appropriate type (see page 147 of the *Monster Manual*).
Baleful Effect: A nonfollower of Tiamat can attempt the ritual and succeed, although he must sacrifice twice as much treasure (level × 40 gp) in order to have any chance of succeeding.
Those who do not succeed are thrown into the pit as described above, the same fate suffered by followers who fail to please the Dragon Queen.
A cleric of another god who attempts the ritual, casts a spell, or channels divine energy within 20 feet of the pit catches the attention of the Dragon Queen, who sends one of her children (see below) to destroy the offender.
The dragon does not attack while the character is in Unthalass, but waits for the offender and those traveling with him to leave the city, at which time it ambushes the group at the first opportunity.
Antasillix: Male juvenile green dragon; CR 8; Large dragon (air); HD 14d12+42; hp 133; Init +4; Spd 40 ft., swim 40 ft., fly 150 ft.
(poor); AC 22, touch 9, flat-footed 22; Base Atk +14; Grp +22; Atk +17 melee (2d6+4, bite); Full Atk +17 melee (2d6+4, bite) and +12/+12 melee (1d8+2, 2 claws) and +12/+12 melee (1d6+2, 2 wings) and +12 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spells; SQ blindsense 60 ft., darkvision 120 ft., immunity to acid, magic sleep effects, and paralysis, low-light vision, water breathing; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.
Skills and Feats: Bluff +16, Diplomacy +16, Escape Artist +14, Intimidate +16, Knowledge (local) +9, Knowledge (nature) +9, Listen +18, Search +18, Spellcraft +16, Spot +18; Alertness, Blind-Fight, Improved Initiative, Flyby Attack, Wingover.
Languages: Chessentan, Draconic, and Untheric.
Breath Weapon (Su): 40-foot cone of corrosive (acid) gas; 8d6 acid; Reflex DC 20 half.
Sorcerer Spells Known (5/4 per day, caster level 1st): 0—*dancing lights*, *ghost sound*, *mage hand*, *detect magic*; 1st—*charm person* (DC 13), *shield*.

THE STING

In the heart of the artistic city of Cimbar lies a secluded glade that holds one of the city's most painful secrets.
Priests of Loviatar, the Maiden of Pain, have truly found a home in this decadent and tolerant city.
Many of their rites do not even have to be hidden from the populace at large, and those that do are easily explained away as underground pleasure parties.
Everyone is invited to these affairs, and Loviatar has gained a number of converts from this city of artists and free thinkers.
Only a special few, however, gain access to the holy shrine known as the Sting.
The Sting is a natural courtyard surrounded by a house used by initiates of Loviatar for purposes of their faith.
The courtyard area is composed of soft earth covered completely by grass, and various trees obscure the vision of those within.
Four walkways made of stepping stones lead from various mansion doors to the center of the courtyard, where Loviatar can be properly worshiped.
At the center stands a misshapen willow tree that has thick leaves and covered with thorns.
This is where the faithful make their prayers.
The Tree of Loviatar is not alive, but it is the conduit for Loviatar's power when the ritual is properly conducted.
Its leaves are tough and whiplike, and the thorns can be used to cause grievous wounds or painful stings as necessary.
Should the tree or worshipers come under attack, the tree will spring to life in defense of the shrine (see below for the tree's statistics).

It attacks all nonworshipers mercilessly until it is destroyed or the shrine is free of invaders.
The Sting Ritual: The ritual leader must provide seven objects that have been inside seven different individuals' bodies and caused them pain.
These items could be weapons that were used to puncture someone's body, sharp barbs or caltrops that were swallowed and regurgitated, or any number of other things.
These items are placed on a special platform carved into the trunk of the Tree of Loviatar, at which time the ritual leader kneels and begins to pray to Loviatar.
The tree slowly begins to animate—a limb shakes, a leaf jerks, a root creaks—until the branches are all shaking and the leaves whipping around in a fury.
If the goddess is pleased with the offering and prayers, the ritual leader's body will be stung by a hundred shallow cuts from the thorns on the tree's leaves; if the goddess is not pleased, the tree animates and attacks.
Ritual Benefit: The character becomes virtually immune to pain for 24 hours, gaining damage reduction 2/— for the duration of the effect.
Baleful Effect: Should the ritual leader fail to please Loviatar, or a nonaffiliated cleric attempt to cast a spell or channel divine energy within the shrine, the tree animates and attacks.
Clerics of Loviatar are not immune to the tree's attacks, but the tree will not kill such a character.
It will attack for a few rounds to teach the errant cleric a lesson, and then drop him to the ground, bleeding and properly chastised.

Tree of Loviatar: CR 14; Huge construct; HD 26d10+40; hp 181; Init +0; Spd 0 ft.; AC 18, touch 8, flat-footed 18; Base Atk +19; Grp +36; Atk +26 melee (1d8+9, thorny whip); Full Atk +26 melee (1d8+9, 8 thorny whips); Space/Reach 15 ft./15 ft.; SA frenzy, improved grab; SQ construct traits, damage reduction 10/good, darkvision 60 ft., fast healing 5, low-light vision, resistance to cold 20, electricity 20, and fire 20, spell resistance 25; AL NE; SV Fort +8, Ref +3, Will +3; Str 28, Dex 10, Con —, Int —, Wis 1, Cha 1.
Skills and Feats: —.
Frenzy (Ex): The Tree of Loviatar can fly into a frenzy, striking all creatures in reach with 2d4 thorny whips.
Doing so strains the tree, however, causing it to be inactive for 1 round after such an attack.
It can maintain its hold on grappled creatures during its down time, but does not deal damage to them.
Improved Grab (Ex): To use this ability, the Tree of Loviatar must hit with a thorny whip attack.
It can then attempt to start a grapple as a free action that does not provoke attacks of opportunity.
The tree has dozens of thorny whips, so it can grapple as many creatures as it likes and still make full attacks against nongrappled opponents.

THE THUNDER ROOM

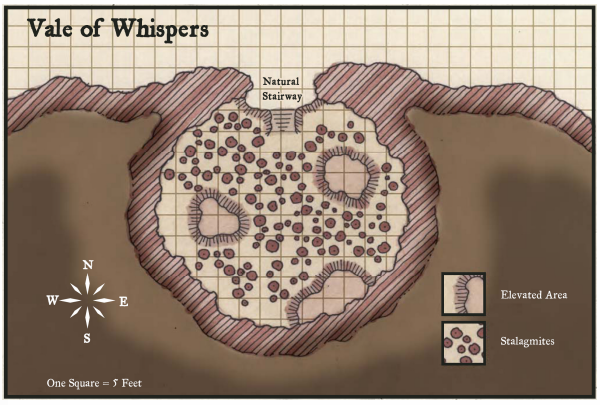
The worshipers of Bane have grown more cohesive since the god's return and the appointment of Fzoul Chembryl as Bane's infallible mortal representative.
They have begun to work more efficiently toward his goals, and their projects continue to become more ambitious.
In a fit of religious fervor, a Banite general in Mintar named Daren Timbide (see page 121 for statistics and other details) took over an old government building and built a shrine to his god.
He rebuilt the interior of the building to resemble a gladiatorial arena he had once fought in on the Dragon Coast, and he dubbed it the Thunder Room.
The Thunder Room started as nothing more than a place for ritual combat, where slaves, captured monsters, and volunteers from the Banite army squared off for fun and profit.
The crowds grew quickly, and a new level of seating was erected over the roof of the original building.
As with all things in the city, the arena quickly attracted the attention of Teldorn Darkhope, the city's ruler, who is also an incredibly powerful priest of Bane.
He attended a three-day festival of violence and gore, even opening the event with a ritual sacrifice in the god's name.
The reaction was immense, and Bane himself noticed this sudden upswell in the faithfulness of his followers.
It did not take long for Teldorn to requisition the use of the arena several days per month for celebrations, invocations, and newly christened holidays.
Bane was pleased.
A popular feature of the Thunder Room was the percussion show that opened each event.
Heavy-sounding drums pounded out rhythms as cymbals and hollow shells told the stories of Bane's greatest triumphs as well as his resurrection.
Teldorn crafted a ritual around these rhythms that involved the severe beating of a cleric devoted to one of the weaker gods.
The first time he performed the ritual, he could feel Bane's power surging within him.
Fearing that the power Bane had directed to him might be misdirected during one of the many fights, Teldorn directed General Timbide to construct an underground chamber linked to the arena but well outside the area of battle.
That chamber is now complete, and has a ritual beating circle as well as a stage for the fourteen percussionists it requires to beat out the stories of Bane.
While everyone who lives in Mintar knows of the Thunder Room, very few know of the secret shrine to Bane built underneath the city.
Those who do know of it wish they had never found out, because they are usually the ones being used in the rituals.
Thunder Room Ritual: Fourteen percussionists and a cleric or follower of Bane must be assembled in the shrine beneath Mintar in order to perform this ritual.
The musicians are assembled in their staging area, where they perform the Glorious History of Bane the Conqueror, a series of percussive vignettes that tells the story of Bane's rise, fall, and resurrection.
During the rites, which take just over 2 hours to complete, the performer of the ritual must ceaselessly beat a prisoner in the center of the circle.
While any prisoner will suffice for the ritual to take place, the prisoner must be a cleric of another faith in order for the performer to gain the ritual benefit.
The prisoner cleric's level of power does not matter; even the lowliest clergyman will do.
Ritual Benefit: The work of beating an individual for more than two straight hours is not without its rewards.
If the victim was a member of the clergy of some other deity, the ritual performer feels the strength of Bane

flowing through him, making him better able to strike down the enemies of the Lord of Darkness.
The character gains the ability to smite his foes (as the Destruction domain's granted power, but substituting character level for cleric level) a number of times per day equal to his Charisma modifier (minimum one) for a tenday.
Baleful Effect: It is hard to imagine anyone other than a follower of Bane attempting the Thunder Room ritual, but should the cleric of another god attempt to cast a spell or channel Bane's divine energy, the deity shows him the folly of his hubris.
His arms fill with weakness, and his resolve in combat crumbles.
The character is so affected for 24 hours, during which time all damage he causes in melee combat is considered nonlethal damage.
Sample Encounter (EL 11): Ritual performer (LE cleric of Bane 8), 1 lieutenant (LE human fighter 4), 4 soldiers (LE half-orc fighter 3), 14 musicians (N human expert 3).

THE VALE OF WHISPERS

The supplicants of Shar value secrets above gold.
Many of Shar's faithful spend their entire lives gathering and keeping secrets, using them as currency to increase their standing within the church and to stay in the favor of their goddess.
Every secret whispered to a priest or follower of the Lady of Loss is heard by the deity as well, and she stores them all in an unholy shrine known as the Vale of Whispers.
The "vale" is actually a 100-foot-radius, dome-shaped cave created by an overhang of rock at the southern end of the Graypeak Mountains, just northwest of the Marsh of Chelimber.
The cave is said to be as old as Faerûn itself, and its floor and ceiling are covered by thousands of needlelike rock formations.
In the evening, when the light of the setting sun streams in through the cave's only entrance, these stony teeth give one the impression of walking into the maw of a creature of legendary evil.
It is only after one walks inside that the true nature of the place can be determined.
All the whispered secrets of Faerûn make their way here, and they bounce around the cave ceaselessly.
A hushed cacophony persists in the cave at all times as whispers echo off the walls and stones.
No matter where one stands within the cave, every minute or so a secret will reverberate to precisely his spot, that whisper briefly becoming much louder and clearer than the others.
Otherwise he hears only the gurgle of the other secrets as they flow around the room.
Animals cannot stand the sound of this incessant whispering and have learned to avoid the cave.
It requires a successful DC 15 Diplomacy check or Handle Animal check to coerce a familiar or animal companion (respectively) into the cavern; all other animals will refuse to set foot inside.
Occasionally the secrets seem to take form and flit like shadows around the room.
In reality, this disturbance is a flock of ultrapowerful shadows bound by Shar to guard the Vale of Whispers against faithless intruders.
Anyone not of the Sharran faith (or not accompanied by a cleric or follower in good standing) who spends more than a few rounds inside the cavern comes under immediate attack by the shadows.
Fighting them is made even more difficult by the preponderance of stalagmites and stalactites, which provide no barrier to the shadows but cause major problems for corporeal creatures trying to target their attackers.
Even if the shadows are slain, they reappear within the vale in 2d20 hours.
Vale of Whispers Ritual: The ritual used to invoke the shrine's power is quite simple.
A supplicant must find her way to the center of the chamber, where thousands of simultaneous whispers can be clearly heard.
She must kneel here and listen to the whispers until she can discern a single secret that repeats itself over and over again.
Doing so requires a successful DC 15 Intelligence check followed by up to 1 hour of meditation.
For every 2 points by which her check result exceeds the DC, the time necessary to discern the secret is lessened by 5 minutes.
A priest of Shar automatically succeeds at the ritual, although if she fails her Intelligence check she must meditate for the full hour in order to receive the ritual's benefit.
Ritual Benefit: The character gains a +20 circumstance bonus on all Bluff checks related to a single course of action for 24 hours.
Thus, if the character was on a campaign to convince a town mayor that each of his staff members was corrupt, the bonus would apply to all Bluff checks made to sway the mayor.
If, during that period, the character used a Bluff check to feint in combat or bypass the mayor's guards, the bonus would not apply.
Baleful Effect: Nonfollowers who attempt the ritual are struck with a powerful curse.
They suffer the effect of a *bestow curse* spell that reduces their highest ability score by 6 points for 24 hours.
There is no save against this effect, and it cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* spell.
Clerics of other gods who attempt the ritual, or try to cast a divine spell, or attempt to turn the shrine's shadow guardians suffer even more.
Not only are they hit with the above curse, but they must also make a Concentration check (DC 15 + spell level) in order to cast any spell during the next 24 hours, as Shar whispers their darkest fears directly into their minds every time they attempt to draw upon their god's power.
Shadow Guardians (10): CR 8; Large undead (incorporeal); HD 10d12; hp 65; Init +7; Spd fly 50 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +5; Grp —; Atk or Full Atk +8 melee (2d4 Str, incorporeal touch); Space/Reach 10 ft./10 ft.; SA create spawn, Strength damage; SQ darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits; AL CE; SV Fort +3, Ref +6, Will +9; Str —, Dex 16, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +11*, Listen +11, Search +7, Spot +11; Alertness, Dodge, Flyby Attack, Improved Initiative.
Strength Damage (*Su*): The touch of a shadow guardian deals 2d4 points of Strength damage to a living foe.
A creature reduced to Strength 0 by a shadow guardian dies.
This is a negative energy effect.
Create Spawn (*Su*): Any humanoid reduced to Strength 0 by a shadow guardian becomes a shadow under the control of its killer within 1d4 rounds.
Shadow guardians have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.
* A shadow guardian gains a +4 racial bonus on Hide checks in areas of shadowy illumination.
In brightly lit areas, it takes a –4 penalty on Hide checks.



SIGNATURE TRAITS

DUNGEON MASTER'S GUIDE 2 (3.5)

BARBED
The item has jagged hooks or spines.

BITTER
An item that has this trait tastes, smells, and just plain looks altogether foul and unpleasant.

BLEEDING
A bleeding item oozes a trickle of blood as long as it is held.

BRILLIANT
The item emits brief flashes of bright light whenever it is activated.
The creator determines the color of this light upon selecting the trait.

CLEAN
An item that has this trait never becomes stained or dirty.
Comfortable: The item is soothing and relaxing to wear or hold.

CRUDE
A crude item appears to be made from base materials, and the workmanship looks shoddy.

DREADFUL
The item bears frightening emblems, such as skulls or leering faces, which seem to move when the item is activated or used.
The creator chooses the specific images upon selecting the trait.

FASHIONABLE
An item that has this trait is particularly attractive to look upon.

FLICKERING
This item flickers with a faint black flame that is too dim to provide any illumination.

GAUDY
A gaudy item might be brightly colored or covered with numerous fake jewels.
It might even shimmer with a faint rainbow light.

GLOWING
This item sheds light equal to that of a candle for 1 round upon activation or whenever a charge is expended.

HEAVY
An item that has this trait feels unusually heavy when held, though its actual weight is unchanged.

LOUD
Upon activation, a loud item emits an incongruous sound (such as a lion's roar, a strong musical chord, or a short exclamation).

MULTICOLORED
The item's coloration changes at random intervals.

RELIGIOUS
A religious item bears the symbol of a particular faith or deity and incorporates icons or colors used by adherents of that faith.

SHADOWY
A shadowy item is dead black in color, and it seems to swallow up any light that shines upon it.

SHROUDED
An item that has this trait is perpetually shrouded in a faint aura of cool mist.

SIZZLING
A sizzling item emits a faint, burning hiss whenever it strikes flesh.

SLIMY
A faint residue of slime coats this item at all times.

SMOKY
The item emits a faintly visible trail of smoke whenever it is held.

SPARKING
An item that has this trait gives off sparks whenever it strikes a foe or is struck by a weapon.

TOTEMIC

This item is decorated with fetishes, carvings, and markings that identify it as sacred to a specific tribe or group of individuals.

WARPED

A warped item seems to be constructed in an odd manner, and it has curves or protrusions that don't correspond to any known method of creation.

WRITHING

Upon activation, this item briefly twists and writhes like a snake.

SPECIAL COMPONENTS

BOOK OF EXALTED DEEDS (3.5)

Table 3–4: Good Spell Components

Component	Price
Ambrosia (distilled joy)	200 gp
Angel radiance	20 gp
Blink dog tooth	30 gp
Celestial blood	20 gp
Couatl feather	10 gp
Couatl scale	16 gp
Lammasu claw	30 gp
Lillend scale	15 gp
Pegasus feather	11 gp
Phoenix feather	40 gp
Unicorn blood	500 gp
Unicorn horn (sliver)	55 gp
Unicorn tail hair	25 gp

AMBROSIA (DISTILLED JOY)

A mysterious substance made from distilled joy, ambrosia is celestial food, the heavenly sustenance of Celestia.
Created by means of the *distilled joy* spell, ambrosia can be used as a special spell component, in addition to the other uses mentioned in the spell description.
As an optional component, ambrosia automatically increases the effective caster level of a single good spell by +2.
This increase doesn't stack with previous applications of distilled joy or any other bonuses to effective caster level.

ANGEL RADIANCE

Captured in glass by a special process known only to angels themselves, the radiance of an angel is a potent component.
Used as a component for a *banishment* or *dismissal* spell, or a *dispel evil* spell used to drive a fiend back to its home plane, a phial of angel radiance increases the saving throw DC by +1.
It also grants the caster a +1 bonus on her caster level check to overcome the target's spell resistance.
Angel radiance sheds light as a torch.

BLINK DOG TOOTH

A spell to which this component is applied has a 50% chance to confer the ghost touch ability and negate miss chances due to *blur*, *displacement*, *entropy*, or phasing abilities.

CELESTIAL BLOOD

If a spell to which this component is applied deals damage, there is a 30% chance that the spell deals an extra +2d6 points of damage to an evil target.
The celestial who gave the blood must still be alive for this to function.

COUATL FEATHER

A spell to which this component is applied has a 35% chance to have its effective caster level increased by +2.

COUATL SCALE

A spell to which this component is applied has a 30% chance to have its saving throw DC increased by +1.

LAMMASU CLAW

A spell to which this component is applied has a 25% chance to have any damage the spell deals increased by +10%.

LILLEND SCALE

If a spell to which this component is applied requires a Will save, there's a 40% chance that the saving throw DC is increased by +1.
When the scale is used by a bard, the chance increases to 60%.

PEGASUS FEATHER

If this component is used when casting *detect good* or *detect evil*, the caster learns the number of evil auras and the power of the most potent aura in the first round of concentration instead of the second, and the power and location of each aura in the second round instead of the third.

PHOENIX FEATHER

A spell to which this component is applied has a 10% chance to remain prepared even after being cast.
Casters who do not prepare spells gain no advantage from this component.

UNICORN BLOOD

The blood of a living unicorn is a powerful alchemical substance.
It can be formed into a ravage (see Ravages and Afflictions, above) that saps the strength of evil creatures.
Also, if a spell to which this component is applied requires a Fortitude save, there's a 40% chance that the saving throw DC is increased by +1.
In either case, unicorn blood retains its potency only as long as the unicorn that gave it remains alive.

UNICORN HORN (SLIVER)

Removing a unicorn's entire horn kills it, but a unicorn may on rare occasions give a sliver of its horn to a favored ally.
If a spell to which this component is applied requires a touch attack (melee or ranged), there's a 40% chance that the caster receives a +1 sacred bonus on the attack roll.

UNICORN TAIL HAIR

A spell to which this component is applied has a 20% chance to have its duration doubled.

BOOK OF VILE DARKNESS (3.0)

Table 3–8: Evil Spell Components

Component	Price	Component	Price
Agony (liquid pain)	200 gp	Humanoid eye	2 cp
Beast brain fluid	3 sp	Humanoid finger	1 cp
Bit of lycanthrope fur or skin	7 sp	Humanoid hand	3 cp
		Humanoid heart	1 sp
Bit of ochre jelly or gray ooze	5 sp	Metallic dragon heart	7 gp
		Soul in larval form	250 gp
Chromatic dragon heart	6 gp	Soul in receptacle	200 gp
Demon flesh	5 gp	Tongue of creature capable of speech	3 cp
Demon heart	18 gp		
Devil's heart	20 gp	Vial of humanoid blood	3 cp
Feather of an intelligent creature	20 gp	Vrock feather (only one usable per fiend)	1 gp
Humanoid bone	1 cp	Yugoloth's brain	5 gp
Humanoid brain	4 cp		

AGONY (LIQUID PAIN)

Pain in distilled liquid form (see Pain as Power in Chapter 2), as extracted by certain spells or items, automatically increases the effective caster level of a single spell by +2. This increase doesn't stack with previous applications of liquid pain or any other such bonuses to effective caster level.

CHROMATIC DRAGON HEART

If a spell this component is applied to deals damage, there is a 30% chance that the spell deals an additional +2d6 points of damage to a good-aligned target.
The heart must be from a dragon of at least 15 HD, and it must be dried and hardened into a gemlike object.

DEMON'S HEART

A spell that this component is applied to has a 25% chance to have any damage the spell deals increased by +10%.
The heart must be from a demon of at least 6 HD, and it must be dried and hardened into a rocklike object.

DEVIL'S HEART

A spell that this component is applied to has a 10% chance to remain prepared even after being cast.
Casters who do not prepare spells gain no advantage from this component.
The heart must be from a devil of at least 6 HD, and it must be dried and hardened into a rocklike object.

HUMANOID BRAIN

A spell that this component is applied to has a 50% chance to have its range doubled.
The brain must be intact and fresh (or preserved).

HUMANOID CHILD'S EYE

A spell that this component is applied to has a 20% chance to have its duration doubled.
The eye must be intact and fresh or (or preserved).

HUMANOID FINGER

If a spell that this component is applied to requires a touch attack (melee or ranged), there is a 40% chance to receive a +1 profane bonus on the attack roll.
The finger must be intact and well preserved (still bloody).

HUMANOID HEART

A spell that this component is applied to has a 25% chance to have its effective caster level increased by +2.
The heart must be intact and well preserved (still bloody).

METALLIC DRAGON HEART

A spell that this component is applied to has a 30% chance to have its saving throw DC increased by +1.
The heart must be from a dragon of at least 15 HD, and it must be dried and hardened into a gemlike object.

SOUL IN LARVAL FORM

A spell that this component is applied to has its saving throw DC increased by +2.
Souls in larval form are usually found naturally only on one of the Lower Planes (see Chapter 7).

SOUL IN RECEPTACLE

A spell that this component is applied to gains a +10 profane bonus on caster level checks to overcome spell resistance.
Souls in receptacles normally result from the use of spells such as *soul bind* and *trap the soul*.

YUGOLOTH'S BRAIN

A spell that this component is applied to has a 10% chance to allow no saving throw against its effect.
There is also a 10% chance that the spell affects the caster as well as the target or area, with no saving throw allowed. Make the two checks independently of one another.
The brain must be from a yugoloth (or some other neutral evil fiend) of at least 10 HD, and it must be dried and powdered.

COMPLETE CHAMPION (3.5)

ANGEL'S BLOOD

Those who manage to shed celestial blood often collect a few drops for sale to other, equally vile souls.
When blended with specific poisons and used as a component in the casting of any spell that has the evil descriptor, angel's blood increases the save DC by 1.
Price: 85 gp.

ASHES OF POWER

When a used scroll is burned and its ashes are mixed with holy water and mystical inks, the resulting paste houses an ember of true magic.
When used as a component in the casting of *dispel magic*, *greater dispel magic*, or *break enchantment*, this powder allows the caster to make two dispel checks and choose the better result.
Price: 1,750 gp.

AURIAL SAPPHIRE

On rare occasions, the winds of the Elemental Plane of Air capture various particles whipping about in the emptiness and drive them together over the course of years.
The result is a crystal marbled in various shades of blue. Called aurial sapphires, these gemstones are sometimes found on the Material Plane, usually at high altitudes where the winds blow most fiercely.
When an aurial sapphire is used as a component in the casting of any Air domain spell or spell that has the air descriptor, the spell is affected as if by the Quicken Spell feat, but without any level increase.
Price: 215 gp.

CRYPT POWDER

During the long years in which a powerful necromancer lies decaying in his tomb, some of the magic that infused his bones seeps into the surrounding walls.
If one of these stones is then shattered in a particular way, the resulting dust sometimes retains that power.
When used as a component in the casting of any spell that targets either corpses or undead, this powder increases both the save DC and the caster level by 1.
Price: 150 gp.

DOPPELGANGER BILE

This viscous fluid aids in deceptive magic.
When specially distilled and used as a component in the casting of any spell that grants invisibility or a bonus on Disguise checks, doppelganger bile doubles the duration of the effect.
Price: 95 gp.

DRAGON RUBY

Gold dragons like to feast on pearls and gems. Occasionally, a few gems pass through such a dragon's system undigested.
If one of those gems is a ruby, it absorbs a bit of the creature's fiery nature and becomes a dragon ruby.
When used as a component in the casting of any spell that has the fire descriptor, a dragon ruby doubles that spell's area.
Price: 175 gp.

ESSENCE OF ORDER

When various powdered herbs are mixed with the inner fluids of an inevitable, the resulting oily substance emits a potent vapor known as essence of order.
Anyone breathing this vapor is cured of 1 point of mental ability damage caused by a poison or disease.
A single dose is usable only once.
When used as a component in the casting of any spell that has the law descriptor, essence of order increases the save DC by 1.
Price: 300 gp.

FEATHER OF THE FAR REACHES

When coated in a thin layer of powdered mithral, the tailfeathers of an albatross or an arrowhawk gain a degree of magical power.
If one of these so-called feathers of the far reaches is used as a component in the casting of any Travel domain spell, it either adds 10 feet to the speed (if the spell grants a new or improved mode of movement) or increases the effective caster level by 1.
Price: 95 gp.

GAME OF FATE

Long ago, someone discovered that a die carved from the shell of a large tortoise attracts the attention of the deities of luck.
When used as a component in the casting of any spell that grants a bonus on attack rolls, damage rolls, saving throws, or checks, such a die—known as a game of fate—produces one of three effects: +1 caster level (01–45), double duration (46–90), or restoration of a spell as per a *pearl of power* (91–100).
Price: 550 gp.

GUARDINAL FEATHER

The feathers of a guardinal, when given freely, have protective properties.
When one is used as a component in the casting of any spell that grants either energy resistance or a bonus to Armor Class, it increases the value of that protection by 2.
Price: 600 gp.

HERO'S TEARS

Tears taken from a champion of good who weeps over a fallen comrade become a potent aid to virtuous casters when sanctified with *bless water*.

If these hero's tears are used as a component in the casting of any spell that has the good descriptor, they increase the effective caster level by 2.
Price: 675 gp.

HORN OF GORGON

Gorgon horns soften when soaked in a particular kind of rare vinegar.
If this horn of gorgon is then used as a component in the casting of any spell that enhances Strength—whether by an enhancement bonus, a size increase, or any other means—it adds 2 to the subject's Strength, on top of the spell's normal effects.
Price: 575 gp.

KISS OF DISCORD

An herb known by sages as lusiri blossom, kiss of discord has dull red leaves that vaguely resemble lips.
When ingested, it causes hallucinations (1d3 hours, Fort DC 13 negates, treat as *confusion*).
If used as a component in the casting of any spell that has the chaos descriptor, it increases the effective caster level by 2.
Price: 310 gp.

OBADDIS LEAF

A rare variety of holly, this plant retains some of the magic that passes through it when it is used as a divine focus by a druid.
If it is then used as a component in the casting of a Plant domain spell or any spell that specifically targets plants, it doubles both the area and the duration.
Price: 130 gp.

PEARL OF THE WAVES

A pearl of the waves results when an oyster forms a pearl around the tiniest fragment of a magic item, such as a sliver of a magic blade or wood from a broken staff.
If this pearl is used as a component in the casting of any Water domain spell or a spell that has the water descriptor, the spell is affected as if by the Quicken Spell feat, but without any change in spell slot.
Price: 225 gp.

SCHOLAR'S DREAMS

Some say that ivy growing on the gravestone of a truly learned sage feeds upon the knowledge of the deceased.
When used as a component in the casting of any Knowledge domain spell, this ivy—known as scholar's dreams—doubles both the range and the duration.
Price: 175 gp.

SOIL OF STONE

Taken from beneath the palaces of the dao (genie's of Elemental Earth), this powdered stone retains traces of both that plane and its masters.
If this so-called soil of stone is used as a component in the casting of any Earth domain spell or a spell that has the earth descriptor, it doubles the duration.
Price: 65 gp.

SUNFLOWER OF PELOR

For reasons unfathomable to sages, large sunflowers often grow in the soil where an undead creature has been reduced to ash by a cleric's turn undead ability.
The petals of these sunflowers of Pelor, if properly treated with various unguents, grant power to sun-related spells.
When used as a component in the casting of any Sun domain spell or a spell that has the light descriptor, these petals double its area.
Price: 100 gp.

TALON OF EHLONNA

When an animal dies while under the effect of a *magic fang* or *greater magic fang* spell, one of its claws or teeth sometimes retains a spark of that magic.
This so-called talon of Ehlonna resists decay and gains a gold-bronze luster over time.
When used as a component in the casting of any Animal domain spell or a spell that specifically targets animals, the talon increases the effective caster level by 2.
Price: 370 gp.

TRUE WARRIOR'S BLADE

A weapon wielded by a deity's champion, then broken in combat, can be consecrated with holy water and unguents to become a true warrior's blade.
When used as a component in the casting of any divine spell that deals hit point damage, this blade increases the damage dealt by 2 points per spell level.
Price: 650 gp.

TWILIGHT GREEN

A distant relative of belladonna, this herb is a deadly poison (ingestion, DC 14 Fortitude negates, primary and secondary damage 1d4 Constitution).
When used as a component in the casting of any spell that deals negative energy damage, however, twilight green increases that damage by 1 point per spell level.
Price: 250 gp.

UNICORN HORN

If a horn taken from a unicorn that has died of natural causes is used as a component in the casting of any touch spell that has the healing descriptor, it transforms the spell into a ray with a 30-foot range.
Price: 190 gp.

COMPLETE MAGE (3.5)

Table 5–6: Optional Spell Components

Item	Weight	Cost
Angel down	*	100 gp
Devil's eye	1/10 lb.	150 gp
Dragon's tear	*	200 gp
Fairy button	1/10 lb.	200 gp
Fairy dust	*	100 gp
Golden desert honey	*	300 gp
Possibility dust	*	100 gp
Primal essence	*	150 gp
Serpents' tongue	*	120 gp
Singing shell	*	200 gp

* These items have no weight worth noting.

Angel Down

Popular lore has it that this fluffy golden material is reputedly made up of pinfeathers from celestials' wings.
In fact, it is pollen gathered from various rare flowers found growing on the Upper Planes.
When angel down is used as a component in an abjuration spell, the spell's duration is doubled as if affected by the Extend Spell feat.

Devil's Eye

These small, translucent stones seem a little warm to the touch.
They also at least faintly resemble an eye with a vivid red sclera, a white or yellow iris, and a black, catlike pupil.
Despite the name, devil's eyes are natural crystals found in volcanic areas, often streambeds or collections of glacial debris.
The warm feeling comes from a weak acid that forms on the stone's surface.
When a devil's eye is used in a divination spell, the spell's level is increased by one (as if by Heighten Spell).

Dragon's Tear

Reputedly the dried tears of dragons, these irregular little crystals have a milky white color with a faint blue tinge.
They are found near mineral springs and volcanic vents (both locales with a decidedly draconic character).
When used in any fire or mind-affecting spell, a dragon's tear increases the spell's level by one, as if affected by the Heighten Spell feat.

Fairy Button

These small bits of stone resemble brightly colored mushrooms or flowers.
They occur naturally in caverns where the groundwater has the correct mineral content.
They get their name from their minuscule size and bright colors—usually red, yellow, green or purple or some variegated combination that includes some or all of those hues.
When incorporated into an illusion spell, a fairy button doubles the area of the spell, as if affected by the Widen Spell feat.

Fairy Dust

This fine powder is all but invisible in daylight, but it gleams with a silvery sheen in moonlight.
Fey creatures supposedly collect it from newly blossomed wood flowers each spring.
In fact, fairy dust is made of the dried and powdered cocoons of certain rare moths that breed in the spring.
When used in any transmutation spell, fairy dust doubles the duration of the spell, as if affected by the Extend Spell feat.

Golden Desert Honey

Actually lumps of dried of dried sap from a rare desert tree, this material is a vital ingredient in expensive incenses and perfumes.
When used in a summoning spell with a casting time of 1 round, golden desert honey reduces the casting time to 1 standard action, as if affected by the Rapid Spell feat (see *Complete Divine*).

Possibility Dust

This iridescent gray material is gathered in the depths of the Astral Plane.
Planar scholars believe that possibility dust is literally distilled reality that somehow seeps from the Material Plane to the Astral Plane, where it settles as fine dust.
This assertion is unproven; however, spellcasters have found the substance useful when attempt to create something out of nothing.
When possibility dust is incorporated into any creation spell, the spell's duration doubles, as if affected by the Extend Spell feat.

Primal Essence

This granular material appears as metallic sand, though it actually comes from the Ethereal Plane.
Spellcasters have found that they can shape it as part of spellcasting to take on other forms.
Unlike other components described here, spells of higher than 1st level don't automatically require multiple units of primal essence.
A pinch of primal essence dust can be substituted for any material component (but not a focus) that costs 100 gp or less.
Multiple pinches have an additive effect; three pinches, for example, could substitute for the 250 gp of diamond dust required by *stoneskin*.

Serpents' Tongue

This material resembles dried snake's tongues, hence the name.
In fact, it is a mixture of cured tongues of various rare birds and reptiles and the dried stamens of several kinds of tropical flowers.
All the ingredients must be painstakingly gathered by hand and carefully mixed in the correct proportions.
When used in an enchantment spell, serpent's tongue doubles the spell's duration, as if affected by the Extend Spell feat.

SINGING SHELL

These little shells resemble miniature conch shells. They come from a rare mollusk found along jungle coastlines.
Searching for the shells is time-consuming in the murky water and exposes the gatherer to attack from predators that lurk both in the water and on land.
When a singing shell is used in a spell with the sonic descriptor, the spell's area doubles, as if affected by the Widen Spell feat.
If the spell doesn't affect an area, its range doubles instead, as if affected by the Enlarge Spell feat.

MONSTER MANUAL 4 (3.5)

SKIURID NUGGET

Skiurids do not collect treasure, but their stores of life energy are prized by many beings.
Necromancers in particular seek out skiurid hoards and pay well for them; a nugget of coalesced shadow is worth 1,000 gp.
Skiurids share their dens, so obtaining a hoard usually requires defeating large numbers of them (as well as any other creatures found in the den).
A skiurid nest typically contains one shadow nugget per four adults, representing the excess stored by the colony for lean times and for rearing young.
A nugget of stored life energy can serve as an optional material component for necromancy spells.
It has a 50% chance of increasing such a spell's effective caster level by 2.

UNEARTHED ARCANA (3.5)

Table 5–2: Metamagic Components

Spell Name	Metamagic Effect	Metamagic Component	Minimum Cost
Acid fog	Extended	Powdered gorgon hoof	940 gp
Acid splash	Enlarged	Rare toad skin	20 gp
Aid	Extended	Specially consecrated water	340 gp
Air walk	Quickened	Stoppered vial of elemental air	3,500 gp
Alarm	Widened	Rare chalk	1,000 gp
Align weapon	Quickened	Weapon with +1 enhancement bonus	2,300 gp
Alter self	Silent and stilled	Mirror with silver filigree	830 gp
Analyze dweomer	Enlarged	Herbs sprinkled on tindertwig	940 gp
Animal growth	Extended	Albino stag horn	790 gp
Animal messenger	Extended	Miniscule collar with golden bell	340 gp
Animal shapes	Extended	Rare variety of mistletoe	1,200 gp
Animate dead	Silent	Blood onyx	570 gp
Animate objects	Enlarged	Gold-spun marionette strings	940 gp
Animate plants	Silent	Rare uprooted sapling	1,100 gp
Animate rope	Enlarged	Brass thread	190 gp
Antilife shell	Widened	Skull with graven runes	3,300 gp
Antimagic field	Widened	Cold iron filings	3,700
Antipathy	Extended	Alum soaked in ancient blood	1,200 gp
Antiplant shell	Extended	Rare oils	640 gp
Arcane eye	Silent	Dire bat fur	640 gp
Arcane lock	Quickened	Platinum dust	2,300 gp
Arcane mark	Silent	Rare paints	20 gp
Arcane sight	Extended	Ground quartz	790 gp
Greater arcane sight	Extended	Ground quartz	1,100 gp
Awaken	Empowered	Specially prepared otyugh dung	1,700 gp
Baleful polymorph	Enlarged	Miniature silver cage	790 gp
Bane	Silent	Miniature clay mask	190 gp
Barkskin	Extended	Heartwood of venerable oak	340 gp
Bear's endurance	Extended	Distilled alcohol	340 gp
Mass bear's endurance	Extended	Distilled alcohol	940 gp
Bestow curse	Heightened +1	Eye of firenewt	720 gp
Bigby's clenched fist	Stilled	Ornate gold knuckles	1,200 gp
Bigby's crushing hand	Stilled	Ornate platinum knuckles	1,400 gp
Bigby's forceful hand	Stilled	Ornate bronze knuckles	940 gp
Bigby's grasping hand	Stilled	Ornate silver knuckles	1,100 gp
Bigby's interposing hand	Stilled	Ornate brass knuckles	790 gp
Blade barrier	Empowered	Slashing weapon with +1 enhancement bonus	2,300 gp
Blasphemy	Heightened +2	Specially prepared feather of an archon's wing	3,100 gp
Bull's strength	Extended	Adamantine powder	340 gp
Mass bull's strength	Extended	Adamantine powder	940 gp
Cat's grace	Extended	Vial of quicksilver	340 gp
Mass cat's grace	Extended	Vial of quicksilver	940 gp
Cause fear	Empowered	Ancient bones ground to powder	700 gp
Chain lightning	Maximized	Fist-sized chunk of magnetic stone	4,350 gp
Changestaff	Extended	*+1 quarterstaff*	2,301 gp
Chaos hammer	Empowered	Protoplasm from Limbo	1,900 gp
Charm animal	Silent	Masterwork whip	301 gp
Charm monster	Quickened	Garnets	4,600 gp
Mass charm monster	Silent	Garnets	1,600 gp
Charm person	Stilled	Rare oils	250 gp
Chill metal	Extended	Glacial spring water	450 gp
Chill touch	Empowered	Gauntlet made of bone	700 gp
Circle of death	Widened	Powder of crushed black pearl	4,850 gp
Clairaudience/clairvoyance	Extended	Quartz	650 gp
Cloak of chaos	Extended	Shield with +1 enhancement bonus	1,153 gp
Clone	—	—	—
Cloudkill	Heightened +2	Distilled chlorine	2,300 gp
Color spray	Silent and stilled	Crushed rubies, diamonds, and sapphires	700 gp
Command	Heightened +3	Carved ivory mask	1,350 gp
Greater command	Extended	Carved ivory mask	1,350 gp
Command plants	Heightened +2	Alchemical defoliant	1,900 gp
Command undead	Extended	Ritually defaced holy symbol of good deity	450 gp
Commune	—	—	—
Commune with nature	Widened (see spell text)	Runic map of area	3,750 gp

Comprehend languages	Extended	Foreign lexicon	250 gp
Cone of cold	Heightened +1	Cone of carved quartz	1,050 gp
Confusion	Widened	Nutshells from treant	3,150 gp
Lesser confusion	Extended	Nutshell from druid-tended beech	250 gp
Consecrate	Extended	Holy water and gold dust	450 gp
Contact other plane	—	—	—
Contagion	Silent	Skull of animal that died from disease	750 gp
Contingency	Extended	Rakshasa hide	1,250 gp
Continual flame	Heightened +1	Ruby dust	500 gp
Control plants	Extended	Alchemical defoliant	1,650 gp
Control undead	Heightened +2	Carved bone mask	3,100 gp
Control water	Extended	Water from the briny deep or sand from the trackless desert	850 gp
Control weather	Extended	Crystal sphere	1,450 gp
Control winds	Heightened +2	Bottled smoke from Elemental Plane of Air	2,300 gp
Create food and water	—	—	—
Create greater undead	—	—	—
Create undead	—	—	—
Create water	—	—	—
Creeping doom	Extended	Rare jungle centipedes	1,450 gp
Crushing despair	Widened	Couatl tears	3,150 gp
Cure critical wounds	Empowered	Alchemical salve	1,900 gp
Mass cure critical wounds	Empowered	Copper loop from Positive Energy Plane	3,900 gp
Cure light wounds	Empowered	Alchemical salve	700 gp
Mass cure light wounds	Empowered	Copper loop from Positive Energy Plane	2,300 gp
Cure minor wounds	Quickened	Alchemical salve	1,375 gp
Cure moderate wounds	Empowered	Alchemical salve	1,100 gp
Mass cure moderate wounds	Empowered	Copper loop from Positive Energy Plane	2,700 gp
Cure serious wounds	Empowered	Alchemical salve	1,500 gp
Mass cure serious wounds	Empowered	Copper loop from Positive Energy Plane	3,100 gp
Curse water	—	—	—
Dancing lights	Extended	Anarchic fireflies from Limbo	25 gp
Darkness	Silent	Coal mined and kept in total darkness	450 gp
Darkvision	Extended	Agate	450 gp
Daylight	Silent and stilled	Alchemical polish	1,500 gp
Daze	Extended	Wool from satyr-tended sheep	25 gp
Daze monster	Quickened	Umber hulk mandible	3,000 gp
Death knell	Heightened +3	Runic funerary blessings	1,950 gp
Death ward	Extended	Henna, which tattoos creature touched	850 gp
Deathwatch	Widened	Black crystal lenses	1,350 gp
Deep slumber	Heightened +2	Alchemical dreamwisp dust	1,500 gp
Deeper darkness	Silent	Oil extracted and kept in total darkness	650 gp
Delay poison	Extended	Specially prepared armadillo scales	450 gp
Delayed blast fireball	Extended	Fire opal	1,450 gp
Demand	Heightened +1	Gold wire and small part of the subject	1,850 gp
Desecrate	Extended	Unholy water and gold dust	450 gp
Destruction	Silent and stilled	Holy or unholy symbol marked with anathema	4,400 gp
Detect animals or plants	Enlarged	Five +1 arrows	235 gp
Detect chaos	Silent and stilled	Ground glass lens	700 gp
Detect evil	Silent and stilled	Ground glass lens	700 gp
Detect good	Silent and stilled	Ground glass lens	700 gp
Detect law	Silent and stilled	Ground glass lens	700 gp
Detect magic	Silent and stilled	Short cold iron rod	275 gp
Detect poison	Enlarged	Specially prepared snake tongue	25 gp
Detect scrying	Widened	Jewel-studded domino mask	3,150 gp
Detect secret doors	Extended	Tangle of copper and silver wires	250 gp
Detect snares and pits	Extended	Darkwood divining rod	250 gp
Detect thoughts	*Heightened +2*	*Platinum disc*	*1,100 gp*
Detect undead	Extended	Specially prepared jawless skull	250 gp
Dictum	Heightened +2	Specially prepared protoplasm of a chaos beast	3,100 gp
Dimension door	Quickened	Gold ore mined from Astral Plane	4,600 gp
Dimensional anchor	Extended	Rune-engraved miniature anchor	850 gp
Dimensional lock	Widened	Adamantine weapon	varies
Diminish plants	Enlarged	Masterwork pruning shears	650 gp
Discern lies	*Enlarged*	*Set of golden scales*	*850 gp*
Discern location	—	—	—
Disguise self	Extended	Masterwork greasepaint	250 gp
Disintegrate	Empowered	Trapped voidstone	3,100 gp

Dismissal	*Heightened +2*	*Specially blessed holy symbol*	*2,100 gp*
Dispel chaos	Quickened	Sapphire	5,400 gp
Dispel evil	Quickened	Diamond	5,400 gp
Dispel good	Quickened	Black opal	5,400 gp
Dispel law	Quickened	Yellow corundum	5,400 gp
Dispel magic	*Widened*	*Cold iron statuette*	*2,550 gp*
Greater dispel magic	Widened	Cold iron statuette	4,350 gp
Displacement	Extended	Specially prepared displacer beast teeth	650 gp
Disrupt undead	Enlarged	Dirt from *hallowed* grave	25 gp
Disrupting weapon	Extended	Whetstone made from tombstone	1,050 gp
Divination	—	—	—
Divine favor	Extended	Calligraphic scriptures	250 gp
Divine power	Silent and stilled	Holy symbol made of platinum and gems	1,900 gp
Dominate animal	Enlarged	Adamantine collar	650 gp
Dominate monster	Enlarged	Emerald-studded adamantine collar	1,850 gp
Dominate person	Quickened	Sapphire-studded adamantine collar	5,400 gp
Doom	Heightened +2	Carved doll	700 gp
Drawmij's instant summons	—	—	—
Dream	—	—	—
Eagle's splendor	Extended	Emerald	450 gp
Mass eagle's splendor	Extended	Emerald	1,250 gp
Earthquake	Widened	White granite from Elemental Plane of Earth	5,550 gp
Elemental swarm	Empowered	Rare incense (air), alchemical liquids (water), gems (fire), or mithral ore (earth)	3,900 gp
Endure elements	Extended	*Potion of cure moderate wounds*	300 gp
Energy drain	Empowered	Specially prepared vampire's skull	3,900 gp
Enervation	Empowered	Specially prepared wight's skull	1,900 gp
Enlarge person	Extended	Rare druid-tended beans	250 gp
Mass enlarge person	Extended	Rare druid-tended berries	850 gp
Entangle	Widened	Alchemical fertilizer	1,350 gp
Enthrall	Heightened +2	Golden figurines	1,100 gp
Entropic shield	Quickened	Finely engraved platinum dice	2,200 gp
Erase	Enlarged	Rubber plant sap	250 gp
Ethereal jaunt	Extended	Chunk of ethereal solid	1,450 gp
Etherealness	Extended	Figurine carved from ethereal solid	1,850 gp
Evard's black tentacles	Widened	Nightcrawler essence	3,150 gp
Expeditious retreat	Extended	Rare peppers	250 gp
Explosive runes	Heightened +3	Rare pigments	2,550 gp
Eyebite	Extended	Specially prepared beholder eyestalk	1,250 gp
Fabricate	—	—	—
Faerie fire	Widened	Druid-tended mushrooms	1,350 gp
False life	Extended	Rare alcohol	450 gp
False vision	Widened	Ground jade dust	4,000 gp
Fear	Heightened +2	Pinfeather from giant eagle	1,900 gp
Feather fall	Enlarged	Down from black goose	250 gp
Feeblemind	Heightened +2	Polished obsidian spheres	2,300 gp
Find the path	Extended	Bracelet of lodestone	1,250 gp
Find traps	Extended	Golden magnifying glass	450 gp
Finger of death	Enlarged	Specially embalmed finger	1,450 gp
Fire seeds	Empowered	Druid-tended acorns or berries	2,700 gp
Fire shield (either version)	Extended	Alchemically prepared phosphorus	1,900 gp
Fire storm	Maximized	Cooled lava from erupting volcano	7,000 gp
Fire trap	Heightened +3	Gold dust	1,975 gp
Fireball	Widened	Fire opal	1,900 gp
Flame arrow	Empowered	Carved flint arrowhead	1,500 gp
Flame blade	Extended	Masterwork scimitar	315 gp
Flame strike	Empowered	Brimstone from Elemental Plane of Fire	2,300 gp
Flaming sphere	Enlarged	Powdered cold iron	450 gp
Flare	Silent	Powdered magnesium	25 gp
Flesh to stone	Heighten +2	Medusa head-snake	2,700 gp
Fly	Extended	Feather from albino falcon	650 gp
Fog cloud	Quickened	Cloudy diamonds	3,000 gp
Forbiddance	Empowered	Holy water and rare incenses	4,200 gp plus 1,500 gp per 60 ft. cube
Forcecage	Enlarged	Ruby dust	3,000 gp
Foresight	Extended	A celestial hummingbird's feather	1,850 gp
Fox's cunning	Extended	Garnet	450 gp

Mass fox's cunning	Extended	Garnet	1,250 gp
Freedom	Stilled	*Salve of slipperiness*	1,000 gp
Freedom of movement	Stilled	*Salve of slipperiness*	1,000 gp
Gaseous form	*Stilled*	*Bottled smoke from a volcano's crater*	*650 gp*
Gate	Quickened	Black pearl	8,600 gp
Geas/quest	Extended	Golden armband	850 gp
Lesser geas	Extended	Jeweled armband	1,250 gp
Gentle repose	Extended	Embalming fluid	550 gp
Ghost sound	Heightened +2	Wax from sacred candle	275 gp
Ghoul touch	Extended	Earth from a ghast's lair	450 gp
Giant vermin	Extended	Rare insect parts	850 gp
Glibness	Stilled	Fancy liquor	650 gp
Glitterdust	Widened	Ground topaz	1,950 gp
Globe of invulnerability	Widened	Pearls	3,150 gp
Lesser globe of invulnerability	Widened	Pearls	4,350 gp
Glyph of warding	Heightened +2	Incense and powdered diamond	1,700 gp
Greater glyph of warding	Heightened +2	Incense and powdered diamond	3,100 gp
Goodberry	Empowered	Treant sap	700 gp
Good hope	Extended	Engraved brass torc	650 gp
Grease	Enlarged	Rind of a boar	250 gp
Guards and wards	Heightened +1	Rare incense	1,450 gp
Guidance	Extended	Book of prayers	25 gp
Gust of wind	Widened	Elaborate lacquered fan	1,950 gp
Hallow	Widened	Herbs, oils, and incense	4,750 gp plus extra for spell
Hallucinatory terrain	Heightened +3	Twigs and plants from Arborea	3,150 gp
Halt undead	Heightened +2	Abyssal sulfur	1,500 gp
Harm	Heightened +1	Heart carved from onyx	1,250 gp
Haste	Extended	Rare coffee beans	850 gp
Heal	Heightened +1	Heart carved from alabaster	1,250 gp
Mass heal	*Heightened +1*	*Heart carved from alabaster*	*1,850 gp*
Heal mount	Quickened	Alchemical salve	3,800 gp
Heat metal	Extended	Mithral forge dross	450 gp
Helping hand	Enlarged	Ivory carving of hand	650 gp
Heroes' feast	Extended	Rare spices	1,250 gp
Heroism	Extended	Fine brandy	650 gp
Greater heroism	Extended	Fine whiskey	1,250 gp
Hide from animals	Extended	Stitched velvet blindfold	250 gp
Hide from undead	Heightened +3	Embroidered silk shawl	1,350 gp
Hold animal	Heightened +2	Decorative steel gauntlet	1,100 gp
Hold monster	Heightened +2	Engraved rod of cold iron	2,300 gp
Mass hold monster	Heightened +2	Engraved rod of cold iron	3,900 gp
Hold person	Heightened +2	Engraved ingot of cold iron	1,100 gp
Mass hold person	Heightened +2	Engraved ingot of cold iron	3,100 gp
Hold portal	Quickened	Ebony key	2,200 gp
Holy aura	Extended	Shield with +1 enhancement bonus	1,153 gp
Holy smite	Empowered	Spring water from Elysium	1,900 gp
Holy sword	Extended	Sacred candles	850 gp
Holy word	Heightened +2	Specially prepared fiend's tail	3,100 gp
Horrid wilting	Empowered	Sponge from Elemental Plane of Water	3,500 gp
Hypnotic pattern	Heightened +2	Stick of incense	1,100 gp
Hypnotism	Silent and stilled	Golden medallion	700 gp
Ice storm	Extended	Ivory stick with engraved snowflake pattern	850 gp
Identify	—	—	—
Illusory script	Heightened +4	Rare inks	3,850 gp
Illusory wall	Heightened +2	Sunrod and ground glass lenses	1,900 gp
Imbue with spell ability	—	—	—
Implosion	Extended	Glass statuette	1,850 gp
Imprisonment	Heightened +2	Carved jade sphere	3,900 gp
Incendiary cloud	Extended	Bottled brimstone and sea mist	1,650 gp
Inflict critical wounds	Maximized	Obsidian holy symbol	3,150 gp
Mass inflict critical wounds	Maximized	Obsidian holy symbol	5,550 gp
Inflict light wounds	Maximized	Obsidian holy symbol	1,350 gp
Mass inflict light wounds	Maximized	Obsidian holy symbol	3,750 gp
Inflict minor wounds	Quickened	Obsidian holy symbol	1,375 gp
Inflict moderate wounds	Maximized	Obsidian holy symbol	1,950 gp
Mass inflict moderate wounds	Maximized	Obsidian holy symbol	4,350 gp
Inflict serious wounds	Maximized	Obsidian holy symbol	2,550 gp

Mass inflict serious wounds	Maximized	Obsidian holy symbol	4,950 gp
Insanity	Heightened +1	Distilled water from Limbo	1,450 gp
Insect plague	Extended	Crooked staff with carved runes	1,050 gp
Invisibility	Extended	Janni eyelash	450 gp
Greater invisibility	Extended	Djinni eyelash	850 gp
Mass invisibility	Extended	Efreeti eyelash	1,450 gp
Invisibility purge	Extended	Crystal prism	650 gp
Iron body	Extended	Articulated iron doll	1,650 gp
Ironwood	Extended	Darkwood shaped into the object's form	varies
Jump	Quickened	Mithral springs	2,200 gp
Keen edge	Extended	Whetstone with pyrite veins running through it	650 gp
Knock	Silent	Golden key	450 gp
Know direction	—	—	—
Legend lore	—	—	—
Leomund's secret chest	Extended	Net made of ethereal solid	1,050 gp
Leomund's secure shelter	Extended	Miniscule model of cottage	850 gp
Leomund's tiny hut	Extended	Necklace of crystal beads	650 gp
Leomund's trap	—	—	—
Levitate	Enlarged	Loop of manticore hide	250 gp
Light	Silent	Phosphorescent moss	25 gp
Lightning bolt	Widened	Blue dragon scales	2,550 gp
Limited wish	—	—	—
Liveoak	Extended	Alchemical fertilizer	1,250 gp
Locate creature	Enlarged	Specially tanned hellhound fur	850 gp
Locate object	Enlarged	Forked twig of darkwood	450 gp
Longstrider	Extended	Cobblestone from ancient hippodrome	250 gp
Lullaby	Widened	Fancy resin	725 gp
Mage armor	Extended	Links of mithral chain	250 gp
Mage hand	Enlarged	Monkey's paw	25 gp
Magic circle against chaos	Widened	Specially prepared holy symbol	2,550 gp
Magic circle against evil	Widened	Specially prepared holy symbol	2,550 gp
Magic circle against good	Widened	Specially prepared holy symbol	2,550 gp
Magic circle against law	Widened	Specially prepared holy symbol	2,550 gp
Magic fang	Extended	Specially prepared shark tooth	250 gp
Greater magic fang	Extended	Specially prepared dire shark tooth	650 gp
Magic jar	Extended	Gem or crystal	1,100 gp
Magic missile	Empowered	Two *+3 arrows*	734 gp
Magic mouth	—	—	—
Magic stone	Empowered	Colorful marbles	700 gp
Magic vestment	Extended	Embroidered sash	650 gp
Magic weapon	Extended	Alchemically distilled blood	250 gp
Greater magic weapon	Extended	Alchemically purified blood	750 gp
Major creation	Extended	Phasm essence	1,050 gp
Major image	Heightened +2	Rare pigments	1,500 gp
Make whole	Enlarged	Alchemical adhesive	450 gp
Mark of justice	—	—	—
Maze	Enlarged	Engraved minotaur horn	1,650 gp
Meld into stone	Extended	Carved stone figurine	650 gp
Melf's acid arrow	Empowered	Four masterwork darts	1,200 gp
Mending	Enlarged	Alchemical adhesive	25 gp
Message	Enlarged	Calligraphic inscriptions on vellum	25 gp
Meteor swarm	Maximized	Chunk of meteorite	8,600 gp
Mind blank	Extended	Malachite-studded headband	1,650 gp
Mind fog	Heightened +3	Specially prepared mind flayer tentacle	3,750 gp
Minor creation	Extended	Roper sap	850 gp
Minor image	Heightened +2	Rare pigments	1,100 gp
Miracle	—	—	—
Mirage arcana	Heightened +3	Mirror silvered in Bytopia	3,750 gp
Mirror image	Extended	Miniscule dolls of yourself	450 gp
Misdirection	Heightened +2	Gold wire bent into a creature's silhouette	1,100 gp
Mislead	Heightened +1	Fancy marionette	1,250 gp
Modify memory	Heightened +2	Alchemical smelling salts	1,900 gp
Moment of prescience	Quickened	Fine Elysian wine	7,800 gp
Mordenkainen's disjunction	Enlarged and widened	Trapped voidstone	8,600 gp
Mordenkainen's faithful hound	Extended	Specially prepared blink dog teeth	1,050 gp
Mordenkainen's lucubration	Quickened	Ruby ring	6,200 gp

Mordenkainen's magnificent mansion	Extended	Miniature portal	1,465 gp
Mordenkainen's private sanctum	Extended	Trapped fog from Plane of Shadow	1,050 gp
Mount	Quickened	Specially prepared hair from pegasus or nightmare	2,200 gp
Move earth	Enlarged	Rare soils from Elemental Plane of Earth	1,250 gp
Neutralize poison	Extended	Specially prepared yuan-ti tongue	750 gp
Nightmare	Heightened +2	Rare spices	2,300 gp
Nondetection	Extended	Carved ebony lattice	700 gp
Nystul's magic aura	Heightened +3	Amethyst necklace	1,350 gp
Obscure object	Extended	Chimera scales	550 gp
Obscuring mist	Extended	Silver chalice	250 gp
Open/close	Enlarged	Silver key	25 gp
Order's wrath	Empowered	Gear cog from Mechanus	1,900 gp
Otiluke's freezing sphere	Empowered	Crystal sphere	2,700 gp
Otiluke's resilient sphere	Enlarged	Crystal sphere	850 gp
Otiluke's telekinetic sphere	Enlarged	Crystal sphere	1,650 gp
Otto's irresistible dance	Silent	Embroidered shoes with gold buttons	1,650 gp
Overland flight	Extended	Specially prepared dragon wing-hide	1,050 gp
Owl's wisdom	Extended	Opal	450 gp
Mass owl's wisdom	Extended	Opal	1,250 gp
Passwall	Extended	Golden miniature shovel	1,050 gp
Pass without trace	Extended	Cloak of feathers	250 gp
Permanency	—	—	—
Permanent image	Heightened +2	Rare pigments	2,700 gp
Persistent image	Heightened +2	Rare pigments	2,300 gp
Phantasmal killer	Heightened +1	Nightmarish etchings	850 gp
Phantom steed	Extended	Platinum horseshoe	650 gp
Phase door	Silent	Jasper-studded key	1,450 gp
Planar ally	—	—	—
Greater planar ally	—	—	—
Lesser planar ally	—	—	—
Planar binding	Heightened +2	Silver filigree around *magic circle*	2,700 gp
Greater planar binding	Heightened +2	Gold filigree around *magic circle*	3,500 gp
Lesser planar binding	Heightened +2	Copper filigree around *magic circle*	2,300 gp
Plane shift	Quickened	Silk mantle with moonstones	6,200 gp
Plant growth	Enlarged	Alchemically treated seeds	650 gp
Poison	Maximized	Wyvern poison	3,000 gp
Polar ray	Enlarged	Pale sapphire	1,650 gp
Polymorph	Extended	Druid-tended silkworm cocoon	850 gp
Polymorph any object	Extended	Alchemically purified mercury	1,650 gp
Power word blind	Enlarged	Corundum	1,450 gp
Power word kill	Enlarged	Corundum	1,850 gp
Power word stun	Enlarged	Corundum	1,650 gp
Prayer	Widened	Blessed scriptures on vellum	2,550 gp
Prestidigitation	Enlarged	White silk gloves	25 gp
Prismatic sphere	Heightened +2	Diamonds	3,900 gp
Prismatic spray	Heightened +2	Diamonds	3,100 gp
Prismatic wall	Heightened +2	Diamonds	3,500 gp
Produce flame	Silent	Ring carved from flint	250 gp
Programmed image	Heightened +2	Rare pigments	2,700 gp
Project image	Extended	Distorted mirror	1,450 gp
Protection from arrows	Extended	Piece of bulette hide	450 gp
Protection from chaos	Extended	Powdered platinum	250 gp
Protection from energy	Extended	Spinels of red (fire), black (acid), green (sonic), blue (electricity), or white (cold)	650 gp
Protection from evil	Extended	Powdered platinum	250 gp
Protection from good	Extended	Powdered platinum	250 gp
Protection from law	Extended	Powdered platinum	250 gp
Protection from spells	Extended	Crushed diamond	2,150 gp
Prying eyes	Enlarged	Specially prepared beholder eyestalk	1,050 gp
Greater prying eyes	Enlarged	Specially prepared beholder center eye	1,650 gp
Purify food and drink	—	—	—
Pyrotechnics	Heightened +2	Fire source and alchemical accelerants	1,100 gp
Quench	Enlarged	Water from the extraplanar River Oceanus	650 gp
Rage	Extended	Fine mead	650 gp
Rainbow pattern	Heightened +2	Smoky quartz prism	1,900 gp

Raise dead	—	—	—
Rary's mnemonic enhancer	—	—	—
Rary's telepathic bond	Extended	Dragon eggshells	1,050 gp
Ray of enfeeblement	Enlarged	Ceremonial electrum dagger	250 gp
Ray of exhaustion	Heightened +1	Alchemically distilled perspiration	650 gp
Ray of frost	Enlarged	White marble carved in icicle shape	25 gp
Read magic	Extended	Mineral prism	25 gp
Reduce animal	Heightened +3	Topaz-studded links of iron	1,950 gp
Reduce person	Heightened +3	Turquoise-studded links of iron	1,350 gp
Mass reduce person	Heightened +3	Turquoise-studded links of iron	3,150 gp
Refuge	—	—	—
Regenerate	Empowered	Specially prepared troll blood	3,500 gp
Reincarnate	—	—	—
Remove blindness/deafness	Silent	Pearl-studded circlet	650 gp
Remove curse	—	—	—
Remove disease	—	—	—
Remove fear	Extended	Alchemically prepared war paint	250 gp
Remove paralysis	Enlarged	Burning incense	450 gp
Repel metal or stone	Widened	Druid-tended sapling	5,550 gp
Repel vermin	Widened	Rare snakeskin	3,150 gp
Repel wood	Widened	Miniature jeweled lantern	4,350 gp
Repulsion	Widened	Alchemical-ink tattoo (temporary)	4,700 gp
Resistance	Extended	Silk cloak	25 gp
Resist energy	Extended	Spinel of red (fire), black (acid), green (sonic), blue (electricity), or white (cold)	450 gp
Restoration	—	—	—
Greater restoration	—	—	—
Lesser restoration	Empowered	Alchemical balm	1,100 gp
Resurrection	—	—	—
Reverse gravity	Quickened	Lodestone mined in Pandemonium	7,400 gp
Righteous might	Extended	Ritually prepared holy symbol	1,050 gp
Rope trick	Extended	Rope braided from spider silk	450 gp
Rusting grasp	Empowered	Ornate mithral gauntlet	1,900 gp
Sanctuary	Heightened +2	Jasper necklace	700 gp
Scare	Extended	Ritually prepared bone from corporeal undead	450 gp
Scintillating pattern	Widened	Pearlescent prism	5,550 gp
Scorching ray	Empowered	Ruby from Elemental Plane of Fire	1,100 gp
Screen	Heightened +2	Embroidered gauze scrim	3,500 gp
Scrying	Heightened +3	Alchemically purified nitric acid	3,150 gp
Greater scrying	Heightened +2	Alchemically purified nitric acid	3,100 gp
Sculpt sound	Enlarged	Rare clay	650 gp
Searing light	Maximized	Yellow topaz	2,550 gp
Secret page	—	—	—
See invisibility	Extended	Powdered turquoise	450 gp
Seeming	Heightened +2	Coral figurines	2,300 gp
Sending	—	—	—
Sepia snake sigil	Heightened +2	Powdered amber	2,000 gp
Sequester	Extended	Alchemical ointment	1,450 gp
Shades	Heightened +1	Pearl from Plane of Shadow	1,850 gp
Shadow conjuration	Heightened +1	Pearl from Plane of Shadow	850 gp
Greater shadow conjuration	Heightened +1	Pearl from Plane of Shadow	1,450 gp
Shadow evocation	Heightened +1	Diamond from Plane of Shadow	1,050 gp
Greater shadow evocation	Heightened +1	Diamond from Plane of Shadow	1,650 gp
Shadow walk	Extended	Black tourmaline	1,250 gp
Shambler	Empowered	Rare herbs	3,900 gp
Shapechange	Extended	Aquamarine circlet	1,850 gp
Shatter	Widened	Carved crystal cubes	1,950 gp
Shield	Quickened	Jeweled bracelet	2,200 gp
Shield of faith	Extended	Ritually prepared parchment	250 gp
Shield of law	Extended	Shield with +1 enhancement bonus	1,153 gp
Shield other	Enlarged	Two emerald and platinum rings	550 gp
Shillelagh	Extended	Druid-tended oak club or quarterstaff	250 gp
Shocking grasp	Maximized	Ornate electrum gauntlet	1,350 gp
Shout	Widened	Ornate platinum gong	3,150 gp
Greater shout	Widened	Ornate platinum trumpet	5,550 gp
Shrink item	Extended	Alchemically purified mica	650 gp
Silence	Silent	Silver mask	450 gp

Silent image	Heightened +2	Rare pigments	700 gp
Simulacrum	—	—	—
Slay living	Heightened +3	Obsidian headpiece	3,750 gp
Sleep	*Heightened +2*	*Alchemical dreamwisp dust*	*700 gp*
Sleet storm	Extended	Hollow ivory bottle	650 gp
Slow	Heightened +2	Liquid amber	1,500 gp
Snare	—	—	—
Soften earth and stone	Enlarged	Specially prepared mud from Hades	450 gp
Solid fog	Quickened	Cloudy diamonds	4,600 gp
Song of discord	Widened	Rune-carved conch shell	3,750 gp
Soul bind	—	—	—
Sound burst	Heightened +1	Bone whistle	450 gp
Speak with animals	Extended	Animal mask	250 gp
Speak with dead	Heightened +3	Golden caduceus	2,550 gp
Speak with plants	Extended	Jade-studded mask	650 gp
Spectral hand	Enlarged	Phosphor-limned glove	450 gp
Spell immunity	Extended	Moonstone	850 gp
Greater spell immunity	Extended	Moonstone	1,650 gp
Spell resistance	Extended	Rakshasa claw	1,050 gp
Spellstaff	—	—	—
Spell turning	Empowered	Zircon	3,100 gp
Spider climb	Extended	Drider fur	450 gp
Spike growth	Heightened +2	Carved basalt dagger	1,500 gp
Spike stones	Heightened +2	Carved obsidian dagger	1,900 gp
Spiritual weapon	Enlarged	Masterwork version of weapon	varies
Statue	Extended	Limestone figurine	1,450 gp
Status	Extended	Electrum headband	450 gp
Stinking cloud	Empowered	Sulfur from Elemental Plane of Fire	1,500 gp
Stone shape	—	—	—
Stoneskin	Extended	Diamond dust	1,300 gp
Stone tell	Extended	Stone mask	1,250 gp
Stone to flesh	—	—	—
Storm of vengeance	Empowered	Heartwood from oak split by lightning	3,900 gp
Suggestion	Heightened +2	Druid-tended honey	1,500 gp
Mass suggestion	Heightened +2	Druid-tended honey	2,700 gp
Summon instrument	—	—	—
Summon monster I	Extended	Pearl	250 gp
Summon monster II	Empowered	Pearl	1,100 gp
Summon monster III	Empowered	Pearl	1,500 gp
Summon monster IV	Empowered	Pearl	1,900 gp
Summon monster V	Empowered	Pearl	2,300 gp
Summon monster VI	Empowered	Pearl	2,700 gp
Summon monster VII	Empowered	Pearl	3,100 gp
Summon monster VIII	Empowered	Pearl	3,500 gp
Summon monster IX	Empowered	Pearl	3,900 gp
Summon nature's ally I	Extended	Druid-tended mistletoe	250 gp
Summon nature's ally II	Empowered	Druid-tended mistletoe	1,100 gp
Summon nature's ally III	Empowered	Druid-tended mistletoe	1,500 gp
Summon nature's ally IV	Empowered	Druid-tended mistletoe	1,900 gp
Summon nature's ally V	Empowered	Druid-tended mistletoe	2,300 gp
Summon nature's ally VI	Empowered	Druid-tended mistletoe	2,700 gp
Summon nature's ally VII	Empowered	Druid-tended mistletoe	3,100 gp
Summon nature's ally VIII	Empowered	Druid-tended mistletoe	3,500 gp
Summon nature's ally IX	Empowered	Druid-tended mistletoe	3,900 gp
Summon swarm	Extended	Rune-embroidered red cloth	450 gp
Sunbeam	Widened	Javelin with phosphorus runes	4,950 gp
Sunburst	Widened	Sunstone carved into graven image	5,550 gp
Symbol of death	Heightened +2	Powdered diamond and opal	13,500 gp
Symbol of fear	Heightened +2	Powdered diamond and opal	3,700 gp
Symbol of insanity	Heightened +2	Powdered diamond and opal	8,500 gp
Symbol of pain	Heightened +2	Powdered diamond and opal	3,300 gp
Symbol of persuasion	Heightened +2	Powdered diamond and opal	7,700 gp
Symbol of sleep	Heightened +2	Powdered diamond and opal	3,300 gp
Symbol of stunning	Heightened +2	Powdered diamond and opal	8,100 gp
Symbol of weakness	Heightened +2	Powdered diamond and opal	8,100 gp
Sympathetic vibration	Extended	Set of masterwork tuning forks	1,250 gp
Sympathy	Extended	Crushed pearls	2,150 gp

Tasha's hideous laughter	Enlarged	Masterwork greasepaint	450 gp
Telekinesis	Enlarged	Iron rod with silver filigree	1,250 gp
Teleport	Quickened	Amber and emerald pendant	5,400 gp
Teleport object	Quickened	Amber and emerald bracelet	7,000 gp
Greater teleport	Quickened	Amber and emerald necklace	7,000 gp
Teleportation circle	Extended	Amber dust	2,850 gp
Temporal stasis	Heightened +2	Powdered diamond, emerald, ruby, and sapphire	8,500 gp
Tenser's floating disk	Extended	Flask of mercury	250 gp
Tenser's transformation	Extended	*Potions of bear's endurance, bull's strength, cat's grace,* and *heroism*	1,650 gp
Time stop	Empowered	Specially prepared titan's knucklebone	3,900 gp
Tongues	Extended	Brass model of ziggurat	750 gp
Touch of fatigue	Heightened +2	Wolverine perspiration	275 gp
Touch of idiocy	Silent	Ornate bronze gauntlet	450 gp
Transmute metal to wood	Widened	Finely carved darkwood-and-pearl holy symbol	4,950 gp
Transmute mud to rock	Heightened +1	Alchemically treated clay	1,050 gp
Transmute rock to mud	Heightened +1	Alchemically treated clay	1,050 gp
Transport via plants	Silent	Rare herbs	1,250 gp
Trap the soul	—	—	—
Tree shape	Extended	Shawl woven from druid-tended leaves	450 gp
Tree stride	Silent	Rare herbs	1,050 gp
True resurrection	—	—	—
True seeing	Extended	Eye ointment	1,500 gp
True strike	Quickened	Bow with +1 enhancement bonus	2,330 gp
Undeath to death	Widened	Crushed diamond	4,850 gp
Undetectable alignment	Extended	Embroidered velvet shroud	450 gp
Unhallow	Widened	Herbs, oils, and incense	4,750 gp plus extra for spell
Unholy aura	Extended	Shield with +1 enhancement bonus	1,153 gp
Unholy blight	Empowered	Dust from Hades	1,900 gp
Unseen servant	Extended	Fancy valet's uniform	250 gp
Vampiric touch	Maximized	Specially prepared vampire's fang	2,550 gp
Veil	Heightened +2	Veil spun from electrum thread	2,700 gp
Ventriloquism	Enlarged	Calligraphy on fine parchment, rolled into cone	250 gp
Virtue	Extended	Brass medallion	25 hp
Vision	—	—	—
Wail of the banshee	Enlarged and widened	Trapped banshee essence	8,600 gp
Wall of fire	Extended	Ground phosphorus and magnesium	950 gp
Wall of force	Extended	Any clear gem	1,050 gp
Wall of ice	Extended	Rune-engraved quartz	850 gp
Wall of iron	Enlarged	Alchemically purified iron and gold dust	1,300 gp
Wall of stone	Enlarged	Rune-engraved granite	1,050 gp
Wall of thorns	Extended	Thorns from rare blood-roses	1,050 gp
Warp wood	Enlarged	Switch carved from druid-tended black oak	450 gp
Water breathing	Extended	Ornately carved reed	650 gp
Water walk	Extended	Coral armbands	650 gp
Waves of exhaustion	Widened	Occluded diamond	4,950 gp
Waves of fatigue	Widened	Occluded diamond	2,550 gp
Web	Heightened +2	Ritually prepared drider silk	1,100 gp
Weird	Heightened +1	Nightmarish etchings	1,850 gp
Whirlwind	Extended	Bottled gale-force wind from Elemental Plane of Air	1,650 gp
Whispering wind	Extended	Bottled last breath of a druid	450 gp
Wind walk	Extended	Cloud vapor from Arcadia	1,350 gp
Wind wall	Extended	Specially prepared lillend feather	650 gp
Wish	—	—	—
Wood shape	—	—	—
Word of chaos	Heightened +2	Specially prepared stinger of a formian myrmarch	3,100 gp
Word of recall	Quickened	Ornate emerald holy symbol	7,000 gp
Zone of silence	Widened	Miniature platinum lute with strings cut	3,150 gp
Zone of truth	Heightened +2	Silver and gold gavel	1,100 gp

BEHIND THE CURTAIN: METAMAGIC COMPONENTS

If you use this variant, you may find that characters are less likely to take metamagic feats because they can just pay for the occasional metamagic effect by using a metamagic component instead. Spellcasters who use metamagic components repeatedly may fall behind the other PCs in terms of wealth, because metamagic components are quite expensive. Although using a metamagic component is more expensive than casting from a scroll with the metamagic version of the spell, a spellcaster gets more bang for her buck with a metamagic component, because she can use her own caster level and ability score to set the spell's parameters such as save DC, damage, and range. Metamagic components give spellcasters more flexibility, because they can either cast a spell normally or get the extra benefit of the metamagic component, and they don't have to decide until the moment spellcasting begins.

Metamagic components are an effective tool for NPC spellcasters in particular, who often have only a few rounds to cast spells before the encounter ends. But because metamagic components are expensive, such NPCs may use up more of their treasure than is typical.

SPECIAL MATERIALS

ARMS AND EQUIPMENT GUIDE (3.0)

ASTRAL DRIFTMETAL

This extraordinarily rare mineral is mined only on islands of matter floating on the Astral Plane.
It is very similar to iron but has a single extraordinary feature: It has a 25% chance of being effective against an incorporeal attack, as if it were made of force.
It is not malleable enough to be worked into chainmail or scale mail; only a breastplate, shield, or any form of heavy armor can be made from Astral driftmetal.
A suit of driftmetal armor weighs 5 pounds more than the same armor made of steel, but the other statistics of the armor (maximum Dexterity bonus, armor check penalty, spell failure chance) are unchanged.
Astral driftmetal has a hardness of 12 and 30 hit points per inch of thickness.
Its market price modifier is +1,000 gp.

BAATORIAN GREEN STEEL

Deep in the mines of the Nine Hells of Baator, veins of green-flecked iron run through the rock.
This rare metal, when alloyed into steel, can be used to create weapons of amazing sharpness.
Any slashing or piercing weapon created with Baatorian green steel has a natural enhancement bonus of +1 to damage.
This bonus does not stack with any other enhancement bonus.
Thus, a green steel (+1 to damage) longsword with a +4 enhancement bonus effectively has a +4 enhancement bonus on both attacks and damage.
In an area where magic does not function, it still retains its natural +1 enhancement bonus on damage.
A masterwork green steel slashing or piercing weapon would have a +1 bonus on both attack and damage rolls (from a combination of masterwork and the green steel).
Though green steel is a common component of *keen weapons* produced in the Lower Planes, it grants no other special ability to such weapons.
The market price modifier for such a weapon is +2,000 gp.
Baatorian green steel has a hardness of 12 and 30 hit points per inch of thickness.

BLENDED QUARTZ

This rare, naturally occurring blend of iron and quartz is cumbersome and difficult to work.
Armor and shields made from blended quartz weigh twice as much as normal and incur the normal armor check penalty.
The DC of relevant Craft checks involving blended quartz increases by 5.
But blended quartz is a surprisingly good conduit of magical energy.
Spell failure chances for blended quartz armor and shields are reduced by 20%.
Weapons made from blended quartz weigh twice as much as normal but gain no additional benefits.
Blended quartz has a hardness of 8 and 15 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+2,000 gp
Medium armor	+5,000 gp
Heavy armor	+10,000 gp
Shield	+2,000 gp/lb.

BRONZEWOOD

This exceptionally hard wood is useful for making both armor and weapons.
Unlike most woods, bronzewood can be used instead of metal to fashion heavy armor and weapons.
Although dense and weighty compared to other woods, it is still lighter than most metal: Items weigh 10% less when made from bronzewood rather than metal.
Armor made of bronzewood is also less obtrusive than similar armor made of metal.
The armor check penalty from bronzewood armor and shields does not affect Hide checks made in woodland environments.
The following armors can be made from bronzewood: breastplate, banded mail, splint mail, half-plate, and full plate.
Although bronzewood can replace metal in most weapons, chain weapons such as the spiked chain cannot be made from it.
Bronzewood has a hardness of 10 and 20 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Other items	500 gp/lb.

CHITIN

Difficult to work and dangerous to obtain, the exoskeletons of massive insects are still used to construct weapons and armor, especially in areas where metal is scarce.
Weapons and armor made from chitin weigh half as much as similar metal items.
Although chitin can replace metal in most items, chain weapons such as the spiked chain cannot be made from chitin, nor can chainmail armor or chain shirts.
Giant insects and similar creatures are the only sources of chitin plates big enough for crafting armor.
To provide workable chitin, the creature must have a +5 natural armor bonus or better.

Much as they can work choice bits of dragonhide into armor, armorsmiths can make one suit of banded mail for a creature up to two sizes smaller than the source creature, one suit of half-plate for a creature three sizes smaller, or one breastplate or suit of full plate for a creature four sizes smaller.
In each case, there is enough material left over to create a large or small shield, one Large or Medium-size weapon, two Small weapons, or 50 arrow or bolt heads, provided that the source creature is Large or bigger.
Chitin has a hardness of 5 and 10 hit points per inch of thickness.

Item	Market Price Modifier
Heavy armor	+10,000 gp
Shield	+2,000 gp

DARKLEAF, ELVEN

Similar to elven leafweave armor (see below), elven darkleaf armor is made of carefully cured and beautifully carved pieces of darkwood (see Chapter 8 of the DUNGEON MASTER's *Guide*), supplemented by alchemically treated leaves.
Making armor out of darkleaf reduces its spell failure chance by 5% because the armor is so flexible.
The maximum Dexterity bonus of darkleaf armor is increased by +1, and armor check penalties are reduced by 2.
Most darkleaf armors are one category lighter than normal for purposes of movement and other limitations (for example, whether a barbarian can use his fast movement ability).
If made of elven darkleaf, heavy armor is treated as medium, medium armor is treated as light, but light armor is still treated as light.
Only armors generally made of metal can be constructed from elven darkleaf.
Creating elven darkleaf armor requires a successful Alchemy check (DC 25) in addition to the normal Craft (armorsmithing) checks required to make armor.

ELUKIAN CLAY

Although barely malleable in its natural state, this rough, gray stone can be shaped into weapons and armor in a process similar to sculpting.
Also known as sea-stone, elukian clay is formed in part by seepage from the Elemental Plane of Water.
It has a strong affinity to water, so those traveling in or over large bodies of water value it greatly.
Items made from elukian clay do not count against the wearer's weight total when calculating armor check penalties on Swim checks.
Although it can be shaped into a point, elukian clay does not hold an edge very well.
Only piercing and bludgeoning weapons can be made from elukian clay.
Armor and shields made from elukian clay have their armor check penalty increased by 1.
Once formed, an item made from elukian clay takes three days to harden.
Items used before the hardening is complete are easily ruined; such items have 0 hardness and only one-tenth their normal hit points.
Once dried, elukian clay items have a hardness of 10 and 30 hit points per inch of thickness.
Shaping elukian clay into armor requires the Craft (sculpture) skill.

Item	Market Price Modifier
Light armor	+1,000 gp
Medium armor	+2,000 gp
Heavy armor	+4,000 gp
Other items	+200 gp/lb.

ENTROPIUM

Githzerai armorsmiths in the Ever-Changing Chaos of Limbo have found a way to alloy ordinary iron with some of the shifting chaos-stuff of their native plane.
The resulting metal, called entropium, is heavier than iron but can be used to make effective armor.
A suit of entropium armor actually shifts as its wearer moves, allowing incredible flexibility at the cost of increased weight.
Light entropium armor is considered medium and weighs 2 pounds more than normal, medium armor is heavy and weighs 5 pounds more than normal, and heavy armor is simply more so, weighing 10 pounds more than normal. Shields also weigh 2 pounds more than their steel counterparts.
The armor check penalty of the armor increases by 2 for Strength-related skills (Climb and Jump) and decreases by 2 for Dexterity-related skills (Balance, Escape Artist, Hide, Move Silently, Pick Pockets, and Tumble).
The arcane spell failure chance decreases by 10% (to a minimum of 5%), and the maximum Dexterity bonus increases by +2.
Naturally, entropium improves only armors made primarily of metal, including chain shirts, all medium armors except hide, all heavy armors, and steel shields.
Entropium has a hardness of 15 and 40 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+750 gp
Medium armor	+2,000 gp
Heavy armor	+8,000 gp
Shield	+750 gp

GEHENNAN MORGHUTH–IRON

This volcanic mineral is unique to the steep mountains of the Bleak Eternity of Gehenna, where it is occasionally mined by neutral evil fiends called yugoloths and other creatures on that forbidding plane.
It forges poorly, making weapons that appear pocked and pitted and have a –1 attack and damage penalty.
However, morghuth-iron is extremely toxic, rapidly poisoning the blood.

A slashing or piercing weapon made of Gehennan morghuth-iron is naturally poisonous.
The weapon delivers its poison (Fortitude save DC 12) with each successful attack.
The initial damage is 1 point of temporary Dexterity; the secondary damage is 1d4 points of temporary Dexterity.
The market price modifier for a weapon made of morghuth-iron is +4,000 gp.
Gehennan morghuth-iron has a hardness of 9 and 20 hit points per inch of thickness.

LEAFWEAVE, ELVEN

Elven artisans weave suits of armor from forest leaves, which are then treated by a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.
Such suits are made in both "springtime" and "autumn" styles: Springtime leafweave armor is vivid green, while the autumn style is made up of red, orange, and yellow leaves.
The spell failure chance for elven leafweave armor is reduced by 5% due to its increased flexibility, the maximum Dexterity bonus is increased by +1, and armor check penalties are reduced by 2.
Armors that are generally constructed of metal cannot be duplicated with elven leafweave.
Creating elven leafweave armor requires a successful Alchemy check (DC 25) in addition to the normal Craft (armorsmithing) checks.

SOLANIAN TRUESTEEL

Mined on the fourth layer of the Seven Mounting Heavens of Celestia, this fine iron needs no alloy and shines with a silvery gleam.
When forged into a weapon, it gives the wielder a +1 bonus on the confirmation roll for a critical hit.
The market price modifier for such a weapon is +1,000 gp.
Solanian truesteel has a hardness of 11 and 25 hit points per inch of thickness.

URDRUKAR

Urdrukar, often referred to as "mind steel", is a dark metal found only in the deepest recesses of the Underdark.
Naturally resistant to divination magic, items made from urdrukar are greatly prized by those who do not wish to be found.
Every 5 pounds of urdrukar that a character wears or carries increases the DC for all attempts to scry on that character by +2.
Armor and shields made from urdrukar have double the normal arcane spell failure chance.
Urdrukar is heavier and harder to work with than most other metals: Armor made from it tends to be somewhat clumsier, making gestures more difficult.
Urdrukar has a hardness of 15 and 30 hit points per inch of thickness.
Metal items made from urdrukar cost an additional 500 gp per pound.

YSGARDIAN HEARTWIRE

This incredibly fine, flexible metal is found only in the deep mines of Nidavellir in the Heroic Domains of Ysgard.
It is not suitable for making an entire suit of armor, but small sections of heartwire mail can be incorporated into chain shirts, chainmail, or heavy armor to reinforce vital areas.
This reinforcement has the effect of increasing the wearer's AC by +2 solely for purposes of the roll to confirm a critical hit.
The heartwire is so fine and light that it does not increase the armor's weight.
The market price modifier for such a suit of armor is +1,500 gp.

BOOK OF EXALTED DEEDS (3.5)

AURORUM

This luminous steel gleams with varying hues of pink and indigo.
An aurorum weapon, shield, or suit of armor that has been sundered can be reformed by bringing together its fragments (a full-round action).
The broken pieces bond quickly and seamlessly, restoring the item to its previous state.
The market price modifier for an aurorum weapon, shield, or suit of armor is +4,000 gp.
Aurorum has the same hit points per inch of thickness and hardness as regular steel.

FRYSTALLINE

This mineral grows in the icy mountain caves of Eronia, the second layer of the Blessed Fields of Elysium.
Its resilient, pale-gold crystals contain divine energy that emanates from a god that sleeps beneath the mountains.
Any weapon made of frystalline is treated as good-aligned for the purpose of overcoming damage reduction.
The market price modifier for such a weapon is +2,000 gp.
Frystalline has 15 hp per inch of thickness and hardness 10.

MOONBLOOD

Celestials use this silvery substance as warpaint, painting their faces and other exposed areas of their bodies with elaborately entwined holy runes before entering battle.
Proper application of moonblood warpaint takes 1 hour and requires a DC 22 Craft (painting) check; a failed check means no benefits are gained and the moonblood is wasted.
When the moonblood runes are properly applied, the warpaint grants a +2 sacred bonus to Armor Class.
The warpaint lasts for 1 day, then is absorbed harmlessly into the skin.
An evil creature that touches moonblood takes 1d6 points of damage.
One application of moonblood costs 1,500 gp.

SERREN

Serren trees grow on Arvandor, the uppermost of Arborea's three layers.
The trees serve as vessels for nature spirits, and any branch that falls from a serren tree can be fashioned into a bow, arrow, or crossbow bolt imbued with a portion of the tree's spirit.
Serren bows, arrows, and bolts have the ghost touch special quality, although this property is not magical.
The market price modifier for a serren weapon (one bow or 50 arrows or bolts) is +4,000 gp.
Serren has the same hit points per inch of thickness and hardness as regular wood.

SOLARIAN TRUESTEEL

Mined on the fourth layer of the Seven Mounting Heavens of Celestia, this fine iron needs no alloy and shines with a silvery gleam.
When forged into a weapon, it gives the wielder a +1 bonus on the confirmation roll for a critical hit.
The market price modifier for such a weapon is +1,000 gp.
Solarian truesteel has 25 hp per inch of thickness and hardness 11.

STORM TEARS

This milky rain falls on the Upper Planes and usually heralds the death of a powerful champion of good or the birth of a stillborn child.
These milky tears can be collected.
A single vial of storm tears duplicates the effects of a *heart's ease* spell (see Chapter 6: Magic for details).
Storm tears are nonmagical in nature, and each vial has a market price of 750 gp.

YSGARDIAN HEARTWIRE

This incredibly fine, flexible metal is found only in the deep mines of Nidavellir in the Heroic Domains of Ysgard.
It is not suitable for making an entire suit of armor, but small sections of heartwire mail can be incorporated into chain shirts, chainmail, or heavy armor to reinforce vital areas.
This reinforcement has the effect of increasing the wearer's AC by +2 solely for purposes of the roll to confirm a critical hit.
The heartwire is so fine and light that it does not increase the armor's weight.
The market price modifier for such a suit of armor is +1,500 gp.

CHAMPIONS OF VALOR (3.5)

GLASSTEEL

Made by the avariels and sun elves in an alchemical process requiring extensive knowledge of both metallurgy and glassblowing, glassteel combines strength beyond iron with the transparency of glass.
It mostly finds use as a building material in fantastic castles, but it can also be fashioned into weapons and armor (although glassteel armor is much more costly to craft than even the most ornate blade).
Glassteel is stronger and lighter than iron and completely transparent, lacking the greenish tint of common glass.
Items made of glassteel weigh only half what they otherwise would.
Items not primarily made of metal are not meaningfully affected by being partially made of glassteel.
(A breastplate can be made of glassteel, but hide armor cannot).
Glassteel armor counts as one armor category lighter than normal for purposes of movement and other limitations.
Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.
Arcane spell failure chances for armors and shields made of glassteel are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).
Glassteel has hardness 20 and 40 hit points per inch of thickness.
Weapons and armor fashioned from glassteel are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons nor the armor check penalty of armor.
Item Cost Modifier: Light armor +2,000 gp, medium armor +6,000 gp, heavy armor +12,000 gp, shield +2,000 gp, weapon +500 gp, other items +100 gp/lb.
This description updates and supersedes previous descriptions of glassteel.

COMPLETE ARCANE (3.5)

STARMETAL

This superior alloy is made from meteoric iron—specifically, ore refined from meteors that fall during the rare appearances of the comet Alhazarde.
Starmetal is extraordinarily hard, and is equal to adamantine for all purposes (see page 283 of the *Dungeon Master's Guide*), including overcoming damage reduction or granting damage reduction when used in armor construction.
Starmetal also possesses an inherent magical connection to the Material Plane, meaning that weapons made of the alloy are especially effective against creatures from other planes.
Weapons made of starmetal deal an extra 1d6 points of damage to any extraplanar creatures while they are on the Material Plane.
Creating a weapon from starmetal costs 5,000 gp more than creating a similar weapon of steel.
Creating armor from starmetal has the same costs as armor created from adamantine.

COMPLETE WARRIOR (3.5)

PANDEMONIC SILVER

Mined from thin veins of ore on the plane of Pandemonium, pandemonic silver has all the properties of alchemical silver (see page 284 of the *Dungeon Master's Guide*).
In addition, a thin, unearthly scream issues forth from a bladed weapon made of pandemonic silver whenever it's unsheathed in at least a light breeze.
This scream is a sonic, mind-affecting compulsion that is a fear effect.
Other than the wielder, those within 30 feet who hear the scream must succeed on a Will save or cower for 1d4 rounds.
The DC of the Will save depends on the strength of the wind, as indicated on the table below.

Wind Force	Save DC
Light (0–10 mph)	10
Moderate (11–20 mph)	13
Strong (21–30 mph)	16
Severe (31–50 mph)	19
Windstorm (51–74 mph)	22
Hurricane (75–154 mph)	25
Tornado (175–300 mph)	28

Pandemonic silver can be used to coat the striking surface of any slashing or piercing weapon made of steel.
The cost of the weapon increases as shown below.

Type of Pandemonic Silver Item	Item Cost Modifier
Light slashing or piercing weapon	+9,000 gp
One-handed slashing or piercing weapon, or one head of a slashing or piercing double weapon	+11,000 gp
Two-handed slashing or piercing weapon, or both heads of a sladhing or piercing double weapon	+13,000 gp

SUSALIAN CHAINWEAVE

Made by a technique known only to the greatest elven armorsmiths, susalian chainweave is an elaborate system of chainmail links knitted together to provide additional protection against some blows.
When an attack with a slashing or bludgeoning weapon hits a character wearing susalian chainweave, the armor stiffens at the point of contact and disperses the force of the attack.
This quality gives the wearer damage reduction 3/piercing as long as the susalian chainweave armor is worn.

Type of Susalian Chainweave Item	Item Cost Modifier
Light armor	+28,000 gp
Medium armor	+35,000 gp
Heavy armor	+42,000 gp

THINAUN

This dark, glittering steel alloy holds an attraction to souls recently released from their bodies.
Obviously, this has application for melee weapons.
If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward.
The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one).
Raise dead, *resurrection*, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession.
Because the soul is nearby, fewer material components are required for such spells: *Reincarnation*, *raise dead*, *resurrection*, and *true resurrection* require half as much of the relevant material component (unguents or diamonds) to cast if the soul is within a thinaun weapon.
A thinaun weapon captures a soul from anyone killed while touching the weapon.
This means that if the thinaun weapon's wielder dies, her weapon captures her soul.
Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Type of Thinaun Item	Item Cost Modifier
Light weapon	+10,000 gp
One-handed weapon, or one head of a double weapon	+15,000 gp
Two-handed weapon, or both heads of a double weapon	+20,000 gp

DUNGEON MASTER'S GUIDE 3.0 (3.0)

ADAMANTINE

Found only in meteorites and the rarest of veins in magical areas, this ultrahard metal adds to the quality of a weapon or suit of armor based on how much of the material is used.
Thus, adamantine plate offers a greater increase in protection (as well as a higher cost) than adamantine chainmail, and an adamantine battleaxe offers a greater increase in offensive capability than an adamantine dagger.
Weapons fashioned from adamantine have a natural enhancement bonus to attack and damage.
Armor fashioned from adamantine has a natural enhancement bonus to AC.
These bonuses do not stack with any other enhancement bonuses.
Thus, an adamantine (+2) sword enchanted with a +5 enhancement bonus effectively has a +5 enhancement bonus.
In an area where magic does not function, it still retains its natural +2 enhancement bonus.
Weapons and armor fashioned from adamantine are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Adamantine has a hardness of 20 and 40 hit points per inch of thickness.

Item	Enhancement Bonus	Market Price Modifier
Light armor	+1	+2,000 gp
Medium armor	+2	+5,000 gp
Heavy armor	+3	+10,000 gp
Shield	+1	+2,000 gp
Weapon damage 1d4or 1d6	+1	+3,000 gp
Weapon damage 1d8, 1d10, or1d12	+2	+9,000 gp

DARKWOOD

This rare magic wood is as hard as normal wood but very light.
Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type.
Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood.
Armor check penalties for darkwood shields are reduced by 2.
To determine the price of darkwood items, use the original weight but add +10 gp per pound to the price of a masterwork version of that item.
Darkwood has a hardness of 5 and 10 hit points per inch of thickness.

MITHRAL

Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard.
When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well.
Most mithral armors are one category lighter than normal for purposes of movement and other limitations (for example, whether a barbarian can use her fast movement ability while wearing the armor or not).
Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.
Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are decreased by 3.
Nonarmor or nonshield items made from mithral weigh half as much as the same item made from other metals.
Note that items not primarily of metal are not meaningfully affected.
(A longsword is affected, while a spear is not).
Weapons or armors fashioned from mithral are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.
Mithral has a hardness of 15 and 30 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

DRACONOMICON (3.5)

DRAGONHIDE

Armorsmiths can work with dragon hides to produce masterwork armor or shields for the normal cost (see Special Materials, page 283 of the *Dungeon Master's Guide*).
The armor created has no special properties other than its masterwork quality.
(An armorsmith who also has the Dragoncrafter feat can imbue even greater powers into the armor created; see Dragoncraft Items, below).
Table 3–2: Dragonhide Armor shows the types and sizes of armor a dragon's body can supply.
The terms on the table are defined below.
Armor Type and Size: These four columns show which kinds of armor can be made from dragonhide, and the largest size a single set of armor can be if made from a dragon of a certain size.
For example, a Medium dragon's hide is large enough to make one suit of hide armor for a Small creature, or one suit of banded mail for a Tiny creature.
A single hide can yield more than one set of armor if the armor is sized for creatures smaller than the size given on the table.
For each size category of the finished armor smaller than the size given on the table, double the number of sets of armor can be made.
For instance, when making banded mail from the hide of a Colossal dragon, an armorsmith can make one suit of Huge armor (as the table indicates), two suits of Large armor, four suits of Medium armor, eight suits of Small armor, sixteen suits of Tiny armor, thirty-two suits of Diminutive armor, or sixty-four suits of Fine armor.
Shield?: A "Yes" entry in this column indicates that enough hide is left over after the armorsmithing process to create one heavy or light shield or a buckler sized for a character the same size as the dragon.
An armorsmith can choose to make shields instead of armor out of all or part of a dragon's hide.
Creating a tower shield uses up as much hide as a suit of hide armor.
Creating two heavy shields or two light shields or two bucklers uses up as much hide as a suit of hide armor.
Many characters favor dragonhide armor simply because it looks good.

Table 3–2: Dragonhide Armor

	Armor Type and Size				
Dragon Size	**Hide**	**Banded Mail**	**Half-Plate**	**Full Plate or Breastplate**	**Shield?**
Tiny	Diminutive	Fine	—	—	No
Small	Tiny	Diminutive	Fine	—	No
Medium	Small	Tiny	Diminutive	Fine	No
Large	Medium	Small	Tiny	Diminutive	Yes
Huge	Large	Medium	Small	Tiny	Yes
Gargantuan	Huge	Large	Medium	Small	Yes
Colossal	Gargantuan	Huge	Large	Medium	Yes

In combat, dragonhide armor isn't any better than normal armor; however, the armor itself remains immune to energy damage of the same type as the breath weapon of the dragon that supplied the hide.
For example, red dragon armor is impervious to fire.
The character wearing the armor does not benefit from this property.

DUNGEON MASTER'S GUIDE I 3.5 (3.5)

ADAMANTINE

Found only in meteorites and the rarest of veins in magical areas, this ultrahard metal adds to the quality of a weapon or suit of armor.
Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.
Armor made from adamantine grants its wearer damage reduction of 1/– if it's light armor, 2/– if it's medium armor, and 3/– if it's heavy armor.
Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below.
Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type.
Items without metal parts cannot be made from adamantine.
An arrow could be made of adamantine, but a quarterstaff could not.
Only weapons, armor, and shields normally made of metal can be fashioned from adamantine.
Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal; for instance, an adamantine greatsword has 13 hit points instead of the normal 10 for steel.
Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

DARKWOOD

This rare magic wood is as hard as normal wood but very light.
Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type.
Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood.
The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type.
To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.
Darkwood has 10 hit points per inch of thickness and hardness 5.

DRAGONHIDE

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality.
One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon.
By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller.
In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.
Because dragonhide armor isn't made of metal, druids can wear it without penalty.
Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.
Dragonhide has 10 hit points per inch of thickness and hardness 10.

IRON, COLD

This iron mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties.
Weapons made of cold iron cost twice as much to make as their normal counterparts.

Also, any magical enhancements cost an additional 2,000 gp.
For example, a +2 *longsword* made of cold iron would cost 10,330 gp, because the price doubles for the longsword itself (15 gp to 30 gp), the +2 enhancement bonus costs 8,000 gp, and enhancing cold iron costs an additional 2,000 gp.
(The price includes 300 gp for the masterwork component).
Items without metal parts cannot be made from cold iron.
An arrow could be made of cold iron, but a quarterstaff could not.
A double weapon that has only half of it made of cold iron increases its cost by 50%.
A two-bladed sword with one end of cold iron and the other end steel would cost 150 gp.
Cold iron has 30 hit points per inch of thickness and hardness 10.

MITHRAL

Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard.
When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well.
Most mithral armors are one category lighter than normal for purposes of movement and other limitations (for example, whether a barbarian can use her fast movement ability while wearing the armor or not).
Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.
Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).
An item made from mithral weighs half as much as the same item made from other metals.
In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed).
Items not primarily of metal are not meaningfully affected by being partially made of mithral.
(A longsword can be a mithral weapon, while a scythe cannot be).
Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.
Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

SILVER, ALCHEMICAL

A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.
On a successful attack with a silvered weapon, the wielder takes a –1 penalty on the damage roll (with the usual minimum of 1 point of damage).
The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.
Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

EXPANDED PSIONICS HANDBOOK (3.5)

CRYSTAL, DEEP

Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below).
Deep crystal is renowned for its strength and its psionically resonant nature.
Mundane crystal is used for many items of psionic manufacture, such as dorjes, power stones, and psicrystals. Deep crystal is a better grade.
While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals.
As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal.
For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage.
The weapon will stay charged for 1 minute or until it scores its next hit.
Bows, crossbows, and slings bestow this power on their ammunition.
All missile weapons lose this effect if they miss.
However, they may be recovered and charged again.
Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart.
Any item could potentially be made out of deep crystal.
Because deep crystal armor is considered to be made out of metal, druids cannot wear it.
Deep crystal has 30 hit points per inch of thickness and a hardness of 10.

CRYSTAL, MUNDANE

Mundane crystal can be used in place of metal in weapons or armor, using a special forging process.
The fortified crystal possesses the properties of a similar masterwork steel weapon or armor, except for visual appearance.
Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts.
Any item could potentially be made with mundane crystal.

Because mundane crystal armor is considered to be made out of metal, druids cannot wear it.
Mundane crystal properly forged has 25 hit points per inch of thickness and a hardness of 8.

FIENDISH CODEX 2 (3.5)

BAATORIAN GREEN STEEL

Mined in deep shafts on Avernus, Baatorian green steel is light and harder than normal metal.
The near-continuous fighting or Hell's first layer makes large-scale mining operations difficult, but because this metal is well-suited for use in weaponcrafting, the effort is often worth the price.
Any slashing or piercing weapon created with Baatorian green steel deals an extra 1 point of damage.
This bonus stacks with enhancement bonuses provided by magic.
A weapon crafted from Baatorian green steel costs an additional 1,000 gp.
Baatorian green steel has hardness 12 and 30 hit points per inch of thickness.

FROSTBURN (3.5)

BLUE ICE

Found only in the depths of the most ancient glaciers, veins of blue ice are often sought out by glacier dwarves.
It appears as dark blue, opaque ice that sparkles in light as if it were coated with a tiny film of gemstones; this is merely a thin layer of frost that forms over its surface when exposed to air.
The material is cold and feels identical to regular ice upon casual observation, but blue ice only melts under intense and direct application of heat, similar to iron.
Those who mine this material from the ancient glaciers often do so simply by melting away the surrounding ice; this is a dangerous procedure, though, since it can rapidly destabilize the surrounding ice.
As a result, only the most gifted miners attempt to mine blue ice.
Blue ice can be forged, shaped, and utilized as if it were iron.
Blue ice is much lighter than iron, and when forged into a slashing weapon it keeps its edge much longer and is much sharper than an equally forged iron weapon.
Slashing weapons made of blue ice have a +1 enhancement bonus on damage.
Bludgeoning or piercing weapons can be made of blue ice, but they gain no bonuses to damage.
All weapons made of blue ice weigh half as much as normal.
Blue ice isn't just useful to make slashing weapons, though; it can be used to build anything that is normally built of iron.
Many dwarven fortresses in the frostfell make heavy use of blue ice for metal components such as nails, tools, door hinges, utensils, and pretty much anything else they can think of; blue ice goblets and mugs are especially popular for export to warmer climates since they keep their contents chilled.
A room lined with sheets of blue ice remains at a constant temperature of about freezing, making for an effective way to create refrigerated chambers for food storage.
Items made out of blue ice weigh half as much as normal.
Blue ice armor is much lighter than normal armor, although it can be uncomfortable to wear for creatures not immune or resistant to cold.
Only armor normally fashioned of metal can be made from blue ice.
Most blue ice armors are one category lighter than normal for purposes of movement and other limitations, so that medium armor counts as light armor, and heavy armor counts as medium armor.
Light armor remains light armor.
Spell failure chances for arcane spells remains unchanged, with the exception of spells with the cold descriptor, which can be cast while wearing blue ice armor with no chance of spell failure.
Maximum Dexterity bonus is increased by 1, and armor check penalties are lessened by 2.
If the creature wearing the armor is not resistant or immune to cold, he takes a –1 penalty on Reflex saving throws and initiative checks from the general numbness caused by the armor.
The Cold Endurance feat is enough to prevent this effect.
Blue ice has 20 hit points per inch of thickness and hardness 10.

Type of Blue Ice Item	Item Cost Modifier
Light armor	+750 gp
Medium armor	+3,000 gp
Heavy armor	+7,000 gp
Shield	+750 gp
Slashing weapon	+500 gp
Other items	+400 gp/lb.

RIMEFIRE ICE

This form of ice is found only in icebergs inhabited by rimefire eidolons.
These icebergs are approximately 95% normal ice, but the remaining 5% consists of veins of pale blue ice that glows softly, providing illumination equal to that of a torch.
Rimefire ice is especially cold to the touch, and any creature that comes in contact with it takes 1 point of cold damage per round of contact.
Any amount of resistance or immunity to cold or the Mark of Hleid feat provides complete protection from this cold damage.
The most unusual aspect of rimefire ice is that it is approximately as flammable as wood; it does not melt when heat is applied to it.
Burning rimefire ice does not deal fire damage, though, even if it is ignited by an open flame.
Rather, burning rimefire ice deals cold damage on anything unfortunate enough to get too close.
Rimefire ice could make an interesting material to forge weapons out of; rimefire ice has about the same amount of resilience and strength as wood.
It cannot be used to make any appreciable armor, but it can be used to create any weapon that is normally made out of

wood (or nearly completely of wood, as in the case of a spear or javelin).
Rimefire ice weapons glow with blue light, providing illumination to a 20-foot radius.
They also deal +1 point of cold damage on each successful hit.
Since rimefire is workable as wood, it can be used to build any object that can normally be made of wood.
Rimefire ice objects glow blue, provide illumination as a torch, and retain their ability to cause 1 point of cold damage per round of contact to anything touching it.
Rimefire ice brought into warmer climates does not melt into water; it melts into thick white clouds of water vapor with great rapidity.
Each minute a piece of rimefire ice is exposed to temperatures above 40° F, it takes 1d6 points of damage (this damage overcomes the ice's hardness and is not halved, as is most energy damage applied to objects).
For each additional 10 degrees hotter than this, the ice takes an additional 1d6 points of damage per round.
Rimefire ice has 5 hit points per inch of thickness and hardness 3.

Type of Rimefire Ice Item	Item Cost Modifier
Weapon	+750 gp
Other objects	+500 gp/lb.

STYGIAN ICE

This extraplanar ice comes from Stygia, the fifth layer of Hell.
Infused with the soulless evil of that realm, along with the magical waters of the river Styx, stygian ice is black and constantly crawls with a thin layer of pale blue mist.
Stygian ice is much colder than normal ice, and it melts slowly in nonfreezing environs.
The coldness that this ice exudes is magical in nature, and freezes the mind much more rapidly than flesh.
Stygian ice deals 1d6 points of cold damage per round of contact.
Worse, if a creature takes damage from this supernatural cold, it must make a DC 12 Will saving throw or take 2 points of Wisdom damage as its memories are slowly frozen.
If a creature's Wisdom is reduced to 0, further contact causes Constitution damage.
A creature whose Constitution is reduced to 0 by Stygian ice rises as a wraith in 2d4 rounds.
Stygian ice is not much harder than normal ice, so it doesn't make effective armor.
Weapons made of Stygian ice are somewhat fragile, and each time they deal damage the wielder must make a DC 15 Reflex save to avoid dealing the same amount of damage on the weapon itself.
Stygian ice weapons deal 1d6 points of additional cold damage on a hit; if the creature hit takes cold damage, it must make a DC 12 Will saving throw or take 2 points of Wisdom damage (or Constitution damage, if Wisdom is at 0).
This damage applies to the wielder of the weapon as well; a character who wishes to wield a weapon made of Stygian ice is advised to seek out protection from cold damage.
Stygian ice has 5 hit points per inch of thickness and hardness 3.
Magical fire damage is not halved when applied to stygian ice.
An object made of Stygian ice takes 1 point of damage per hour it exists in an environment above 40° F; this damage overcomes the ice's hardness.
As it melts, the ice gives off foul vapors that nauseate anyone within 5 feet who fails a DC 12 Fortitude saving throw.

Type of Stygian Ice Item	Item Cost Modifier
Weapon	+6,000 gp
Other objects	+2,000 gp/lb.

MAGIC OF FAERÛN (3.0)

ADAMANTINE

Adamantine is an incredibly hard metal described in the DUNGEON MASTER's *Guide*.
Some folk in Faerûn believe that metallic adamantine is made by combining adamantine ore and the correct proportions of silver and electrum, or even by combining steel and mithral, but dwarves and others in the know scoff at such tales.
Weapons fashioned from adamantine have a natural enhancement bonus on attack and damage, as listed below and explained on page 242 of the DUNGEON MASTER's *Guide*.
Adamantine weighs the same as steel, has hardness 20, and has 40 hit points per inch of thickness.

Item	Enhancement Bonus	Market Price Modifier
Light armor	+1	+2,000 gp
Medium armor	+2	+5,000 gp
Heavy armor	+3	+10,000 gp
Shield	+1	+2,000 gp
Weapon damage up to 1d6	+1	+3,000 gp
Weapon damage 1d8 or higher	+1	+9,000 gp

ARANDUR

Arandur is a rare natural metal found in igneous rock, usually as streaks of blue-green ore amid vitreous glass.
When refined and forged, the metal is silver-blue with a green reflective shine.
It is famous for holding a sharp edge even when abused and is the favored material for making keen weapons.
Armor made from arandur grants sonic resistance 2.
Items not primarily of metal are not meaningfully affected. (A suit of chainmail is affected, while a suit of studded leather is not).
Arandur weighs the same as steel, has hardness 12, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp.

COPPER

Quite familiar to poor folk across the world, copper is known by spellcasters to be a magical purifier, aiding in magic that negates sickness and poison.
While its brilliant color makes it popular for ornamental items, its relative softness makes it unsuitable for armor or weapons unless magically treated (which also activates its resistance).
However, it is often used in items that provide protection from cold.
Armor made from magically treated copper grants cold resistance 2.
Items not primarily of metal are not meaningfully affected. (A suit of chainmail is affected, while a suit of studded leather is not).
Magically treated copper weighs the same as steel, has hardness 10, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp.

DARKSTEEL

Darksteel is silvery in hue when polished or cut, but its exposed surfaces have a deep, gleaming purple luster.
The process for making this type of steel was once lost, but has been recently rediscovered thanks to some ancient dwarven texts.
The alloy is made from meteoric iron tempered with a variety of special oils.
Armor made from darksteel grants acid resistance 2.
Weapons forged of darksteel inflict +1 point of electricity damage each time they hit (this is cumulative with other abilities, such as shock or shocking burst).
Items not primarily of metal are not meaningfully affected. (A longsword or a suit of chainmail is affected, while a spear or a suit of studded leather is not).
Darksteel weighs the same as steel, has hardness 10, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp; weapon +1,500 gp.

DLARUN

This bone-white metal, sometimes known as icesteel, can take a high polish and is often mistaken for ivory when seen in finished items, but has a distinctive greenish sheen in candlelight.
Dlarun ore is found in the clay dug from riverbanks, and when first refined it is soft and easily carved.
A second heating makes it hard and durable.
This property makes the metal ideal for decorative work and figurines.
Armor made from dlarun grants fire resistance 2.
Weapons forged of dlarun inflict +1 point of frost damage each time they hit (this is cumulative with other abilities, such as frost or icy burst).
Items not primarily of metal are not meaningfully affected. (A longsword or a suit of chainmail is affected, while a spear or a suit of studded leather is not).
Dlarun can never be used in a magic item that uses fire effects, such as a flaming or flaming burst weapon.
Dlarun weighs the same as steel, has hardness 10, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp; weapon +1,500 gp.

DUSKWOOD

This species of tree grows widely all over Faerûn, and is named for the eerie appearance of its tightly growing groves.
Smooth, with small branches at the top of 60-foot trunks, duskwood trees have black bark and smoky gray wood that is as tough as iron.
Any steel or mostly steel weapon (such as a sword or a mace) made from duskwood is considered a masterwork item and weighs only half as much as a normal steel item of that type.
Weapons not normally made of steel or only partially of steel (such as a club or a battleaxe) either cannot be made from duskwood or do not gain any special benefit or penalty from being made of duskwood.
Duskwood doesn't work well as armor; it can't be shaped into rings like steel, and overlapping plates don't flex well. (Even the *wood shape* spell can't create the level of detail needed).
However, duskwood breastplates are possible, with the following statistics: armor bonus +5, maximum Dex bonus +4, armor check penalty –2, arcane spell failure 20%.
A duskwood breastplate is treated as light armor for the purposes of movement and other limitations.
Duskwood weighs half as much as steel, has hardness 10, and has 30 hit points per inch of thickness.
Market Price Modifier: Weapon +1,500 gp; breastplate +3,000 gp.

FEVER IRON

In some volcanic craters, pools of molten metal collect and are never allowed to fully cool.
Sometimes these pools of semisolid metal attract the raw energy of the Weave and are transformed into what the dwarves call fever iron.
Fever iron can be made fully solid through a magical process that includes application of intense cold, after which it can be worked like normal iron.
Armor made from fever iron grants fire resistance 2.
Weapons forged of fever iron inflict +1 point of fire damage each time they hit (this is cumulative with other abilities, such as flaming or flaming burst).
Items not primarily of metal are not meaningfully affected. (A longsword or a suit of chainmail is affected, while a spear or a suit of studded leather is not).
Fever iron can never be used in a magic item that uses cold effects, such as a frost or icy burst weapon.
Fever iron weighs the same as steel, has hardness 12, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp; weapon +1,500 gp.

GOLD

While most use gold as a currency, spellcasters know of gold's magical properties.
When magically refined and treated, gold can be made as hard as steel.
The following information refers to magically treated gold.
Armor made from treated gold grants acid and fire resistance 2.
Gold armors are one category heavier than normal for purposes of movement and other limitations (for example,

whether a barbarian can use his fast movement ability while wearing the armor or not).
Light armors are treated as medium, and medium and heavy armors are treated as heavy.
Spell failure chances for armor and shields made from gold are increased by 10%, maximum Dexterity bonus is decreased by 2 (which may bring it below 0), and armor check penalties are increased by 3.
Gold weapons are considered heavy weapons (see the sidebar on Heavy Weapons).

Magically treated gold weighs twice as much as steel, has hardness 10, and has 30 hit points per inch of thickness.

Item	Market Price Modifier
Armor	+5,000 gp
Weapon damage up to 1d3	+1,500 gp
Weapon damage 1d4 or 1d6	+2,500 gp
Weapon damage 1d8 or higher	+7,000 gp

Heavy Weapons

Heavy weapons, such as those made from gold or platinum, are unwieldy but inflict additional damage. Without the proper Exotic Weapon Proficiency feat (for instance, heavy longsword), you suffer a –4 penalty on attack rolls with a heavy weapon. Only weapons made entirely or largely of metal (such as swords or axes) are affected; other weapons (such as spears) are not.

A character can wield a heavy weapon one size category smaller than his own in two hands to avoid the attack penalty. For instance, a human swinging a light mace made of gold with both hands, or an ogre wielding a platinum longsword with two hands, does not suffer the attack penalty.

You can never use the Weapon Finesse feat with a weapon made of a heavy metal.

Weapons made of a heavy metal inflict increased damage, as shown in the following table:

Old Damage (Each Die)	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8

HIZAGKUUR

This rare pale silvery gray metal is named for its discoverer, a dwarf from long ago.
It is found only in scattered, but very rich, deposits deep in the Underdark as a soft, greenish-gray clay-like ore or a flaky mud.
One misstep in its refining, and it remains useless mud.
Armor made from hizagkuur grants cold resistance 2.
Weapons forged of hizagkuur inflict +1 point of electricity damage and +1 point of fire damage each time they hit (this is cumulative with other abilities).
Items not primarily of metal are not meaningfully affected. (A longsword or a suit of chainmail is affected, while a spear or a suit of studded leather is not).
Hizagkuur can never be used in a magic item that uses cold effects, such as a frost or icy burst weapon.
Hizagkuur weighs the same as steel, has hardness 10, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp; weapon +1,500 gp.

LIVING METAL

Powerful sources of life energy, such as druid circles or sites holy to Chauntea, sometimes leach energy into the soil, which changes the properties of the natural deposits of iron buried nearby.
This living metal usually has a light gray-green color and has properties of natural repair and reshaping.
It is favored in the construction of *rings of regeneration*.
Over time, armor made of living metal naturally shapes itself to fit its wearer.
After one tenday of regular wearing, increase the maximum Dexterity bonus by 1, reduce the armor check penalty by 1, and reduce the arcane spell failure chance by 5% for living metal armor.
Armor not primarily of metal is not meaningfully affected. (A suit of chainmail is affected, while a suit of studded leather is not).
In addition, an item made of living metal naturally repairs damage to itself, healing 1 hit point per minute.
It cannot repair itself if brought to 0 hit points or destroyed (such as through disintegration).
Living metal weighs the same as steel, has hardness 12, and has 30 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+700 gp
Medium armor	+2,000 gp
Heavy armor	+4,500 gp
Other items	+100 gp/lb.

MITHRAL

Mithral is light and hard metal described in the DUNGEON MASTER's *Guide*.
Some foolish bards believe that mithral can be combined with steel to form adamantine, but such tales only cause uproarious laughter in dwarven communities.
Mithral weighs half as much as steel, has hardness 15, and has 30 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other Items	+500 gp/lb.

PLATINUM

This silvery-white metal superficially resembles aluminum but is extremely heavy.
Because it is so malleable, it must be magically altered to the rigidity of steel so it can maintain its shape even when used in combat.
This process also catalyzes its magical properties.
The following information refers to magically treated platinum.
Armor made from treated platinum grants cold and sonic resistance 2.
Platinum armors are one category heavier than normal for purposes of movement and other limitations (for example, whether a barbarian can use his fast movement ability while wearing the armor or not).
Light armors are treated as medium, and medium and heavy armors are treated as heavy.
Spell failure chances for armor and shields made from platinum are increased by 10%, the maximum Dexterity bonus is decreased by 2 (which may bring it below 0), and armor check penalties are increased by 3.
Armor not primarily of metal is not meaningfully affected. (A suit of chainmail is affected, while a suit of studded leather is not).
Platinum weapons are considered heavy weapons (see the Heavy Weapons sidebar).
Magically treated platinum weighs twice as much as steel, has hardness 10, and has 30 hit points per inch of thickness.

Item	Market Price Modifier
Armor	+5,000 gp
Weapon damage up to 1d3	+1,500 gp
Weapon damage 1d4 or 1d6	+2,500 gp
Weapon damage 1d8 or higher	+7,000 gp

SILVER

Long valued for its purity and beauty, silver is also used to make weapons and armor.
It is commonly used in items involving light and moon magic, as well as bane weapons dedicated to battling shapechangers.
With the proper magical treatments, silver gains the rigidity of steel.
The following information refers to magically treated silver.
Armor made from silver grants electricity resistance 2.
Weapons forged of treated silver can damage creatures whose damage reduction type is silver, and they deal +1 damage to such creatures.
Items whose striking point or surface is not primarily metal are not meaningfully affected.
(A longsword or a spear is affected, while a club is not).
Magically treated silver weighs as much as steel, has hardness 10, and has 30 hit points per inch of thickness.
Market Price Modifier: Armor +2,000 gp; weapon +1,000 gp.

ZALANTAR (DARKWOOD)

This wood from the zalantar subtropical tree is black, hence its Northern name: "blackwood".
Zalantar has all the properties of darkwood (see page 243 of the DUNGEON MASTER's *Guide*), and any darkwood item manufactured on Faerûn is actually made of zalantar.
Zalantar has a hardness of 5 and 10 hit points per inch of thickness.
Market Price Modifier: As masterwork +10 gp/lb.

ORIENTAL ADVENTURES (3.0)

JADE

Oni cannot regenerate damage dealt by a jade weapon, and their damage reduction does not apply to even nonmagical jade weapons.
Jade is also effective at staving off the effects of the Shadowlands Taint, at harming ghosts, and at binding other spirits.
Jade weapons have the properties of a ghost touch weapon, except that incorporeal creatures cannot use jade weapons themselves.
A character who possesses a jade weapon receives a +4 sacred bonus on Fortitude saving throws made to resist the Shadowlands Taint.
(Even unworked jade is effective in staving off the Taint; see Chapter 12: The Shadowlands for details).

OBSIDIAN

Obsidian is almost as effective as jade in certain circumstances: Oni cannot regenerate damage dealt by an obsidian weapon, and their damage reduction does not apply to even nonmagical obsidian weapons.
It is not an effective substitute for jade's other uses, however, and it carries the danger of a deadly curse.
A randomly generated obsidian weapon has a 30% chance of carrying the curse of the now-dead moon deity, Onnotangu.
The first time a cursed obsidian weapon deals damage to a creature with the Shadowlands Taint, the weapon's wielder must make a Will save (DC 10).
This saving throw must be repeated once every full moon, and the DC of each successive saving throw increases by 5.
When the character fails the save, he falls into a blind fury, seeking to commit barbaric atrocities against his closest friends and kin.
Believing that he has been betrayed, the character attacks the nearest ally and continues to fight until unconscious or dead or until no allies remain in his sight.
If the character fails five saving throws in a row, the madness becomes permanent.
Discarding the obsidian weapon reverses the curse.
Each full moon thereafter, the Will save's DC decreases by 5 until the character is free of the weapon's ill effects.

Table 8–29: Jade and Obsidian Weapons

Weapon Damage	Jade Price Modifier*	Obsidian Price Modifier*
1d6 or lower	+6,500 gp	+1,000 gp
1d8 or higher	+7,000 gp	+2,000 gp

*Add these values to the price for a masterwork weapon of the appropriate type to determine the total cost of the weapon.

PLANAR HANDBOOK (3.5)

ABYSSAL BLOODIRON

In the Abyss, cataclysmic battles have raged for eons, laying down a sediment of iron, blood, and spent magic.
Abyssal bloodiron is mined from thin deposits of mixed blood and ferrous mineral, compacted over the years, then forged at a low temperature to preserve its innate powers.
Weapons forged of the metal usually appear dark except for their cutting edges, which are as red as freshly spilled blood.
A weapon forged of Abyssal bloodiron is treated as a cold iron weapon (see page 284 of the *Dungeon Master's Guide*), except that its wielder gains a +4 bonus when rolling to confirm a critical hit.
Abyssal bloodiron has the same weight as iron or steel.
A weapon made of Abyssal bloodiron costs an additional 10,000 gp, and any magical enhancements cost an additional 2,000 gp, just as with cold iron.
(The price includes 300 gp for the masterwork component).
Abyssal bloodiron has hardness 10 and 30 hit points per inch of thickness.

ASTRAL DRIFTMETAL

This extraordinarily rare mineral is mined only on Tu'narath and other islands of matter floating in the Astral Plane.
It is very similar to iron but has a single remarkable feature.
Armor crafted from astral driftmetal is fully effective against incorporeal attacks, as if it were made of force.
The armor's full armor bonus to Armor Class (including any enhancement bonus) applies to the wearer's touch Armor Class against incorporeal attacks.
Astral driftmetal is not malleable enough to be worked into chainmail or scale mail; only a breastplate, shield, or any form of heavy armor can be made from it.
A suit of driftmetal armor weighs the same as a suit of armor made of steel.
Other statistics of the armor (maximum Dexterity bonus, armor check penalty, and arcane spell failure chance) are unchanged.
Astral driftmetal has hardness 12 and 30 hit points per inch of thickness.
Its market price modifier is +12,000 gp.

PSIONICS HANDBOOK (3.0)

FERROPLASM

Mined from secret locations in the Astral Plane, this malleable metal holds its shape only in the hands of a psionic being.
When an item forged with ferroplasm is unattended or held by a nonpsionic creature, it melts and temporarily loses all special powers.
But when wielded by, psionic creature, such an item immediately springs bad into its true shape and regains all abilities.
In its proper form, a ferroplasm item glows with a violet light (illuminating a 10-foot-radius), unless the item's owner mentally quenches it.
In an area where psionic powers do not function, it collapses as if in the hands of a nonpsionic creature.
Ferroplasm adds to the quality of a weapon or suit of armor based on how much of the material is used.
Thus, ferroplasm full plate offers greater protection (as well as a greater cost) than ferroplasm chainmail, and a ferroplasm greatsword offers greater offensive capability than a ferroplasm quarterstaff.
Weapons fashioned from ferroplasm have a natural enhancement bonus to attack and damage.
Armor fashioned from ferroplasm bas a natural enhancement bonus to AC.
These bonuses do not stack with other enhancement bonuses.
Weapons or armor fashioned from ferroplasm are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.
Ferroplasm has hardness 20 and 40 hit points per inch of thickness when in its true form, and a hardness of 5 and 10 hit points per inch of thickness when soft.

Item	Enhancement Bonus	Market Price Modifier
Light armor	+1	+1,500 gp
Medium armor	+2	4,000 gp
Heavy armor	+3	+8,000 gp
Shield	+1	+1,500 gp
Weapon damage 1d4 or 1d6	+1	+2,500 gp
Weapon damage 1d8, 1d10, or 1d12	+2	+7,500 gp

RACES OF FAERÛN (3.0)

CAMOUFLAGE DYE

Wood elves use natural compounds derived from the plants of their forest home to make dyes that perfectly match the surrounding foliage.
Camouflage dye can be applied to padded, leather, hide, or studded leather armor, granting the wearer a +4 circumstance bonus on Hide checks in that specific forest.
Applying camouflage dye takes three days and costs 300 gp.

GLASSTEEL

Made by the avariels and sun elves in an alchemical process requiring extensive knowledge of both metallurgy and glassblowing, glassteel combines strength beyond iron with the transparency of glass.
Mostly used as a building material in fantastic castles, glassteel can also be fashioned into weapons and armor.
Glassteel is stronger and lighter than iron—but it's fantastically expensive.
Just as does adamantine, glassteel grants a nonmagical enhancement bonus to weapons and armor made with it.
And like mithral, glassteel armor counts as one category lighter (although light armor is still light), spell failure chance is decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are decreased by 3.
Nonweapon and nonarmor items made of glassteel weigh half what they otherwise would.
Glassteel weapons and armor are hard to spot at a distance (–4 penalty on Spot checks), but just because armor is transparent doesn't mean that the person underneath the armor is likewise concealed.
In combat, glassteel's transparency is mostly a decorative curiosity rather than a tactical advantage.
Glassteel has a hardness of 20 and 40 hit points per inch of thickness.
Weapons and armor fashioned from glassteel are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons nor the armor check penalty of armor.

Glassteel Item	Enhancement Bonus	Market Price Modifier
Light armor	+1	+9,000 gp
Medium armor	+2	+16,000 gp
Heavy armor	+3	+25,000 gp
Shield	+1	+4,000 gp
Weapon (1d4 or 1d6 damage)	+1	+1,500 gp/lb.
Weapon (1d8, 1d10, or 1d12 damage)	+2	+2,500 gp/lb.
Other items	—	+1,000 gp/lb.

RACES OF THE DRAGON (3.5)

CHITIN

Kobold armorsmiths have recently begun mass-producing suits of armor made from the organic hides of giant beetles (MM 204–205).
The smiths claim that this advance results from their own hard work and study, though it is widely believed that they were taught the basic secrets of chitin armorworking by the troglodytes.
Though less durable than dragonhide, chitin armor (also known as beetleback armor) has other advantages.
Chitin is less restricting than metal, even though it weighs the same amount.
The maximum Dexterity bonus of an armor or shield made of chitin is 1 greater than that of the same type of armor made from metal.
Breastplates, half-plate armor, full plate armor, and shields can be made from chitin.
(Typically, the only kind of shield crafted from chitin is a tower shield, since most shields don't have a maximum Dexterity bonus).
A single giant beetle provides enough material to create a single breastplate or tower shield sized for a character of the same size category as the beetle (or two such items for a character two or more sizes smaller than the beetle).
For example, a Large giant stag beetle has enough chitin to make either a breastplate or a tower shield sized for a Large character, or two such items for Medium or smaller characters.
A suit of half-plate or full plate armor takes twice as much chitin, while a light shield or heavy shield takes half as much.
(A chitin buckler can be made from the cast-off bits of any giant beetle).
The chitin from multiple giant beetles can be combined; a Small beetle counts as half of a Medium beetle, a Medium beetle as half of a Large beetle, and so forth.
Because chitin armor isn't made from metal, druids can wear it without penalty.
Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below.
Chitin armor or shields cost double what masterwork armor of that type ordinarily costs, but take no longer to make than ordinary armor of that type.
Chitin armor has 10 hit points per inch of thickness and hardness 5.

COLORED METAL

Kobolds and spellscales working together have perfected the process of smelting certain minerals into metal ore to create colored or tinted ingots.
Any shade of red, orange, yellow, green, blue, indigo, violet, black, or white can be created to suit any preference with marginal effort.
Though the effect is only superficial, colored metal items still typically cost 10% to 25% more due to the extra care required in creating the items.
Spellscales are the primary purchasers of armor and weapons made from colored metal.
Colored metal has no effect on a weapon or armor's game statistics.

RACES OF THE WILD (3.5)

LEAFWEAVE

As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.
The arcane spell failure chance for leafweave armor is reduced by 5% compared to ordinary armor of the same sort, due to its increased flexibility.

The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2.
Leafweave versions of padded, leather, studded leather, and hide armor exist; leafweave studded leather typically incorporates darkwood studs to make it druid-friendly.
Creating leafweave armor requires a single successful DC 25 Craft (alchemy) check in addition to the normal Craft (armorsmithing) checks.
Leafweave armor costs 740 gp more than ordinary armor of the same sort.
It has hardness 2 and 5 hit points per inch of thickness.

THISTLEDOWN

This lightweight fabric gets its name from its soft feel and dove-gray color.
Elves have made padded armor from this material for centuries, and it is well liked by arcane spellcasters.
Thistledown padded armor weighs only half as much as normal padded armor.
It grants its wearer a +2 circumstance bonus on Hide checks in areas of darkness or shadowy illumination, as it blends in with the dim background.
It is treated as masterwork armor (the masterwork cost is included in the armor's given cost).
Thistledown has 2 hit points per inch of thickness and hardness 0.

WILDWOOD

The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities.
Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged.
At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly as strong as steel.
It is prized by druids, who can wear it without sacrificing their class abilities.
Wildwood armor provides 1 less point of armor bonus than ordinary armor of the same sort.
However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum 0), and its arcane spell failure chance is reduced by 5%.
In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.
Armor made from wildwood weighs three-quarters as much as the same item made from metal.
Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.
As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 point of damage every 24 hours.
If it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals 5 points of damage.
Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost).
Wildwood armor costs double what ordinary masterwork armor of the same sort costs, but it takes no longer to make than masterwork armor of that sort.
For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).
Wildwood has 10 hit points per inch of thickness and hardness 6.

SANDSTORM (3.5)

KHEFERU

Quarried from rare meteorite craters, kheferu ore is an extremely hard, red substance.
When forged as an alloy with iron, carbon, and other trace metals, the resultant material has a consistency and ductility like that of a standard steel alloy.
This final product, simply called kheferu, is distinctive in its glossy sheen and crimson hue.
Many kinds of items can be crafted from kheferu, but weapons are the best choice because of the alloy's particular qualities.
A weapon forged from kheferu is bright red.
Salt crystals grow on the sides of the weapon if it is left untended for more than a few months, but these are easily wiped away.
A kheferu weapon bypasses the damage reduction of any creature of the earth subtype, regardless of the type of damage reduction the creature possesses.
Weapons made of kheferu cost twice as much to make as their normal counterparts.
Also, any magical enhancements placed on the weapon cost an additional 2,000 gp.
Items without metal parts cannot be made from kheferu.
An arrow could be made of kheferu, but a quarterstaff could not.
A double weapon that is only half made of kheferu increases its cost by 50%.
Kheferu has hardness 10 and 30 hit points per inch of thickness.

STORMWRACK (3.5)

PEARLSTEEL

A strange metal crafted by secretive aventi metallurgists working near volcanic vents in the ocean floor, pearlsteel is gleaming, shining steel covered with a blue-white sheen like mother of pearl.
Created from fine steel and rare silvery pearls found only in the ocean depths where the pressures alone would kill a land walker, pearlsteel is highly prized by all undersea races and constitutes a major trade item for the aventi.
Pearlsteel is very light, especially in water.
Pearlsteel items weigh 25% less than their normal equivalents.

Item	Market Price Modifier
Light armor	+500 gp
Medium armor	+1,000 gp
Heavy armor	+1,500 gp
Shield	+500 gp
Weapon	+1,500 gp

Pearlsteel also slices more smoothly through the resistance that water presents.
When a slashing weapon made of pearlsteel is used in the water, its damage is reduced by –1 rather than the normal –2 for fighting in the water with a slashing weapon, and its damage is reduced by –2 instead of half.
Likewise, damage dealt underwater by a bludgeoning weapon made of pearlsteel is reduced by –2 rather than reduced by half.
The market price modifier for such a weapon is +1,500 gp.

RIVERINE

This unusual material is made from water under extremely high pressure, usually obtained from the Elemental Plane of Water but sometimes from the blackwater trenches far below the ocean's surface.
The water swirls and flows continuously, sandwiched between fields of magical force.
Half of the Armor Class bonus from armor and shields made from riverine is a deflection bonus (round down). For example, a suit of riverine chainmail would provide a +2 armor bonus and a +3 deflection bonus to AC.
This substance is considered masterwork and can be enhanced magically as any other armor.
Riverine is sometimes also used to create walls and even containers.
Being enclosed in magical force, it is immune to all damage and is unaffected by most spells.
However, *disintegrate* immediately destroys an item made of riverine, as does a *rod of cancellation*, a *sphere of annihilation*, or a *Mordenkainen's disjunction* spell, causing the water to spill out in a sudden rush.
Armor and shields made of riverine do not form a complete enclosure, so breath weapons and spells do still affect the wearer.
However, walls of riverine block ethereal travel, breath weapons, and spell effects, just as a *wall of force* does.

Type of Riverine Item	Item Cost Modifier
Light armor	+9,000 gp
Medium armor	+16,000 gp
Heavy armor	+25,000 gp
Shield	+4,000 gp
Other items	+2,000 gp/lb.

TOME OF MAGIC (3.5)

SHADOW SILK

This material is woven from shallow itself.
Description: *Shadow silk* is a very faint material, translucent and flimsy.
It has the look and feel of deep black silk.
Activation: Shadow silk armor continually grants its wearer its benefits.
In brighter light, it feels heavier and in areas of shadowy illumination or darkness, it feels lightweight and fluid.
Effect: The wearer of shadow silk armor moves more quietly and blends into shadow more effectively.
It grants its wearer a +2 bonus on Hide and Move Silently checks.
Only armor that is made from cloth or leather can be crafted using shadow silk.
Padded, leather, or hide armor can be made from the material These shadow silk armors are treated as light armor.
The maximum Dexterity bonus is increased by 2.
and armor check penalties are lessened by 2 (to a minimum of 0).
The arcane spell failure chance in areas of shadowy illumination or darkness is reduced by 15% (minimum 0%).
An item made from shadow silk weighs approximately one-quarter as much as the same item made from other materials.
Armor fashioned from shadow silk is always masterwork; the masterwork cost is included in the prices given below.
Shadow silk armor has 10 hit points and hardness 1.
The material knits itself back together in areas of shadowy illumination or darkness, restoring 1 hit point per round unless it is destroyed (hit points 0 or lower).

Shadow Silk Armor	Armor Cost	Maximum Bonus	Armor Dex Bonus	Arcane Spell Check Penalty	Speed Failure Chance	(30 ft.)	(20 ft.)	Weight
Padded	1,500 gp	+1	+10	0	5% (light)/0% (shadow)	30 ft.	20 ft.	2.5 lb.
Leather	1,750 gp	+2	+8	0	10% (light)/0% (shadow)	30 ft.	20 ft.	4 lb.
Hide	2,500 gp	+3	+6	–1	20% (light)/5% (shadow)	30 ft.	20 ft.	5.5 lb.

UNAPPROACHABLE EAST (3.5)

BLUEWOOD

Volodni craftsfolk often fashion armor and weapons from the wood of blueleaf trees grown with care, sculpted with *wood shape*, and then magically treated to be as hard as steel. A bluewood weapon has the same hardness and characteristics as a normal metal armor or weapon of that sort but weighs half as much.

Bluewood armor and weapons created in this fashion are considered masterwork items and gain the appropriate bonuses.

Bluewood items have the following additional costs:

Light armor	+300 gp
Medium armor	+600 gp
Heavy armor	+1,200 gp
Shield	+300 gp
Weapon (1d4 or 1d6)	+400 gp
Weapon (any other)	+800 gp

The process of treating bluewood to harden it requires ten days of work by someone knowledgeable in the process. This is either a volodni with 10 ranks in Craft (alchemy or woodworking), or a nonvolodni with the same skills and 2 ranks in Knowledge (local—volodni).

SPECIFIC ARMORS AND SHIELDS

ARMS AND EQUIPMENT GUIDE (3.0)

ARMOR OF WEAPON CREATION

This +1 *half-plate* has built-in armor spikes and spiked gauntlets (see Armor Descriptions in Chapter 7 of the *Player's Handbook*).
As a standard action, the armor can produce any of the following simple melee weapons: dagger, punching dagger, light mace, sickle, halfspear, heavy mace, or morningstar.
The weapon forms out of the armor itself, in whichever hand the wearer chooses.
The wearer can also choose to create a weapon in each hand, although it requires another action to do so.
The weapon type can be changed each round.
Weapons created by the suit cannot be removed, and the wearer cannot be disarmed of any such weapon.
Created weapons last indefinitely or until the wearer chooses to get rid of them.
If a weapon is destroyed, the armor cannot create a new weapon for 24 hours.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *major creation*; *Market Price*: 42,305 gp; *Cost to Create*: 21,555 gp + 1,660 XP.

BALE EYE

This suit of +2 *half-plate* is completely covered with engravings of sinister-looking eyes.
Three times per day, the owner can cast *emotion* (fear only) as an 11th-level sorcerer.
The wearer also gains a +4 morale bonus on Will saves against fear effects.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *emotion*, *remove fear*; *Market Price*: 38,360 gp; *Cost to Create*: 19,805 gp + 1,504 XP.

DISARMOR

This +2 *scale mail* has an irregular overlapping pattern.
Seemingly indiscriminate, the scales overlap down, up, and sideways.
Three times per day, the wearer may direct the armor to execute a disarm attempt when an opponent scores a hit with a melee weapon.
The scales seem to come alive and attempt to wrench the opponent's weapon out of his or her hands as if the wearer had the Improved Disarm feat and a readied attempt to disarm.
When disarming in this fashion, the armor uses the wearer's melee attack bonus with an additional +5 bonus.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 10,875 gp; *Cost to Create*: 5,538 gp + 427 XP.

GAZEBANE

Created for the ranger Arilus, this armor helped him eliminate several nests of medusas that infiltrated his swampy home.
This +1 *chain shirt* is extremely polished, actually allowing someone to see their reflection in its chain links.
Three times per day, the wearer can ignore the effects of any gaze attacks.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *limited wish*; *Market Price*: 74,050 gp; *Cost to Create*: 37,150 gp + 2,952 XP.

PLANTBANE

This +1 *leather armor* is the color of dried leaves and dead wood.
It is excellent for clearing pathways through thickly forested terrain, although it does leave an obvious trail of dead and dying plants.
Druids, elves, and other nature lovers take a dim view of uncontrolled use of this armor.
It continually produces a *diminish plants* effect, and once per day the wearer can cast *antiplant shell* (as the spells from a 7th-level caster).
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *antiplant shell*, *diminish plants*; *Market Price*: 41,240 gp; *Cost to Create*: 20,700 gp + 1,643 XP.

SKIN PAINT

Skin paint armor was brought to civilization from remote barbarian tribes.
This magic paint is mixed from rare dyes and herbs found only in remote parts of the world and comes in small pots.
One pot contains three applications; one application lasts for 24 hours.
The paint imbues its wearer with a +5 armor bonus to AC.
This is considered light armor that has no maximum Dexterity bonus and no armor check penalty.
Its weight is negligible.
It takes 4 minutes to apply *skin paint armor* (2 minutes if another character does nothing but assist you), 1 minute to do so hastily, and 1 minute to remove (30 seconds if another character does nothing but assist you).
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, Alchemy 5 ranks; *Market Price*: 5,000 gp; *Cost to Create*: 2,500 gp + 200 XP.

SPIDER SHIELD

A painting of a stylized red spider pierced by a spike adorns this +2 *small steel shield*.
The spike continually oozes spider poison (injury; DC 11, 1d3 Str/1d3 Str).
Once per day, the shield can be commanded to turn into a Small monstrous spider that fights on behalf of its owner.
The spider is a normal creature in all respects.
If the spider is killed, it immediately reverts into shield form and cannot be activated again for 24 hours.

If the spider is killed using *disintegrate*, it is completely destroyed and does not turn back into a shield.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *poison*, *polymorph any object*; *Market Price*: 40,809 gp; *Cost to Create*: 20,489 gp + 1,626 XP.

STONECUNNING

This dwarf-sized *+1 full plate* is beautifully engraved with images of dwarven stonemasons practicing their craft. Humans who wear the armor gain the stonecunning ability.
Dwarves who wear the armor gain a +4 circumstance bonus on any stonecunning checks, which stacks with their racial bonus.
In addition, the dwarf can use *stone shape* and *stone tell* once per day.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *stone shape*, *stone tell*; *Market Price*: 32,130 gp; *Cost to Create*: 16,890 gp + 1,220 XP.

SWARM SHIELD

This shield appears to be a single bracer when first worn. When the command word is spoken, thousands of flying insects swarm toward the bracer, converging in a circular shape the size of a small shield.
The insects move with the wearer's arm and act as a *+1 small shield*.
Once per day, when the wearer speaks a second command word, the insects stream away from the wearer's arm toward a target as if the wearer had cast *summon swarm* (with the flying beetles swarm type).
The swarm lasts as long as the wearer concentrates, but she has no shield while the swarm is active.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *summon swarm*; *Market Price*: 6,160 gp; *Cost to Create*: 3,155 gp + 241 XP.

TESSELLATED ARMOR

This curiosity usually appears to be an ornate, lacquered box containing hundreds of identical metallic shapes. Numerous variations exist for the shapes, including lizards, beetles, mounted riders, and Peloran suns.
When the command word is spoken, the shapes stream from the box and flow over the wearer's body, interlocking perfectly to create a single, smooth suit of *+2 full plate*.
This armor is lighter and more flexible than normal full plate and is considered medium armor rather than heavy. Its armor check penalty is –4, and it has an arcane spell failure chance of 25%.
Once per day on command, the shapes wriggle and move about the wearer's body, creating a *hypnotic pattern* effect.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *hypnotic pattern*; *Market Price*: 11,560 gp; *Cost to Create*: 6,605 gp + 397 XP.

USEFUL BUCKLER

This *+1 buckler* has the ability to transform into a variety of different tools on command.
To determine which tools the buckler has, roll five times on the following table, ignoring duplicate results:

d10	Tool
1	Saw, wood
2	Wrench, adjustable
3	Grappling hook
4	Hacksaw
5	Grappling hook
6	Bolt cutters
7	Spike/chisel
8	Bow drill
9	Shovel, small
10	Tongs, large

Small symbols of the tools the buckler can turn into are engraved on the inside face.
The wearer says a command word to transform the shield into a tool or to switch between tools, although he must be touching the shield/tool to activate the ability.
The tools are also made of metal and have the same break point as the shield (hardness 10, 5 hp).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *fabricate*; *Market Price*: 10,265 gp; *Cost to Create*: 5,215 gp + 404 XP.

VAMPIRE HUNTER

This *+3 banded mail* was created to assist brave adventurers in the struggle against vampires.
It is usually found in the armories of churches dedicated to vanquishing these bloodsuckers.
Protective symbols from benevolent gods cover *vampire hunter armor*, which has noticeably thick neck protection.
On command, the armor produces *daylight* and *protection from evil*.
Once per day, it can produce *sunburst* and *holy smite* as the spells from a 15th-level cleric.
Vampire hunter armor grants a +4 morale bonus on Will saves against *domination* attempts.
Energy drain attacks by vampires (and only vampires) are reduced from two negative levels to one negative level.
Vampire hunter armor also has armbands made of wood that can "grow" wooden stakes that appear against the upper arm.
These can be removed and used as +1 weapons (1d3 damage, threat range 19–20, piercing).
It takes a full-round action to regrow a stake once it has been removed from an armband.
The armor bestows one negative level on any nongood creature wearing it.
This negative level persists as long as the armor is worn and disappears when the armor is removed.
The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *daylight*, *holy smite*, *minor creation*, *protection from evil*, *sunburst*; *Market Price*: 100,000 gp; *Cost to Create*: 50,200 gp + 3,984 XP.

VARIABLE SHIELD

A *variable shield*, normally a *+1 small steel shield*, can change its size on mental command.
As a standard action, the shield can shrink or grow from a buckler to a tower shield.
All the rules for carrying items with shields apply to the new shield size (see Armor Descriptions in Chapter 7 of the *Player's Handbook*).
You cannot use a weapon in your hand if it also carries a small shield, and you must drop an item in that hand if you're carrying a large or tower shield.
Characters not proficient in shields take an additional –2 armor check penalty during the following round if the *variable shield*'s size changes during combat.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *enlarge*; *Market Price*: 6,560 gp; *Cost to Create*: 3,360 gp + 257 XP.

BOOK OF EXALTED DEEDS (3.5)

ASURA SHIELD

Elite asura soldiers are known to bear this shield in times of war.
Wreathed in holy flames, this *+2 bashing heavy spiked steel shield* deals regular bashing damage (2d6+2 points for a Medium spiked shield) plus 1d6 points of fire damage, plus 1d6 points of damage of divine origin that affects only evil creatures.
Simply touching the blazing shield deals 1d6 points of fire damage, plus 1d6 of additional damage (of divine origin) that affects only evil creatures.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull's strength*, *flamestrike*; Price 27,180 gp; Cost to Create: 13,680 gp + 1,080 XP.

DEVILHUSK

This suit of *+5 hide armor* is fashioned from the skinned hide of a barbed devil.
Barbs covering the armor allow the wearer to deal 3d8 points of damage plus 1-1/2 times its Strength modifier to a grabbed opponent with a successful grapple check.
Strong transmutation; CL 15th; Craft Magic Arms and Armor; Price 33,165 gp; Cost to Create 16,655 gp + 1,320 XP.

VASSAL ARMOR

Worn by emissaries and proxies of powerful planar rulers and deities, this suit of *+3 exalted half-plate* is reinforced with Ysgardian heartwire (see Special Materials in Chapter 3: Exalted Equipment), which increases the wearer's AC by +2 solely for purposes of the roll to confirm a critical hit.
Strong abjuration; CL 18th; Craft Magic Arms and Armor, *protection from evil*; Price 38,250 gp; Cost to Create 20,250 gp + 1,620 XP.

BOOK OF VILE DARKNESS (3.0)

ARMOR OF THE DREAD EMPEROR

This suit of *+1 full plate* has four 5-foot chains connected to it at the waist.
Each chain has a ring manacle sized to fit around a humanoid neck.
If people are placed in these manacles by either the armor's wearer or his minions, the armor is ready to display its true power.
Whenever the wearer takes damage, the captives held by the chains take half the damage themselves.
If the chains hold more than one person, divide the half damage among all of them.
Operating in this armor with chains attached to other people is difficult.
The wearer takes an additional –5 armor check penalty unless the victims are somehow magically subdued or controlled, such as by *stupor* or *dominate person*.
If the captives are children, the additional armor check penalty is only –2.
If the captives are subdued or controlled children, there is no additional armor check penalty.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *shield other*; *Market Price*: 14,650 gp.

FLESHSHIFTER ARMOR

Made from the skins of humanoids, this *+1 leather armor* allows the wearer to produce an effect identical to that of the *alter self* spell at will.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: 13,160 gp.

GRIM DEFENDER

Once per day, the wearer of this *+1 breastplate* can transfer the damage dealt to him from a melee attack to another creature, other than the attacker, within 100 feet.
If the other creature succeeds at a Fortitude save (DC 16), the creature takes no damage and the wearer of the *grim defender* armor takes double damage.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *shield other*; *Market Price*: 11,350 gp.

RAZOR ARMOR

Made of layers and layers of razor-sharp scales, this *+2 scale armor* deals 2d6 points of slashing damage with a successful grapple check and when the wearer is grappling.
The wearer is considered proficient with the razors.
Once per day, the wearer can spend a standard action to launch up to six of the razor scales, which fly out from the armor like *+1 shuriken*.

Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *magic weapon*; *Market Price*: 5,600 gp.

CHAMPIONS OF RUIN (3.5)

HELLSTEEL

This dark, red-veined armor can sheath its wearer in a protective fiery aura.
Lore: A DC 20 bardic knowledge check reveals that an abishai armorsmith named Nirzayal crafted the first suit to bear the name Hellsteel, but other similar suits have appeared since, and not all of them crafted in the fiery pits of the Nine Hells.
A DC 30 bardic knowledge or Gather Information check reveals that a vengeance knight named Cordelia Flametongue (see page 71) possesses one such suit.
Description: This suit of black full plate armor is made from the scales of a remorhaz tempered in the fires of the Nine Hells.
Red, marble-like veins run through it.
Activation: Activating the armor's *fire shield* ability (see Effect, below) is a free action.
The *fire shield* ability functions only if the wearer is evil.
Effect: *Hellsteel* is a suit of *+3 full plate* that grants its wearer resistance to fire 5.
Upon speaking a command word, the wearer can use a warm *fire shield* once per day.
Any creature other than the wearer that touches the armor for a full round (such as by grappling or being grappled by the wearer) takes 1d6 points of fire damage per round as the metal sears its flesh.
Aura/Caster Level: Moderate evocation; CL 10th.
Construction: Craft Magic Arms and Armor, *fire shield*, *resist elements*, +12,825 gp, +1,026 XP, +12 days.
Weight: 50 lb.
Price: 25,650 gp.

CHAMPIONS OF VALOR (3.5)

FLYING HUNT ARMOR

This dull gray armor made of glassteel (see the sidebar) is granted to every new member of the Knights of the Flying Hunt on Nimbral for as long as they are considered Novice Knights.
It provides magical protection from blows and also grants a soft landing if the wearer falls from the saddle while flying.
Lore: This armor cannot usually be purchased; only the Nimbral Lords and certain powerful mages from Halruaa know the secrets of its manufacture, and the Nimbral Lords typically magically attune the armor to its designated wearer, making it useless to anyone else.
(Knowledge [arcana] DC 15).
Description: *Flying hunt armor* is full plate armor crafted from glassteel, but it is tinted a dull gray color and does not glow, as does *storm armor* (see below).
Prerequisite: Only characters with at least one level in the Knight of the Flying Hunt prestige class are granted the use of this practice armor.
Effect: *Flying hunt armor* is *+1 glassteel full plate armor*.
The armor also functions as a *ring of feather falling* (see page 232 of the *Dungeon Master's Guide*).
Aura/Caster Level: Faint abjuration; CL 5th.
Construction: Craft Magic Arms and Armor, *feather fall*, 12,650 gp, 160 XP, 4 days.
Weight: 25 lb.
Price: 14,650 gp (but see Lore, above).

STORM ARMOR

When a member of the Knights of the Flying Hunt attains full Knighthood (gains three levels in the prestige class), the Nimbral Lords bestow upon that character a suit of this famous glowing glass armor of legend.
Lore: This armor cannot usually be purchased; only the Nimbral Lords and certain powerful mages from Halruaa know the secrets of its manufacture, and the Nimbral Lords typically magically attune the armor to its designated wearer, making it useless to anyone else.
(Knowledge [arcana] DC 15).
Description: *Storm armor* is full plate armor crafted from glassteel (see page 65) that has further been enhanced to glow brightly in various hues of the rainbow, the shades of which are controlled by the wearer.
They gain brightness as the wearer's rage or excitement increases, and they become dimmer as consciousness or physical vitality fails.
Prerequisite: Only characters with at least three levels in the Knight of the Flying Hunt prestige class are granted the use of this legendary armor.
Effect: Storm armor is *+1 glassteel full plate armor of invulnerability and electricity resistance*.
The armor also functions as a *ring of feather falling* (see page 232 of the *Dungeon Master's Guide*).
Aura/Caster Level: Moderate abjuration. CL 9th.
Construction: Craft Magic Arms and Armor, *feather fall*, *dancing lights*, 29,150 gp, 1,480 XP, 37 days.
Variants: Faithful service and outstanding performance by a Knight of the Flying Hunt can earn him the rank of Commander (ten levels of the prestige class) and more magic augmentations to his *storm armor*, making it *greater storm armor*.
See the Knight of the Flying Hunt prestige class (page 106) for details.
Weight: 25 lb.
Price: 47,650 gp (but see Lore, above).

COMPLETE ARCANE (3.5)

CRIMSON COAT OF ILPHARZZ

Dyed a brilliant scarlet color, a *crimson coat of Ilpharzz* is a suit of *+4 leather armor* whose surface is embroidered with flame motifs in golden thread.
As a free action, the wearer can command the armor to ignite three times per day, enveloping her in magical flames that give off light as a torch.

The wearer is not harmed by these flames, gaining a +4 deflection bonus to Armor Class and fire resistance 15 while they last.
Any creature attacking the wearer with a natural weapon or a melee weapon that is not a reach weapon takes 1d4 points of fire damage per attack.
A *crimson coat* can burn for up to 1 minute at a time.
Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *fire shield*, *resist energy*, *shield*; Price 28,300 gp; Cost 14,230 gp + 1,125 XP.

MITHRALMIST SHIRT

Forged from a silver-white mithral alloy, a *mithralmist shirt* is a +2 *mithral shirt* that fills the wearer's square with a billowing silver mist on command.
The mist grants the wearer concealment but does not interfere with his vision.
The armor sheds silver mist for 1 minute per use, up to seven times per day.
Finally, once per day, the wearer of this armor can assume gaseous form for up to 10 minutes.
Moderate abjuration; CL 6th; Craft Magic Arms and Armor, *gaseous form*, *obscuring mist*; Price 21,300 gp; Cost 11,200 gp + 808 XP.

THE SPITEFUL IMP

Forged in the shape of an imp's face grinning with malicious glee, this object is a +4 *animated buckler* that can be commanded as a standard action to spit burning venom once per day.
The venomous spittle is a ranged touch attack with a range of 30 feet that deals 1d4+6 points of fire damage, 1d10 points of Constitution damage, and another 1d10 points of Constitution damage 1 minute later (each instance of Constitution damage can be negated by a DC 17 Fortitude save).
The spiteful imp also possesses the unusual tendency to titter in evil mirth whenever it deflects an opponent's weapon, a disquieting but harmless quality.
Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*, *poison*, *produce flame*; Price 46,245 gp.

COMPLETE CHAMPION (3.5)

ARMOR OF THE BEAST

Price (Item Level): 26,175 gp (16th).
Body Slot: Body
Caster Level: 10th.
Aura: Moderate (DC 20); transmutation.
Activation: —
Weight: 20 lb.
This suit of studded leather armor is held together with bits of hone and scale rather than metal rivets.
The breastpiece is engraved with an abstract image resembling a tree, whose branches cross over the armor's shoulders.
If you have the wild shape class feature, this suit of *+1 wild studded leather armor* grants you one additional use of that ability per day.
(It does not, however, grant that ability if you do not already possess it).
This extra use stacks with the one provided by a *druid's vestment* (DMG 268).
Armor of the beast is part of a set known collectively as the *trappings of the beast*, which also includes the *ring of the beast* (page 141) and the *mantle of the beast* (page 140).
When you wear all three of these items, you gain a +5 competence bonus on wild empathy checks.
In addition, you are treated as one level higher than you are for the purpose of using wild shape.
(For instance, an 11th-level druid clad in the *trappings of the beast* could assume the form of a plant creature).
Prerequisites: Craft Magic Arms and Armor, wild shape ability.
Cost to Create: 13,000 gp (plus 175 gp for masterwork studded leather); 1,040 XP, 26 days.

BASTION OF RIGHTEOUS WAR

Price (Item Level): 18,170 gp (14th)
Body Slot: — (held) Caster Level: 7th.
Aura: Moderate (DC 18); evocation.
Activation: — and immediate
Weight: 15 lb.
The border of this chevron-shaped shield is emblazoned with symbols of warfare.
When it is carried, the image of a deity's holy symbol forms in the center.
This *+1 heavy steel shield* functions best in the hands of a cleric or paladin.
If an enemy scores a critical threat against you, you can expend a turn or rebuke undead attempt as an immediate action to negate the critical threat.
You must make this decision before your opponent rolls to confirm the critical threat, and you still take the normal damage from the attack.
The cost (in turn/rebuke attempts) to activate the bastion of righteous war increases by 1 for every additional multiple of damage (beyond ×2) that would normally be dealt by the attack's critical hit.
For example, negating a critical threat from a heavy pick (which deals four times normal damage on a critical hit) would cost three turn/rebuke undead attempts, rather than one.
The *bastion of righteous war* is part of a set known collectively as the *regalia of righteous war*, which also includes the *blade of righteous war* (see below) and the *helm of righteous war* (page 139).
When you hold this blade while wearing the other items in the set, you can spend a turn/rebuke undead attempt as an immediate action to make an attack of opportunity with the blade against any foe that successfully strikes an ally in melee combat, even if you have already made one against that opponent that round.
(You must threaten the foe in order to make this attack of opportunity).
The holy symbol pictured on the shield always matches the deity worshiped by the wearer (if any).
Cost to Create: 9,000 gp (plus 170 gp for masterwork heavy steel shield), 720 XP, 18 days.

Prerequisites: Craft Magic Arms and Armor, *divine power*, *magic vestment*, turn or rebuke undead.

BULWARK OF THE LIVING

Price (Item Level): 10,157 gp (12th level)
Body Slot: — (held) Caster Level: 7th
Aura: Moderate (DC 18); necromancy.
Activation: — and standard (command)
Weight: 10 lb.
This heavy wooden shield is perfectly spherical and rimmed in mithral.
The sun disk of Pelor is emblazoned across its surface.
A good-aligned character who bears this *+1 blinding heavy wooden shield* can expend a 4th-level or higher divine spell as a standard action to cast *death ward* (PH 217) on himself.
Cost to Create: 5,000 gp (plus 157 gp for masterwork heavy wooden shield), 400 XP, 10 days.
Prerequisites: Craft Magic Arms and Armor, *death ward*, *searing light*, good alignment.

COMPLETE WARRIOR (3.5)

ARMOR OF THE UNENDING HUNT

This mithral *+2 chainmail* armor was built by the elves for rangers on long-range patrols.
In addition to its protective qualities, it provides the wearer with immunity to fatigue and exhaustion.
Moderate Abjuration; CL 8th; Craft Magic Arms and Armor, *restoration*; Price 21,500 gp; Cost 10,900 gp + 848 XP; Weight 20 lb.

DEFENDERS OF THE FAITH (3.0)

BLUE ARMOR OF THE CRYSTALMIST MOUNTAINS

When first found, this armor often appears sized for dwarves.
From a distance, this armor appears to be made from the hide of a blue dragon.
In reality, it is masterwork scale mail that has been enameled to look like blue dragon scales.
It provides a +3 enhancement bonus to Armor Class (in addition to its +4 armor bonus, for a total of +7) and provides its wearer with electricity resistance 15.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *endure elements*; *Market Price*: 20,960 gp.

EQUERRY'S ARMOR

This armor appears to be finely crafted full plate specifically cut for those who fight from atop a mount of some sort.
In addition to providing a +2 enhancement bonus to Armor Class (in addition to its +8 armor bonus, for a total bonus of +10), this armor provides a +1 competence bonus on all Ride checks for the rider, a +2 enhancement bonus to Dexterity for the mount, and gives the mount's speed a competence bonus of +10 feet.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 10,670 gp.

GOLDEN APRON

This item is a boon to many who work a forge.
It appears to be an ordinary leather apron, with an odd metallic sheen in direct light.
It gives a +2 deflection bonus to the wearer's Armor Class.
A gnome who wears one gains damage reduction 5/+1 and a +2 bonus on all saves against fire and heat.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, Alchemy, shield; *Market Price*: 22,200 gp.

RED DRAGON ARMOR

Despite its appearance, this armor is not made from the hide of a red dragon.
It is masterwork scale mail with the individual scales covered in red enamel.
It provides a +3 enhancement bonus to Armor Class (in addition to its +4 armor bonus, for a total bonus of +7) and provides its wearer with fire resistance 15.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *endure elements*; *Market Price*: 35,200 gp.

SPLINT MAIL OF STABILITY

This armor acts as normal splint mail except when worn by a neutral character.
Such a character who dons this armor feels a sense of calm and confidence wash over him, and the armor acts as *+2 splint mail* that also gives a +2 resistance bonus on all saving throws.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *resistance*; *Market Price*: 5,845 gp

DRACONOMICON (3.5)

ARMOR OF DRAGONSHAPE

This suit of *+3 dragoncraft hide armor* grants its wearer resistance 5 against a specific type of energy, as appropriate to the dragon from whose scales it was crafted (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; or fire for brass, gold, or red).
This resistance is treated as an extraordinary (and thus nonmagical) feature of the armor.
If the wearer has the wild shape ability, she may change into a Small or Medium dragon of the same color as the armor once per day, and may remain in that form for up to 7 hours.
This change doesn't count against the character's normal limit of daily wild shape uses.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, Dragoncrafter, wild shape ability; Price 23,165 gp; Cost 14,665 gp + 680 XP; Weight 25 lb.

ARMOR OF MOBILITY

This suit of +2 *leather armor* grants its wearer the Mobility feat, even if he doesn't have the prerequisites.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price 16,160 gp; Cost 8,160 gp + 320 XP; Weight 15 lb.

BULWARK OF ANTIMAGIC

Once per day, the wielder of this +1 *tower shield* can command it to radiate an *antimagic field*.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *antimagic field*; Price 27,580 gp; Cost 14,380 gp + 575 XP; Weight 65 lb.

DRAGONDODGER ARMOR

This suit of +3 *studded leather armor* grants its wearer the evasion ability, but only against breath weapons.
(When a breath weapon would normally allow a Reflex save for half damage, the wearer of the armor takes no damage on a successful save).
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *aura of evasion*; Price 15,675 gp; Cost 7,925 gp + 620 XP; Weight 20 lb.

DRAGONRIDER ARMOR

This suit of +1 *full plate armor* is crafted from the cast-off scales of a dragon (rather than those harvested from a slain dragon).
It grants resistance 10 to form of energy associated with the dragon from whose scales it is created (acid, cold, electricity, or fire, as appropriate).
It also grants its wearer a +5 bonus on Ride checks whenever riding a dragon, and activates a *feather fall* spell whenever the rider falls more than 5 feet.
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *feather fall*; Price 26,150 gp; Cost 13,400 gp + 1,000 XP; Weight 50 lb.

DRAGON MAGIC (3.5)

SHIELD OF THE WINGED CRUSADE

Devised by notable members of the swift wing prestige class (see page 50), a *shield of the winged crusade* provides protection in melee combat and against area attacks such as a dragon's breath weapon.
Description: *Shields of the winged crusade* are heavy shields of dull red metal.
Their design has a scaly appearance.
A split second before a shield's translocation effect activates, it emits a harsh buzzing sound, which fades a second or two after the translocation is complete.
Activation: The shield's +1 enhancement bonus to Armor Class is always active.
Once per day, the wearer can use its translocation effect as an immediate action.
Effect: A *shield of the winged crusade* is a +1 *heavy steel shield* that can save its wearer from an area attack.
A wearer who is within the area of an instantaneous-duration effect that allows a Reflex save to reduce its effect (such as a fireball spell or a breath weapon) can activate the shield's translocation effect.
By doing so, he instantaneously moves 10 feet in any direction of his chosing.
If the movement takes him beyond the boundary of the area attack, he doesn't need to attempt the Reflex save.
Aura/Caster Level: Moderate abjuration; CL 8th.
Construction: Craft Magic Arms and Armor, *dimension door*, 1,670 gp, 120 XP, 3 days.
Weight: 15 lb.
Price: 3,170 gp.

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ABSORBING SHIELD

This +1 *large steel shield* is flat black in color and seems to absorb light.
Every other day, it can be commanded to absorb a single Large or smaller object or creature that touches its front, annihilating the thing that touches it as a *sphere of annihilation* does.
A successful touch attack in combat is all that's needed to absorb a target.
The shield therefore can deliver devastating shield bashes, but it is also useful for destroying an opponent's weapon.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *disintegrate*; *Market Price*: 50,170 gp; *Cost to Create*: 25,170 gp + 2,000 XP.

ADAMANTINE BREASTPLATE

This nonmagical breastplate is made of adamantine, giving it a natural +2 enhancement bonus.
Caster Level: —; *Prerequisites*: —; *Market Price*: 5,350 gp.

ADAMANTINE SHIELD

This large nonmagical shield is made from adamantine, giving it a natural +1 enhancement bonus.
Caster Level: —; *Prerequisites*: —; *Market Price*: 2,170 gp.

BANDED MAIL OF LUCK

Ten 100-gp gems adorn this +3 *banded mail*.
Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled.
He must take whatever consequences come from the second roll, since not all luck is good.
The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, bless; *Market Price*: 18,900 gp; *Cost to Create*: 10,150 gp + 700 XP.

BREASTPLATE OF COMMAND

This finely crafted +2 *breastplate* radiates a powerful aura of magic.
When worn, the armor bestows a dignified and commanding aura upon its owner.
The wearer gains a +2 circumstance bonus on Charisma checks, checks using skills for which Charisma is the key ability, and turning checks.
Friendly troops within 360 feet of the user become braver than normal (for example, more willing than normal to follow a leader into battle against dangerous foes).
Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *mass charm*; *Market Price*: 21,600 gp; *Cost to Create*: 10,975 gp + 850 XP.

CASTER'S SHIELD

This +1 *small wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll.
A spell so scribed has only half the normal materials cost. (Experience point and component costs remain the same).
The user can cast the spell scribed on the back of the shield with no chance of arcane spell failure due to the shield.
A random *caster's shield* has a 50% chance of having a single medium scroll spell on it.
The spell is divine (01–80 on d%) or arcane (81–100).
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; *Market Price*: 3,153 gp (plus the value of the scroll spell if one is currently scribed); *Cost to Create*: 1,653 gp + 120 XP.

CELESTIAL ARMOR

This bright silver or gold +1 *chammail* is so fine and light that it can be worn under normal clothing without revealing its presence It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%.
It is considered light armor, and it allows the wearer to *fly* on command (as the spell) once per day.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, creator must be good, *fly*; *Market Price*: 25,300 gp; *Cost to Create*: 12,800 gp + 1,000 XP.

DARKWOOD SHIELD

This large nonmagical wooden shield is made out of darkwood.
It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.
It weighs 5 pounds and has no armor check penalty.
Caster Level: —; *Prerequisites*: —; *Market Price*: 257 gp.

DEMON ARMOR

This plate armor is fashioned to make the wearer appear to be a demon.
The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, toothfilled mouth.
This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 (×2 critical) points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a *contagion* spell (Fortitude negates DC 14).
The "claws" are built into the armor's vambraces and gauntlets.
The armor bestows one negative level on any nonevil creature wearing it.
This negative level persists as long as the armor is worn and disappears when the armor is removed.
The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *contagion*; *Market Price*: 41,650 gp; *Cost to Create*: 21,650 gp + 1,600 XP.

DWARVEN PLATE

This full plate is made of mithral.
This armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –4.
It is considered medium armor and weighs 25 pounds.
Caster Level: —; *Prerequisites*: —; *Market Price*: 10,500 gp.

ELVEN CHAIN

This very light chainmail is made of very fine mithral links.
Speed while wearing elven chain is 30 feet for Medium-size creatures, or 20 feet for Small.
The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2.
It is considered light armor and weighs 20 pounds.
Caster Level: —; *Prerequisites*: —; *Market Price*: 4,150 gp.

LION'S SHIELD

This +2 *large steel shield* is fashioned to appear to be a roaring lion's head.
Three times per day, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage (×2 critical).
This attack is in addition to any actions performed by the wielder.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *summon nature's ally* IV; *Market Price*: 9,170 gp; *Cost to Create*: 4,670 gp + 360 XP.

MITHRAL LARGE SHIELD

This very light large shield is made of mithral.
It has a 5% arcane spell failure chance and no armor check penalty.
It weighs 5 pounds.
Caster Level: —; *Prerequisite*: —; *Market Price*: 1,020 gp.

MITHRAL SHIRT

This very light chain shirt is made of very fine mithral links.
Speed while wearing a *mithral shirt* is 30 feet for Medium-size creatures, or 20 feet for Small.
The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty.
It is still considered light armor (see Mithral, page 242).
The shirt weighs 10 pounds.
Caster Level: —; *Prerequisite*: —; *Market Price*: 1,100 gp.

PLATE ARMOR OF THE DEEP

This *+1 full plate* armor is decorated with a wave and fish motif.
The wearer takes no pressure damage from being deep underwater and is treated as unarmored for purposes of Swim checks.
The wearer can also breathe underwater and can converse with any creature that breathes water.
Caster Level: 11th; *Prerequisites*: *Craft* Magic Arms and Armor, *freedom of movement*, *water breathing*, tongues; *Market Price*: 16,650 gp; *Cost to Create*: 9,150 gp + 600 XP.

RHINO HIDE

This *+2 hide* armor is made from rhinoceros hide.
In addition to granting a +2 enhancement AC bonus, it has a –1 armor check penalty and doubles all damage dealt by a charge attack made by the wearer.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: 5,165 gp; *Cost to Create*: 2,665 gp + 200 XP.

SPINED SHIELD

This *+1 large steel shield* is covered in spines.
It acts as a normal spiked shield.
On command up to three times per day, the shield's wearer can fire one of the shield's spines.
A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/×2 critical).
Fired spines regenerate each day.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*; *Market Price*: 2,670 gp; *Cost to Create*: 1,420 gp + 100 XP.

WINGED SHIELD

This round, large wooden shield has a +3 enhancement bonus.
Small, feathered wings encircle the shield.
Once per day it can be commanded to *fly* (as the spell), carrying the wielder.
The shield can *fly* up to 2 hours and carry 400 pounds while doing so.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *fly*; *Market Price*: 15,159 gp; *Cost to Create*: 7,659 gp + 600 XP.

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ABSORBING SHIELD

This *+1 heavy steel shield* is flat black and seems to absorb light.
Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack.
Strong transmutation; CL 17th; Craft Magic Arms and Armor, *disintegrate*; Price 50,170 gp; Cost 25,170 gp + 2,000 XP.

ADAMANTINE BREASTPLATE

This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/–.
No aura (nonmagical); Price 10,200 gp.

BANDED MAIL OF LUCK

Ten 100-gp gems adorn this *+3 banded mail*.
Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled.
He must take whatever consequences come from the second roll, since not all luck is good.
The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.
Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 700 XP.

BREASTPLATE OF COMMAND

This finely crafted *+2 breastplate* radiates a powerful aura of magic.
When worn, the armor bestows a dignified and commanding aura upon its owner.
The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks.
The wearer also gains a +2 competence bonus to his Leadership score (see page 106).
Friendly troops within 360 feet of the user become braver than normal (for example, more willing than normal to follow a leader into battle against dangerous foes).
Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.
Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price 25,400 gp; Cost 10,975 gp + 850 XP.

CASTER'S SHIELD

This *+1 light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll.
A spell so scribed has only half the base raw material cost (see page 287).
Experience point and component costs remain the same.

The strip cannot accommodate spells of higher than 3rd level.
The strip is reusable.
A random *caster's shield* has a 50% chance of having a single medium scroll spell on it.
The spell is divine (01–80 on d%) or arcane (81–100).
A *caster's shield* has a 5% arcane spell failure chance.
Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 120 XP.

CELESTIAL ARMOR

This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence.
It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%.
It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day.
Faint transmutation [good]; CL 5th; Craft Magic Arms and Armor, creator must be good, *fly*; Price 22,400 gp; Cost 12,550 gp + 1,004 XP.

DARKWOOD BUCKLER

This nonmagical light wooden shield is made out of darkwood and often favored by rogues and wizards.
It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.
It weighs 2-1/2 pounds and has no armor check penalty.
No aura (nonmagical); Price 205 gp.

DARKWOOD SHIELD

This nonmagical heavy wooden shield is made out of darkwood.
It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.
It weighs 5 pounds and has no armor check penalty.
No aura (nonmagical); Price 257 gp.

DEMON ARMOR

This plate armor is fashioned to make the wearer appear to be a demon.
The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth.
This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a *contagion* spell (Fortitude DC 14 negates).
Use of *contagion* requires a normal melee attack with the claws.
The "claws" are built into the armor's vambraces and gauntlets.
The armor bestows one negative level on any nonevil creature wearing it.
This negative level persists as long as the armor is worn and disappears when the armor is removed.
The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.
Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *contagion*; Price 52,260 gp; Cost 26,130 gp + 2,090 XP.

DRAGONHIDE PLATE

This suit of full plate is made of dragonhide, rather than metal, so druids can wear it.
It is otherwise identical to masterwork full plate.
No aura (nonmagical); Price 3,300 gp.

DWARVEN PLATE

This full plate is made of adamantine, giving its wearer damage reduction of 3/–.
No aura (nonmagical); Price 16,500 gp.

ELVEN CHAIN

This extremely light chainmail is made of very fine mithral links.
Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small.
The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2.
It is considered light armor and weighs 20 pounds.
No aura (nonmagical); Price 4,150 gp.

LION'S SHIELD

This +2 *heavy steel shield* is fashioned to appear to be a roaring lion's head.
Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage.
This attack is in addition to any actions performed by the wielder.
Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally* IV; Price 9,170 gp; Cost 4,670 gp + 360 XP.

MITHRAL FULL PLATE OF SPEED

As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day.
The duration of the *haste* effect need not be consecutive rounds.
Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small.
The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3.
It is considered medium armor (see Mithral, page 284) and weighs 25 pounds.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *haste*; Price 26,500 gp.

MITHRAL HEAVY SHIELD

This heavy shield is made of mithral and thus is much lighter than a standard steel shield.
It has a 5% arcane spell failure chance and no armor check penalty.
It weighs 5 pounds.
No aura (nonmagical); Price 1,020 gp.

MITHRAL SHIRT

This extremely light chain shirt is made of very fine mithral links.
Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small.
The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty.
It is considered light armor (see Mithral, page 284) and weighs 10 pounds.
No aura (nonmagical); Price 1,100 gp.

PLATE ARMOR OF THE DEEP

This +1 *full plate* is decorated with a wave and fish motif.
The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks.
The wearer can breathe underwater and can converse with any creature with a language that breathes water.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; Price 24,650 gp; Cost 17,150 gp + 600 XP.

RHINO HIDE

This +2 *hide* armor is made from rhinoceros hide.
In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull's strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP.

SPINED SHIELD

This +1 *heavy steel shield* is covered in spines.
It acts as a normal spiked shield.
On command up to three times per day, the shield's wearer can fire one of the shield's spines.
A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/×2).
Fired spines regenerate each day.
Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP.

WINGED SHIELD

This round heavy wooden shield has a +3 enhancement bonus.
Small, feathered wings encircle the shield.
Once per day it can be commanded to *fly* (as the spell), carrying the wielder.
The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP.

GHOSTWALK (3.0)

BREASTPLATE OF KALTAR

This +1 *undead controlling breastplate* was made by a Tereppekian Orcus-worshiper for his evil lieutenant.
A ram's skull is engraved on the front of the armor, and an intricate pattern of smaller human and ram skulls decorates all other flat surfaces of the armor.
Kaltar led a series of raids on Ghostwalk caravans in the Undercity, but vanished several years ago.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *control undead*; *Market Price*: 25,350 gp; *Cost to Create*: 12,850 gp + 1,000 XP.

HOLORAN'S CHAINMAIL

Worn by a famous hero of Aluvan's faith, this set of +2 *negative energy protection undead disrupting chainmail* bears Aluvan's symbol on the shoulder plate.
Holoran fell in the Liche War, and the current location of his armor is unknown.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *disrupt undead*, *negative energy protection*; *Market Price*: 36,300 gp; *Cost to Create*: 18,300 gp + 1,440 XP.

HEROES OF BATTLE (3.5)

ARMOR OF TRANSPORT

This +2 *mithral breastplate* is prized by quick-strike forces in battle.
Once per day on command the wearer can use *dimension door*, as the spell.
Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *dimension door*; Price 25,300 gp; Cost 12,900 gp + 976 XP.

OVERHEAD SHIELD

This +2 *large steel shield* can provide nearly complete protection against attacks originating from above.
Once per day the bearer of an *overhead shield* can raise it skyward and command a horizontal *wall of force* into existence.
The *wall of force* has a 20-foot radius and hovers 5 feet above the wielder, remaining above her as she moves.
It blocks all attacks from above, including catapult attacks and indirect volley fire.
The *wall of force* lasts as long as the wielder concentrates, up to a maximum of 10 rounds.
The bearer must also keep her shield arm raised while the wall is active, so she gains no benefit to AC from her shield while the *wall of force* is present.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *wall of force*; Price 24,170 gp; Cost 12,170 gp + 480 XP.

LIBRIS MORTIS (3.5)

EXOSKELETON

This armor is prepared from an undead skeleton.
The armor essentially covers your upper body with a rib structure, providing protection equal to that of a +2 *breastplate* and granting damage reduction 5/bludgeoning.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *animate dead*; Price 49,500 gp; Weight 30 lb.

GHOUL SHELL

A suit of ghoul shell armor consists of shaped and fitted sections of ghoul hide sewn and interlocked to cover the entire body, save for head, hands, and feet.
Necromantic residue remaining in the ghoul shell keeps the armor pliant and responsive.
This suit of +3 *leather armor* allows its wearer to make up to three *ghoul touch* attacks per day, Fortitude DC 15.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 35,230 gp; Weight 15 lb.

GHOST SHROUD

A ghost shroud appears as a winding cloth in which the body is wrapped, as if for burial.
The shroud sometimes appears, appropriately enough, ghostly and partially translucent.
A ghost shroud precludes wearing any other kind of armor.
A ghost shroud grants a +4 deflection bonus and allows its wearer to make all attacks as if with a ghost touch weapon or effect.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 35,000 gp; Weight —.

SHADOW VEIL

A shadow veil appears as a indistinct, enveloping covering.
A shadow veil precludes wearing any other kind of armor.
A shadow veil grants a +2 deflection bonus.
Someone wearing a shadow veil is hard to distinguish in shadow, and is treated as if having concealment (20% miss chance) against creatures without darkvision, blindsight, or other sensory apparatus that does not rely on light.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 10,000 gp; Weight —.

VAMPIRE HIDE

This armor is prepared from a single layer of vampire skin.
Necromantic residue remaining in the *vampire hide* keeps the armor pliant and responsive.
In addition to providing the protective qualities of +3 *studded leather*, *vampire hide* grants the wearer damage reduction 5/silver and magic.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 63,325 gp; Weight 20 lb.

WIGHT SHIELD

A wight shield is a +1 *light steel shield* covered in the undead hide of a wight.
You can bash an opponent with a wight shield, using it as an off-hand weapon.
See Table 7–5: Weapons on page 116 of the *Player's Handbook* for the damage dealt by a shield bash.
Used this way, a wight shield is a martial bludgeoning weapon.
For the purpose of penalties on attack rolls, treat a wight shield as a light weapon.
If you use your shield as a weapon, you lose its Armor Class bonus until your next action (usually until the next round).
An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it.
When you successfully deal damage to a living creature with a wight shield bash, the creature must make Fortitude save DC 14 or gain a negative level.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 16,309 gp; Weight 6 lb.

WRAPPED TOWER

A wrapped tower is a +2 *tower shield* wrapped in the funerary wrappings of an undead mummy.
Once per day, the wielder can use the *wrapped tower* for total cover and the mere sight of the mummy-like façade requires all viewers in front of the shield to succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 6,330 gp; Weight 45 lb.

ZOMBIE HIDE

This armor is prepared from a single layer of zombie hide.
While stiff, the joints provide some flexibility.
This +1 *hide armor* grants the wearer damage reduction 5/slashing.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *animate dead*; Price 46,315 gp; Weight 25 lb.

LORDS OF MADNESS (3.5)

DAMPSUIT

A dampsuit is a close-fitting bodysuit of slick leather that covers a mind flayer from head to toe.
It seals in a creature's precious body moisture when the illithid ventures away from the dark, clammy warrens where it normally lives.

The suit itself consists of several complex layers, each moistened and lubricated with mucus for easy movement. The suit traps all moisture that escapes from the wearer's body and recirculates it.
Wearing a dampsuit, a mind flayer can operate in dry, hot conditions that would quickly exhaust or kill an unprotected illithid.
Under normal conditions, a mind flayer's tentacles remain curled up inside a special pouch designed for just that purpose on the front of the suit.
When needed, they can be thrust out through a valve in the face mask, then withdrawn (along with a brain) when their work is done.
A dampsuit is a suit of *+1 slick leather armor* that protects its wearer with an *endure elements* effect.
Faint abjuration; CL 4th; Craft Magic Arms and Armor, *endure elements*, *grease*; Price 6,910 gp; Cost 3,535 gp.

MAGIC OF FAERÛN (3.0)

CORMYRIAN GREATSHIELD

These *+1 arrow deflection large steel shields* are popular among those who hunt evil humanoids in the Storm Horns. They are easily recognizable by the insignia of a purple dragon standing upon a broken arrow.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: 9,170 gp; *Cost to Create*: 4,670 gp + 360 XP.

LAERAL'S SPELL SHIELD

Named for Laeral Silverhand Arunsun, who created the first shield of this type, this *+1 large steel shield* gives the wielder spell resistance 17 against all spells with the force descriptor.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *shield*, *wall of force*, *spell resistance*; *Market Price*: 9,170 gp; *Cost to Create*: 4,670 gp + 360 XP.

LAERAL'S STORM ARMOR

This *+2 fire and lightning resistance full plate armor* is made of a nonmetallic material (rumored to be native to another plane) that does not conduct electricity.
The wearer is never hindered or moved against her will by strong winds.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *gust of wind*, *resist elements*, creator must be at least 6th level; *Market Price*: 66,650 gp; *Cost to Create*: 34,150 gp + 2,600 XP.

SHIELD OF VIGILANCE

This *+1 bashing shock large steel shield* bears the upright gauntlet symbol of Torm.
Many items of its kind exist, and they are greatly prized by the followers of Torm.
Rumors exist of a more powerful version of the shield that reflects all electricity attacks back upon their source.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*, *call lightning* or *lightning bolt*; *Market Price*: 9,170 gp; *Cost to Create*: 4,670 gp + 360 XP; *Weight*: 15 lb.

STORM ARMOR OF THE EARTH'S CHILDREN

This *+1 cold, fire, and lightning resistance full plate armor* only resizes to fit dwarves, gnomes, or halflings.
Caster Level: 5th; *Prerequisite*: Craft Magic Arms and Armor, *resist elements*, creator must be a dwarf, gnome, or halfling; *Market Price*: 111,650 gp; *Cost to Create*: 56,650 gp + 4,400 XP.

MASTERS OF THE WILD (3.0)

GRAY IRONWOOD SUIT

When first found, this *+2 full plate* often appears to be made of steel.
In actuality, it is composed of wood that has been permanently rendered into *ironwood*.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *ironwood*; *Market Price*: 137,650 gp.

EQUERRY'S ARMOR

This armor appears to be finely crafted *+2 full plate* specifically cut for someone who fights from atop a mount. Its wearer gains a +1 competence bonus on Ride checks. In addition, equerry's armor grants the wearer's mount a +2 enhancement bonus to Dexterity and increases its speed by +10 feet.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 10,670 gp.

ORIENTAL ADVENTURES (3.0)

CELESTIAL TESSEN

This *+1 tessen of blinding* can create a ray of *searing light* once per day in addition to its blinding ability.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *searing light*; *Market Price*: 14,962 gp; *Cost to Create*: 7,562 + 296 XP.

DEVATA ARMOR

This bright silver or gold *+1 chainmail* is so fine and light that it can be worn under normal clothing without revealing its presence.
It can also be worn under a chaharaina or with dastana.
It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%.
It is considered light armor, and it allows the wearer to *fly* on command (as the spell) once per day.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, creator must be good; *Market Price*: 25,300 gp; *Cost to Create*: 12,800 gp + 1,000 XP.

ONI ARMOR

This great armor is fashioned to make the wearer appear like an oni.
The helmet is shaped to resemble a horned oni's head, while the mempo (face mask) carries a hideous demonic visage.
This *+4 great armor* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and increase the target's Taint score by 1.
The "claws" are built into the armor's kote.
The armor bestows one negative level on any untainted creature wearing it.
This negative level persists as long as the armor is worn and disappears when the armor is removed.
The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *cloud of Taint*; *Market Price*: 42,350 gp; *Cost to Create*: 22,350 gp + 1,600 XP.

SHAMAN'S BONES

This *+2 bone* armor has a protective spirit bound to it.
It grants the wearer a +2 resistance bonus on all saving throws.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resistance*, creator must be at least 6th level; *Market Price*: 12,170 gp; *Cost to Create*: 6,170 gp + 240 XP.

PLAYER'S GUIDE TO FAERÛN (3.5)

CAPTAIN AERAD'S SHIELD

Once wielded by a legendary dwarf hero of Ammarindar, this shield is currently believed to rest in Hellgate Keep.
Legends say that *Captain Aerad's shield* could shatter any weapon that struck it, but in fact it is merely a *+3 heavy steel shield*.
Its legendary weapon-breaking prowess was a function of the crude bronze weapons that Aerad's foes wielded against him, not of powerful magic.
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, creator must be 9th level; Price 9,170 gp; Cost 4,670 gp + 360 XP; Weight 15 lb.

DRAGONHEART ARMOR

Worn by one of the last kings of Ammarindar, this dwarf-sized suit of armor is *+1 red dragonhide scale mail*.
In addition to its normal protective properties, it bestows resistance to fire 10 upon its wearer.
Faint abjuration; CL 3rd, Craft Magic Arms and Armor, *resist energy*; Price 25,400 gp; Cost 12,900 gp + 1,000 XP; Weight 30 lb.

RACES OF FAERÛN (3.0)

CALISHITE MAIL

This *+1 cooling chainmail* is much sought after along the shores of the Shining Sea, particularly in the vicinity of the Calim Desert, where the extreme temperature effectively prevents the wearing of most types of armor.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *endure elements*; *Market Price*: 3,840 gp; *Cost to Create*: 2,070 gp + 166 XP.

EARTHSKIN

This *+1 dendritic armor* is fashioned by urdunnir dwarves, who can simply *stone walk* into and out of the living crystal armor whenever they don't need to wear it.
Others must succeed on a Strength check (DC 22) to break out of the armor.
If even part of the *earthskin* survives damage, however, it regrows in 8 hours.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 3,150 gp; *Cost to Create*: 2,650 gp + 40 XP.

ROARING ARMOR OF AMMARINDAR

These twelve sets of *+2 breastplate* are decorated with silver elven runes on the front and are carved with a bear or dragon head on the back.
Any nonmagical arrow, bolt, sling bullet, or similar missile that strikes the wearer of the armor for 10 or fewer points of damage is automatically turned back by the armor to strike at the creature that fired it (the damage is re-rolled against the attacker and the wearer suffers no damage from the attack).
Because the bear or dragon head on the armor roars whenever danger approaches from the rear, the wearer gains the uncanny dodge ability of a 6th-level rogue (he retains his Dex bonus to AC even when flat-footed or struck by an invisible attack, and cannot be flanked except by a rogue of at least 10th level).
All twelve of these breastplates are believed to be in the hands of the tanarukks of Hellgate Keep, who plundered them from Ammarindar.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *protection from arrows*, *true seeing*; *Market Price*: 49,350 gp; *Cost to Create*: 24,850 gp + 1,960 XP.

RACES OF THE WILD (3.5)

BEARSKIN ARMOR

A favorite of many elf fighters and barbarians, this *+5 breastplate* has an outer layer of shaggy brown or black fur.
The wearer can use *bear's endurance* on himself once a day.
The armor also gives the wearer a +2 competence bonus on grapple checks.
For up to 10 rounds a day, the wearer gains the scent special quality (see page 314 of the *Monster Manual*).
Activating this effect is a free action; the rounds when this effect is in use need not be continuous.

As a free action, the wearer can cause the armor to sprout a pair of claws (dealing 1d6 points of damage for a Medium wearer, or 1d4 for a Small one).
When using the claws, the wearer's natural reach increases by 5 feet.
The wearer can attack with both claws as though they were natural weapons.
With the full attack action, he can use both claws at his full attack bonus, provided he does not attack with any other weapons during his full attack.
When using this option, the wearer does not get extra attacks due to a high base attack bonus.
Alternatively, the wearer can use a single claw to make an attack as a natural secondary weapon (–5 on the attack roll, no effect on the wearer's other attacks).
The character cannot use the claw as a natural secondary attack if he already has made an off-hand attack, or vice versa.
The wearer can use the claws for up to 10 rounds a day, and those rounds need not be continuous.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bear's endurance*, *polymorph* or wild shape ability; Price 38,550 gp; Cost 19,450 gp + 1,528 XP.

FOXHIDE ARMOR

This +2 *leather armor* has an outer layer covered with red-gold or gray fur with white trim.
The armor wearer can use *fox's cunning* on herself once a day.
The armor also gives the wearer a +2 competence bonus on Hide and Move Silently checks.
For up to 10 rounds a day, the wearer gains the scent special quality (see page 314 of the *Monster Manual*).
Activating this effect is a free action; the rounds when this effect is in use need not be continuous.
Once per day, the wearer can use *pass without trace* on herself; while the spell is in effect, the wearer also gains the woodland stride ability (see page 36 of the *Player's Handbook*).
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *fox's cunning*, *pass without trace*, *polymorph* or wild shape ability; Price 18,960 gp; Cost 9,560 gp + 752 XP.

HAWKFEATHER ARMOR

This +3 *studded leather* armor is popular with halfling and elf rogues and bards.
It has an outer layer covered with golden feathers.
The armor wearer can use *eagle's splendor* on himself once a day.
The wearer gains a +8 competence bonus on Spot checks while wearing the armor.
For up to 10 rounds a day, the wearer can sprout wings and fly at a speed of 60 feet (good), provided he carries no more than a light load.
Activating this effect is a free action; the rounds in which this effect is in use need not be continuous.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *eagle's splendor*, *polymorph* or wild shape ability; Price 28,775 gp; Cost 14,475 gp + 1,144 XP.

OWLFEATHER ARMOR

This +1 *leather* armor is popular with folk who wish to spend time with the raptorans.
The armor has an outer layer covered with gray feathers speckled with black.
The armor wearer can use *owl's wisdom* on herself once a day.
The wearer gains a +8 competence bonus on Spot checks made in areas of shadowy illumination.
The wearer also receives a +4 competence bonus on Listen and Move Silently checks.
For up to 10 rounds a day, the wearer can sprout wings and fly at a speed of 40 feet (good), provided she carries no more than a light load.
Activating this effect is a free action; the rounds in which this effect is in use need not be continuous.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *owl's wisdom*, *polymorph* or wild shape ability; Price 20,175 gp; Cost 10,525 gp + 828 XP.

TIGERSKIN ARMOR

This +4 *chain shirt* is popular with elf rangers.
It has an outer layer of striped fur.
The armor wearer can use *cat's grace* on herself once a day.
The armor also gives the wearer a +2 competence bonus on Hide checks.
In areas of tall grass or undergrowth, the Hide bonus increases to +4; the wearer also receives a +2 competence bonus on Climb, Jump, and Swim checks.
In each case, the armor's armor check penalty applies normally.
For up to 10 rounds a day, the wearer gains the scent special quality (see page 314 of the *Monster Manual*).
Activating this effect is a free action; the rounds when this effect is in use need not be continuous.
As a free action, the wearer can cause the armor to sprout a pair of claws (dealing 1d4 points of damage for a Medium wearer, or 1d3 for a Small one).
The wearer can attack with both claws as though they were natural weapons.
With the full attack action, she can use both claws at her full attack bonus, provided she does not attack with any other weapons during her full attack.
When using this option, the wearer does not get extra attacks due to a high base attack bonus.
Alternatively, the wearer can use a single claw to make an attack as a natural secondary weapon (–5 on the attack roll, no effect on the wearer's other attacks).
The character cannot use the claw as a natural secondary attack if he already has made an off-hand attack, or vice versa.
The wearer can use the claws for up to 10 rounds a day, and those rounds need not be continuous.
If the wearer of *tigerskin armor* charges a foe while using the claws, she can make a full attack against the foe (clawing twice at her full attack bonus).
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *cat's grace*, *polymorph* or wild shape ability; Price 33,150 gp; Cost 6,750 gp + 1,312 XP.

SAVAGE SPECIES (3.0)

KYTON ARMOR

This *+1 mithral shirt* looks like an unraveling sweater because of the strips of chain hanging from the hem.
Once per round the wearer may command one of the strips to activate for up to 5 rounds.
When first made, this armor has five chain strips capable of animation, but combat may destroy some of them.
The strips function like Small animated objects.
The strips fight independently of the wearer and attack as +1 weapons.
They do not attack any friend or ally of the wearer unless he commands them to do so.
If no chains are left, the armor remains a *+1 mithral shirt.*
Animated Chain Strips (1 to 5): CR 1; Small construct; HD 1d10; hp 5; Init +1; Spd 0 ft.; AC 14, touch 12, flat-footed 13; Atk +2 melee (1d6+1, *+1 chain rake*); SQ construct traits; AL N; SV Fort +0, Ref +1, Will –5; Str 10, Dex 12, Con –, Int –, Wis 1, Cha 1.
Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; cannot heal damage; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.
When wearing this armor, a kyton cannot use its dancing chains ability with the animated chain strips.
It can, however, use that ability with up to four other chain strips that can be hung from the hem.
Weight: 25 lb.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *animate object*; *Market Price*: 13,980 gp.

SERPENT ARMOR

This *+3 leather armor* appears to be made from the skin of one or more big snakes.
Though some claim serpent armor is made of naga hide, no one has proven it.
In addition to its value as armor, serpent armor provides its wearer a +2 insight bonus on Reflex saving throws, and the wearer acts as if she had the Combat Reflexes feat.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: 21,660 gp.
Weight: 15 lb.

WIGHT ARMOR

This *+1 shadow studded leather armor* gives the wearer darkvision to a range of 60 feet and the protection of *invisibility to undead* as if cast by a 5th-level cleric.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *invisibility to undead*; *Market Price*: 26,175 gp.
Weight: 20 lb.

SILVER MARCHES (3.0)

SILVER MAIL OF THE UNICORN QUEEN

This *+1 elven chainmail* bears a small symbol of Lurue at the center of the chest.
The wearer is protected as if carrying a *periapt of proof against poison* and may cast *cure light wounds* three times per day.
The wearer gains a +4 competence bonus to Charisma-based skill checks as they relate to dealings with good-aligned magical beasts such as unicorns, pegasi, and giant eagles.
The armor bestows one negative level on any nongood creature wearing it.
This negative level persists as long as the armor is worn and disappears when the armor is removed.
The negative level never results in actual level loss, but the wearer cannot overcome it in any way (including with *restoration* spells) while wearing the armor.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*, *neutralize poison*; *Market Price*: 23,950 gp; *Cost to Create*: 14,050 gp + 792 XP.

SONG AND SILENCE (3.0)

BARRICADE BUCKLER

The correct command word transforms this *+1 buckler* into a tower shield.
Like any other tower shield, it does not modify AC directly; rather, it provides up to total cover for any one character behind it.
A second command word shrinks the *barricade buckler* back to its original size.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *enlarge*; *Market Price*: 4,165 gp; *Weight*: 5 lb.
in buckler form, 45 lb.
in tower shield form.

SINGING SWORD

This intelligent *+2 dancing longsword* is a unique weapon that has been passed from bard to bard over the centuries.
It loves two things to the exclusion of all others: singing and fighting.
If its owner doesn't display a passion for both of those activities, a personality conflict occurs (see the Items Against Characters section in Chapter 8 of the *Dungeon Master's Guide*).
Should that occur, the sword demands that its owner either actively share its interests (by gaining ranks in Perform and perhaps even taking up the bard class) or turn it over to a more suitable owner.
In the hands of a bard who enjoys battle, however, the singing *sword* truly shines.
Not only is it a formidable weapon in combat, but it can also harmonize with its owner, granting him a +6 enhancement bonus on any Perform checks that involve singing.

For the first few weeks after acquiring a suitable new owner, the *singing sword* is content and eager to please.
Over time, however, personality conflicts can occur if other characters (especially lawful ones) prevent the bard from singing or fighting.
The *singing sword* always urges its owner forward into combat and up onto the stage at every opportunity.
The *singing sword* has 10 ranks in Sense Motive, which, combined with its Wisdom modifier, give it a total bonus of +14 on Sense Motive checks.
In addition, the sword can *detect law*, and it grants its wielder free use of the Blind-Fight feat.
Finally, it can cast *haste* (duration 10 rounds) on its wielder once per day.
The *singing sword* is chaotic neutral, with Int 11, Wis 19, Cha 15, and Ego 19.
It speaks Common and can communicate telepathically with any creature that has a language.
Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, *animate objects*, *detect law*, *haste*; *Market Price*: 127,855 gp; Weight: 4 lb.

STORMWRACK (3.5)

ELECTRIC EEL HIDE

This suit of +2 *buoyant slick hide armor* is black and slimy looking.
Opponents that hit the wearer with natural weapons, unarmed attacks, or weapons composed mostly of metal (such as a sword or pick, but not a wooden-hafted spear) take 1d6 points of electricity damage.
In addition, three times per day, on command, the wearer can deal 5d6 points of electricity damage by making a melee touch attack.
Underwater, the wearer can instead spend a daily use to produce an electrified burst with a 5-foot radius.
All creatures within this area other than the wearer take 2d6 points of electricity damage.
Moderate conjuration, evocation, and transmutation; CL 9th; Craft Magic Arms and Armor, *freedom of movement*, *grease*, *shocking grasp*; Price 23,015 gp; Cost 11,590 gp + 914 XP.

WINDRUNNER'S SHIRT

This +1 *mithral shirt* seems to ripple and flash like sunlight on running water.
On command, the wearer can extrude sail-like membranes that reach from wrist to knee.
By spreading her arms, the wearer causes these sails to fill with air and push her along the surface water with the speed of a small sailcraft in a moderate wind.
(The wearer can choose to take advantage of existing winds instead).
The wearer can use this ability for up to 1 hour each day.
The duration of the effect need not be consecutive.
Moderate conjuration, evocation, and transmutation; CL 6th; Craft Magic Arms and Armor, *favorable wind*, *minor creation*, *water walk*; Price 20,820 gp; Cost 10,960 gp + 789 XP.

UNDERDARK (3.5)

CORTICAL ARMOR

This +1 *halfweight illithidwrought full plate armor* is formed from articulated plates of leaf-thin, mucous-coated steel.
(Illithidwrought armor grants a psionic wearer an additional +2 insight bonus to Armor Class, so *cortical armor* functions as +3 *full plate armor* when worn by such a creature.
When worn by a nonpsionic creature, it functions as +2 *full plate armor*).
The wearer is also continuously protected by a *mind blank* effect (caster level 15th).
Strong varied; CL 15th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, *mind blank*, psionic creature; Price 146,650 gp; Cost 74,150 gp + 5,800 XP.

DEATH ARMOR (DROW)

This +3 *glamered shadow slick silent drowcraft spiked leather armor* is legendary.
While wearing it, an Underdark assassin can complete his mission under almost any conditions and in any guise.
In addition to its other properties, it allows the wearer to use *greater invisibility* (caster level 8th) on himself once per day, as a standard action.
Strong varied; CL 12th; Craft Magic Arms and Armor, *contingency*, *disintegrate*, *greater invisibility*, drow; Price 75,730 gp; Cost 37,970 gp + 3,021 XP.

EXOARMOR (ILLITHID)

This +2 *illithidwrought full plate armor* is composed of bulky, reinforced metallic plates and braces interwoven between thin metallic layers that give the wearer a carapaced look.
(Illithidwrought armor grants a psionic wearer an additional +2 insight bonus to Armor Class, so *exoarmor* functions as +4 *full plate armor* when worn by a psionic creature.
When worn by a nonpsionic creature, it functions as +3 *full plate armor*).
Exoarmor also grants its wearer a +4 enhancement bonus to Strength and Constitution.
Moderate divination and transmutation; CL 8th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, *bull's strength*, *bear's endurance*, psionic creature; Price 81,650 gp; Cost 41,650 gp + 3,200 XP.

SPECIFIC CURSED ITEMS

ARMS AND EQUIPMENT GUIDE (3.0)

AMULET OF SICKLINESS

This golden disk appears as an *amulet of health* +6 and functions as such until the wearer takes damage from an enemy with a Challenge Rating equal to or greater than his level.
At that moment and thereafter, the amulet imposes a –6 penalty on the wearer's Constitution, including commensurate hit point loss.
Once the curse is activated, an *amulet of sickliness* can be removed only by means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *endurance*, *bestow curse*; *Market Price*: 1,300 gp; *Weight*: —.

ARMOR OF VULNERABILITY

Any type of magic armor can have this property.
Analyze dweomer and similar divinations reveal that the armor protects the wearer from critical hits, like the fortification property.
In fact, all critical rolls against the wearer are automatically successful (so every threat is a critical hit).
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *limited wish* or *miracle*; *Market Price*: +1 bonus.

BELT OF CAT'S STRENGTH

This wide metal-studded leather belt is decorated with images of lions and appears to be a *belt of giant strength* +6.
It functions as such until the wearer attacks an enemy with a Challenge Rating equal to or greater than his level.
At that moment and thereafter, the belt imposes a –6 penalty on the wearer's Strength, and the lion images change to house cats.
Once the curse is activated, a *belt of cat's strength* can be removed only by means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *bull's strength*, *bestow curse*; *Market Price*: 1,300 gp; *Weight*: 1 lb.

CLOAK OF AFFRONT

This handsomely tailored cloak appears to be a *cloak of Charisma* +6 and actually functions as such until the wearer attempts a Bluff or Diplomacy check.
At that moment and thereafter, the cloak imposes a –6 penalty on the wearer's Charisma and makes his personality coarse and grating.
Once the curse is activated, a *cloak of affront* can be removed only by means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *charm monster*, *bestow curse*; *Market Price*: 1,300 gp; *Weight*: 1 lb.

GOGGLES OF NIGHTBLINDNESS

While they appear exactly like *goggles of night*, the effect of these lenses is almost completely opposite.
When first worn, they grant the wearer darkvision with a range of 60 feet.
As soon as the wearer attacks a creature while using darkvision, however, she becomes completely unable to see except in conditions of bright light (such as sunlight or the *daylight* spell) thereafter.
Once the curse is activated, the *goggles of nightblindness* can be removed only be means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *darkvision*, *bestow curse*; *Market Price*: 1,000 gp; *Weight*: —.

HEADBAND OF HOSTILITY

This simple circlet functions as a *headband of intellect* +4.
However, whenever the wearer casts a Conjuration (summoning) or Conjuration (calling) spell, the conjured creature is hostile to the wearer and attacks her instead of her enemies.
Once this function has activated, the headband can be removed only by means of a *remove curse* spell.
A variation of this item that works as a *periapt of Wisdom* +4 also exists.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *charm monster*, *commune* or *legend lore*, *bestow curse*; *Market Price*: 13,000 gp; *Weight*: —.

HEADBAND OF SIMPLEMINDEDNESS

This device appears to be a *headband of intellect* +6 and functions as such until the wearer attempts a skill check based on Intelligence.
At that moment and thereafter, the headband imposes a –6 penalty on the wearer's Intelligence.
Once the curse is activated, a *headband of simplemindedness* can be removed only by means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *commune* or *legend lore*, *bestow curse*; *Market Price*: 1,300 gp; *Weight*: —.

NECKLACE OF THE VAMPIRE

This elegant necklace is formed of bloodstones, and a large ruby hangs at its center.
To all appearances, it is a beneficial and powerful item, granting several magical abilities to its wearer.
It grants the wearer darkvision with a range of 60 feet and doubles her rate of natural healing.
Three times per day, the wearer can use *vampiric touch*.
Once per day, she can use *finger of death*.
The first time the wearer uses *finger of death*, the necklace adheres itself to the wearer.
At this point it cannot be removed unless the wearer dies or a *remove curse* is cast.

The evil magic of the necklace is such that it entices the wearer to use this power, causing the command word to spring to mind every time she becomes angry, for example. Each successive use of that power causes the necklace to become more and more a part of the wearer's body, gradually being covered over with skin until, after ten uses of the power, the ruby of the necklace reaches the wearer's heart, killing her forever and turning her into a vampire.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *create greater undead*, *finger of death*, *vampiric touch*; *Market Price*: 90,000 gp; *Weight*: —.

PERIAPT OF OBLIVION

A black pearl on a light silver chain, this amulet appears to be a *periapt of Wisdom +6* and functions as such until the wearer attempts a Spot or Listen check.
At that moment and thereafter, the periapt imposes a –6 penalty on the wearer's Wisdom.
Once the curse is activated, a *periapt of oblivion* can be removed only by means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *commune* or *legend lore*, *bestow curse*; *Market Price*: 1,300 gp; *Weight*: —.

DUNGEON MASTER'S GUIDE 3.0 (3.0)

–2 SWORD, CURSED

This longsword gives off a magical aura and performs well against targets in practice, but when used against an opponent in combat, it penalizes its wielder's attack rolls by –2.
Only by careful observation can this penalty be detected.
All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit.
After one week in the character's possession, the sword always forces her to employ it rather than another weapon.
The sword's owner automatically draws and fights with it even when she meant to draw or ready some other weapon.
It can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; *Market Price*: 1,500 gp.

AMULET OF INESCAPABLE LOCATION

This device is typically worn on a chain or as a brooch.
It appears, to magical analysis, to prevent location, scrying (*crystal ball* viewing and the like), or detection or influence by *detect thoughts* or *telepathy*.
Actually, the amulet doubles the likelihood and/or range of these location and detection modes.
Item identification attempts, including *identify*, *analyze dweomer*, *detect magic*, and so on, do not reveal its true nature.
Caster Level: 10th; *Prerequisites*: Create Wondrous Item, *bestow curse*; *Market Price*: 1,000 gp.

ARMOR OF ARROW ATTRACTION

Magical analysis indicates that this armor is a normal suit of +3 full plate.
However, the armor is cursed, It works normally in regard to melee attacks but actually serves to attract ranged weapons.
The wearer has twice the normal chance to be selected as a random target of a ranged weapon.
In cases where each individual in a group is the target of a set number of ranged weapons (such as in large-scale combats with multiple archers), the wearer has twice as many weapons fired at him.
Furthermore, the magical protection of the armor does not apply for ranged attacks.
The true nature of the armor does not reveal itself until the character is fired upon in earnest—simple experiments (throwing rocks, for example) do not suffice.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: 9,000 gp.

ARMOR OF RAGE

This armor is similar in appearance to *armor of command* and functions as a suit of *+1 full plate*.
However, when it is worn, the armor causes the character to suffer a –4 Charisma penalty.
All unfriendly characters within 300 feet have a +1 morale bonus on attacks 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).
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: 1,600 gp.

BAG OF DEVOURING

This bag appears to be an ordinary sack.
Detection for magical properties makes it seem as if it were a *bag of holding*.
The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.
Any substance of animal or vegetable nature is subject to "swallowing" if thrust within the bag.
The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in.
The bag has a Strength of 23 for purposes of pulling someone in.
The bag radiates magic and can hold up to 30 cubic feet of matter.
It acts as a *bag of holding* (*bag 1*), but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or other plane.
Creatures drawn within are consumed in 1 round, eaten, and gone forever.

Caster Level: 17th; *Prerequisites*: In effect, this is a minor artifact and cannot be created; *Market Price*: 15,500 gp (but note that the bag cannot be created, since it is a creature).

BOOTS OF DANCING

These boots initially function as one of the other types of useful boots (DM's choice) and are indistinguishable from other magic boots.
But when the wearer is in (or fleeing from) melee combat, the *boots of dancing* impede movement, making him behave as if *Otto's irresistible dance* had been cast upon him.
Only a *remove curse* enables the boots to be removed once their true nature is revealed.
Caster Level: 16th; *Prerequisites*: Create Wondrous Item, *Otto's irresistible dance*; *Market Price*: 30,000 gp.

BRACERS OF DEFENSELESSNESS

These appear to be +5 *bracers of armor* 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 inflict a –5 penalty to AC.
Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.
Caster Level: 16th; *Prerequisites*: Create Wondrous Item, *mage armor, bestow curse*; *Market Price*: 1,200 gp.

BROOM OF ANIMATED ATTACK

This is indistinguishable in appearance from a normal broom, except that detection spells reveal it to be magical.
It is identical to a *broom of flying* by all tests short of attempted use.
Using it reveals that a *broom of animated attack* is a very nasty item.
If a command ("Fly", "Go", "Giddy-up", or some similar command) is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet).
The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.
The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round).
It attacks with a +5 bonus on each attack.
The straw end causes blindness for 1 round if it hits.
The handle causes 1d6 points of damage when it hits.
The broom has an AC of 13, 18 hit points, and a hardness of 4.
Caster Level: 10th; *Prerequisites*: Create Wondrous Item, *fly*, *animate objects*; *Market Price*: 5,200 gp.

CLOAK OF POISONOUSNESS

This cloak is usually made of a wool-like material, although it can be made of leather.
It radiates magic.
The cloak can be handled without harm, but as soon as it is actually donned the wearer is stricken stone dead unless she succeeds at a Fortitude save (DC 28).
A *detect poison* spell registers the poison impregnated in the fabric.
Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell—this destroys the magical properties of the cloak.
If a *neutralize poison* spell is then used, it may be possible to revive the victim with a *raise dead* or resurrection spell, but not before.
Caster Level: 15th; *Prerequisites*: Create Wondrous Item, poison, and *limited wish* or *miracle*; *Market Price*: 62,000 gp.

CRYSTAL HYPNOSIS BALL

This cursed item is indistinguishable from a normal *crystal ball*.
It radiates magic, but not evil, to appropriate detection spells.
In fact, it doesn't function as a *crystal ball* at all.
However, anyone attempting to use the scrying device becomes hypnotized, and a telepathic suggestion is implanted in his mind (Will negates DC 19).
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.
(The DM should choose the controller to fit his or her campaign).
Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool.
The DM decides whether to make this a gradual or sudden affair, according to the surroundings and circumstances peculiar to the finding of the *crystal hypnosis ball* and the character locating it.
Note that throughout this time, the user remains unaware of his subjugation.
Caster Level: 17th; *Prerequisites*: In effect, this is a minor artifact and cannot be created by a player character; *Market Price*: — (cannot be created).

DUST OF SNEEZING AND CHOKING

This fine dust appears to be either *dust of appearance* or *dust of disappearance*.
If cast into the air, however, it causes those within a 20-foot spread to fall into fits of sneezing and coughing.
Those failing a Fortitude save (DC 15) take 2d6 points of temporary Constitution damage immediately.
In addition, those failing a second Fortitude save (DC 15) 1 minute later are dealt 1d6 points of temporary Constitution damage.
Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.
Caster Level: 7th; *Prerequisites*: Create Wondrous Item, *poison*; *Market Price*: 2,400 gp.

FLASK OF CURSES

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug.
It has magical properties, but detection does not reveal the nature of the *flask of curses*.
It may contain a liquid, or it may emit smoke.

When the flask is first unstoppered, all within 30 feet must make a Will save (DC 17) or be cursed, suffering a –2 penalty to attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.
Caster Level: 7th; *Prerequisites*: Create Wondrous Item, *bestow curse*; *Market Price*: 2,100 gp.

GAUNTLETS OF FUMBLING

These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, and so on).
In the former instance, they appear to be *gloves of Dexterity*.
In the latter case, they appear to be *gauntlets of ogre power*.
The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation.
At that time, the curse is activated.
The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand.
(If items are held in both hands, roll only once.
If the d% result is 01–50, roll again: even = right hand, odd = left 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*.
Caster Level: 7th; *Prerequisites*: Create Wondrous Item, *bestow curse*; *Market Price*: 1,300 gp.

HELM OF OPPOSITE ALIGNMENT

This metal hat looks like a typical helmet.
When placed upon the head, however, its curse immediately takes effect (Will save negates DC 15).
The alignment of the wearer is radically altered—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG)—to an alignment as different as possible from the former alignment.
Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook.
Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment.
(In fact, he views the prospect with horror and avoids it in any way possible).
If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated.
Note that this is a one-use item: once a *helm of opposite alignment* has functioned, it loses all magical properties.
Caster Level: 12th; *Prerequisites*: Create Wondrous Item, creator must be 12th level; *Market Price*: 4,000 gp; *Weight*: 3 lb.

INCENSE OF OBSESSION

These blocks of incense exactly resemble *incense of meditation*.
If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the priest to become totally confident that her spell ability is superior, due to the magic incense.
The priest is determined to use her spells at every opportunity, even when not needed or when useless.
The priest remains obsessed with her abilities and spells until all are cast or until 24 hours have elapsed.
Caster Level: 6th; *Prerequisites*: Create Wondrous Item, *confusion* or *bestow curse*; *Market Price*: 200 gp.

MACE OF BLOOD

This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again).
The character using this mace must make a Will save (DC 13) every day it is within his possession or become chaotic evil.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; *Market Price*: 16,000 gp.

MEDALLION OF THOUGHT PROJECTION

This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a successful Will save (DC 15) to sort out.
However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself.
These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them.
What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them of her presence.
Caster Level: 7th; *Prerequisites*: Create Wondrous Item, detect thoughts, *ghost sound*; *Market Price*: 1,800 gp.

NECKLACE OF STRANGULATION

A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck.
The necklace immediately constricts, inflicting 6 points of strangulation 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 it loosen, ready for another victim.
Caster Level: 18th; *Prerequisites*: Create Wondrous Item, *slay living*; *Market Price*: 60,000 gp.

NET OF SNARING

This net offers a +3 bonus to attack rolls but can only be used underwater, thus making it a limited item rather than what most would really call a "curse".
Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*; *Market Price*: 10,000 gp.

PERIAPT OF FOUL ROTTING

This engraved gem appears to be of little value.
If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting disease that 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.
Otherwise, the afflicted loses 1 point each of Dexterity, Constitution, and Charisma per week (as if permanently drained).
Caster Level: 10th; *Prerequisites*: Create Wondrous Item, *contagion*; *Market Price*: 17,000 gp.

POTION OF POISON

This potion has lost its once potent magical abilities and has become a potent poison.
The imbiber must make a Fortitude save (DC 16) or take 1d10 points of temporary Constitution damage.
A minute later he must save again (DC 16) or take 1d10 points of temporary Constitution damage.
Caster Level: 12th; *Prerequisites*: Brew Potion, *poison*; *Market Price*: 5,000 gp.

ROBE OF POWERLESSNESS

A *robe of powerlessness* appears to be a robe of another sort, and detection discovers nothing more than the fact that it has a magical aura.
As soon as a character dons this garment, she suffers an immediate –10 effective penalty to Strength and Intelligence scores, forgetting all spells and magic knowledge.
The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by a *heal*.
Caster Level: 13th; *Prerequisites*: Create Wondrous Item, *bestow curse*, *permanency*; *Market Price*: 5,500 gp.

ROBE OF VERMIN

The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection +4*).
However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment.
He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.
The wearer suffers a –5 initiative penalty and a –2 penalty on all attack rolls, saves, and skill checks.
If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.
Caster Level: 13th; *Prerequisites*: Create Wondrous Item, *summon swarm*, creator must be at least 8th level; *Market Price*: 16,500 gp.

RING OF CLUMSINESS

This ring operates exactly like a *ring of feather falling*.
However, it also makes the wearer clumsy.
She suffers a –4 penalty to Dexterity and has a 20% chance of spell failure for all arcane spells that require a somatic component.
(Note: This chance of spell failure stacks with other types of arcane spell failure chances).
Caster Level: 15th; *Prerequisites*: Forge Ring, *feather fall*, *bestow curse*; *Market Price*: 500 gp.

SCARAB OF DEATH

This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs.
However, if it is held for more than 1 round or placed within a soft container (bag, pack, etc).
within 1 foot of a warm, living body for 1 minute, it changes into a horrible burrowing beetle-like creature.
The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death.
A Reflex save (DC 25) allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage.
The beetle then returns to its scarab form.
Note that placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.
Caster Level: 19th; *Prerequisites*: Create Wondrous Item, *slay living*; *Market Price*: 80,000 gp.

SPEAR, CURSED BACKBITER

This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target.
When the curse takes effect, the spear curls around to strike its wielder in the back, automatically striking her for normal damage.
The curse even functions when the spear is hurled, but in that case the damage to the hurler is doubled.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: 2,000 gp.

STONE OF WEIGHT (LOADSTONE)

This stone appears to be a dark, smoothly polished stone.
It reduces the possessor's speed to one-half of normal.
Furthermore, once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person.
If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.
Caster Level: 5th; *Prerequisites*: Create Wondrous Item, *slow*; *Market Price*: 1,000 gp.

SWORD, BERSERKING

This performs by every test, except that of the heat of battle, as a +2 *greatsword*.
However, in actual battle its wielder goes berserk (gaining all benefits and drawbacks of a barbarian rage).

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 curse, others see it as a boon.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *feeblemind*; *Market Price*: 17,500 gp.

VACUOUS GRIMOIRE

A book of this sort is identical in appearance to a normal one on some mildly interesting topic, although a *detect magic* spell reveals it to have a magical aura.
Any character who opens the work and reads so much as a single glyph therein must make two Will saving throws (DC 15 each).
The first is to determine if 1 point of Intelligence is permanently drained.
The second is to find out if 2 points of Wisdom are permanently drained.
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 these other works.
Caster Level: 20th; *Prerequisites*: Create Wondrous Item, *feeblemind*; *Market Price*: 6,000 gp.

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–2 SWORD, CURSED

This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a –2 penalty on attack rolls.
All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit.
After one week in a character's possession, the sword always forces that character to employ it rather than another weapon.
The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon.
The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.
Strong evocation; CL 15th; Craft Magic Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; Price 1,500 gp.

AMULET OF INESCAPABLE LOCATION

This device is typically worn on a chain or as a brooch.
It appears, to magical analysis, to prevent location, scrying (*crystal ball* viewing and the like), or detection or influence by *detect thoughts* or telepathy.
It seems to be an *amulet of proof against detection and location*.
Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.
Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*; Price 1,000 gp.

ARMOR OF ARROW ATTRACTION

Magical analysis indicates that this armor is a normal suit of +3 *full plate*.
However, the armor is cursed.
It works normally with regard to melee attacks but actually serves to attract ranged weapons.
The wearer takes a –15 penalty to AC against any attack by a ranged weapon.
The true nature of the armor does not reveal itself until the character is fired upon in earnest—simple experiments (throwing rocks, for example) do not suffice.
Strong abjuration; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 9,000 gp.

ARMOR OF RAGE

This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*.
However, when it is worn, the armor causes the character to take a –4 penalty to Charisma.
All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her.
The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity).
Strong necromancy; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 1,600 gp.

BAG OF DEVOURING

This bag appears to be an ordinary sack.
Detection for magical properties makes it seem as if it were a *bag of holding*.
The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.
Any substance of animal or vegetable nature is subject to "swallowing" if thrust within the bag.
The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in.
The bag has a +8 bonus on grapple checks made to pull someone in.
The bag can hold up to 30 cubic feet of matter.
It acts as a *bag of holding type* I, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane.
Creatures drawn within are consumed in 1 round.
The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse.
There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life.
Check once for each destroyed creature.
If the check fails, the creature cannot be brought back to life by mortal magic.
Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

BOOTS OF DANCING

These boots initially appear and function as one of the other kinds of magic boots (DM's choice).
But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *Otto's irresistible dance* had been cast upon him.
Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.
Strong enchantment; CL 16th; Create Wondrous Item, *Otto's irresistible dance*; Price 30,000 gp.

BRACERS OF DEFENSELESSNESS

These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level.
At that moment and thereafter, the bracers cause a –5 penalty to AC.
Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.
Moderate conjuration; CL 16th; Create Wondrous Item, *mage armor*, *bestow curse*; Price 1,200 gp.

BROOM OF ANIMATED ATTACK

This item is indistinguishable in appearance from a normal broom.
It is identical to a *broom of flying* by all tests short of attempted use.
Using it reveals that a *broom of animated attack* is a very nasty item.
If a command ("Fly", "Go", "Giddy-up", or some similar word) is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet).
The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.
The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round).
It attacks with a +5 bonus on each attack roll.
The straw end causes a victim to be blinded for 1 round when it hits.
The handle deals 1d6 points of damage when it hits.
The broom has AC 13, 18 hit points, and hardness 4.
Moderate transmutation; CL 10th; Create Wondrous Item, *fly*, *animate objects*; Price 5,200 gp.

CLOAK OF POISONOUSNESS

This cloak is usually made of a woolen material, although it can be made of leather.
A *detect poison* spell can reveal the presence of poison impregnated in the cloak's fabric.
The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless she succeeds on a DC 28 Fortitude save.
Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak.
If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.
Strong abjuration; CL 15th; Create Wondrous Item, *poison*, and *limited wish* or *miracle*; Price 62,000 gp.

CRYSTAL HYPNOSIS BALL

This cursed item is indistinguishable from a normal *crystal ball*.
However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).
The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane.
(The DM should choose the controller to fit his or her campaign).
Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool.
The DM decides whether to make this a gradual or sudden affair, according to the surroundings and circumstances peculiar to the finding of the *crystal hypnosis ball* and the character locating it.
Note that throughout this time, the user remains unaware of his subjugation.
Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

DUST OF SNEEZING AND CHOKING

This fine dust appears to be *dust of appearance*.
If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing.
Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately.
In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage.
Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.
Faint conjuration; CL 7th; Create Wondrous Item, *poison*; Price 2,400 gp.

FLASK OF CURSES

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug.
It may contain a liquid, or it may emit smoke.
When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a –2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.
Moderate conjuration; CL 7th; Create Wondrous Item, *bestow curse*; Price 2,100 gp.

GAUNTLETS OF FUMBLING

These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, and so on).
In the former instance, they appear to be *gloves of Dexterity*.
In the latter case, they appear to be *gauntlets of ogre power*.

The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation.
At that time, the curse is activated.
The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand.
The gauntlets also lower Dexterity by 2 points.
Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.
Moderate transmutation; CL 7th; Create Wondrous Item, *bestow curse*; Price 1,300 gp.

HELM OF OPPOSITE ALIGNMENT

This metal hat looks like a typical helmet.
When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates).
On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG).
Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook.
A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required.
The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.
Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment.
(In fact, he views the prospect with horror and avoids it in any way possible).
If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated.
When a *helm of opposite alignment* has functioned once, it loses its magical properties.
Strong transmutation; CL 12th; Create Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb.

INCENSE OF OBSESSION

These blocks of incense appear to be *incense of meditation*.
If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense.
The user is determined to use her spells at every opportunity, even when not needed or when useless.
The user remains obsessed with her abilities and spells until all have been used or cast, or until 24 hours have elapsed.
Moderate enchantment; CL 6th; Create Wondrous Item, *bestow curse*; Price 200 gp.

MACE OF BLOOD

This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again).
The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.
Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 16,000 gp.

MEDALLION OF THOUGHT PROJECTION

This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out.
However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself.
These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them.
What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.
Faint divination; CL 7th; Create Wondrous Item, *detect thoughts*, *ghost sound*; Price 1,800 gp.

NECKLACE OF STRANGULATION

A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck.
The necklace immediately constricts, dealing 6 points of damage per round.
It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death.
Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.
Strong conjuration; CL 18th; Create Wondrous Item, *slay living*; Price 60,000 gp.

NET OF SNARING

This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item.
Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price 10,000 gp.

PERIAPT OF FOUL ROTTING

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

full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.
Faint abjuration; CL 10th; Create Wondrous Item, *contagion*; Price 17,000 gp.

POTION OF POISON

This potion has lost its once beneficial magical abilities and has become a potent poison.
The imbiber must make a DC 16 Fortitude save or take 1d10 points of Constitution damage.
A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.
Moderate conjuration; CL 12th; Craft Wondrous Item, *poison*; Price 5,000 gp.

ROBE OF POWERLESSNESS

A *robe of powerlessness* appears to be a magic robe of another sort.
As soon as a character dons this garment, she takes a –10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly.
The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.
Moderate transmutation; CL 13th; Create Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp.

ROBE OF VERMIN

The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4).
However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment.
He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.
The wearer takes a –5 penalty on initiative checks and a –2 penalty on all attack rolls, saves, and skill checks.
If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.
Moderate abjuration; CL 13th; Create Wondrous Item, *summon swarm*, creator must be at least 13th level; Price 16,500 gp.

RING OF CLUMSINESS

This ring operates exactly like a *ring of feather falling*.
However, it also makes the wearer clumsy.
She takes a –4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component.
(This chance of spell failure stacks with other arcane spell failure chances).
Strong transmutation; CL 15th; Forge Ring, *feather fall*, *bestow curse*; Price 500 gp.

SCARAB OF DEATH

This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs.
However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetle-like creature.
The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death.
A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage.
The beetle then returns to its scarab form.
Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.
Strong abjuration; CL 19th; Create Wondrous Item, *slay living*; Price 80,000 gp.

SPEAR, CURSED BACKBITER

This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target.
When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder.
The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bestow curse*; Price 7,500 gp.

STONE OF WEIGHT (LOADSTONE)

This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal.
Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person.
If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.
Faint transmutation; CL 5th; Create Wondrous Item, *slow*; Price 1,000 gp.

SWORD, BERSERKING

This item appears to have the characteristics of a +2 *greatsword*.
However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability).
He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet.
Although many see this sword as a cursed object, others see it as a boon.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *rage*, *bestow curse*; Price 17,500 gp.

VACUOUS GRIMOIRE

A book of this sort looks like a normal one on some mildly interesting topic.
Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves.
The first is to determine if the reader takes 1 point of permanent Intelligence drain.
The second is to find out if the reader takes 2 points of permanent Wisdom drain.
To destroy the book, a character must burn it while casting *remove curse*.
If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.
Strong enchantment; CL 20th; Create Wondrous Item, *feeblemind*; Price 6,000 gp.

EXPANDED PSIONICS HANDBOOK (3.5)

REVERSE CAPACITOR

A *reverse capacitor* doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a *cognizance crystal*.
Powers that identify psionic items incorrectly identify a *reverse capacitor* as a *cognizance crystal* 50% of the time.
A psionic character attempting to use the power points supposedly stored in a *reverse capacitor* instead loses 1d6 power points per round for 7 rounds.
A crackling arc connects the brow of the character with the stone.
If the character can put more than 40 feet between himself and the *reverse capacitor*, the effect ends.
If the *reverse capacitor* drains more power points than the psionic character possesses, the draining effect ends.
The drained power points are simply lost.
Each new attempt to use the power points supposedly stored in the *reverse capacitor* initiates the draining effect anew.
Strong telepathy; ML 15th; Craft Universal Item, *bend reality*, *power leech*; Price 112,000 gp; Weight 1 lb.

MINIATURES HANDBOOK (3.5)

COLLAR OF OBEDIENCE

This plain band of iron can be worn as a bracelet or necklace.
The item imposes a –2 penalty on the wearer's Will saving throws.
When using the skirmish or mass battle rules, this effect makes a creature easier to command, reducing its Difficult rating by 2.
Faint enchantment; CL 3rd; Craft Wondrous Item, *doom*; Price 3,000 gp.

COLLAR OF SLAVERY

This black collar can be worn as a bracelet or necklace.
The item imposes a –10 penalty on the wearer's saving throws against fear effects.
It also imposes a –10 penalty on level checks to oppose Intimidate checks.
When using the skirmish or mass battle rules, a creature or unit using this item is considered to belong to any faction.
Moderate enchantment; CL 7th; Craft Wondrous Item, *charm monster*; Price 8,000 gp.

SPECIFIC WEAPONS

ARMS AND EQUIPMENT GUIDE (3.0)

ACID FANG DAGGER

Etched with a seemingly random pattern of thin lines, this *+1 dagger* is constantly covered with a thin sheen of acid.
Although the weapon's magic prevents the acid from harming the wielder, an *acid fang dagger* deals an additional +1d6 points of acid damage with each hit.
In addition, the wielder gains power over reptilian animals, including snakes.
Once per day, the dagger can cast a specialized version of the *animal friendship* spell that affects only snakes and reptiles.
The dagger's wielder can befriend a maximum of 8 Hit Dice worth of creatures at one time.
While holding the dagger, the wielder can speak with reptiles as the *speak with animals* spell.
Caster Level: 4th; *Prerequisites*: Craft Magic Arms and Armor, *animal friendship*, *speak with animals*, *Melf's acid arrow*; *Market Price*: 19,102 gp; *Cost to Create*: 9,702 gp + 752 XP.

ARROW OF DISINTEGRATION

When this arrow strikes a target, the target must succeed on a Fortitude save (DC 19) or vanish as though struck with a *disintegrate* spell.
Like the spell, the arrow can be used to disintegrate nonliving matter as well as creatures.
A creature that makes a successful saving throw takes 5d6 points of damage.
The arrow is consumed in the attack.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *disintegrate*; *Market Price*: 3,307 gp; *Cost to Create*: 1,657 gp + 132 XP.

ARROW OF EYES

The fletching of this *+1 arrow* is painted with brightly colored eyes.
When fired, an *arrow of eyes* allows its wielder to see through a magical sensor located within its fletching.
The sensor behaves exactly like an *arcane eye* spell cast by a 10th-level sorcerer, except that it moves only when the arrow moves.
The wielder must concentrate to use the magical sensor, which lasts for 10 minutes.
If the arrow lodges in a moving object, the sensor moves with it.
Neither the arrow nor the sensor provide any illumination of their own.
The *arcane eye* ability functions only once.
If an *arrow of eyes* is recovered intact after firing, it functions only as a *+1 arrow*.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *arcane eye*; *Market Price*: 1,047 gp; *Cost to Create*: 527 gp + 42 XP.

ARROWDEATH FLAIL

This *+2/+1 dire flail* provides excellent protection against projectile attacks.
While holding an *arrowdeath flail*, the wielder can deflect projectiles and thrown weapons as if she had the Deflect Arrows feat.
When taking the total defense action, an *arrowdeath flail* grants an additional +2 deflection bonus to Armor Class that applies only to ranged weapon attacks.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *protection from arrows*; *Market Price*: 33,690 gp; *Cost to Create*: 17,190 gp + 1,320 XP.

AXE OF ANGER

This *+2 greataxe* allows its wielder to push himself beyond the normal limits of rage.
Whenever a character wielding the *axe of anger* uses the barbarian rage ability, he may sustain the rage for 2 additional rounds.
In addition the raging character is not limited by height when using the Jump skill.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, creator must have the rage ability, *emotion*; *Market Price*: 18,320 gp; *Cost to Create*: 9,320 gp + 720 XP.

AXE OF FALLS

This *+2 returning throwing axe of distance* can be thrown normally, or it can be thrown in a special sweeping attack that can trip foes.
When making a ranged trip attempt with the *axe of falls*, the wielder makes a touch attack, and if successful, makes an opposed Strength check against the target.
This opposed check works exactly like a normal trip attempt, but if the wielder loses there is no return trip attempt possible.
The *axe of falls* provides no bonus on normal trip attacks.
Feats that affect normal trip attempts, such as Improved Trip, do not apply to the ranged trip attack.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *grease*, *telekinesis*; *Market Price*: 50,308 gp; *Cost to Create*: 25,308 gp + 2,000 XP.

AXE OF PAIRS

This *+2 handaxe* is easier to wield as an off-hand weapon.
Whenever the *axe of pairs* is used in the off hand, its wielder may make one additional off-hand attack at a –5 penalty.
This penalty is subtracted from the wielder's worst off-hand attack bonus.
For example, a fighter with a base attack of +6/+1 and the Ambidexterity, Two-Weapon Fighting, and Improved Two-Weapon Fighting feats wielding an *axe of pairs* in the off-hand would get five attacks.
The two attacks with the primary weapon would be at +4/–1, and the attacks with the *axe of pairs* in the off hand would be at +4/–1/–6.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: 50,306 gp; *Cost to Create*: 25,306 gp + 2,000 XP.

AXE OF SHARDS

This +3 *dwarven waraxe* has a clear, crystalline blade.
Three crystal spikes protrude from the back of the axe head.
Although the main blade is as hard as normal steel, all of the three crystal spikes can easily be removed by the weapon's wielder.
Each sharp, balanced spike is treated as a masterwork throwing dagger.
The spikes last for only one day once removed from the axe, and they cannot be reattached.
Once a spike is removed from the axe, a new one begins to grow slowly in its place.
It takes a spike three days to grow, and spikes cannot be removed from the axe before they are completely formed.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *fabricate*; *Market Price*: 19,330 gp; *Cost to Create*: 9,830 gp + 760 XP.

AXE OF STORMS

This powerful orc double axe has two intricately carved heads joined by a shaft made of a strange blue-tinted wood.
Each head bears an ability that gives the weapon part of its name.
One head is *thundering*, and the other is *shock*.
Furthermore, the axe is imbued with a flexible enhancement bonus.
At the beginning of each round, the wielder of an *axe of storms* may allocate the weapon's +4 enhancement bonus between its two heads (minimum +0).
The allocation lasts until the beginning of the wielder's next round.
For example, on one round the wielder could allocate +2 to each head of the weapon, then change the allocation to +3 *shock* in the primary hand and +1 *thundering* in the off hand on the following round.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *call lightning* or *lightning bolt*; *Market Price*: 98,660 gp; *Cost to Create*: 49,660 gp + 3,920 XP.

AXE OF THE JOYOUS DANCE

This +3 *dancing handaxe* always looks well-polished and new, and its blade is covered with light etchings of satyrs dancing.
Once per day while dancing, the axe can, at the mental command of its owner, produce *Tasha's hideous laughter* (as the spell from a 4th-level caster) instead of making a normal attack.
Creatures affected can make a Will save (DC 19) to resist the axe's effects.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*, *Tasha's hideous laughter*; *Market Price*: 107,906 gp; *Cost to Create*: 54,106 gp + 4,304 XP.

AXE OF THE WINDS

This +3 *battleaxe* gives its possessor great power over the wind.
The possessor is unaffected by severe winds, including magical effects such as the *gust of wind* spell.
Furthermore, three times per day the wielder can cause a *gust of wind* by swinging the *axe of the winds* over his head as a standard action.
Once per day, the wielder can create a *wind wall* in a similar manner.
Both effects are as the spells from an 11th-level caster.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *gust of wind*, *wind wall*; *Market Price*: 65,830 gp; *Cost to Create*: 33,070 + 2,621 XP.

BADGERCLAW

This +2 *light pick* grants its wielder powerful abilities to shape and move stone.
Three times per day its wielder may swing it at stone and have the weapon cast *stone shape* as a 5th-level caster.
In addition, the wielder may *meld into stone* once per day as a 5th-level caster.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *meld into stone*, *stone shape*; *Market Price*: 32,304 gp; *Cost to Create*: 16,304 gp + 1,280 XP.

BALOR'S SWORD OF FLAME

The traditional weapon of the balor demon is a Large +1 *vorpal bastard sword* that can *detect good* as the spell from a 12th-level caster, except that its range is 30 feet.
These weapons are often mistaken for *flaming swords* because they look like tongues of flame.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *death spell*, *detect good*, *keen edge*; *Market Price*: 115,870 gp; *Cost to Create*: 58,270 gp + 4,608 XP.

BALOR'S SWORD OF LIGHTNING

A variation on the traditional balor's blade is this Large +1 *brilliant energy shock bastard sword*.
This weapon can *detect law* as cast by a 12th-level sorcerer, but with a range of 30 feet.
These weapons resemble bolts of lightning.
Because the market price of this item is the same as for the *balor's sword of flame*, it can be substituted for that weapon with no adjustment to the balor's treasure.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *continual flame*, *detect law*, *gaseous form*, and *call lightning* or *lightning bolt*; *Market Price*: 115,870 gp; *Cost to Create*: 58,270 gp + 4,635 XP.

BALOR'S SWORD OF SMITING

This Large +5 *unholy bastard sword* allows its wielder to smite good once per day.
The wielder adds his Charisma modifier (if positive) to his attack roll and deals +10 damage, in addition to the +2d6 points of unholy damage the weapon normally deals.
This special smite attack is in addition to any smite ability the wielder might already have, but the wielder cannot use two different smite abilities on the same attack.
This weapon looks like a bolt of red lightning.
Because the market price of this item is close to that of the *balor's sword of flame*, it can be substituted for that weapon with no adjustment to the balor's treasure.

Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil and have a smite ability; *Market Price*: 118,670 gp; *Cost to Create*: 59,670 gp + 4,720 XP.

Balor's Sword of Soul Stealing

The most fearsome weapon carried by the balors, this Large +3 *vorpal bastard sword* appears as a crackling black-and-purple flame.
A precious black sapphire is set in the weapon's pommel.
When it severs the head of a living creature, the sword draws forth the soul of the victim and imprisons it in the black sapphire, as the *soul bind* spell.
The victim receives a Will save (DC 23) to avoid the *soul bind* effect.
If the weapon severs the head of a creature with more than 30 Hit Dice, the sapphire shatters without imprisoning the soul, and it must be replaced.
The sapphire can contain only one soul at a time, but balors are rumored to know mystic rituals that can draw the soul out of the gem, allowing them to use it for various vile purposes.
This item is significantly more expensive than the standard-issue balor weapon.
A balor equipped with a *sword of soul stealing* typically has only its sword and its whip, and no additional treasure.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *death spell*, *keen edge*, *soul bind*; *Market Price*: 219,870 gp; *Cost to Create*: 125,270 gp + 7,568 XP.

Battleaxe of the Bull

This +2 *battleaxe* has a thick, heavy blade and a large spike on the top of its haft ideal for charging foes.
The axe grants the Improved Bull Rush feat to anyone holding it.
If used in both hands, the axe's powerful blows can push foes back.
When used to make a two-handed melee attack, any successful hit forces the target 5 feet directly away from the wielder in addition to dealing normal damage.
Creatures bigger than Large are immune to this effect.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 32,310 gp; *Cost to Create*: 16,310 gp + 1,280 XP.

Blade of Deception

The flat steel blade of this +3 *rapier* is hard to follow in combat.
Any time the wielder uses the Bluff skill to feint in combat while wielding the *blade of deception*, the blade provides a +2 enhancement bonus on the Bluff check.
The *blade of deception* provides no bonus on other Bluff checks.
In addition, any time a feint is successful in combat, the wielder can move freely without provoking attacks of opportunity from the target of the feint.
Anyone not the target of the feint may take attacks of opportunity against the wielder normally.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *blur*; *Market Price*: 19,820 gp; *Cost to Create*: 10,070 gp + 780 XP.

Blade of the Duelist

A potent weapon in nearly any situation, this +2 *rapier* is doubly effective when facing a single opponent in melee combat.
When threatened by only one foe in melee, the wielder gains a +2 insight bonus to AC effective only against melee attacks from that opponent, and a +2 bonus on all disarm checks made with the *blade of the duelist*.
If at any time during the round the wielder is threatened by more than one opponent, she loses these benefits until the beginning of her next turn.
Attacks and spells made from a distance do not remove the benefits.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *minor image*, *shield*; *Market Price*: 16,320 gp; *Cost to Create*: 8,320 gp + 640 XP.

Bladed Crossbow

This +2 *heavy crossbow* is magically strengthened and fitted with sharp metal blades.
In addition to functioning as a normal +2 *heavy crossbow*, the *bladed crossbow* can be used as a melee weapon with a +2 enhancement bonus that deals 1d8+2 points of damage (critical ×2).
Unless the wielder takes the Exotic Weapon Proficiency (*bladed crossbow*) feat, melee attacks made with the weapon incur the –4 nonproficiency penalty.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *blade barrier*; *Market Price*: 32,350 gp; *Cost to Create*: 16,350 gp + 1,280 XP.

Bolt of Freedom

These +1 *bolts* are constantly coated with a thin film of oil or grease.
They leave a thin, oily residue wherever they lie, and even the fletching seems soaked in oil.
Any target hit by a *bolt of freedom* is covered with a thin layer of grease.
This coating grants a +10 bonus on Escape Artist checks and on grapple checks made to escape a grapple.
A creature so coated takes a –10 penalty on grapple checks made to hold another creature.
The effect lasts for 1d4 rounds.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *grease*; *Market Price*: 247 gp; *Cost to Create*: 127 gp + 10 XP.

Bolt of Voices

These +2 *bolts* have bright fletching and often have brightly painted shafts as well.
Also known as *magebane bolts*, they are feared by many spellcasters.
Anyone hit by a *bolt of voices* must succeed on a Will save (DC 16) or suffer from the bolt's distracting effects.
Targets who fail their saves hear voices that seem to whisper inside their heads.
Those affected by a *bolt of voices* must make a Concentration check (DC 16 + spell level) to cast any spells.
This effect lasts for 1d6 rounds.

Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *feeblemind*; *Market Price*: 767 gp; *Cost to Create*: 387 gp + 31 XP.

BONEBREAKER HAMMER

This massive +2 *warhammer* glows on command with a fierce red light.
The hammer sheds light as the *light* spell.
On a critical hit, the *bonebreaker hammer* deals 1d6 points of temporary Dexterity damage in addition to its normal damage.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *harm*; *Market Price*: 18,312 gp; *Cost to Create*: 9,312 gp + 720 XP.

BOW OF ARCANE MIGHT

This +1 *mighty* (+2) *composite longbow* is covered in intricate arcane runes.
The *bow of arcane might* allows its wielder to channel the energy of arcane spells through it to make attacks with the bow more damaging.
As a move-equivalent action that does not provoke an attack of opportunity, the wielder can sacrifice a prepared arcane spell from memory (or a unused spell slot if a spontaneous arcane caster).
Doing so adds a damage bonus equal to the sacrificed spell's level to the next attack made with the *bow of arcane might*. This damage bonus stacks with the normal enhancement bonus from the bow and any magic arrows used in the attack.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic weapon*; *Market Price*: 8,600 gp; *Cost to Create*: 4,600 gp + 320 XP.

BOW OF FORCE

This +2 *mighty* (+3) *composite longbow* imbues each arrow shot from it with magical force.
Arrows shot from the *bow of force* become force attacks that have no miss chance against incorporeal targets and bypass damage reduction, but they don't damage creatures immune to force effects.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*; *Market Price*: 32,700 gp; *Cost to Create*: 16,700 gp + 1,280 XP.

BOW OF MIGHTY PULLING

Made of thick but flexible wood, this +3 *composite shortbow* allows its wielder to put all of his strength into a shot.
While using the *bow of mighty pulling*, the wielder may take a move-equivalent action to pull the bow.
This allows the wielder to apply up to his full Strength modifier to damage on the next single shot with the bow, provided that shot occurs within 1 round of the pull action.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 26,375 gp; *Cost to Create*: 13,375 gp + 1,040 XP.

BOW OF RADIANCE

On command, this +2 *longbow* radiates light out to 60 feet as the *daylight* spell.
Furthermore, every arrow shot from the bow of radiance sheds *light* as the spell.
There is no limit to the amount of time that the bow itself can radiate light, but the light shed by an arrow shot from the bow lasts only 10 minutes.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *light*, *daylight*; *Market Price*: 40,375 gp; *Cost to Create*: 20,375 + 1,600 XP.

BOW OF THE SOLARS

This Large +2 *mighty* (+5) *composite longbow* turns any arrow it fires into a *slaying arrow* targeting any creature type the wielder chooses.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death*; *Market Price*: 100,100 gp; *Cost to Create*: 50,500 gp + 3,968 XP.

BOW OF SONGS

Made from fine wood by elven hands, this +2 *shortbow* blends music with every shot to deadly effect.
As a move-equivalent action that does not provoke an attack of opportunity, the wielder may give up one daily use of bardic music to add his Charisma bonus to attack and damage rolls on the next single attack made with the *bow of songs*.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must be elven, creator must have bardic music ability, *sculpt sound*; *Market Price*: 32,330 gp; *Cost to Create*: 16,330 gp + 1,280 XP.

BOW OF THE STEPPES

The magical properties imbued in this +2 *mighty* (+2) *composite shortbow* make it easier to use when mounted.
Shots fired from the *bow of the steppes* while mounted incur only a –2 penalty on attacks if the wielder's mount takes a double move.
Shots fired while the wielder's mount is running take only a –4 penalty on attacks.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *phantom steed*; *Market Price*: 18,525 gp; *Cost to Create*: 9,525 gp + 720 XP.

BOW OF SYMPATHETIC ENHANCEMENT

In addition to its own magical enhancement, this +2 *shortbow* imparts a temporary enhancement bonus to any arrow shot from it.
Arrows shot from the *bow of sympathetic enhancement* are treated as *+1 arrows* for 1 round.
Arrows that were magic to begin with gain no additional benefit.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *greater magical weapon*; *Market Price*: 32,330 gp; *Cost to Create*: 16,330 gp + 1,280 XP.

BOWSTAFF

As a move-equivalent action, the wielder can change this thin, flexible +2 *quarterstaff* into a +2 *longbow* or back again. Both forms perform exactly like a regular magic weapon of their type.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph any object*; *Market Price*: 10,975 gp; *Cost to Create*: 5,975 gp + 400 XP.

BREAKING BLADE

Cleverly shaped and magically enhanced to shatter opponent's weapons, the *breaking blade* grants its wielder the Sunder feat while she holds the weapon.
This +2 *halberd* is particularly effective when used against simple and martial reach weapons.
When attacking such weapons, it deals double damage.
The metal haft of the *breaking blade* has a hardness of 15 and 20 hit points.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *shatter*; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

BRUTAL AXE

This +1 *keen battleaxe* has a thick haft and a heavy, almost unbalanced head.
Whenever the *brutal axe* scores a successful critical hit, the wielder may make a free trip attempt against the target.
If the *brutal axe* is used in two hands, the wielder can apply 1 1/2 times his Strength bonus to this trip attempt.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

CELESTIAL BLADE

This Large +3 *bastard sword* is the favored weapon of planetars.
It always shines light equivalent to a torch (20-foot radius), and its blade is typically engraved with the symbol of the deity served by the planetar.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 18,335 gp; *Cost to Create*: 9,335 gp + 720 XP.

CELESTIAL MACE

This +3 *disruption heavy mace* is the favored weapon of astral devas.
It always shines light equivalent to a torch (20-foot radius).
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *heal*; *Market Price*: 50,312 gp; *Cost to Create*: 25,312 gp + 2,000 XP.

CHAIN OF ENTANGLING

This hooked +2 *spiked chain* wraps around foes, entrapping them and dealing continuous damage.
On a successful hit, the *chain of entangling* allows its wielder to attempt to grapple the target.
On subsequent attacks, the wielder can attempt to hold the target in the chain.
Treat the attack as a normal hold attempt that it deals the damage of the spiked chain rather than unarmed damage.
The target may attempt to break the grapple as normal.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *Evard's black tentacles*; *Market Price*: 32,325 gp; *Cost to Create*: 16,325 gp + 1,280 XP.

CHANGELING SPEAR

This +2 *halfspear* can easily shift forms.
As a free action, the wielder can change the weapon into a shortspear, a longspear, or back to a halfspear.
The wielder may change the spear in this way once per round.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *alter self*; *Market Price*: 18,301 gp; *Cost to Create*: 9,301 gp + 720 XP.

CHARGEBREAKER

This +1 *keen longspear* has a barbed shaft that deals even more damage when set against a charging opponent.
When a character uses a ready action to set *chargebreaker* against a charge, it deals triple damage on a successful hit.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: 18,305 gp; *Cost to Create*: 9,305 gp + 720 XP.

CLAWS OF THE LEOPARD

This pair of +2 *spiked gauntlets* have been shaped to look like the paws of an oversized cat.
In addition to their enhancement bonus, they provide several feline-like advantages.
While wearing the *claws of the leopard*, the wielder gains low-light vision and a +10 enhancement bonus on Climb checks.
During the first round of combat, the wielder can leap on a foe, allowing her to make a full attack with the *claws of the leopard* even if she has already taken a move action.
This ability functions exactly like the leopard's pounce ability (see Appendix 1: Animals of the *Monster Manual*).
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, creator must have 5 ranks in Climb, *cat's grace*; *Market Price*: 38,305 gp; *Cost to Create*: 19,305 gp + 1,520 XP.

CLOSING BLADE

This +3/+2 *two-bladed sword* allows its wielder to continue fighting effectively when grappled.
Any time the wielder is grappled, he can make attacks against the creature he is grappling as if the *closing blade* were a Tiny weapon.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *free action*; *Market Price*: 58,700 gp; *Cost to Create*: 29,700 gp + 2,320 XP.

CROSSBOW, DEATHWAND

The two thin hollows in this +2 *light crossbow*'s stock have a magical affinity with wands.
The wielder of the *deathwand crossbow* is considered to be holding either of the wands when she wields the crossbow,

and she can use either wand normally without letting go of the crossbow.
Removing or stowing a wand in the crossbow takes a move-equivalent action.
If the crossbow is destroyed, any wands it holds are also destroyed.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *Leomund's secret chest*; *Market Price*: 10,335 gp; *Cost to Create*: 5,335 gp + 400 XP.

Crossbow, Dwarven Mauler

This Large +2 *heavy crossbow* is covered with dwarven runes, and the intricate stock has been carved to resemble the head of a hammer.
Because of its increased size, the *dwarven mauler* deals 1d12 points of damage on a successful hit.
This increase in size does not affect the time it takes to load the crossbow.
Furthermore, against all giants and goblinoids, the *dwarven mauler*'s critical multiplier is increased to ×4.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a dwarf; *Market Price*: 18,700 gp; *Cost to Create*: 9,700 gp + 720 XP.
Crossbow, Inevitable: The stock and rest of this *+1 light crossbow* are covered in carvings, each resembling a slightly different eye.
If a bolt from an *inevitable crossbow* misses, the wielder's next shot, if aimed at the same target, gains an additional +1 insight bonus on the attack roll.
If the second shot misses, the insight bonus increases to +2. As long as the wielder continues to fire at the same target and continues to miss, subsequent shots gain bigger insight bonuses, increasing by +1 each time, up to a maximum of +5.
This sequence of shots must occur on consecutive rounds; if a round passes without the wielder shooting at the same target, the crossbow's insight bonus reverts to +0.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: 18,335 gp; *Cost to Create*: 9,335 gp + 720 XP.

Crossbow of Retrieving

This +2 *hand crossbow* has a cleverly carved stock that resembles a beckoning hand.
Any inanimate object struck by a bolt from a *crossbow of retrieving* is affected by a *mage hand* spell.
See Attack an Object in Chapter 8 of the *Player's Handbook* for rules on attacking inanimate objects.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *mage hand* or *telekinesis*; *Market Price*: 13,400 gp; *Cost to Create*: 6,900 gp + 520 XP.

Crossbow of Trailing Flame

Made from a deep red-hued wood, this *+1 flaming repeating crossbow* is strengthened by bands of wrought iron and carved with shallow markings that resemble flickering flames.
Anytime the *crossbow of trailing flame* is fired more than once in the same round, its additional property is activated.
Each shot after the first in the round deals a cumulative +1 point of fire damage.
For example, the second shot in a round deals 1d8+1 normal damage and 1d6+1 fire damage, and the third shot in the same round deals 1d8+1 normal damage and 1d6+2 fire damage.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; *Market Price*: 18,550 gp; *Cost to Create*: 9,550 gp + 720 XP.

Cutlass of Surety

The magical properties of this +2 *shortsword* make it impossible for the wielder to be disarmed.
The sword grants no bonus on disarm attempts initiated by the wielder.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *magic weapon*; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

Dagger of Defense

This *+4 defending dagger* has a long, thin blade and a broad guard, and is an excellent parrying weapon.
As long as the wielder holds the *dagger of defense* in his off hand, he cannot be flanked.
Rogues of 16th level or higher can flank the character normally.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: 58,302 gp; *Cost to Create*: 29,302 gp + 2,320 XP.

Dagger of Entry

Greatly prized by rogues and others with larceny on their minds, a *dagger of entry* looks like a plain, if finely crafted dagger.
This *+1 dagger*'s one oddity is its strangely shaped hilt, which looks like an oversized key.
The dagger is capable of opening almost any door, allowing its possessor to cast *knock* once per day as a 9th-level caster.
In addition, the dagger allows its wielder to cast *find traps* once per day and *detect secret doors* once per day (both as the spells from a 9th-level caster).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *detect secret doors*, *find traps*, *knock*; *Market Price*: 18,502 gp; *Cost to Create*: 9,402 gp + 728 XP.

Dart of Pinning

Although it looks more like a large needle than an instrument of war, this +2 *dart* has the deadly ability to hold a foe motionless.
Targets struck by a *dart of pinning* must make a successful Fortitude save (DC 13) or be paralyzed as though by carrion crawler brain juice (see Poison in Chapter 3 of the DUNGEONMASTER'S *Guide*).
The effect lasts for 7 rounds.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *hold monster*; *Market Price*: 18,300 gp; *Cost to Create*: 9,300 gp + 720 XP.

DESERT'S HEART

The dark metal of this +2 *flaming falchion* is imbued with a deep red tint.
Any creature holding *desert's heart* is immune to fire damage and takes double damage from cold effects.
Creatures with the cold subtype do not gain this benefit. Instead, *desert's heart* bestows a negative level on them, which persists as long as they hold the blade.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *fireball*, *protection from elements*; *Market Price*: 71,175 gp; *Cost to Create*: 35,775 gp + 2,832 XP.

DISARMING FLAIL

The magic chain on this +2 *heavy flail* gives the weapon a greater ability to pull opponents' weapons from their grasp.
The *disarming flail* grants a +2 circumstance bonus on disarm checks and allows the wielder to make disarm attempts as though she possessed the Improved Disarm feat.
This bonus stacks with the normal bonus flails receive on disarm checks.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *magic weapon*; *Market Price*: 18,395 gp; *Cost to Create*: 9,355 gp + 723 XP.

DOORBREAKER

This plain-looking +1 *battleaxe* resembles mundane wood-chopping axes more than other battleaxes, and it is especially effective against wood and similar materials.
A *doorbreaker* deals double damage to all objects made predominantly of wood and to plant creatures.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *warp wood*; *Market Price*: 8,310 gp; *Cost to Create*: 4,310 gp + 320 XP.

DRAGONTOOTH

Made from a single tooth of an ancient blue dragon, this +2 *shock rapier* projects a fearsome aura around its wielder.
Foes within 5 feet of the wielder must succeed on a Will save (DC 16)or suffer the effects of the *fear* spell from an 8th-level caster.
Once foes have made a successful saving throw against the fear aura, they are immune to the aura's effects for one day.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *fear*, *lightning bolt*; *Market Price*: 40,720 gp; *Cost to Create*: 20,520 gp + 1,616 XP.

ELECTRIC LASH

The blue-tinged leather of this +2 *shock whip* seems to spark with small motes of electric energy.
Three times per day, the wielder of the *electric lash* may make an arcing strike.
This attack deals an additional +2d6 points of electricity damage (3d6 total) to the target if the attack is successful.
Furthermore, the electric jolt arcs to any one creature within 5 feet of the target.
That target takes half as much electricity damage as the first target did.
If more than one creature is within 5 feet of the target, roll randomly to see which one is affected by the arc of electricity.
Arcing strike damage is not multiplied by critical hits.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *lightning bolt*; *Market Price*: 50,301 gp; *Cost to Create*: 25,301 gp + 2,000 XP.

ELVEN LEAF ARROW

These +2 *arrows* are tipped with magically strengthened leaves rather than metal tips.
Anyone firing an *elven leaf arrow* can, as a free action, declare that the arrow deals subdual rather than regular damage.
Furthermore, whenever an *elven leaf arrow* deals subdual damage in a temperate woodland environment, the target must succeed on a Will save (DC 11) or be *charmed* as the *charm monster* spell from a 10th-level caster.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, creator must be an elf, *charm monster*; *Market Price*: 1,167 gp; *Cost to Create*: 587 gp + 47 XP.

EMERALD CALTROPS

These magic caltrops dissolve into small puddles of acid when stepped on.
Like normal caltrops, emerald caltrops are scattered on the ground to slow enemies, but the act of scattering them also activates their magic.
One 2-pound bag covers an area 5 feet square.
Each time a creature moves into an area covered by *emerald caltrops*, make an attack roll (with a +1 bonus) using the rules for caltrops found in Chapter 7 of the *Player's Handbook*.
Any creature struck by the caltrops takes an additional +1 point of damage and 1d6 points of acid damage.
Emerald caltrops turn to vapor 1 hour after being removed from their original container.
Caster Level: 4th; *Prerequisites*: Craft Magic Arms and Armor, *Melf's acid arrow*; *Market Price*: 166 gp; *Cost to Create*: 86 gp + 7 XP.

EQUESTRIAN'S SPEAR

The magical properties of this +2 *longspear* make it suited for use on foot or on horseback.
When used by a character on foot, the *equestrian's spear* functions exactly like a longspear.
When used by a mounted character proficient with the heavy lance, the *equestrian's spear* is treated in all respects as a heavy lance.
Mounted characters not proficient in the heavy lance may still use the weapon as a longspear.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *phantom steed*, *polymorph any object*; *Market Price*: 26,615 gp; *Cost to Create*: 13,615 gp + 1,040 XP.

ERYTHNUL'S SLAUGHTER

This +2 *unholy morningstar* is sacred to clerics of Erythnul, the god of slaughter.

Any cleric wielding *Erythnul's slaughter* can prepare spells as if he had access to the War domain in addition to his other domains.
Clerics who already have access to the War domain gain no additional benefit.
If for any reason the cleric loses possession of *Erythnul's slaughter*, all prepared spells from the War domain are lost, unless the cleric normally has access to that domain.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, creator must have access to War domain, *unholy blight*; *Market Price*: 72,308 gp; *Cost to Create*: 36,308 gp + 2,880 XP.

ETHEREAL BOLT

These *+1 bolts*, once fired, flicker between the Material Plane and Ethereal Plane.
This jumping between planes gives the bolts a hazy, insubstantial appearance.
Flickering between the planes gives the bolts several powers.
Although they provide no ability to see onto the Ethereal Plane, the bolts themselves affect ethereal creatures normally.
Furthermore, they can pass through solid objects.
For each 5 feet of solid material the bolt passes through, there's a 50% chance that the bolt is on the Material Plane when it passes, stopping the bolt and ending its flight.
All attacks with *ethereal bolts* have a 20% miss chance.
The planar flickering lasts only for one shot; if recovered intact after being fired, an *ethereal bolt* is thereafter treated as a normal *+1 bolt*.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *blink*; *Market Price*: 797 gp; *Cost to Create*: 402 gp + 32 XP.

EVERBURNING CHAIN

On command, this *+2 flaming spiked chain* turns into a column of fire.
Like other flaming weapons, the fire does not harm the wielder.
As a standard action, the wielder can sweep the chain around her head, spreading flame in a 10-foot radius.
This attack deals 1d6 points of damage to creatures within the area of effect (Reflex half DC 13) and can cause flammable materials to ignite.
Trip attacks made with an *everburning chain* may ignite the target's clothing if it is flammable.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *burning hands*, *fireball*; *Market Price*: 22,725 gp; *Cost to Create*: 11,525 gp + 896 XP.

FEY ARROW

This light, slender *+1 arrow* has a small point and brightly colored fletching.
On a successful hit, a pale glow surrounds the target.
The glow functions exactly like the *faerie fire* spell from a 5th-level caster, preventing an outlined target from gaining the benefits of concealment caused by darkness, *blur*, displacement, invisibility, or similar effects.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *faerie fire*; *Market Price*: 297 gp; *Cost to Create*: 152 gp + 12 XP.

FELLSTONE

This *+3 heavy pick* is made entirely from stone, and its magical properties give its wielder great power over stone.
Earth creatures struck with *fellstone* must succeed on a Fortitude save (DC 13) or be dazed until the beginning of the wielder's next action.
Whenever both the wielder and her opponent are touching the ground, *fellstone* grants a +1 bonus on attacks and damage.
If an opponent is airborne or waterborne, the wielder takes a –4 penalty on attacks and damage.
Furthermore, as long as the wielder is touching the ground, she can start a bull rush without provoking an attack of opportunity.
The combat modifiers given above for melee attacks also apply to the wielder's opposed Strength check when attempting a bull rush.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *stone shape*, *summon monster* VI; *Market Price*: 32,308 gp; *Cost to Create*: 16,308 gp + 1,280 XP.

FLAIL OF SHADOWS

Made from forge-blackened iron and darkwood, this *+2 shadowstrike heavy flail* has a powerful bond with the Plane of Shadow.
In addition to its *shadowstrike* ability, the *flail of shadows* allows its wielder to cast *dimension door* with a command word (as the spell from an 11th-level caster, but the *dimension door* must originate and terminate in an area of shadow).
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *dimension door*, *shadow conjuration*, *shadow walk*; *Market Price*: 48,155 gp; *Cost to Create*: 24,235 gp + 1,914 XP.

FLAMESHROUD AXE

Made from an incredibly hard red metal (hardness 15, 30 hp), this *+3 flaming battleaxe* can wrap its wielder in a protective shield of fire.
Once per day, the *flameshroud axe* can produce an effect similar to the *fire shield* spell (chill version) from an 11th-level sorcerer.
Activating the axe's *fire shield* ability is a full-round action that provokes an attack of opportunity.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *fireball*, *fire shield*; *Market Price*: 51,510 gp; *Cost to Create*: 25,910 gp + 2,048 XP.

FOE REAPER

This *+2 mighty cleaving scythe* can cut through foes three at a time.
During extra attacks granted by the Cleave feat or the scythe's *mighty cleaving* ability, its threat range is doubled.
Foe reaper is treated as a *keen weapon* for purposes of spells interacting with it, meaning it cannot be the target of *keen edge* or *bless weapon*, nor can it receive the vicious ability.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*, *keen edge*; *Market Price*: 32,318 gp; *Cost to Create*: 16,318 gp + 1,280 XP.

FORCE WEB

This +4 *net* is made of pure magical force and can hold even incorporeal creatures.
A creature entangled in a *force web* can attempt to escape as a full-round action (Escape Artist check, DC 20).
The net has a hardness of 10 and 30 hit points and can be burst with a DC 40 Strength check as a full-round action.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *forcecage*; *Market Price*: 72,320 gp; *Cost to Create*: 36,320 gp + 2,880 XP.

FORETELLING BLADE

Otherwise unadorned, the pommel of this +2 *longsword* is carved to look like a large, unblinking eye.
Once per day, the possessor of the *foretelling sword* may roll 1d20.
Once over the course of the ensuing day, the wielder may choose to use the result of that roll instead of making an attack roll.
To use this ability, the wielder must announce this choice before making the attack roll.
For the chosen attack, the wielder simply uses the result of the earlier 1d20 roll as if that were his attack roll.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *augury*; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

FROST SHARD DAGGER

This completely translucent +1 *dagger* radiates cold and looks as if it is sculpted out of ice.
Despite its appearance, the dagger is as resilient as normal steel until used to make a successful melee or ranged attack.
The first successful attack made with a *frost shard dagger* causes it to explode in a burst of cold energy, dealing 3d6 points of cold damage to everyone within 5 feet of the target.
All creatures other than the original target may attempt a Reflex save (DC 17) to take half damage.
The *frost shard dagger* is destroyed after one successful attack.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *cone of cold*; *Market Price*: 1,052 gp; *Cost to Create*: 677 gp + 30 XP.

GHOST HANDS

These roughly wrought iron gauntlets remain a dull, dark gray regardless of how often they are polished.
Despite their crude appearance, *ghost hands* are a surprisingly light pair of +1 *ghost touch gauntlets*.
While wearing *ghost hands*, the wielder is immune to the *magic jar* spell and a ghost's malevolence ability.
Ghost hands provide a +1 enhancement bonus on attack and damage rolls but attacks with them are still considered unarmed for purposes of provoking attacks of opportunity.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*, *protection from evil*; *Market Price*: 18,302 gp; *Cost to Create*: 9,302 gp + 720 XP.

GLAIVE OF TORMENT

This +1 *wounding glaive* gains additional power in the hands of a barbazu or any other creature with a natural wounding ability.
Whenever such a creature wields the weapon, those struck by it are racked with pain, taking a –4 penalty on attack rolls, skill checks, and ability checks, for 3 rounds.
A successful Fortitude save (DC 16) lessens the penalty to –2.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*, *Mordenkainen's sword*; *Market Price*: 74,308 gp; *Cost to Create*: 37,308 gp + 2,960 XP.

GNOME STEAM BOW

Covered with levers and small repositories for alchemical fluids, and strung with a system of pulleys, this +1 *shortbow* offers several advantages.
The wielder can choose from the following three options, each requiring a move-equivalent action to activate.
The wielder can remove any penalty on damage rolls from a low Strength score for the next shot from the bow.
The wielder can add his Intelligence modifier to the attack roll for the next shot from the bow.
Finally, the wielder can double the range increment of the bow for the next shot from it.
None of these actions provokes an attack of opportunity.
If the wielder spends the time, it's possible to set up a shot that benefits from all three abilities.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*, *clairaudience/clairvoyance*, *true strike*; *Market Price*: 18,530 gp; *Cost to Create*: 9,430 gp + 728 XP.

GNOME'S TOOLKIT

Covered in hooks, small sliding compartments, and tiny nooks perfect for potion vials, this +2 *light crossbow* can hold several small items.
The *gnome's toolkit* stores a set of masterwork lockpicks, a magnifying glass, and a small silver mirror.
These items are magically bonded to the crossbow, and they disappear if taken more than 20 feet from it.
Items removed like this reappear within the crossbow after 1 minute.
The *gnome's toolkit* can also hold up to six more small items such as keys or potion vials.
No item stored in the crossbow can be more than 2 inches long or weigh more than 6 ounces.
Additional stored items do not become bonded to the crossbow and function normally if removed.
While holding a *gnome's toolkit*, the wielder can retrieve any item stored in the crossbow as a free action.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *Leomund's secret chest*; *Market Price*: 10,335 gp; *Cost to Create*: 5,335 gp + 400 XP.

GRASPING DAGGER

In addition to its main blade, this +3 *keen punching dagger* has two large barbs that project from the dagger's hilt.
On a successful critical hit, these barbs can hook into the target's flesh, holding it fast.

After a successful critical hit, the wielder may make a grapple attempt as a free action.
If successful, the target is hooked on the dagger's barbs.
While grappling in this manner, the wielder can attack with the *grasping dagger* normally.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *hold person*, *keen edge*; *Market Price*: 50,302 gp; *Cost to Create*: 25,302 gp + 2,000 XP.

GRAY SNARE

The rubbery gray strands of this *+1 net* are tightly woven and give off a tangy, acidic scent.
Although the *gray snare* lacks the hooks of other combat nets, its sticky strands are just as hard to escape.
Once per day on command, the net transforms into a gray ooze.
If the net transforms while it entangles a target, the ooze is considered to have grappled the target.
The transformation takes a full round, and once complete the ooze acts on the wielder's initiative.
The wielder has no special ability to control the ooze but can transform it back into a net with a command word.
See the Ooze entry in the *Monster Manual* for more information on the gray ooze.
If killed while in ooze form, the net is destroyed.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* IV; *Market Price*: 74,320 gp; *Cost to Create*: 37,320 gp + 2,960 XP.

GRUUMSH'S REVENGE

This *+3 longspear* is greatly prized by clerics of Gruumsh.
The wielder of *Gruumsh's revenge* can take a standard action and expend a rebuke undead attempt to imbue the spear with divine power.
If the next successful attack with the longspear hits an elf, the spear deals an additional 1d6 points of divine damage per point of the wielder's Charisma bonus (minimum 1d6).
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, creator must be an evil humanoid with the ability to rebuke undead, *unholy blight*; *Market Price*: 50,305 gp; *Cost to Create*: 25,305 gp + 2,000 XP.

GUARDIAN BOW

The magical properties imbued in this *+2 mighty* (+3) *composite longbow* protect its wielder when enemies are near.
The *guardian bow* provokes an attack of opportunity only from the target of its attack.
If someone fires the *guardian bow* while surrounded by enemies, only the foe shot at may take an attack of opportunity, even if other opponents threaten the archer.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *shield*; *Market Price*: 50,700 gp; *Cost to Create*: 25,700 gp + 2,000 XP.

GUERRILLA SPEAR

This *+2 shortspear* is extremely effective when used in ambush.
Whenever the wielder makes a successful attack against an opponent who is denied his Dexterity bonus to Armor Class, the *guerrilla spear* deals an additional 2d6 points of damage.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *invisibility*; *Market Price*: 32,302 gp; *Cost to Create*: 16,302 gp + 1,280 XP.

GUISARME OF LONG FALLS

The curved blade at the end of this *+2 guisarme* is hooked even more than that of a normal guisarme and can cause particularly jarring falls.
Whenever the wielder uses *the guisarme of long falls* to make a successful trip attempt, the target must succeed on a Fortitude save (DC 16) or be stunned for one round.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: 18,309 gp; *Cost to Create*: 9,309 gp + 720 XP.

HALBERD OF VAULTING

This *+2 halberd* allows its wielder to make powerful leaping attacks.
The *halberd of vaulting* gives its wielder a +30 bonus on Jump checks and removes the usual maximums for jumping distance.
Whenever the wielder takes the charge action, she may attempt a vaulting charge.
If the wielder can make a running high jump at least 5 feet high during the charge, the charge attack deals double damage.
To make a vaulting charge, the wielder must have a clear path through the air to the target.
In an area with a low ceiling or overhanging obstructions, a vaulting charge might not be possible.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *jump*; *Market Price*: 20,310 gp; *Cost to Create*: 10,310 gp + 800 XP.

HALFLING'S EXIT

These *+2 sling bullets* provide a ready cover for those needing a quick escape and are often carried by rogues in case such situations arise.
These gray sling bullets seem filled with swirls of thick, black fog, and their surface roils with constant motion.
On a successful hit, the bullet releases a billowing cloud of fog that fills a 30-foot radius with a *fog cloud* (as the spell from a 6th-level caster).
The fog lasts for 1 hour, although it can be dispersed by strong wind.
The cloud blocks all sight, including darkvision, beyond 5 feet.
A creature within 5 feet has one-half concealment (20% miss chance).
Creatures farther away have total concealment (50% miss chance and the attacker can't use sight to locate the target).
Each *halfling's exit* creates fog only once; bullets recovered intact are thereafter *+2 sling bullets*.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a halfling, *fog cloud*; *Market Price*: 247 gp; *Cost to Create*: 127 gp + 10 XP.

HAMMER OF THE MAGESMITH

This +1 *warhammer* is useful when creating other magic weapons.
When used in the forging of another magical weapon, the *hammer of the magesmith* reduces the cost of the raw materials that must be supplied by 5%.
This reduction applies only to the gold piece cost of materials, not the XP requirement.
In addition, once per day the *hammer of the magesmith* can imbue another weapon with temporary magic power.
This works exactly like the *magic weapon* spell from a 10th-level caster, including the requirement that the *hammer of the magesmith* touch its target.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *magic weapon*; *Market Price*: 45,912 gp; *Cost to Create*: 23,112 gp + 1,824 XP.

HAMMER OF SACRIFICE

Heavier than other weapons of its type, this +2 *warhammer* weighs 16 pounds and is made entirely from a single piece of black iron ore.
At the beginning of each round, the wielder of the *hammer of sacrifice* can sacrifice up to 5 hit points.
Hit points sacrificed in this manner are then added to the damage of each successful attack made with the hammer until the beginning of the following round.
Hit points sacrificed to the hammer are treated as normal damage to the wielder.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: 32,312 gp; *Cost to Create*: 16,312 gp + 1,280 XP.

HAND OF HEIRONEOUS

This +3 *longsword* is greatly prized by paladins and clerics of Heironeous.
The wielder of the *hand of Heironeous* can take a standard action and expend a turn undead attempt to imbue the sword with divine power.
If the next successful attack by the sword hits an undead target, the sword deals an additional 1d6 points of divine damage for each point of the wielder's Charisma bonus (minimum 1d6).
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, creator must have the turn undead ability, creator must be good, *divine power*, *searing light*; *Market Price*: 50,315 gp; *Cost to Create*: 25,315 gp + 2,000 XP.

HAVOC BLADE

This +3 *keen chaotic greataxe* is a powerful weapon of disorder.
In addition to its other properties, a *havoc blade* causes *confusion* (as the spell from a 5th-level caster) with a successful critical hit.
The target is allowed a Will save (DC 19) to avoid the *confusion* effect.
A target who fails the Will save is *confused* for 5 rounds.
An ungainly-looking weapon at best, a *havoc blade* is a swirl of three different metals, apparently only partly blended.
The shaft is also slightly twisted, as if warped by long exposure, although it can still be wielded without penalty.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *chaos hammer*, *confusion*, *keen edge*, creator must be chaotic; *Market Price*: 98,320 gp; *Cost to Create*: 49,320 gp + 3,920 XP.

ICE TALON

With blades carved from the pale claws of an ancient white dragon, this +2 *frost greataxe* radiates cold.
The area within 5 feet of an *ice talon* is always 10 degrees cooler than the ambient temperature.
Even without the aura of cold, an *ice talon*'s frosty nature is evident from its appearance; the pale dragon claws sit atop a haft of magically strengthened ivory, making the entire weapon an eerie shade of white.
An *ice talon* grants its wielder the ability to withstand cold as the *endure elements* (*cold*) spell from a 10th-level caster.
In addition, the wielder's movement is never reduced due to snow or ice, and she never needs to make a Balance check to keep her footing on ice.
Although it is made from ivory, an *ice talon* has a hardness of 15 and 20 hit points due to its magical reinforcement.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *cone of cold*; *Market Price*: 24,320 gp; *Cost to Create*: 12,320 gp + 960 XP.

INCANDESCENT SWORD

This +4 *holy greatsword* glows with a bright light (a 30-foot radius equivalent to a sunrod) when it is held by a character of chaotic good alignment.
It is the preferred weapon of ghaele eladrins.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *holy smite*, *light*, creator must be chaotic good; *Market Price*: 72,400 gp; *Cost to Create*: 36,375 gp + 2,882 XP.

IOUN BLADE

This +1 *dagger* can hold any one *ioun stone* in a special socket in its pommel.
As long as the wielder holds the *ioun blade*, any stone held in the pommel affects her as if it were spinning around her head normally.
Placing or removing an *ioun stone* from the socket is a move-equivalent action that provokes an attack of opportunity.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *fabricate*; *Market Price*: 6,302 gp; *Cost to Create*: 3,302 gp + 240 XP.

JAVELIN OF CHAIN LIGHTNING

This dangerous magic weapon becomes a bolt of *chain lightning* when thrown.
The character who throws the javelin chooses the primary target, but the secondary bolts arc to the nearest eleven creatures within 30 feet of the target.
The thrower has no control over the secondary bolts.
The primary bolt deals 11d6 points of damage to the target (Reflex half DC 19) and 5d6 points of damage to secondary targets (half with a successful save).
The javelin is consumed in the attack.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *chain lightning*; *Market Price*: 3,301 gp; *Cost to Create*: 1,651 gp + 132 XP.

JAVELIN OF LIGHTNING, GREATER

When thrown, this javelin becomes a 10d6 *lightning bolt*. It is consumed in the attack.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *lightning bolt*; *Market Price*: 1,501 gp; *Cost to Create*: 751 gp + 60 XP.

JAVELIN OF OBLITERATION

When thrown, this javelin becomes a disintegrator ray that functions as a *disintegrate* spell from a 15th-level caster. The wielder makes a touch attack using her normal ranged touch modifier to determine whether or not the ray hits. The javelin is consumed in the attack.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *disintegrate*; *Market Price*: 9,301 gp; *Cost to Create*: 4,801 gp + 360 XP.

JAVELIN OF PRECISION

This +3 *javelin* has a long, narrow point and incredible balance.
When thrown, the javelin ignores cover bonuses to AC. This ability does not allow the wielder to make attacks that would otherwise not be possible, so total cover prevents attacks from the *javelin of precision*.
In addition to ignoring cover, the wielder never takes a penalty on her attack roll when throwing the *javelin of precision* into melee.
The javelin does not reduce the effects of concealment.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: 50,301 gp; *Cost to Create*: 25,301 gp + 2,000 XP.

KAMA OF PURE AIM

This +2 *kama* allows a wielder with great mental fortitude to ignore many effects that would disrupt his aim.
Each round, the wielder of the *kama of pure aim* can attempt a Wisdom check (DC 20).
If this check is successful, the wielder may ignore any miss chance created by concealment, including effects such as *blur* and *invisibility*, but not miss chances from other conditions such as incorporeality or the *blink* spell.
Although the *kama of pure aim* can potentially remove the miss chance from an invisible foe, the attacker must still target the correct space.
The wielder does not automatically know which space an invisible or otherwise concealed foe is in.
The weapon is otherwise identical to a +2 *kama*.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, creator must have a Wisdom score of 20, *true seeing*; *Market Price*: 32,302 gp; *Cost to Create*: 16,302 gp + 1,280 XP.

KHOPESH OF THE LOYAL MINION

This +1 *khopesh* is a favored weapon of minions of Set (an evil god detailed in *Deities and Demigods*).
When the wielder changes into a form that has a natural claw attack (such as an animal form), the khopesh merges with the new form and grants its +1 enhancement bonus to one of the creature's claw attacks, as if the *magic fang* spell had been cast on the creature.
When the wielder returns to a form that uses weapons, the khopesh returns to its normal form and functionality as well.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph self* or creator must have a shape-altering ability (including *wild shape* or alternate form); *Market Price*: 6,320 gp; *Cost to Create*: 3,320 gp + 240 XP.

KNIGHT'S SWORD

This +2 *bastard sword* is extremely effective from horseback. When riding a mount and performing the charge action, the wielder can double the damage dealt with the *knight's sword* during the attack.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *phantom steed*; *Market Price*: 18,335 gp; *Cost to Create*: 9,335 gp + 720 XP.

KUKRI OF CRIPPLING

The curved blade of this +2 *kukri* has been imbued with magic capable of laming a foe.
Anytime the wielder of the *kukri of crippling* scores a critical hit, the target's move rate is halved.
This reduction lasts for one day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical healing.
Creatures with multiple movement rates have only one of their movement rates reduced by each critical hit.
Roll randomly to determine which movement rate is affected.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *slow*; *Market Price*: 18,308 gp; *Cost to Create*: 9,308 gp + 720 XP.

LANCE OF BRAVERY

As long as a mounted rider holds the *lance of bravery*, both she and her mount are immune to all fear effects.
The *lance of bravery* is otherwise identical to a +2 *heavy lance*.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *remove fear*; *Market Price*: 30,310 gp; *Cost to Create*: 15,310 gp + 1,200 XP.

LANCE OF JOUSTING

This +3 *light lance* was created to put smaller riders on par with their larger counterparts.
When in the hands of a Small humanoid, the *lance of jousting* has a reach of 10 feet.
In all other respects, the weapon functions like a normal +3 *light lance*.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *enlarge*; *Market Price*: 32,306 gp; *Cost to Create*: 16,306 gp + 1,280 XP.

LANCE OF MANGLING

This +2 *heavy lance* can destroy an opponent's shield with a successful critical hit.
If the wielder scores a successful critical hit against an opponent using a shield, the opponent's shield is torn away and ruined in addition to the attack's normal effect.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *shatter*; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

LANCE OF THE UNENDING CHARGE

This +2 *mighty cleaving heavy lance* allows a charging wielder to plow through multiple foes.
Whenever the wielder takes the charge action, she gains the ability to move great distances between Cleave attempts.
Anytime during a charge that the wielder is granted an extra attack by the Cleave feat, she can continue moving in the direction of her charge up to the limit of her mount's movement before making that extra attack.
The same benefit applies to the extra attack granted by the weapon's *mighty cleaving* quality.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *expeditious retreat*, *haste*; *Market Price*: 50,310 gp; *Cost to Create*: 25,310 gp + 2,000 XP.

LARETHIAN PROTECTOR

This +2 *longbow* is greatly prized by clerics of the elven god Corellon Larethian.
The wielder of the *Larethian protector* can take a standard action and expend a turn undead attempt to imbue the bow with divine power.
The next arrow from the bow that hits an evil humanoid deals an additional 1d6 points of divine damage per point of the wielder's Charisma bonus (minimum 1d6).
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, creator must be an elf with the ability to turn undead, *holy smite*; *Market Price*: 50,375 gp; *Cost to Create*: 25,375 gp + 2,000 XP.

LIVING NET

This well-made +2 *net* seems to writhe of its own accord.
The wielder of the *living net* can attack targets up to 20 feet away.
Any time a foe is entangled by the *living net*, the wielder may make a trip attack as a free action.
If the wielder is tripped during his own trip attempt, he may drop the *living net*'s trailing cord to avoid being tripped.
Folding the *living net* is a move-equivalent action that provokes an attack of opportunity.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: 18,320 gp; *Cost to Create*: 9,320 gp + 720 XP.

MACE OF FORM

This +2 *bane* (*shapechanger*) *light mace* protects its wielder from shapechanging magic and can dispel such effects on others.
Any successful hit against a creature not in its natural form forces the target to succeed on a Fortitude save (DC 22) or return to its natural form.
This effect does nothing to prevent subsequent shapechanging effects.
In addition, the wielder of the *mace of form* cannot change shape.
While holding the *mace of form*, the wielder simply ignores the effects of all shapechanging magic, including self-targeting spells such as *alter self*.
Note that the *mace of form* does nothing to prevent illusory changes to appearance from taking effect, so spells like *change self* still function normally for the wielder.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph any object*; *Market Price*: 100,312 gp; *Cost to Create*: 50,312 gp + 4,000 XP.

MACE OF THE SNAIL

This +2 *heavy mace* has an unadorned shiny metal head.
Three times per day, the *mace of the snail* allows its wielder to cast *slow* as a 7th-level caster.
Targets must make a Will save (DC 14) to resist this effect.
In addition, whenever its wielder takes the total defense action, the mace grants an additional +2 bonus to Armor Class that stacks with all other bonuses.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shield*, *slow*; *Market Price*: 30,992 gp; *Cost to Create*: 15,612 gp + 1,224 XP.

MACE OF UNLIFE

This +3 *heavy mace* can bring the dead back as undead servants of its wielder.
Whenever the *mace of unlife* is used to deliver the killing blow to a creature, its wielder can cause that creature to rise as a zombie.
Using this ability is a full-round action.
Zombies raised in this manner are under the control of the mace's wielder.
Up to 20 Hit Dice of zombies may be controlled at any one time.
Any condition that would normally prevent a creature from being animated as a zombie prevents the *mace of unlife* from working as well.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *animate dead*, *control undead*; *Market Price*: 138,312 gp; *Cost to Create*: 69,312 gp + 5,520 XP.

MACE OF VOICES

The bell-shaped head of the *mace of voices* produces several sonic effects, from peals of thunder to soothing tones that magically enhance the wielder's oratory.
This +2 *thundering heavy mace* allows clerics who wield it to channel divine energy to produce magically infused oratory.
Once per day, while holding the *mace of voices*, a cleric can give up one turn undead attempt to cast *enthrall*.
The spell is treated as if cast by the cleric himself, and the save DC and caster level are figured accordingly.
In addition, the *mace of voices* grants a +2 bonus on the wielder's Diplomacy checks to adjust a creature's attitude.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *enthrall*; *Market Price*: 37,712 gp; *Cost to Create*: 19,012 gp + 1,496 XP.

MAGEBLADE

This +2 *longsword of spell storing* is covered in arcane symbols.

While holding a *mageblade*, the wielder can sacrifice a prepared arcane spell from memory as a move-equivalent action that does not provoke an attack of opportunity. Doing so removes the nonproficiency penalty (if any) for using the *mageblade* for a number of rounds equal to the sacrificed spell's level.
Furthermore, if the sacrificed spell dealt damage of a particular energy type, the *mageblade* deals an additional 1d6 points of damage of that energy type with each successful hit.
The energy damage lasts 1 round per level of the sacrificed spell.
If the sacrificed spell has more than one energy type associated with it, the *mageblade* wielder may choose the energy type.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, creator must be at least 15th level; *Market Price*: 50,315 gp; *Cost to Create*: 25,315 gp + 2,000 XP.

MANTICORE BLADE

The wavy blade of this +3 *greatsword* begins in an oversized hilt adorned with six spikes.
As an attack action, the wielder can launch one of the spikes from the sword at a ranged target.
The spikes have a range increment of 20 feet, deal 1d6 points of piercing damage, and grant a +1 enhancement bonus on attack and damage rolls.
When making a ranged attack with a spike, the wielder applies her Dexterity modifier to her attack roll and her Strength modifier to her damage roll.
Making a ranged attack with a spike provokes an attack of opportunity just like making a normal ranged attack.
The spikes crumble to dust 1 round after being launched from the sword.
The sword regenerates spikes at the rate of one per day.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*; *Market Price*: 20,350 gp; *Cost to Create*: 10,350 gp + 800 XP.

MAUL OF CONSTRUCTION

This Large +2 *warhammer* gives its wielder power over stone.
Because of its size, a *maul of construction* deals 2d6 base damage, weighs 16 pounds, and must be used in two hands by Medium-size characters.
The maul allows its wielder to cast *stone shape* and *wall of stone* once per day each, as the spells from a 15th-level caster.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *stone shape*, *wall of stone*; *Market Price*: 51,824 gp; *Cost to Create*: 26,224 gp + 2,048 XP.

MIRROR BLADE

Shined to a mirror-bright brilliance, this +2 *longsword* sheds magical light in a 20-foot radius.
The light glimmers along the sword's blade and through the many gems in its hilt, creating a dazzling pattern of light.
All creatures that remain within 5 feet of the wielder for an entire round must succeed on a Will save (DC 15) or become dazzled by the sword's light.
Creatures without eyes are not susceptible to this effect.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *flare*, *hypnotic pattern*, *light*; *Market Price*: 38,315 gp; *Cost to Create*: 19,315 gp + 1,520 XP.

MOONSILVER SHARD

This silvery dart turns into a small bolt of magical force when thrown and unerringly strikes its target for 1d4+1 points of damage.
Once thrown, a *moonsilver shard* behaves in all manner like a dart from the *magic missile* spell, except that it has an effective range of 150 feet.
Attempting to throw a *moonsilver shard* at a target beyond this range causes the dart to transform and then dissipate harmlessly.
A *moonsilver shard* vanishes after one use.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*; *Market Price*: 50 gp; *Cost to Create*: 25 gp + 2 XP.

MORNINGSTAR OF EXHILARATION

The magical properties imbued in this +2 *morningstar* grant the wielder tremendous benefits if she is victorious in combat.
Whenever a successful hit from the *morningstar of exhilaration* drops a foe below 0 hit points, the wielder gains 6 temporary hit points and a +1 morale bonus on attack rolls and saving throws.
The temporary hit points and morale bonus last for 10 rounds.
Repeat triggering of this power does not stack.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *aid*, *bless*; *Market Price*: 28,308 gp; *Cost to Create*: 14,308 gp + 1,120 XP.

NUNCHAKU OF MASTERY

Joined by a wrought-iron chain, the jet-black handles of this +2 *nunchaku* reflect almost no light.
By spending a full-round action twirling the *nunchaku of mastery* around his head and body, the wielder gains a +20 bonus on his next attack roll with the nunchaku, provided that the attack occurs on the following round.
In all other respects, this effect functions exactly like the *true strike* spell from a 7th-level caster.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: 22,302 gp; *Cost to Create*: 11,302 gp + 880 XP.

PACKMASTER FLAIL

This +2 *bane* (*gnoll*) *light flail* is feared and revered by gnolls. Its head, carved to resemble the snarling visage of a gnoll, inspires obedience in any gnoll who sees it.
While holding the *packmaster flail*, the wielder gains a +10 bonus on Intimidate and Diplomacy checks made against gnolls.
Furthermore, once per day the wielder can summon 1d3 fiendish gnolls.
The fiendish gnolls obey anyone holding the *packmaster flail*.
The gnolls remain for 10 rounds before disappearing.

Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 48,708 gp; *Cost to Create*: 24,508 gp + 1,936 XP.

PIERCING TONGUE OF KATH KADAN

This impressive name belongs to the traditional weapon of the noble salamander.
It is a Huge +3 *longspear* that is always wreathed in fire like a *flaming weapon*, and it deals +1d8 points of bonus fire damage on a successful hit.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; *Market Price*: 35,610 gp; *Cost to Create*: 18,810 gp + 1,400 XP.

PLAGUE SPREADER

The head of this perpetually filthy +3 *heavy flail* always appears dingy and ill cared for.
Even the chain of the flail appears rusted and caked with small bits of long-rotten matter.
Any successful hit from the *plague spreader* can potentially infect the target with filth fever.
A target hit by the *plague spreader* must succeed on a Fortitude save (DC 20) or be infected with the disease.
The disease has an incubation period of 1d3 days, after which it deals 1d3 points of temporary Dexterity damage and 1d3 points of temporary Constitution damage.
See Disease in Chapter 3 of the DUNGEON MASTER'S *Guide* for more information.
Creatures immune to disease are immune to this effect.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *contagion*; *Market Price*: 104,715 gp; *Cost to Create*: 52,515 gp + 4,176 XP.

RAKING BLADE

The wielder of this +4/+3 *two-bladed sword* can make an additional raking attack if she manages to get inside her opponent's defenses.
Anytime the wielder hits the same target with the first attack made with her primary hand and the first offhand attack during the same round, the wielder may make an extra attack with the *raking blade*.
This extra attack is at –5 on the wielder's best attack bonus.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*, *haste*; *Market Price*: 116,700 gp; *Cost to Create*: 58,700 gp + 4,640 XP.

RANKBREAKER GLAIVE

Created to deal with formations of polearm-wielding foes, this completely unadorned +2 *glaive* looks like a normal soldier's weapon.
When used in combat, its fearsome powers become evident.
While using a *rankbreaker glaive*, the wielder can act as if he had the Cleave feat.
A wielder who already has the Cleave feat gains no additional benefit.
Whenever the wielder takes a charge action using a *rankbreaker glaive*, he deals an additional 1d6 points of damage on each successful hit.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *righteous might*; *Market Price*: 32,308 gp; *Cost to Create*: 16,308 gp + 1,280 XP.

RANSEUR OF READINESS

The magical properties of this +2 *eager ranseur* make it a deadly tool against charging foes.
Any time the wielder gets an attack of opportunity against a charging foe, he may make that attack as if he had readied an action to set the ranseur against the charge.
Attacks set in this manner deal double damage to charging foes.
Anytime the wielder readies a *ranseur of readiness* against a charging foe, any attacks of opportunity triggered by that foe are also resolved normally.
This ability does not allow the wielder to make two double-damage attacks against one charging attacker in the same round.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*, *haste*; *Market Price*: 50,310 gp; *Cost to Create*: 25,310 gp + 2,000 XP.

RICOCHET SLING

This +2 *sling* allows the wielder to bounce attacks off nearby surfaces and catch opponents off guard.
Any time the wielder makes an attack against a target within 5 feet of a wall, that target is denied its Dexterity bonus to Armor Class.
This ability does not function against a foe of Intelligence 5 or greater who has experienced the *ricochet sling* effect before.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: 32,300 gp; *Cost to Create*: 16,300 gp + 1,280 XP.

RINGSWORD

The narrow end of this +3 *longsword*'s hilt fits a magic ring perfectly.
While holding the *ringsword*, the wielder gains the benefit of the ring held on its hilt without compromising her ability to wear a magic ring on each hand.
Only one magic ring may be attached to the sword at a time.
Removing or attaching a ring to the *ringsword* is a move-equivalent action that does not provoke an attack of opportunity.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: 22,315 gp; *Cost to Create*: 11,315 gp + 880 XP.

SAP OF STUNNING

This +2 *sap* delivers stunning blows to the unaware, making them easy to subdue.
Whenever the target of an attack made with the *sap of stunning* is denied its Dexterity bonus to Armor Class, the sap delivers a stunning attack.
With each stunning attack, the target must succeed on a Fortitude save (DC 15) or be stunned for 1 round.

Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *sound burst*; *Market Price*: 32,301 gp; *Cost to Create*: 16,301 gp + 1,280 XP.

SAPLING CLUB

This irregular *+1 club* always has a leaf or three adorning it, and the wood retains the resiliency of a freshly cut branch.
By spending a full-round action holding the *sapling club* to the ground, the wielder can cause the club to transform into a treant.
The treant acts as a summoned creature, attacking the nearest foe unless the wielder commands otherwise.
A *sapling club* may spend up to 12 rounds as a treant each day, although the rounds need not be consecutive.
At any time, the wielder of the club can utter a command word to transform the *sapling club* back to its original form.
If killed while in treant form, the *sapling club* is destroyed.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *changestaff*; *Market Price*: 32,540 gp; *Cost to Create*: 16,420 gp + 1,290 XP.

SCIMITAR OF COLORS

On command, the blade of this *+3 scimitar* becomes infused with a shimmering haze of multicolored magical energies. These have a variety of effects, similar in nature to the powerful *prismatic spray* spell.
Whenever the wielder makes a successful melee attack with the *scimitar of colors*, consult the chart below to see what additional effects apply.

d8	Color	Effect
1	Red	Deals additional 2 points of fire damage
2	Orange	Deals additional 4 points of acid damage
3	Yellow	Deals additional 8 points of electricity damage
4	Green	Poison deals 1d2 Con/1d2 Con, DC 15
5	Blue	Deals additional 2 points of cold damage
6	Indigo	Causes *confusion*, Will (DC 15) negates
7	Violet	Deals additional 2 points of sonic damage
8	Two colors	Roll again twice; ignore subsequent "8" results

Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *prismatic spray*; *Market Price*: 36,515 gp; *Cost to Create*: 18,415 gp + 1,448 XP.

SCIMITAR OF EXERTION

This *+2 scimitar* allows its wielder to undertake tremendous feats of strength.
Once per day by uttering a command word, the wielder can invoke the scimitar's exertion ability.
On the round the command word is uttered, the wielder gains a +2 enhancement bonus to Strength.
Two rounds later, the bonus increases to +4.
Two rounds after that, the bonus subsides to +2, and 2 rounds after that, the bonus fades entirely.
For the next 10 rounds, the wielder takes 2 points of temporary Strength damage every other round.
Once the command word is uttered, the progression of increasing and decreasing Strength continues regardless of whether the wielder continues to use or even possess the *scimitar of exertion*.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

SCOURGE OF THE POMARJ

One side of this *+2/+2 dire flail* is *bane* (*monstrous humanoids*), and the other is *bane* (*goblinoids*).
While holding the *scourge of the Pomarj*, the wielder can understand (but not speak) Orc and Goblin.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *comprehend languages*, *summon monster* I; *Market Price*: 68,690 gp; *Cost to Create*: 34,690 gp + 2,720 XP.

SELF–LOADING CROSSBOW

This *+1 heavy crossbow* is much easier to load than mundane crossbows.
After firing, the crossbow's string is magically reset to the cocked position, requiring the wielder to simply place a bolt in the weapon to load it.
Loading a *self-loading crossbow* requires only a move-equivalent action.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: 12,350 gp; *Cost to Create*: 6,350 gp + 480 XP.

Self-Loading Crossbows and the Rapid Reload feat

If the wielder has the Rapid Reload feat described in *Sword and Fist*, loading a *self-loading crossbow* is a free action, and the weapon does not restrict the wielder's ability to make multiple attacks in a round.

SHADOW'S HAND

Although it is made from obsidian, the magical properties of this *+2 wounding shuriken* make it as strong as steel.
Once per day, the wielder can make a blinding strike with *shadow's hand*.
To make a blinding strike, the wielder makes a normal ranged attack with the weapon.

If the attack is successful, the target must succeed on a Fortitude save (DC 14) or be blinded as the *blindness/deafness* spell from a 10th-level caster.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *Mordenkainen's sword*; *Market Price*: 30,301 gp; *Cost to Create*: 15,301 gp + 1,200 XP.

SHIELD BLADE

This versatile +2 *short sword* is most often employed as an off-hand weapon.
As a move-equivalent action, the wielder can transform the *shield blade* into a large steel shield.
The shield provides an armor bonus but no enhancement bonus to the wielder's Armor Class.
It does retain a +2 enhancement bonus on attack and damage rolls when used in shield bash attacks.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*, *shield*; *Market Price*: 10,630 gp; *Cost to Create*: 5,630 gp + 400 XP.

SIANGHAM OF FOCUS

This +3 *siangham* enhances the wielder's ability to focus on combat.
When using a *siangham of focus*, the wielder gains a +2 enhancement bonus on Reflex saves made to deflect ranged weapons using the Deflect Arrows feat.
Furthermore, monks and other characters with the Stunning Fist feat may make stunning attacks while attacking with the *siangham of focus*.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *hold person*, *protection from arrows*; *Market Price*: 19,303 gp; *Cost to Create*: 9,803 gp + 760 XP.

SICKLE OF TALONS

This +2 *keen sickle* is particularly useful to those who can change their shape.
Whenever its wielder transforms into a shape with natural claw or bite attacks, the *sickle of talons* grants a +2 enhancement bonus on the new form's claw and bite attacks.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*, *magic fang*; *Market Price*: 26,306 gp; *Cost to Create*: 13,306 gp + 1,040 XP.

SKULLSHAKER HAMMER

This +2 *warhammer* is favored by dwarven clerics of Moradin.
If a *skullshaker hammer* is ever discovered in enemy hands, followers of Moradin go to great lengths to recover it.
The hammer delivers painful, ringing blows that are said to echo with the sounds of Moradin's forge.
Three times per day, a *skullshaker hammer* deals an additional 1d6 points of temporary Wisdom damage on a successful hit.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a dwarf, *spiritual weapon*; *Market Price*: 18,312 gp; *Cost to Create*: 9,312 gp + 720 XP.

SKYBOW

This +2 *longbow* functions as a bane weapon against all earth creatures.
In addition, once per day the wielder may launch an arrow against any target known to be in range, and the arrow travels to the target around all forms of cover, even around corners.
This ability functions in all respects like the *seeker arrow* class feature of the 4th-level arcane archer, except that the wielder of a *skybow* must be under the open sky to use this ability.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *gust of wind*, *true strike*; *Market Price*: 25,975 gp; *Cost to Create*: 13,175 gp + 1,024 XP.

SLING OF MISDIRECTION

This +1 *bane* (*construct*) *sling* temporarily robs constructs of their ability to follow their instructions.
Any construct hit by a bullet or stone from a *sling of misdirection* must succeed on a Will save (DC 12) or suffer the effects of the *random action* spell.
This ability affects even creatures otherwise immune to mind-influencing magic.
Caster Level: 4th; *Prerequisites*: Craft Magic Arms and Armor, *random action*; *Market Price*: 30,300 gp; *Cost to Create*: 15,300 gp + 1,200 XP.

SOLDIER'S REST

The magical properties of this +1 *glaive* are a great boon to anyone engaging in long marches, protracted battles, or other extended physical exertion.
While holding *soldier's rest*, the wielder ignores the effects of fatigue.
Anytime the wielder becomes fatigued, he does not take the penalties associated with the condition.
Although helpful, *soldier's rest* does not allow unending exertion.
If the character becomes exhausted, he takes the normal penalties associated with that condition.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *endurance*; *Market Price*: 4,808 gp; *Cost to Create*: 2,558 gp + 180 XP.

SONGBLADE

Every move made with this +1 *rapier* fills the air with sweet sounds.
While holding *songblade* unsheathed, the sword's wielder gains a +2 enhancement bonus on Perform checks.
A bard wielding the *songblade* may use his bardic music abilities one additional time per day.
The blade is scored in a beautiful, intricate pattern, and air moving across this magic etching generates the music of the *songblade*.
Thus, the blade's musical qualities do not function underwater, in a vacuum, or in other environments where air cannot freely pass over the blade.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must have the bardic music ability, *sculpt sound*; *Market Price*: 6,400 gp; *Cost to Create*: 3,360 gp + 243 XP.

SORCERER'S HAND

The stock of this +2 *light crossbow* has been carved to resemble a humanoid forearm ending in a closed hand with two outstretched fingers.
Despite its unusual appearance, this crossbow is a potent tool for casting ray spells.
If held and used as an additional arcane focus when casting a ray spell, the spell's effective caster level is increased by 1. This increase affects all aspects of the spell, including damage, range, and duration.
Furthermore, the *sorcerer's hand* grants a +2 enhancement bonus on attack rolls for rays.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, any ray spell; *Market Price*: 18,335 gp; *Cost to Create*: 9,335 gp + 720 XP.

SPEAR OF IMPALING

The barbed head of this +2 *longspear* holds foes fast once they have been run through.
After a successful critical hit, the wielder of a *spear of impaling* may make a grapple attempt as a free action.
If this grapple attempt succeeds, the wielder may then make a pin attempt as part of the same action.
Grapples and pins caused by a *spear of impaling* can be broken normally.
If a foe is grappled in this manner, but not pinned, the wielder can use subsequent attacks to attempt to deal damage or initiate a pin.
Opponents grappled by a *spear of impaling* can make an opposed grapple check to break the pin and escape the grapple, but not to deal damage or initiate pins of their own.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *hold person*; *Market Price*: 32,305 gp; *Cost to Create*: 16,305 gp + 1,280 XP.

SPEAR OF THE HUNT

This shaft of this light +1 *bane* (*animal*) *shortspear* is eternally fresh, appearing to be newly cut wood.
The spear is tipped with a bone point rather than metal, but its magic ensures that it is no less effective than a typical spear.
When outdoors, the *spear of the hunt* grants its wielder the Track feat, if the wielder does not already have it.
The spear grants no bonus on Wilderness Lore or Search checks.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, creator must have the Track feat; *Market Price*: 28,302 gp; *Cost to Create*: 14,302 gp + 1,120 XP.

SPEAR OF SKIRMISHING

This +2 *returning halfspear* grants its wielder superior speed in combat.
Any round in which the wielder throws the *spear of skirmishing*, he may add 10 feet to his speed.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *expeditious retreat*, *telekinesis*; *Market Price*: 32,301 gp; *Cost to Create*: 16,301 gp + 1,280 XP.

SPELL SHIELD FALCHION

This +2 *falchion* is particularly effective against spellcasters.
Any round in which the wielder takes the total defense action, spells targeting her reflect back at their caster.
This ability works exactly as if *spell turning* protecting against seven spell levels.
This protection applies only on rounds in which the wielder takes the total defense action and is renewed at the beginning of each such round.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *spell turning*; *Market Price*: 38,708 gp; *Cost to Create*: 19,541 gp + 1,533 XP.

SPIDER'S NEST BULLET

This oddly shaped sling bullet consists of a tightly packed cluster of small spheres rather than one smooth mass.
On a successful hit, a *spider's nest bullet* creates a *web*, as the spell from a 7th-level caster, and releases 2d4 Small monstrous spiders.
The spiders move through the web freely and swarm over any creatures caught in it.
The spiders do not leave the web and are destroyed if it is.
The spiders and the web last for 10 minutes.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* III, *web*; *Market Price*: 1,057 gp; *Cost to Create*: 532 gp + 42 XP.

SPINNING BLADE

This +2 *returning throwing scimitar* is ideal for knocking opponents' weapons out of their hands.
In addition to making normal attacks, the wielder can make a special ranged disarm attack with the *spinning blade*.
This functions exactly like a melee disarm attempt except that it does not provoke an attack of opportunity.
The *spinning blade* does nothing to prevent attacks of opportunity that the wielder provokes for other reasons, such as attacking with a ranged weapon while threatened in melee.
Ranged disarm attempts with the *spinning blade* incur the normal penalties for range.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *magic stone*, *telekinesis*; *Market Price*: 50,315 gp; *Cost to Create*: 25,315 gp + 2,000 XP.

STAFF OF BALANCE

Longer and thinner than most, this +2 *quarterstaff* improves the wielder's sense of equilibrium.
Any round in which the wielder holds the *staff of balance* in both hands and does not make a melee attack, the staff grants a +10 enhancement bonus on Balance checks.
While holding the staff in this manner, the wielder can move at his full movement rate without incurring penalties on Balance checks made during that round.
In addition, the wielder gains a +4 enhancement bonus on Strength checks made to resist being tripped.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: 26,600 gp; *Cost to Create*: 13,600 gp + 1,040 XP.

STAFF OF DISCIPLINE

This +2 *lawful quarterstaff* reinforces a monk's martial abilities.
While wielding the *staff of discipline*, a monk may make attacks using her better unarmed rate.
She can use the *staff of discipline* as a double weapon and still get the benefit of her increased rate of attacks, but she takes all of the normal penalties while doing so.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, creator must be lawful, *order's wrath*; *Market Price*: 50,600 gp; *Cost to Create*: 25,600 gp + 2,000 XP.

STAFF OF MEMORY

More the tool of a wizard than a warrior, this sturdy +1 *quarterstaff* can enhance the memory of its wielder.
Once per day, the wielder can lose a prepared spell from memory in order to recall a spell of lower level that she has already cast.
The recalled spell is treated exactly as if the spell caster had prepared it normally.
Exchanging prepared spells in this manner is a standard action that does not incur an attack of opportunity.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, creator must be at least 12th level, R*ary's mnemonic enhancer*; *Market Price*: 32,600 gp; *Cost to Create*: 16,600 gp + 1,280 XP.

STANDARD OF ULEK

Each side of this +2 *mithral dwarven waraxe* is engraved with the red axe symbol of the Principality of Ulek.
Dwarves allied with the wielder gain a +1 morale bonus on their attack rolls as long as they stay within 10 feet of the wielder.
The wielder does not benefit from the morale bonus.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *bless*; *Market Price*: 23,830 gp; *Cost to Create*: 15,830 gp + 640 XP.

STIRGE BOLT

These +3 *bolts* are hollow tubes designed to draw out the blood of the target.
Each has a metal tip, hollow like the rest of the bolt, with thin flanges molded to look like the double wings of a stirge.
The round after a successful hit, the bolt begins to drain the target's blood, dealing 1d4 points of temporary Constitution damage each round until destroyed.
As a Tiny wooden weapon, each *stirge bolt* has a hardness of 5 and 1 hit point.
While draining blood from a target, the bolt has an AC of 12 (+2 size).
Stirge bolts that miss their targets are consumed.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: 1,007 gp; *Cost to Create*: 507 gp + 40 XP.

STONE SPEAR

Made entirely from magically augmented stone, this +2 *shortspear* weighs 10 pounds.
Because of its weight and unwieldy nature, the *stone spear* has a range increment of only 10 feet.
A *stone spear* deals double damage against any creatures with the Air subtype on a successful hit.
If a wielder standing on the ground uses a ready action to set the *stone spear* against a charge, it deals triple rather than double damage.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *wall of stone*; *Market Price*: 32,302 gp; *Cost to Create*: 16,302 gp + 1,280 XP.

SUMMONING ARROW

The head of a *summoning arrow* is sculpted to look like a bird of prey, and the fletching is always made of feathers from the same bird.
When launched from a bow, a *summoning arrow* transforms into an eagle (see the Animals section of the *Monster Manual*) and attacks the foe that the arrow was fired at.
If not launched at a specific target, a *summoning arrow* turns into an eagle when it's 30 feet away from the wielder, then attacks the nearest creature.
The eagle remains for 5 rounds or until slain, whichever comes first.
After 5 rounds, the eagle flies away.
It does not return to arrow form.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 257 gp; *Cost to Create*: 132 gp + 10 XP.

SWORD OF AVOIDANCE

Also called the coward's sword, this +3 *longsword* grants its wielder a better chance to avoid mishaps of all kinds.
Whenever the wielder takes the total defense action while holding the *sword of avoidance*, he gains a +4 luck bonus to AC and on all saving throws.
This bonus lasts until the beginning of the wielder's next turn.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *bless*; *Market Price*: 38,315 gp; *Cost to Create*: 19,315 gp + 1,520 XP.

SWORD OF COUNTERING

This +1 *longsword* is feared by spellcasters for its ability to disrupt their spells.
Three times per day, a *sword of countering* can use *dispel magic* to counterspell, as the spell from a 13th-level caster.
The *sword of countering* is incapable of dispelling existing effects.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *dispel magic*; *Market Price*: 33,905 gp; *Cost to Create*: 17,110 gp + 1,344 XP.

SWORD OF CRYPTS

The blade of this elegant +2 *holy longsword* is inscribed with runes and symbols sacred to the clergy of Heironeous.
While holding the *sword of crypts*, a cleric gains one extra turn undead attempt per day.
In addition, if the wielder is a cleric of Heironeous, the sword provides a +2 enhancement bonus on the wielder's turn damage on all attempts to turn undead.

Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, creator must be good, *holy smite*; *Market Price*: 42,315 gp; *Cost to Create*: 21,315 gp + 1,680 XP.

SWORD OF THE DIPLOMAT

The gold hilt of this +3 *defending short sword* is elaborately carved to resemble the folded wings of a bird.
The possessor of this ornate blade is shielded by a constant aura of magical force.
This force effect functions exactly like a permanent version of the *mage armor* spell, providing a +4 armor bonus to the possessor's AC.
Like the *mage armor* spell, this bonus applies to incorporeal attacks.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *mage armor*, *shield*; *Market Price*: 64,310 gp; *Cost to Create*: 32,310 gp + 2,560 XP.

SWORD OF ESCAPE

This +2 *short sword* allows its user to escape almost any confining situation.
For up to 10 rounds per day, the wielder can act normally regardless of magical effects that impede movement.
This power is similar to the granted power of the Travel domain in that the effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day up to the total daily limit of rounds.
In addition, when used against a creature or object holding the wielder, the *sword of escape* grants an additional +1 bonus on attack and damage.
The *sword of escape* can be used to attack in a grapple even if it is not a light weapon for the wielder (see Grapple in Chapter 8 of the *Player's Handbook*).
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*; *Market Price*: 88,310 gp; *Cost to Create*: 44,155 gp + 3,532 XP.

SWORD OF GRACEFUL STRIKES

This +3 *short sword* allows graceful wielders to deal extra damage based on agility, not brute force.
All melee attacks made with the *sword of graceful strikes* add the wielder's Dexterity modifier to damage rather than his Strength modifier.
Furthermore, an unsuccessful disarm attempt made with the *sword of graceful strikes* does not allow the target a chance to disarm the wielder.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *Tenser's transformation*; *Market Price*: 72,310 gp; *Cost to Create*: 36,310 gp + 2,880 XP.

SWORD OF JUDGMENT

This +2 *lawful longsword* prevents those near it from lying.
Up to three times per day, the wielder may utter a command word and cause the sword to emit a *zone of truth*.
Creatures coming within 25 feet of the *sword of judgment* must succeed on a Will save (DC 13) or be unable to speak any deliberate and intentional lie.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, creator must be lawful, *order's wrath*, *zone of truth*; *Market Price*: 43,115 gp; *Cost to Create*: 21,715 gp + 1,712 XP.

SWORD OF THE MAMMOTH

This +2 *greatsword* grants its wielder an enhanced ability to withstand blows.
Anyone holding a *sword of the mammoth* gains 6 temporary hit points.
These hit points are added to the wielder's maximum and current totals.
Unlike other temporary hit points, the bonus hit points supplied by the *sword of the mammoth* are not lost first.
Instead, should the wielder ever lose hold of the sword, the hit points are subtracted from both his maximum and current total.
The only way to regain these hit points in such a situation is to regain the sword.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *endurance*; *Market Price*: 18,350 gp; *Cost to Create*: 9,350 gp + 720 XP.

SWORD OF OPPORTUNITY

This +2 *longsword* allows its wielder to take advantage of openings in its opponent's defenses.
A *sword of opportunity* grants its wielder the ability to make one additional attack of opportunity per round.
This ability stacks with the Combat Reflexes feat, but any condition that would prevent that feat from being used also prevents the additional attack of opportunity from the sword.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

SWORD OF READINESS

The wielder of this +2/+2 *two-bladed sword* can anticipate foes' movements and attack accordingly.
When readying an action to attack with the *sword of readiness*, the wielder can ready a full attack action.
The wielder can do nothing else in the turn she readies the action.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: 36,700 gp; *Cost to Create*: 18,700 gp + 1,440 XP.

SWORD OF RETRIBUTION

This +3 *bastard sword* allows the wielder to return blows against successful attackers.
Whenever the wielder is wounded in melee combat, the *sword of retribution* adds a +2 morale bonus on both the attack and damage rolls of the wielder's next attack, as long as that attack is directed against the opponent who damaged him.
The bonus lasts for only 1 round after the wielder is struck, and it is lost if the wielder does not attack that foe with his next attack action.
If more than one foe strikes the wielder in melee combat in a round, the bonus applies only to attacks against the source of his most recent injury.

Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *righteous might*; *Market Price*: 72,335 gp; *Cost to Create*: 36,335 gp + 2,880 XP.

SWORD OF SANCTUARY

A +2 *longsword*, the *sword of sanctuary* offers its wielder temporary protection when in battle.
Once per day, the *sword of sanctuary* can create a *sanctuary* effect centered on the sword (as the spell heightened to 3rd level by a 5th-level caster).
While protected by the sword's *sanctuary*, any opponent attempting to attack the wielder must succeed on a Will save (DC 14) to do so.
In addition, the sword can cast an *obscuring mist* spell once per day (heightened to 3rd level by a 5th-level caster).
If the wielder drops or otherwise loses possession of the *sword of sanctuary*, these effects cease to function.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *obscuring mist*, *sanctuary*; *Market Price*: 19,115 gp; *Cost to Create*: 9,715 gp + 752 XP.

SWORD OF THE SOLARS

This awesome weapon is a Large +5 *dancing vorpal bastard sword*.
It always shines light equivalent to a torch (20-foot radius).
This weapon's high effective enhancement bonus makes it an epic weapon, beyond the reach of most player characters.
The *Epic Level Handbook* has rules for creating such weapons.
Caster Level: 18th; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*, *death spell*, *keen edge*; *Market Price*: 3,920,335 gp; *Cost to Create*: 1,960,335 gp + 49,200 XP.

SWORD OF VERSATILITY

As a move-equivalent action that does not provoke an attack of opportunity, the wielder can transform this +2/+2 *two-bladed sword* into two +1 *longswords*.
Recombining the swords is also a move-equivalent action.
Both halves of the *sword of versatility* function exactly like normal +1 *longswords* when separated from each other.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *make whole*, *shatter*; *Market Price*: 36,700 gp; *Cost to Create*: 18,700 gp + 1,440 XP.

SWORD OF ZEAL

This +2 *holy bastard sword* is doubly effective in the hands of a paladin.
Attacks with the *sword of zeal* ignore outsiders' damage reduction.
In addition, paladins wielding the *sword of zeal* can channel their positive energy from their lay on hands ability through the sword against evil outsiders and undead.
When channeling the ability in this way, the paladin can give up points of her daily healing allotment in order to add an equivalent amount of damage to her next attack with the *sword of zeal*.
The paladin decides how many points of lay on hands to use in this manner after the attack hits.
The attack with the *sword of zeal* is always a regular melee attack, dealing normal damage in addition to the channeled energy from lay on hands.
Creatures other than evil outsiders and undead are not affected by the channeled energy.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, creator must be good, *bless weapon*, *holy smite*; *Market Price*: 72,335 gp; *Cost to Create*: 36,335 gp + 2,880 XP.

THIRSTING BLADE

This +4 *longsword* can dehydrate those it strikes.
Whenever the wielder scores a successful critical hit, the *thirsting blade* deals an additional 1d6 points of subdual damage.
This damage cannot be recovered unless the victim first imbibes at least 1 quart of water.
Creatures who take subdual damage from a *thirsting blade* are also considered fatigued (see Environment in Chapter 3 of the DUNGEON MASTER'S *Guide*).
Outsiders and creatures immune to critical hits are immune to this subdual damage.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *disintegrate*; *Market Price*: 72,315 gp; *Cost to Create*: 36,315 gp + 2,880 XP.

TOURNEY LANCE

This +2 *lawful heavy lance* is prized by any who wish to fight without killing their opponents.
If the wielder of the *tourney lance* strikes to deal subdual rather than normal damage, she takes no attack penalty.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, creator must be lawful, *hold person*, *order's wrath*; *Market Price*: 50,310 gp; *Cost to Create*: 25,310 gp + 2,000 XP.

TRIDENT OF THE DEPTHS

This +1 *trident* allows its wielder to move through water with ease.
While holding a *trident of the depths*, the wielder can swim at a speed of 30 feet.
When submerged in water of any kind, the trident gains an additional +1 bonus on attack and damage.
When submerged in ocean water, this bonus increases to +2; the bonus for being underwater stacks with the trident's enhancement bonus.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *water walk*; *Market Price*: 8,315 gp; *Cost to Create*: 4,315 gp + 320 XP.

TRUESTONE HAMMER

This utilitarian +2/+1 *gnome hooked hammer* is useful as a tool as well as a weapon.
Three times per day, when in contact with an illusion or an object that is the target of an Illusion spell, the hammer can *dispel magic* (as the spell cast by a 15th-level caster, except that it affects only spells from the school of Illusion).
Once per day, a *truestone hammer* can be used to cast *stone shape*, as the spell from a 15th-level caster.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *dispel magic*, *stone shape*; *Market Price*: 51,120 gp; *Cost to Create*: 25,870 gp + 2,020 XP.

TWIN BLADE

Each side of this +3 *guisarme*'s blade is etched with the image of a miniscule guisarme.
Twice per day, the wielder of the twin blade can create a *spiritual weapon* (as the spell from an 8th-level caster).
The *spiritual weapon* has the +6 attack bonus of an 8th-level cleric, and the wielder of the *twin blade* directs it as a free action.
Only one of a *twin blade's* weapon counterparts can be in existence at one time.
Creating the second always causes the first to disappear harmlessly.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *spiritual weapon*; *Market Price*: 29,829 gp; *Cost to Create*: 15,069 gp + 1,181 XP.

VANISHING BLADE

A *vanishing blade* is a +3 *rapier* that allows its wielder to travel short distances instantaneously.
Once per day, after a successful melee attack, the wielder of the *vanishing blade* may transfer himself instantaneously to any spot within 800 feet.
This effect functions exactly as the *dimension door* spell from a 10th-level caster.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *dimension door*; *Market Price*: 47,120 gp; *Cost to Create*: 23,720 gp + 1,872 XP.

VIGILANT HALBERD

Each side of this +4 *defending halberd* is etched with the faint image of a disembodied eye hovering over an unadorned shield.
The *vigilant halberd* is a powerful weapon of good.
When a paladin uses her smite evil ability and successfully attacks with a *vigilant halberd*, the smite deals 2 points of damage per level instead of 1 point of damage per level.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, creator must be good, *holy word*, *shield* or *shield of faith*; *Market Price*: 72,310 gp; *Cost to Create*: 36,155 gp + 732 XP.

VIPER WHIP

This +2 *whip* is made of braided pieces of multicolored leather cut to look like the scaly skin of a snake.
On command, the tip of the weapon transforms into the head of a Tiny viper.
While transformed, the weapon delivers poison with each successful melee attack.
The poison deals 1d6 points of temporary Constitution damage (both initial and secondary).
Struck opponents must succeed on a Fortitude save (DC 11) to resist the poison.
The weapon can remain transformed for a total of 10 rounds each day, and these need not be consecutive.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph any object*, *summon nature's ally* I; *Market Price*: 38,301 gp; *Cost to Create*: 19,301 gp + 1,532 XP.

WARRENGUARD

The hilt of this well-crafted +2 *short sword* has been shaped to resemble a heavily armored gnome soldier standing at attention.
Small characters wielding *warrenguard* underground gain a +1 morale bonus on their melee attack damage for each ally within 5 feet.
Warrenguard also helps its wielder coordinate blows with companions.
If the wielder and an ally flank an opponent, the wielder of a *warrenguard* gains a +4 flanking bonus on his attack roll instead of the usual +2 bonus.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *bless*; *Market Price*: 40,310 gp; *Cost to Create*: 20,310 gp + 1,600 XP.

WEAPONEATER

This +3 *club* can cause most metal weapons to instantly rust away.
In order to activate the rusting ability, the wielder of a *weaponeater* must attack his opponent's weapon.
Unless the wielder has the Sunder feat, this provokes an attack of opportunity from the target.
If the wielder succeeds in striking a metal weapon in this manner, the target must succeed on a Fortitude save (DC 16) or the struck weapon instantly crumbles to dust.
Magic weapons struck in this manner provide a bonus equivalent to their enhancement bonus on their wielder's saving throw.
After 50 uses of the rusting ability, a *weaponeater* crumbles to dust itself.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *rusting grasp*; *Market Price*: 58,300 gp; *Cost to Create*: 29,300 gp + 2,320 XP.

WHIRLING AXE

This +2 *greataxe* gives its wielder the ability to make tremendous, whirling attacks.
Once per day, the wielder of a *whirling axe* can make an attack that has a chance of striking all opponents within 5 feet.
This functions like the Whirlwind Attack feat and requires a full action.
Instead of making his regular attacks, the wielder instead makes one melee attack at his full base attack bonus against each adjacent opponent.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: 18,320 gp; *Cost to Create*: 9,320 gp + 720 XP.

WHISPERBLADE

Three times per day, the wielder of this +4 *greataxe* can make a special silent attack.
If the attack hits, the target must make a successful Will save (DC 14) or be affected by *silence* (as the spell heightened to 3rd level by a 5th-level caster).
If the attack misses, the use is wasted.
Otherwise plain, a *whisperblade's* sturdy blade bears stylized dwarven runes that read, "Let dissenting voices be still".

Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *silence*; *Market Price*: 48,520 gp; *Cost to Create*: 24,420 gp + 1,928 XP.

BOOK OF EXALTED DEEDS (3.5)

BOW OF THE SOLARS

This Large +2 *composite longbow* (+4 Str bonus) turns any arrow it fires into a *slaying arrow* targeting any creature type the wielder chooses.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 100,100 gp; Cost to Create 50,500 gp + 3,968 XP.

CELESTIAL BLADE

This Large +3 *bastard sword* is the favored weapon of planetars.
It always shines light equivalent to a torch (20-foot radius, with shadowy illumination out to a range of 40 feet), and its blade is typically engraved with the symbol of the deity served by the planetar.
Moderate evocation; CL 9th; Craft Magic Arms and Armor; Price 18,335 gp; Cost to Create 9,335 gp + 720 XP.

CELESTIAL MACE

This +3 *disruption heavy mace* is the favored weapon of astral devas.
It always shines light equivalent to a torch (20-foot radius, with shadowy illumination out to a range of 40 feet).
Strong transmutation; CL 14th; Craft Magic Arms and Armor, *disrupting weapon*; Price 50,312 gp; Cost to Create 25,312 gp + 2,000 XP.

DART OF THE PHOENIX

This red and gold +1 *returning dart* has a tail made of phoenix feathers.
Throwing the dart requires a sacrifice of 1d4 points of temporary Strength damage.
However, any creature struck by the dart, regardless of whether it takes damage, must succeed on a DC 20 Fortitude save or be instantly slain and reduced to a small pile of ashes.
If the save succeeds, the creature takes 13d6 points of fire damage instead.
If a creature makes its saving throw but is slain by the damage, it is reduced to a pile of ashes as well.
Any creature reduced to ashes by the dart reforms after 2d6 rounds, appearing in the exact spot where it died and in whatever state it was before being incinerated.
Although damage from the actual dart remains, all fire damage is instantly restored.
Creatures immune to fire take no fire damage and are not incinerated.
Fire resistance applies to damage dealt if a creature makes its Fortitude save.
Strong necromancy [fire, good]; CL 13th; Craft Magic Arms and Armor, *phoenix fire*; Price 99,400 gp plus 5 sp; Cost to Create 49,900 gp plus 5 sp + 3,960 XP.

DEMONDOOM

Favored by dwarven foes of the tanar'ri, this +2 *holy demon bane warhammer* is fashioned from cold iron with a head shaped like two clenched fists.
Once per day, the wielder can make a blinding strike against a demon.
The wielder must declare he is using the blinding strike before making the attack roll; if the attack hits and the hammer bypasses the demon's spell resistance with a successful level check (1d20+15), the demon is blinded as if by a *power word blind* spell.
If the attack misses or the blinding strike is used on a creature other than a demon, the blinding strike is wasted.
Strong enchantment; CL 15th; Craft Magic Arms and Armor, *holy smite*, *power word blind*, creator must be good; Price 51,512 gp; Cost to Create 25,912 gp + 2,048 XP.

HELLPIERCER

Tested in battle against the fiendish legions of Hell, this colorful +3 *shocking burst arrow* or +3 *shocking burst bolt* is treated as a silvered weapon for the purpose of overcoming damage reduction.
Furthermore, the head of the arrow or bolt contains a tiny reservoir of purified couatl venom (see Ravages and Afflictions in Chapter 3: Exalted Equipment).
This ravage harms only evil creatures, including outsiders that are normally immune to poison (such as devils).
Moderate evocation and transmutation; CL 11th; Craft Magic Arms and Armor, *silvered weapon*; Price 4,007 gp per arrow or bolt; Cost to Create 2,007 gp + 40 XP per arrow or bolt.

NIGHTBLADE OF ARVANDOR

This +2 *longsword* appears to be made of black steel.
Within the blade, one can see miniscule twinkling stars.
Upon command, the sword launches star-like pulses of light.
Each round, as a standard action, the *nightblade* can fire as many stars from its blade as the wielder has ranged attacks.
Using the sword in this fashion provokes attacks of opportunity, and each star requires its own ranged touch attack roll.
A nonevil creature struck by a star takes 1d8 points of damage, half of which is nonlethal damage (rounded down).
An evil creature struck by a star takes 1d8 points of lethal damage.
The stars are magical force, not weapons, so they ignore damage reduction and incorporeality.
Moderate evocation [good]; CL 6th; Craft Magic Arms and Armor, *stars of Arvandor*, creator must be good; Price 44,315 gp; Cost to Create 22,315 gp + 1,760 XP.

BOOK OF VILE DARKNESS (3.0)

ANGELKILLER

This +3 *unholy greatsword* forces any celestial it damages to succeed at a Fortitude save (DC 20) or be destroyed.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price*: 110,350 gp; *Weight*: 15 lb.

BLACKGUARD'S BLADE

Made of black iron and covered in evil symbols engraved in the blade, this +2 *longsword* adds +10 damage to the wielder's smite good ability.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price*: 9,515 gp; *Weight*: 4 lb.

CHAIN OF BARRIERS

This item is a +1 *spiked chain*.
When commanded with the proper word, however, it expands to become a *wall of chains*.
With a second command word, the *chain of barriers* reverts to weapon form.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *wall of chains*; *Market Price*: 29,325 gp; *Weight*: 15 lb.

CHARNEL REAVER

This +3 *dwarven waraxe*, usually created by duergar smiths, utterly consumes the physical form of any living creature it slays, requiring a *true resurrection* spell to bring the creature back to life (*raise dead* and *resurrection* will not work).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *charnel fire*; *Market Price*: 108,330 gp; *Weight*: 15 lb.

HARROWHEART

This +2 *rapier* deals ×3 damage when it scores a critical hit on a creature of good alignment, rather than the normal ×2 damage.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*; *Market Price*: 15,320 gp; *Weight*: 3 lb.

HELL'S HEART ARROW

This +1 *arrow*, once fired, passes through creatures of evil alignment.
Such creatures offer no cover bonus, nor do they count when determining whether the archer firing into a melee must take the –4 penalty.
Caster Level: 1st; *Prerequisites*: Craft Magic Arms and Armor, *detect evil*; *Market Price*: 60 gp.

SACRIFICIAL KNIFE

This +1 *dagger* adds a +3 competence bonus on Knowledge (religion) checks required when a sacrifice is made with the knife.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bless*; *Market Price*: 3,305 gp; *Weight*: 1 lb.

SPECTRAL ARROW

This arrow looks like a +1 *arrow*, but it is an invisible brilliant energy projectile that bestows two negative levels rather than dealing normal damage.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *energy drain*, *gaseous form*, *invisibility*; *Market Price*: 2,560 gp.

WARPSWORD

This +2 *greatsword* infects anyone it strikes with warp touch (see Diseases in Chapter 2) if the target fails a Fortitude save (DC 14).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *contagion*, *cloak of chaos*; *Market Price*: 78,350 gp; *Weight*: 10 lb.

CHAMPIONS OF RUIN (3.5)

FLENSING GAUNTLET

This hideous spiked gauntlet literally strips flesh from its target.
Description: A *flensing gauntlet* is a ragged-looking, tattered glove and armband of untanned humanoid skin.
When the item is activated, the fleshy tatters writhe, and bony hooks sprout from the palm and fingers.
It is otherwise a +1 *spiked gauntlet*.
Activation: As a move action, curl your gloved hand into a claw to activate the gauntlets.
The effect lasts for 1 round.
You can activate the gauntlets up to three times per day.
Effect: A successful attack with an activated gauntlet tears a strip of flesh away from a living corporeal opponent, causing pain and trauma that weakens as well as dealing damage.
This effect occurs even if the opponent is wearing armor.
The opponent takes an extra 1d6 points of damage plus 1d4 points of Constitution damage and 1d4 points of Charisma damage.
A Fortitude saving throw negates the ability damage and halves the extra hit point damage.
Incorporeal creatures or creatures of a gaseous nature (such as air elementals) are not affected by this item.
Aura/Caster Level: Strong evocation; CL 12th.
Construction: Craft Magic Arms and Armor, *flensing* (see page 70 of the FORGOTTEN REALMS *Campaign Setting*), 8,805 gp, 680 XP, 17 days.
Weight: 1 lb.
Price: 17,305 gp.

ROD OF FOUR MOONS

The *Rod of Four Moons* functions as a +2 *defending holy heavy mace*.
The wielder can use each of the following spells once per day: *Hold monster*, *lighting bolt*, *polymorph*, and *rope trick*.
To use this relic, the wielder must worship Selûne and either sacrifice a 7th-level divine spell slot or have the True Believer feat plus at least 13 HD.
Moderate abjuration; CL 9th; Craft Magic Arms and Armor, Craft Rod, Sanctify Relic, *polymorph*, *hold monster*, *holy smite*, *lightning bolt*, *rope trick*, *shield* or *shield of faith*, creature must be good; Price 151,112 gp.

CHAMPIONS OF VALOR (3.5)

DORNAVVER

Dornavver, also known as Demonbane, is a legendary scourge of fiends from the Lower Planes, borne by a succession of paladins to cleanse Faerûn of their taint.
You carry a legendary weapon that makes even the most powerful demons quail.
History: Named for the master swordsmith who forged it, *Dornavver* is only rarely called by its true name.
Most sages and historians prefer the imagery that springs to mind when it is referred to as Demonbane, and many tales and fragments of lore surrounding the blade refer to it in this fashion.
The sword was fashioned in the Year of the Wrath Sword (275 DR) in response to the proliferation of evil artifacts created during the reign of the Qysar Shoon IV of the Shoon Imperium.
Relics such as Kuraltaar "the Demonshield", Jaralth "the Fiendspike", and Morthinmar "the Sallet of Sorrow" convinced the clergy of Ilmater that the faith required more than just prayer to combat the spread of evil throughout the South.
As recorded in the book *Relics of the Righteous* by the Sage of the Just Gods, Thontoros the Learned, the Feast of the Moon in Uktar of 275 DR saw a great, holy gathering at the ancient stone circle known as Allyn's Anvil, where the legendary Demonsbane shields had been consecrated by the Just God himself more than two centuries before.
Present were Archsufferer Irmakul "Bloodthews" of Memnon, Revered Brother Filithan of Bormton (a now-ruined village north of present-day Trademeet), Exalted Servant Volshur the Crooked, and a host of other senior priests of the Crying God.
On that night, their fervent prayers, interspersed with their cries of suffering, infused *Dornavver* with its mighty enchantments.
The sword was entrusted to the Holy Warriors of Suffering, a knightly order of paladins affiliated with the Church of Ilmater that at the time had its fortress at what is now known as Castle Dasaajk, east of the Purple Hills.
It is known that over one hundred winters after the sword was entrusted to the Holy Warriors, one of their number took up the blade and traveled north, coming to the tower of Uldoon, "the Mage of Fangs".
The wizard Uldoon was a ruthless—some say insane—spellhurler who consorted with many denizens of the Lower Planes.
He established the small realm of Torsil in the lands north of the Cloud Peaks and grew fond of summoning fiends of all types to send against rival holds that bordered his realm, as well as the elves of Askavar, who had their homes in nearby Glimmerwood (the present-day Wood of Sharp Teeth).
The tale of how this unnamed paladin, wielding the mighty *Dornavver*, vanquished Torsil and the fiends therein is recounted in a ballad titled "Uldoon's Doom", a popular song still sung by bards of the Sword Coast today.
After the fall of Torsil, the blade known as Demonbane was taken by its wielder west of the Heartlands and disappeared from recorded history for over a century.
It is known that during the tragic procession of battles that preceded the fall of Myth Drannor, many Dalesmen and more than a few War Wizards of Cormyr took up arms to assist the elves and other races who called the City of Songs home.
The court records of King Draxius the Neverdying of Cormyr recount how the ambitious Mindal Rowanmantle, a noble younger son, gathered a ragtag army of volunteers made up of Dalesfolk and warriors of Cormyr and led them to fight alongside the forces of Cormanthyr.
The only known description of this campaign is found in the diary of the War Wizard Landraul Skatterhawk, which now rests in the Royal Cormyrean Archives in Suzail.
Landraul wrote about a blade that fit the description of *Dornavver* as being in the possession of the paladin Sarshel Elethlim and wielded by him in the Battles of Snowsblood Trail and Standing Stone's Blood during the Year of the Firedrake (713 DR).
Sarshel Elethlim went on to lead the Triad Crusade against the fiend army that overran and despoiled Impiltur more than a decade after the fall of Myth Drannor.
Sarshel wielded *Dornavver* throughout the many battles of the Fiend Wars (729–732 DR) and used it to devastating effect when he shattered the *Crown of Narfell* in the Citadel of Conjurers, breaking the power of Orcus over the last demon army and sending it into headlong retreat.
His bravery and leadership saw him crowned king of Impiltur, and *Dornavver* became one of the royal blades of the kingdom.
After the death of Sarshel, Demonbane was borne, but seldom wielded, by monarchs of the realm, out of reverence for the man who had led the realm out of darkness.
In the years that followed, the sword was employed in battle only twice.
In 786 DR, Prince Nord and his brothers donned all the holy regalia of Impiltur, including the legendary Demonsbane shields, to banish the balor Ndulu and his demon host from their realm.
In that storied battle, Nord wielded *Dornavver* and gained for himself eternal glory.
The only other time that Demonbane was wielded in battle prior to the fall of Old Impiltur in 926 DR was during the time of King Beldred.
His reign is famous for "the Scouring", a yearlong campaign in the Year of the Empty Throne (850 DR) that saw the young king lead an army of holy knights deep into the depths of the Rawlinswood, slaying and driving forth pockets of demons that had survived the Fiend Wars.

While this campaign averted an age-old threat to the kingdom, it unfortunately released a horde of harried demons on the tribes of Narfell to the north of Impiltur.
The tribesmen sought their revenge on Impiltur in the Year of the Risen Sword (893 DR) when they united under the chieftain Galush and rode forth to invade the realm and claim, as the sage Ithyran described, the "warm lands of their ancestors".
Despite being defeated at the Battle of Twelvepikes on the banks of the Soleine River, the nomads managed to do great damage to the outlying eastern borders of the realm, but did little to weaken the realm proper.
Their defeat and the death of their leader saw the nomad horsemen turn tail and flee back to the Nar steppes, closing another chapter in Impiltur's "golden age".
As with all the other blades of Imbrar's Royal Guard that make up Soargar's Legacy, *Dornavver* was safely kept by the Mage Royal Soargar in his tower in Lyrabar until the victory of Imphras the Great over the hobgoblin hordes in the Year of the Dawndance (1095 DR) and the reestablishment of the monarchy two years later.
Most sages and historians of Impiltur believe that King Imbrar himself wielded Demonbane when he marched north from his lands in 1127 DR to quell the hobgoblin menace stirring once again in the Giantspire Mountains; others state that he gave the blade to his general and commander of the Royal Guard, Lord Osper Wellhaven.
The only thing that the sages seem prepared to agree on is that the whereabouts and fate of *Dornavver* remain a mystery that is yet to be solved.
Description: *Dornavver* is forged of some unknown alloy, and its blade is multihued.
The long hilt is wrapped with silver wire and the crosspiece is also plated with this holy metal.
The pommel is etched with the symbol of Ilmater, the Broken God.
Activation: The sword is a +3 *outsider bane bastard sword*.
Its bane special ability functions only against evil outsiders.
It glows with a cold, blue light (equal to a *light* spell in effect) when brought within 60 feet of a demon.
Effect: The bearer of the blade is rendered immune to charm effects created by demons, and is granted a +3 bonus on all saves against spells, spell-like effects, and supernatural abilities employed by demons.
Any demon struck by the blade must make a DC 20 Will save or be blocked from summoning others of its kind for the next hour.
Finally, the bearer of *Dornavver* receives Improved Initiative as a bonus feat.
The blade bestows one negative level on any evil creature that holds it.
The negative level remains as long as the sword is in hand and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is held.
Demonbane is legendary among demonkind, and can be readily recognized by any demon with a successful DC 10 Knowledge (the planes) or Intelligence check.
The bearer receives a +2 circumstance bonus on Intimidate checks against demons that recognize the blade.
The attitude of any demon seeing this blade immediately shifts to hostile (see page 72 of the *Player's Handbook*) with respect to the wielder.
Most demons will immediately communicate the sword's location and ownership to their fellows once they learn of it.
Aura/Caster Level: Strong evocation. CL 11th.
Construction: Craft Magic Arms and Armor, Improved Initiative, *banishment*, *detect evil*, *holy smite*, *searing light*, *summon monster* I, creator must be good, 131,335 gp, 10,480 XP, 131 days.
Weight: 6 lb.
Price: 262,335 gp.

Oath–Hammer

This dwarven warhammer gains additional power if its wielder swears an oath to destroy an enemy who has wronged him.
It extracts a price if the wielder fails to avenge himself or if he wastes its power on trivial challenges.
Lore: Created by a dwarf priest who lost his two sons in an attack by the drow, *Oath-Hammer* was his way of bringing vengeance to the dark elves.
(Knowledge [history] DC 15) He made a vow of silence and battled the drow for a year before they managed to kill him
(Knowledge [history] DC 20) The hammer was traded to a duergar merchant and hasn't been seen since.
(Knowledge [history] DC 25).
Description: This dwarf-crafted warhammer even looks angry; the shape of its head and the slant of its inscription in Dwarven indicate a simmering rage in its creator that endured during the entire time it was forged and crafted.
The Dwarven script reads: "For my sons, Khondar and Khondos Stonebreaker, slain at the hands of the dark elves, whose spilt blood I will avenge a hundredfold before I die, so I swear before the faces of Moradin, Berronar, and Gorm".
When wielded, the weapon radiates a faint feeling of restrained anger.
When its vengeance powers are activated, this emotion escalates to a seething hate that pours off the hammer like a blistering heat and lightens its weight so it feels feather-light in its wielder's hand.
Activation: To activate the hammer's special powers, the wielder must swear an oath in Dwarven (repeating it phonetically from another person if the wielder doesn't speak Dwarven) to uphold a sacred vow until some specified act of vengeance is completed.
The wielder must state the nature of the necessary act (such as "Kill the man who murdered my parents"), and achieving this revenge must be a good act (an evil character cannot use the hammer's special powers to gain revenge on good heroes); otherwise the attempt fails.
The special powers end if the conditions of the vengeance are met, or if the wielder abandons his task, or dies.
The hammer can only enforce one oath at a time, and cannot accept a new oath until the previous one is fulfilled or abandoned, or the previous oathmaker dies or gives up the hammer.
Effect: *Oath-Hammer* is normally a +2 *warhammer*.
If activated by swearing an oath, it becomes a +5 *warhammer*, deals an extra 2d6 points of damage, and its critical multiplier increases to ×4; these improvements only apply against creatures directly associated with the wielder's path of vengeance.

Against all other creatures, the activated hammer functions like a masterwork weapon without any enhancement bonuses.
As stated earlier, for the wielder to activate the weapon, he must take a sacred vow and uphold it until his vengeance is complete.
Vows of abstinence, chastity, and purity are suitable vows, all of which are presented as feats in *Book of Exalted Deeds*; choosing one of these vows also provides the benefit associated with that feat.
Other possible vows include silence, never smiling or laughing, eating only bread and water, and so on; these sorts of vows provide no game benefits other than activating the hammer's increased power.
When the wielder achieves his righteous vengeance, the hammer once again becomes a +2 *warhammer*.
The wielder immediately gains one negative level.
If the widelder breaks his oath or abandons his quest for vengeance, the hammer temporarily loses all its magical bonuses and the wielder gains two negative levels.
Aura/Caster Level: Strong evocation. CL 15th.
Construction: Craft Magic Arms and Armor, *geas/quest* or creator must have the Sacred Vow feat, 15,600 gp, 1,200 XP.
Variants: Flaming or drow-bane (+14,000 gp), throwing returning (+32,000 gp), *doomwarding* (+38,500), *knockback* (+54,000 gp).
Price: 30,600 gp.

RELUCTANT FOUR

This weapon thrums with power and goodness.
Markings in the Celestial language describe its abilities, command words, and purpose.
All of its powers are nonlethal but some are quite capable of defeating multiple enemies and are intended to defeat good enemies without causing lasting harm.
Lore: Hundreds of years ago, four allied members of several good Faerûnian churches feared that Bane and other evil deities might somehow turn the good churches and countries of the world against each other.
The allies created four magic weapons imbued with the ability to subdue opponents without harm, hoping that these weapons would allow saner heads to bring about peace without loss of life.
These weapons are called the Reluctant Four, named for their creators' reluctance to ever see good fighting good.
(Knowledge [history] DC 20) After the weapons were finished, the allies magically hid them, tying them with invisible spells that would bring them out of hiding when they were needed and put them in the hands of those who could set things right.
(Knowledge [history] DC 25) In the past few years, two of the weapons have been sighted; diplomats worry that this foretells armed strife between good governments and faiths, but some believe that wild magic during the Time of Troubles damaged the hiding-spells, which have since unraveled and some of the weapons have been found.
(Knowledge [history] DC 30).
Description: The Reluctant Four are different weapons but have common elements in their appearance.
All of them are made of light-colored materials, whether bright steel or pale wood.
All bear inscriptions in Celestial giving the weapon's name, its powers, and the purpose of all four weapons; anyone holding the weapon automatically understands the writing and knows that it is written in Celestial.
Anvil of Hope: This dwarven warhammer has mithral inlays on its head in the shape of a hammer and anvil.
Its handle is wrapped in ghost rothé leather.
When the hammer's powers are active, the mithral inlays shine like a forge and the weapon whispers a Dwarven chant.
Lady Justice: This longsword has a pristine leather-wrapped hilt.
The crossguard is engraved with a small abstract symbol of a pair of balanced scales.
When its powers are active, the sword glows with a bronze-like color and the blade rings like a bell when struck.
Lord of Sleep: This fine elven longbow has a string that sometimes appears to be silver and at other times looks no more substantial than dust in a sunbeam.
Where the bearer's fingers would hold the bow are four crescent moon symbols, one for each finger.
When its powers are active, the bow emits a soothing warmth and seems to hum to itself in an Elven tune.
Maid of the Waters: This quarterstaff looks more like a walking stick than a weapon, since it is thicker on one end and somewhat gnarled around a smooth place where a walker would hold it.
Running on one side for the entire length of the staff is a stylized waterfall, emptying into a carving of a pool that circles the entire bottom of the staff.
When its powers are active, the waterfall engraving slowly leaks cool, clean water and the staff smells like a fresh patch of clover.
Prerequisite: Only creatures that have one or more exalted feats (see page 26) can use these weapons without penalty.
The weapons bestow one negative level on any other good or neutral creature that tries to use them.
They bestow two negative levels on any evil creature that tries to use them.
The negative level or levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
None of the magical properties of the weapons function in the hands of an evil creature (including granting the ability to read the Celestial writing on the weapon).
Activation: All of the powers of the weapons are command word activated.
Since the command words are written on each weapon, any nonevil creature can use a particular weapon by invoking its command word.
Effect: Each of the Reluctant Four is a +1 *merciful* weapon with unique properties.
Three of them appear to have a rudimentary personality, though no records exist of the weapons actually communicating with anyone; it is more a feeling or understanding on the part of the wielder that the weapon is more than an object.
Anvil of Hope is designed to prevent good dwarves from harming each other.
It can produce a *good hope* effect once per day.
It emits a 60-foot aura that only affects good dwarves; any such opponent within the aura must make a DC 11 Will save or leave the battle to think for the next hour about why

he is fighting and if the battle serves the purpose of good and the dwarf race as a whole.
Affected dwarves stop attacking and leave the battle in the safest way possible; if the wielder or his allies attacks an affected dwarf during this time, the effect on that dwarf immediately ends.
A dwarf who makes his saving throw against this effect is immune to it for the next 24 hours.
This weapon does not seem to have a personality.
Lady Justice is designed to free opponents from magic that forces them to fight or makes them believe the wielder is their enemy.
If the wielder's opponent is under the effect of such magic (including *charm* spells cast by the wielder's enemies and *confusion* spells causing the target to attack the nearest creature), hitting the opponent with the sword lets the wielder try to dispel it by making a caster level check (d20+10) against the caster level of the controlling magic. This ability can be used at will.
Lady Justice radiates a protective aura in a 20-foot radius that gives creatures in the area a +4 resistance bonus on saving throws against mind-affecting spells and abilities.
Lady Justice has a stern female personality; her wielder senses when she is displeased by some apparent failing he has exhibited.
Lord of Sleep is designed to quickly disable opponents before they can sound an alarm or endanger others.
While the bow can fire arrows normally, the wielder can also use it to fire rays of light that cause a target with 4 HD or less to make a DC 11 Will save or fall asleep for 10 minutes as if affected by a *sleep* spell.
The bow can fire up to five of these "arrows" per round (subject to the number of attacks the wielder can make per round).
Once per day it can produce a *solid fog* effect.
Lord of Sleep has an older male personality, conveying a grandfatherly sort of feeling, and his wielder senses when the bow is trying to steer him toward or away from a particular course of action.
Maid of the Waters is designed to quickly end hostilities and get people talking again.
The staff radiates a *calm emotions* effect; a creature that saves against this effect is immune to it for 24 hours thereafter.
Once per day the staff can twist to form a *symbol of persuasion*; all creatures affected by the *symbol* view the wielder as a friend and impartial speaker.
If the wielder takes hostile action against one of the creatures affected by the *symbol*, the effect is broken for all of them.
Maid of the Waters has a sad female personality, like that of a woman who regrets that her children want to leave home in search of trouble.
Her wielder senses when she is upset about a plan that is dangerous.
Aura/Caster Level: Moderate transmutation. CL 10th.
Construction: Craft Magic Arms and Armor plus one of the following lists of spells and costs depending on the particular weapon.
Anvil of Hope: *Good hope*, *cure light wounds*, *charm person*, 11,112 gp, 864 XP, 22 days.
Lady Justice: *Dispel magic*, *magic circle against evil*, *cure light wounds*, 12,815 gp, 1,000 XP, 25 days.
Lord of Sleep: *Solid fog*, *cure light wounds*, *sleep*, 16,575 gp, 1,296 XP, 33 days.
Maid of the Waters: *Symbol of persuasion*, *calm emotions*, *cure light wounds*, 19,000 gp, 1,472 XP, 37 days.
Price: *Anvil of Hope* 21,912 gp, *Lady Justice* 25,315 gp, *Lord of Sleep* 32,775 gp, *Maid of the Waters* 37,400 gp.

CITY OF SPLENDORS WATERDEEP (3.5)

AXE OF HEAVENLY FIRE

This Large +3 *holy greataxe* sheds light equivalent to a *light* spell (bright illumination in a 20-foot radius, shadowy illumination in a 40-foot radius) and is considered sacred to Tyr.
It was given to Madeiron Sunderstone (see page 34) by Lord High Justiciar High Avenger Deren Eriach of the Abbey of the Just Hammer in Tasseldale.
Moderate evocation; CL 15th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price 50,340 gp; Cost 25,340 gp + 2,000 XP; Weight 16 lb.

BOW OF HOSARK

Carved from an unknown creamy-white wood resembling ivory, this unique weapon has been in the possession of Travis Deepdell for over thirty years, despite the efforts of Elaith Craulnober and others to steal it.
No sages have been able to identify the bow's origin, and *legend lore* spells only produce the beautiful illusion of an elf maiden's face that cryptically asks the bearer to "take care of the Horn of Moon's Dawning".
Some rangers and druids who gaze at the bow see a faint carved outline of a unicorn's head along its outer curve, suggesting the weapon is connected in some way to Mielikki or Lurue.
The *bow of Hosark* is a beautiful +2 *distance mighty composite longbow* (+5 Str bonus).
When the bow is held or worn over the back, it acts as an *amulet of proof against detection and location*.
Two times per day, the wielder can add the brilliant energy special ability to any arrow shot from the bow (so long as the total arrow bonus, including the brilliant energy special ability, does not exceed +10).
Strong transmutation; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, *clairaudience/clairvoyance*, *continual flame*, *gaseous form*, *nondetection*; Price 102,900 gp; Cost 51,900 gp + 4,080 XP; Weight 3 lb.

GURT'S GREATAXE

In the Year of the Icy Axe (123 DR), Gurt, Lord of the Pale Giants, fell to Uthgar Gardolfsson—leader the folk who would become the Uthgardt barbarians—in an epic battle that marked the ascendance of humankind over the giants in the Dessarin River valley.
Gurt's greataxe is said to have been buried in Morgur's Mound until the Second Trollwar, when it was brought back to Waterdeep by Amphail the Just.
After decades of obscurity, lying forgotten in the city's vaults, Piergeiron gave the legendary weapon to Harshnag the Grim in recognition of his service to Waterdeep.

Gurt's greataxe is a Large *+1 human bane thundering greataxe*.
It sheds light as a torch when the temperature drops below 0° F.
It cannot be concealed when drawn, nor can its light be shut off in these conditions.
Once per day, the greataxe can use a *chill metal* effect upon command.
Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *blindness/deafness*, *chill metal*, *summon monster* I; Price 22,660 gp; Cost 11,500 gp + 893 XP; Weight 24 lb.

LANCE OF BURNING BLACKFIRE

Favored by the griffon-riders of Waterdeep, these otherwise rare *+1 corrosive flaming heavy lances* are fashioned from the trunk of a zalantar or "blackwood" tree and inscribed with sacred runes of Mystra.
(Zalantar has the properties of darkwood, as detailed in *Magic of Faerûn* and the *Dungeon Master's Guide*).
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*, and *flame blade*, *flame strike*, or *fireball*; Price 18,410 gp; Cost 9,410 gp + 720 XP; Weight 5 lb.

MUIRAL'S DECAPITATOR

Custom-made by Halaster for Muiral (see page 28) during his days as the Mad Mage's bodyguard, this *+3 adamantine vorpal greatsword* is now a Large weapon, as Muiral had it reforged by a renegade of Clan Melairkyn after his transformation.
Magic items touched or struck by the blade glow with a pale radiance for 1d4+1 rounds.
Muiral's decapitator is still in Muiral's possession, and given the power and temperament of its owner, it's probably not going anywhere else soon.
Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *detect magic*, *circle of death*, *keen edge*; Price 135,400 gp; Cost 67,900 gp + 5,400 XP; Weight 16 lb.

QUARTERSTAFF OF ALCEDOR

Custom-made by Alcedor Kolat for his own use, this 7-foot-long *+3 spellstrike/+3 shattermantle quarterstaff* is made from a gnarled duskwood branch with its ends shod in brass.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *shatter*, *resistance*; Price 64,600 gp; Cost 32,600 gp + 2,560 XP; Weight 4 lb.

SPIKED GAUNTLET OF ULBAERAG

This unique *+3 wounding spiked gauntlet* drips blood for as long as a victim wounded by it continues to bleed.
(The victim suffers damage from the *wounding* effect normally).
After serving as the symbol of authority in Bloodhand Hold for Ulbaerag and his successors, the *gauntlet* was lost during Nimoar's sacking of the settlement.
The Shadow Thieves found it centuries later, and the Citadel of the Bloody Hand (see page 116) is the gauntlet's namesake.
Ulbaerag's *gauntlet* was lost again after the Shadow Thieves were banished from Waterdeep, but the weapon is believed to remain within the City of Splendors.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *Mordenkainen's sword*; Price 50,305 gp; Cost 25,305 gp + 2,000 XP; Weight 1 lb.

VIPERFANG

Custom-built to the Black Viper's specifications by Hadrhune, making it a Shadow Magic item, this unique black *+2 corrosive assassin's dagger of venom* has a curved blade and serrated edge.
It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day.
The wielder can decide to use the power after he has struck.
Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.
In addition, the dagger provides a +1 bonus to the DC of the Fortitude save forced by the death attack of an assassin.
Moderate necromancy; CL 15th; Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*, *poison*; Price 50,302 gp; Cost 25,302 gp + 2,000 XP; Weight 4 lb.

CITYSCAPE (3.5)

BOLT OF ARREST

Price (Item Level): 307 gp (2nd); 1,407 gp (5th) for greater version
Body Slot: — (held)
Caster Level: 3rd (7th for greater version)
Aura: Faint; (DC 11) enchantment (Moderate; [DC 13] enchantment for greater version)
Activation: — (ammunition)
Weight: —
A shaft of dark wood, with tiny runes etched along its length, terminates in a black iron head with four razor-edged foils.
Any humanoid struck by this *+1 bolt* must make a DC 12 Will save or be paralyzed, as per the *hold person* spell.
Although rare, a few samples exist of a greater version of the *bolt of arrest*, which affects all creatures (except those immune to mind-affecting effects) and has a save DC of 16.
Prerequisites: Craft Magic Arms and Armor, *hold person* (greater version requires *hold monster*).
Cost to Create: 150 gp (plus 7 gp for masterwork bolt); 12 XP (greater version 700 gp [plus 7 gp for masterwork bolt]; 56 XP.

COMPLETE ADVENTURER (3.5)

BLADE OF DECEPTION

The flat steel blade of this *+3 rapier* is hard to follow in combat.
Any time a character uses the Bluff skill to feint in combat while wielding a *blade of deception*, the blade provides a +2 enhancement bonus on the Bluff check.
A *blade of deception* provides no bonus on other Bluff checks.
In addition, any opponent against whom the wielder successfully feints cannot make attacks of opportunity

against the wielder until the beginning of the opponent's next turn.
Anyone who was not the target of the feint can make attacks of opportunity against the wielder normally.
Moderate illusion; CL 9th; Craft Magic Arms and Armor, *blur*; Price 19,820 gp; Cost 10,070 gp + 780 XP.

BOW OF SONGS

Made from fine wood by elf hands, this +2 *shortbow* blends music with every shot to deadly effect.
As a move action that does not provoke attacks of opportunity, the wielder can expend one daily use of bardic music to gain a bonus equal to his Charisma bonus on attack rolls and damage rolls with the next single attack made using a *bow of songs*.
Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *sculpt sound*, creator must be an elf, creator must have bardic music ability; Price 32,330 gp; Cost 16,330 gp + 1,280 XP.

BOWSTAFF

As a move action, the wielder can change this thin, flexible +2 *quarterstaff* into a +2 *longbow* or back again.
Both forms perform exactly like a regular magic weapon of their kind.
Strong transmutation; CL 15th; Craft Magic Arms and Armor, *polymorph any object*; Price 10,975 gp; Cost 5,975 gp + 400 XP.

CLAWS OF THE LEOPARD

This pair of +2 *spiked gauntlets* has been shaped to look like the paws of an oversized cat.
In addition to their enhancement bonus, the claws provide several feline-like advantages.
While wearing *claws of the leopard*, the wielder gains low-light vision and a +10 enhancement bonus on Climb checks.
If the wielder charges a foe, she can make a full attack with *claws of the leopard*.
This ability functions like the pounce special attack (see page 313 of the *Monster Manual*).
Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *cat's grace*, creator must have 5 ranks in Climb; Price 38,305 gp; Cost 19,305 gp + 1,520 XP.

DAGGER OF DEFENSE

This +4 *defending dagger* has a long, thin blade and a broad guard, making it an excellent defensive weapon for fending off attacks.
In addition, as long as a character holds a *dagger of defense* in his off hand, he cannot be flanked.
Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *shield*; Price 58,302 gp; Cost 29,302 gp + 2,320 XP.

GUERRILLA SPEAR

This +2 *shortspear* is extremely effective when used in ambush.
Whenever the wielder makes a successful attack against an opponent who is denied his Dexterity bonus to Armor Class, a *guerrilla spear* deals an extra 2d6 points of damage.
Moderate illusion; CL 7th; Craft Magic Arms and Armor, *invisibility*; Price 32,301 gp; Cost 16,302 gp + 1,280 XP.

SONGBLADE

Every move made with this +1 *rapier* fills the air with sweet sounds.
While holding a *songblade* unsheathed, the sword's wielder gains a +2 enhancement bonus on Perform checks.
A bard wielding a *songblade* can use her bardic music abilities one additional time per day.
The blade is scored in a beautiful, intricate pattern, and air moving across this magical etching generates the music of a *songblade*.
The blade's musical qualities do not function underwater, in a vacuum, or in other environments where air cannot freely pass over the blade.
Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *sculpt sound*, creator must have bardic music class feature; Price 6,400 gp; Cost 3,360 gp + 243 XP.

COMPLETE CHAMPION (3.5)

BLADE OF RIGHTEOUS WAR

Price (Item Level): 12,315 gp (13th)
Body Slot: — (held) Caster Level: 7th
Aura: Moderate (DC 18); evocation.
Activation: — or free; see text
Weight: 4 lb.
A blood groove runs down the center of this weapon's blade. Set into the pommel is a blood-red ruby, and within its crimson depths floats a deity's holy symbol.
This +1 *longsword* is favored by paladins and certain clerics.
Any time you roll a critical threat with the blade of righteous war, you can sacrifice a turn/rebuke undead attempt as a free action to gain a +4 bonus on the roll made to confirm the critical threat.
You must make this decision before making the confirmation roll.
The *blade of righteous war* is part of a set known collectively as the *regalia of righteous war*, which also includes the *helm of righteous war* (page 139) and the *bastion of righteous war* (see above).
When you use all three together, you gain an additional benefit as noted in the description of the *bastion of righteous war*.
The holy symbol pictured in the weapon's pommel always matches the deity worshiped by the holder (if any).
Cost to Create: 6,000 gp (plus 315 gp for masterwork longsword), 480 XP, 12 days.
Prerequisites: Craft Magic Arms and Armor, *divine power*, turn or rebuke undead.

BOW OF ELVENKIND

Price (Item Level): 14,700 gp (14th)

Body Slot: — (held)
Caster Level: 12th.
Aura: Moderate (DC 21); transmutation.
Activation: —
Weight: 3 lb.
Gleaming white wood and horn have been lovingly shaped into a massive, recurved longbow.
The string shimmers like silver, and the bow hums when drawn, as if the wood had been tuned for musical purposes.
This *+1 composite longbow* (+0 Str bonus) automatically adjusts its pull to match the Strength of any elf who wields it.
In the hands of a cleric of Corellon Larethian, a *bow of elvenkind* gains the seeking weapon property (DMG 225), and any critical hit with an arrow fired from the bow renders the target shaken for 5 rounds (a mind-affecting fear effect; Will DC 14 negates).
Furthermore, any elf or cleric of Corellon Larethian who uses the bow with arrows from the *quiver of elvenkind* (page 144) gains the benefit of the Far Shot feat.
Cost to Create: 7,000 gp (plus 700 gp for masterwork composite longbow), 560 XP, 14 days.
Prerequisites: Craft Magic Arms and Armor, *doom*, *true seeing*, *doom*, elf.

SPEAR OF THE WILD

Price (Item Level): 24,302 gp (15th)
Body Slot: — (held) Caster Level: 12th.
Aura: Strong (DC 21); transmutation.
Activation: —
Weight: 6 lb.
This spear has a head of gleaming iron and a shaft of dark, heavy wood.
Ivy vines carved into the shaft provide a textured grip.
In the hands of most wielders, this weapon is a simple *+1 spear* that also grants its wielder a +2 competence bonus on Knowledge (nature) and Survival checks.
If you are a druid, a ranger, or a cleric with the Animal domain, the spear of the wild automatically casts *baleful polymorph* on any creature upon which it scores a critical hit.
A successful Fortitude save (DC 15 + your Wis modifier) negates this effect.
This effect functions three times per day.
Cost to Create: 12,000 gp (plus 302 gp for masterwork spear), 960 XP, 24 days.
Prerequisites: Craft Magic Arms and Armor, *baleful polymorph*, Knowledge (nature) 10 ranks, Survival 10 ranks.

STAFF OF THE VAGABOND

Price (Item Level): 3,600 gp (8th)
Body Slot: — (held)
Caster Level: 9th.
Aura: Moderate (DC 19); transmutation.
Activation: —
Weight: 2 lb.
This battered, weatherbeaten stick looks far too flimsy and brittle to be usable as a quarterstaff—or even as a walking stick.
This masterwork/masterwork quarterstaff becomes a *+1/+1 quarterstaff* as long as you are carrying no other weapons. (Natural weapons or unarmed attacks don't count, but weapons you carry in a *bag of holding* or other container do).
The *staff of the vagabond* is part of a set known collectively as the *garb of the vagabond*, which also includes the *cloak of the vagabond*, the *robe of the vagabond*, and the *sandals of the vagabond*.
When you wield the *staff of the vagabond* while wearing any two of the other items, each end gains the merciful property (DMG 225).
When you wield it while wearing all three of the other items, each end also gains the *ki* focus property (DMG 225).
Cost to Create: 1,500 gp (plus 600 gp for masterwork/masterwork quarterstaff), 120 XP, 3 days.
Prerequisites: Craft Magic Arms and Armor, *cure light wounds*, monk.

COMPLETE PSIONIC (3.5)

CHAIN OF CONVOLUTION

This powerful spiked chain can be used to trip or disarm an opponent from a distance.
Description: A *chain of convolution* is a *+2 spiked chain*.
It is a crystalline spiked chain that is as hard as steel and pulses with a red glow from within.
When the weapon's telekinetic ability is activated while attacking, the red glow appears to leap away in arcs and rays as the weapon is whipped about.
Activation: A *chain of convolution* always benefits from its base qualities.
A standard action and a mental command is required to activate the chain's telekinetic ability, which can be activated twice per day.
Effect: When activated, a *chain of convolution* grants you the benefit of *telekinetic maneuver* (EPH 135).
However, you can perform only the bull rush, disarm, and trip maneuvers with the weapon.
Aura/Manifester Level: Moderate psychokinesis.
ML 11th.
Construction: Craft Psionic Arms and Armor, *telekinetic maneuver*, 15,350 gp, 1,216 XP, 40 days.
Weight: 10 lb.
Price: 30,705 gp.

EARTH HAMMER

This weapon can create a powerful psychokinetic shock wave that travels along the ground.
Description: An *earth hammer* is a *+1 thundering warhammer*.
It appears as an intricate warhammer with a large green crystal embedded on each side of the hammer's head.
Circular lines etched into the steel extend out from the crystals, as though depicting ripples in water.
When the weapon is activated, the green crystals create an arc of psychokinetic energy that meets over the head of the hammer, crackling and spitting.
Activation: When you wield an *earth hammer*, you can activate the *stomp* power (EPH 133) by striking the earth with the weapon as a standard action.
Effect: This *+1 thundering warhammer* produces the effect of the *stomp* power as augmented by a 5th-leve manifester.
Any creature standing on the ground in a 20-foot cone-shaped spread must succeed on a DC 11 Reflex save or be knocked prone and take 5d4 points of nonlethal damage.

Aura/Manifester Level: Faint psychokinesis.
ML 5th.
Construction: Craft Psionic Arms and Armor, *stomp*, 6,150 gp.
492 XP, 7 days.
Weight: 5 lb.
Price: 12,300 gp.

ETHEREAL REAVER

This ghostly longsword exists on both the Material Plane and the Ethereal Plane simultaneously.
granting its wielder the ability to see into one plane from the other and attack creatures on either plane equally.
Description: An *ethereal reaver* is a *+2 longsword*.
Its blade appears to be constructed of a ghostly, ethereal substance, though it is as hard as steel.
The pommel and hilt are constructed of adamantine and worked through with inlaid platinum.
An *ethereal reaver* emits a low hum when drawn.
Its blade leaves a trail of wispy smoke in the wake of its swing.
When activated, the blade emanates a dim silvery glow as it pulses to life.
Activation: As a standard action, upon command, an ethereal reaver is sheathed in a dim silver glow that illuminates a 5-foot-radius area.
An *ethereal reaver* can be deactivated by another command, also as a standard action.
Effect: When activated, an *ethereal reaver* allows you to see onto the Ethereal Plane, as though under the effect of the power *psionic see invisibility* (page 98).
You can attack any creature that exists on the Ethereal Plane as though it were on the Material Plane.
Likewise, if you are on the Ethereal Plane, you can attack any creature that exists on the Material Plane within the area you threaten, as though it were on the Ethereal Plane with you.
While the blade of this weapon exists on both planes, the pommel and hilt exist only on the plane where you currently reside.
So, while you can be disarmed by an opponent on a plane opposite your own, the foe could not pick up the *ethereal reaver*.
Aura/Manifester Level: Moderate psychoportation.
ML 7th.
Construction: Craft Psionic Arms and Armor, *psionic see invisibility* 20,000 gp, 1,600 XP, 20 days.
Weight: 4 lb.
Price: 40,000 gp.

FLAYER

This heavy flail possesses a shaft of adamantine, to which four greenish-mauve chains are attached.
The tentacle-like chains can remove the brains of unlucky foes.
Description: A.
flayer is a *+2 heavy flail* with some visual embellishments.
The wicked-looking weapon appears to be a heavy flail whose chains are designed so that each resembles articulated mind flayer tentacles.
The chains sometimes seem to writhe and move of their own volition.
Activation: Using this weapon is as simple as wielding it.
To activate the weapon's special effect, you must roll a natural 20 on an attack roll, followed by a successful roll to confirm the critical hit.
The special effect of the weapon is effective only against living creatures that possess a brain.
Illithids, half-illithids (see *Fiend Folio* page 90), and those with the Illithid Heritage feat (page 62) are automatically proficient with a *flayer*.
Effect: If the special effect is activated, the four chains of the flail strike like coordinated asps, penetrating the skull of the target and drawing out the brain, killing the target instantly.
Aura/Manifester Level: Strong psychometabolism.
ML 18th.
Construction: Craft Psionic Arms and Armor, creator must be an illithid, half-illithid, or someone with the Illithid Heritage feat, 49,158 gp, 3,933 XP, 50 days.
Weight: 4 lb.
Price: 98,315 gp.

LIFEQUENCHER

This bastard sword has psionic qualities as well as a permanent conduit to the Negative Energy Plane.
Description: A *lifequencher* is a *+1 sundering bastard sword*.
Its blade is blackened, and light within 1 foot of it seems to swirl along its surface and disappear.
Activation: The base quality of the weapon is always active.
As a swift action, you can imbue the blade with the effect of the *stygian weapon* power (page 102) three times per day.
Effect: You can attack a foe's weapon as it you possessed the Improved Sunder feat.
When *stygian weapon* is activated in conjunction with a successful strike, the foe gains 1d4 negative levels for 1 round in addition to taking damage normally.
If the foe has at least as many negative levels as it has Hit Dice, it is stunned for 1 round instead.
On the following round, the subject regains lost levels.
Usually, negative levels have a chance of permanently draining the victim's levels (or killing creatures with Hit Dice equal to or less than the number of negative levels gained), but the negative levels from *stygian weapon* don't last long enough to do so.
Aura/Manifester Level: Moderate psychometabolism.
ML 9th.
Construction: Craft Psionic Arms and Armor, *stygian weapon*, 7,400 gp, 592 XP, 8 days.
Price: 14,800 gp.

QUIETUS STILETTO

This wicked-looking kukri is used to send the undead to their final rest, disrupting the flow of negative energy that keeps them going.
Description: A *quietus stiletto* is a *+1 keen kukri* with a blade constructed entirely of jade.
The ivory handle is inlaid with golden runes in the forgotten language of Talaire.
In that lost tongue, the runes spell out "'quietus stiletto", hinting at this sacred blade's purpose.
When drawn, the blade of this kukri shimmers slightly.
But when one or more undead are within 60 feet, a pale, blue-green light dances along its razor edge, and the blade

emits a threatening hum that grows louder as the undead move closer to you.
Activation: The light and hum of the weapon are always active.
An experienced wielder can gauge the proximity of undead by the volume of the blade's drone.
Effect: When a *quietus stiletto* scores a critical hit on undead creatures, it can sever their connection to the Negative Energy Plane, cutting them off from that source of power and instantly destroying them.
Intelligent undead receive a DC 20 Will save to resist the effect, but a *quietus stiletto* automatically severs the link of mindless undead, such as skeletons and zombies.
This weapon does not deal extra damage to undead on a critical hit, but you still roll to confirm a critical hit to determine if the weapon's destructive power activates.
Aura/Manifester Level: Strong psychometabolism.
ML 13th.
Construction: Craft Psionic Arms and Armor, *stygian disruption*, 25,308 gp, 2,012 XP, 51 days.
Weight: 2 lb.
Price: 50,308 gp.

SOUL IN IRON

This greatsword has psionic qualities as well as a permanent conduit to the Positive Energy Plane, channeling the energy into a bright, sun-like aura that damages undead creatures.
Description: A *soul in iron* is a *+2 collision undead bane greatsword*.
The weapon glows with a white, sun-like radiance.
To a living creature, this aura of energy has a warm, comforting feeling.
Undead creatures are uncomfortable even looking at the energy.
Activation: The base weapon qualities (collision and undead bane) are always active.
As a standard action, upon command, you can sheathe the weapon in a brilliant white radiance that illuminates a 30-loot-radius area.
This glow can be deactivated by another command, also as a standard action.
As a standard action, you can call on the effects of the *stygian erasure* power (page 101) once per day, removing up to four negative levels you possess.
Effect: When the weapon strikes any creature, its collision special ability (EPH 165) deals an additional 5 points of damage to the target.
The greatsword's undead bane quality grants it a total enhancement bonus of +4 against undead, and the weapon deals an additional 2d6 points of damage to undead foes.
When, commanded, brilliant white light illuminates a 30-foot radius.
When commanded, you gain the benefit of *stygian erasure* and remove up to four negative levels you possess (if any) once per day.
Aura/Manifester Level: Moderate psychometabolism.
ML 9th.
Construction: Craft Psionic Arms and Armor, *stygian erasure*, 26,250 gp, 2,100 XP, 27 days.
Price: 52,500 gp.

COMPLETE WARRIOR (3.5)

BURROWING ARROW

This *+1 arrow* sticks into its target on a successful hit and embeds itself in the wound.
A *burrowing arrow* must be pulled out before natural healing can occur, and this removal deals a further 1d8 points of damage.
If the target receives magical healing, the *burrowing arrow* immediately deals 1d8 points of damage as the magic forces it out of the wound.
Faint necromancy; CL 4th; Craft Magic Arms and Armor, *inflict light wounds*; Price 167 gp; Cost 87 gp + 6 XP.

LANCE OF THE LAST RIDER

Whenever the wielder of this *+1 lance* charges a mounted foe from the back of a steed, the weapon allows a free bull rush attempt on a successful hit.
If the bull rush attempt succeeds, the enemy rider moves back, but the enemy's mount stays where it is.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; Price 8,306 gp; Cost 4,306 gp + 320 XP.

OGLIEN'S FINAL ANSWER

This *+2 spiked chain* has a glittering sheen, but most spellcasters don't identify it as magic due to the persistent *nondetection* effect on it.
A DC 25 Spellcraft check is required for a spellcaster to detect the magic of *Oglien's final answer*.
The weapon gives its wielder a +5 bonus on Perform (weapon drill) checks.
(See the section on skills near the end of Chapter 3).
Oglien, a noted gladiator from a bygone age, used his "final answer" to get an edge in the arena.
Since his death, the weapon has passed from gladiator to gladiator, with many unaware of its magical nature.
Moderate transmutation and abjuration; CL 10th; Craft Magic Arms and Armor, *nondetection*; Price 26,325 gp; Cost 13,325 gp + 1,040 XP.

DEFENDERS OF THE FAITH (3.0)

ARROW OF FARSIGHT

Rangers, scouts, spies, and many elves covet these arrows.
By taking a full-round action to concentrate, the user can see what is happening in the vicinity of the arrow as if using the *clairvoyance* spell.
Five minutes after being fired against a target, the arrow crumbles to dust.
Otherwise, it is in all ways a *+1 arrow*.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *clairvoyance*; *Market Price*: 3,507 gp; *Weight*: —.

BATTLE ROD

This 3-foot adamantine rod acts as a *+1 heavy mace*.
It provides a +2 morale bonus to saves vs.
fear for all allies within 30 feet and allows the bearer to deliver messages to anyone within nine miles as the spell *whispering wind*.
Caster Level: 9th; *Prerequisites*: Craft Rod, *whispering wind*; *Market Price*: 35,712 gp; *Weight*: 8 lb.

BOLT OF BATTERING

This is a masterwork crossbow bolt of great heft, with a blunt head.
Because of its size and weight, it can only be fired from a heavy crossbow.
If it strikes a living target, it deals 3d6 damage and the target is subject to a bull rush (the bolt is Large and is considered to have Strength 25, with a +2 on the attempt).
If it strikes an unliving object, it ignores the object's first 5 points of hardness and deals 3d6 damage.
If it strikes a door, it opens the door as a character with a Strength of 29.
The bolt is destroyed when used.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*, *telekinesis*; *Market Price*: 3,157 gp; *Weight*: 1 lb.

GOAD OF MASTERY

This 3-foot iron rod allows the bearer to *speak with animals* at will when it is held.
While mounted and bearing this item, the user gives the mount a +2 morale bonus on all saving throws.
The *goad of mastery* also acts as a *+1 heavy mace*, but only while the bearer is mounted.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *speak with animals*; *Market Price*: 20,980 gp; *Weight*: 8 lb.

DRACONOMICON (3.5)

BLADE OF DRAGONDOOM

The wielder of this *+3 greatsword* may, as a free action, choose to deliver a smite attack upon a dragon.
For every size category of the dragon larger than Medium, the smite attack deals an extra 1d6 points of damage (+1d6 against a Large creature, +2d6 against Huge, +3d6 against Gargantuan, and +4d6 against Colossal).
The smite function may be used three times per day, but no more than once per round.
The wielder must declare the use of the smite before the attack is made, and if the attack misses, the smite is wasted.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *fell the greatest foe*; Price 34,350 gp; Cost 17,305 gp + 1,360 XP; Weight 15 lb.

BOW OF THE MIGHTY DRAGONHUNTER

This *+2 dragon bane composite longbow* (+4 Str bonus) is carved from the thigh bone of a Huge or larger dragon (and is thus considered a dragonbone bow; see Dragoncraft Items, above).
If an arrow fired from this bow hits a dragon, the dragon takes 1 point of Strength damage.
Furthermore, any critical hit inflicted on a dragon by an arrow fired from this bow deals ×5 damage, not ×3 (this benefit doesn't stack with any quality that improves the critical multiplier of a weapon).
Thus, a critical hit deals normal arrow damage ×5 plus 5 points of Strength damage.
(Other effects related to threatening or confirming critical hits, such as the *keen edge* or *bless weapon* spells, don't function if applied to this bow or the arrows it fires).
Moderate transmutation and necromancy; CL 9th; Craft Magic Arms and Armor, Dragoncrafter, *keen edge*, *ray of enfeeblement*; Price 36,900 gp; Cost 18,900 gp + 1,440 XP; Weight 3 lb.

LONGSPEAR OF PIERCING

Three times per day, the wielder of this *+3 longspear* may ignore the natural armor (including any enhancement bonuses) of a target he attacks with the weapon.
The wielder decides to use this ability as a free action before the attack roll is made.
Armor bonuses and all other bonuses to AC still apply normally.
Moderate divination; CL 9th; Craft Magic Arms and Armor, *find the gap*; Price 28,305 gp; Cost 14,305 gp + 1,120 XP; Weight 9 lb.

DRAGONS OF FAERÛN (3.5)

DRAGONTOOTH OF LARETH

A *dragontooth of Lareth* is a dagger made from a fang of the fallen King of Justice in the wake of Sammaster's Rage and given to an elite member of the Talons of Justice (see page 99).
Lore: Characters can gain the following pieces of information about a *dragontooth of Lareth* by making successful Knowledge (arcana) or Knowledge (history) checks.
DC 15: A *dragontooth of Lareth* is given to each of the leading members of the Talons of Justice, an order of dragonblood creatures who follow the Ptarian Code.
There are believed to be twelve such daggers in existence.
DC 20: Lareth, the last gold dragon King of Justice, succumbed to madness while attempting to shield the followers of Bahamut from the effects of Sammaster's Rage.
A *dragontooth of Lareth* is crafted from one of Lareth's fangs and commemorates his sacrifice.
DC 25: Lareth's spirit is said to linger near Faerûn, giving guidance to anyone who wields a *dragontooth* in penance for his own failures.
Description: A *dragontooth of Lareth* is a curved dagger with a serrated blade made from a dragon's tooth and a gold, dragon-shaped hilt and pommel.
The "mouth" of the dragon pommel holds a large ruby.

Effect: A *dragontooth of Lareth* is a *+1 flaming burst dragonfang dagger*.
As a dragonfang weapon, it has the extraordinary property of dealing 1 point of fire damage on each successful hit.
Once per round, the bearer of a *dragontooth of Lareth* can cast *guidance* as a swift action, in effect calling upon the wisdom of the fallen King of Justice.
Strong divination and evocation [good]; CL 12th; Craft Magic Arms and Armor, Dragoncrafter, Quicken Spell, Craft (weaponsmithing), *flame blade*, *flame strike*, or *fireball* plus *guidance*; Price 39,900 gp; Cost 21,100 gp + 1,584 XP.

SILVER SICKLES OF SORANTH

The *silver sickles of Soranth* are the legendary weapons of a fallen hierophant of Mielikki.
Lore: Characters can gain the following pieces of information about the *silver sickles of Soranth* by making Knowledge (arcana) or Knowledge (history) checks.
DC *15*: The legendary druid Soranth forged the twin silver scimitars known as the *silver sickles of Soranth*, which were wielded by six successive archdruids after his death.
DC *25*: Over a century ago, a druid oracle prophesied that all of Arvandaar would be encased in fiery ice should the twin crescents shed the blood of the seventh child of Soranth.
It is unclear whether the prophecy refers to the *silver sickles* or, if it does, what it means, but no druid has dared wield them since.
DC *30*: At present, the *silver sickles of Soranth* lie hidden within the hoard of Gildenfire the Druid Dragon for safekeeping.
Description: Each *silver sickle* is forged in the shape of a crescent moon.
Four pictographs (one on each side of each blade) depict one of the elements killing a wolf-like beast.
One shows the canine drowning, one shows the canine burning, one shows the canine being crushed under a rock, and one shows the canine gasping for air.
The handles are made of duskwood and wrapped in the blackened leather of a werewolf pelt.
Effect: The *silver sickles of Soranth* are both *+1 silvered lycanthrope bane sickles*.
When employed together, they grant the wearer the Two-Weapon Fighting feat.
Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster* I; Price 18,326 gp each (46,652 gp as a pair); Cost 23,652 gp + 1,840 XP.
Weight 2 lb.
each.

SWORD OF DRAGONBLOOD

These swords revel in the opportunity to slay dragons.
The more dragons a *sword of dragonblood* slays, the more it aids its owner in killing wyrms in the future.
Lore: Characters can gain the following pieces of information about *swords of dragonblood* by making Knowledge (arcana) checks.
DC *20*: The first *swords of dragonblood* date from the Year of the Crown (1351 DR).
They were created to fight the green dragon Dretchroyaster (before he became a dracolich).
The Merry Marauders nearly killed him in battle using these swords and their wizardry.
DC *25*: The Merry Marauders slew a number of lesser dragons as practice for their fight with Dretchroyaster, which in turn strengthened the powers of the swords.
DC *30*: Larkonlan, a wizard in the Cult of the Dragon's Sembia cell, created these swords in order to provide a weapon that might scare Dretchroyaster into questioning his own mortality.
He hired the Merry Marauders, and their attack was a significant part of the reason the dragon agreed to become a dracolich.
Description: These swords appear to be made from.
fine steel forged in Sembia.
They each bear a number of small tally marks at the bottom of the blade near the hilt.
Effect: The swords are typically *+2 dragon bane longswords* (though they can be other types of weapons).
In addition to those enchantments, they have a special power in relation to dragons.
When the wielder of a *sword of dragonblood* slays a dragon with the weapon for the first time, he or she gains a +1 bonus on any subsequent attack roll against a dragon once per day.
For each additional dragon slain by the sword, this daily bonus increases by 1.
The wielder can spend any or all of this bonus at any time during a day, using all of it on a single attack roll or splitting it up among two or more rolls.
Only true dragons count for the purpose of gaining this bonus—not half-dragons, drakes, dragon turtles, or other draconic creatures.
The bonus resets at sunrise each day, if any points were spent during the preceding 24 hours.
If the weapon changes hands, the new wielder gains no bonus until he or she kills a dragon with the sword.
Should the sword ever be separated from its wielder for more than 24 hours, any bonus it has accrued is lost.
For example, Dreilin Thenzington, a member of the Merry Marauders, possesses a *sword of dragonblood*.
He has previously slain six dragons with the blade.
This means that on any given day, Dreilin has 6 points that he can add to one or more of his attack rolls against dragons.
Should he slay more dragons in the future, his daily bonus will increase.
Activation: Nothing is required to activate the sword other than swinging it, but using the pool saved within requires a free action.
Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon monster* I; Price 25,000 gp; Cost 12,500 gp + 1,000 XP; Weight 4 lb.

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ADAMANTINE BATTLEAXE

This nonmagical axe is made out of adamantine, giving it a natural +2 enhancement bonus.
Caster Level: —; *Prerequisites*: —; *Market Price*: 9,310 gp.

ADAMANTINE DAGGER

This nonmagical dagger is made out of adamantine, giving it a natural +1 enhancement bonus.
Caster Level: —; *Prerequisites*: —; *Market Price*: 3,302 gp.

ASSASSIN'S DAGGER

This wicked-looking, curved +2 *dagger* adds a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *slay living*; *Market Price*: 10,302 gp; *Cost to Create*: 5,302 gp + 400 XP.

DAGGER OF VENOM

This black +1 *dagger* has a serrated edge.
It allows the wielder to inflict a *poison* spell (DC 14) upon a creature struck by the blade once per day.
The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* spell must be inflicted on the same round that the dagger strikes.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: 9,302 gp; *Cost to Create*: 4,802 gp + 360 XP.

DWARVEN THROWER

This weapon commonly functions as a +2 *warhammer*.
if in the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and can be hurled with a 30-foot range increment.
It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again.
When hurled, it deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; *Market Price*: 60,312 gp; *Cost to Create*: 30,312 gp + 2,400 XP.

FLAME TONGUE

This is a +1 *flaming burst longsword* (+1d6 points of fire damage with each hit,+1d10 points of bonus fire damage on a critical; see flaming burst, above).
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; *Market Price*: 18,315 gp; *Cost to Create*: 16,315 +1,280 XP.

FROST BRAND

This +3 *frost greatsword* (+1d6 points of bonus cold damage with each hit) does not shed any light except when the air temperature is below 0°E Its wielder is protected from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.
The *frost brand* sword also has a 50% chance of extinguishing any fire into which its blade is thrust.
This power extends to a 10-foot radius and includes lasting effects such as *wall of fire* but excludes instantaneous effects such as *fireball*, *meteor swarm*, and *flame strike*.
Caster level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from elements*; *Market Price*: 49,350 gp; *Cost to Create*: 24,850 gp + 1,960 XP.

HOLY AVENGER

In the hands of any character other than a paladin, this sword performs only as a +2 *longsword*.
In the hands of a paladin, this weapon becomes a +5 *holy* (+2d6 points of bonus holy damage against evil creatures) *longsword*, creates a spell resistance of 15 in a 5-footradius, and casts *dispel magic* (usable every round as a standard action) in a 5-foot radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counter-spell versions of *dispel magic*).
Caster Level: 18th; Prerequisites; Craft Magic Arms and Armor, *holy aura*, creator must be good; *Market Price*: 120,315 gp; *Cost to Create*: 60,315 gp + 4,800 XP.

JAVELIN OF LIGHTNING

This javelin becomes a 5d6 *lightning bolt* when thrown (DC 14).
It is consumed in the attack.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *lightning bolt*; *Market Price*: 751 gp; *Cost to Create*: 526 gp + 18 XP.

LIFE–DRINKER

This +1 *greataxe* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature.
One day after being struck, subjects must make a Fortitude save (DC 23) for each negative level or lose a character level.
However, each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder.
The negative level gained by the wielder lasts until the axe is put down.
The axe can't be used again for 1 hour without the wielder once again gaining the negative level.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and ; Armor, *enervation*; *Market Price*: 40,320 gp; *Cost to Create*: 20,320 gp + 1,600 XP.

LUCK BLADE

This +1 *short sword* gives its possessor a +1 luck bonus to all saving throws and contains five *wish* spells when newly created.
When randomly rolled, the *luck blade* can contain fewer than five wishes (1d6–1, minimum 0).
The DM should keep the number of wishes left a secret.
When the last wish is used, the sword remains a +1 *short sword*, and it still grants the +1 luck bonus.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *wish* or *miracle*; *Market Price*: 170,560 gp; *Cost to Create*: 22,935 gp + 26,810 XP.

MACE OF SMITING

This +3 *heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw).
Furthermore, a critical hit dealt to an outsider deals ×4 critical damage rather than ×2.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death*; *Market Price*: 75,312 gp; *Cost to Create*: 37,812 gp + 3,000 XP.

MACE OF TERROR

This +2 *heavy mace* has a potent spell-like ability allowing the wielder to envelop himself in a terrifying aura.
His clothes and appearance are transformed into an illusion of darkest horror, such that all within 20 feet who view him must roll successful Will saving throws (DC 16) or be struck motionless with terror (treat as *hold person*).
Those who succeed on their saves are shaken.
Each time the mace is used to cause terror, there is a 20% chance the wielder permanently loses 1 point from his Charisma score.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *fear*, *hold person*; *Market Price*: 17,812 gp; *Cost to Create*: 9,062 gp + 700 XP.

NINE LIVES STEALER

This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent.
It can do this nine times before the ability is lost.
At that point, the sword becomes a simple +2 *longsword* (with perhaps a hint of evil about it).
A critical hit must be dealt for the sword's death-dealing ability to function.
The victim is entitled to a Fortitude saving throw (DC 17) to avoid death.
If the save is successful, the sword's death-dealing ability does not function, no charge is used, and normal critical damage is determined.
This sword is evil, and any good character attempting to wield it gains two negative levels.
These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death*; *Market Price*: 25,315 gp; *Cost to Create*: 12,815 gp + 1,000 XP.

OATHBOW

Of elven make, this white +1 *longbow* whispers "Swift defeat to my enemies" in Elven when nocked and pulled.
If the firer swears aloud to slay her target, the bow's whisper becomes the low shout "Swift death to those who have wronged me".
Against such a sworn enemy, the bow has a +3 enhancement bonus, and arrows launched from it deal double normal damage (and ×4 on a critical hit instead of the normal ×3).
However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week, during which it possesses no magical abilities or bonuses at all.
Further, the character is demoralized and suffers a –1 morale penalty to attack rolls, saving throws, and skill checks during that week.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, creator must be an elf; *Market Price*: 27,875 gp; *Cost to Create*: 14,125 gp + 1,100 XP.

RAPIER OF PUNCTURING

Three times per day, this +2 *rapier of wounding* allows the wielder to make a touch attack with the weapon that deals 1d6 points of temporary Constitution damage by draining blood.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *harm*; *Market Price*: 50,320 gp; *Cost to Create*: 25,320 gp + 2,000 XP.

SCREAMING BOLT

One of these +2 *bolts* screams when fired, forcing all enemies of the firer within 20 feet of the path of the bolt to succeed at a Will save (DC 14) or become shaken.
This is a mindaffecting fear effect.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *scare*; *Market Price*: 257 gp; *Cost to Create*: 132 gp + 10 XP.

SLAYING ARROW

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

d%	Target Type
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstroushumanoid
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66-70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoid (choose subtype)

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); *Market Price*: 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); *Cost to Create*: 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

SLEEP ARROW

This strange +1 arrow is painted white and has white fletching.
If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage (in the same amount as would be normal damage) and forces the target to make a Will save (DC 11) or fall asleep.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *sleep*; *Market Price*: 132 gp; *Cost to Create*: 69 gp 5 sp + 5 XP.

SUN BLADE

This sword is the size of a bastard sword.
However, its enchantment enables the *sun blade* to be wielded as if it were a short sword with respect to weight and ease of use.
(In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword).
Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*.
Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally.
In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*.
Against evil creatures, its enhancement bonus is +4.
Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and ×3 on a critical hit instead of the usual ×2).
Furthermore, the blade has a special *sunbeam* power.
Once a day, the wielder can swing the blade vigorously above her head while speaking a command word.
The *sun blade* then sheds a bright yellow radiance that is like full daylight.
The radiance begins shining in a 10-foot radius around the sword wielder and spreads outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius.
When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely.
All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level.
The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *daylight*, creator must be good; *Market Price*: 50,335 gp; *Cost to Create*: 25,335 gp + 2,000 XP.

SWORD OF LIFE STEALING

This black iron +2 *longsword* bestows a negative level when it deals a critical hit.
The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another.
These temporary hit points last 24 hours.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *energy dram*; *Market Price*: 30,315 gp; *Cost to Create*: 15,315 gp + 1,200 XP.

SWORD OF THE PLANES

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2.
(The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals).
It operates as a +3 *longsword* on the Astral or Ethereal plane or when used against opponents from either of those planes.
On any other plane, or against any outsider, it functions as a +4 *longsword*.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*; *Market Price*: 52,315 gp; *Cost to Create*: 26,315 gp +2,080 XP.

SWORD OF SUBTLETY

A +1 *short sword* with a thin, dull gray blade, this sword adds a +4 bonus to its wielder's attack roll and damage when he is making a sneak attack with it.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *blur*; *Market Price*: 15,310 gp; *Cost to Create*: 7,810 gp + 600 XP.

SYLVAN SCIMITAR

This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals +1d6 points of bonus damage.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor; *divine power* or caster must be druid level 7th+; *Market Price*: 55,815 gp; *Cost to Create*: 28,065 gp + 2,220 XP.

TRIDENT OF FISH COMMAND

The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to cause all water-dwelling animals within a 60-foot radius to make a Will saving throw (DC 12).
This uses 1 charge of the trident.
Animals failing this save are completely under the empathic command of the wielder and will not attack her or any of her allies within 10 feet of her.
The wielder can make the controlled marine animals move in whatever direction she desires and convey messages of emotion to them (in other words, fear, hunger, anger, indifference, repletion, and so on).
Animals making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident.
A school offish should be checked as a single entity.
A newly created trident has 50 charges.
When all the charges are used, it remains a +1 *trident*.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *speak with animals*; *Market Price*: 3,815 gp; *Cost to Create*: 2,065 gp + 140 XP.

TRIDENT OF WARNING

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet.
A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 240 feet.
The weapon is otherwise a +2 *trident*.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *detect magic*; *Market Price*: 9,815 gp; *Cost to Create*: 5,065 gp + 380 XP.

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ADAMANTINE BATTLEAXE

This nonmagical axe is made out of adamantine.
As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
No aura (nonmagical); Price 3,010 gp.

ADAMANTINE DAGGER

This nonmagical dagger is made out of adamantine.
As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
No aura (nonmagical); Price 3,002 gp.

ASSASSIN'S DAGGER

This wicked-looking, curved +2 *dagger* provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.
Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP.

DAGGER OF VENOM

This black +1 *dagger* has a serrated edge.
It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day.
The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP.

DWARVEN THROWER

This weapon commonly functions as a +2 *warhammer*.
In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability.
It can be hurled with a 30-foot range increment.
When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

FLAME TONGUE

This is a +1 *flaming burst longsword*.
Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack.
The ray deals 4d6 points of fire damage on a successful hit.
Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP.

FROST BRAND

This +3 *frost greatsword* sheds light as a torch when the temperature drops below 0°F.
At such times it cannot be concealed when drawn, nor can its light be shut off.
Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.
A *frost brand* extinguishes all nonmagical fires in its area.
As a standard action, it can also dispel lasting fire spells such as *wall of fire*, but not instantaneous effects such as *fireball*, *meteor swarm*, and *flame strike*, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it.
The DC to dispel such spells is 11 + the caster level of the fire spell.
Strong evocation; CL 14th; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2179 XP.

HOLY AVENGER

This +2 *cold iron longsword* becomes a +5 *holy cold iron longsword* in the hands of a paladin.
It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to her.
It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin.
(Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*).
Strong abjuration; CL 18th; Craft Magic Arms and Armor, *holy aura*, creator must be good; Price 120,630 gp; Cost 60,630 gp + 4,800 XP.

JAVELIN OF LIGHTNING

This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half).
It is consumed in the attack.
Faint evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 30 XP.

LIFE–DRINKER

This +1 *greataxe* is favored by undead and constructs, who do not suffer its drawback.
A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature.
One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.
Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder.
Any negative level gained by the wielder in this fashion lasts for 1 hour.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price 40,320 gp; Cost 20,320 gp + 1,600 XP.

LUCK BLADE

This +2 *short sword* gives its possessor a +1 luck bonus on all saving throws.
Its possessor also gains the power of good fortune, usable once per day.
This extraordinary ability allows its possessor to reroll one roll that she just made.
She must take the result of the reroll, even if it's worse than the original roll.
In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4–1 *wishes*, minimum 0).
When the last *wish* is used, the sword remains a +2 *short sword*, still grants the +1 luck bonus, and still grants its reroll power.
Strong evocation; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 22,060 gp (0 *wishes*), 62,360 gp (1 *wish*), 102,660 gp (2 *wishes*), 142,960 gp (3 *wishes*); Cost 11,030 gp + 882 XP (0 *wishes*), 31,180 gp + 2,494 XP (1 *wish*); 51,330 gp + 4,106 XP (2 *wishes*), 71,480 gp + 5,718 XP (3 *wishes*).

MACE OF SMITING

This +3 *adamantine heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw).
A critical hit dealt to an outsider deals ×4 damage rather than ×2.
Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

MACE OF TERROR

On command, this +2 *heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial).
They take a –2 morale penalty on saving throws, and they flee from the wielder.
The wielder may use this ability up to three times per day.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

MASTERWORK COLD IRON LONGSWORD

This nonmagical longsword is crafted out of cold iron.
As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
No aura (nonmagical); Price 330 gp.

NINE LIVES STEALER

This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent.
It can do this nine times before the ability is lost.
At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it).
A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits.

The victim is entitled to a DC 20 Fortitude save to avoid death.
If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined.
This sword is evil, and any good character attempting to wield it gains two negative levels.
These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.
Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP.

OATHBOW

Of elven make, this white +2 *composite longbow* (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled.
Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me".
Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and ×4 on a critical hit instead of the normal ×3).
However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a –1 penalty on attack rolls with any weapon other than the *oathbow*.
These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.
The *oathbow* may only have one sworn enemy at a time.
Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed.
Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow*'s special power again until 24 hours have passed from the time he made the oath.
Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

RAPIER OF PUNCTURING

Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood.
Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *harm*; Price 50,320 gp; Cost 25,320 gp + 2,000 XP.

SCREAMING BOLT

One of these +2 *bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken.
This is a mindaffecting fear effect.
Faint enchantment; CL 5th; Craft Magic Arms and Armor, *doom*; Price 267 gp; Cost 128 gp and 5 sp + 10 XP.

SHATTERSPIKE

Wielders without the Improved Sunder feat use *Shatterspike* as a +1 *longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon.
If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit).
Shatterspike can damage weapons with an enhancement bonus of +4 or lower.
Strong evocation; CL 13th; Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP; Weight 4 lb.

SHIFTER'S SORROW

This +1/+1 *two-bladed sword* has blades of alchemical silver.
The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype.
When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.
Strong transmutation; CL 15th; Craft Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP; Weight 10 lb.

SILVER DAGGER, MASTERWORK

This masterwork alchemical silver dagger is nonmagical.
As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.
No aura (nonmagical); Price 322 gp.

SLAYING ARROW

This +1 *arrow* is keyed to a particular type or subtype of creature.
If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly.
Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack.
When keyed to a living creature, this is a death effect (and thus *death ward* protects a target).
To determine the type or subtype of creature the arrow is keyed to, roll on the previous table.
A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); Price 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); Cost 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

SLEEP ARROW

This +1 *arrow* is painted white and has white fletching.
If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.
Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp 5 sp + 5 XP.

SUN BLADE

This sword is the size of a bastard sword.
However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use.
(In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword).
Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*.
Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.
In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*.
Against evil creatures, its enhancement bonus is +4.
Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and ×3 on a critical hit instead of the usual ×2).
The blade also has a special *sunlight* power.
Once per day, the wielder can swing the blade vigorously above her head while speaking a command word.
The *sunblade* then sheds a bright yellow radiance that is like full daylight.
The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius.
When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely.
All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level.
The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

SWORD OF LIFE STEALING

This black iron +2 *longsword* bestows a negative level when it deals a critical hit.
The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another.
These temporary hit points last for 24 hours.
One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.
Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP.

SWORD OF THE PLANES

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2.
(The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals).
It operates as a +3 *longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes.
On any other plane, or against any outsider, it functions as a +4 *longsword*.
Strong evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 22,315 gp; Cost 11,157 gp and 5 sp + 893 XP.

SWORD OF SUBTLETY

A +1 *short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.
Moderate illusion; CL 7th; Craft Magic Arms and Armor, *blur*; Price 22,310 gp; Cost 11,155 gp + 892 XP.

SYLVAN SCIMITAR

This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.
Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 47,315 gp; Cost 23,657 gp and 5 sp + 1,893 XP.

TRIDENT OF FISH COMMAND

The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart.
The wielder can use this effect up to three times per day.
The wielder can communicate with the animals as if using a *speak with animals* spell.
Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.
The trident can be used up to three times per day.
Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 746 XP.

TRIDENT OF WARNING

A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet.

A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet.
The weapon is otherwise a +2 *trident*.
Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp and 5 sp + 405 XP.

DUNGEON MASTER'S GUIDE 2 (3.5)

DAGGER OF LIFEKEEPING

This magic dagger defends you by making you more resistant to harmful effects, protecting you against physical attack, and infusing additional vigor into your body.
Description: The dagger is of light gray metal, exquisitely inscribed with a tracery of decorative lines across the blade. The hilt is wrapped in oiled black leather.
When first drawn from its sheath for the day, the dagger gleams with white light, a light that seems to pass to into its wielder.
Activation: Wielding the dagger is sufficient to activate its base qualities described below.
Once per day, when the dagger is first drawn from its scabbard in any given 24-hour period, the dagger grants 1d10+10 temporary hit points.
Effect: This *+1 defending dagger* grants the wielder a +2 resistance bonus on all saving throws as long as it is wielded.
In addition, once every 24 hours it grants 1d10+10 temporary hit points to anyone who draws it.
These temporary hit points last for up to 10 hours.
Aura/Caster Level: Strong necromancy; CL 11th.
Construction: Craft Magic Arms and Armor, *resistance*, *false life*, and *shield* or *shield of faith*, 19,351 gp, 1,548 XP, 20 days.
Weight: 1 lb.
Price: 38,702 gp.

GHOST GAUNTLET

This magical gauntlet allows you to attack spiritual beings and other normally immaterial creatures.
Description: This strange gauntlet is made of a pale gray metal that seems almost transparent at times.
When the gauntlet is worn, the gauntlet fades into near complete transparency, leaving behind runes along the fingers that look almost like tattoos.
Activation: Wearing the gauntlet activates all its various effects as you desire.
Any weapon gripped by your gauntleted hand also gains the ghost touch special ability.
The gauntlet's most impressive feature, though, is its ability to make parts of itself (and the corresponding portions of your hand inside) incorporeal.
You can apply the effect to portions of your hands, leaving bits of your fingertips intact, so that your can reach inside locks and objects to manipulate their mechanisms.
Thus, the gauntlet grants you a +5 competence bonus on Disable Device and Open Lock checks.
In addition, a *ghost gauntlet* can be used to transport an object that you touch with it to a distant location on the Ethereal Plane, as though by the *teleport object* spell.
This ability is usable once per day.
Aura/Caster Level: Strong conjuration; CL 13th.
Construction: Craft Magic Arms and Armor, *plane shift*, *teleport object*, 34,391 gp, 2,751 XP, 35 days.
Weight: 1 lb.
Price: 68,782 gp.

EPIC LEVEL HANDBOOK (3.0)

BLADE OF BLACK ICE

This *+5 keen icy burst bastard sword* is said to have been forged by Iuz, and was gifted to Robilar by Mordenkainen shortly before Robilar's disastrous legendary last foray into Castle Greyhawk.
Tenser, who was present at the time, claims that the blade had been enchanted with special dispelling magics that aided Robilar in his release of the Old One from his magical prison beneath that great edifice.
Seemingly made of ice, the Blade of Black Ice deals an additional 1d6 points of cold damage on every strike, plus an additional 1d10 points of cold damage on a critical hit (which, due to its keen edge, it is quite likely to achieve).
Its wielder is protected from heat and fire, because the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.
The Blade of Black Ice also has a 50% chance of extinguishing any fire into which its blade is thrust.
This power extends to a 10-foot radius and includes lasting effects such as *wall of fire* but excludes instantaneous effects such as *fireball*.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armors, *ice storm*, *dispel magic*, *protection from elements*; *Market Price*: 128,335 gp; *Cost to Create*: 64,335 gp + 2,474 XP.

EXPANDED PSIONICS HANDBOOK (3.5)

SILVER SWORD, GITHYANKI

Powerful githyanki warriors carry these impressive weapons, which are typically *+1 silvered greatswords*.
The weapon looks much like a standard weapon while still in its sheath.
When drawn, the silver sword transforms into a column of silvery liquid, alternating the weapon's balance round by round as the blade's shape flows and shimmers.
A silver sword has the additional quality of reaching into the minds of the foes it strikes, disrupting their psionic powers.
A target hit by the weapon must succeed on a DC 17 Fortitude save or lose any psionic abilities for 1d4 rounds.
By using the sunder attack action, the wielder of a *githyanki silver sword* can attack an astral traveler's silvery cord.

The cord trails 5 feet behind the traveler it is attached to, and can only be attacked by someone adjacent to the traveler who is wielding a *silver sword*.
The normally insubstantial cord is treated as a tangible object with the owner's Armor Class, a hardness of 10, and 20 hit points.
If an astral traveler's cord is damaged, he must succeed on a DC 13 Fortitude save or be forced to return to his physical body.
If the silver cord is severed, the traveler is slain instantly.
While this power can be applied to any melee weapon, githyanki make only greatswords with this ability.
This ability can be applied only to a melee weapon manufactured with alchemical silver (see the *Dungeon Master's Guide*, page 284).
Moderate psychometabolism; ML 11th; Craft Psionic Arms and Armor, creator must be a githyanki, weapon must be made of alchemical silver, *psionic banishment*; Price 50,530 gp; Cost 25,530 gp + 2,000 XP.

FROSTBURN (3.5)

PICK OF ICEPARTING

This *+2 cold bane heavy pick* can score critical hits against creatures of the cold subtype normally immune to critical hits.
Once per day, a *pick of iceparting* can be swung at an icy surface (such as a glacial wall, the surface of a frozen lake, or an iceberg) as a standard action.
Three tiny fractures radiate out from the point you struck toward any three points within 50 feet; these three points can be chosen by you but must be connected to the initial impact point by a solid sheet of ice.
When the cracks reach their targets, they cause the ice located there to explode violently.
Any creature within 5 feet of this explosion takes 3d6 points of piercing damage (Reflex DC 14 half).
Medium evocation; CL 8th; Craft Magic Arms and Armor, *crack ice*, *summon monster* I; Price 30,000 gp; Cost 14,600 gp + 1,168 XP; Weight 6 lb.

GHOSTWALK (3.0)

BANISHER OF NIGHTMARES

Created by the church of Aluvan, these *+1 undead bane short swords* are plain, except for a small golden hand on a white circle on the blade.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

BONECRUSHERS

These *+1 undead bane arrows* or *+1 undead bane crossbow bolts* are easily recognized by their bright green fletching.
They are often carried by Deathwardens.
They can be purchased individually at the listed price.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 366 gp; *Cost to Create*: 186 gp + 15 XP.

BONE SWORD

This weapon is made by clerics of Orcus.
Although the hilt is normal, the blade is actually a jagged bone about as long as a longsword's blade.
It functions as a *+1 ghost bane longsword*.
Other versions of this weapon have been seen as well, in the shape of clubs and maces.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *disrupt ectoplasm*; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

CRASH

This *+1 frost trident* gives its wearer a +2 enhancement bonus to Wisdom when held or carried.
The shaft is carved with symbols of octopi and inlaid with blue resin.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal* or *ice storm*, *commune* or *legend lore*; *Market Price*: 16,315 gp; *Cost to Create*: 8,315 gp + 640 XP.

DUE PROCESS

This *+2 lawful longsword* was created by the church of Chaniud to destroy elements of chaos in the city.
It allows the wielder to invoke a *protection from chaos* spell upon himself once per day.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *order's wrath*, *protection from chaos*, creator must be lawful; *Market Price*: 37,315 gp; *Cost to Create*: 18,815 gp + 1,480 XP.

FATE OF THE UNDEVOURED

Each of these *+1 undead bane scimitars* has a hilt wrapped in bronze wire and black leather.
Created by the church of Dracanish, each blade has a profile of a bronze-skinned man on the blade.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

FIRST THAW

Galaedros's church created this *+1 frost quarterstaff*.
Each end is a large wooden knob carved in the shape of a tree with sad human eyes.
Its bearer is protected by the effects of an *endure elements* (*cold*) spell at all times.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal* or *ice storm*, *endure elements*; *Market Price*: 12,500 gp; *Cost to Create*: 6,400 gp + 488 XP.

KIHANAM'S MACE

Created by a ghast cleric of Orcus, this *+2 torturous heavy mace* was taken from her body after the Liche War by an unknown looter and hidden somewhere in the Undercity.

The head is an iron skull, and the hilt is decorated with tiny praying silver skeletal hands.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *death knell*; *Market Price*: 18,312 gp; *Cost to Create*: 9,312 gp + 720 XP.

KISSES OF TRAAGASH

These *+1 ghost bane arrows* are often carried by yuan-ti.
They are adorned with black and gray scale-like feathers of strange birds.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 366 gp; Cost to Create: 186 gp + 15 XP.

MACE OF UNDEAD PROWESS

This *+1 heavy mace* is capped with a carved obsidian skull.
It allows a cleric (or other class that can rebuke undead) wielding or carrying it to rebuke or command undead as a cleric two levels higher than his actual class level.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a 6th-level cleric; *Market Price*: 7,812 gp; *Cost to Create*: 4,062 gp + 300 XP.

MALADUR'S WARHAMMER

Wielded by a dwarf hero in the Liche War, this *+2 disruption warhammer* was lost during a battle and has not been seen since.
It allows its wielder to *detect undead* once per day on command.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *detect undead*, *heal*; *Market Price*: 35,912 gp; *Cost to Create*: 18,112 gp + 1,424 XP.

OATHKEEPER

This *+1 thundering warhammer* is graven with the symbol of Durann.
It allows its wielder to use a *discern lies* effect once per day.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *discern lies*; *Market Price*: 29,312 gp; Cost to Create: 14,812 gp + 1,160 XP.

PALADINCUTTER

This *+1 keen unholy greataxe* was given its name by the cleric of Phaant who created it.
The blade has a large hole drilled through it and is inscribed with three overlapping diamonds.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*, *unholy blight*, creator must be evil; *Market Price*: 32,320 gp; *Cost to Create*: 16,320 gp + 1,280 XP.

PATIENT LESSON

The church of Eanius created this *+1 merciful quarterstaff* as an icon of peace.
The length of it is carved with a panoramic scene of sky, sun, and birds over a hillside.
The quarterstaff can also *cure light wounds* once per day, healing 1d8+5 points of damage with each use.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*; *Market Price*: 11,900 gp; *Cost to Create*: 6,100 gp + 464 XP.

RAPID WRATH

This *+1 mighty cleaving shortspear* doubles the speed of a creature that carries it.
It bears no unusual markings, but if left unattended, the wooden end draws the symbol of Wyst in the dirt or dust if such is present.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*, *expeditious retreat*; *Market Price*: 11,702 gp; *Cost to Create*: 6,002 gp + 456 XP.

SHARKJAW

This short steel rod is capped with a polished human skull.
A pair of ram's horns are painted on the skull in human blood, and instead of human teeth, it has dozens of rows of shark teeth wired into its jaws.
It is a *+1 wounding heavy mace*, for the shark teeth break off and remain in the wound (the weapon automatically replenishes any lost shark teeth).
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *Mordenkainen's sword*; *Market Price*: 18,312 gp; *Cost to Create*: 9,312 gp + 720 XP.

SLAYING ARROW

Items of this type (as well as *greater slaying arrows*) exist that affect ghosts, regardless of alignment.
Slaying arrows and *greater slaying arrows* that affect any kind of yuan-ti also exist.
In either case, the price and other information for these items are the same as given in the DUNGEON MASTER's *Guide*.

SPIRITWARDER

This *+1 short sword* gives its wielder the ability to use *protection from possession* once per day.
This ability triggers automatically upon the wielder if the wielder is ever subject to a possession attempt.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *protection from possession*, creator must be 3rd level; *Market Price*: 4,510 gp; *Cost to Create*: 2,410 gp + 168 XP.

WAR'S ARMOR

This *+1 battleaxe* grants its bearer a +1 natural armor bonus at all times.
A side effect of this benefit is that the bearer's skin takes on a metallic sheen and gains dark tattoo-like markings on the joints, resembling the joints in armor.
The bearer also gains a mark on the forehead in the shape of Tephaneron's symbol.
These marks and discoloration disappear if the bearer is separated from the weapon for more than 24 hours.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *barkskin*; *Market Price*: 6,310 gp; *Cost to Create*: 3,310 gp + 240 XP.

WAR'S CRAFT

The church of Uhanam had one hundred of these +2 *defending light flails* made and distributed them to worthy clerics, soldiers, and diplomats.
Any person may wield one of these weapons as if he had the Simple Weapon Proficiency feat.
Whenever the *defending* ability is used, a ghostly image of a shield bearing Uhanam's symbol appears in front of the bearer.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *shield* or *shield of faith*; *Market Price*: 20,308 gp; *Cost to Create*: 10,308 gp + 800 XP.

HEROES OF BATTLE (3.5)

SIEGE ENGINES AND AMMUNITIONS

ACID STONE

This spherical clay ball is filled with acid.
It deals 1d6 points of bludgeoning damage to its target.
In addition, upon impact it breaks apart, dealing 2d6 points of acid damage to any creature or object in the square it hits and 1d6 points of acid damage to any creature or object in an adjacent square.

ALCHEMIST'S STONE

This spherical clay ball is filled with alchemist's fire.
It deals 1d6 points of bludgeoning damage to its target.
In addition, upon impact it breaks apart, dealing 2d6 points of fire damage to any creature or object in the square it hits and 1d6 points of fire damage to any creature or object in an adjacent square.
Any creature or object exposed to the alchemist's fire also catches fire; creatures and attended objects can avoid this by succeeding on a DC 15 Reflex save.

BALLISTA BOLT, ADAMANTINE

An adamantine ballista bolt ignores hardness of less than 20 possessed by any object it strikes.
No aura (nonmagical); Price 3,001 gp.

BATTERING RAM, ADAMANTINE

A bane to any gate or wall that stands in its way, the adamantine ram ignores hardness of less than 20 possessed by any object it strikes.
With an adamantine head cast in the likeness of a mountain ram, this is an expensive but effective way of breaking down barriers.
No aura (nonmagical); Price 16,000 gp.

CATAPULT STONE, ADAMANTINE

Though most weaponsmiths would decry this as an inexcusable waste of precious metal, there is no doubt as to the effectiveness of a huge chunk of adamantine thrown from a catapult.
An adamantine catapult stone ignores hardness of less than 20 possessed by any object it strikes.
No aura (nonmagical); Price +100 gp/lb.
(see Table 4–1, page 67)

DRAGONFIRE RAM

The head of this battering ram depicts a fearsome dragon in mid-breath.
The dragon's mouth flickers with fire, and each blow of the ram sends flaming embers flying.
Each strike of the ram deals an extra 1d6 points of fire damage to any wooden or flammable object it strikes, ignoring hardness.
If the ram breaks through the object it strikes, it immediately breathes a 30-foot cone of fire through the opening, dealing 2d6 points of fire damage (Reflex DC 15 half).
It can breathe fire once per day.
Faint evocation; CL 3rd; Craft Magic Arms and Armor, *scorching ray*; Price 4,000 gp.

DRAGONSHOT CATAPULT

A *dragonshot catapult* appears much like a typical catapult bearing an elaborate rendition of a dragon's head at the end of the throwing arm.
Instead of loading normal shot or stone, the operator can choose to load a gemstone of the appropriate type and value listed below.
Activating the firing mechanism hurls the gemstone as if it were a stone appropriately sized for the catapult.
When the gemstone strikes the ground, it explodes in a burst of energy.
All nearby creatures and objects take damage as detailed below.
White: All within 5 feet of the target square take 2d6 points of cold damage (Reflex DC 14 half).
The gemstone used must be a pearl worth at least 50 gp.
Black: All within 10 feet of the target square take 4d4 points of acid damage (Reflex DC 14 half).
The gemstone used must be a piece of obsidian worth at least 100 gp.
Green: All within 15 feet of the target square take 4d6 points of acid damage (Reflex DC 16 half).
The gemstone used must be an emerald worth at least 400 gp.
Blue: All within 20 feet of the target square take 4d8 points of electricity damage (Reflex DC 16 half).
The gemstone used must be a sapphire worth at least 500 gp.
Red: All within 30 feet of the target square take 4d10 points of fire damage (Reflex DC 18 half).
The gemstone used must be a ruby worth at least 1,000 gp.
Strong transmutation; CL 15th; Craft Magic Arms and Armor; Price +10,000 gp.

ELEMENTAL ROCKSHOT

This ordinary-looking catapult stone can be fired from a scorpion or heavy mangonel.
After it impacts (dealing damage as normal), *elemental rockshot* transforms into a Small earth elemental, attacking nearby enemies for 5 rounds before crumbling into dust.

Faint conjuration; CL 5th; Craft Wondrous Item, *summon monster* III or *summon nature's ally* II; Price 750 gp.

HELLWASP SHOT

This ammunition resembles a hardened mound of mud and can be loaded into any stone-throwing catapult.
On impact, *hellwasp shot* deals no damage but instead breaks open and spews out a magically summoned swarm of hellwasps (see *Monster Manual* page 238).
The swarm fills a 10-foot cube and attacks all creatures within that area for 10 rounds before disappearing.
If *hellwasp shot* lands in a unit of creatures of 6 HD or less, it forces a morale check (see page 72).
Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon monster* V; Price 2,500 gp.

HOLY/UNHOLY STONE

This spherical clay ball is filled with the equivalent of five flasks of holy or unholy water.
It deals 1d6 points of bludgeoning damage to its target.
In addition, it breaks apart upon impact, allowing the holy stone version to deal 4d4 points of damage to any undead creature or evil outsider in the square it hits, and 2d4 points of damage to any such creature in an adjacent square.
An unholy stone deals the same amount of damage to good outsiders.

LIGHTNING BALLISTA

This magic light ballista does not use traditional ammunition.
Instead, it fires a 60-foot line of lightning when triggered.
Creatures in the path of the bolt take 5d6 points of electricity damage (Reflex DC 14 half).
A *lightning ballista* can be fired only once per minute (except in a stormy environment, where it can be fired every other round).
A *lightning ballista* requires no loading time or attack roll.
Moderate evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 15,000 gp.

SCORCHING BALLISTA

This magic light ballista does not use traditional ammunition.
Instead, it fires a 60-foot ray of fire when triggered.
The operator of a *scorching ballista* makes an attack roll as normal for firing a ballista; however, he need only succeed on a ranged touch attack to strike his target.
A target hit by the ray takes 4d6 points of fire damage.
A *scorching ballista* can be fired only once per minute but requires no loading time.
Faint evocation; CL 3rd; Craft Magic Arms and Armor, *scorching ray*; Price 6,000 gp.

SELF–LAUNCHING STONE

A *self-launching stone* provides all the benefit of a catapult, without the trouble of constructing or maintaining a machine.
On command, a *self-launching stone* flies into the air and strikes as if fired from a light mangonel, automatically hitting the target square.
A *selflaunching stone* only functions once, just like other magic siege weapon ammunition.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *telekinesis*; Price 500 gp.

SPIDER SHOT

This clay pot is filled with hundreds of venomous spiders and sealed with a large cork stopper.
It deals 1d6 points of bludgeoning damage to its target.
In addition, the contents spread over a 10-foot-by-10-foot square, creating a spider swarm (see *Monster Manual* page 239).
This swarm attacks all creatures in or adjacent to its space but does not attack any creatures more than 5 feet away.

TANGLEFOOT SHOT

This ammunition is essentially an enormous tanglefoot bag.
It deals no damage to its target.
Instead, all creatures within 5 feet of the impact square are affected as if they had come into contact with a tanglefoot bag (see *Player's Handbook* page 128); the creature in the impact square takes a –5 penalty on its save to avoid being glued to the floor.

LORDS OF DARKNESS (3.0)

BANESWORD

These *+1 lawful longswords* have been appearing in greater numbers in the hands of devout Banites.
Because the blades and hilts are adorned with symbols of Bane, good folk have been hesitant to wield them after taking them from slain worshipers of the Black Lord.
This item originally appeared in *Magic of Faerûn*.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

EBON LASH

Created by and for the Red Wizards and their agents, these black *+1 whips* require any creature struck to make a Will save (DC 10) or be dazed for 1 round as if affected by a *daze* spell (in addition to normal whip damage).
Once per day the wielder can invoke a *charm person* spell.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *daze*, *dominate person*; *Market Price*: 4,526 gp; *Cost to Create*: 2,413 gp + 169 XP.

NIGHTBLADE

The Red Wizards make these *+1 daggers* for their spies and counterspies.
When used against opponents of good alignment, the enhancement bonus of a *nightblade* increases to +2, and a good target hit must make a Will save (DC 16) or take 1 point of temporary damage to a random ability score.
This item originally appeared in *Magic of Faerûn*.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: 8,702 gp; *Cost to Create*: 4,502 gp + 336 XP.

SKULL BLADE

These *+1 unholy longswords* bear the symbol of Cyric on the blade and hilt.
Cyricists traveling incognito usually wrap the hilt to prevent the symbols from being seen, but leave the mark on the blade uncovered.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

LOST EMPIRES OF FAERÛN (3.5)

ARMATHOR'S SLING STONES

These *+1 sling bullets* were crafted especially for Sammkol Thistlestar, one of the only two halfling *armathors* of Myth Drannor.
Each stone produces a *slow* effect (Will DC 14 negates) on any creature it strikes, so that a halfling's shorter legs will not prove disadvantageous when chasing down a malefactor.
At least two hundred *armathor's sling stones* were created before Sammkol's murder in 519 DR.
These items are usually found in groups of fifty.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *slow*; Price 12,305 gp for 50 stones; Cost 6,305 gp + 480 XP for 50 stones.

DELIMBIYRA'S SHINING BOW

Crafted of phandar wood before the fall of Eaerlann, this *+1 composite longbow* (+4 Str bonus) glows with a silvery light equivalent to that of a torch.
Arrows shot from this longbow become silvered weapons in flight, and any creature struck by one is subject to the effects of a silverhued *faerie fire* spell.
The weapon has never been recovered from fallen Myth Glaurach, and legend asserts that it still lies within the City of Scrolls.
Faint evocation; CL 4th; Craft Magic Arms and Armor, *faerie fire*; Price 6,800 gp; Cost 3,800 gp + 240 XP.

NIMBLESTEP

A small number of these psionically empowered *+1 short swords* were retrieved from the basin floor of the Vilhon Reach by the traveling merchant Vodarn (CN male water genasi rogue 7), who sells recovered sunken treasures in markets throughout the Dragon Reach.
The genasi claims the blades originated from the ruins of the drowned Jhaamdathan city known as Corrant.
A psionic character wielding a *nimblestep* can take a move action instead of a full-round action to become psionically focused.
A psionic wielder also gains Up the Walls as a bonus feat, but only so long as he carries the weapon in his hand.
In addition, a psionically focused wielder of a *nimblestep* can expend his psionic focus to gain a +10 bonus on a single Jump check.
Moderate psychometabolism; ML 5th; Craft Psionic Arms and Armor, Psionic Meditation, Up the Walls; Price: 18,310 gp; Cost 9,310 gp + 720 XP.

SPEAR OF MORGUR

Plundered from Illusk by Uthgar Gardolfsson's raiders, this duskwood lance is tipped with a spearhead fashioned from dragon bone and bathed in rose-hued flames.
Upon its owner's death, it passed on to one of Uthgar's twelve sons, eventually becoming the traditional weapon of the leader of the Red Pony tribe.
The *spear of Morgur* was lost when a Red Pony chieftain ventured into the Underdark by way of a passage beneath the One Stone ancestor mound.
The *spear of Morgur* is a *+1 brilliant energy longspear.*
In addition, any creature touched by it is bathed in rose-hued *faerie fire* for 1 round.
Strong transmutation; CL 16th; Craft Magic Arms and Armor, *continual flame*, *faerie fire*, *gaseous form*; Price 52,305 gp; Cost 26,305 gp + 2,080 XP.

TOMB TAPPER'S MAUL

Each tomb tapper is created with an adamantine *+1 maul* sized for it.
In the hands of a tomb tapper, the weapon gains the throwing and returning special abilities.
A thaalud that loses its maul searches tirelessly for it.
If a maul is destroyed, the thaalud that created it can make a new one from 100 pounds of adamantine after one year.

MAGIC OF FAERÛN (3.0)

ARROW OF BITING

This arrow injects poison (Fort DC 16, 1d10 Con/1d10 Con) into its target.
If the projectile misses, it is destroyed.
Arrows of biting are manufactured individually, not in lots of fifty as with other projectiles.
They are sometimes crafted as crossbow bolts or javelins.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: 1,457 gp; *Cost to Create*: 732 gp + 58 XP.

BANESWORD

These *+1 lawful longswords* have been appearing in great numbers in the hands of devout Banites.
Because the blades and hilts are adorned with symbols of the Black Hand, good folk have been hesitant to wield them after taking them from the hands of slain worshipers of the Black Lord.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

BERSERKER BLADE

These *+1* or *+2 bastard swords* gain an extra +1 enhancement bonus when the wielder flies into a barbarian rage.

The witches of Rashemen create them for their fighting comrades.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *emotion*; *Market Price*: +1 weapon 6,335 gp; +2 weapon 15,335 gp; *Cost to Create*: +1 weapon 3,335 gp + 240 XP; +2 weapon 7,835 gp + 600 XP.

BLINGDENSTONE WARPICK

While many of these *+1 corrosive heavy picks* are in the hands of the homeless deep gnomes living in the Silver Marches, some have begun to circulate because of adventurers who have looted the drow-infested city of Blingdenstone.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*; *Market Price*: 8,308 gp; *Cost to Create*: 4,308 gp + 320 XP.

CORMANTHYRIAN ELFBLADE

These *+1 keen longswords* bear symbols of the old elven houses of Cormanthor, who were the first to develop keen magic.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: 8,315 gp; *Cost to Create*: 4,315 gp + 320 XP.

CORMYRIAN GOBLINTHRASHER

These *+1 goblinoid bane longswords* are adorned with the rampant purple dragon symbol of Cormyr.
Royal Magician Caladnei has commissioned the War Wizards to create many of these weapons for distribution among the Purple Dragon knights and general sale, in order to generate revenue for the country and improve morale. The ones awarded to the knights are typically inscribed with marks of honor and distinction appropriate to the recipient.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

DAGGER OF CHAOS

This *+5 dagger* is exquisitely wrought and decorated with abstract patterns and inlays.

IT BEARS AN UNUSUAL CURSE

If it successfully strikes a creature and inflicts damage, the wielder randomly assumes a new shape as if someone had successfully cast *polymorph other* on him.
To determine the shape assumed, flip to a random page in the *Monster Manual* and select a creature whose form can be assumed with *polymorph other*.
The transformation lasts until the wielder makes another successful hit with the dagger, at which point he assumes a different random form.
If the new form doesn't use equipment, its primary attack natural method (such as a bite or claw) gains a silvered appearance, and this primary attack counts as the dagger for the purposes of assuming a new form.
If the wielder discards the dagger, he remains in his transformed shape.
Caster Level: 15th; *Prerequisite*: Craft Magic Arms and Armor, *polymorph other*; *Market Price*: 106,302 gp; *Cost to Create*: 53,000 gp + 4,240 XP.

DAGGER OF DEFIANCE

These daggers were first created in Myth Drannor.
The bearer of one of these *+1 daggers* is immune to fear and compulsion effects and gains a +3 resistance bonus on saves against enchantments.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *remove fear*, *resistance*; *Market Price*: 12,302 gp; *Cost to Create*: 6,302 gp + 480 XP.

THE FIST

This adamantine chainmail gauntlet has pointed knuckles of solid metal.
Forged long ago by dwarves (who don't like seeing it in nondwarven hands), it is a *+2 spiked gauntlet* (+1 enhancement bonus from adamantine, +1 enhancement bonus from magic).
The wielder of the gauntlet is protected from *chill metal* and *heat metal* spells.
Once per day the wielder can declare a piledriver blow, which deals an additional +2d6 points of damage on a successful hit (if the attack misses, the piledriver blow is wasted for that day).
A creature struck by the piledriver blow must make a Fortitude save (DC 22) or be stunned for 1d4 rounds and a Reflex save (DC 22) to avoid being knocked prone.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *Bigby's clenched fist*, *resist elements*; *Market Price*: 23,305 gp; *Cost to Create*: 13,305 gp + 800 XP.

GAUNTLETS OF THE VALOROUS

Made for the heroes of Myth Drannor, these *+3 gauntlets* come in many forms, from massive silvery elbow-length gauntlets to five finger-rings chained to a bracelet.
Usually only one gauntlet of a pair is found.
They grant no bonus to Armor Class (their enhancement bonus applies only to their weapon characteristics) and do not interfere with arcane spellcasting.
When both gauntlets of a matching pair are worn together, they have one of the following additional command-activated abilities, depending upon the pair:

Additional Ability	Additional Prerequisite	Market Price
Chain lightning 1/day	*chain lightning*	+56,000 gp
Flame blade 2/day	*flame blade*	+38,000 gp
Heal 1/day	*heal*	+48,000 gp
Hold monster by touch 1/day	*hold monster*	+30,000 gp
Polymorph other by touch 1/day	*polymorph other*	+26,000 gp
Regenerate 1/day	*regenerate*	+66,000 gp
Repulsion 1/day	*repulsion*	+56,000 gp
Shocking grasp 3/day	*shocking grasp*	+66,000 gp
Stone to flesh or *flesh to stone* (by touch) 1/day	*stone to flesh* or *flesh to stone*	+50,000 gp
Telekinesis (violent thrust) by touch 2/day	*telekinesis*	+20,000 gp

Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, prerequisite spells; *Market Price*: 18,302; *Cost to Create*: 9,302 gp + 360 XP.

GOLDEN AXE OF THE GREAT RIFT

These *+1 aberration bane battleaxes* have dwarven runes inlaid in gold along both sides of the blade.
Created by the gold dwarves of the Great Rift, they are much in demand in regions where tunnels to the Underdark are common.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 18,310 gp; *Cost to Create*: 9,310 gp + 720 XP.

JUSTICE BLADE

The church of Torm has manufactured many of these *+1 holy mighty cleaving longswords*.
Seemingly made of magically hardened bronze and inscribed with the hammer and scales symbol of Tyr, a *justice blade* always sheds pure white light in a 20-foot radius when drawn.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*, *holy smite*, creator must be good; *Market Price*: 32,315 gp; *Cost to Create*: 16,315 gp + 1,280 XP.

LANCE OF FAERÛN

This lance is fashioned of hardwood and capped with a steel point.
Created specifically for mounted combat by warriors who follow Torm, some of these have found their way into the hands of other good-aligned orders as well.
Most (90%) of these are heavy lances; a few Small warriors also employ light lances in combat, and the remaining 10% are designed for their use.
The lance of Faerûn is a *+2 holy lance* that grants its wielder the ability to use the Spirited Charge feat.
In addition, if the wielder's patron is Torm, the lance gains a bane effect against evil outsiders.
Caster Level: 8th; *Prerequisites*: Craft Arms and Armor, *summon monster* I, *holy smite*, creator must be good; *Market Price*: 98,310 gp.

LIT WITH DANGER

Once per day when the wielder is attacked in melee by an invisible creature, this *+1 shortspear* automatically casts a *faerie fire* on the attacking creature immediately after the attack resolves.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *faerie fire*; *Market Price*: 18,302 gp; *Cost to Create*: 9,302 gp + 720 XP.

LUIREN SHORTBOW

These *+1 seeking shortbows* have become well known in the northern lands because of the many Luiren halflings bearing them.
Some of them have been sold by down-on-their-luck kin and become prized by other folk.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: 8,330 gp; *Cost to Create*: 4,330 gp + 320 XP.

MACE OF THE DARKCHILDREN

This adamantine heavy mace has a natural enhancement bonus of +2.
It grants the wielder a +6 profane bonus on turning checks made to rebuke or control undead.
The wielder treats his level as two higher when determining how many Hit Dice of undead he can control.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *animate dead*; *Market Price*: 17,000 gp; *Cost to Create*: 13,000 gp + 320 XP.

NAMARRA

This *+2 keen longsword* glows pale mauve when drawn, shedding light equal to a candle.
Carved on one side of the blade is the word "Namarra", and on the other is carved "Never sleeps".
When the weapon strikes metal, it spits white sparks.
The sword floats on water as if it were wood, and the sword can cast a *silence* spell upon itself at the owner's command as often as desired.
The effect ends if the wielder sheathes or loses contact with the weapon.
This weapon is old, with no tales that date its creation or relate themselves to "before Namarra was forged".
It is known as "the sword that never sleeps" because of its inscription, although none of its powers relate to watchfulness in any way.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*, *silence*, *water walk*; *Market Price*: 30,315 gp; *Cost to Create*: 15,315 gp + 1,200 XP.

NIGHTBLADE

The Red Wizards make these *+1 daggers* for their spies and counterspies.
When used against opponents of good alignment, the enhancement bonus of a nightblade increases to +2, and a good target hit must make a Will save (DC 16) or take 1 point of temporary damage to a random ability score.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: 8,702 gp; *Cost to Create*: 4,502 gp + 336 XP.

ONE THOUSAND BROKEN DREAMS

This mithral elven warblade is a +3 *holy drow bane longsword* created by the elven hero Datharian Mistwatcher, a worshiper of Sehanine Moonbow, when dark elves destroyed his home city thousands of years ago.
While he fell in battle to a host of driders shortly after the weapon was created, it eventually reached the hands of another elven hero known only in ballads as the Stargazer, who used it to slay hundreds of drow over the course of her life.
The Stargazer died of grief after the Battle of Nine Arrows when she realized her sister had been slain, and a young elven archer left with the weapon before drow reinforcements could arrive and seize it.
The sword has appeared in the hands of an elf at least once every few hundred years since that battle, only to disappear again each time.
The sword bestows one negative level on any evil creature that holds it.
The negative level remains as long as the sword is in hand and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is held.
It is rumored that if the sword is ever drawn by a good-aligned drow, it would shatter into a thousand small (50 gp) moonstones.
If the rumor is true, each of these moonstones could be used once as an *atonement* spell to redeem a dark elf.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *holy smite*, *summon monster* I, creator must be a good elf; *Market Price*: 100,315 gp; *Cost to Create*: 51,315 gp +1,960 XP.

PRAYER OF ANGER

This +2 *greatsword* is inscribed with the holy symbol of Tempus.
Its bearer is immune to fear effects, and if the character has the ability to rage, each rage lasts 1 round longer than normal.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *remove fear*; *Market Price*: 14,350 gp; *Cost to Create*: 7,350 gp + 560 XP.

QUARTERSTAFF OF BATTLE

This +3 *quarterstaff of speed* cannot be damaged by piercing or slashing attacks.
The wielder of the *quarterstaff of battle* may attempt to disarm opponents as if she had the Improved Disarm feat, and gains a +4 bonus on any attack roll made to disarm.
Three times per day the wielder can, as a standard action, activate the quarterstaff's arrow deflection ability.
This power lasts for 2 rounds.
While active, the quarterstaff automatically deflects all ranged weapon attacks (of weapons up to Medium-size) and absorbs any missiles or ranged attacks created by spells of 2nd level or less (such as *magic missile* or *Melf's acid arrow*) that target the wielder or any ally within 5 feet of the wielder.
The quarterstaff takes no damage from any attacks or spells it deflects or absorbs in this manner.
Once per day, the wielder can create a *repulsion* effect on command.
Also once per day, the wielder can turn any hit from the staff into a battlestrike.
A battlestrike deals double damage (triple if it is a critical hit).
The battlestrike's target must also make a Reflex save (DC 22) to avoid being thrown to the ground and a Fortitude save (DC 22) to avoid being stunned for 1d4 rounds.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *protection from arrows*, *repulsion*, *Bigby's clenched fist*; *Market Price*: 162,600 gp; *Cost to Create*: 81,600 gp + 6,480 XP.

RUNEHAMMER

This +1 *warhammer* made of darksteel (see Special Materials later in this chapter) bears a large rune on its head, representing a spell stored in the hammer.
Unlike with a spell storing weapon, a *runehammer*'s spell is not expended, and can be used once per day.
Rune powers common to the *runehammers* are.
• Alhalbrin: H*eat metal* upon the target.
• Faerindyl: B*urning hands* upon the target.
• Thundaril: *Polymorph other* on target (typically into a snail or toad).
As a darksteel weapon, the *runehammer* inflicts +1 point of electricity damage each time it hits.
If this treasure is generated randomly, roll 1d6 to determine which *runehammer* is found: 1–2 Alhalbrin; 3–5 Faerindyl; 6 Thundaril.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, Inscribe Rune, *burning hands*, *heat metal*, or *polymorph other*, creator must be at least 12th level; *Market Price*: 11,912 gp (Alhalbrin), 11,712 (Faerindyl), 17,912 (Thundaril); *Cost to Create*: 6,912 gp + 400 XP (Alhalbrin), 6,812 gp + 392 XP (Faerindyl), 9,912 gp + 640 XP (Thundaril).

SCIMITAR OF THE FOOL

This +1 *scimitar* gives the creature that carries it a –3 morale penalty on all Will saves.
These weapons are popular with tyrants who don't entirely trust their guards.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *cause fear*; *Market Price*: 3,000 gp.

SEMBIAN GUARDBLADE

These +1 *defending rapiers* are fairly common among the nobility of Sembia, particularly those who study the twin sword style of fighting.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: 8,320 gp; *Cost to Create*: 4,320 gp + 320 XP.

SILVERMANE'S AXE

This +3 *evil outsider bane battleaxe* is inscribed with the symbol of Moradin and a phrase in dwarven: "Let the fiends fall before me, to the greatest glory of my clan, as I stand

upon their heaped corpses and bellow the Soul Forger's name".
Caster Level: 8th; *Prerequisite*: Craft Magic Arms and Armor, *summon monster* I, creator must be a dwarf and at least 9th level; *Market Price*: 50,302 gp; *Cost to Create*: 25,302 gp + 2,000 XP.

SINGING SWORD

These silver *+1 greatswords* were created for use by the Harpers.
When drawn, they sing loudly and constantly.
As long as the bearer can hear the sword's song, she gains a +2 morale bonus on attack and damage rolls with the singing sword.
Furthermore, she gains a +3 morale bonus on saves against mind-affecting spells and effects.
The song is a sonic, mind-affecting effect.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *bless*, *emotion*, creator must have 3 ranks of Perform (melody); *Market Price*: 24,450 gp; *Cost to Create*: 12,450 gp + 960 XP.

SPECTRAL DAGGER

Fashioned from a bone of a creature that died violently, this appears to be just a dagger hilt made of bone.
When a creature grasps the hilt, a dagger "blade" of light appears.
(Treat the weapon as a dagger for proficiency, feats, and so on).
The blade "winks out" when the hilt leaves the wielder's hand.
The blade has no attack bonus and deals no damage, but any target struck is affected by a *chill touch* spell (DC 11).
Striking with the *spectral dagger* is considered a touch attack.
Creatures with multiple attacks may use the spectral blade in a full attack option to strike more than once per round just as if they wielded a normal dagger.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *chill touch*; *Market Price*: 20,000 gp.

SPIDER FANG

This *+1 dagger* is black or dark purple.
It quickly cuts through webs (magical or otherwise) without getting stuck, allowing the wielder to move through an existing web at half her normal speed (although it does not prevent her from becoming stuck in a web if she fails her saving throw).
The wielder can use the dagger to create a web once per day.
Once per day it can also create a curtain of cobwebs, a 10-foot-square plane of wispy strands that grants one-half concealment to creatures hiding behind it.
Any creature that touches the curtain causes it to collapse upon the creature and deal 2d4 points of acid damage.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *grease*, *Melf's acid arrow*, *web*; *Market Price*: 11,782 gp; *Cost to Create*: 6,042 gp + 459 XP.

STAFF OF MIGHTY SWEEPING

This sturdy ash *+2 sweeping quarterstaff* also grants the wielder the Improved Trip feat.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: 28,600 gp; *Cost to Create*: 14,600 gp + 1,120 XP.

TALOSIAN SHORTSPEAR

These *+1 flaming shock shortspears* are fairly common among the experienced members of the church of Talos.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, electricity spell (*call lightning*, *lightning bolt*, or *mystic lash*), fire spell (*fireball*, *flame blade*, or *flame strike*); *Market Price*: 18,302 gp; *Cost to Create*: 9,302 gp + 720 XP.

TARAGARTH

This unique *+3 mighty cleaving bastard sword* is made of fire-blackened steel.
Just ahead of the crossguard is a rune.
When unsheathed, *resist elements* (*fire*) and *feather fall* protect the bearer automatically.
When gripped (even when sheathed), the bearer is protected by *nondetection*.
Forged by Elfgar of Silverymoon in the early days of the North, it got its nickname "the Bloodbrand" from its use at the Long Battle, where the champion Aeroth brandished the blood-slick blade in victory over fallen trolls time and again.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*, *feather fall*, *nondetection*, *resist elements*; *Market Price*: 86,335 gp; *Cost to Create*: 43,335 gp + 3,440 XP.

VIPER DAGGER

Once per day, this *+2 dagger* can turn into a Small viper under the control of the dagger's owner.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *summon nature's ally* II, creator must be 6th level; *Market Price*: 10,462 gp; *Cost to Create*: 5,382 gp + 406 XP.

MAGIC OF INCARNUM (3.5)

TROLLBANE

One of the more famous works of the legendary ironsoul forgemaster Adrulzul Fireheart, *Trollbane* is a *+3 adamantine flaming burst giantbane warhammer*.
Three times per day, a wielder who has either an essentia pool or the ability to bind a soulmeld to his hands chakra can use *haste* as the spell (CL 9th; self only).
When this ability is activated, the weapon begins to smoke with a weird, blue, flickering flame whenever a troll comes within 100 feet of it.
This flame is harmless to the wielder or anyone else handling the weapon.

Strong evocation; CL 9th; Craft Magic Arms and Armor, essentia pool, *summon monster* I, *haste*, plus *flame blade*, *flame strike*, or *fireball*; Price 86,000 gp; Cost 43,156 gp; Weight 5 lb.

MANUAL OF THE PLANES (3.0)

SILVER SWORDS

These impressive weapons are carried by githyanki combatants of 7th level and higher.
Of githyanki make, a *silver sword* is a +3 *greatsword* that looks much like a standard githyanki weapon.
However, when the weapon is drawn in melee, the blade transforms into a column of silvery liquid, altering the weapon's balance round by round as the blade's shape flows and shimmers.
In the hands of someone without the appropriate Exotic Weapon Proficiency feat, the weapon is clumsy (–4 penalty on attack rolls) and possesses only its enhancement bonus.
A proficient user on the Astral Plane, however, is able to attack the silver cord that connects the astral form to its material counterpart.
The normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points (see Attack an Object page 135 of the *Player's Handbook*).
A silver cord visibly trails 5 feet behind an astral traveler before fading into the astral medium.
Attacking it draws an attack of opportunity from the astral traveler.
When the cord is damaged, the astral traveler must succeed at a Fortitude save (DC 13) or be immediately forced to return to its body—which might be a good idea anyway if the traveler is not up to fighting githyanki on their home plane.
Severing the silver cord destroys both the astral form and the body on the Material Plane.
Silver swords with an enhancement bonus of +5 and vorpal characteristics exist, but these are minor artifacts, relatively few, and only handed down to heroes of the race.
If a *silver sword* falls into the hands of a nongithyanki, githyanki kill the possessor if they can, steal the weapon if they have to, negotiate if they must, or ally with the thief's most potent foe as a last resort.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a githyanki; *Market Price*: 98,350 gp; *Cost to Create*: 49,000 gp + 3,920 XP.

MASTERS OF THE WILD (3.0)

ARROW OF CURE LIGHT WOUNDS

When this otherwise normal *+1 arrow* strikes a target, it does no damage.
Instead, the target is affected as if by a *cure light wounds* spell, which cures 1d8+1 points of damage.
If such an arrow strikes an undead target, the creature is entitled to spell resistance and a Will save (DC 11) for half damage.
An *arrow of cure moderate wounds* cures 2d8+3 points of damage and has a save DC of 12.
An *arrow of cure serious wounds* cures 3d8+5 points of damage and has a save DC of 13.
An *arrow of cure critical wounds* cures 4d8+7 points of damage and has a save DC of 14.
Caster Level: 1st (*light*), 3rd (*moderate*), 5th (*serious*), 7th (*critical*); *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds* (*light*), *cure moderate wounds* (*moderate*), *cure serious wounds* (*serious*), or *cure critical wounds* (*critical*); *Market Price*: 107 gp (*light*), 607 gp (*moderate*), 1,507 gp (*serious*), or 2,807 gp (*critical*); *Cost to Create*: 57 gp + 4 XP (*light*), 307 gp + 24 XP (*moderate*), 757 gp + 60 XP (*serious*), or 1,407 gp + 112 XP (*critical*).

BERSERKER BLADE

The enhancement bonus of this *+1* or *+2 bastard sword* increases by +1 when the wielder flies into a barbarian rage.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *emotion* (*rage*); *Market Price*: 6,335 gp (*+1 weapon*) or 15,335 gp (*+2 weapon*); *Cost to Create*: 3,335 gp + 240 XP (*+1 weapon*) or 7,835 gp + 600 XP (*+2 weapon*).

MINIATURES HANDBOOK (3.5)

BULLET OF SOUND

If this *+1 sling bullet* strikes a foe, it blasts an area with a tremendous cacophony.
Every creature within a 10-foot radius takes 1d8 points of sonic damage and must succeed on a DC 13 Fortitude saving throw to avoid being stunned for 1 round.
Faint evocation; CL 3rd; Craft Magic Arms and Armor, *sound burst*; Price 196 gp.

CROSSBOW OF RELOADING

An elegantly designed weapon, this *+1 light crossbow* is decorated with ancient symbols of wind and energy along its handle.
Reloading this weapon is a free action instead of a move action.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price 6,335 gp.

DEMONWARD

This weapon is a *+1 holy greatsword* made of cold iron.
Demonward weapons were crafted for use in planar wars against terrifying opponents from the deepest pits of the underworld.
They are scarred and notched from their frequent contact with demonic skin.
Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price 20,400 gp.

DEVILWARD

This weapon is a *+1 holy greatsword* made with alchemical silver.
Devilward weapons were forged in heavenly fires to be used against pit fiends and similar powers of hell.
The alchemical silver material of this weapon imposes a –1 penalty on its damage, effectively canceling the +1 enhancement bonus.
Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price 18,480 gp.

LIVING CHAIN

This weapon seems possessed of some basic form of sentience.
When it is used on an attempt to trip an opponent, this +2 *spiked chain* coils around the victim's limbs, adding a +4 bonus on the wielder's Strength check to trip the opponent. This bonus is in addition to the normal benefits that chains get when attempting to trip.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *bull's strength*; Price 12,325 gp.

WEAPON OF TRANSMUTATION

This plain-looking *+1 longsword* has been designed to deal with foes of any origin.
After its wielder successfully hits a creature that has damage reduction (with the normal effects), over the next round the weapon transforms itself, taking on the properties required to overcome that creature's damage reduction.
The change takes effect at the beginning of your next turn. Once changed, the weapon overcomes that type of damage reduction for 10 rounds or until it strikes a creature with a different type of damage reduction (at which point it changes to overcome that type).
If the creature struck has multiple types of damage reduction, the weapon overcomes all of them.
If the creature gains a new type of damage reduction after initially being struck, such as from changing its form, the weapon must change before being able to overcome the new type.
The weapon does not gain any other benefit of the properties it takes on, and it always deals its normal damage.
Strong transmutation; CL 13th; Craft Magic Arms and Armor, *limited wish*; Price 50,315 gp.

MONSTER MANUAL I 3.5 (3.5)

GITHYANKI SILVER SWORDS

These impressive weapons are typically carried by githyanki combatants of 9th level and higher.
Of githyanki make, a *silver sword* is a *+1 silvered greatsword* that looks much like a standard weapon while still in its sheath.
But when drawn, the *silver sword* transforms into a column of silvery liquid, altering the weapon's balance round by round as the blade's shape flows and shimmers.
A *silver sword* has the additional quality of reaching into the minds of the foes it strikes, disrupting their psionic powers. A target hit by the weapon must succeed on a DC 17 Fortitude save or lose any psionic abilities for 1d4 rounds.
High-level githyanki often take the Improved Sunder feat, using their *silver swords* to attack astral travelers' silver cords (see the *astral projection* spell, page 201 of the *Player's Handbook*).
The normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points.
It is rumored that each githyanki warrior has but one *silver sword*, and if the weapon is lost or stolen, the githyanki must seek it out at all costs or be killed by its superiors. That may be only a legend, but githyanki have been known to exact terrible revenge upon those who steal their *silver swords* or win them in battle.
Some *silver swords* (belonging to particularly high-level githyanki) have additional enhancements.
Enhancing a *silver sword* is just like working with any other weapon that has existing abilities.
A normal githyanki *silver sword* is treated as having a +2 enhancement for this purpose: +1 for its bonus on attack and damage rolls and another +1 for the sword's antipsionic ability.

MYSTERIES OF THE MOONSEA (3.5)

HAMMER OF VORBYX

The *Hammer of Vorbyx* is named after its last owner, an ogre king who ruled Thar.
However, Vorbyx allegedly plundered the weapon from an ancient unmarked barrow, so its true origins are lost in time.
More than a mere scepter, it served as a symbol of Vorbyx's authority over the unruly ogre and orc tribes of Thar, and when he died without a worthy successor, his most loyal followers buried the weapon with him, believing that he would need it to wage wars in the afterlife.
Lore: Characters can learn the above information with a successful DC 20 Knowledge (history) check.
The following bits of information about the *Hammer of Vorbyx* can be gained by making Knowledge (history) checks at the appropriate DCs, as given below.
DC 25: An ogre mage hermit named Essul Blackmoon once prophesied that the weapon would find its way into the hands of a "true king", and that this king would found an empire, precipitate a war, and condemn his enemies to "eternal darkness".
Vorbyx might have believed that Essul's prophecy spoke of him, although his death seems to suggest otherwise.
DC 30: Vorbyx spent most of his plundered wealth on the construction of a small portal network.
The ogre king hoped to use the portals to move his forces quickly from one location to another.

He paid a cabal of wizards to build the portals and attuned them to his hammer, so that only he could activate them.
Description: The *Hammer of Vorbyx* is a hefty maul with a crude iron head, a thick wooden handle, and iron bands holding it together.
It does not shed light.
Activation: Drawing or wielding the weapon is sufficient to activate its base qualities described below.
Effect: The *Hammer of Vorbyx* is a *+1 thundering maul* that resizes as appropriate for any Small, Medium or Large wielder (see FRCS 97 for the maul's statistics).
In addition, once every 24 hours the weapon grants 1d10+10 temporary hit points to anyone who draws it. These temporary hit points last for up to 10 hours.
In addition to its abovementioned qualities, the *Hammer of Vorbyx* is the "key" to activating a small network of portals that Vorbyx paid vast amounts of treasure to build.
Vorbyx made certain that the locations of the various portals were never recorded, and it's uncertain how many of the portals were completed before his death.
The sly ogre king took that knowledge to his grave.
Aura/Caster Level: Strong necromancy; CL 10th.
Construction: Craft Magic Arms and Armor, *blindness/deafness*, *false life*, 8,157 gp, 653 XP, 8 days.
Weight: 20 lb.
(when sized for a Medium creature).
Price: 16,315 gp.

ORIENTAL ADVENTURES (3.0)

ABBOT'S STAFF

This is a lacquered quarterstaff of exceptional beauty, topped with a golden dragon head.
It is a double weapon of +3/+1 quality, and all shaman spells cast by its wielder are treated as if the caster were one level higher.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, Heighten Spell; *Market Price*: 26,850 gp; *Cost to Create*: 13,725 gp + 1,050 XP.

FLYING PHOENIX SWORD

This *+2 throwing and returning longsword* grants a +4 enhancement bonus to its wielder's Strength while it is in hand.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *magic stone*, *telekinesis*, *bull's strength*; *Market Price*: 64,315 gp; *Cost to Create*: 32,315 gp + 2,560 XP.

KAKITA KATANA

The master smiths of the Kakita family claim that they produce the finest blades in the Empire.
A Kakita katana is made of exceptionally fine steel, durable and flexible, and is able to withstand the passage of a thousand years.
The master smiths use only Hida steel in their blades, claiming that it far outshines any other in the Empire.
A Kakita blade is distinguished by its light weight and flexibility, and by the fine lines of bluish damask running down the cutting edge, causing the entire blade to shine with a slight tint.
These blades are usually bestowed only upon samurai who have proven their honor and courage, and only very rarely upon samurai who are not of the Crane clan.
A nonmagical Kakita katana has a natural +2 enhancement bonus.
Caster Level: —; *Prerequisites*: —; *Market Price*: 9,400 gp.

NEKODE OF SPIDER CLIMBING

When worn, this pair of *+1 nekodes* enables movement on vertical surfaces or even upside down, though both the wearer's hands must be used for climbing.
The wearer's speed is 15 feet.
Because of the nekode's sharp claws, even extremely slippery surfaces can be negotiated with ease.
Caster Level: 4th; *Prerequisites*: Craft Magic Arms and Armor, *spider climb*; *Market Price*: 8,610 gp; *Cost to Create*: 4,610 gp + 320 XP.

SERPENT'S TOOTH

This *+2 initiative yari* is made of an unusual green wood, and its blade is shaped such that it makes a hissing noise as it moves through the air.
As a full action, the wielder of a *serpent's tooth* can attack with a flurry of blows, making one extra attack at her highest attack bonus.
All the wielder's attacks in that round suffer a –2 penalty, however, including the extra attack.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: 38,302 gp; *Cost to Create*: 19,302 gp + 1520 XP.

SPIRIT SWORD

This *passage scimitar* has nine rings set into the back edge of the blade.
It has an enhancement bonus of +1 on the Material Plane, but in the Spirit World, the Shadowlands, or any other plane its enhancement bonus increases to +3.
(The +3 enhancement bonus also applies on the Material Plane when the weapon is used against elementals, outsiders, or spirits).
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*; *Market Price*: 52,215 gp; *Cost to Create*: 26,265 gp + 2,076 XP.

PLANAR HANDBOOK (3.5)

AFTERLIFE

This *+2 consumptive burst unholy greatsword* hungers for the life force of its victims.
In addition to its evil nature, once per day the wielder can use *death knell* as a standard action when the wielder touches the tip of *Afterlife* to the body of a fallen foe.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *death knell*, *unholy blight*, creator must be evil; Price 105,550 gp; Cost 52,950 gp + 4,208 XP.

CONFLAGRANT

This *+1 ignan flaming burst longspear* can be used in melee or as a thrown weapon.
In addition to its fiery traits, once per day the wielder can use *fireball* as a standard action.
If the wielder wishes, he may choose to activate the *fireball* use for the day in conjunction with throwing the spear (this attack does not require an extra standard action beyond making the ranged attack).
In such a case, the *fireball* detonates only if the spear successfully strikes its target.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, *fireball*, creator must be of the fire subtype; Price 60,305 gp; Cost 30,305 gp + 2,400 XP.

LETHE'S LASH

A spellcaster struck by this *+1 whip* loses one spell or spell slot from the highest spell level he can cast.
If two or more spells fit this criterion, the caster decides which one becomes inaccessible.
The lost spell becomes available again the next time the caster rests and regains spells.
Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *modify memory*; Price 22,301 gp; Cost 11,301 gp + 880 XP.

QUENCHER

This *+1 aquan bane* (*fire outsiders*) *warhammer* is a fire elemental's worst nightmare.
Once per day, the wielder can cast *quench* as a standard action with a range of touch.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, *quench*, *summon monster* I, creator must be of the water subtype; Price 40,312 gp; Cost 20,312 gp + 1,600 XP.

PLAYER'S GUIDE TO FAERÛN (3.5)

BANEBLADES OF DEMRON

The six powerful swords known as the *baneblades of Demron* were created over the course of 300 years.
Though the archmage Demron receives the credit for their creation, the weapons were actually cooperative efforts, created jointly by all the races that inhabited Myth Drannor before its fall.
Each of the blades was keyed to one particular type of wielder.
(In game terms, only members of a specific race or class may use a given baneblade).
The *baneblade* functions as a masterwork, nonmagical weapon if the wielder is of an inappropriate race and/or class.
All of the baneblades are *+4 holy, evil outsider and undead bane swords*.
Each sheds light equivalent to that of a torch, though the wielder may suppress this light with a mental command.
The individual blades also have their own additional powers, as described below.
Unless otherwise noted, each power of a baneblade is activated by command word.

DRAGATHIL

This slightly curved rapier is sized for Medium creatures.
It has a row of small rubies down the center of the blade and a large basket hilt in the form of roses twined around three harps.
Dragathil glows with a fierce red light when drawn, but despite its fearsome appearance, it is designed to subdue opponents peacefully rather than smite them with arcane fire or razor-sharp steel.
Dragathil has the standard baneblade properties, and it is also a merciful weapon that allows the wielder to use *hold person* once per day.
Only a character skilled at persuasion and negotiation (one who possesses at least 5 ranks of Diplomacy) may wield *Dragathil*.
Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *cure light wounds*, *hold person*, *holy smite*, creator must be good; Price 125,720 gp; Cost 63,020 gp + 5,016 XP; Weight 2 lb.

EVAELATHIL

This short sword is sized for Small wielders and usable only by halflings.
It glows with a soft green light when drawn.
In addition to the standard baneblade abilities, *Evaelathil* grants its wielder resistance to fire 10 and allows her to use *charm person* and *locate creature* once per day each.
Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *charm person*, *holy smite*, *locate creature*, *resist energy*, creator must be good; Price 161,045 gp; Cost 161,045 gp + 6,429 XP; Weight 1 lb.

FAERVIAN

This longsword is sized for Medium creatures and may be wielded only by an arcane spellcaster.
Faervian looks as though it were forged from one solid piece of burnished steel, and it glows a deep purple when drawn.
The craftsmanship of this blade, unlike the others, is distinctly elven.
Faervian has the standard powers described above, and it is also a spell storing weapon.
Furthermore, it allows its wielder to cast up to three spells each day as if using the Still Spell metamagic feat.
Strong evocation (plus aura of stored spell) [good]; CL 12th; Craft Magic Arms and Armor, *holy smite*, Still Spell; Price 134,970 gp; Cost 67,642 gp + 5,386 XP; Weight 4 lb.

MHAORATHIL

This short sword is sized for Medium creatures and is usable only by dwarf characters.

Originally designed for the dwarven defenders of Myth Drannor, it sheds a bright orange light when drawn.
In addition to the standard baneblade abilities, *Mhaorathil* allows its wielder to use *cure light wounds*, *disrupting weapon*, and *remove disease* once per day each.
Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *cure light wounds*, *disrupting weapon*, *holy smite*, *remove disease*, creator must be good; Price 150,297 gp; Cost 75,303 gp + 5,999 XP; Weight 2 lb.

MORVIAN

This impressive greatsword is sized for a Medium creature.
Unlike its predecessors, *Morvian* is not limited to users of a single race.
The only restriction upon its use is that the wielder must be lawful good.
When drawn from its scabbard, *Morvian* glows with a fierce yellow light like that of the sun.
Morvian has the standard properties of all baneblades, and it is also an axiomatic weapon that allows its wielder to use *daylight* once per day.
Strong evocation [good, lawful]; CL 12th; Craft Magic Arms and Armor, *daylight*, *holy smite*, *order's wrath*, creator must be lawful good; Price 158,389 gp ; Cost 79,369 gp + 6,321 XP; Weight 8 lb.

KERYVIAN

The last of the baneblades, *Keryvian* was also the most powerful of Demron's swords.
This bastard sword's blade is tinted a light shade of blue, and its hilt is shaped in the likeness of a great blue dragon clutching the blade in its "teeth".
When wielded in battle, *Keryvian* glows and crackles with blue energy.
Only a fighter, paladin, or ranger of good alignment may wield it.
Keryvian has the standard baneblade powers, and it is also a keen weapon that allows its wielder to use *jump*, *feather fall*, and *alarm* at will.
The *alarm* is always of the audible variety, and it is triggered only when someone other than *Keryvian*'s owner touches it.
Furthermore, each time *Keryvian* scores a critical hit, it bestows one negative level on the target.
The wielder receives 1d6 temporary hit points that last for 24 hours each time a negative level is bestowed.
One day after being struck, the victim must make a DC 16 Fortitude save for each negative level or lose a character level.
Strong evocation [good]; CL 12th; Craft Magic Arms and Armor, *alarm*, *enervation*, *feather fall*, *holy smite*, *jump*, *spell turning*; Price 207,070 gp; Cost 103,692 gp + 8,270 XP; Weight 4 lb.

CALATHANGAS

Also called the *rat blade* and the *sting of Xerastos*, this *+1 rapier* first appeared in the Dalelands nearly a century ago.
Any humanoid who wields it must make a DC 15 Fortitude save each tenday that the blade is in his possession; failure indicates that he has contracted lycanthropy and become an afflicted wererat.
Likewise, any humanoid hit by the blade must succeed on a DC 15 Fortitude save or contract lycanthropy of the same sort.
Calathangas glows only when there are rats within 50 feet of it.
Once per day, the wielder can call forth 1d6+1 rat swarms or a pack of 3d6 dire rats as a standard action.
These creatures arrive in 2d6 rounds and serve the wielder for up to 1 hour.
Moderate conjuration; CL 6th; Craft Magic Arms and Armor, *summon nature's ally* III; Price 15,800 gp; Cost 8,060 gp + 620 XP.

CHELDAORN KATAR

This *+1 punch dagger*, carved from the tooth of a black dragon, functions identically to a *dagger of venom*.
The first of these weapons was crafted by a renegade elf assassin from the city of Ascalhorn, which is now known as Hellgate Keep.
Since Hellgate Keep's destruction, copies of this weapon have begun appearing in the hands of hired killers across Faerûn.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP; Weight 1 lb.

CRAEMMOL'S HAMMER

Owned by a dwarf warrior legendary for both his battle prowess and his greed, this *+3 warhammer* sheds bright yellow light equivalent to that of a torch.
Whenever a drow comes within 60 feet of the wielder, the weapon makes a loud ringing sound like a tremendous bell.
If the wielder concentrates on the *hammer* for 1 full round, she learns the precise location of the nearest drow and the total number of drow that are within the weapon's detection radius.
Moderate evocation; CL 11th; Craft Magic Arms and Armor, *true seeing*; Price 43,312 gp; Cost 21,812 gp + 1,720 XP; Weight 5 lb.

DYERWAEN

Forged by the elves of old Myth Drannor, this *+2 bastard sword* was given as a token of friendship to the first human settlers in the Dalelands.
It grants a number of magical abilities to its wielder.
In forest settings, a character carrying *Dyerwaen* is camouflaged, gaining a +5 competence bonus on Hide checks.
In addition, she can use *pass without trace* at will in such an environment and *intuit direction* at will anywhere.
She also gains a +2 competence bonus on Survival check s.
On command, *Dyerwaen* can produce a *hide from animals* effect (usable at will) and a *speak with plants* effect (usable once per day).
Finally, the wielder gains a +2 competence bonus on Diplomacy checks against elves, fey, and woodland creatures of good alignment.
Dyerwaen is a chaotic and good weapon, so it can bypass the damage reduction of certain lawful or evil outsiders.
Moderate abjuration; CL 11th; creator must be a druid; Price 29,335 gp; Cost 14,667 gp and 5 sp + 1,173 XP.

Elqillar

A Calishite illusionist named Akhir Ahad, who intended it to help him escape assassination at the hands of political rivals, crafted this *+1 scimitar*.
At the wielder's command, E*lqillar* can transform into a scimitar, dagger, kukri, or sword of any kind sized for a Small, Medium, or Large creature.
Whatever its guise, it retains its +1 enhancement bonus, and multicolored runes spelling its name appear on its blade.
A character who has E*lqillar* on his person can use *disguise self* at will.
When holding the weapon in his hand, he is immune to *detect thoughts*, *discern lies*, and any attempt to magically discern his alignment, as though he were wearing a *ring of mind shielding*.
Finally, when E*lqillar* strikes a creature that is in any form other than its natural one, that creature must make a DC 18 Will saving throw or immediately revert to its natural form (humanoid or giant is the natural form for both afflicted and natural lycanthropes).
Strong illusion; CL 12th; Craft Magic Arms and Armor, *disguise self*, *nondetection*, *polymorph*; Price 167,315 gp; Cost 83,815 gp + 6,680 XP.

Evithyan's Blade

This *+3 longsword* was fashioned in Myth Drannor by the ancient elf hero whose name it carries, then used to fight the drow in the Underdark.
Similar to a bane weapon, E*vithyan's blade* becomes a *+5 longsword* against drow.
Rather than dealing extra damage as a bane weapon would, however, it deals 2d4 points of Constitution damage to any drow it hits.
A DC 20 Fortitude save reduces the Constitution damage by half.
Strong evocation; CL 13th; Craft Magic Arms and Armor, *Mordenkainen's sword*; Price 72,315 gp; Cost 36,315 gp + 2,880 XP.

Heartcleaver

Originally wielded by the nycaloth lord Gaulguth, this fearsome *+2 vorpal battleaxe* is sized for a Large creature.
H*eartcleaver's* blade constantly drips a foul, greenish ichor, which inhibits magical healing of the wounds it inflicts. Any character attempting to cast a conjuration (healing) spell on a creature that has been struck by H*eartcleaver* must make a DC 20 caster level check, or the spell has no effect. This inhibiting effect wears off once a creature wounded by H*eartcleaver* has been restored to full normal hit points (either through rest and natural healing or through magical healing that overcomes the weapon's special power).
H*eartcleaver* was last seen in the hands of a great hero who died at the Final Stand on the Evening Star, when the city of Myth Drannor fell.
It is believed to lie somewhere within the rubble of the city.
Strong evocation; CL 18th; Craft Magic Weapon, *circle of death*, *keen edge*, *bestow curse*; Price 314,320 gp; Cost 157,320 gp + 12,560 XP; Weight 12 lb.

Ilbratha, Mistress of Battle

This *+1 longsword* was forged at the behest of King Azoun I of Cormyr, but it was subsequently lost in a storm at sea.
In addition to its enhancement bonus, I*lbratha* allows the wielder to use *jump* three times per day, *blink* once per day, and *mirror image* once per day with the proper command words.
It also rings like struck chimes when it touches spell effects or magic items.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *blink*, *detect magic*, *jump*, *mirror image*; Price 31,115 gp; Cost 15,715 gp + 1,232 XP.

Lashing Sword of Samos the Skullreaver

This peculiar *+1 short sword*, once owned by a dwarf undead hunter, trails a luminous arc of blue energy that resembles a whip from its pommel.
This whip harmlessly and insubstantially passes through most creatures, but it is devastating to undead.
The wielder of the *lashing sword* may use this energy "whip" to make a touch attack against an undead creature, which must make a DC 17 Will save or be destroyed.
A character need not be proficient with the whip to make this attack.
Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *disrupting weapon*; Price 56,310 gp; Cost 27,310 gp + 2,160 XP; Weight 2 lb.

Nightwatcher

This adamantine *+3 longsword* is a relic of ancient Netheril.
Its blade is black and its pommel is silver, worked in ivory and set with a large black pearl.
N*ightwatcher's* bearer gains low-light vision, and the blade disperses magical darkness within 30 feet if it succeeds on a caster level check (as if casting *dispel magic*).
When planted firmly into the ground, N*ightwatcher* hums loudly if anyone with intent to harm its owner approaches within 60 feet.
Moderate evocation; CL 9th; Craft Magic Arms and Armor, *alarm*, *dispel magic*, *light*; Price 89,315 gp; Cost 44,815 gp + 3,560 XP.

Nychyaella's Healing Spear

This *+2 spear* has a shaft of shadowtop-wood and a head of gleaming alchemical silver.
Three times per day on a successful attack, the wielder may drain hit points from the victim and heal herself of the same amount of damage, as if affected by a *vampiric touch* spell.
She may elect to use this ability after a successful attack has been made.
Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *vampiric touch*; Price 44,392 gp; Cost 22,392 gp + 1,760 XP; Weight 6 lb.

RUSTBLADE

These *+1 daggers* always look pitted and rusted, though they suffer no adverse effects of corrosion.
Any object made of iron or iron alloy that is touched by a *rustblade* crumbles away as if affected by a *rusting grasp* spell.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *rusting grasp*; Price 58,302 gp; Cost 29,302 gp + 2,320 XP; Weight 1 lb.

TARAGARTH, THE BLOODBRAND

This *+1 short sword* was forged in Silverymoon in the early days of the North and first wetted in battle against the trolls of the Evermoors.
While holding it unsheathed, the wielder gains resistance to fire 10 and is immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *nondetection*, *resist energy*; Price 42,310 gp; Cost 21,310 gp + 1,680 XP.

TWINBLADES ALIGHT

This double-headed battleaxe is forged half of cold iron and half of adamantine, allowing it to overcome the damage reduction of creatures resistant to either material.
In the hands of a lawful good dwarf, it glows softly and functions as a *+2 axiomatic holy battleaxe*.
When wielded by anyone else, it is simply a *+2 battleaxe* and does not glow.
Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price 82,215 gp; Cost 40,515 gp + 3,216; Weight 4 lb.

TYRANNY'S KNELL

T his golden warhammer functions like a *dwarven thrower* with the following additional abilities.
Once per tenday, the wielder of *Tyranny's Knell* may strike the hammer against the ground (a standard action) to create an effect identical to that of the *earthquake* spell.
Each time the hammer strikes a creature of the giant type, the target must make a DC 16 Fortitude save or be affected as if by a *reduce person* spell (even though that spell normally affects only humanoids).
Moderate evocation and transmutation; CL 10th Craft Magic Arms and Armor, *reduce person*, creator must be a dwarf of at least 10th level; Price 154,312 gp; Cost 77,312 gp + 6,160 XP; Weight 5 lb.

PSIONICS HANDBOOK (3.0)

SILVER SWORDS

These impressive weapons ate carried by githyanki combatants of 7th level and higher.
Of githyanki make, a *silver sword* is a *+3 greatsword* that looks much like a standard githyanki weapon.
However, when drawn in melee, the blade transforms into a column of silvery liquid, altering the weapon's balance round by round as the blade's shape flows and shimmers.
In the hands of someone without the appropriate Exotic Weapon Proficiency feat, the weapon is clumsy (–4 penalty on attack rolls) and possesses only its enhancement bonus.
A proficient user on the Astral Plane, however, is able to attack the silver cord that connects many astral travelers to their physical forms; the normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points (see Attack an Object in Chapter 8 of the *Player's Handbook*).
A silver cord visibly trails 5 feet behind an astral traveler before fading into the astral medium.
Attacking it draws an attack of opportunity from the astral traveler.
When the cord is damaged, the astral traveler must succeed at a Fortitude save (DC 13) or be immediately forced to return to its body—which might be a good idea anyway if the traveler is not up to fighting githyanki on their home plane.
If the silver cord is completely severed, the creature's material body (and astral echo) is slain instantly.
The cords of travelers with the *mind blank* power active are immune to *silver swords*.
Silver swords with an enhancement bonus of +5 and vorpal characteristics exist, but these are minor artifacts, relatively few, and only handed down to heroes of the race.
If a *silver sword* falls into the hands of any other creature, githyanki will kill the possessor if they can, steal it if they have to, negotiate if they must, or ally with the thief's most potent foe as a last resort.
Manifester Level: 11th; *Prerequisites*: Craft Psionic Arms and Armor, creator must be a githyanki; *Market Price*: 98,350 gp; *Cost to Create*: 49,000 gp + 3,920 XP.

RACES OF FAERÛN (3.0)

AXE OF THE SEA REAVERS

This *+2 greataxe* of Illuskan manufacture gives its wielder the ability to float atop the water, no matter what his weight.
Furthermore, the wielder can, with the war cry engraved into the haft, give all allies within 15 feet a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for one round.
By saying the command word engraved on the blade itself, the wielder can force all foes within 15 feet to make a Will save (DC 16) or flee, as the *emotion* (*fear*) spell from a 7th-level caster.
The war cry and the command word can each be used once per day.
Market Price: 13,920 gp; *Prerequisites*: Craft Magic Arms and Armor, *emotion*; *Cost to Create*: 7,120 gp + 544 XP.

BURNING BATTLE GAUNTLETS

Created by the fiends of Hellgate Keep for their tanarukk minions, these *+1 flaming battle gauntlets* are not actually on fire but are constantly hot to the touch and deal fire damage whenever the wearer punches an opponent.

The weapons also deal their fire damage when the are hot enough to ignite flammable objects just as easily as an open flame would.
The constant heat of the gauntlets means that anyone wearing them also suffers 1d6 fire damage per round, making them unsuitable weapons for anyone not resistant to fire damage.
Burning battle gauntlets are crafted singly; a tanarukk with two of them is considered very wealthy and powerful.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; *Market Price*: 8,310 gp; *Cost to Create*: 4,320 gp + 320 XP.

FIENDHUNTER TWO-BLADED SWORD

This two-bladed sword has one tip that crackles with green sparks and another limned with a dull red glow.
Evil outsiders worry about the green side of the sword, but in the hands of a competent wielder they should fear the red end even more.
The green side of the weapon is a *+1 sure striking* weapon that forces any evil extraplanar creature hit by it to succeed at a Will save (DC 16) or suffer a *dismissal* effect, as the spell from an 8th-level caster.
This effect functions three times per day.
The red side of the weapon is also a *+1 sure striking* weapon, but evil extraplanar creatures hit by it are unable to engage in extradimensional travel (as the *dimensional anchor* spell) for 8 minutes.
This traps fiends near the wielder of the *fiendhunter*, denying them the escape route they may need.
The *dimensional anchor* effect also works three times a day.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *dimensional anchor*, *dismissal*; *Market Price*: 32,380 gp; *Cost to Create*: 16,540 gp + 1,267 XP.

FOESPLITTER AXE

Crafted by the shield dwarves of the North, a *Foesplitter axe* is a *+1 keen battleaxe* with a steel haft (hardness 10, 25 hp).
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*, shield dwarf; *Market Price*: 7,480 gp; *Cost to Create*: 3,895 gp + 287 XP.

KERRENDERIT ARROW

Fashioned by the arctic dwarves, these *+1 arrows* are made from ice crystals from the Great Glacier.
Kerrenderit arrows have the wounding special ability (see DUNGEON MASTER's *Guide*).
In addition, they have a range increment 25 feet farther than normal arrows.
If kerrenderit arrows are exposed to temperatures above 50 degrees for more than 1 hour, their icy arrowheads melt into uselessness.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal*, creator must have access to arctic dwarf ice caves; *Market Price*: 350 gp; *Cost to Create*: 172 gp + 14 XP.

SCIMITAR OF THE SIROCCO

Graced by a pommel shaped like the head of a desert hawk, this elegant and graceful weapon is a *+1 keen scimitar*.
It also doubles the speed of any horse or equine creature the bearer rides, much like *horseshoes of speed*.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *haste*, *keen edge*, creator must be Calishite; *Market Price*: 9,530 gp; *Cost to Create*: 4,922 gp + 367 XP.

SPEAR OF IMPALING

These *+1 wounding shortspears* are deadly to elves and dwarves.
If the spear hits an elf or dwarf, the target must succeed at a Reflex save (DC 19) or be impaled by the spear (treat as an extra attack from the spear that hits automatically but cannot score a critical hit).
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*; *Market Price*: 32,301 gp; *Cost to Create*: 16,301 gp + 640 XP.

STONEREAVER

This *+2 greataxe* has a slightly curved cleaving blade on one side of its head and a long chisel-point pick on the opposite side.
The weapon is specifically designed for dwarves, taking into account their size, strength, physique, and magical ties to the stone.
In the hands of a dwarf, a *stonereaver* gains the *construct bane* (against any construct primarily made of earth, stone, or metal only) and *earth elemental bane* special abilities.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I, creator must be a dwarf; *Market Price*: 50,320 gp; *Cost to Create*: 25,320 gp + 2,000 XP.

TRIDENT OF SERENITY

A *+1 trident*, this item has the additional quality of suppressing any effects or class features within 15 feet that rely on anger or fear, including a barbarian's ability to rage, a sahuagin blood frenzy, and a black dragon's frightful presence.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *emotion*; *Market Price*: 5,315 gp; *Cost to Create*: 2,815 gp + 200 XP.

RACES OF THE WILD (3.5)

SWORDBOW

The magical *swordbow* takes the concept of the elvencraft bow (see page 166) and does it one better.
As the name implies, the weapon can transform from a sword to a bow (or vice versa) upon a mere thought by the wielder (a free action).
A wielder can even interchange bow and sword attacks as part of the same full attack action.
In sword form, the weapon features a bow-like grip and a pommel that resembles the curving tip of a bow.
The blade is often decorated with an arrow.

In bow form, the weapon is made of metal, and each half of the bow's arc resembles a sword blade.
In either form, a *sword bow* has the same enhancement bonus.
A *swordbow's* enhancement bonus can be improved as if improving two separate weapons (for example, improving a *+1 swordbow* to a *+2 swordbow* costs 12,000 gp, just as if you were improving two +1 weapons to +2).
A swordbow may have special abilities added to it (such as flaming); such abilities cost twice the normal amount (again, as if improving two separate weapons) and apply to both weapons if possible.
If a special ability is added that can't apply to both weapons (such as vorpal or distance), it applies only to the *swordbow* when it is in an eligible form (for instance, a *+1 swordbow of distance* is a distance weapon only in bow form).
Elves typically produce *swordbows* of the following kinds.
Light Swordbow: This weapon can change between rapier and shortbow form.
It is favored by elf rogues.
Each weapon has a +1 enhancement bonus.
Swordbow: This weapon can change between longsword and longbow form.
It is favored by elf rangers.
Each weapon has a +1 enhancement bonus.
Great Swordbow: This weapon can change between greatsword and composite longbow form.
It is favored by elf fighters.
Each weapon has a +1 enhancement bonus.
The composite longbow may have any desired strength rating at the time of creation; the example below has a +4 Str bonus.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *shrink item*, creator must be an elf, Price 6,650 gp (*light swordbow*), 6,690 gp (*swordbow*), or 7,150 gp (*great swordbow*), Cost 3,650 gp + 240 XP (*light swordbow*), 3,690 gp + 240 XP (*swordbow*), or 4,150 gp + 240 XP (*great swordbow*).

SANDSTORM (3.5)

LASH OF THE SANDS

This *+2 desiccating burst whip* is formed of permanently stabilized shapesand.
It is twice as heavy as a normal whip and deals lethal damage, which is effective even against opponents in armor.
The whip can also entangle an opponent that it hits, as an *animate rope* spell (caster level 12th).
The entangled opponent takes 1d6 points of dessication damage per round it remains entangled.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, *animate rope* and *desiccate*, *wither*, or *horrid wilting*; Price 56,400 gp; Cost 28,400 gp + 2,256 XP.

SAVAGE SPECIES (3.0)

ASSASSIN WHIP

This *+1 whip* appears to be a living vine of some sort, with leaves shaped like human hands and small clusters of fruit that resemble wild grapes.
Gnarled and covered with brown, stringy bark, the *assassin whip* can be used as a normal whip, but twice a day the wielder can use it to make a ranged touch attack against a single Medium-size or smaller target, causing grasses, weeds, bushes, and even trees to wrap, twist, and entwine about her, holding her fast.
If no vegetation is in the area, the *assassin whip* causes vines to spring up from the ground.
The entangling plants constrict their target, each round dealing 1d6+7 points of damage with a successful grapple check (the plants' grapple check modifier is +8).
An entangled creature takes a –2 penalty on attack rolls, takes a –4 penalty to Dexterity, and cannot move.
An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.
She can break free by using a full-round action to make a Strength check or an Escape Artist check (DC 20).
The entangle effect is independent of the whip, and the wielder can attack other targets after entangling someone.
Note: The DM may alter the effects of the whip somewhat, based on the nature of the entangling plants.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor plus *entangle* or *web*; *Market Price*: 11,021 gp.

BAG OF BOULDERS

When found, this pouch holds 1d4 stones the size of sling bullets.
(A newly created bag has four stones).
When thrown (range increment 10 feet), a stone from the *bag of boulders* instantly grows to 12 inches in diameter and deals 3d6 points of damage on a successful attack.
If the attack misses, treat it as a grenade-like weapon.
Once all four stones are thrown, the magic of the bag is gone.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *shrink item*; *Market Price*: 1,200 gp (new) or 300 gp per stone (partial bag); Weight: 1/2 lb.
per stone.

BEAST CLAWS

Usually found in a size that fits a Medium-size humanoid, this pair of *+1 spiked gauntlets* sports claws at the tips of the fingers.
They allow the wearer to make claw attacks (1d4/×2 slashing damage for Medium-size characters; see Changing Weapon Size earlier in this chapter to adjust for wearer's size).
If worn by a creature that already has a claw attack, *beast claws* have an enhancement bonus of +2 instead of +1.
The creature does its normal claw damage while wearing beast claws plus an additional 1d6 points of damage.
Creatures of animal intelligence will usually not willingly wear coverings on their forelimbs.

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph self* or ability to *wild shape*; *Market Price*: 9,610 gp.

BLADE OF WIND

This +2 *dancing short sword* allows its wielder to fly, as the spell cast by a 6th-level wizard, for up to an hour per day, while holding the *blade of wind*.
The time in flight need not be continuous.
When wielded by a creature of the air subtype, the *blade of wind* changes its size in proportion to its wielder, remaining a light weapon.
For example, a storm giant would wield it as a Large short sword.
In addition, creatures of the air subtype gain a +4 enhancement bonus to Dexterity while wielding a *blade of wind*, and against creatures of the earth subtype the *blade of wind*'s threat range and critical multiplier improve to 17–20/×3.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*, *fly*; *Market Price*: 97,510 gp.

BRIMSTONE HAMMER

When wielded by a fiendish or half-fiendish creature, this +2 *unholy warhammer* allows its wielder to smite good one additional time per day, provided the wielder uses the *brimstone hammer* for that attack.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, *divine power*, creator must be evil; *Market Price*: 45,812 gp.

DWARF CRUSHER

Made by giants to destroy the works of their dwarf foes, this +2 *greatclub* has additional powers when wielded by creatures with high Strength scores and the Power Attack feat.
Creatures with Strength of at least 25 who use Power Attack at the highest possible level (devoting their entire base attack bonus to damage) ignore the hardness of nonliving materials when wielding this hammer.
Targeting an opponent's weapon, shield, or armor invites an attack of opportunity normally.
Animated objects, constructs, and elementals (but not undead) do not get the benefit of natural armor against this weapon.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*, creator must be a giant; *Market Price*: 26,305 gp.

ELF BREAKER

This +1 *morningstar* has a special affinity for goblinoids.
In the hands of a goblinoid, *elf breaker*'s enhancement bonus increases to +2.
In the hands of a goblinoid in combat with an elf or with a group that includes at least one elf, it grants the wielder a +4 enhancement bonus to Constitution for the duration of the encounter.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *endurance*; *Market Price*: 26,305 gp.

ELF EDGE

This +1 *longsword* has a special affinity for those of elven blood.
In the hands of someone who has elven blood, it grants the wielder a +4 enhancement bonus to Dexterity.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: 18,315 gp.

FOE REAVER

Made by frost giants, this +1 *greataxe* has a pale blue sheen and proves a great surprise to those seeking to exploit frost giants' weakness.
In the hands of a frost giant, this weapon grants its wielder fire resistance 20.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *protection from elements*, creator must be a frost giant; *Market Price*: 18,320 gp.

FISHGUTTER

Weapons similar to this appear among many amphibious cultures, and from there have spread to fully aquatic ones.
Fishgutter is a +2 *scimitar* that allows its wielder to act as if under the influence of a *freedom of movement* spell cast by a 7th-level cleric.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*; *Market Price*: 64,315 gp.

FLAME REAVER

This +1 *flaming glaive*, when wielded by creatures of the fire subtype, feeds off their natural energy and produces additional powers.
On a critical hit, a *flame reaver* does normal critical damage, and in addition the opponent must make a Reflex save (DC 15) or catch on fire (see Catching on Fire in Chapter 3 of the DUNGEON MASTER's Guide).
Creatures of the fire subtype ignore this ignition effect if struck by a *flame reaver*.
Treat objects struck by a *flame reaver* as having half their usual hardness, because the extreme heat of the weapon causes the target to soften.
Hardness does not lessen further if an object is struck multiple times.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor plus *flame blade*, *flame strike*, or *fireball*; *Market Price*: 26,308 gp.

FLINT BASHER

This +2 *greatclub* allows its wielder to use *stone shape* as the spell cast by a 5th-level cleric, once per day, while holding a *flint basher*.
In addition, creatures of the earth subtype gain a +4 enhancement bonus to Constitution while wielding a *flint basher*, and against creatures of the air subtype the *flint basher*'s threat range and critical multiplier improve to 19–20/×3.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *endurance*, *stone shape*; *Market Price*: 32,305 gp.

GAUNTLET OF GRUUMSH

This single *+1 gauntlet* allows the wielder to make a melee touch attack and blind the target of the attack instead of doing damage.
The target gets a Fortitude saving throw (DC 14) to negate the blinding effect.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*; *Market Price*: 24,805 gp.

ICE SCYTHE

This weapon is a *+1 frost scythe*.
When wielded by creatures of the cold subtype, it feeds off their natural energy and produces additional powers.
On a critical hit, an *ice scythe* does normal critical damage, and the opponent must make a Will save (DC 14) or be affected as if by a *slow* spell cast by a 5th-level wizard.
Creatures of the cold subtype ignore this *slow* effect if struck by an *ice scythe*.
Treat objects struck by an *ice scythe* as having half their usual hardness, because the extreme cold of the weapon causes the target to become unusually brittle.
Hardness does not lessen further if an object is struck multiple times.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *slow*, and *chill metal* or *ice storm*; *Market Price*: 26,318 gp.

ORC RAZOR

This *+1 falchion* has a special affinity for those of orc blood.
In the hands of someone who has orc blood, it grants the wielder a +2 enhancement bonus to Dexterity and a +2 enhancement bonus to Constitution.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*, *endurance*; *Market Price*: 17,375 gp.

PIXIE ARROWS

Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

MEMORY LOSS

An opponent struck by the arrow must succeed on a Fortitude save (DC 15) or lose all memory.
The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration by means of *limited wish*, *wish*, or *miracle*.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *modify memory*; *Market Price*: 607 gp.

SLEEP

Any opponent struck by the arrow, regardless of Hit Dice, must succeed on a Fortitude save (DC 15) or be affected as though by a *sleep* spell.
Caster Level: 1st; *Prerequisites*: Craft Magic Arms and Armor, *sleep*; *Market Price*: 107 gp.

ROGUE BLADE

This *+2 rapier* provides the effect of the *blink* spell as cast by a 6th-level wizard when wielded.
Because *blink* denies opponents their Dexterity bonuses to Armor Class, a rogue wielding a *rogue blade* always gets to add her sneak attack damage (provided her opponent is susceptible to such).
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *blink*; *Market Price*: 44,320 gp.

RUSTING CLUB

This *+1 greatclub* allows the wielder to make a touch attack against an opponent's armor or weapon and deliver a *rusting grasp* spell as if cast by a 7th-level druid instead of normal damage.
This effect can be used up to three times per day.
Any iron or iron alloy item a *rusting club* touches becomes instantaneously rusted, pitted, and worthless, effectively destroyed.
If the item is so large that it cannot fit within a 3-foot radius (such as a large iron door or the effect of a *wall of iron* spell), a 3-foot-radius volume of the metal is rusted and destroyed.
Magic items made of metal are immune to this effect.
When using a *rusting club* in melee, the wielder can choose to make a melee touch attack.
If successful, the attack instantaneously negates 1d6 points of Armor Class gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion.
For example, full plate armor (+8 AC) could be reduced to +7 or as low as +2 in protection, depending on the die roll.
A metal weapon that is hit is destroyed.
Note: Striking at an opponent's weapon provokes an attack of opportunity.
In addition, you must touch the weapon and not the other way around.
Against ferrous creatures, a *rusting club* deals 3d6 points of damage +1 per caster level of the creator (maximum +15) on a successful attack.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *rusting grasp*; *Market Price*: 35,905 gp.

SCALED JAVELIN

This *+2 javelin* gains the special abilities of distance and returning when used by creatures of the reptilian subtype.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *telekinesis*; *Market Price*: 26,301 gp.

SERRATED TERROR

Made by fire giants, this jagged *+1 greatsword* proves a great surprise to those seeking to exploit fire giants' weakness.
In the hands of a fire giant, this weapon grants its wielder cold resistance 20.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *protection from elements*, creator must be a fire giant; *Market Price*: 18,350 gp.

SKYSPEAR

When wielded by a celestial or half-celestial creature, this *+2 holy longspear* allows its wielder to smite evil one additional time per day, provided the wielder uses the skyspear for that attack.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *holy smite*, *divine power*, creator must be good; *Market Price*: 45,805 gp.

STAFF OF THE WHIP

This *+1 pincer staff* (see the description earlier in this chapter) has an additional function when wielded by a kuo-toa.
As an attack action, the wielder may deliver 1d8+6 points of electrical damage (as a *shocking grasp* spell from a 6th-level caster) to a creature already grappled by the *staff of the whip*.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *shocking grasp*; *Market Price*: 10,408 gp.

STORM GAUNTLETS

This pair of *+1 spiked gauntlets* grants electricity resistance 10 and has the following abilities:
Shocking Grasp: As the spell cast by a 9th-level wizard, save DC 13.
This power uses 1 charge.
Lightning Bolt: As the spell cast by a 9th-level wizard, save DC 15.
This power uses 2 charges.
Ball Lightning: You create four 2-foot-diameter balls of concentrated electricity that shed light as candles and move under your control.
A ball of lightning deals 2d6 points of electricity damage to anything it touches, including creatures that attack it or move through it.
When you create the balls of lightning, you mentally program them to move as you desire, even around corners. Once programmed, a ball's orders cannot be changed.
A ball can move up to 100 feet per round and flies with perfect maneuverability.
When a ball of lightning strikes a creature, the ball stops and remains in place for the remainder of the spell's duration.
A ball dissipates if the distance between you and it exceeds 190 feet.
A ball can only "see" under the available light conditions (including the light the ball itself sheds).
For example, you could program one lightning ball to follow the left wall of a corridor and strike the first creature it "sees", another to follow the right wall and do the same, and the remainder to follow 5 feet behind you in a semicircle.
The first two lightning balls would turn corners to remain following the walls, even if this took them out of your line of sight, and strike the first creature they "see", which would fulfill their program and leave them in their target's square.
A creature struck by a lightning ball or that touches one with a natural or melee weapon gets a Reflex saving throw for half damage (DC 17).
Damage from two balls resting in the same square stacks.
A creature struck by multiple balls of lightning in a round (or entering a square with two lightning balls) gets a saving throw for each.
A creature with spell resistance makes separate spell resistance checks against each lightning ball, with success meaning that particular ball cannot harm the creature.
This power uses 4 charges.
Storm gauntlets have 50 charges when new.
After the last charge is expended, *storm gauntlets* remain *+1 spiked gauntlets*.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor plus *shocking grasp* or *lightning bolt*; *Market Price*: 52,360 gp.

SWORD OF THE SCHEMER

This *+2 greatsword* grants its wielder a +4 enhancement bonus to Intelligence, and +2 enhancement bonuses to Wisdom and Charisma.
The bonuses only apply when the owner wields the blade. Sheathing the sword or hanging it by a strap of some sort does not provide the bonuses.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: 32,350 gp.

WAVE PIERCER

This *+2 trident* grants *freedom of movement* to its wielder if that individual has the aquatic subtype.
When wielded by aquatic creatures against creatures of the fire subtype, a *wave piercer*'s threat range and critical multiplier increase to 19–20/×3.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *freedom of movement*; *Market Price*: 56,315 gp.

WHIP OF WEBS

The wielder of this whip can use it as a *+2 whip* (see Chapter 7 of the *Player's Handbook* for details on and special rules concerning whips), or may make a ranged touch attack with it to wrap a target in a web of leather straps.
An entangled character takes a –2 penalty on attack rolls and a –4 penalty to effective Dexterity.
An entangled character can move at half speed but cannot run or charge.
An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.
The wielder and the whip are not attached to the entangled character in any way and may attack other targets freely.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *entangle* or *web*; *Market Price*: 10,301 gp.

SERPENT KINGDOMS (3.5)

MANYFANG DAGGER

This *+1 dagger* looks like a normal masterwork dagger, but when it hits, three phantom blades briefly whirl into existence around the main blade, stabbing and slicing the same target, then winking into nothingness again.
A *manyfang dagger* thus deals quadruple damage on each successful hit, or quintuple damage on a critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor; *major creation*, Price 32,302 gp; Weight 1 lb.

SCOURGE OF FANGS

Favored by the yuan-ti and drow clerics of Lolth, this +2 *scourge* has a handle made of adamantine and five serpentine constructs as lashes.
The snakes are extensions of the wielder's will that hiss and writhe in response to her thoughts and emotions.
The weapon deals damage normally, and in addition, at the wielder's mental command, the serpents can attack as separate and independent creatures, using the statistics below.
If the wielder chooses to attack only with the snakes, she can substitute her own base attack bonus for that of the snakes in their attacks.
The enhancement bonus of the scourge ion already included in the attack bonuses of the snakes in the statistics below.
When a *scourge of fangs* is used with an attack action, only one serpent lash can attack; when it is used with a full attack action, all five can attack.
If a good-aligned character tries to wield the scourge, the snakes attack the wielder instead of the intended target.
If a serpent lash is slain, it falls off the whip.
The remaining heads continue to function normally until all are destroyed.
Serpent Lash (5): CR 1; Tiny construct; HD 2d10; hp 11; Init +3; Spd 0 ft., AC 17, touch 15, flat-footed 14; Base Atk +1; Grp —; Atk +8 melee (1d2–2 plus pain, bite); Full Atk +8 melee (1d2–2 plus pain, bite); Space/Reach 2-1/2 ft./0 ft.; SA pain; SQ construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +3, Will +0; Str 6, Dex 17, Con –, Int –, Wis 11, Cha 1.
Skills and Feats: Hide +11; Weapon Finesse.
Pain (su): Anyone hit by a serpent lash's bite attack takes a –4 penalty on attack rolls, skill checks, and ability checks for 2d4 rounds because of the wracking pain its venom produces.
A successful DC 11 Fortitude save reduces the penalty to –2.
Construct Traits: A serpent lash has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless.
It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
Cannot heal damage, but can be repaired.
Darkvision 60 ft. and low-light vision.
Moderate necromancy and transmutation; CL 11th; Craft Construct, Craft Wondrous Item, *animate objects*, *bestow curse*; Price 32,000 gp; Weight 5 lb.

SCOURGE OF TIAMAT

This +1 *corrosive viper scourge* is favored by the Dark Scaled Ones (high priests of Tiamat) in the city of Unthalass.
The weapons date back to the height of Okoth, the ancient sarrukh realm located in what is now southern Mulhorand.
Most of the existing *scourges of Tiamat* have been recovered from the scattered remnants of that civilization.
In addition to its normal properties, each viper head of a *scourge of Tiamat* can spit its corrosive venom up to 30 feet as a ranged attack.
A target hit by this attack is affected by the poison of the viper and also takes 1d6 points of acid damage for the corrosive special ability (see *Magic of Faerûn* for details of this ability).
Strong conjuration; CL 17th; Craft Magic Arms and Armor, Spit Venom, *Melf's acid arrow*, *storm of vengeance*, *summon monster* II; Price 60,320 gp.

SHINING SOUTH (3.5)

GREAT RIFT BLAZING SKYLANCE

This +2 *lance* is specifically designed for use by Great Rift skyguards.
Three times per day, the lance can be commanded to fire a cone of searing flames out to a distance of 15 feet from the tip, dealing 5d4 points of fire damage to targets within the cone'sarea.
Victims can make a DC 13 Reflex save for half damage.
Faint evocation; CL 5th; Craft Magic Arms and Armor, *burning hands*; Price 14,334 gp.

GREAT RIFT FORCEFUL SKYLANCE

A variation on the *Great Rift blazing skylance*, this +2 *lance* can produce a magic missile effect on command, three times per day, firing three missiles with each use.
These missiles can be aimed at up to three targets within 150 feet of the lance.
Faint evocation; CL 5th; Craft Magic Arms and Armor, *magic missile*; Price 14,334 gp.

PICK OF PIERCING

Crafted by the dwarves of the Great Rift, this +1 *heavy pick* destroys objects made of force, such as *Bigby's forceful hand* or a *wall of force*.
To destroy such objects, the wielder of the pick must touch them with the pick.
Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 13,508 gp.

SCOURGE OF PAIN

This +1 *scourge* is covered in razor-sharp barbs.
Each time it strikes, it deals an extra 1d8 points of nonlethal damage and causes agonizing pain in the creature struck.
The target must succeed on a DC 17 Fortitude save or take a –4 penalty on attacks, saving throws, and checks for 1d4 rounds.
Priestesses of Loviatar are fond of these weapons.
Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *symbol of pain*; Price 26,320 gp.

STUN BOLT

This +1 *bolt* has been specially enhanced so that it deals normal damage and stuns a creature struck by it.

A target struck by a stun bolt must make a DC 20 Will save or be stunned for 1d6 rounds.
Creatures immune to mind-affecting spells and abilities are also immune to stun bolts.
Strong enchantment; CL 13th; Craft Magic Arms and Armor, *symbol of stunning*; Price (50 bolts) 9,630 gp.

WHIP OF CONSTRICTING

This +2 *whip* has the ability to entangle and crush opponents it strikes.
A Large or smaller creature struck by the whip takes normal damage and must make a DC 15 Reflex save or become entangled, if the wielder so wishes.
A creature capable of spellcasting that is bound by the whip must make a DC 15 Concentration check to cast a spell.
An entangled creature can slip free with a DC 20 Escape Artist check.
If you've commanded the whip to entangle someone, you can't continue to use it as a weapon.
Once per day, the whip's wielder may command it to constrict whatever it has entangled.
For 17 rounds, the whip gains a Strength score of 35 and a grapple bonus of +41.
Every grapple check that succeeds against the entangled creature deals 2d6+12 points of damage.
Strong evocation; CL 17th; Craft Magic Arms and Armor, *animate rope*, *Bigby's crushing hand*; Price 97,381 gp.

SILVER MARCHES (3.0)

GRAYBROTHER

This +2 *shortspear* of a very old style is obviously of orc manufacture.
Its gray wooden haft and dull steel blade are carved with orc runes representing murder, hate, and power.
It deals +2d6 points of damage to humans and elves.
Unlike bane weapons, the spear's enhancement bonus is not +2 greater than normal against humans or orcs.
This weapon is legendary among the tuskers of the North.
Many tribal leaders over the centuries have searched ruins and dark places for it, as the clerics of Gruumsh say the orc who wields it is favored by He Who Watches and will be able to amass a great unbeatable army to sweep over the human and elven lands, reducing the inhabitants to slaves.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 32,302 gp; *Cost to Create*: 16,302 gp + 1,280 XP.

NIGHTBREAKER

This +1 *ghost touch disruption heavy mace* is a sacred item to the church of the Morninglord, having been wielded by a successive line of paladins of the Order of the Aster.
The item was lost in 1344 DR, when its bearer left to destroy a lair of specters, and has not been seen since.
Certain members of the clergy believe this item to be the "rightful sign" of Lathander's favor described in the Rhyester's Matins (temple) entry in the Silverymoon section of *The Silver Marches*.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *heal*, *plane shift*; *Market Price*: 32,312 gp; *Cost to Create*: 16,312 gp + 1,280 XP.

ORCBLINDER

At the command of Lady Alustriel, the churches and wizards of the Silver Marches commissioned a large number of these +1 *arrows* decorated with distinctive fletching bearing eye-like markings.
Said to pierce orc eyes with amazing frequency, they deal an additional +2d6 hit points of damage to orcs.
Unlike bane weapons, their enhancement bonus is not +2 greater than normal against orcs.
They are destroyed when used, just like normal arrows.
Crossbow bolts with this power exist but are less common.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 167 gp; *Cost to Create*: 87 gp + 7 XP.

SCOURING SUNLIGHT

This +1 *holy light mace* sheds light when drawn.
At the end are three large gems, one red, one orange, and one a brilliant yellow, each carved with Lathander's holy symbol.
Once per day the mace can invoke *searing light*.
The weapon was lost in a crusade against the forces of Ghaunadaur, drow god of oozes, and has not been seen for nearly 100 years.
Certain clergy members believe this item to be the "rightful sign" of Lathander's favor described in the Rhyester's Matins (temple) entry in the Silverymoon section of *The Silver Marches*.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *holy smite*, *searing light*, creator must be good; *Market Price*: 28,305 gp; *Cost to Create*: 14,305 gp + 1,120 XP.

SELÛNE'S MOON–ARROWS

Crafted in greater numbers in recent years by the church of the Moonmaiden to combat the People of the Black Blood, these +1 *arrows* are made of silver from tip to fletching.
They deal an additional +2d6 hit points of damage to evil lycanthropes.
Unlike bane weapons, their enhancement bonus is not +2 greater than normal against lycanthropes.
They are destroyed when used, just like normal arrows.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 167 gp; *Cost to Create*: 87 gp + 7 XP.

STORM STAR

These magical morningstars are of ancient design and thought to have been created in Netheril.
Made of electrum-plated steel, these weapons display small arcs of lightning that play up and down the weapon's length when wielded, although they do not harm the wielder or anyone the weapon strikes.
Once per day the weapon can invoke a weakened *chain lightning* spell at caster level 8.
Most storm stars have a +1 enhancement bonus, but some have been created with +2 or even +3 bonuses.

Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *chain lightning*, creator's caster level must be three times the enhancement bonus; *Market Price*: 20,308 gp (+1), 26,308 gp (+2), 36,308 gp (+3); *Cost to Create*: 10,308 gp + 800 XP (+1), 13,308 gp + 1,040 XP (+2), 18,308 gp + 1,440 XP (+3).

THE HORNBLADE

This famous weapon is a *+3 dancing spell storing longsword* with three unusual properties.
First, as a standard action, the bearer can create a *sending* to up to five individuals of the bearer's choosing at the same time.
The *sending* consists of a distinctive, warning horncall; no other message is possible.
Second, the *Hornblade* possesses the ability to store two spells, not just one.
It otherwise functions as a normal spell storing weapon.
Taern customarily stores *dispel evil* and *heal*.
Finally, the blade is attuned to the ward initiates of Silverymoon.
In the hands of anyone other than a ward initiate, the *Hornblade* is only a *+1 dancing longsword*.
This sword is good, and any evil character attempting to wield it gains two negative levels.
These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way while the sword is wielded.
Caster Level: 18th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*, *imbue with spell ability*, *sending*; *Market Price*: 227,115 gp; Cost to Create: 113,715 gp + 9,072 XP.

TUSKREAVER

This *+1 orc-bane longsword* was created by a young elf wizard.
It has an Elvish name which means "The blade that causes orcs to fall like drops of rain in the hardest storm", but most call it by its Common nickname.
Its hilt is decorated with an overlapping leaf pattern, enameled with green and white markings.
The blade is engraved with hundreds of teardrops in a spiral pattern, inlaid with burnished copper.
At the proper angle, portions of the tears spell out the sword's name in Espruar runes.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: 18,315 gp; *Cost to Create*: 9,315 gp + 720 XP.

STORMWRACK (3.5)

KRAKENTOOTH

A mighty trident nearly seven feet in length, the head of this trident appears as a kraken, with its central arms forming the shorter middle prong of the weapon and its tentacles extending out to form the longer, outer prongs.
Krakentooth tridents are favored by those undersea races who have extensive antagonistic dealings with land-folk.
The krakentooth is a *+2 wounding shocking burst trident*.
Moderate conjuration and evocation; CL 10th; Craft Magic Arms and Armor, *call lightning/lightning bolt*; Price 50,315 gp; Cost: 25,315 gp + 2,012 XP.

PEARL TRIDENT

This *+3 returning pearlsteel trident* has a shaft decorated with coral and mother-of-pearl.
In addition, the wielder of the trident gains the Aquatic Shot feat for any ranged attacks he makes with the trident, allowing him to throw the trident at underwater targets without penalty (range increment 5 feet).
If he already knows Aquatic Shot or Far Shot, the *pearl trident*'s range increment underwater is 10 feet instead of 5 feet.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *telekinesis*; Price 36,815 gp; Cost 17,815 gp + 1,280 XP.

REAVER'S CUTLASS

This *+1 wounding cutlass* is the weapon favored by the most bloody-hearted of pirates.
Its hilt is wrapped in tanned humanoid skin, and it seems to sing for blood as it is swung.
If a *reaver's cutlass* attaches to an opponent, it twists into the wound as though alive and continues to deal Constitution damage each round it remains attached.
To remove it, an opponent must achieve a pin and spend one full round wrenching it free.
The weapon makes a grapple check as the wielder (even though she no longer holds it) and takes no size penalty.
Strong evocation; CL 12th; Craft Magic Arms and Armor, *animate objects*, *Mordenkainen's sword*; Price 26,310 gp; Cost 13,310 gp + 1,040 XP.

SHARKDOOM SPEAR

This *+2 keen thundering spear* is tipped a heavy, four-flanged spearhead with a spiraling blade.
Although well suited to dispatching sharks, as its name suggests, it is also popular with those who hunt other large aquatic creatures.
An aquatic creature that takes damage from the *sharkdoom spear* must succeed on a DC 13 Fortitude save or be affected as by a *sink* spell (–10 ft. penalty to its swim speed, sink 5 feet every round unless it succeeds on a DC 25 Swim check) for 12 minutes.
A creature already affected by the *sink* effect takes no additional penalty for multiple hits.
Strong evocation; CL 12th; Craft Magic Arms and Armor, *keen edge*, *sink*, *sound burst*; Price 44,302 gp; Cost 22,302 gp + 1,760 XP.

SWORD OF THE GLORIOUS PEARL

A *+3 aquatic holy pearlsteel bastard sword*, the *sword of the glorious pearl* is treasured by the aventi people, and the Order of the Pearl undertakes quests to recover one should it fall out of aventi hands.
In addition to the benefits, granted by the sword's aquatic and holy special abilities, the *sword of the glorious pearl* also grants its wielder the benefits of the Extra Turning feat as long as he grips its hilt.

More than one user cannot benefit from this ability in a day—it takes 24 hours for a new user to attune to the sword in order to use this benefit.
The wielder must already possess the ability to turn undead.
Strong abjuration and evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, *freedom of movement*, creator must be good and must possess the Extra Turning feat; Price 75,335 gp; Cost to Create: 37,835 gp + 3,000 XP.

STRONGHOLD BUILDER'S GUIDEBOOK (3.0)

SIEGE ENGINES AND AMMUNITIONS

BALLISTA BOLT OF HEALING

Unlike most weapons, this white ballista bolt is fired close to allied troops, not aimed at the enemy.
One round after it lands, everyone within 20 feet of the bolt is cured of 1d8+5 points of damage.
Well-trained troops know to rush toward the ballista bolt when they see it land nearby.
The *ballista bolt of healing* deals 1d8+5 points of damage to undead within 20 feet on the round after it lands.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *healing circle*; *Market Price*: 2,260 gp.

BALLISTA BOLT OF THE WALKING DEAD

If this ballista bolt kills a target of up to 5 HD, the target arises as a zombie 1d3 rounds later.
The zombie will attack the nearest living creature every round until slain.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *animate dead*; *Market Price*: 810 gp.

BANSHEE STONE

This catapult stone gives a keening wail as it flies through the air.
When it lands, all creatures with less than 6 HD within a 15-foot radius must succeed at a Will save (DC 13) or become frightened.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *scare*; *Market Price*: 310 gp.

BURROWING RAM

This ram, tipped with a massive drill-like screw, starts turning of its own volition when it comes into contact with a flat surface.
It deals 4d6 points of damage every round for a minute, as long as the crew can hold it against the target.
It can burrow in such a manner three times a day.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *animate object*; *Market Price*: 30,000 gp.

DEATHSTONE

A 30-foot wide, 20-foot high bank of yellowish-green poison gas emerges from this catapult (or trebuchet) stone on impact.
The cloud kills creatures with 3 or fewer HD (no save), causes creatures with 4–6 HD to make Fortitude saves (DC 17) or die.
Those with more than 6 HD and those who survive the Fortitude save take 1d10 points of damage each round in the cloud.
The cloud moves away from the impact point at a speed of 10 ft.
It can be dispersed by wind just as a *fog cloud* can.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *cloudkill*; *Market Price*: 2,260 gp.

EXPLODESTONE

This catapult (or trebuchet) stone becomes a 5d6 *fireball* on impact (DC 14).
It is consumed in the attack.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *fireball*; *Market Price*: 760 gp.

FLAMING CATAPULT STONE

This catapult (or trebuchet) stone has a secondary bulb that breaks on impact, releasing alchemist's fire.
On the round following a direct hit, the target takes an additional 1d6 points of fire damage.
The target can take a full-round action to attempt to extinguish the flames before taking this additional damage.
It takes a successful Reflex saving throw (DC 15) to extinguish the flames, and rolling on the ground allows the character a +2 bonus.
The flaming catapult stone deals splash damage to targets within 5 feet of where it lands, just as with alchemist's fire.
Cost: 30 gp.

FOGSTONE

Often used to provide cover for advancing troops, the *fogstone* is a catapult (or trebuchet) stone that covers a 30-foot radius area with a 20-foot high fogbank within 1 round of impact.
The fog obscures all sight, including darkvision, beyond 5 feet.
This fog can be dispersed by the wind just as the *fog cloud* spell can.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *fog cloud*; *Market Price*: 310 gp.

GREENROOT BALLISTA BOLT

Favored by elves, this ballista bolt brings the forest to life around it when it strikes.
Trees, bushes, and undergrowth within 40 feet of the impact point entwine themselves around creatures (as the *entangle* spell cast by a 1st-level cleric).
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *entangle*; *Market Price*: 60 gp.

ILLUMINATING BALLISTA BOLT

This bolt ignites like a sunrod when loaded into the ballista, burning for 6 hours or until extinguished.
Making an illumination ballista bolt requires an Alchemy check (DC 25) and follows the normal rules for crafting items.
Cost: 20 gp.

LOLTH'S EGG

This catapult (or trebuchet) bursts open on impact, sending tendrils of sticky webbing in all directions, just as if a *web* spell had been cast centered on the stone's hit location.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *web*; *Market Price*: 310 gp.

RAM OF THE MIGHTY BELLOW

This *+1 ram*, capped with the metal sculpture of a shouting head, deals 2d6 points of sonic damage in addition to its 4d6 points of normal damage with each blow.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *shout*; *Market Price*: 21,000 gp.

STORMBOLT

This ballista bolt becomes a 5d6 *lightning bolt* when fired (DC 14).
It is consumed in the attack.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *lightning bolt*; *Market Price*: 760 gp.

SWORD AND FIST (3.0)

BOW OF TRUE ARROWS

This *+1 mighty composite longbow* (+1 Strength bonus required) stores the *true strike* spell, which the wielder can activate with a spell trigger (as with a wand).
The wielder gains the benefits of the spell only when shooting an arrow from the bow.
Unlike a wand, the bow casts the spell any number of times.
Both arcane archers and initiates of the bow favor bows of true arrows.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: 4,000 gp; *Cost to Create*: 2,250 gp +140 XP.

SHATTERSPIKE

Wielders without the Sunder feat use Shatterspike as a +1 longsword only; wielders with the Sunder feat can use it as above, but also may use it to attack a foe's weapon without provoking an attack of opportunity.
Furthermore, a wielder with the Sunder feat adds a +4 bonus (including the sword's +1 enchantment) to the opposed roll when attempting to strike a foe's weapon.
If successful, Shatterspike deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit).
Shatterspike can damage enchanted weapons of up to +4.
Caster level: 13th; *Prerequisites*: Str 13, Craft Magic Arms and Armor, Power Attack, Sunder, *shatter*; *Market Price*: 4,315 gp; *Cost to Create*: 2,315 gp +160 XP; *Weight*: 4 lb.

SHURIKEN OF TREMENDOUS SHOCK

The +1 shuriken come in sets of three.
If a character hits an opponent with one shuriken, it deals +1d6 electrical damage, if she hits an opponent with two shuriken at the same time, the first deals +1d6 points of electrical damage and the second deals +2d6 points of electrical damage.
If she hits an opponent with all three shuriken at the same time, the first deals +1d6 points of electrical damage, the second deals +2d6 points of electrical damage, and the third deals +3d6 points of electrical damage.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *lightning bolt*; *Market Price*: 31,000 gp; *Cost to Create*: 16,000 gp + 1,200 XP.

UNAPPROACHABLE EAST (3.5)

AGLARONDAN FLIGHT LANCE

This *+2 shock lance* is made especially for griffonriders.
Once per day, the wielder may use *feather fall* (caster level 8th), on herself only, as a free action.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *feather fall*, *call lightning* or *lightning bolt*; *Market Price*: 21,510 gp; *Cost to Create*: 10,910 gp + 848 XP.

EBON LASH

Created by and for Red Wizards, the ebon lash is a *+2 scourge* that inflicts searing agony on its victims.
Any living creature struck by the scourge in a successful melee attack must make a Fortitude save (DC 11) or be dazed for 1 round and crippled by pain for 6 rounds, taking a –2 penalty on all attack rolls, saving throws, and checks. Spellcasters suffering from this effect are distracted and must make Concentration checks to cast spells (see the Concentration skill in the *Player's Handbook*).
The pain effect is the same as that caused by the spell *Nybor's gentle reminder*, as if cast by a 6th-level sorcerer.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *Nybor's gentle reminder*; *Market Price*: 20,320 gp; *Cost to Create*: 10,320 gp + 800 XP.

FLAMELANCE

Crafted by Red Wizards for their favored warriors, the *flamelance* is a *+1 flaming burst lance* that may be wielded as a longspear by a character on foot at no penalty.
On command, the *flamelance* can fire a jet of white-hot flame as *Aganazzar's scorcher* cast by a 6th-level sorcerer. This deals 3d8 points of damage (Reflex half DC 13) in a 5-footwide path 40 feet long.

The *flamelance* can produce fifty such blasts before this power is exhausted, after which it is simply a *+1 flaming burst lance*.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *Aganazzar's scorcher*, and *flame blade*, *flame strike*, or *fireball*; *Market Price*: 39,910 gp; *Cost to Create*: 20,110 gp + 1,584 XP.

SPECTRAL DAGGER

Fashioned from a bone of a creature that died violently, this appears to be just a dagger hilt made of bone.
When a creature grasps the hilt, a dagger "blade" of light appears.
(Treat the weapon as a dagger for proficiency, feats, and so on).
The blade winks out when the hilt leaves the wielder's hand.
The *spectral dagger* has no attack bonus and deals no damage, but any target struck is affected by a *chill touch* spell (DC 11).
Striking with the *spectral dagger* is considered a touch attack.
Creatures with multiple attacks may use the *spectral dagger* in a full attack action to strike more than once per round just as if they wielded a normal dagger.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *chill touch*; *Market Price*: 20,000 gp.

THAYAN BOMBARD

The *Thayan bombard* is a magical cannon that can launch a variety of dangerous or noxious bombs.
The effects depend on the missile launched.
Firing the weapon is a standard action, requiring a ranged touch attack to strike the desired space.
(The touch AC of an empty square is 5).
The *Thayan bombard* has a range increment of 150 feet, and like any projectile weapon, can fire up to 10 range increments at the normal –2 penalty per range increment.
If the ranged touch attack misses, resolve the bomb's effect as a grenade-like weapon (see Chapter 3: Running the Game in the DUNGEON MASTER's *Guide*).
Once fired, the *Thayan bombard* requires three separate Profession (siege engineer) skill checks (DC 10) to clear, load with a new bomb, and prepare for firing.
A skilled crew of four can fire the weapon every round with a little cooperation, while a smaller or less proficient crew takes longer (although a single skilled character can fire the bombard once every 4 rounds, provided he makes successful checks).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: 22,500 gp; *Weight*: 500 lb.
Typical bombs are listed below.
Most bombs are single-use magic items that can be triggered only through being launched from a *Thayan bombard*, although similar actions such as being flung from a catapult or hurled by a giant might also work.
A bomb is a thick glass sphere about 1 foot in diameter and weighing 20 pounds.

CLOUDKILL BOMB

This bomb is filled with a bilious green liquid.
When it hits, it creates a *cloudkill* spell triggered at and centered on the point of impact.
The *cloudkill* is stationary and does not move away from the point of impact.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *cloudkill*; *Market Price*: 1,125 gp; *Weight*: 20 lb.

DEATH BOMB

Black and cold, this bomb is covered with sinister blue runes.
It creates a *circle of death* triggered at and centered on its point of impact, slaying 11d4 Hit Dice of creatures.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *circle of death*; *Market Price*: 1,650 gp; *Weight*: 20 lb.

FIREBALL BOMB

The most common magical bomb, this is warm to the touch and glows a dull, angry red.
It creates a *fireball* triggered at and centered on the point of impact.
These bombs come in three sizes: a 3d6, 6d6, or 10d6 *fireball*.
Caster Level: 5th, 6th, or 10th, for 3d6, 6d6, or 10d6 *fireball*, respectively; *Prerequisites*: Craft Wondrous Item, *fireball*; *Market Price*: 375 gp (3d6), 450 gp (6d6), or 750 gp (10d6); *Weight*: 20 lb.

SNOWBALL SWARM BOMB

This bomb is blue and frost-covered.
It creates a *Snilloc's snowball swarm* that deals 3d6 points of cold damage, triggered at and centered on the point of impact.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *Snilloc's snowball swarm*; *Market Price*: 250 gp; *Weight*: 20 lb.

STINKING CLOUD BOMB

Filled with a sickly yellow concoction, this bomb creates a *stinking cloud* triggered at and centered on the point of impact.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *stinking cloud*; *Market Price*: 375 gp; *Weight*: 20 lb.

STONE SHOT

Not a magical bomb at all but a simple stone shaped to fit the *Thayan bombard*, a stone shot deals 3d6 points of damage.
The shot must be aimed at a creature, not a square, and it is resolved through a ranged attack (not a ranged touch attack).
Market Price: 5 gp; *Weight*: 30 lb.

YUIR GHOSTBLADE

Made by the star elves to battle the extradimensional marauders threatening their home, this *+1 aberration bane ghost touch longsword* also confers a +2 deflection bonus to the wielder's Armor Class.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *dimensional anchor*, *plane shift*, *shield of faith*, *summon monster*

I; *Market Price*: 44,315 gp; *Cost to Create*: 22,315 gp + 1,760 XP.

UNDERDARK (3.5)

DROW MISSION BLADE

This weapon is a *+1 drowcraft finder short sword*.
(A drowcraft weapon grants the wielder a +2 luck bonus on attack and damage rolls in addition to its normal enhancement bonus, so a *drow mission blade* functions as a +3 weapon in areas of *faerzress*).
In addition to gaining bonuses on various skill checks, the wielder can use *blindsight* (caster level 3rd; see Chapter 4) as a standard action once per day.
Strong varied; CL 12th; Craft Magic Arms and Armor, drow, *blindsight*, *contingency*, *disintegrate*, *divination*; Price 15,270 gp; Cost 7,790 gp + 598 XP.

EVERCHANGING BLADE

This *+1 metalline morphing sizing longsword* can become any single +1 weapon the wielder desires.
Strong transmutation; CL 15th; Craft Magic Arms and Armor, *enlarge person*, *polymorph any object*, *reduce person*; Price 50,315 gp; Cost 25,315 gp + 2,000 XP.

FINAL REST

This *+1 morphing undead bane longsword* has a +3 bonus against undead and deals +2d6 points of bonus damage to such foes.
In addition, three times per day, the wielder can benefit from a *hide from undead* effect with a command word.
Moderate conjuration and transmutation; CL 9th; Craft Magic Arms and Armor; *hide from undead*, *summon monster* I; Price 28,035 gp; Cost 14,175 gp + 1,109 XP.

HAND SPINNERET (DROW)

A favored drow weapon, the *hand spinneret* is a *+3 drowcraft unholy hand crossbow*.
(A drowcraft weapon grants the wielder a +2 luck bonus on attack and damage rolls in addition to its normal enhancement bonus, so a *hand spinneret* functions as a +5 weapon in areas of *faerzress*).
In addition, the wielder can use *web* (caster level 8th) as a standard action three times per day.
Strong evocation; CL 12th; Craft Magic Arms and Armor, *contingency*, *disintegrate*, *web*, drow; Price 90,400 gp; Cost 45,400 gp + 3,600 XP.

KING'S KNIFE

In the hands of a gray dwarf, this *+2 short sword* grants two additional uses per day each of *enlarge person* and *invisibility*, for a total of three uses of each ability per day.
Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *enlarge person*, *invisibility*, creator must be a duergar; Price 13,170 gp; Cost 6,740 gp + 514 XP.

Nature's Wrath: "That which should not be alive shall die" is the philosophy behind this *+2 aberration, construct, and undead bane club*.
Against any of these foes, it has a +4 bonus and deals +2d6 points of bonus damage.
Strong conjuration; CL 15th; Craft Magic Arms and Armor; *summon monster* I; Price 50,300 gp; Cost 25,000 gp + 2,000 XP.

QUEEN'S SCOURGE (DROW)

This black, whip-like weapon appears to be crafted of thick webs woven through with cruel barbs.
A *queen's scourge* is a *+2 drowcraft scourge*.
(A drowcraft weapon grants the wielder a +2 luck bonus on attack and damage rolls in addition to its normal enhancement bonus, so a *queen's scourge* functions as a +4 weapon in areas of *faerzress*).
A character proficient with either the scourge or the whip may employ the *queen's scourge* at no penalty.
Like a spiked chain, it may be used to strike adjacent opponents or opponents 10 feet away.
In addition, once per day, the wielder can choose to affect a living creature struck by the *queen's scourge* with *inflict critical wounds*, dealing 4d8+12 points of damage (Will DC 17 half) in addition to the weapon's normal damage.
Strong evocation; CL 12th; Craft Magic Arms and Armor, drow, *contingency*, *disintegrate*, *inflict critical wounds*; Price 47,520 gp; Cost 23,920 gp + 1,888 XP.

SPIDERBANE

This *+2 spiderkind bane spiked chain* has a +4 bonus and deals +2d6 points of bonus damage against spiderkind foes.
Moderate conjuration; CL 9th; Craft Magic Arms and Armor; *summon monster* I; Price 18,325 gp; Cost 9,325 gp + 720 XP.

TRESPASSER (ILLITHID)

The hilt of this *+2 illithidwrought keen tentacle greatsword* is swaddled in fine leather harvested from the past victims of illithids.
The blade resembles a great black tentacle with phosphorescent green veining through its sinuous length.
(An illithidwrought weapon grants a psionic wielder an additional +2 insight bonus on attack and damage rolls, so a *trespasser* functions as a +4 weapon in the hands of such a creature.
When wielded by a nonpsionic creature, it functions as a +3 weapon).
In addition, three times per day, the wielder can gain the benefits of *death knell* on creatures whose brains the blade extracts on a critical hit.
The victim gets no saving throw against the *death knell* effect.
Strong necromancy; CL 15th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, *death knell*, mind flayer; Price 177,350 gp; Cost 88,850 gp + 7,080 XP.

STAFFS

ARMS AND EQUIPMENT GUIDE (3.0)

ARTISAN

This staff is extremely well crafted, covered with gold leaf and images of artisans at work.
The *staff of the artisan* allows use of the following spells.
• *Minor creation* (1 charge)
• *Major creation* (1 charge)
• *Fabricate* (1 charge)
• *Mending* (1 charge)
Caster Level: 12th; *Prerequisites*: Craft Staff, *fabricate*, *mending*. *minor creation*, *major creation*; *Market Price*: 69,800 gp.

ASSASSIN'S STAFF

This slender, unadorned wooden staff is shorter than usual for staffs, only 4 feet long, and it has a leather strap attached, making it easy to sling over the shoulder.
It allows use of the following spells.
• *Obscuring mist* (1 charge)
• *Pass without trace* (1 charge)
• *Improved invisibility* (2 charges)
• *Poison* (2 charges, DC 16)
Caster Level: 7th; *Prerequisites*: Craft Staff, *improved invisibility*, *obscuring mist*, *pass without trace*, *poison*; *Market Price*: 24,000 gp.
This price assumes the staff is made by an assassin.

CACOPHONY

Though elegantly carved, this wooden staff depicts violent and contorted images of screaming faces and figures clutching their ears.
Favored by evil or wantonly chaotic bards, it allows use of the following spells.
• *Shatter* (1 charge, DC 13)
• *Sound burst* (1 charge, DC 13)
• *Tasha's hideous laughter* (1 charge, DC 13)
• *Sculpt sound* (1 charge, DC 14)
• *Shout* (1 charge, DC 16)
Caster Level: 10th; *Prerequisites*: Craft Staff, *sculpt sound*, *shatter*, *shout*, *sound burst*, *Tasha's hideous laughter*; *Market Price*: 60,000 gp.

CREATION

This wooden staff is about 5 feet long.
One end is forked and the other forms a graceful hook, making it resemble certain scepters of office or symbols of authority.
It allows use of the following spells.
• *Create food and water* (1 charge)
• *Minor creation* (1 charge)
• *Major creation* (2 charges)
Caster Level: 9th; *Prerequisites*: Craft Staff, *create food and water*, *major creation*, *minor creation*; *Market Price*: 45,000 gp.

DESTRUCTION

This 6-foot-long staff is made of cracked white marble. Despite its appearance, however, the staff is curiously light and solid.
The staff shatters into a thousand pieces as soon as all the charges are used up.
It allows use of the following spells.
• *Shatter* (1 charge, DC 13)
• *Disintegrate* (1 charge, DC 20)
• *Earthquake* (2 charges)
Caster Level: 15th; *Prerequisites*: Craft Staff, *disintegrate*, *earthquake*, *shatter*; *Market Price*: 98,500 gp.

FALLEN

This is a heavy black iron staff, fairly short, and decorated with images of demonic faces and leering skulls.
Usually made by blackguards, the *staff of the fallen* allows use of the following spells.
• *Doom* (1 charge, DC 11)
• *Shatter* (1 charge, DC 13)
• *Contagion* (2 charges, DC 14)
• *Summon monster* IV (evil creatures only, 2 charges)
Caster Level: 7th; *Prerequisites*: Craft Staff, *contagion*, *doom*, *shatter*, *summon monster* IV, creator must be evil; *Market Price*: 24,000 gp.
This price assumes the staff is made by a blackguard.

FELLOWSHIP

This staff is a smooth shaft of gleaming steel engraved with the word "peace" in many languages.
It allows use of the following spells.
• *Calm emotions* (1 charge, DC 11)
• *Shield other* (1 charge)
• *Status* (1 charge)
• *Rary's telepathic bond* (1 charge)
• *Heroes' feast* (2 charges)
Caster Level: 11th; *Prerequisites*: Craft Staff, *calm emotions*, *heroes' feast*, *Rary's telepathic bond*, *shield other*, *status*; *Market Price*: 80,000 gp.

GLORY

Formed of glass and crowned with a golden sunburst, a *staff of glory* is awe-inspiring, though dreaded by creatures of darkness.
It allows use of the following spells.
• *Daylight* (1 charge)
• *Searing light* (1 charge, DC 14)
• *Holy smite* (1 charge, DC 16)
• *Sunbeam* (2 charges, DC 20)
Caster Level: 13th; *Prerequisites*: Craft Staff, *daylight*, *holy smite*, *searing light*, *sunbeam*; *Market Price*: 80,000 gp.

GOBLIN LORD

This shabby-looking and gnarled staff is topped with a rat skull.

It grants a +2 enhancement bonus to Charisma in the hands of a goblin or orc.
A *staff of the goblin lord* allows use of the following spells.
• *Protection from law* (1 charge)
• *Confusion* (1 charge, DC 16)
• *Unholy blight* (1 charge, DC 16)
Caster Level: 12th; *Prerequisites*: Craft Staff, *confusion*, *protection from law*, *unholy blight*; *Market Price*: 26,625 gp.

LIBERATION

Appearing to be little more than a rustic walking-stick, this staff allows use of the following spells.
• *Remove fear* (1 charge)
• *Remove paralysis* (1 charge)
• *Remove curse* (1 charge)
• *Freedom of movement* (2 charges)
• *Break enchantment* (2 charges)
Caster Level: 9th; *Prerequisites*: Craft Staff, *break enchantment*, *freedom of movement*, *remove curse*, *remove fear*, *remove paralysis*; *Market Price*: 45,000 gp.

MADNESS

This staff is formed of wildly twisting and entangled rods of iron.
It allows use of the following spells.
• *Random action* (1 charge, DC 11)
• *Confusion* (1 charge, DC 16)
• *Insanity* (2 charges, DC 20)
• *Weird* (2 charges, DC 23)
Caster Level: 17th; *Prerequisites*: Craft Staff, *confusion*, *insanity*, *random action*, *weird*; *Market Price*: 110,000 gp.

RIGHTEOUSNESS

Made of elegantly shaped mithral, this staff is a badge of purity and righteousness.
It allows use of the following spells.
• *Divine favor* (1 charge)
• *Prayer* (1 charge)
• *Dispel evil* (1 charge)
• *Holy sword* (2 charges)
Caster Level: 7th; *Prerequisites*: Craft Staff, *dispel evil*, *divine favor*, *holy sword*, *prayer*; *Market Price*: 34,000 gp.

SACRED FIRE

Almost indistinguishable from a *staff of fire*, this staff usually incorporates a deity's holy symbol into its design, often the leafy face of Obad-Hai.
It allows use of the following spells.
• *Flame strike* (1 charge, DC 16)
• *Fire storm* (2 charges, DC 20)
Caster Level: 13th; *Prerequisites*: Craft Staff, *fire storm*, *flame strike*; *Market Price*: 60,000 gp.
This price assumes the staff is created by a druid.

SPIDER

The *staff of the spider* is made from black hardwood and etched with silver web patterns.
It allows the use of the following spells.
• *Spider climb* (1 charge)
• *Web* (1 charge, DC 13)
• *Summon swarm* (spiders only, 1 charge)
• *Poison* (1 charge, DC 16)
• *Insect plague* (2 charges, DC 17)
Caster Level: 12th; *Prerequisites*: Craft Staff, *insect plague*, *poison*, *spider climb*, *summon swarm*, *web*; *Market Price*: 42,600 gp.

UNDYING STAFF

This staff is constructed from humanoid bones wired together into a single piece.
It allows use of the following spells.
• *Animate dead* (1 charge)
• *Create undead* (2 charges)
Caster Level: 12th; *Prerequisites*: Craft Staff, *animate dead*, *create undead*; *Market Price*: 27,375 gp.

BOOK OF EXALTED DEEDS (3.5)

STAFF OF RAPTURE

This ash staff bears a few holy etchings but otherwise looks unremarkable.
However, in the hands of a cleric, the staff sheds golden light as brightly as a torch.
The *staff of rapture* can be used as a *+1 quarterstaff*, but it deals only nonlethal damage.
Against evil creatures, it has a critical threat range of 17–20.
The staff allows use of the following spells.
• *Atonement* (2 charges)
• *Divination* (1 charges)
• *Elation* (1 charge)
• *Sword of conscience* (2 charges)
• *Vision of heaven* (1 charge)
Strong various schools; CL 12th; Craft Staff, *atonement*, *divination*, *elation*, *sword of conscience*, *vision of heaven*, creator must be good; Price 73,800 gp; Cost to Create 37,050 gp + 2,940 XP.

SUNSTAFF

This staff is fashioned from bleached darkwood and capped with an ornate golden sunburst set with a cut diamond.
As a free action, the *sunstaff* can be turned into a *+3 brilliant energy quarterstaff*.
Turning the quarterstaff back into staff form is also a free action and allows use of the following spells.
• *Bless* (1 charge)
• *Crown of flame* (2 charges)
• *Searing light* (1 charge)
• *Shield other* (1 charge)
Strong various schools; CL 16th; Craft Staff, *continual flame*, *crown of flame*, *gaseous form*, *bless*, *magic circle against evil*, *prayer*, *searing light*, *shield other*, creator must be good; Price 173,300 gp; Cost to Create 86,800 gp + 6,920 XP.

BOOK OF VILE DARKNESS (3.0)

STAFF OF CORRUPTION

This near-artifact level staff is made of a thin, withered shaft of wood, sickly gray in color.
Worms appear to squirm about its surface, but that is just an illusion.
The staff allows the use of the following spells.
• *Befoul* (2 charges)
• *Despoil* (2 charges)
• *Morality undone* (1 charge, DC 16)
• *Shriveling* (heightened to 6th level, 10d4 damage, DC 19) (1 charge)
• *Wither limb* (heightened to 6th level, 10d8 damage, DC 19) (1 charge)
Caster Level: 17th; *Prerequisites*: Craft Staff, *befoul*, *despoil*, *shriveling*, *morality undone*, *wither limb*; *Market Price*: 192,000 gp; *Weight*: 5 lb.

STAFF OF DARKNESS

It is said that this staff was first created by a drow sorcerer deep in some forsaken Underdark sanctum.
A smooth shaft of surprisingly lightweight black metal, this rather short staff allows the use of the following spells.
• *Damning darkness* (2 charges, DC 16)
• *Darkbolt* (3d8 damage, DC 13) (1 charge)
• *Darkness* (1 charge)
• *Deeper darkness* (2 charges)
Caster Level: 7th; *Prerequisites*: Craft Staff, *damning darkness*, *darkbolt*, *darkness*, *deeper darkness*; *Market Price*: 24,000 gp; *Weight*: 5 lb.

STAFF OF PESTILENCE

This wooden staff is covered in diseased sores that ooze yellow pus.
It gives off a horrible odor of rotten flesh, but allows the use of the following spells.
• *Contagion* (1 charge, DC 16)
• *Insect plague* (1 charge, DC 17)
• *Pox*(2 charges, DC 19)
Caster Level: 11th; *Prerequisites*: Craft Staff, *contagion*, *insect plague*, *pox*; *Market Price*: 70,000 gp; *Weight*: 5 lb.

CITY OF SPLENDORS WATERDEEP (3.5)

MORGAN'S STAFF

Laeral Arunsun crafted this staff, although why she calls it *Morgan's staff* in her guise as Irusyl Eraneth is unclear.
Fashioned of polished cherry and walnut twined together into a solid shaft, this *+1 thundering/+1 shock quarterstaff* allows the use of the following spells:
baleful polymorph (1 charge)
chain lightning (1 charge)
thunderlance (1 charge)
Strong evocation; CL 11th; Craft Magic Arms and Armor, Craft Staff, *baleful polymorph*, *blindness/deafness*, *chain lightning*, *thunderlance*; Price 57,069 gp; Cost 28,835 gp + 2,259 XP; Weight 4 lb.

STAFF OF BANISHMENT

Savengriff of Waterdeep (see page 31) has crafted at least a dozen of these short staves, giving them to Khelben "Blackstaff" Arunsun and others.
A *staff of banishment*, usually made of shadow-wood, allows the use of the following spells:
banishment (2 charges)
dismissal (1 charge)
repulsion (2 charges)
slow (1 charge)
Strong abjuration; CL 13th; Craft Staff, *banishment*, *dismissal*, *repulsion*, *slow*; Price 47,532 gp; Weight 1 lb.

STAFF OF REJECTING

Trobriand has crafted several of these finely carved ivory sticks.
A *staff of rejection* allows the use of the following spell:
Trobriand's baleful teleport (2 charges)
Most such staves are somehow "keyed" to a sublevel of Undermountain known as "Trobriand's Graveyard" and cannot be used to send the target anywhere else.
Strong conjuration; CL 11th; Prerequisites: Craft Staff, *Trobriand's baleful teleport*; Price 12,375 gp; Weight 1 lb.

COMPLETE ARCANE (3.5)

ENTRAPMENT

A staff of this type is short and made of brass.
Though most date from an earlier era and have only a handful of charges remaining, a rare few are of more recent vintage.
It allows the use of the following spells.
• *Dimensional anchor* (1 charge)
• *Otiluke's resilient sphere* (1 charge)
Moderate abjuration; CL 8th; Craft Staff, *dimensional anchor*, *Otiluke's resilient sphere*; Price 36,750 gp.

ETHEREAL ACTION

A staff of smooth wood adorned with three silver bands, this staff is a *+1 ghost touch quarterstaff* and allows the use of the following spells.
• *Blink* (1 charge)
• *Ethereal jaunt* (1 charge)
When all its charges are used up, the staff remains a *+1 ghost touch quarterstaff*.
Moderate transmutation; CL 9th; Craft Staff, Craft Magic Arms and Armor, *blink*, *ethereal jaunt*, *plane shift*; Price 57,300 gp.

EYES

A spiraling staff with silver inlay and topped with a large piece of amber, the *staff of eyes* allows the use of the following spells.
• *Arcane eye* (1 charge)
• *Remove blindness/deafness* (1 charge)
• *See invisibility* (1 charge)
Moderate divination; CL 8th; Craft Staff, *arcane eye*, *remove blindness/deafness*, *see invisibility*; Price 34,700 gp.

FIENDISH DARKNESS

First seen long ago in the hands of humans and drow in the service of powerful demons and devils, these staffs are made of ebony or polished bone, often topped with a metal claw at one or both ends.
When held by any good creature, a *staff of fiendish darkness* bestows one negative level that remains as long as the staff is carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the staff is held.
A *staff of fiendish darkness* allows the use of the following spells.
• *Darkness* (1 charge)
• *Summon monster* IX (nightmare only) (2 charges)
• *Dispel magic* (2 charges)
• *Animate dead* (2 charges)
Strong varied; CL 17th; Craft Staff, *animate dead*, *darkness*, *dispel magic*, *summon monster* IX, creator must be evil; Price 98,200 gp.

MASTERY

Wrought from four twisted rods of adamantine, this double weapon is a *+4 axiomatic staff of clouting* (see the clouting special ability earlier in this chapter) and a *+1 staff*.
In addition to its potent properties as a weapon, a *staff of mastery* allows the use of the following spells.
• *Hold person* (1 charge)
• *Dimensional anchor* (1 charge)
• *Repulsion* (2 charges)
• *Dominate monster* (3 charges)
When its charges are used up, a *staff of mastery* remains a *+4 axiomatic staff of clouting/+1 staff*.
Strong enchantment; CL 17th; Craft Staff, *dimensional anchor*, *dominate monster*, *hold person*, *order's wrath*, *repulsion*, creator must be lawful; Price 223,000 gp.

NIGHT

This staff of black wood is carved with runes of darkness, stars, and night (including one rune resembling an umber hulk).
The staff grants its wielder immunity to an umber hulk's confusing gaze in addition to allowing the use of the following spells.
• *Darkvision* (1 charge)
• *Low-light vision** (1 charge)
• *Darkness* (can counter or dispel any light spell regardless of level) (1 charge)
• *Summon monster* VI (summons one fiendish umber hulk only, usable once per week) (2 charges)
If the summoned fiendish umber hulk is slain, the staff crumbles to dust.
Moderate varied; CL 11th; Craft Staff, *darkness*, *darkvision*, *dispel magic*, *low-light vision**, *summon monster* VI; Price 30,000 gp.
* New spell described on page 113.

OPENING

This wooden staff is carved with images of doors, many of which have embossed iron bindings and miniature but nonfunctional keyholes.
It allows the use of the following spells.
• *Knock* (1 charge)
• *Open/close* (1 charge)
• *Passwall* (1 charge)
• *Shatter* (1 charge)
Moderate transmutation; CL 9th; Craft Staff, *knock*, *open/close*, *passwall*, *shatter*; Price 42,200 gp.

SKULLS

This staff is either made of ebony and topped with a skull carved from ivory, or crafted from the thighbone of a giant and topped with a smooth-polished real skull.
It allows the use of the following spells.
• *Animate dead* (1 charge)
• *Cure light wounds* (1 charge)
• *Inflict light wounds* (1 charge)
• *Mass inflict light wounds* (2 charges)
Moderate necromancy; CL 9th; Craft Staff, *animate dead*, *cure light wounds*, *inflict light wounds*, *mass inflict light wounds*; Price 39,200 gp.

TRANSPORTATION

Originally created by a wizard known as Whisper, this staff is mostly hollow (fashioned simply of wire in the shape of a staff), with a mottled brown uncut gemstone at each end.
It allows the use of the following spells.
• *Blink* (1 charge)
• *Dimension door* (1 charge)
• *Teleport* (2 charges)
Moderate transmutation; CL 9th; Craft Staff, *blink*, *dimension door*, *teleport*; Price 67,500 gp.

VISION

Cut from bamboo and fitted with white leather straps, this slender staff seems more delicate than most.
It allows the use of the following spells.
• *See invisibility* (1 charge)
• *Darkvision* (1 charge)
• *Remove blindness/deafness* (1 charge)
• *True seeing* (2 charges)
Each use of this staff is mentally tiring and requires the user to make a DC 12 Will save or take 1 point of Intelligence damage.
Strong divination; CL 12th; Craft Staff, *darkvision*, *see invisibility*, *remove blindness/deafness*, *true seeing*; Price 42,800 gp.

COMPLETE CHAMPION (3.5)

DOMAIN STAFF OF DEATH

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held) Caster level: 17th.
Aura: Strong (DC 23); necromancy.
Activation: As spell used
Weight: 5 lb.
This polished bone staff bears symbols at its head that represent the Death domain.
A *domain staff of death* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.
• *cause fear* (1st)
• *death knell* (2nd)
• *animate dead* (3rd)
• *death ward* (4th)
• *slay living* (5th)
• *create undead* (6th)
• *destruction* (7th)
• *create greater undead* (8th)
• *wail of the banshee* (9th)
Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *animate dead*, *cause fear*, *create greater undead*, *create undead*, *death knell*, *death ward*, *destruction*, *slay living*, *wail of the banshee*.

DOMAIN STAFF OF HEALING

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held) Caster Level: 17th.
Aura: Strong (DC 23); conjuration.
Activation: As spell used
Weight: 5 lb.
This pale staff of ashwood hears symbols at its head that represent the Healing domain.
A *domain staff of healing* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.
• *cure light wounds* (1st)
• *cure moderate wounds* (2nd)
• *cure serious wounds* (3rd)
• *cure critical wounds* (4th)
• *cure light wounds, mass* (5th)
• *heal* (6th)
• *regenerate* (7th)
• *cure critical wounds, mass* (8th)
• *heal, mass* (9th)
Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *heal*, *mass cure critical wounds*, *mass cure light wounds*, *mass heal*, *regenerate*.

DOMAIN STAFF OF NOBILITY

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held) Caster Level: 17th.
Aura: Strong (DC 23); conjuration.
Activation: As spell used
Weight: 5 lb.
This polished bone staff bears symbols at its head that represent the Nobility domain.
A *domain staff of nobility* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.
• *divine favor* (1st)
• *enthrall* (2nd)
• *magic vestment* (3rd)
• *discern lies* (4th)
• *command, greater* (5th)
• *geas/quest* (6th)
• *repulsion* (7th)
• *demand* (8th)
• *storm of vengeance* (9th)
Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *demand*, *discern lies*, *divine favor*, *enthrall*, *geas/quest*, *greater command*, *magic vestment*, *repulsion*, *storm of vengeance*.

DOMAIN STAFF OF WAR

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held) Caster Level: 17th.
Aura: Strong (DC 23); enchantment.
Activation: As spell used
Weight: 5 lb.
This fire-hardened staff of oak bears symbols at its head that represent the War domain.
A *domain staff of war* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.
• *magic weapon* (1st)
• *spiritual weapon* (2nd)
• *magic vestment* (3rd)
• *divine* power (4th)
• *flame strike* (5th)
• *blade barrier* (6th)
• *power word blind* (7th)
• *power word stun* (8th)
• *power word kill* (9th)
Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *blade barrier*, *divine power*, *flame strike*, *magic weapon*, *magic vestment*, *power word blind*, *power word kill*, *power word stun*, *spiritual weapon*.

COMPLETE DIVINE (3.5)

BUILDING

This wooden staff, exactly 3 feet long and notched every inch, allows use of the following spells.
• *Animate objects* (2 charges)
• *Wall of stone* (1 charge)
• *Major creation* (1 charge)
Moderate conjuration; CL 11th; Craft Staff, *animate objects*, *major creation*, *wall of stone*; Price 38,156 gp.

FAUNA

This staff, often created by druids to store spells for their animal companions, allows use of the following spells.
• *Animal growth* (2 charges)
• *Barkskin* (1 charge)
• *Greater magic fang* (1 charge)
Moderate transmutation; CL 9th; Craft Staff, *animal growth*, *barkskin*, *greater magic fang*; Price 19,406 gp.

HOMELAND

This staff improves a druid's connection with the surrounding terrain, and allows use of the following spells.
• *Find the path* (1 charge)
• *Commune with nature* (1 charge)
• *Forestfold* (1 charge)
Moderate divination; CL 11th; Craft Staff, *commune with nature*, *find the path*, *forestfold*; Price 48,469 gp.

HUNTING SPIRITS

This white-ash staff allows use of the following spells.
• *Spirit bear* (2 charges)
• *Spirit wolf* (1 charge)
Strong conjuration; CL 17th; Craft Staff, *spirit bear*, *spirit wolf*; Price 66,938 gp.

INCARNATION

This iron-shod staff, often decorated with the holy symbol of a specific deity, allows use of the following spells.
• *Greater incarnation* (3 charges)
• *Incarnation* (2 charges)
• *Lesser incarnation* (1 charge)
Strong conjuration; CL 17th; Craft Staff, *greater incarnation*, *incarnation*, *lesser incarnation*; Price 60,563 gp.

OAKEN BATTLE

Intended to help a druid protect herself in the wild, this thick staff of black oak allows use of the following spells.
• *Shillelagh* (1 charge)
• *Spikes* (1 charge)
Moderate transmutation; CL 8th; Craft Staff, *shillelagh*, *spikes*; Price 13,500 gp.

PAIN

This staff, which has thorn-like spikes carved across swaths of its surface, allows use of the following spells.
• *Eyebite* (2 charges)
• *Wrack* (1 charge)
• *Inflict serious wounds* (1 charge)
Moderate necromancy; CL 11th; Craft Staff, *eyebite*, *inflict serious wounds*, *wrack*; Price 27,844 gp.

PLANAR DEFENSE

This silvery staff with green crystals on both ends allows use of the following spells.
• *Banishment* (2 charges)
• *Subvert planar essence* (1 charge)
• *Dismissal* (1 charge)
• *Dimensional anchor* (1 charge)
Moderate abjuration; CL 11th; Craft Staff, *banishment*, *dimensional anchor*, *dismissal*, *subvert planar essence*; Price 44,344 gp.

SOUL-WARD

This supple staff of sumac, favored by clerics who face off against undead, allows use of the following spells.
• *Greater restoration* (3 charges)
• *Death ward* (1 charge)
• *Restoration* (1 charge)
Strong conjuration; CL 13th; Craft Staff, *death ward*, *greater restoration*, *restoration*; Price 82,417 gp.

STORMS

A gnarled staff favored by powerful druids, a *staff of storms* allows use of the following spells.
• *Storm tower* (1 charge)
• *Stormrage* (1 charge)
• *Storm of elemental fury* (1 charge)
• *Control weather* (1 charge)
Strong transmutation; CL 15th; Craft Staff, *control weather*, *storm of elemental fury*, *storm tower*, *stormrage*; Price 118,125 gp.

THE BEATIFIC, LESSER

This staff, which benefits chaotic good spellcasters the most, allows use of the following spells.
• *Dispel evil* (2 charges)
• *Dispel law* (2 charges)
• *Chaos hammer* (1 charge)
• *Holy smite* (1 charge)
Moderate abjuration; CL 9th; Craft Staff, *chaos hammer*, *dispel evil*, *dispel law*, *holy smite*; Price 28,266 gp.

THE BEATIFIC, GREATER

A more powerful version of *lesser staff of the beatific*, this staff allows use of the following spells.
• *Cloak of chaos* (2 charges)
• *Holy aura* (2 charges)
• *Word of chaos* (1 charge)
• *Holy word* (1 charge)
Strong abjuration; CL 15th; Craft Staff, *cloak of chaos*, *holy aura*, *holy word*, *word of chaos*; Price 78,750 gp.

THE DIABOLICAL, LESSER

This staff, which benefits lawful evil spellcasters the most, allows use of the following spells.
• *Dispel good* (2 charges)
• *Dispel chaos* (2 charges)
• *Order's wrath* (1 charge)
• *Unholy blight* (1 charge)
Moderate abjuration; CL 9th; Craft Staff, *dispel chaos*, *dispel good*, *order's wrath*, *unholy blight*; Price 28,266 gp.

THE DIABOLICAL, GREATER

A more powerful version of *lesser staff of the diabolical*, this staff allows use of the following spells.
• *Shield of law* (2 charges)
• *Unholy aura* (2 charges)
• *Dictum* (1 charge)
• *Blasphemy* (1 charge)
Strong abjuration; CL 15th; Craft Staff, *blasphemy*, *dictum*, *shield of law*, *unholy aura*; Price 78,750 gp.

THE GAOL

Used to trap foes without killing them, a *staff of the gaol* allows use of the following spells.
• *Hold monster* (1 charge)
• *Blade barrier* (1 charge)
• *Dimensional anchor* (1 charge)
Moderate evocation; CL 11th; Craft Staff, *blade barrier*, *dimensional anchor*, *hold monster*; Price 51,563 gp.

THE JETSTREAM

The *staff of the jetstream*, made of teak with gold filigree, allows use of the following spells.
• *Greater whirlwind* (2 charges)
• *Wind walk* (1 charge)
• *Whirlwind* (1 charge)
Strong conjuration; CL 17th; Craft Staff, *greater whirlwind*, *whirlwind*, *wind walk*; Price 89,250 gp.

THE SAINTLY, LESSER

This staff, which benefits lawful good spellcasters the most, allows use of the following spells.
• *Dispel evil* (2 charges)
• *Dispel chaos* (2 charges)
• *Order's wrath* (1 charge)
• *Holy smite* (1 charge)
Moderate abjuration; CL 9th; Craft Staff, *dispel chaos*, *dispel evil*, *holy smite*, *order's wrath*; Price 28,266 gp.

THE SAINTLY, GREATER

A more powerful version of *lesser staff of the saintly*, this staff allows use of the following spells.
• *Shield of law* (2 charges)
• *Holy aura* (2 charges)
• *Dictum* (1 charge)
• *Holy word* (1 charge)
Strong abjuration; CL 15th; Craft Staff, *dictum*, *holy aura*, *holy word*, *shield of law*; Price 78,750 gp.

THE WANTON, LESSER

This staff, which benefits chaotic evil spellcasters the most, allows use of the following spells.
• *Dispel good* (2 charges)
• *Dispel law* (2 charges)
• *Chaos hammer* (1 charge)
• *Unholy blight* (1 charge)
Moderate abjuration; CL 9th; Craft Staff, *chaos hammer*, *dispel good*, *dispel law*, *unholy blight*; Price 28,266 gp.

THE WANTON, GREATER

A more powerful version of *lesser staff of the wanton*, this staff allows use of the following spells.
• *Cloak of chaos* (2 charges)
• *Unholy aura* (2 charges)
• *Word of chaos* (1 charge)
• *Blasphemy* (1 charge)
Strong abjuration; CL 15th; Craft Staff, *blasphemy*, *cloak of chaos*, *unholy aura*, *word of chaos*; Price 78,750 gp.

TRUE BELIEF

This maple staff, designed both to reward the faithful and punish the unbelievers, allows use of the following spells.
• *Righteous wrath of the faithful* (2 charges)
• *Castigate* (1 charge)
Strong enchantment; CL 13th; Craft Staff, *castigate*, *righteous wrath of the faithful*; Price 31,688 gp.

VAPOROUS MENACE

Containing spells that choke the life from enemies, this staff allows use of the following spells.
• *Acid fog* (2 charges)
• *Miasma* (1 charge)
• *Murderous mist* (1 charge)
Moderate conjuration; CL 11th; Craft Staff, *acid fog*, *miasma*, *murderous mist*; Price 40,094 gp.

WINDS

This staff, made of mahogany with silver filigree, allows use of the following spells.
• *Binding winds* (1 charge)
• *Control winds* (1 charge)
• *Summon nature's ally* V (Large air elemental only) (1 charge)
Moderate conjuration; CL 9th; Craft Staff, *binding winds*, *control winds*, *summon nature's ally* V; Price 37,969 gp.

COMPLETE MAGE (3.5)

ASSASSIN'S STAFF

This unusually small staff is a potent killer's tool, enabling an assassin to cast a variety of useful and lethal spells.
Description: An *assassin's staff* is unusually small in diameter for a staff, more resembling a wooden rod.
It has a metal handle or globe on one end, allowing it to pass as a walking stick.
When a spell is cast through the *staff*, the wood darkens further, becoming unnaturally black.
Activation: An *assassin's staff is* a spell trigger item, requiring a standard action to activate.
Effect: An *assassin's staff* allows the wielder to produce the following spell effects.
• *pall of twilight*, (page 112), 1 charge
• *vital strike*, (page 122), 1 charge
• *deathsight*, (page 102), 2 charges
• *unseen strike*, (page 122), 2 charges

Aura/Caster Level: Moderate divination and illusion. CL 8th.
Construction: Craft Staff, *deathsight*, *unseen strike*, *vital strike*, *pall of twilight*, 19,500 gp, 1,560 XP, 39 days.
Weight: 5 lb.
Price: 39,000 gp.

DREAM STAFF

A *dreamstaff* grants its wielder power over sleep and dreams.
Description: A *dreamstaff* is carved of light ash wood and possesses strange marbling patterns that run up and down the length.
It is unusually slender and topped with a crystal finial.
The mottling and marbling seem to shift and writhe when the staff is activated, and the crystal fills with smoky, abstract images that are strangely familiar to the viewer.
Activation: A *dreamstaff is* a spell trigger item, requiring a standard action to activate.
Effect: A *dreamstaff* allows the wielder to produce the following spell effects.
• *deep slumber*, 1 charge
• *endless slumber*, (page 103), 2 charges
• *dream*, 3 charges
• *nightmare*, 3 charges
Aura/Caster Level: Moderate enchantment and illusion. CL 11th.
Construction: Craft Staff, *dream*, *endless slumber*, *nightmare*, *deep slumber*, 27,000 gp, 2,160 XP, 54 days.
Weight: 5 lb.
Price: 54,000 gp.

MAGEBANE STAFF

Designed for no other purpose than to defeat spellcasters, a *magebane staff* is a prized weapon of casters who expect to battle their own kind.
Description: A *magebane staff* is made of heavy wood, banded at the top and bottom with rune-etched iron.
Each staff of this kind functions as a masterwork quarterstaff, and many are enchanted with additional weapon-based abilities.
When activated, the staff emits a palpable aura of hostility that only spellcasters can feel.
This has no mechanical effect, but it does make casters—particularly arcane casters—uncomfortable.
Activation: A *magebane staff is* a spell trigger item, requiring a standard action to activate.
Effect: A *magebane staff* allows the wielder to produce the following spell effects.
• *arcane turmoil*, (page 96), 1 charge
• *Nystul's magic aura*, 1 charge
• *break enchantment*, 2 charges
• *Otiluke's suppressing field* (page 112), 2 charges
Aura/Caster Level: Moderate abjuration or strong abjuration (greater). CL 9th.
Construction: Craft Staff, *break enchantment*, *arcane turmoil*, *Otiluke's suppressing field*, *Nystul's magic aura*, 18,500 gp, 1,485 XP, 38 days.
Variants: The exceptionally rare greater version of the *magebane staff* also includes *Mordenkainen's disjunction* (4 charges).
(CL 17th, +9,500 gp, +755 XP, +19 days).
Weight: 5 lb.
Price: 37,000 gp (normal), 56,000 gp (greater).

STAFF OF LIFELESS TOUCH

Favored by necromancers and martial casters, a *staff of lifeless touch* grants you many of the attack forms of the undead.
Description: A *staff of lifeless touch* is constructed entirely of bone.
Some versions appear to be made of a single long bone, such as the femur of a giant, while others are clearly constructed from multiple interconnected bones.
The staff is topped with a skeletal hand, its fingers bent into a shallow claw.
When you cast a spell through the staff, the hand clenches of its own accord, as though attempting to grasp the target.
Activation: A *staff of lifeless touch* is a spell trigger item, requiring a standard action to activate.
Effect: A *staff of lifeless touch* allows the wielder to produce the following spell effects:
ghoul touch, 1 charge
spectral hand, 1 charge
vampiric touch, 2 charges
cryptwarden's grasp (page 100), 3 charges
touch of Vecna (page 120), 3 charges
Aura/Caster Level: Strong necromancy. CL 13th.
Construction: Craft Staff, *cryptwarden's grasp*, *ghoul touch*, *spectral hand*, *touch of Vecna*, *vampiric touch*, 19,125 gp, 1,530 XP, 39 days.
Weight: 5 lb.
Price: 38,250 gp.

STAFF OF MALEDICTION

A creation of Vecna's priesthood, a *staff of malediction* allows you to create all manner of havoc with your voice.
Description: The staff is constructed of dark wood, with a quartet of screaming faces carved around the perimeter of the top end.
When the staff is activated, the faces seem to open their mouths farther still, as through letting out silent shrieks of agony and hatred.
Activation: A *staff of malediction* is a spell trigger item, requiring a standard action to activate.
Effect: A *staff of malediction* allows the wielder to produce the following spell effects.
• *death's call* (page 101), 1 charge
• *suggestion*, 1 charge
• *Vecna's malevolent whisper* (page 122), 2 charges
• *wail of the banshee*, 5 charges
Aura/Caster Level: Strong enchantment and necromancy. CL 17th.
Construction: Craft Staff, *death's call*, *suggestion*, *Vecna's malevolent whisper*, *wail of the banshee*, 33,787 gp and 5 sp, 2,703 XP, 68 days.
Weight: 5 lb.
Price: 67,575 gp.

STAFF OF OOZE

Casters who prefer indirect methods of combat and can produce a variety of slime-like effects and impediments favor the *staff of ooze*.
Description: A *staff of ooze* is constructed of a heavy wood that glistens as though wet or slimy to the touch.

Physical contact reveals the wood to be perfectly dry, however.
When the staff is in use, its head undulates slowly, as though made of a viscous substance slowly rolling downhill, but it always resumes its original appearance.
Activation: A *staff of ooze* is a spell trigger item, requiring a standard action to activate.
Effect: A *staff of ooze* allows the wielder to produce the following spell effects.
• *grease*, 1 charge
• *incendiary slime* (page 108), 1 charge
• *resinous tar* (page 115), 1 charge
• *caustic mire* (page 98), 2 charges
Aura/Caster Level: Moderate conjuration and transmutation. CL 7th.
Construction: Craft Staff, *caustic mire*, *grease*, *incendiary slime*, *resinous tar*, 13,500 gp, 1,080 XP, 27 days.
Weight: 6 lb.
Price: 27,000 gp.

STAFF OF TRICKS

A *staff of tricks* allows you to call forth a number of mundane but useful items.
It is favored by bards who expect to be lacking vital materials.
Description: A *staff of tricks* appears to be a simple, unadorned walking stick.
It is capped with decorations, jester's motley, or whatever fits the persona of its owner.
Other than the fact that the staff seems somewhat lighter than its size would indicate, its appearance offers no trace of its abilities.
Activation: A *staff of tricks* is a spell trigger item, requiring a standard action to activate.
Effect: A *staff of tricks* allows the wielder to produce the following spell effects.
• *summon component* (page 118), 1 charge
• *summon instrument*, 1 charge
• *unseen servant*, 1 charge
• *summon weapon* (page 118), 2 charges
Aura/Caster Level: Moderate conjuration. CL 8th.
Construction: Craft Staff, *summon component*, *summon instrument*, *summon weapon*, *unseen servant*, 6,750 gp, 540 XP, 14 days.
Weight: 3 lb.
Price: 13,500 gp.

DRACONOMICON (3.5)

STAFF OF DRACONIC POWER

This fire-blackened staff is studded with dragon's teeth.
It allows use of the following spells.
• *Dragon breath* (30-ft. cone of fire, 5d6 damage; 1 charge)
• *Dragonskin* (1 charge)
• *Draconic might* (2 charges)
Moderate transmutation; CL 9th; Craft Staff, *draconic might*, *dragon breath*, *dragonskin*; Price 42,000 gp.

STAFF OF THE DRAGONSLAYER

This staff is carved from the thigh bone of a dragon of at least Huge size.
It allows use of the following spells.
• *Scale weakening* (1 charge)
• *Suppress breath weapon* (1 charge)
• *Lower spell resistance* (1 charge)
• *Vulnerability* (2 charges)
Moderate enchantment and transmutation; CL 9th; Craft Staff, *lower spell resistance*, *scale weakening*, *suppress breath weapon*, *vulnerability*; Price 54,000 gp.

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CHARMING

Made of twisting wood ornately shaped and carved, this staff allows use of the following spells.
• *Charm person* (1 charge, DC 11)
• *Charm monster* (2 charges, DC 16)
Caster Level: 7th; *Prerequisites*: Craft Staff, *charm person*, *charm monster*; *Market Price*: 12,000 gp.

HEALING

This white ash staff, with inlaid silver runes, allows use of the following spells.
• *Lesser restoration* (1 charge)
• *Cure serious wounds* (1 charge)
• *Remove blindness/deafness* (1 charge)
• *Remove disease* (1 charge)
Caster Level: 7th; *Prerequisites*: Craft Staff, *lesser restoration*, *cure serious wounds*, *remove blindness/deafness*, *remove disease*; *Market Price*: 33,000 gp.

DEFENSE

The *staff of defense* is a simple-looking staff that throbs with power when held defensively.
It allows use of the following spells.
• *Shield* (1 charge)
• *Shield of faith* (+5 deflection bonus to AC) (l charge)
• *Shield other* (1 charge)
• *Shield of law* (2 charges)
Caster Level: 15th; *Prerequisites*: Craft Staff, *shield*, *shield of faith*, *shield other*, *shield of law*, creator must be lawful; *Market Price*: 80,000 gp.

EARTH AND STONE

This staff is topped with a fist-sized emerald that gleams with smoldering power.
It allows the use of the following spells.
• *Passwall* (1 charge)
• *Move earth* (1 charge)
Caster Level: 11th; *Prerequisites*: Craft Staff, *passwall*, *move earth*; *Market Price*: 85,000 gp.

FIRE

Crafted from bronzewood with brass bindings, this staff allows use of the following spells.
• *Burning hands* (l charge, DC 11)
• *Fireball* (8d6, DC 14) (l charge)
• *Wall of fire* (2 charges, DC 16)
Caster Level: 8th; *Prerequisites*: Craft Staff, *burning hands*, *fireball*, *wall of fire*; *Market Price*: 29,000 gp.

FROST

Tipped on either end with a glistening diamond, this rune-covered staff allows the use of the following spells.
• *Ice storm* (1 charge, DC 16)
• *Wall of ice* (1 charge, DC 16)
• *Cone of cold* (10d6, DC 17) (1 charge)
Caster Level: 10th; *Prerequisites*: Craft Staff, *ice storm*, *wall of ice*, *cone of cold*; *Market Price*: 70,000 gp.

LIFE

Made of thick oak shod in gold, this staff allows use of the following spells.
• *Heal* (l charge)
• Resurrection (l charge)
Caster Level: 13th; *Prerequisites*: Craft Staff, *heal*, *resurrection*; *Market Price*: 130,000 gp.

PASSAGE

This potent item allows the use of the following spells.
• *Dimension door* (l charge)
• *Passwall* (l charge)
• *Phase door* (2 charges)
• *Teleport without error* (2 charges)
• *Astral projection* (2 charges)
Caster level: 17th; *Prerequisites*: Craft Staff, *dimension door*, *passwall*, *phase door*, *teleport without error*, *astral projection*; *Market Price*: 180,000 gp.

POWER

The *staff of power* is a very potent magic item, with offensive and defensive abilities.
It is usually topped with a glistening gem, its shaft straight and smooth.
It has the following powers.
• *Magic missile* (5 missiles) (1 charge)
• *Ray of enfeeblement* (heightened to 5th level, DC 17) (1 charge)
• *Continual flame* (1 charge)
• *Levitate* (1 charge)
• *Lightning bolt* (heightened to 5th level, 10d6, DC 17) (1 charge)
• *Fireball* (heightened to 5th level, 10d6, DC 17) (1 charge)
• *Cone of cold* (15d6, DC 15) (2 charges)
• *Hold monster* (2 charges, DC 14)
• *Wall of force* (in a 10-foot-diameter hemisphere around the caster only) (2 charges)
• *Globe of invulnerability* (2 charges)
The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws.
The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents.
If 1 charge is expended (as a free action), the staff causes double damage (×3 on a critical hit) for 1 round.
A *staff of power* can be broken for a retributive strike.
The breaking of the staff must be purposeful and declared by the wielder.
All charges currently in the staff are instantly released in a 30-foot-radius globe.
All within 10 feet of the broken staff take hit points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage.
Successful Reflex saving throws (DC 17) reduce the damage sustained by half.
The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him.
Only certain items, including the *staff of the magi* (see Minor Artifacts) and the *staff of power*, are capable of a retributive strike.
After all charges are used up from the staff, it remains a +2 *quarterstaff*.
(Once empty of charges, it cannot be broken in a retributive strike).
Caster Level: 15th; *Prerequisites*: Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement*, *continual flame*, *levitate*, heightened *fireball*, heightened *lightning bolt*, *cone of cold*, *hold monster*, *wall of force*, *globe of invulnerability*; *Market Price*: 200,000 gp.

SIZE ALTERATION

Stout and sturdy, this staff of dark wood allows use of the following spells.
• *Enlarge* (1 charge)
• *Reduce* (1 charge)
Caster Level: 5th; *Prerequisites*: Craft Staff, *enlarge*, *reduce*; *Market Price*: 6,500 gp.

SWARMING INSECTS

Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells.
• *Summon swarm* (1 charge)
• *Insect plague* (2 charges)
Caster Level: 9th; *Prerequisites*: Craft Staff, *summon swarm*, *insect plague*; *Market Price*: 20,000 gp.

WOODLANDS

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells.
• *Animal friendship* (1 charge)
• *Barkskin* (1 charge)
• *Speak with animals* (1 charge)
• *Wall of thorns* (1 charge)
• *Summon nature's ally* VI (2 charges)
Further, the staff may be used as a weapon, functioning as a +2 *quarterstaff*.

The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost.
Caster Level: 9th; *Prerequisites*: Craft Staff, Craft Magic Arms and Armor, pass *without trace*, *animal friendship*, *barkskin*, *speak with animals*, *wall of thorns*, *summon nature's ally* VI; *Market Price*: 90,000 gp.

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ABJURATION

Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells.
• *Shield* (1 charge)
• *Resist energy* (1 charge)
• *Dispel magic* (1 charge)
• *Lesser globe of invulnerability* (2 charges)
• *Dismissal* (2 charges)
• *Repulsion* (3 charges)
Strong abjuration; CL 13th; Craft Staff, *dismissal*, *dispel magic*, *lesser globe of invulnerability*, *resist energy*, *repulsion*, *shield*; Price 65,000 gp.

CHARMING

Made of twisting wood ornately shaped and carved, this staff allows use of the following spells.
• *Charm person* (1 charge)
• *Charm monster* (2 charges)
Moderate enchantment; CL 8th; Craft Staff, *charm person*, *charm monster*; Price 16,500 gp.

CONJURATION

This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures.
It allows use of the following spells.
• *Unseen servant* (1 charge)
• *Summon swarm* (1 charge)
• *Stinking cloud* (1 charge)
• *Minor creation* (2 charges)
• *Cloudkill* (2 charges)
• *Summon monster* VI (3 charges)
Strong conjuration; CL 13th; Craft Staff, *cloudkill*, *stinking cloud*, *summon monster* VI, *summon swarm*, *unseen servant*; Price 65,000 gp.

DEFENSE

The *staff of defense* is a simple-looking staff that throbs with power when held defensively.
It allows use of the following spells.
• *Shield* (1 charge)
• *Shield of faith* (1 charge)
• *Shield other* (1 charge)
• *Shield of law* (3 charges)
Strong abjuration; CL 15th; Craft Staff, *shield*, *shield of faith*, *shield of law*, *shield other*, creator must be lawful; Price 58,250 gp.

DIVINATION

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells.
• *Detect secret doors* (1 charge)
• *Locate object* (1 charge)
• *Tongues* (1 charge)
• *Locate creature* (2 charges)
• *Prying eyes* (2 charges)
• *True seeing* (3 charges)
Strong divination; CL 13th; Craft Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*; Price 73,500 gp.

EARTH AND STONE

This staff is topped with a fist-sized emerald that gleams with smoldering power.
It allows the use of the following spells.
• *Passwall* (1 charge)
• *Move earth* (1 charge)
Moderate transmutation; CL 11th; Craft Staff, *move earth*, *passwall*; Price 80,500 gp.

ENCHANTMENT

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells.
• *Sleep* (1 charge)
• *Tasha's hideous laughter* (1 charge)
• *Suggestion* (1 charge)
• *Crushing despair* (2 charges)
• *Mind fog* (2 charges)
• *Suggestion, mass* (3 charges)
Strong enchantment; CL 13th; Craft Staff, *crushing despair*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*, *Tasha's hideous laughter*; Price 65,000 gp.

EVOCATION

Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells.
• *Magic missile* (1 charge)
• *Shatter* (1 charge)
• *Fireball* (1 charge)
• *Ice storm* (2 charges)
• *Wall of force* (2 charges)
• *Chain lightning* (3 charges)
Strong evocation; CL 13th; Craft Staff, *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter*, *wall of force*; Price 65,000 gp.

FIRE

Crafted from bronzewood with brass bindings, this staff allows use of the following spells.
• *Burning hands* (1 charge)
• *Fireball* (1 charge)
• *Wall of fire* (2 charges)
Moderate evocation; CL 8th; Craft Staff, *burning hands*, *fireball*, *wall of fire*; Price 17,750 gp.

FROST

Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells.
• *Ice storm* (1 charge)
• *Wall of ice* (1 charge)
• *Cone of cold* (2 charge)
Moderate evocation; CL 10th; Craft Staff, *cone of cold*, *ice storm*, *wall of ice*; Price 56,250 gp.

HEALING

This white ash staff, with inlaid silver runes, allows use of the following spells.
• *Lesser restoration* (1 charge)
• *Cure serious wounds* (1 charge)
• *Remove blindness/deafness* (2 charges)
• *Remove disease* (3 charges)
Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds*, *lesser restoration*, *remove blindness/deafness*, *remove disease*; Price 27,750 gp.

ILLUSION

This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape.
It allows use of the following spells.
• *Disguise self* (1 charge)
• *Mirror image* (1 charge)
• *Major image* (1 charge)
• *Rainbow pattern* (2 charges)
• *Persistent image* (2 charges)
• *Mislead* (3 charges)
Strong illusion; CL 13th; Craft Staff, *disguise self*, *major image*, *mirror image*, *persistent image*, *project image*, *rainbow pattern*; Price 65,000 gp.

ILLUMINATION

This staff is usually sheathed in silver and decorated with sunbursts.
It allows use of the following spells.
• *Dancing lights* (1 charge)
• *Flare* (1 charge)
• *Daylight* (2 charges)
• *Sunburst* (3 charges)
Strong evocation; CL 15th; Craft Staff, *dancing lights*, *daylight*, *flare*, *sunburst*; Price 48,250 gp.

LIFE

Made of thick oak shod in gold, this staff allows use of the following spells.
• *Heal* (1 charge)
• *Raise dead* (5 charges) Moderate conjuration; CL 11th; Craft Staff, *heal*, *resurrection*; Price 155,750 gp.

NECROMANCY

This staff is made from ebony or other dark wood and carved with the images of bones and skulls.
It allows use of the following spells.
• *Cause fear* (1 charge)
• *Ghoul touch* (1 charge)
• *Halt undead* (1 charge)
• *Enervation* (2 charges)
• *Waves of fatigue* (2 charges)
• *Circle of death* (3 charges)
Strong necromancy; CL 13th; Craft Staff, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*, *waves of fatigue*; Price 65,000 gp.

PASSAGE

This potent item allows use of the following spells.
• *Dimension door* (1 charge)
• *Passwall* (1 charge)
• *Phase door* (2 charges)
• *Greater teleport* (2 charges)
• *Astral projection* (2 charges) Strong varied; CL 17th; Craft Staff, *astral projection*, *dimension door*, *greater teleport*, *passwall*, *phase door*; Price 170,500 gp.

POWER

The *staff of power* is a very potent magic item, with offensive and defensive abilities.
It is usually topped with a glistening gem, its shaft straight and smooth.
It has the following powers.
• *Magic missile* (1 charge)
• *Ray of enfeeblement* (heightened to 5th level) (1 charge)
• *Continual flame* (1 charge)
• *Levitate* (1 charge)
• *Lightning bolt* (heightened to 5th level) (1 charge)
• *Fireball* (heightened to 5th level) (1 charge)
• *Cone of cold* (2 charges)
• *Hold monster* (2 charges)
• *Wall of force* (in a 10-ft.
-diameter hemisphere around the caster only) (2 charges)
• *Globe of invulnerability* (2 charges)
The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws.
The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents.
If 1 charge is expended (as a free action), the staff causes double damage (×3 on a critical hit) for 1 round.
A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder.
(If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check).
All charges currently in the staff are instantly released in a 30-footradius.
All within 2 squares of the broken staff take points of damage equal to 8 × the number of charges in the staff, those 3 or 4 squares away take 6 × the number of charges in damage, and those 5 or 6 squares distant take 4 × the number of charges in damage.
All those affected can make DC 17 Reflex saves to reduce the damage by half.
The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him.
Only certain items, including the *staff of the magi* (page 280) and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*.
(Once empty of charges, it cannot be used for a retributive strike).
Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile*, heightened *ray of enfeeblement*, *continual flame*, *levitate*, heightened *fireball*, heightened *lightning bolt*, *cone of cold*, *hold monster*, *wall of force*, *globe of invulnerability*; Price 211,000 gp.

SIZE ALTERATION

Stout and sturdy, this staff of dark wood allows use of the following spells.
• *Enlarge person* (1 charge)
• *Reduce person* (1 charge)
• *Shrink item* (1 charge)
• *Enlarge person, mass* (1 charge)
• *Reduce person, mass* (1 charge)
Faint conjuration; CL 8th; Craft Staff, *enlarge person*, *mass enlarge person*, *reduce person*, *mass reduce person*, *shrink item*; Price 29,000 gp.

SWARMING INSECTS

Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells.
• *Summon swarm* (1 charge)
• *Insect plague* (3 charges)
Moderate conjuration; CL 9th; Craft Staff, *insect plague*, *summon swarm*; Price 24,750 gp.

TRANSMUTATION

This staff is generally carved from or decorated with petrified wood and allows use of the following spells.
• *Expeditious retreat* (1 charge)
• *Alter self* (1 charge)
• *Blink* (1 charge)
• *Polymorph* (2 charges)
• *Baleful polymorph* (2 charges)
• *Disintegrate* (3 charges)
Strong transmutation; CL 13th; Craft Staff, *alter self*, *baleful polymorph*, *blink*, *disintegrate*, *expeditious retreat*, *polymorph*; Price 65,000 gp.

WOODLANDS

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells.
• *Charm animal* (1 charge)
• *Speak with animals* (1 charge)
• *Barkskin* (2 charges)
• *Wall of thorns* (3 charges)
• *Summon nature's ally* VI (3 charges)
• *Animate plants* (4 charges)
The staff may be used as a weapon, functioning as a +2 *quarterstaff*.
The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost.
These two attributes continue to function after all the charges are expended.
Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speak with animals*, *summon nature's ally* VI, *wall of thorns*; Price 101,250 gp.

FROSTBURN (3.5)

STAFF OF THE ICEBERG

This staff looks like a jagged lance of solid ice topped with a tangled mass of ice crystals.
It allows the use of the following spells.
• *Snow walk* (1 charge)
• *Entomb* (2 charges)
• *Ice ship* (2 charges)
• *Ice castle* (3 charges)
• *Iceberg* (5 charges)
The staff may be used as a weapon, functioning as a +2 *icy burst quarterstaff* (only one end of the staff bears this magic).
It also allows its wielder to move across icy surfaces without fear of slipping or falling.
These two abilities continue to function after all the charges are expended.
Strong evocation (cold); CL 17th; Craft Staff, Craft Magic Arms and Armor; *entomb*, *ice castle*, *ice ship*, *iceberg*, *snow walk*; Price 138,000 gp.

STAFF OF WINTER

This staff is made of bleached white wood; the end is a large crystalline snowflake.
It allows the use of the following spells.
• *Boreal wind* (1 charge)
• *Obscuring snow* (1 charge)
• *Winter's embrace* (1 charge)
• *Whiteout* (2 charges)
Strong conjuration; CL 13th; Craft Staff, *boreal wind*, *obscuring snow*, *whiteout*, *winter's embrace*; Price 58,000 gp.

GHOSTWALK (3.0)

BONEFRIEND

This staff is often found in the hands of necromancers or other folk allied with the undead.
Because this item is illegal in Manifest, most of them are unadorned and resemble common quarterstaffs, although they always have a black metal skull on one end of the staff.
The staff allows the use of the following spell effects.
disguise undead (1 charge, DC 13)
inflict light wounds (1 charge, DC 11)
stone bones (1 charge, DC 13)
summon undead II (2 charges)
Caster Level: 5th; *Prerequisites*: Craft Staff, *disguise undead*, *inflict light wounds*, *stone bones*, *summon undead* II; *Market Price*: 17,000 gp.

ECTOPLASM

This staff is made of light green wood and inlaid with resin in swirling patterns.

It allows the use of the following spell effects.
create ectoplasm (1 charge)
ectoplasmic decay (2 charges, DC 14)
ectoplasmic web (2 charges, DC 14)
hail of ectoplasm (1 charge, DC 13)
Caster Level: 6th; *Prerequisites*: Craft Staff, *create ectoplasm*, *ectoplasmic decay*, *ectoplasmic web*, *hail of ectoplasm*; *Market Price*: 20,000 gp.

SKULLS

This staff is made of ebony and topped with an ivory skull, but is sometimes made of the thighbone of a giant and topped with a smooth-polished real skull.
In Manifest, it is illegal to own one of these staffs.
It allows the use of the following spell effects.
animate dead (1 charge)
circle of doom (2 charges, DC 17)
cure light wounds (1 charge, DC 11)
inflict light wounds (1 charge, DC 11)
Caster Level: 9th; *Prerequisites*: Craft Staff, *animate dead*, *cure light wounds*, *circle of doom*, *inflict light wounds*; *Market Price*: 39,200 gp; *Cost to Create*: 20,850 gp + 1,468 XP.
This item first appeared in *Magic of Faerûn*.

UNDEAD SLAYING

This staff is shorter than most, made of white wood, and adorned with silver bands.
It allows the use of the following spell effects:
bonerattle (1 charge, DC 11)
undead bane weapon (2 charges, DC 14)
undeath to death (2 charges, DC 19)
Caster Level: 11th; *Prerequisites*: Craft Staff, *bonerattle*, *undead bane weapon*, *undeath to death*; *Market Price*: 36,000 gp.

LOST EMPIRES OF FAERÛN (3.5)

LESSER STAFF OF SILVERYMOON

Alustriel of Silverymoon created fewer than a dozen of these staffs.
Each is made of rich weirwood chased with heavy silver inlays and crowned with a softly glowing moonstone.
At least one *lesser staff of Silverymoon* lies in the ruins of Hellgate Keep; most of the others are in the hands of spellcasters trusted by the Lady of Silverymoon or in her own vaults.
Alustriel sometimes entrusts a staff to a worthy hero with a good heart as well as a strong desire to aid the cause of the Silver Marches.
A *lesser staff of Silverymoon* allows use of the following spells.
- *Arcane sight* (1 charge)
- *Fly* (1 charge)
- *Dimension door* (2 charges)
- *Minor globe of invulnerability* (2 charges)
- *Animate object* (3 charges)
- *Chain lightning* (3 charges)
- *Hold monster* (3 charges)
- *Passwall* (3 charges)
- *Wall of force* (3 charges)
- *Forcecage* (4 charges)

Strong evocation; CL 15th; Craft Staff, *animate object*, *arcane sight*, *chain lightning*, *dimension door*, *fly*, *forcecage*, *hold monster*, *minor globe of invulnerability*, *passwall*, *wall of force*; Price 70,000 gp.

THYRSUS OF THE DRUID

The wood elf druid Craenoth Driel of Eaerlann crafted the first known *thyrsus* more than six hundred years ago.
The great druid was slaughtered while defending the High Forest against tanarukk forces from Hellgate Keep.
His *thyrsus* was carried back to that foul rift as part of the war spoils of the demon lords, but its current location is unknown.
Several of Craenoth's bereaved acolytes created their own versions of this staff to honor their slain master.
Dozens of variants now exist and can be found in the hands of capable druids as far north as Lurkwood and as far east as the forests of Cormanthor.
A typical *thyrsus of the druid* appears as a gnarled staff carved from a single piece of oak, duskwood, or weirwood, with a large pine cone mounted securely upon its top.
Its shaft is wrapped in coils of leafy vines that remain green all year round.
The *thyrsus of the druid* allows the use of the following spells.
- *Plant growth* (1 charge)
- *Speak with plants* (1 charge)
- *Animate plants* (2 charges)
- *Thorn spray* (2 charges)
- *Control plants* (3 charges)

Strong varied; CL 15th; Craft Staff, *animate plants*, *control plants*, *plant growth*, *speak with plants*, *thorn spray*; Price 53,000 gp.

MAGIC OF FAERÛN (3.0)

DIVINER'S STAFF

The *diviner's staff* is most often crafted from gnarled hazel.
It allows the wielder to cast the following spells.
- *Identify* (1 charge)
- *Locate object* (1 charge)
- *Locate creature* (1 charge)
- *Analyze dweomer* (2 charges)
- *Vision* (2 charges)

The staff also grants its current owner a +1 competence bonus on all Knowledge skill checks.
Caster Level: 13th; *Prerequisites*: Craft Staff, *identify*, *locate object*, *locate creature*, *analyze dweomer*, *vision*; *Market Price*: 137,375 gp.

ENTRAPMENT

This sort of staff was originally created in Netheril and traditionally is short and made of brass.
Most dating from that era have only a handful of charges remaining, though many more have been made since.
It allows the use of the following spells.
- *Dimensional anchor* (1 charge, DC 16)
- *Otiluke's resilient sphere* (1 charge, DC 16)

Caster Level: 7th; *Prerequisites*: Craft Staff, *dimensional anchor*, *Otiluke's resilient sphere*; *Market Price*: 36,750 gp.

ETHEREAL ACTION

A staff of smooth wood adorned with three silver bands, this staff is a *+1 ghost touch quarterstaff* and allows the use of the following spells.
• *Blink* (1 charge)
• *Ethereal jaunt* (1 charge)
After all the charges are used up, it remains a *+1 ghost touch quarterstaff*.
Caster Level: 9th; *Prerequisites*: Craft Staff, Craft Magic Arms and Armor, *blink*, *ethereal jaunt*, *plane shift*; *Market Price*: 57,300 gp; *Cost to Create*: 28,800 gp + 2,280 XP.

EYES

A spiraling staff with silver inlay and topped with a large piece of amber, the *staff of eyes* allows the use of the following spells.
• *Arcane eye* (1 charge)
• *Remove blindness* (1 charge)
• *See invisibility* (1 charge)
Caster Level: 7th; *Prerequisites*: Craft Staff, *arcane eye*, *remove blindness*, *see invisibility*; *Market Price*: 34,700 gp.

FIENDISH DARKNESS

First seen long ago in the hands of humans and drow who served powerful demons and devils, these staffs are made of ebony or polished bone and are often topped with a metal claw at one or both ends.
The staff bestows one negative level on any good creature that holds it.
The negative level remains as long as the staff is in hand and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the staff is held.
The staff allows the use of the following spells.
• *Darkness* (1 charge)
• *Summon monster* IX (nightmare only) (2 charges)
• *Dispel magic* (2 charges)
• *Animate dead* (2 charges)
Caster Level: 17th; *Prerequisites*: Craft Staff, *animate dead*, *darkness*, *dispel magic*, *summon monster* IX, creator must be evil; *Market Price*: 98,200 gp; *Cost to Create*: 50,350 gp + 3,828 XP.

MIRACLES

This white wooden staff is carved with symbols of good dwarven, elven, gnome, halfling, and human deities worshiped in Myth Drannor.
It allows the use of the following spells.
• *Heal* (1 charge)
• *Holy aura* (2 charges)
• *Rosemantle* (2 charges)
Caster Level: 15th; *Prerequisites*: Craft Staff, *heal*, *holy aura*, *rosemantle*; *Market Price*: 77,000 gp.

NIGHT

This staff of black wood is carved with runes of darkness, stars, and night, with one resembling an umber hulk.
The wielder of the staff is immune to the confusing gaze power of umber hulks.
In addition, the staff has the following powers.
• *Darkvision* (1 charge)
• *Low-light vision* (1 charge)
• *Dispel magic* (only works against *light* spells) (1 charge)
• *Darkness* (1 charge)
• *Summon monster* VI (summons one umber hulk only, usable only once every tenday) (2 charges)
If the summoned umber hulk is slain, the staff crumbles to dust.
Caster Level: 11th; *Prerequisites*: Craft Staff, *darkness*, *darkvision*, *dispel magic*, *summon monster* VI; *Market Price*: 30,000 gp.

OPEN DOORS

This wooden staff is carved with images of doors, some of which have small iron bindings and miniature but nonfunctional keyholes.
It allows the use of the following spells.
• *Knock* (1 charge)
• *Open/close* (1 charge)
• *Passwall* (1 charge)
• *Shatter* (1 charge)
Caster Level: 9th; *Prerequisites*: Craft Staff, *knock*, *open/close*, *passwall*, *shatter*; *Market Price*: 42,200 gp.

PEACE

This staff is usually made of yew wood.
It grants use of the following spells.
• Heightened (6th-level) *sanctuary* (1 charge, DC 19)
• Heightened (6th-level) *hold person* (1 charge, DC 19)
• Heightened (6th-level) *calm emotions* (1 charge, DC 19)
• *Greater command* (2 charges, DC 19)
In addition, if the wielder has chosen Eldath as his patron, he gains a +10 competence bonus on Diplomacy checks; this expends no charges.
Caster Level: 11th; *Prerequisites*: Craft Staff, Heighten Spell, *sanctuary*, *hold person*, *calm emotions*, *greater command*; *Market Price*: 175,250 gp.

SCRIVENING

Carved with symbols of quills and runes from many languages, this kind of staff was first created in Myth Drannor, and allows the use of the following spells.
• *Comprehend languages* (1 charge)
• *Erase* (1 charge)
• *Suppress glyph* (2 charges)
• *Amanuensis* (1 charge)
• *Read magic* (1 charge)
Caster Level: 11th; *Prerequisites*: Craft Staff, *amanuensis*, *comprehend languages*, *erase*, *suppress glyph*, *read magic*; *Market Price*: 53,600 gp.

SKULLS

This staff is usually made of ebony and topped with an ivory skull, but sometimes made of the thighbone of a giant and topped with a smooth-polished real skull.
It allows the use of the following spells.
• *Animate dead* (1 charge)
• *Circle of doom* (2 charges, DC 17)
• *Cure light wounds* (1 charge)
• *Inflict light wounds* (1 charge, DC 11)
Caster Level: 9th; *Prerequisites*: Craft Staff, *animate dead*, *cure light wounds*, *circle of doom*, *inflict light wounds*; *Market Price*: 39,200 gp; *Cost to Create*: 20,850 gp +1,468 XP.

TRANSPORTATION

Originally created by the wizard known as Whisper, this staff is mostly hollow, fashioned of wire in the shape of a staff, with a mottled brown uncut gemstone at each end.
It allows the use of the following spells.
• *Blink* (1 charge)
• *Dimension door* (1 charge)
• *Teleport* (2 charges)
Caster Level: 9th; *Prerequisites*: Craft Staff, *blink*, *dimension door*, *teleport*; *Market Price*: 67,500 gp.

VISION

This staff has the following powers.
• *See invisibility* (1 charge)
• *Darkvision* (1 charge)
• *Remove blindness* (1 charge)
• *True seeing* (2 charges)
The staff has an unusual side effect that using it is mentally tiring; each use requires a Will save (DC 12) or the user takes 1 point of temporary Intelligence damage.
Caster Level: 12th; *Prerequisites*: Craft Staff, *darkvision*, *see invisibility*, *remove blindness*, *true seeing*; *Market Price*: 42,800 gp; *Cost to Create*: 27,650 + 1,212 XP.

PLANAR HANDBOOK (3.5)

ABYSSAL IRON

Forged from the metal of the Lakes of Molten Iron on the Plain of Infinite Portals (the topmost of the Infinite Layers of the Abyss), this staff looks like nothing more than a particularly long and slightly twisted iron rod, with dents and nicks along its entire length.
It gives off an odor of burnt metal, like that in a foundry, and always leaves a dark stain on its wielder's hands.
A *staff of abyssal iron* allows use of the following spells.
• *Protection from good* (1 charge)
• *Protection from law* (1 charge)
• ?*Magic circle against good* (1 charge)
• ?*Magic circle against law* (1 charge)
• *Blasphemy* (4 charges)
• *Word of chaos* (4 charges)
• ?*Wall of iron* (3 charges)
Strong varied; CL 13th; Craft Staff, *protection from good*, *protection from law*, *magic circle against good*, *magic circle against law*, *blasphemy*, *word of chaos*, *wall of iron*; Price 39,350 gp.

ETHEREALNESS

Made of a smoky gray wood, this staff allows use of the following spells.
• *Ethereal jaunt* (2 charges)
• ?*Etherealness* (3 charges)
• *Teleport object* (3 charges)
Strong varied; CL 17th; Craft Staff, *ethereal jaunt*, *etherealness*, *teleport object*; Price 43,300 gp.

PLANES

Designed as an aid to planar travelers, this staff allows use of the following spells.
• *Analyze portal* (1 charge)
• *Gate* (3 charges)
• *Summon monster* VI (2 charges)
Strong varied; CL 17th; Craft Staff, *analyze portal*, *gate*, *summon monster* VI; Price 43,100 gp.

VITALIZATION

Created from a length of wood that has lain in an edge zone of the Positive Energy Plane, this staff allows use of the following spells.
• *Mass cure light wounds* (1 charge)
• ?*Mass cure moderate wounds* (2 charges)
• *Mass cure serious wounds* (3 charges)
• *Mass cure critical wounds* (4 charges)
• *Mass heal* (5 charges)
Strong conjuration; CL 17th; Craft Staff, *mass cure light wounds*, *mass cure moderate wounds*, *mass cure serious wounds*, *mass cure critical wounds*, *mass heal*; Price 54,000 gp.

WAVES AND DEPTHS

Studded along its entire length with tiny aquamarines in gradually darker shades and always slightly damp to the touch, this staff allows use of the following spells.
• *Water walk* (1 charge)
• ?*Control water* (1 charge)
Moderate transmutation; CL 7th; Craft Staff, *water walk*, *control water*; Price 11,200 gp.

WINDS AND SKY

Topped by a columnar prism of sapphire as long as a human hand, and wrapped with silver filigree, this staff allows use of the following spells.
• *Air walk* (1 charge)
• ?*Control winds* (1 charge)
Moderate transmutation; CL 9th; Craft Staff, *air walk*, *control winds*; Price 27,000 gp.

PLAYER'S GUIDE TO FAERÛN (3.5)

THUNDERSTAFF

At least a dozen *thunderstaffs* are known to exist, including one in the possession of Khelben "Blackstaff" Arunsun.

Each *thunderstaff* is a 6-foot length of duskwood capped at the head with a mithral casting of a blue dragon's head and at the base with a long mithral spike, which allows the staff to be used as a spear in emergencies.
A *thunderstaff* holds several spells related to thunder, lightning, and weather control, usually one spell of each level.
It is rumored that each *thunderstaff* has a unique suite of powers.
The following set of spells is only one example of what a *thunderstaff* might hold.
Shocking grasp (1 charge)
Gedlee's electric loop (1 charge)
Lightning bolt (1 charge)
Thunderlance (2 charges)
Ball lightning (2 charges)
Chain lightning (2 charges)
Great thunderclap (3 charges)
Lightning ring (3 charges)
Shapechange (blue dragon only) (3 charges)
Strong evocation; CL 17th; Craft Staff, *ball lightning*, *chain lightning*, *Gedlee's electric loop*, *great thunderclap*, *lightning bolt*, *lightning ring*, *shapechange*, *shocking grasp*, *thunderlance*; Price 83,841 gp; Weight 4 lb.

SANDSTORM (3.5)

NOMADS

A simple, wooden staff with a pronounced bend at the top, this item appears to be nothing more than a shepherd's crook.
It allows the use of the following spells.
• *Cloak of shade* (1 charge)
• *Locate water* (1 charge)
• *Hydrate* (1 charge)
• *Find the path* (2 charges)
Strong divination; CL 12th; Craft Staff, *find the path*, *cloak of shade*, *locate water*, *hydrate*; Price 49,500 gp.

THE PHARAOH

This staff is covered in gold leaf, giving it a metallic sheen. The head forms a large hook, open in the center.
It allows the use of the following spells.
• *Cause fear* (1 charge)
• *Summon monster* IV (a celestial or fiendish snake, Huge viper only) (1 charge)
• *Lightning bolt* (1 charge)
• *Control weather* (2 charges)
Strong transmutation; CL 13th; Craft Staff, *cause fear*, *control weather*, *lightning bolt*, *summon monster* IV; Price 82,901 gp.

THE SANDS

A clear glass sphere half filled with dust tops this staff of fused and vitreous sand.
It allows use of the following spells.
• *Blast of sand* (1 charge)
• *Haboob* (1 charge)
• *Flaywind burst* (2 charges)
• *Sandstorm* (2 charges)
Strong conjuration; CL 12th; Craft Staff, *sandstorm*, *flaywind burst*, *blast of sand*, *haboob*; Price 79,890 gp.

WITHERING THIRST

This horrid staff is crafted from the mummified limb of a creature that died of thirst.
It allows use of the following spells.
• *Desiccate* (1 charge)
• *Wither* (2 charges)
• *Dispel water* (2 charges)
• *Mass desiccate* (2 charges)
• *Horrid wilting* (3 charges)
Strong necromancy and abjuration; CL 15th; Craft Staff, *desiccate*, *dispel water*, *horrid wilting*, *mass desiccate*, *wither*; Price 91,880 gp.

SAVAGE SPECIES (3.0)

STAFF OF THE GLUTTON

This +2/+2 *quarterstaff* appears to be made from melted flesh.
At the top, a humanoid head bares its fangs and appears to melt down into the staff.
On a critical hit, the fanged head at the end of the staff bites the victim for 1d8 points of damage in addition to the normal critical damage.
In addition, the staff of the glutton has the following powers:
Acid fog, as an 11th-level wizard, on command (2 charges).
Summon swarm, as an 11th-level wizard, on command. The swarm lasts for 8 rounds and does not require concentration.
The staff always summons vermin, so add +14 to the d20 roll to see which type of swarm appears (2 charges).
Caster Level: 11th; *Prerequisites*: Craft Staff, *acid fog*, *summon swarm*; *Market Price*: 58,200 gp.

STAFF OF THE LICH

This +2/+1 *unholy quarterstaff* appears to be badly charred, but is in fact completely sound.
It has the following powers, all as a 7th-level wizard, all on command:
Negative Energy Wave: The staff releases a silent burst of negative energy.
It affects 7d6 HD worth of undead creatures.
Those closest to it are affected first; among equidistant undead creatures, those with fewer Hit Dice are affected first.
Undead creatures gain turn resistance of 1d4 + the wielder's Charisma modifier (minimum +1).
The effect lasts 10 rounds (2 charges).
Negative Energy Burst: The staff releases a silent burst of negative energy from a point its wielder indicates.
The point must be within 20 feet of the staff and its wielder.
The energy deals 1d8+7 points of damage to living creatures in a 20-foot-radius burst.
A successful Will save (DC 15) reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them (2 charges).
Negative Energy Ray: A ray of negative energy projects from the tip of the staff.
The wielder must succeed on a ranged touch attack with the ray to deal damage to a target.
The ray deals 4d6 points of negative energy damage to a living creature.
Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them (1 charge).
Caster Level: 7th; *Prerequisites*: Craft Staff, *negative energy protection*, *unholy blight*, creator must be evil; *Market Price*: 78,950 gp.

STORMWRACK (3.5)

STAFF OF THE WAVES

This coral staff is shaped like an eel.
It allows use of the following spells.
• *create water* (1 charge)
• *wind wall* (1 charge)
• *control water* (2 charges)
• *control winds* (2 charges)
• *control currents* (2 charges)
Strong conjuration, evocation, and transmutation; CL 11th; Craft Staff, *control currents*, *control water*, *control winds*, *create water*, *wind wall*; Price 65,000 gp.

TOME AND BLOOD (3.0)

ABJURATION

Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells.
• *Shield* (1 charge)
• *Resist elements* (1 charge)
• *Dispel magic* (caster level 10th) (1 charge)
• *Minor globe of invulnerability* (1 charge)
• *Dismissal* (2 charges, DC 17)
• *Repulsion* (2 charges, DC 19)
Caster Level: 13th; *Prerequisites*: Craft Staff, *dismissal*, *dispel magic*, *minor globe of invulnerability*, *resist elements*, *repulsion*, *shield*; *Market Price*: 99,000 gp.

CONJURATION

This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures.
It allows use of the following spells.
• *Unseen servant* (1 charge)
• *Summon swarm* (1 charge)
• *Stinking cloud* (1 charge, DC 14)
• *Minor creation* (1 charge)
• *Cloudkill* (2 charges, DC 17)
• *Summon monster* VI (2 charges)
Caster Level: 13th; *Prerequisites*: Craft Staff, *cloudkill*, *stinking cloud*, *summon monster* VI, *summon swarm*, *unseen servant*; *Market Price*: 102,000 gp.

DIVINATION

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells.
• *Detect secret doors* (1 charge)
• *Locate object* (1 charge)
• *Tongues* (1 charge)
• *Locate creature* (1 charge)
• *Prying eyes* (2 charges, DC 17)
• *True seeing* (2 charges)
Caster Level: 13th; *Prerequisites*: Craft Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*; *Market Price*: 102,000 gp.

ENCHANTMENT

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells.
• *Sleep* (1 charge, caster level 10th, DC 11)
• *Tasha's hideous laughter* (1 charge, DC 13)
• *Suggestion* (1 charge, DC 14)
• *Emotion* (1 charge, DC 16)
• *Mind fog* (2 charges, DC 17)
• *Mass suggestion* (2 charges, DC 19)
Caster Level: 13th; *Prerequisites*: Craft Staff, *emotion*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*, *Tasha's hideous laughter*; *Market Price*: 101,000 gp.

EVOCATION

Usually smooth and carved from hickory, willow, or yew, this staff allows use of the following spells.
• *Magic missile* (caster level 10th) (1 charge)
• *Shatter* (1 charge, DC 13)
• *Fireball* (1 charge, caster level 10th, DC 14)
• *Ice storm* (1 charge)
• *Wall of force* (2 charges, DC 17)
• *Chain lightning* (2 charges, DC 19)
Caster Level: 13th; *Prerequisites*: Craft Staff, *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter*, *wall of force*; *Market Price*: 98,000 gp.

ILLUMINATION

This staff is usually sheathed in silver and decorated with sunbursts.
It allows use of the following spells.
• *Dancing lights* (1 charge)
• *Flare* (1 charge, DC 10)
• *Daylight* (2 charges)
• *Sunburst* (2 charges, DC 22)
Caster Level: 13th; *Prerequisites*: Craft Staff, *dancing lights*, *daylight*, *flare*, *sunburst*; *Market Price*: 51,000 gp.

ILLUSION

This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape.
It allows use of the following spells.
• *Change self* (1 charge)
• *Mirror image* (1 charge)
• *Major image* (1 charge, DC 14)
• *Rainbow pattern* (1 charge, DC 16)
• *Persistent image* (2 charges, DC 17)

• *Project image* (2 charges, DC 19)
Caster Level: 13th; *Prerequisites*: Craft Staff, *change self*, *major image*, *mirror image*, *persistent image*, *project image*, *rainbow pattern*; *Market Price*: 102,000 gp.

NECROMANCY

This staff is made from ebony or other dark wood and carved with the images of bones and skulls.
It allows use of the following spells.
• *Cause fear* (1 charge, caster level 10th, DC 11)
• *Ghoul touch* (1 charge, DC 13)
• *Halt undead* (1 charge, DC 14)
• *Enervation* (1 charge, DC 16)
• *Animate dead* (2 charges)
• *Circle of death* (2 charges, DC 19)
Caster Level: 13th; *Prerequisites*: Craft Staff, *animate dead*, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*; *Market Price*: 101,000 gp.

TRANSMUTATION

This staff is generally carved from or decorated with petrified wood and allows use of the following spells.
• *Burning hands* (1 charge, caster level 10th, DC 11)
• *Alter self* (1 charge)
• *Blink* (1 charge)
• *Polymorph other* (1 charge, DC 16)
• *Passwall* (1 charges)
• *Disintegrate* (2 charges, DC 19)
Caster Level: 13th; *Prerequisites*: Craft Staff, *alter self*, *blink*, *burning hands*, *disintegrate*, *passwall*, *polymorph other*; *Market Price*: 101,000 gp.

UNDERDARK (3.5)

PORTALS

This staff is constructed of many different types of wood (including darkwood, purple heartswood, mahogany, and ash) and bound with ferrules of iron, mithral, steel, and adamantine.
Only a cleric with the Portal domain can make full use of this staff.
Sorcerers and wizards can coax some of the lesser spells from it, but they can never access its full potential.
This staff allows use of the following spells.
• *Analyze portal* (FRCS) (1 charge)
• *Portal view* (1 charge)
• *Dimension door* (2 charges)
• *Portal barricade* (2 charges)
• *Portal-to-portal redirect* (2 charges)
• *Etherealness* (3 charges)
• *Portal reformat* (3 charges)
Strong varied; CL 15th; Craft Staff, *analyze portal*, *dimension door*, *etherealness*, *portal barricade*, *portal-to-portal redirect*, *portal view*; Price 120,000 gp.

SHADOW, LESSER

This ebony staff has runes made of rough-textured obsidian embedded in the wood.
It seems as if the staff actually absorbs light.
A *lesser staff of shadow* allows use of the following spells.
• *Shadow conjuration* (1 charge)
• *Shadow evocation* (2 charges)
• *Shadow walk* (3 charges)
Moderate illusion; CL 11th; Craft Staff, *shadow conjuration*, *shadow evocation*, *shadow walk*; Price 48,500 gp.

SHADOW, GREATER

This staff looks just like a *lesser staff of shadow*.
It allows use of the following spells.
• *Shadow walk* (1 charge)
• *Shadow conjuration, greater* (2 charges)
• *Shadow image* (2 charges)
• *Shadow evocation, greater* (2 charges)
Strong illusion; CL 13th; Craft Staff, *greater shadow conjuration*, *greater shadow evocation*, *shadow image*, *shadow walk*; Price 113,000 gp.

STONE

This staff is a thin, 1-inch-diameter staff made of petrified wood with hardness 8 and 15 hit points.
It allows use of the following spells.
• *Stone shape* (1 charge)
• *Stone metamorphosis* (1 charge)
• *Wall of stone* (2 charges)
• *Stone shape, greater* (2 charges)
• *Stone metamorphosis, greater* (3 charges)
Strong conjuration and transmutation; CL 13th; Craft Staff, *greater stone metamorphosis*, *greater stone shape*, *stone metamorphosis*, *stone shape*, *wall of stone*; Price 71,250 gp.

SPIDER

This wooden staff is covered with silver chasing in web-like patterns.
It allows use of the following spells.
• *Spider climb* (1 charge)
• *Summon swarm* (1 charge)
• *Spiderskin* (1 charge)
Moderate conjuration and transmutation; CL 8th; Craft Staff, *spider climb*, *spiderskin*, *summon swarm*; Price 33,000 gp.

UNDERDARK

This plain wood staff is highly useful for maneuvering around the Underdark.
It allows use of the following spells.
• *Amorphous form* (1 charge)
• *Passwall* (2 charges)
• *Find the path* (3 charges)
Moderate divination and transmutation; CL 11th; Craft Staff, *amorphous form*, *find the path*, *passwall*; Price 48,500 gp.

WATERY GRAVE

This clear, blue glass staff is etched with wave and sea monster designs.
It allows the use of the following spells.
• *Dehydrate* (1 charge)
• *Rushing waters* (1 charge)

• *Drown* (2 charges)
• *Contagious fog* (2 charges)
Strong conjuration and necromancy; CL 13th; Craft Staff, *contagious fog*, *dehydrate*, *drown*, *rushing waters*; Price 100,000 gp.

TALISMANS

ORIENTAL ADVENTURES (3.0)

BLACK FAN

When activated, a *black fan* talisman surrounds the user in an aura of power and mystery.
This aura gives the user a +10 circumstance bonus on Diplomacy checks for 1 hour, because it tends to inspire a measure of fear and awe in people the user interacts with.
The talisman must be worn visibly on the user's clothing for the duration of the effect.
It crumbles into ash at the end of the hour.
Caster Level: 2nd; *Prerequisites*: Craft Talisman, spellcaster level 6th+; *Market Price*: 150 gp.

BROOCH OF PLENTY

This talisman provides its user with sufficient nourishment for one day's sustenance.
It also enhances the user's rest, so that sleeping for 2 hours provides all the benefits of 8 hours of sleep.
It crumbles to dust 24 hours after it is activated.
Caster Level: 5th; *Prerequisites*: Craft Talisman, *create food and water*; *Market Price*: 100 gp.

INCENSE OF CONCENTRATION

A spellcaster who burns this incense while preparing or readying spells for the day can cast one extra 1st-level spell that day.
Caster Level: 3rd; *Prerequisites*: Craft Talisman; *Market Price*: 1,000 gp.

TOKENS

SILVER MARCHES (3.0)

SILVERYMOON TOKENS

Silverymoon's wards have four sorts of tokens, all of them pierced (for wearing with necklaces) silver items about the size of a large thimble.
It's not known how many of each token type exist, but spares aren't stored where they can easily be found or reached, even by a skilled rogue.
No ward token can ever physically leave the wards—the instant a token leaves the wards, it crumbles into useless powder.
This fate cannot be prevented by extradimensional transport such as *portals*, planar travel, or attempts to place tokens in extradimensional places.
Silvaeren deemed trustworthy by Alustriel or Taern are given adrath tokens to keep; visitors are loaned these tokens, for return upon departure.
Creatures who need duraph tokens to enter the city must satisfy the senior officer at the entry point as to their business, and come under both armed escort and Spellguard scrutiny immediately.
Spellcasters with business inside the Vaelun are issued lauthaul tokens at guardposts when entering only if a Spellguard officer or higher-ranking initiate deems it suitable, and those spellcasters must surrender the tokens when leaving the inner ward.
Individuals who need a duraph token will never also be allowed a lauthaul token unless Alustriel is personally present to grant permission.

ADRATH TOKEN

This sort of token allows bearers to cast conjuration (summoning) spells, evocation [fire] spells, and spells with the teleportation descriptor in the outer ward areas of Silverymoon, and use items with those effects.
Without the token, castings of these types of spells are wasted.
Adrath tokens are crafted in the shape of unicorn heads.

DURAPH TOKEN

This sort of token negates the *antipathy* and *detect scrying* effects otherwise prevalent in Silverymoon's wards.
Duraph tokens are diamond-shaped.

LAUTHAUL TOKEN

This token functions like the adrath token, except it extends those effects into the inner ward.
It allows bearers to cast conjuration (summoning) spells, evocation [fire] spells, and spells with the teleportation descriptor in the Vaelun.
A small number of lauthaul tokens are keyed to permit entry into otherwise barred portions of the palace.
Lauthaul tokens look like shields.

THELBANE TOKEN

Only a few dozen persons know these tokens exist, and there are believed to be less than ten of the tokens in existence.
Alustriel and Taern carry one each at all times when in Silverymoon, and several are in the safekeeping of various Chosen of Mystra.
They're kept as secret as possible because bearers can suspend ward powers indefinitely (or reinstate them instantly) with a full-round action.
Thelbane tokens look like tiny six-pointed stars depending from one horn of a crescent moon.

TOUCHSTONES

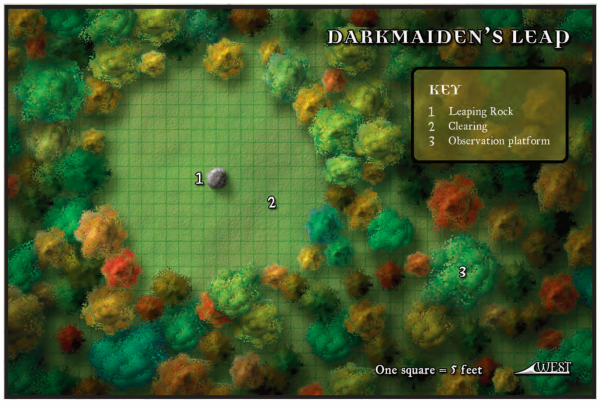
CHAMPIONS OF VALOR (3.5)

DARKMAIDEN'S LEAP (EL 7)

In the northern reaches of the High Forest, southeast of Everlund, is a small clearing bearing a large gray stone with a flat top bearing a single left footprint the size of a drow woman's foot.
The clearing is free of undergrowth and is well trod with the passing of animal and humanoid footfalls.
Many folk camp here, not knowing the site's significance but liking its access to moonlight and easily defensible position at the top of the rock.
To those who know its power and history, the Darkmaiden's Leap is a sacred place to Eilistraee.
Though a holy place to the drow, its guardians are usually wood elves, grudging allies of the area's good-aligned drow in service to the Dark Maiden.
Depending on the time of year, visitors can find it empty or secretly watched.
Initial Encounter: Roll on the Darkmaiden's Leap encounter table when the characters visit the site for the first time, or for the first time in over a year.
The wood elf scouts are suspicious of everyone but more inclined to accept elves and half-elves.
The drow pilgrims are most likely visitors from the Promenade.
The drow raiders are non-Eilistraeean drow investigating drow appearances in the area.
The treant behaves much like the wood elves.
Subsequent Encounters: Once the characters clear out the area or make peace with its guardians, on subsequent visits the chance of an encounter is 50%.
If the PCs fail to visit the Leap for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain low-light vision and a +2 bonus on Perform (dance) checks.
Recharge Condition: Perform a joyous dance for an hour in the moonlight (half-moon or more).
Higher-Order Ability: Once per day you can cast *moon blade* as though you were a cleric of your character level.
Higher-Order Uses: 5.

Darkmaiden's Leap Encounters (EL 7)

d%	Encounter
01–30	8 1st-level wood elf scouts
31–45	4 3rd-level drow pilgrims
46–55	6 1st-level drow raiders
56–70	3 owlbears
71–90	8 1st-level orc raiders
91–100	1 treant (EL 8)



MAGIC OF INCARNUM (3.5)

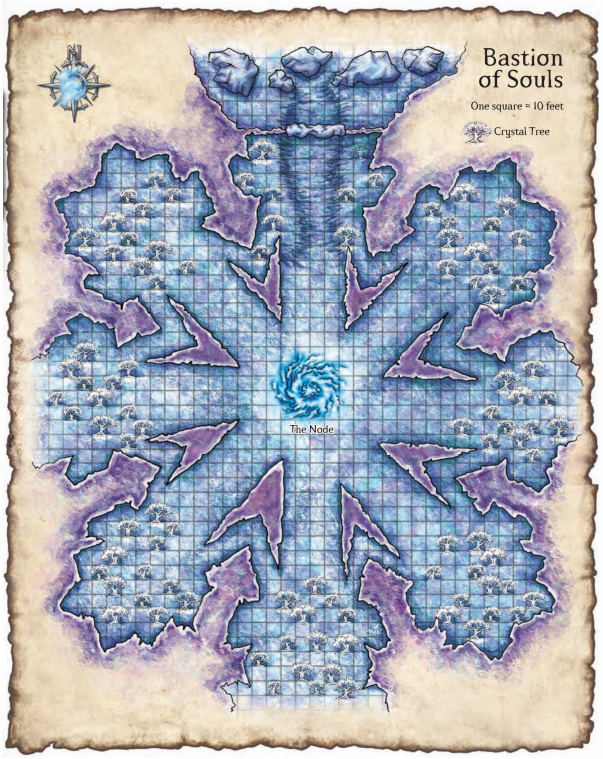
THE BASTION OF SOULS (EL 9)

Faceted crystal surfaces glow with the emerald, sapphire, and other hues of precious gems.
Clear crystalline trees sprout thickly from the floor, laden with brilliant points of white light.
The sound of thousands of crystal leaves constantly chiming like bells fills the air.
A blaze of brilliant light shines in the center of this area.
The Bastion of Souls is one of several fonts of preincarnate souls, created before there were deities and existing without any divine influence.
Incarnum flows like water through the heart of the Bastion, passing from the Bastion to the Material Plane to enter mortal flesh.
The Bastion is made of solidified positive energy—unbreakable, impenetrable to magical entry, and unresponsive to magical methods to learn about the interior.
Creatures inside it cannot summon aid with calling or summoning spells.
Inside the Bastion, the visual brilliance of the Positive Energy Plane is absent and gravity becomes objective (rather than subjective), but it otherwise conforms to the traits of the Positive Energy Plane.

Inside the Bastion of Souls, crystalline trees sprout preincarnate souls, which appear like brilliant points of light.
When "ripe," a soul falls from the tree in a flash of brighter light and the preincarnate soul flies off, soon to incarnate somewhere in the multiverse.
If picked before it is ripe, the preincarnate soul withers and dies within 10 rounds, dooming a creature somewhere in the multiverse to a soulless birth.
At the center of the Bastion is the Node, where soulstuff coalesces from the very fabric of the Positive Energy Plane. From the Node, it is drawn to nurture the crystal trees where the souls grow, but soul energy also flows from the Node directly to the Material Plane in the form of incarnum.
Location: The Positive Energy Plane.
Initial Encounters: Roll on the Bastion of Souls encounter table when the characters visit the site for the first time, or for the first time in over a year.

Bastion of Souls Encounters

d%	Encounter	Average EL
01–10	1d3 ravids	7
11–25	1d3 young incarnum dragons	9
26–50	1d6 4th-level skarn incarnates and 1 skarn fighter 5/spinemeld warrior 1	9
51–75	2d4 xag-yas	9
76–90	1 juvenile incarnum dragon	9
91–100	1 human paladin 6/incandescent champion 5	11



Subsequent Encounters: Once the characters clear out the Bastion, on subsequent visits the chance of an encounter is only 60%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain 1 point of essentia.
(See the Planar Touchstone sidebar, which describes the feat needed to gain abilities from planar touchstones).
Recharge Condition: Immerse yourself in the flowing stream of soul-stuff.
Higher-Order Ability: When you activate this ability, you can bind one additional soulmeld or magic item to one of your available chakras, exceeding your normal limit of simultaneous chakra binds.
This chakra bind lasts for 1 day.
Higher-Order Uses: 1.

Xag-Ya (Energon) **CR 4**

N Medium elemental (incorporeal)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +4
Languages None
AC 17, touch 17, flat-footed 14
hp 27 (5 HD)
Immune poison, sleep, paralysis, stunning, critical hits, flanking
Resist incorporeal
Fort +2, **Ref** +7, **Will** +1
Speed fly 20 ft. (good) (4 squares)
Melee incorporeal touch +6 (1d6 plus positive energy) or
Ranged positive energy ray +6 touch (1d8)
Base Atk +5; **Grp** —
Atk Options positive energy lash (undead take extra 2d8+5 damage from touch; can heal living creatures for 2d8+5)
Special Actions turn undead 5/day (+4, 2d6+9, 5th) , explosion
Abilities Str —, Dex 17, Con 12, Int 7, Wis 10, Cha 18
SQ cannot be raised or resurrected
Feats Combat Reflexes, Extra Turning
Skills Hide +7, Spot +4

Explosion (Su) When reduced to 0 hp, a xag-ya's body is destroyed in an explosion of positive energy that deals 1d8+9 points of damage to everyone in a 20-foot-radius burst (Fort DC 16 half).

PLANAR HANDBOOK (3.5)

ARTHENMYR'S WRATH (EL 6)

Niflheim, the second gloom of Hades, is a place covered in thick, obscuring mists.
Somewhere in this bleak landscape is a small dell where the fog takes on a yellowish tinge and the air is filled with a sulfurous stench.
Anyone who enters takes 1d6 points of acid damage every round they stand in the poisoned fog.
The dell is known as Arthenmyr's Wrath, and at its center stands a bone-white chapel dedicated to a nameless god.
Arthenmyr is a barbazu sorcerer who has seen every companion he has ever known die in the Blood War.
He decided that rather than perpetuating the pointless battle, he would seek to end it in a most fitting manner.
At the heart of the chapel is a magic fountain filled with acid that continually roils and sends up clouds of poisonous gas that mix with the fog and make the dell unlivable.

If Arthenmyr has his way, he will someday discover a way to spread the effect to all of Niflheim and, eventually, the entirety of Hades.
Location: Niflheim, the second gloom (layer) of Hades.
Initial Encounters: Roll on the Arthenmyr's Wrath encounter table when the characters visit the site for the first time, or for the first time in over a year.

Arthenmyr's Wrath Encounters

d%	Encounter
01–10	3d6 skeletons
11–25	3d6 larvae
26–55	1 xill
56–80	1d4 spectres
81–100	Arthenmyr (see below)

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Once Arthenmyr has been defeated, reroll any result of 81–100.
Base Ability: You gain resistance to acid 5.
Recharge Condition: Place your bare hand into the fountain at the center of Arthenmyr's Wrath.
Doing this causes 3d6+1 points of acid damage.
Higher-Order Ability: Once per day, you may cast *rusting grasp* as though you were a 10th-level druid.
Higher-Order Uses: 4.
Arthenmyr: Bearded devil sorcerer 6; CR 8; Medium outsider (baatezu, evil, extraplanar, lawful); HD 6d6+24 plus 6d4+24; hp 84; Init +5; Spd 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +11; Atk +13 melee (1d10+4/×3 plus infernal wound, *+1 glaive*) or +11 melee (1d6+2, claw); Full Atk +13/+8 melee (1d10+4/×3 plus infernal wound, *+1 glaive*) or +11 melee (1d6+2, 2 claws); SA infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +13, Ref +10, Will +14; Str 15, Dex 13, Con 19, Int 8, Wis 14, Cha 16.
Skills and Feats: Climb +11, Concentration +7, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spellcraft +2, Spot +9; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (glaive).
Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects).
Caster level 12th.
Infernal Wound (Su): Arthenmyr's glaive deals a persistent wound that deals an additional 2 points of damage per round until stopped by a DC 17 Heal check, a *cure* spell, or a *heal* spell.
Cure and *heal* spells work only if the caster makes a DC 17 caster level check.
Beard (Ex): If Arthenmyr hits with both claws, he automatically hits with his beard for 1d8+3 points of damage and delivers the disease of devil chills (Fort DC 17 to avoid infection, incubation 1d4 days, damage 1d4 Strength).
Battle Frenzy (Ex): Twice per day, Arthenmyr can start a battle frenzy that gives him +4 Strength, +4 Constitution, +2 morale bonus on Will saves, and –2 to AC for 6 rounds.
Summon Baatezu (Sp): Once per day, Arthenmyr can summon 2d10 lemures (50% chance) or another bearded devil (35% chance).
Sorcerer Spells Known (6/7/6/4):
0—*dancing lights, detect poison, detect magic, mage hand, message, open/close, read magic*; 1st—*identify, mage armor, obscuring mist, shield*; 2nd—*cat's grace, Melf's acid arrow*; 3rd—*displacement*.
Possessions: *Cloak of resistance +2, +1 glaive*.

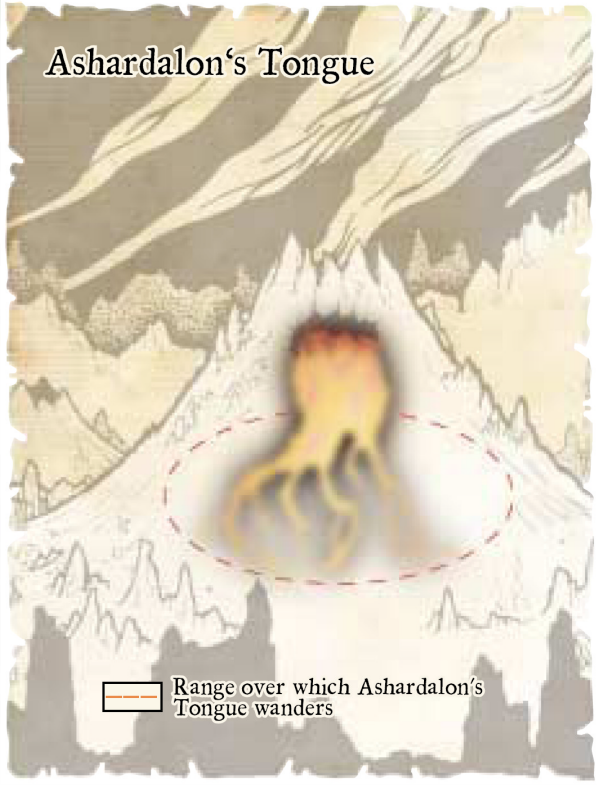
Ashardalon's Tongue (EL 13)

Khalas, the first layer of the bleak eternity of Gehenna, has hundreds, perhaps thousands, of lava flows pouring constantly across its sloped face.
The largest and most destructive of these is known as Ashardalon's Tongue.
Named after an ancient red dragon that terrorized several planes of existence, Ashardalon's Tongue is aptly named. It is wide and deep where it bursts from the ground high up on the mountain, but it tapers to a forked point lower down on the slopes where it cools.
Additionally, the bottom end is in more or less constant motion-like a geologically slow snake's tongue flicking here and there.
The tip of Ashardalon's Tongue only moves about 300 feet a day, but it travels over a range of about 8 miles, and there is no way to accurately predict where it will go next.
Location: Khalas, the first layer of Gehenna.
Initial Encounters: Roll on the Ashardalon's Tongue encounter table when the characters visit the site for the first time, or for the first time in over a year.

Ashardalon's Tongue Encounters

d%	Encounter
01–15	3d6 hell hounds
16–40	8 mezzoloths*
41–65	4 greater fire elementals
66–85	3 nycaloths*
86–100	1 ultroloth and 1d4 mezzoloths*

* From *Manual of the Planes*.



Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on unarmed melee attack rolls.
Recharge Condition: Plunge your bare fists into Ashardalon's Tongue.
Doing this deals 5d6 points of fire damage (no save).
Higher-Order Ability: Once per day, for a number of rounds equal to your character level, all unarmed melee attacks you make become flaming attacks.
Your unarmed melee attack deals an extra 1d6 points of fire damage on a successful hit.
Higher-Order Uses: 4.

DENSAHL'S CHALLENGE (EL 13)

Every day on the Plain of Ida, warriors and champions test themselves and their prowess in contests of skill and martial cunning.
Valiant heroes from across the multiverse engage in games of strategy, speed, and raw strength.
The most famous of the latter is known as Densahl's Challenge.
At first, Densahl's Challenge seems like nothing more than a rocky tor sticking out from the grassy field.
It stands about 20 feet tall and is made of a rose-colored stone very similar to granite.
Long ago, a mighty dwarf warrior named Densahl (who had just won an ale-quaffing competition) stumbled into the tor and took exception to it being in his way.
He climbed to the top of the rock and announced that he would break it to a thousand pieces so that it never bothered anyone again.
He only managed one swing of his hammer before passing out, but that single blow broke off a boulder the size of Densahl's head and shoulders.
The crowd was impressed, but many claimed they could do better.
One by one, they climbed the stone to try, and the tradition continues to this day.
Densahl's Challenge is quite simple.
Contestants carry sledgehammers to the top of the tor, call out their names and affiliations, and then swing the hammer with all their might.
The goal is to break off as large a piece of the rock as possible.
The record blow was struck by none other than Kord himself—a boulder the size of a workhorse.
No matter how many warriors break off significant chunks of the stone, though, each day the tor is just as tall as ever.
Although the warriors who frequent the Plain of Ida can be quite competitive, and many climb the tor time and again to outdo their rivals, Densahl's Challenge is a friendly competition.
No matter what the result of an individual swing, the onlookers (a crowd of spectators is always present at Densahl's Challenge) raise a mighty cheer in the contestant's honor.
Location: Ysgard, the top layer of Ysgard.
Initial Encounters: Roll on the Densahl's Challenge encounter table when the characters visit the site for the first time, or for the first time in over a year.
The creatures they meet may well be arrogant or belligerent, but they will not be evil.
The PCs have a relatively good chance of negotiating these encounters peacefully—or at least without serious injury (contests of strength or martial prowess may take the place of actual battle).

DENSAHL'S CHALLENGE ENCOUNTERS

d%	Encounter
01–18	3 avoral guardinals
19–46	1 leonal guardinal*
47–72	1 astral deva
73–88	1 trumpet archon
89–100	1 old brass dragon

* From *Manual of the Planes*.

Subsequent Encounters: Once the characters have established their presence in the area, on subsequent visits the chance of an encounter is only 50%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on melee damage rolls.
Recharge Condition: Participate in Densahl's Challenge.
To gauge your results, make a single melee attack roll using a sledgehammer (treat as a warhammer) with the following results.
Unless you roll a 1, the blow lands true (rolling a 1 results in the hammer breaking).

If you threaten a critical hit, roll to confirm the critical hit even though you're attacking an object.
The weight of the piece of rock you break off depends on how much damage you deal.
Higher-Order Ability: Once per day, after rolling a successful melee attack but before rolling the damage, you may add a bonus equal to your character level to the damage dealt by the blow.
Higher-Order Uses: 3.

DESTINY POINT (EL 6)

Along the shore of Celestia's Glass Tarn, a spit of land sticks out into the water like a finger pointing forward.
This islet is known as Destiny Point, and it is considered the most auspicious place from which to access the lake's prophetic powers.
It is said that merely standing at the water's edge along Destiny Point is enough to fill a person with a sense of purpose.
What's more, some claim that this physically changes a person so that others will see her as one who is favored by fate—a person with an important role to play in the multiverse.
Whether or not any truth lies in these claims, it is one of the most picturesque spots along the shoreline, and an especially good spot from which to view the constellations.
Location: Venya, the third layer of Celestia.
Initial Encounters: Roll on the Destiny Point encounter table when the characters visit the site for the first time, or for the first time in over a year.
The cleric will generally be a character similar to the PCs who has come to the Glass Tarn to glean information about his future.
The lantern archons may be members of the local constabulary, or simply be wandering for their own purposes.

Destiny Point Encounters

d%	Encounter
01–13	1d6 celestial lions
14–38	1d6 lantern archons
39–66	7th-level human cleric
67–88	1d4 +6 lantern archons
89–100	1 juvenile silver dragon

Subsequent Encounters: Once the characters have established their presence in the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Diplomacy checks.
Recharge Condition: Pick a stone from the shore of the Glass Tarn, and throw it across the water so that it skips at least three times.
To count how many skips you get per throw, make a Dexterity check.
The number of skips is based on the check result; the stone skips once for every 5 full points of the result (so a result of 0–4 would not skip at all, a result of 5–9 would skip once, a result of 10–14 would skip twice, and so on).
Higher-Order Ability: Once per day as a full round action, you can urge your companions on to extraordinary levels of capability.
You may affect a number of allies equal to one-quarter of your character level (round down, minimum 1).
The subjects receive a +1 morale bonus on attack rolls and weapon damage rolls, and a +2 morale bonus on saving throws against charm and fear effects.
The bonuses last for a number of rounds equal to your character level.
This ability will not work on anyone who has immunity to mind-affecting spells and abilities.
Higher-Order Uses: 5.

ECHOLOST (EL 9)

Where no tunnels reach, there can be found the closed cavern of Echolost.
Vast in size, echoes chase each other across the wide space for eternity.
Some are so complex that they may be considered creatures in their own right, though they could not exist outside the space of Echolost.
One side of the cavern in particular, known as the Wall of Echoes, is special.
It appears as a flat black expanse of dense, rock-like material.
It absorbs any sound that falls upon it, then once again emits that sound minutes, hours, days, or sometimes many years later.
Sages sometimes come here just to listen to the wall, hoping to hear whispers of knowledge long lost.
The other major feature of the cavern, the Earthpool, is a basin of dust so fine that it appears to be liquid, though woe to those who mistake the pale dust for water.
Location: The Elemental Plane of Earth.
Initial Encounters: Roll on the Echolost encounter table when the characters visit the site for the first time, or for the first time in over a year.
If an eartheurge is encountered, it is attempting to establish (or has established) a lair.

Echolost Encounters

d%	Encounter
01–10	6 earth mephits
11–50	1 greater earth elemental
51–75	2 Huge earth elementals
76–97	4 Large earth elementals
98–100	1 eartheurge (see below), 4 earth mephits, and 1 Large earth elemental



Subsequent Encounters: Once the characters clear the site, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus on saving throws you make while in a subterranean environment (or while on the Elemental Plane of Earth).
Furthermore, you gain a +1 bonus on your Hide, Move Silently, Search, and Spot checks while in a subterranean environment or on the Elemental Plane of Earth.
Recharge Condition: Chisel a stone from the Wall of Echoes.
Higher-Order Ability: Once per day for a period of 1 minute per character level, you gain the ability to burrow through dirt at a speed of 20 feet and through rock at a speed of 5 feet.
You cannot charge or run while burrowing.
You do not leave behind tunnels that other creatures can use because the material you tunnel through fills in behind you, but you can bring one other creature with you ahead of the fill whose size is equal to or smaller than your own.
Higher-Order Uses: 5.
Eartheurge: Earth elemental sorcerer 9; CR 12; Large elemental (earth, extraplanar); HD 4d8+12 plus 9d4+27 plus 3; hp 85; Init –1; Speed 20 ft.; AC 24 (–1 Dex, +9 natural, +4 *mage armor*, +2 *ring of protection*), touch 9, flat-footed 22; Base Atk +7; Grp +7; Atk +7 melee (1d8, slam); Full Atk +7/+2 melee (1d8, slam); Space/reach 5 ft./5 ft.; SA earth mastery, push, spells; SQ darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +10, Ref +5, Will +9; Str 10, Dex 8, Con 17, Int 10, Wis 11, Cha 18.
Skills and Feats: Concentration +9, Listen +7, Search +2, Spellcraft +9, Spot +6; Iron Will, Lightning Reflexes, Toughness, Spell Penetration, Craft Wand.
Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground.
If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls.
(These modifiers are not included in the statistics block).
Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity.
The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.
Earth Glide (Ex): An earth elemental can glide through stone, dirt, and almost any other sort of earth (except metal) as easily as a fish swims through water.
Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.
A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Sorcerer Spells Known (6/7/7/7/5): 0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st— *cause fear* (DC 15), *mage armor*, *magic missile*, *obscuring mist*, *sleep* (DC 15); 2nd—*blur*, *flaming sphere* (DC 16), *invisibility*, *spectral hand*; 3rd—*dispel magic*, *lightning bolt* (DC 17), *vampiric touch*; 4th—*ice storm*, *stoneskin*.
Possessions: +2 *ring of protection*, *wand of icestorm* (10 charges).

EMPYREA MERE (EL 4)

This cold, clear mountain lake overlooks the great City of Tempered Souls, with its healing fountains and curing waters.
In fact, the city's healing waters are drawn from the Mere. Those looking in the Mere see the truth about themselves—all their strengths, flaws, and weaknesses, it is said—and those who bathe in the water are healed of all curses and spiritual hurts.
Location: Mertion, the fifth layer of Celestia, near the City of Tempered Souls.
Initial Encounters: Roll on the Empyrea Mere encounter table when the characters visit the site for the first time, or for the first time in over a year.
The creatures encountered are initially suspicious of those seeking the Mere, but diplomacy may turn their hostile attitudes to a less aggressive posture.

EMPYREA MERE ENCOUNTERS

d%	Encounter
01–10	2 lantern archons
11–50	1 hound archon
51–75	2 hound archons
76–97	1 celestial lion
98–100	1 bralani eladrin

Subsequent Encounters: Once the players negotiate a peace (or clear the location), on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain +3 hit points.
Recharge Condition: Drink of the Mere from a silver chalice.
Higher-Order Ability: Once per day, your touch upon the target creature can wipe away one of the following ailments or conditions: ability damage, blinded, *confusion*, dazed, dazzled, deafened, disease, exhaustion, fatigue, feeblemindedness, insanity, nausea, sickness, stun, poison (ongoing), or hit point damage (up to 90 points).
Your touch has no effect on undead creatures.
Higher-Order Uses: 4.

JUIBLEX'S GRASP (EL 11)

One part of the Slime Pits is very much the same as any other—a bubbling morass of ooze and sludge dotted here and there with multicolored fungus.
Many visitors have difficulty navigating the realm of Juiblex because they cannot tell one place from another, but one area is like no other: Juiblex's Grasp.
Juiblex's Grasp is a shallow bay of slime that completely covers a rich forest of mushrooms.
The hidden fungus makes negotiating the passage treacherous, tripping unwary pedestrians.
In addition, the flow of the slime is so funneled that in several places vicious riptides and undertows can suck a Medium humanoid several hundred feet away in just a few seconds.
Tales speak of seasoned adventurers losing their footing, falling into the slime, and never being seen again.
Location: The Slime Pits, the 222nd layer of the Abyss.
Initial Encounters: Roll on the Juiblex's Grasp encounter table when the characters visit the site for the first time, or for the first time in over a year.

JUIBLEX'S GRASP ENCOUNTERS

d%	Encounter
01–12	3d6 ooze mephits
13–32	1 greater ooze paraelemental*
33–57	2 gray slaadi
58–73	1 elder ooze paraelemental*
74–100	Thrall of Juiblex (see below)

* From *Manual of the Planes*.

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Fortitude saving throws.
Recharge Condition: Submerge your whole body in the slime and pick a mushroom from the bed underneath.
Higher-Order Ability: Once per day, you gain the benefits of *freedom of movement* for a number of minutes equal to ten times your character level.
Higher-Order Uses: 4.
Thrall of Juiblex*: Human monk 8/thrall of Juiblex 8; CR 16; Medium humanoid; HD 8d8+8 plus 8d10+8; hp 96; Init +2; Spd 50 ft.; AC 24, touch 19, flat-footed 19; Base Atk +14; Grp +17; Atk +20 melee (2d6+5/19–20, unarmed strike); Full Atk +19/+19/+14/+9 melee (2d6+5/19–20, unarmed strike); SA *ki* strike (magic), sickening slime, corrosive touch 3/day, summon ooze, contagion 1/day, summon minor demon, corrosive spew, summon pudding; SQ evasion, still mind, slow fall 40 ft., purity of body, wholeness of body, *polymorph*; AL LE; SV Fort +13, Ref +14, Will +15; Str 16, Dex 14, Con 12, Int 8, Wis 16, Cha 10.
Skills and Feats: Escape Artist +13, Hide +13, Intimidate +10, Move Silently +21, Tumble +13; Combat Reflexes, Dodge, Improved Critical (unarmed strike), Improved Disarm, Mobility, Spring Attack, Stunning Fist, Thrall to Demon, Weapon Focus (unarmed strike), Willing Deformity.
Sickening Slime (Ex): A thrall of Juiblex can secrete a slime that forces anyone within 5 feet to make a DC 19 Fortitude save or take a –1 circumstance penalty on attack rolls and skill checks.
Corrosive Touch (Ex): A thrall can secrete a slime that deals an extra 2d6 points of damage with an unarmed attack.
Summon Ooze (Sp): A thrall can summon a patch of green slime, a gray ooze, an ochre jelly, or a gelatinous cube as an 8th-level caster.
Contagion (Su): As the spell, caster level 10th.
Summon Minor Demon (Sp): Any demon of 5 HD or fewer, as a 15th-level caster.
Corrosive Spew (Ex): 30 ft. line, 8d6 points of acid damage, DC 19 Reflex half.
Summon Pudding (Sp): A thrall can summon a black pudding as an 8th-level caster.
Polymorph (Su): At will, as the spell from an 8th-level caster.
Possessions: Amulet *of mighty fists* +2, *monk's belt*, *bracers of armor* +5, *boots of speed*, *ring of protection* +2.
* The thrall of Juiblex prestige class originally appeared in *Book of Vile Darkness*.
This statistics block should have everything you need to run the encounter.

MIMSHAN'S CURTAIN (EL 6)

Mimshan's Curtain can be found in the mountains outside the city of Fortitude on the Concordant Domain of the Outlands.
It is a thin veil of a waterfall that feeds into a crystal clear pool of chilly water.
The spot got its name because it was favored by a legendary monk named Mimshan who would sit under the waterfall and meditate for days on end.
He claimed that the purity of the waters helped to cleanse his mind and heal his body.
Mimshan was secretive about the location of his waterfall. He never took anyone there with him, and never marked the spot on a map.
Then, one day, the monk left his home to visit the site but never returned.
Some say he was waylaid by greedy merchants or rival monks who wanted to know the location of his famous retreat.
Others believe that he achieved such enlightenment while sitting under the waterfall that he simply became one with the multiverse.
The truth of the matter will never be known.
In the intervening years, though, many individuals claim to have found Mimshan's Curtain.
And even more people have sat shivering under waterfalls in the mountains of the Outlands, generally to no effect other than catching a cold.
Location: The Outlands, in the mountains outside the city of Fortitude.
Initial Encounters: Roll on the Mimshan's Curtain encounter table when the characters visit the site for the first time, or for the first time in over a year.

Mimshan's Curtain Encounters

d%	Encounter
01–12	1 celestial unicorn
13–31	2 fiendish lions
32–56	2 formian warriors
57–82	1 arrowhawk
83–100	5th-level lillend monk

Subsequent Encounters: Once the characters clear out or establish themselves in the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
The monk is another seeker who wishes to find the legendary Mimshan's Curtain.
It is left to the DM to decide whether he is a worthy pilgrim or a would-be exploiter.
Base Ability: You gain a +2 bonus on Heal checks.
Recharge Condition: Sit under the waterfall meditating for 24 hours.
You may wear only a light cotton tunic or breeches, and you may not take any food or drink during the period of meditation.
Higher-Order Ability: Once per day, you gain the benefits of one of the following spells (as if cast by a 10th-level cleric): *cure serious wounds*, *magic circle against evil*, *remove blindness/deafness*, *remove curse*, or *remove disease*.
Higher-Order Uses: 5.

Mount Sangaree (EL 6)

Over 100 miles "tall," this vast mountain of ice floats on the Elemental Plane of Air, shrouded in cold fogs and howling wind.
Local gravity gives the otherwise directionless location a sense of height and danger.
At the apex, a blot of super-chilled yet unfrozen water lies trapped beneath a thin veneer of ice.
It is easy enough to break through the coating to reach the water beneath, but the very air freezes soon after, once more encasing the liquid in ice.
Location: The Elemental Plane of Air.
Initial Encounters: Roll on the Mount Sangaree encounter table when the characters visit the site for the first time, or for the first time in over a year.
If a frost giant is encountered, it is attempting to establish a lair.

Mount Sangaree Encounters

d%	Encounter
01–10	1 Large air elemental
11–50	3 ice mephits
51–75	3 giant eagles
76–97	2 Large air elementals
98–100	1 frost giant

Subsequent Encounters: Once the characters clear out the mount, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +4 bonus on saving throws against cold effects.
Recharge Condition: Submerge yourself in the superchilled water (which deals 5d6 points of cold damage).
Higher-Order Ability: Once per day, you can create an area of intense cold around yourself—in effect, you emanate a 20-foot-radius burst of cold.
All creatures within the affected area take 1d6 points of cold damage for each of your character levels (maximum 10d6), unless they succeed on a Reflex save (DC 15 + your Cha modifier).
Higher-Order Uses: 5.

Mundellir Lake (EL 4)

A floating earthberg some 100 miles in rough diameter holds a windswept lake that constantly spills over the edges.
Great freshwater pearl beds dot the shallow portion of the lake's bottom some 90 feet below the surface (though the lake is far deeper).
In addition to the encounters noted on the table below, fishermen from the surrounding earthbergs of Ysgard sometimes wait on the lake's surface, casting great nets into its deepest portion, hoping to dredge up a great haul of fish or a trophy worthy of a heroic Ysgardian.
Location: The top layer of Ysgard (also called Ysgard).
Initial Encounters: Roll on the Mundellir Lake encounter table when the characters visit the site for the first time, or for the first time in over a year.

Mundellir Lake Encounters

d%	Encounter
01–10	2 octopi
11–50	2 crocodiles
51–75	1 sea hag
76–97	2 skum
98–100	2 scrag trolls

Subsequent Encounters: Once the characters clear out the lake, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus on Swim checks and add +10 to your swim speed.
Recharge Condition: Retrieve a pearl from the seabed (each has a value of 1d10 gp).
Higher-Order Ability: Once per day, you can breathe water freely for up to 1 hour per character level (and you can still breathe air, too).
During this same period, you can also choose to stay above the water, treading upon it as if it were firm ground, though your feet actually hover an inch above the surface.
This ability works in mud, oil, snow, quicksand, and ice in addition to water.
Should you decide to begin treading on the substance while beneath its surface, you are borne toward the surface at 60 feet per round until you stand above it.

Higher-Order Uses: 5.

OMORE'S FOLLY (EL 5)

The Underworld is as bleak and desperate a place as one will find anywhere in the multiverse.
The gray, blasted landscape is home to thousands of petitioners—the spirits of those who have recently died—who are slowly being drained of the last vestiges of their emotions and spiritual strength.
Legends tell of heroes who traveled to the Underworld to rescue lovers or family members from untimely deaths, though these stories rarely speak of the hundreds of would-be saviors who failed in the attempt.
Saddest among these is Omore.
Omore came to Hades and scaled the wall of the Underworld to retrieve the spirit of his recently departed love, the beautiful but morally shallow Jeilut.
Against all odds, the young man found his lover's spirit and managed to get her up the same wall he climbed on his way in.
At the top, he paused and told her to look back so that she would see how much he loved her—what he was willing to dare for her sake.
Unfortunately, it was at just that moment that Jeilut's resolve crumbled.
Being a woman of poor character to begin with, she transformed into a larva, attacked Omore, and killed him with a single bite.
The section of wall on which this unhappy incident occurred has been known ever since as Omore's Folly.
Location: The Underworld within Pluton, the third gloom (layer) of Hades.
Initial Encounters: Roll on the Omore's Folly encounter table when the characters visit the location for the first time, or for the first time in over a year.

OMORE'S FOLLY ENCOUNTERS

d%	Encounter
01–19	1 yeth hound
20–38	1d4 +1 dretches
39–63	3d6 larvae
64–87	2d6 yeth hounds
88–100	1 bebilith

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 40%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Will saving throws.
Recharge Condition: Climb to the top of Omore's Folly. This requires a DC 15 Climb check.
Higher-Order Ability: Once per day, as a move action, you may affect one creature's ability to resist being dominated. The next time the target attempts a Will saving throw, he gains a circumstance bonus equal to your base Will save bonus.
Higher-Order Uses: 5.

OXYRHYNCHUS (EL 10)

In the midst of an infinite desert is a ruined city, buried below the shifting sands, but sometimes revealing itself in small part in the aftermath of a windstorm.
Once it had enclosing walls miles long, with five mighty gates; colonnaded streets, each a mile long, connecting to the central square; a coliseum with seating for thirty thousand people; and a grand temple to a long-forgotten, jackal-headed deity.
On one side were quays, and on the other, a great road led up to the desert and camel-routes to the oases and gates off-plane.
All around lay small farms and orchards, irrigated by an annual flood.
Most of the city has been worn away, but in the center square of Oxyrhynchus, a stone pyramid still stands, its lines sharp, brooding silently over the ruin all around.
Inside, if one can bypass the traps, is a domed chamber.
On the ceiling of this large room, luminescent stars are painted, still bright after thousands of years.
Someone standing in the center of this chamber may invoke great power from ancient days.
Location: Demiplane.
Initial Encounters: Roll on the Oxyrhynchus encounter table when the characters visit the site for the first time, or for the first time in over a year.
Traps are reset by creatures that come to inhabit the pyramid, or the traps reset themselves, sometimes in new, previously clear locations.
Such is the power of the site.

OXYRHYNCHUS ENCOUNTERS

d%	Encounter
01–10	Wide-mouth spiked pit with poisoned spikes (CR 9)[1]
11–50	Crushing room (CR 10)[1]
51–75	*Wail of the banshee* trap (CR 10)[1]
76–97	2 dark nagas
98–100	1 iron golem (with jackal head)

1 These traps are described on pages 73–74 of the *Dungeon Master's Guide*.

Subsequent Encounters: Once the characters clear the site, on subsequent visits the chance of an encounter is only 40%.
If the PCs fail to visit the location for more than six months, they must roll for encounters as if they had never visited the site.
Traps change their places, so maps are not always accurate.
Base Ability: Choose a weapon with which you are proficient.
If you can catch an opponent when he is unable to defend himself effectively from your attack (i.e., flat-footed) with your chosen weapon, you can make an additional free attack at your base attack bonus –5.
You can make this extra attack during any round that you can make multiple attacks, but only with your chosen weapon type.
This means that if you are of a high enough level to make additional attacks (you have at least a +6 or higher base attack bonus), you could make two additional attacks at your base attack bonus –5.

Recharge Condition: Hold forth your chosen weapon and recite a string of ancient words inscribed around the periphery of the dome.
Doing this takes at least 2 minutes and involves calling on "the sentinel of Oxyrhynchus to energize the implement of guardianship".
Higher-Order Ability: Once per day, you can call up the power stored in the weapon you charged at the center of Oxyrhynchus.
The weapon is now considered a consumptive weapon (a new weapon special ability introduced in Chapter 4) and for 10 rounds, the weapon is sheathed in light-sucking negative energy.
The energy does not harm the wielder.
A consumptive weapon deals an extra 1d6 points of damage on a successful hit.
Bows, crossbows, and slings so crafted bestow the energy upon their ammunition.
Higher-Order Uses: 4.

PILGRIM'S REST (EL 10)

Pilgrim's Rest is a graveyard on both the Material Plane and the Ethereal Plane.
On the Material Plane, it is a pauper's field where the bodies of those who could afford no comfort or solitude in life find eternal rest under similar conditions.
Mass graves are the norm, and remains are rarely laid in restful repose—they are generally thrown into the earth haphazardly.
What's more, murderers often use the field as a convenient place to hide the evidence of their handiwork.
On the Ethereal Plane, the spirits of those who cannot or refuse to go on to their eternal rest linger.
Some are eternally bound to the spot where their body lies.
Others have no idea who killed them, and so have no idea where to go in search of revenge.
Still others simply feel that they have unfinished business in the world of the living but have no place other than this from which to center their activities and no way to communicate with the living to get their final affairs in order.
Pilgrim's Rest is one of the most profoundly sorrowful places in the multiverse.
Sadness permeates both the Material and Ethereal sides of the location.
From time to time, however, an altruistic soul comes here for the express purpose of easing another's pain.
Through magic or psionics, she discovers a simple task that one of the departed souls needs performed and acts as a proxy for that tortured spirit, hopefully allowing it to leave its former life behind and move on to its next level of existence.
Location: The Material Plane and the Ethereal Plane.
Initial Encounters: Roll on the Pilgrim's Rest encounter table when the characters visit the site for the first time, or for the first time in over a year.
Some of the spirits in Pilgrim's Rest are malevolent, while others are peaceful.
The DM may decide the specific temperament and goals of whatever creature the characters encounter.

Pilgrim's Rest Encounters

d%	Encounter
01–12	1d3 ghosts, 5th-level human fighters
13–33	1 succubus
34–61	1d3 ghost trolls
62–88	1d8 phase spiders
89–100	1 ethereal 15th-level wizard

Subsequent Encounters: Once the characters have established their presence in the area, on subsequent visits the chance of an encounter is only 50%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a permanent connection to the Ethereal Plane.
Because of this, whenever you are on the Material Plane, you gain a +1 bonus to your Armor Class.
Recharge Condition: Perform a simple task (pass a message to a loved one, fix a broken window, and so on) for one of the spirits in Pilgrim's Rest.
The DM may determine the exact nature of this task, but it should not take more than half a day to accomplish, nor should it require combat.
Higher-Order Ability: Once per day, you gain the benefits of *ethereal jaunt* for a number of rounds equal to your character level.
Higher-Order Uses: 2.

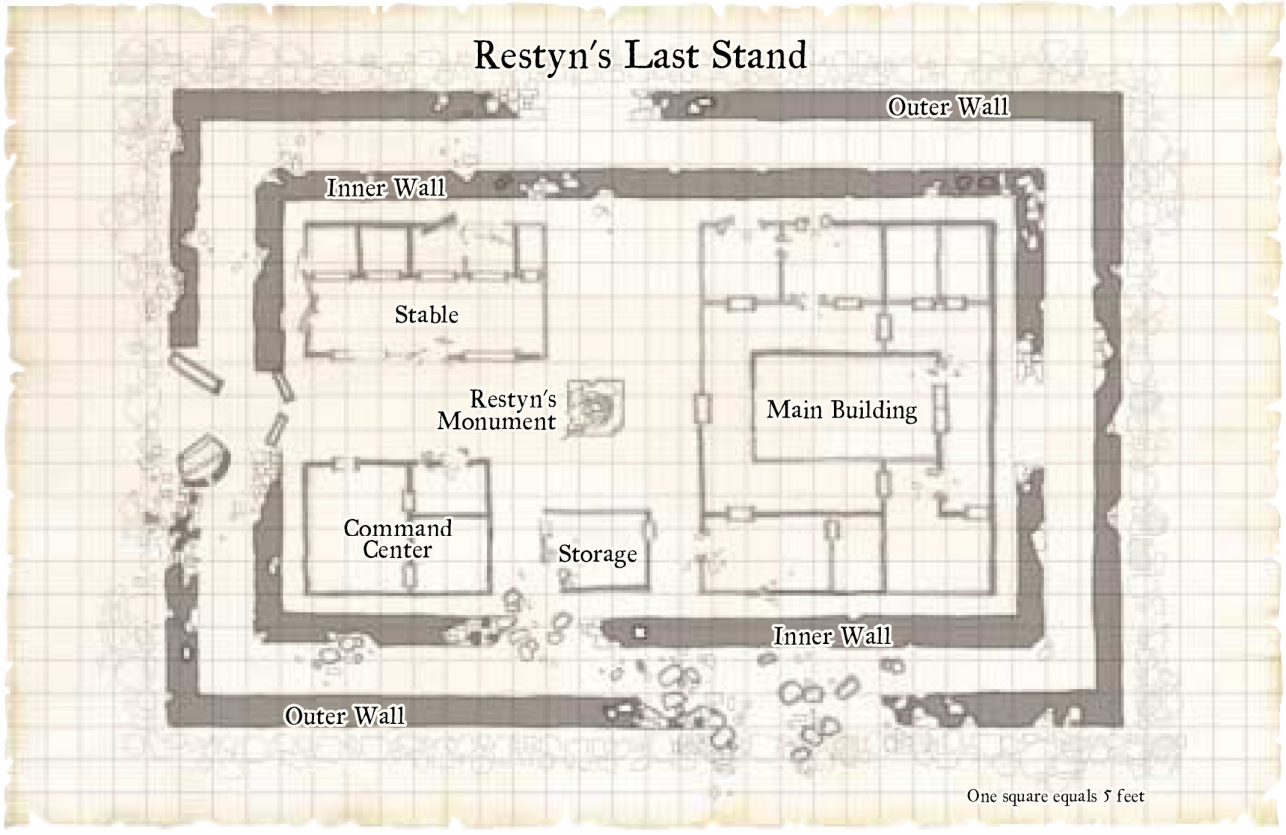
RESTYN'S LAST STAND (EL 13)

Among the Battleplains of Avalas, the first layer of the infernal battlefield of Acheron, is a small cube that orbits Scourgehold, the cube that holds Hextor's realm.
The tiny cube hosts the ruins of what was once a modest fortress, the home of a Heironeous-worshiping planetar named Restyn.
She chose this location despite (indeed, because of) its proximity to Hextor's domain.
Her fellow angels told her that she was mad—the cube was small and worthless, and Hextor was welcome to it.
These words did not faze Restyn in the least.
For years that stretched into decades and eventually into centuries, she and her followers defended their chosen home against attacks from the nearby bastion of evil.
Wave after wave of Hextorites threw themselves against the fortress, only to be driven back by Restyn's righteous fury.
However, no defense is impenetrable, and the tide of opponents was never-ending.
Restyn and her followers eventually fell.
Although they crushed the planetar and the forces of good at her command, the Hextorites were unable to lay claim to the cube.
Every time they tried, a force of Heironean angels drove them back to Scourgehold.
The angels, it seemed, now considered the cube sacred ground, hallowed by the determination and blood of Restyn and her followers.
They would now pay any price to keep it free from Hextor and his followers.
The irony of this fact is not lost on the Heironeans, but it does nothing to soften their stance.
Among the ruins of the fortress now stands a small marble monument engraved with Restyn's final words.

"There is no island so small and insignificant that it is not worth defending.
Inch by inch is how evil subverts the pure heart".
Location: Avalas, the first layer of Acheron.
Initial Encounters: Roll on the Restyn's Last Stand encounter table whenever the characters visit the site.
The Heironeans and the Hextorites each have the goal of driving from the cube anyone who is not specifically aligned with them.
If the characters are not their allies, then they will be treated as enemies.

Restyn's Last Stand Encounters

d%	Encounter
01–21	2 bebiliths
22–34	1 death slaad
35–57	1 trumpet archon
58–82	2 cornugons
83–100	1 solar



Subsequent Encounters: The characters will have encounters every time they visit Restyn's Last Stand—the Hextorites and the Heironeans fight a never-ending battle. Indeed, the DM should roll for subsequent encounters once every 2d10+10 minutes.
Base Ability: You gain a +1 bonus on all melee attacks.
Recharge Condition: Overcome one encounter.
Then place on Restyn's monument a single stone bearing the blood of one creature that fought in the encounter.
Higher-Order Ability: Once per day, when you threaten a critical hit with a melee attack, you may automatically confirm the critical without rolling the die.
Higher-Order Uses: 2.

THE ASTRAL SOJOURNER (EL 8)

Once a mighty githyanki astral galleon, the *Astral Sojourner* is now, effectively, a ghost ship.
Lost during a particularly violent psychic storm, the ship's captain is said to have promised a powerful demon that he would give anything, if only his ship could reach home once again.
The truth behind this story is unknown, for the *Sojourner*, when it appears, is always seen in the midst of a violent psychic storm, and the crew is long since gone.
Those who can steer the *Astral Sojourner* back out of the psychic storm are able to reap great rewards.
Location: A psychic storm on the Astral Plane.
Initial Encounters: When first encountered, the *Astral Sojourner* is always in the midst of a psychic storm; the characters can reach the lost ship only by braving the dangers of the storm.
Roll once on the tables below for the characters' group and once for each individual.

Psychic Storm Encounters

Location Effect, Travelers in Physical Form

d%	Effect
01–40	Arrived aboard *Astral Sojourner*
41–60	Diverted; try again in 1d6 hours
61–80	Blown off course; try again in 3d10 hours
81–100	Sent through random color pool; see Table 5–1: Random Color Pools, in *Manual of the Planes.*

Location Effect, Travelers in Astral Form

d%	Effect
01–40	Arrived aboard *Astral Sojourner*
41–60	Diverted; try again in 1d6 hours
61–80	Blown off course; try again in 3d10 hours
81–95	Silver cord takes 2d10 points of damage, then traveler diverted (0as above)
96–100	Silver cord takes 4d10 points of damage, then traveler blown off course (as above)

Mental Effects

d%	Effect
01–40	Stunned for 1d6 minutes (no saving throw)
41–50	Confused, as *confusion* spell, for 3d8 minutes (Will DC 20 negates)
51–60	Unconscious for 1d10 hours (Fort DC 20 negates)
61–80	Fear, as *fear* spell, for 2d10 minutes (Will DC 20 negates)
81–90	Feebleminded, as *feeblemind* spell, for 2d10 hours (Will DC 20 negates)
91–95	Pain, as *symbol of pain,* for 2d10×10 minutes (Fort DC 25 negates)
96–100	Insanity, as *insanity* spell (Will DC 25 negates)

Subsequent Encounters: Once the characters have steered the *Astral Sojourner* clear of the psychic storm, there is a 20% chance that the *Sojourner* will find its way back into another psychic storm.

If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You treat all destinations on the Astral Plane as being one step more familiar than they normally are. Areas you have studied carefully become "very familiar" to you, areas you have seen casually are considered to have been "studied carefully," and so on.

(The best result you can get, however, is "very familiar").

Recharge Condition: Pilot the *Astral Sojourner* safely out of the psychic storm.

This requires a DC 25 Profession (sailor) check and can be attempted once per hour.

If the check fails, the character can try again in 1 hour.

For each hour, roll once on the Mental Effects table, above, for each person aboard the ship.

Higher-Order Ability: Once per day, you can summon a small contingent of githyanki—the *Sojourner*'s original crew—to aid you, either in battle or in handling a ship.

The crew, consisting of one 5th-level githyanki fighter, two 3rd-level githyanki fighters, and ten 1st-level githyanki warriors, remain until the battle is over or the character's ship is out of danger, then vanish.

They each have maximum ranks in Profession (sailor)—4 ranks for the captain, 3 ranks for the two mates, and 2 ranks for the crew (it's a cross-class skill for these classes)—and either perform any task that needs doing on a ship or aid a character already performing the task.

Though they understand the characters' language, no matter what tongue the characters speak, the githyanki do not speak themselves.

Higher-Order Uses: 2.

THE BLAZING FORGE (EL 7)

In the deep caverns of Nidavellir, dwarves, gnomes, and drow contest ownership of a magic forge capable of creating anything—weapons, armor, food, drink, even living beings—out of iron, copper, and brass.

Naturally, a forge with such awesome abilities is highly sought after, but because it cannot be removed from its current location without losing all of its magical abilities, the forge has become the focal point for countless underground battles between those who would make use of its power.

Location: Nidavellir, the third layer of the Heroic Domains of Ysgard.

Initial Encounters: Roll on the Blazing Forge encounter table when the characters visit the site for the first time, or for the first time in over a year.

None of the beings encountered are particularly happy to see armed intruders arriving to take up their valuable time with the forge, but the dwarves and the gnomes are at least willing to negotiate, rather than rush right into battle.

Blazing Forge Encounters

d%	Encounter
01–10	6th-level dwarf expert and 4 2nd-level dwarf warriors
11–20	5th-level dwarf cleric and 2 1st-level dwarf fighters
21–30	5th-level dwarf fighter and 5th-level dwarf cleric
31–40	4 3rd-level dwarf fighters
41–50	6th-level gnome expert and 4 2nd-level gnome warriors
51–60	5th-level gnome wizard and 2 1st-level gnome fighters
61–70	5th-level gnome fighter and 5th-level gnome wizard
71–80	4 3rd-level gnome fighters
81–90	4th-level drow wizard and 4 2nd-level drow warriors
91–100	1 6th-level drow cleric and 4 1st-level drow warriors

Subsequent Encounters: The Blazing Forge never sits unattended for long.

No matter whether the characters negotiated or fought to gain access to it, the forge is in someone else's hands every time the characters return.

Roll on the encounter table again.

Base Ability: You gain a +2 bonus on Craft checks involving metals, and your cost for creating masterwork items is halved.

Recharge Condition: Either provide 100 pounds of pig iron (costing about 20 gp) for the forge, or operate the bellows for one hour, taking 1d6 points of fire damage each minute.

Higher-Order Ability: Once per day, you can fix anything made of metal in a single round, as if a *make whole* spell were cast.

You accomplish this amazing task with a DC 20 Craft (blacksmithing) check; if the check fails, you lose one use of this ability, but the item is not destroyed.

Higher-Order Uses: 6.

THE BLEAK TOWER (EL 13)

Ages ago, a powerful lich created a swampy demiplane in which to build her stronghold—a single obsidian structure known as the Bleak Tower.

Although the bog seemed to surround the tower for miles in every direction, the plane was really only 1 mile in diameter.

The lich made the plane self-contained so that no one who entered could move very far from her clutches.

For centuries the lich remained in her tower, researching new and innovative ways to turn dead flesh into undead servants.

Whenever she needed new subjects for her experiments, she opened a portal from her demiplane to some other place in the multiverse.

The creatures pulled into the swampy plane through such portals were never seen again—at least not in any recognizable form.

No one knows what happened to the lich, but she has not been seen or heard from in millennia.

The demiplane's boundaries have grown so weak that it periodically breaches them, spilling into swampy regions of other planes.

When such a tear occurs, the Bleak Tower beckons to all the undead in the region, augmenting its own forces.

Location: A nameless demiplane.

Initial Encounters: Roll on the Bleak Tower Encounter Table below when the characters visit the site for the first time, or for the first time in more than a year.

Bleak Tower Encounter Table

d%	Encounter
01–20	1 dread wraith
21–35	6 balor skeletons*
36–60	1 lich
61–85	1 elite vampire, 13th-level half-elf monk/shadowdancer
86–100	1 mature adult black dragon

Subsequent Encounters: Once the characters clear out the area, the chance of an encounter is only 25% on each subsequent visit.

If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on all Fortitude saving throws.

Recharge Condition: Walk across the demiplane, beginning at the entrance to the Bleak Tower and walking away in a straight line until you arrive at the entrance again. Traversing the demiplane in this manner is possible because it is self-contained.

While walking, you have a 50% chance of having an encounter, in addition to any encounters that may occur as a result of your arrival on the demiplane.

Higher-Order Ability: Once per day, you may use *inflict serious wounds* (caster level 10th) as a spell-like ability.

Higher-Order Uses: 5.

Balor Skeleton: CR 8; Large undead; HD 20d12; hp 130; Init +12; Spd 40 ft.; AC 19, touch 17, flat-footed 11; Base Atk +10; Grp +26; Atk +21 melee (1d10+12, slam) or +21 melee (1d6+12, claw) or +14 melee (1d8+13/19–20, *+1 vorpal longsword*); Full Atk +21 melee (1d10+12, 2 slams) or +21 melee (1d6+12, 2 claws) or +14/+9 melee (1d8+13/19–20, *+1 vorpal longsword*) and +22 melee (1d2+1 plus 1d6 fire, *+1 flaming whip*); Space/Reach 10 ft./10 ft.; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +6, Ref +14, Will +12; Str 35, Dex 27, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Hide +4, Jump +16, Listen +8, Spot +8; Improved Initiative(B).

Undead Traits: A balor skeleton is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing.

Possessions: None.

THE BLINDING TOWER (EL 7)

The rumors of a "shining citadel" of color and light, located at the very heart of the Plane of Shadow, may be fueled by the Blinding Tower—a mysterious edifice from which emerges a blinding light.

This light sweeps out for hundreds of feet, slowly circling. Shadow creatures caught in the light suffer excruciating pain, but the light moves slowly enough that some are able to scurry past and assault the tower, seeking a way to extinguish the beam.

Location: The Plane of Shadow.

Initial Encounters: Roll on the Blinding Tower encounter table when the characters visit the site for the first time, or for the first time in over a year.

All of the beings encountered attack intruders.

Blinding Tower Encounters

d%	Encounter
01–10	1 shadow jelly
11–40	2 shadow mastiffs
41–60	4 shadows
61–80	2 wraiths
81–100	1 bodak

Subsequent Encounters: Once the characters rid the area of creatures, on subsequent visits the chance of an encounter is only 50%.

If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain darkvision out to 60 feet, or your existing darkvision distance increases by 30 feet.

Recharge Condition: Look directly into the light from the Blinding Tower (DC 20 Fort save or be blinded for 1d4 hours).

Higher-Order Ability: Once per day, you can shine a light from your eyes that heals damage as a *cure moderate wounds* spell (2d8 +1 point per character level, maximum +10), with the usual effects against undead creatures.

Using this ability against an unwilling target requires a successful ranged touch attack.

Higher-Order Uses: 6.

THE BREACHING OBELISK (EL 11)

In one of the many nameless demiplanes, there stands a single squat metallic obelisk carved with many faded runes whose meanings are obscure, or perhaps without meaning.
The four-sided obelisk (60 feet by 60 feet by 97 feet high) is forged of astral driftmetal (see Chapter 4: Equipment and Magic Items).
In addition to serving as a planar touchstone, the Breaching Obelisk and its environs commonly breach on extraplanar and Material Plane locations (see Planar Breaching in this chapter), according to a complicated schedule.
The demiplane that contains the Breaching Obelisk is only about 1,000 feet in radius.
It has all the traits of the Material Plane, plus one additional trait that usually leaks into the destination plane when breaching occurs: wild magic.
The breaching schedule is somehow controlled by the obelisk itself.
The DM may determine his own schedule, or use this: The obelisk visits one location on each of the planes of the DUNGEONS & DRAGONS cosmology, one every other day, for a breach duration of 1 day each.
Those who succeed on a DC 40 Knowledge (the planes) check can choose the destination plane and intraplanar location if allowed 8 hours of uninterrupted concentration while maintaining physical contact with the obelisk prior to a breach.
Location: A demiplane.
Initial Encounters: Roll twice on the Breaching Obelisk encounter table when the characters visit the site for the first time.
Because the Breaching Obelisk serves as such a handy way to travel, a wide variety of creatures can be found, sometimes existing in harmony, other times at each other's necks, according to their natures.

Breaching Obelisk Encounters

d%	Encounter
01–15	1d3 noble djinn
16–25	1d3 mind flayers
26–40	1 night hag and 1 nightmare
41–50	1d4 efreet
51–65	1 devourer
66–75	10th-level human cleric and 10th-level goblin rogue
76–90	1 young adult red dragon
91–100	1 astral deva

Subsequent Encounters: The Breaching Obelisk is always collecting new hopeful travelers or those who stumble upon it.
Roll twice each time the characters visit the obelisk if more than two days have passed since their last visit.
Base Ability: You gain a +3 competence bonus on Knowledge (the planes) checks.
Recharge Condition: Maintain continuous physical contact with the obelisk for at least 8 hours.
Higher-Order Ability: Once per day, you can instantly enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds.
You are free to act for 1 round of apparent time.
Normal and magical fire, cold, acid, and the like can still harm you.
While you are accelerated, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell.
A spell that affects an area and has a duration that is longer than the remaining duration of your temporal acceleration has its normal effects on other creatures once the power ends.
You cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but you can affect any item that is not in another creature's possession.
While accelerated, you are undetectable and cannot enter an area of dead magic.
When the acceleration lapses, you are disoriented on your return to the standard time frame.
You take a –4 penalty on all attack rolls, saving throws, and skill checks for 2 rounds.
Higher-Order Uses: 2.

THE BREATH OF THREPHOCRIS (EL 8)

In the secret hollows of the petrified body of a dead god lost on the Astral Plane, sparks of power yet remain.
The forgotten deity Threphocris contains many such hollows, though not all connect to one another.
One long tunnel holds a forest of crystal stalagmites and stalactites strung with pearly ectoplasm.
A wind comes from nowhere and seemingly goes nowhere, but it cools the long tunnel as if a breeze on an otherwise too-warm summer day.
(All the hollows within Threphocris appear to be naturally formed caverns of gray stone covered with a thin crystalline lattice, like a geode.
Pale, wispy-white ectoplasm drifts through the caverns, ephemeral and essentially harmless.
The floating milky strands and gossamer draperies lend the caves an otherworldly quality.
The ectoplasm is sensitive to psionic energy and is naturally pushed out of any square occupied by any creature that manifests a psionic power or has innate psionic spell-like abilities).
Location: The petrified body of Threphocris, which drifts through the Astral Plane.
Initial Encounters: Roll on the Threphocris encounter table when the characters visit the site for the first time, or for the first time in over a year.

Threphocris Encounters

d%	Encounter
01–10	5 1st-level githyanki warriors
11–50	10 1st-level githyanki warriors
51–75	1 very young red dragon and 3 1st-level githyanki warriors
76–97	1 young red dragon and 1 1st-level githyanki warrior
98–100	Githyanki mageknife (see below)

Subsequent Encounters: Once the characters clear the site, on subsequent visits the chance of an encounter is only 30%.
If the PCs fail to visit the location for more than six months, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 insight bonus on Wisdom-based skill checks.
Recharge Condition: Stay within the tunnel hollow for at least 1 hour, breathing in the lost breath of Threphocris.
Higher-Order Ability: Once per day, you can breathe forth a cone of air that is charged with positive energy.
The cone can be as short as 10 feet or as long as 60 feet.
This cures 1d8+9 points of damage to all creatures in the cone or deals the same to undead, though they may attempt a Will save (DC 15 + your Wis modifier) for half damage.
Higher-Order Uses: 3.

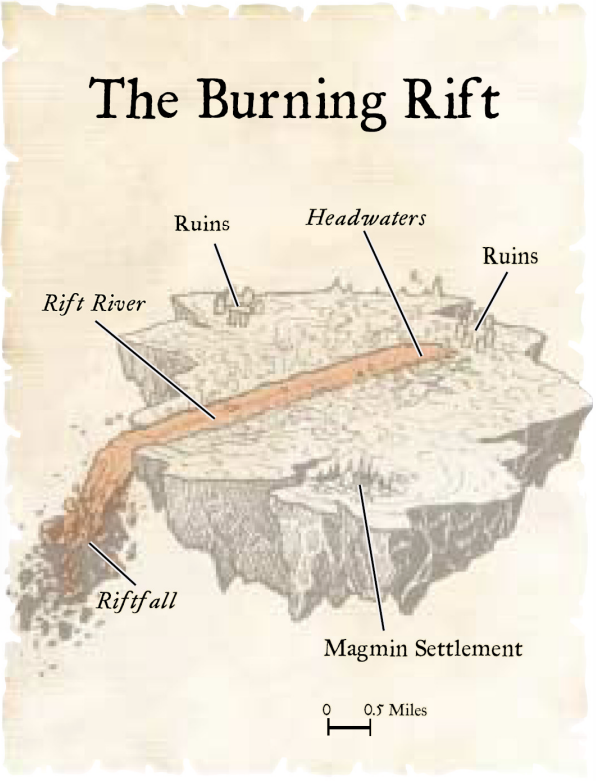
Githyanki Mageknife: Githyanki wizard 5/fighter 6; CR 13; Medium humanoid (extraplanar); HD 6d10+6 plus 5d4+5; hp 61; Init +1; Speed 40 ft.(base 30 ft.); AC 24 (+1 Dex, +5 +2 *studded leather*, +4 *shield* spell, +4 *mage armor* spell), touch 16, flat-footed 23; Base Atk +8; Grp +8; Atk +13 melee (2d6+5/17–20, +2 *keen greatsword*); Full Atk +13/+8 melee (2d6+5/17–20, +2 *keen greatsword*); Space/reach 5 ft./5 ft.; SA psionics, spells; SQ darkvision 60 ft., psionics, SR 16; AL LE; SV Fort +8, Ref +7, Will +7; Str 15, Dex 12, Con 12, Int 16, Wis 10, Cha 8.
Skills and Feats: Concentration +8, Craft (weaponsmithing) +8, Jump +11, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +6, Ride +8, Spellcraft +13, Spot +6; Alertness, Brew Potion, Craft Magic Arms and Armor, Combat Expertise, Improved Trip, Mounted Combat, Lightning Reflexes, Quick Draw, Scribe Scroll, Weapon Focus (greatsword).
Psionics (Sp): At will—*clairaudience/clairvoyance*, *daze* (DC 9), *mage hand*; 3/day—*blur*, *dimension door*, *telekinesis* (DC 14); 1/day—*plane shift* (DC 16).
Caster level 11th; save DC 9 + spell level.
Wizard Spells Prepared (4/4/3/2; arcane spell failure 15%): 0—*detect magic*, *open/close*, *read magic*, *resistance*; 1st—*magic missile* (2), *mage armor*, *shield*; 2nd—*invisibility*, *resist energy*, *see invisibility*; 3rd—*fireball* (DC 16), *slow* (DC 16).
Possessions: +2 *studded leather armor*, +2 *keen greatsword*, *cloak of resistance* +1, *boots of striding and springing*, *pearl of power* (1st).

THE BURNING RIFT (EL 5)

The Burning Rift is situated upon a solidified plain of free-floating magma on the Elemental Plane of Fire, some 200 feet above the infinite expanse of fire and ash below.
The floating plain is bisected, forming a great rift from which wells up a great river of fire called the Rift River.
The Rift River flows out along the rift and into empty space, creating a magnificent cascade of fire.
The "headwaters" of the Rift River are a magnet to native creatures.
Location: The Elemental Plane of Fire.
Initial Encounters: Roll on the Burning Rift encounter table when the characters visit the location for the first time, or for the first time in over a year.
The elementals are randomly drawn to the site, while the magmin and salamanders have attempted to make a home there.

Burning Rift Encounters

d%	Encounter
01–25	2 Medium fire elementals
26–50	1 Large fire elemental
51–75	1 magmin firehand (see below)
76–97	1 average salamander
98–100	1 noble salamander



Subsequent Encounters: Once the characters clear out the Burning Rift, it is theirs.
However, if they fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +4 bonus on saving throws against fire effects.
Recharge Condition: Drink from the "headwaters" of the Rift River (which inflicts 5d6 points of fire damage, no save).
Higher-Order Ability: Once per day, you can create a *fireball* (as the spell), dealing 1d6 points of fire damage per character level (maximum 10d6).
Caster level is equal to your character level.
Save DC 13 + Charisma bonus.
Higher-Order Uses: 5.

Magmin Firehand: Magmin monk 3; CR 6; Small elemental (extraplanar, fire); HD 2d8+2 plus 3d8+3; hp 30; Init +0; Speed 40 ft.; AC 18 (+1 size, +6 natural, +1 Wisdom), touch 12, flat-footed 18; Base Atk +3; Grp +1; Atk +6 melee touch (1d8 fire plus combustion, burning touch) or +7 melee (1d4+3 plus combustion, slam); Full Atk +6 melee touch (1d8 fire plus combustion, melee touch) or +7 melee (1d4+3 plus combustion, slam) or +5/+5 melee (1d4+3 plus combustion, flurry of blows); Space/reach 5 ft./5 ft.; SA combustion, fiery aura, flurry of blows, evasion, still mind; SQ damage reduction 5/magic, darkvision 60 ft., elemental

traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +6, Ref +6, Will +4; Str 15, Dex 11, Con 13, Int 8, Wis 12, Cha 10.
Skills and Feats: Climb +4, Spot +4; Combat Reflexes, Great Fortitude, Stunning Fist, Weapon Focus (unarmed attack/slam), Planar Touchstone.
Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack.
Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.
Fiery Aura (Ex): Anyone within 30 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of fire damage per round from the intense heat.
The save DC is Constitution-based.
Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag.
The save DC is Constitution-based.
Evasion (Ex): If exposed to any effect that normally allows an attempted Reflex saving throw for half damage, a magmin takes no damage with a successful saving throw.
Still Mind (Ex): +2 bonus on saving throws against enchantment spells and effects.
Burning Rift (Su): Can throw one 6d6 *fireball*-like burst 1/day (see above).
Three charges remaining.

THE CATALOGUES OF ENLIGHTENMENT (EL 8)

Resting on its own separate cog on the Clockwork Nirvana of Mechanus, the Fortress of Disciplined Enlightenment is teeming with clerks, functionaries, legal aides, translators, mathematicians, philosophers, and bureaucrats who have made it their goal to learn each and every law of the cosmos.
Their stronghold contains seemingly endless stacks of books and tomes, manuals and librams, each discussing or explaining some facet of natural or universal law—in effect, the source code of the multiverse.
Once they have collated all of these laws, these mortal researchers believe, they will hold the very same power of the deities who originally created the multiverse.
Location: The Fortress of Disciplined Enlightenment on the Clockwork Nirvana of Mechanus.
Initial Encounters: Roll on the Catalogues of Enlightenment encounter table when the characters visit the site for the first time, or for the first time in over a year.
The functionaries of the fortress do not mind allowing seekers of knowledge access to the libraries, but they are adamant that only the most learned and wise should gain access to the fortress's greatest secrets, such as the higher-order abilities granted by the Catalogues.
Thus, whoever seeks access must debate the nature of the multiverse with a philosopher.
If the supplicant can defeat the philosopher in an opposed Knowledge check (see below for the subject), the character can gain access.
The philosopher, an 8th-level expert, has a total skill modifier of +18 in the indicated Knowledge field.

Catalogues of Enlightenment Encounters

d%	Debate Subject
01–25	Knowledge (arcana)
26–50	Knowledge (nature)
51–75	Knowledge (religion)
76–100	Knowledge (the planes)

Subsequent Encounters: Once admitted to the Catalogues, a character need not debate a philosopher again unless a year has passed between visits.
The debate at that point is largely a question of new procedures, rather than any particular doubt as to the character's knowledge.
A character who loses the debate is shown outside, along with his companions, and not allowed to return for six months.
Base Ability: Choose a cleric domain; you gain the granted power of that domain.
Recharge Condition: A character who desires to recharge his planar touchstone higher-order ability at the Catalogues of Enlightenment has three options:
• Add to the body of knowledge in the Catalogue by spending 1d4 weeks writing a detailed account of her activities since her last visit.
• Spend 1d4 weeks indexing books in the Catalogue.
• Track down an error in the Catalogue.
Once per day, make a DC 25 Intelligence check to uncover a translation error, misplaced decimal, mathematical anomaly, or so forth.
You may take 20 on this check (requiring 20 days).
Higher-Order Ability: Once per day, you may cast a spell from the cleric domain you have chosen, as though you had prepared the spell normally.
You must be of sufficient character level to cast the spell and have a Wisdom equal to 10 + the spell's level.
Higher-Order Uses: 3.

THE CAVERN OF THE SELF (EL 10)

In the stygian depths of Pandemonium is a cavern where the plane's eternal winds have eroded the walls to the point that they are as smooth as glass.
In fact, every surface in the cave reflects light like a mirror. However, the chaotic nature of the plane makes this more than a place for mere vanity.
When a creature enters the Cavern of the Self, he sees himself reflected hundreds, perhaps thousands, of times. (Part of the magic of the cave is that no matter how many creatures are in the cave simultaneously, each one sees only reflections of himself).
Each reflection, though, is slightly different.
Each one shows the viewer at a different stage in his life or in the grips of a different emotion, and no two reflections are identical.
Somewhere in the jumble is a reflection of how the creature is at that moment in time.
It is said that if one can find and concentrate on the true reflection, he will gain a great insight into himself and his relationships with all other creatures.
As in a carnival's hall of mirrors, all the reflections make it difficult to move around in the Cavern of the Self.

Anyone within the cave takes a –4 penalty on all attack rolls, Reflex saving throws, and Dexterity-based skill checks.
Creatures that do not rely on eyesight, or those with the blindsense special quality, have immunity to this effect.
Likewise, a character may choose to close his eyes while in the cave, taking all the penalties associated with that action.
Location: Pandesmos, the first layer of Pandemonium.
Initial Encounters: Roll on the Cavern of the Self encounter table when the characters visit the site for the first time, or for the first time in over a year.

Cavern of the Self Encounters

d%	Encounter
01–15	1 half-fiendish medusa
16–35	1 gray slaad
36–60	2 mind flayers
61–80	1 death slaad
81–100	Squad of githyanki

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on all Bluff checks.
Recharge Condition: Stand in the Cavern of the Self and locate the reflection of your current self.
This requires a successful DC 20 Will saving throw.
Each attempt takes a number of minutes equal to 20 minus your total Will saving throw score (minimum 1).
Higher-Order Ability: Once per day, you may cast *charm monster* as if you were a 10th-level wizard.
Higher-Order Uses: 4.

The Cusp of the Tryst (EL 14)

The 148th layer of the Abyss is a rocky, wind-blasted plain named Torrent.
Dark blue and green clouds roil endlessly through the sky, and bolts of lightning strike the ground incessantly.
Only creatures made of lightning—or those with immunity to its effects—can live in this dismal place.
Any creature standing on the surface of Torrent will eventually be struck by lightning.
The inhabitants consider such an event joyous—a sensual joining between the sky and the earth via the body of a fortunate intermediary.
Most visitors, however, have no such romantic notions about several million volts of electricity coursing through their bodies.
The tallest point on Torrent is a relatively small mountain that the locals call the Cusp of the Tryst because it is struck by lightning more frequently than any other spot.
Many of Torrent's inhabitants consider it a sacred place, and those who travel to it can enjoy the kiss of the lightning more than ten times per hour.
Location: Torrent, the 148th layer of the Abyss.
Initial Encounters: Roll on the Cusp of the Tryst Encounter Table below when the characters visit the site for the first time, or for the first time in more than a year.
In addition, every 10 minutes that a group of characters remains above ground on Torrent, one of them may (25% chance) be struck by a natural lightning bolt.
This chance increases to 50% every 5 minutes for characters standing atop the Cusp of the Tryst.
Each of Torrent's lightning bolts deals 5d6 points of electricity damage (Reflex DC 15 half).

Cusp of the Tryst Encounter Table

d%	Encounter
01–15	1 young adult blue dragon
16–30	3 vrocks
31–65	1 glabrezu
66–90	3 hezrous
91–100	1 mature adult blue dragon

Subsequent Encounters: Once the characters clear out the area, the chance of an encounter is only 20% on each subsequent visit.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
The chance of a lightning strike does not change.
Base Ability: You gain electricity resistance 5.
Recharge Condition: Climb to the top of the Cusp of the Tryst and stand there until lightning strikes you.
The lightning deals 5d6 points of electricity damage (no save).
Higher-Order Ability: Once per day as a full-round action, you can create an effect similar to that of the *lightning bolt* spell, except that it deals 1d6 points of electricity damage for every two character levels you have achieved (maximum 10d6, Reflex DC 3 + your character level).
Higher-Order Uses: 5.

The Deeping Pool (EL 11)

The Deeping Pool is actually a small lake, perhaps a quarter mile wide and several miles long.
It lies hidden within a broadleaf forest on Krigala, the realm of eternal day.
Though the sun shines perpetually overhead, the forest's thick canopy casts the whole area in a green twilight gloom—except for the exact center of the lake, where shafts of golden light stream down and make the waters sparkle like a field of precious diamonds.
The pool's depth has never been precisely determined, perhaps because its verdant surroundings are so lovely that no one has ever bothered to do so, or perhaps because it is bottomless indeed.
The Deeping Pool is the only sizable body water for hundreds of miles in any direction.
Thus, for inexperienced travelers, the forest surrounding the pool is effectively a cool, green desert.
At any given hour, dozens or even hundreds of animals visit the pool to slake their thirst.
Most of these visitors are harmless enough, but some come here for more than a cool drink.
Location: The first layer of the Beastlands.
Initial Encounters: Roll on the Deeping Pool Encounter Table below whenever the characters visit the site for the first time, or for the first time in more than a year.

Deeping Pool Encounter Table

d%	Encounter
01–15	1 gaspar
16–30	5–8 dire wolves
31–70	6–11 giant crocodiles
71–85	1–2 dire tigers
86–100	3–6 celestial unicorns

Subsequent Encounters: The Deeping Pool serves as a watering hole for all manner of wildlife.
PCs who make an effort to clear the area of monsters find it just as busy each time they visit.
If they make a concerted effort to clear out the bigger predators in the area, however, treat an encounter with dire animals or giant crocodiles as no encounter during subsequent visits.
If the characters don't visit for a year or more, go back to using the regular encounter table.
Base Ability: You gain a +2 bonus on all Handle Animal checks and on Survival checks made to forage for food and water.
Recharge Condition: Share a drink from the pool with an animal.
To do so, you must be adjacent to an animal, and the two of you must drink from the pool at the same time.
For the purpose of recharging the pool's higher-order ability, an "animal" is any creature with the animal type or the augmented animal subtype.
Characters with animal companions should find meeting this condition fairly simple, but others must calm or control the animal in some fashion.
Higher-Order Ability: Once per day, you can assume one of the following animal traits for 1 minute per character level. The duration of the ability need not be consecutive minutes or rounds, and starting or suspending the effect is a standard action for you.
Choose from the following traits each time you use the ability.
• Gain the low-light vision special quality.
• Gain the scent special quality.
• Increase your current natural armor bonus by +2.
• Gain a climb speed equal to the base land speed for your race (maximum 30 feet).
Higher-Order Uses: 3.

The Eye of Gu'n'ragh (EL 11)

The Astral Plane is perhaps the most desolate place in the multiverse, with only a smattering of solid matter, the petrified bodies of dead gods, and the rolling astral winds to disturb the endless silver void.
The winds, however, sometimes coalesce into a psychic storm that disturbs the eternal silence, making it impossible for anyone to travel across that particular part of astral space.
These storms usually pass relatively quickly, but from time to time, a squall will flare into a psychic tempest that ravages the astral landscape for decades or even centuries.
Tempest Gu'n'ragh is the largest and longest-lived psychic storm ever recorded.
It has been raging for well over 2,500 years and shows no signs of abating.
During that time, Gu'n'ragh has wandered over a huge area, wreaking damage on dozens of githyanki communities and even shattering the remains of several smaller dead deities.
Although Tempest Gu'n'ragh is incredibly destructive, like a terrestrial hurricane, it whirls around a calm center, known as its "eye".
Unlike terrestrial storms, though, a psychic tempest is roughly spherical in shape, so it is impossible to see this eye or approach it from a relatively safe angle.
However, some have braved the ravages of the storm to find and enter the eye.
They report that it is the most transcendently peaceful place they have ever visited and that they experienced complete clarity of thought and emotion that forever changed their outlooks on life.
Location: The Astral Plane.
Initial Encounters: Roll on the Eye of Gu'n'ragh encounter table when the characters visit the site for the first time, or for the first time in over a year.

Eye of Gu'n'ragh Encounters

d%	Encounter
01–05	1 astral kraken
06–15	1 githyanki mageknife (see Breath of Threphocris touchstone)
16–25	1 devourer
26–40	1d4 efreet
41–55	1 cauchemar (nightmare)
56–85	1d3 mind flayers
86–100	1d3 noble djinn

Subsequent Encounters: On subsequent visits to the site, the chance of an encounter is only 5%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Will saving throws.
Recharge Condition: Travel through the psychic tempest to reach the Eye of Gu'n'ragh.
To find the center requires three successful DC 30 Knowledge (the planes) checks or six successful DC 30 Survival checks.
Each time you attempt a check, you must also make a DC 13 Will saving throw.
If the saving throw fails, you (or your silver cord) take 1d10 points of damage.
Higher-Order Ability: Once per day, you can use *mind fog* as though you were a 12th-level wizard.
Higher-Order Uses: 3.

The Fields of Autumn (EL 12)

In Mertion, the fifth layer of Celestia, a vast open plain is dotted with small groves of elm and oak trees that eternally wear their colorful autumn foliage.
Orange, red, and yellow leaves hang heavy on the trees and blow lazily through the mountain air.
These fields are a favorite training ground for paladins and celestials who favor bows, crossbows, and other ranged weapons.
There is plenty of space to set up archery ranges, and the task at hand is made all the more challenging because of the leaves that float distractingly between the archer and the target.

In fact, a favorite test of skill is to shoot a leaf of a particular color out of midair, pinning it to a target (hopefully in the bullseye).
Location: Mertion, the fifth layer of Celestia.
Initial Encounters: Roll on the Fields of Autumn encounter table when the characters visit the site for the first time, or for the first time in over a year.

Fields of Autumn Encounters

d%	Encounter
01–22	Hound archon squad (3–5) plus 1 8th-level human paladin
23–46	1d6+1 6th-level human fighters
47–71	1d3 celestial dire bears
72–86	9th-level half-elf sorcerer riding young adult silver dragon
87–100	1 planetar

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on ranged attack rolls.
Recharge Condition: Using a ranged weapon, shoot a red leaf from the air and pin it to a specific target or tree.
This is the equivalent of hitting Armor Class 30.
Higher-Order Ability: Once per day, for a number of rounds equal to your character level, you gain a +5 competence bonus on ranged attacks.
Furthermore, for the duration of this effect, you may double the range increment of any ranged weapon you fire.
Higher-Order Uses: 3.

The Fountain of Screams (EL 7)

On the 245th layer of the Abyss, on an island of black glass in a vast sea of acid, stands the ruins of a small town made entirely of that same black glass.
Embedded in the walls of this town are its former inhabitants, creatures that seem human but might be half-elves or even aasimars.
All are frozen in attitudes of extreme agony, their mouths open as if to utter one last scream.
In the center of this macabre village sits a large public fountain, still working after countless centuries—though rather than spraying out water, the fountain sprays out potent, searing acid.
Location: The 245th layer of the Infinite Layers of the Abyss.
Initial Encounters: Roll on the Fountain of Screams encounter table when the characters visit the site for the first time, or for the first time in over a year.
Though each creature encountered is thoroughly evil, they are less interested in combat than in the spectacle of someone bathing in the Fountain of Screams.
In their excitement, they might even attempt to help someone into the fountain sooner than that person is ready—perhaps even holding that person under to ensure immersion for the "full duration".

Fountain of Screams Encounters

d%	Encounter
01–20	1 babau
21–50	8 dretches
51–75	1 babau and 2 dretches
76–90	1 succubus
91–100	1 vrock

Subsequent Encounters: Because a great many creatures of the Abyss make this vast acid sea their home, the chance of an encounter on every subsequent visit is 60%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You can spit a small glob of acid as a standard action.
The glob of acid has a range increment of 5 feet, with a maximum range of 20 feet, and deals 1d3 points of damage. The acid does no harm to you, and becomes inert in less than a round.
Recharge Condition: You must bathe in the Fountain of Screams (which deals 2d6 points of acid damage per round). At least 1 round of bathing must consist of complete immersion (which deals 10d6 points of acid damage).
The longer you immerse yourself in the Fountain of Screams, the more effective the higher-order ability is.
Higher-Order Ability: Immediately after emerging from the Fountain of Screams, you gain the ability to become resistant to acid for short periods.
Once per day as a free action, you gain resistance to acid 10, and it lasts for a number of rounds equal to the number of rounds you bathed in the Fountain of Screams (to a maximum of 20).
For each round you were fully immersed in the Fountain of Screams, you may activate this ability one additional time per day.
Each activation still counts toward the total number of uses.
Higher-Order Uses: 6.

The Great Orrery (EL 12)

In the heart of the endless sea of cogs, flywheels, and spindles that make up the Clockwork Nirvana of Mechanus, a relatively small cog ticks in perfect harmony with its surroundings.
This cog would be completely unremarkable except for the spinning circular mechanism that sits at its center.
The mechanism, called the Great Orrery, is a perfect model of the multiverse from the heart of the Material Plane to the most distant Outer Plane.
(See the map of the planes, page 137).
No one ever sees the Great Orrery move, but every time one looks away for even an instant—even for the blink of an eye—the mechanism has advanced a turn or the arrangement of individual cubes and spheres has been changed.
No one knows who designed or built the Great Orrery, let alone why.
Indeed, no one even understands why it functions the way it does.
The internal gears are not in synch with the observed external movements, sometimes moving only in tiny

increments, but other times completely rearranging themselves several times within a few minutes.
It is said, though, that by studying the Orrery, you gain a glimpse into how the multiverse functions (at least at that moment in time).
Location: Mechanus.
Initial Encounters: Roll on the Great Orrery encounter table when the characters visit the site for the first time, or for the first time in over six months.
The formian astronomer is at the Orrery to measure the progress of the multiverse and make predictions about the future.
It may be friendly or antagonistic toward the PCs as the DM deems most appropriate.

Great Orrery Encounters

d%	Encounter
01–23	3d6 formian warriors
24–41	Formian astronomer (see below)
42–71	1 kolyarut
72–87	4 zelekhuts
88–100	Formian myrmarch and 3d6 formian warriors

Subsequent Encounters: Once the characters establish their presence in the area, on subsequent visits the chance of an encounter is only 15%.
If the PCs fail to visit the location for more than six months, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus on Knowledge (the planes) checks.
Recharge Condition: Study the Great Orrery for 1 hour without interruption.
Higher-Order Ability: Once per day, you gain the effects of the *plane shift* spell as if cast by a 10th-level cleric.
This ability allows for more accurate travel than the spell usually provides.
Instead of arriving 5d% miles away from the intended target, characters using this ability arrive 2d10+5 miles away.
Higher-Order Uses: 3.
Formian Astronomer: Formian myrmarch bard 3; CR 11; Large outsider (lawful, extraplanar); HD 12d8+60 plus 3d6+15; hp 139; Init +8; Spd 50 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +21; Atk +16 melee (2d4+3 plus poison, sting); Full Atk +16 melee (2d4+3 plus poison, sting) and +14 melee (2d6+1, bite) or +17/+12 ranged (1d6+3, javelin); SA poison, spell-like abilities; SQ fast healing 2, hive mind, immunity to poison/petrification/cold, resistance to electricity 10 and fire 10 and sonic 10, SR 25, bardic music (countersong, *fascinate*, inspire courage +1, inspire competence) 3/day, bardic knowledge; AL LN; SV Fort +14, Ref +15, Will +15; Str 17, Dex 18, Con 20, Int 20, Wis 18, Cha 21.
Skills and Feats: Climb +18, Concentration +22, Diplomacy +25, Hide +18, Knowledge (arcana) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +22, Move Silently +22, Search +23, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Combat Reflexes, Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.
Poison (Ex): Injury, DC 21 Fort save, initial and secondary damage 2d6 Dex.
Spell-Like Abilities: At will—*charm monster* (DC 19), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts* (DC 17), *magic circle against chaos*, *greater teleport*; 1/day—*dictum* (DC 22), *order's wrath* (DC 19).
Caster level 12th.
Bard Spells Known (3/3): 0—*dancing lights*, *detect magic*, *know direction*, *light*, *mage hand*, *read magic*; 1st—*cure light wounds*, *identify*, *silent image*.
Possessions: Amulet of natural armor +2.

The Heart of the Sea (EL 5)

The Heart of the Sea is a configuration of four bubbles of breathable air that float through the infinite depths of the Elemental Plane of Water.
The bubbles align themselves in a shape reminiscent of the four chambers of a human heart, and a stream of fast-moving water flows through them in roughly the same path that blood would take through a heart.
Inhabitants of the plane sometimes use the heart as a way to test the mettle and valor of visitors.
If a "bubble breather" can swim upstream through all four chambers of the Heart of the Sea, she is considered to have been embraced by Mother Ocean.
Location: The Elemental Plane of Water.
Initial Encounters: Roll on the Heart of the Sea encounter table when the characters visit the site for the first time, or for the first time in over a year.

Heart of the Sea Encounters

d%	Encounter
01–18	1 water mephit
19–39	1 Large water elemental
40–55	1 aboleth
56–82	1 Huge water elemental
83–100	1 elder tojanida

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: If you fail a Fortitude saving throw to keep from drowning, you may attempt the saving throw a second time.
You must accept the results of the second roll.
(See Drowning, page 304 of the *Dungeon Master's Guide*).
Recharge Condition: You must swim one complete circuit through the Heart of the Sea, swimming against the flow of the stream, without taking a breath during the course of the circuit.
(See Water Dangers, page 304 of the *Dungeon Master's Guide*).
You must do this without the benefit of a *water breathing* spell or any other magical effect that allows you to ignore the effects of having no air to breathe.
Higher-Order Ability: Once per day, you gain the benefits of *water breathing* as though it were cast solely on you by a 20th-level cleric.
Higher-Order Uses: 5.

THE ICE CATACOMBS (EL 7)

At the core of one of the larger ice pockets on the Elemental Plane of Water lies a great iceberg easily the size of a mountain.
Into one side of this mountain of ice runs a great tunnel leading to a vast hall of ice, with columns so tall that the ceiling is lost to view, hundreds of feet overhead.
In this hall dwell aboleths and ice paraelementals, though none of them is responsible for the construction of the mighty hall.
In fact, the craftsmanship of the Ice Catacombs suggests dwarven manufacture, as though a dwarf citadel were constructed in the heart of a mountain, somehow turned to ice (mountain and all), and transported to the Elemental Plane of Water.
Location: The Elemental Plane of Water.
Initial Encounters: Roll on the Ice Catacombs encounter table when the characters visit the site for the first time, or for the first time in over a year.
Most of the mephits and ice paraelementals claim the site as their home, but the greater ice paraelemental considers the Ice Catacombs its personal palace, and defends it aggressively.
Remember that entering an ice pocket on the Elemental Plane of Water deals 1d6 points of cold damage each minute to any creature within the area.

Ice Catacombs Encounters

d%	Encounter
01–40	4 water mephits
41–60	4 ice mephits
61–80	4 Medium ice paraelementals*
81–95	2 Large ice paraelementals*
96–100	1 Huge ice paraelemental*

* From *Manual of the Planes*

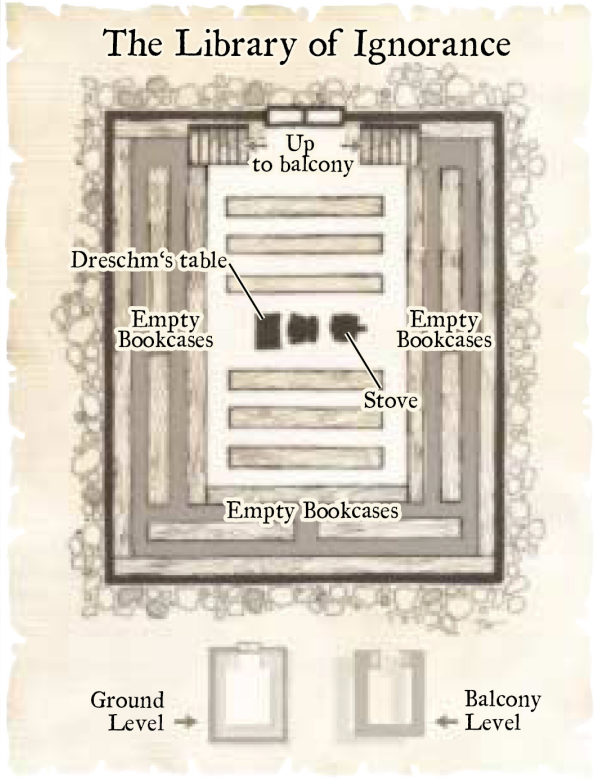
Subsequent Encounters: Should the characters kill or drive off all the mephits and paraelementals, on subsequent visits to the Ice Catacombs the chance of an encounter is only 30%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain resistance to cold 5.
Recharge Condition: Embed treasure worth 500 gp (gems or jewelry) in the ice of the Catacombs' floor.
Higher-Order Ability: Once per day, you can create an area of intense cold about yourself in a 10-foot radius.
This zone of cold drains heat from everything in the area, dealing 1d6 points of cold damage per character level (maximum 10d6) to everything in the area.
Higher-Order Uses: 3.

THE LIBRARY OF IGNORANCE (EL 6)

Agathys, the innermost layer of Carceri, is a dark sphere of black ice.
The wind howls endlessly, and little light or shelter can be found anywhere.
At the base of one glacial cliff sits a tiny, lonely stone building known as the Library of Ignorance.
The library consists of a main level and a balcony that runs around three sides.
Each wall of the building is filled from floor to ceiling with rows of bookshelves—all empty.
None of them holds even a single book.
In the center of the main floor sits a wooden table, a single chair, and a small, pot-bellied stove.
On the table rests a tremendous volume whose cover reads "Book of Knowledge".
The library's sole occupant is a derro wizard by the name of Dreschm.
Once, Dreschm was an adventurer who wandered the planes, learning all he could from anyone who would speak with him.
Now he is irretrievably mad (even for a derro).
Though no one is certain how he came to be in this state, it is presumed that somewhere in his adventuring, he earned the ire of Nerull.
Every day, Dreschm sits at the table and fills one page in the book with memories from his long-ago travels across the multiverse.
However, since he has no other source of heat, he also tears one page from the book and tosses it into the stove to feed the flame.
Despite the wretched conditions, Dreschm has no desire to leave his library, and will actively fight anyone who tries to "rescue" him or otherwise make him leave.
Location: Agathys, the innermost sphere of Carceri.
Initial Encounters: Roll on the Library of Ignorance encounter table when the characters visit the site for the first time, or for the first time in over a year.
Some of the encounters are with creatures that wander the frozen waste; others are with visitors who come to torment Dreschm.
No matter when one visits the library, Dreschm will be there, sitting at his table, either writing or tearing out a page to feed into the stove.

Library of Ignorance Encounters

d%	Encounter
01–17	2 imps
18–37	1 kyton
38–62	1d3 barbazu
63–87	2d6 quasits
88–100	1 devourer



Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
(Dreschm will always be there).
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus on checks involving one Knowledge skill.
Recharge Condition: Provide Dreschm with one day's worth of wood or other suitable material to burn in his stove.
Higher-Order Ability: Once per day, you can cast the *legend lore* spell as though you were a 10th-level bard.
Higher-Order Uses: 4.
Dreschm: Male derro wizard 5; CR 6; Small monstrous humanoid; HD 3d8+9 plus 5d4+15; hp 49; Init +7; Spd 20 ft.; AC 16, touch 14, flat-footed 13; Base Atk +5; Grp +2; Atk +7 melee (1d4+1/19–20, short sword) or +9 ranged (1d6/19–20 plus poison); Full Atk +7 melee (1d4+1/19–20, short sword) or +9 ranged (1d6/19–20 plus poison); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, SR 15, vulnerability to sunlight; AL CE; SV Fort +5, Ref +7, Will +9; Str 13, Dex 16, Con 17, Int 16, Wis 5*, Cha 14*.
* Adjusted due to madness.
Skills and Feats: Bluff +4, Concentration +8, Hide +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (the planes) +11, Listen +1, Move Silently +9, Spellcraft +8; Blind-Fight, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (enchantment).
Madness (Ex): Derro use their Charisma modifier on Will saves, and they have immunity to *confusion* and *insanity* effects.
Poison Use (Ex): Dreschm can't poison himself accidentally.
Sneak Attack (Ex): Any time Dreschm's opponent is denied his Dexterity bonus to Armor Class, or if Dreschm flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack.
Spell-Like Abilities: At will—*darkness*, *ghost sound*. 1/day—*daze* (DC 12), *sound burst* (DC 14).
Caster level 3rd.
Vulnerability to Sunlight (Ex): Dreschm takes 1 point of Constitution damage for every hour he is exposed to sunlight.
Wizard Spells Prepared (5/5/4/3): 0—*arcane mark*, *daze*, *detect magic*, *ray of frost* (2); 1st—*hypnotism* (DC 15), *mage armor*, *shield* (2), *shocking grasp*; 2nd—*daze monster* (DC 16), *spider climb*, *touch of idiocy*, *web*; 3rd—*deep slumber* (DC 17), *hold person* (DC 17), *suggestion* (DC 17).
Specialty school: enchantment.
Prohibited schools: necromancy and illusion.
Spellbook: 0—*arcane mark*, *daze*, *detect magic*, *flare*, *ray of frost*, *mage hand*, *mending*; 1st—*charm person*, *expeditious retreat*, *hypnotism*, *mage armor*, *magic missile*, *shield*, *shocking grasp*; 2nd—*arcane lock*, *detect thoughts*, *daze monster*, *Tasha's hideous laughter*, *shatter*, *spider climb*, *touch of idiocy*, *web*; 3rd—*blink*, *deep slumber*, *clairaudience/clairvoyance*, *dispel magic*, *heroism*, *hold person*, *slow*, *suggestion*.
Possessions: Spellbook, 6 doses of greenblood oil, *wand of magic missile* (5th), *potion of cure moderate wounds*.

THE LIFE MOLDS OF NEUMANNUS (EL 12)

On a free-floating, clock-like cog wheel some 900 feet in diameter stands a building bristling with smokestacks, which projects from either side of the two-dimensional cog.
Called Neumannus, this is a factory of sorts that turns out creatures known as inevitables.
Inevitables are constructs that have taken it upon themselves to uphold the laws of the cosmos.
But not all inevitables follow the law.
Living entities are not allowed to visit Neumannus, or usually suffered even to know its location.
However, certain constructs with less moral character than their counterparts allow living visitors access through secret "back doors" and into a mold chamber.
This is where inevitables take form, gaining animation.
And, with the proper knowledge, it is where biologicals can be subtly modified with machine features.
Location: Mechanus.
Initial Encounters: Roll on the Life Molds encounter table when the characters visit the site for the first time, or for the first time in over a year.

Life Molds of Neumannus Encounters

d%	Encounter
01–10	1 iron golem
11–50	1 kolyarut
51–75	2 zelekhuts
76–97	1 zelekhut enforcer (see below)
98–100	1 marut

Subsequent Encounters: Once the characters make an initial contact within the Life Mold complex, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You have a construct-inspired resistance to certain weaknesses of the flesh, granting you a +2 bonus on saving throws against disease, paralysis, poison, or stunning.
Recharge Condition: Deliver several quarts of your blood (which some inevitables prize for their own reasons) to the construct currently running the secret "life molds" out of Neumannus.
Upon payment, the inevitable will enclose your body in a mold and instigate the special process that recharges your higher-order ability.
Higher-Order Ability: Once per day, your body is sheathed in a slim layer of flexible iron for 1 minute per character level.
You gain damage reduction 5/adamantine, resistance to fire 5 and acid 5, and a +4 enhancement bonus to your Strength, but you take a –2 penalty to your Dexterity score (to a minimum of 1).
You need not (and cannot) breathe while protected by your "construct shell".
You have a 25% chance to turn critical hits or sneak attacks into regular hits.
You have an arcane spell failure chance of 25% and a –4 armor check penalty.
You cannot drink (and thus can't use potions) or play wind instruments.
Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.
Your weight increases by a factor of five, causing you to sink in water.
However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the duration of the power expires.
Higher-Order Uses: 2.

Zelekhut Enforcer: Zelekhut fighter 3; CR 12; Large construct (extraplanar, lawful); HD 8d10+30 plus 3d10; hp 90; Init +0; Speed 35 ft., fly 40 ft.; AC 27 (–1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27; Base Atk +9; Grp +18; Atk +14 melee (2d6+5 plus 1d6 electricity, spiked chain); Full Atk 2 +14 melee (2d6+5 plus 1d6 electricity, spiked chain); Space/reach 10 ft./10 ft.; SA spell-like abilities; SQ construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +7, Ref +5, Will +8; Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15.
Skills and Feats: Diplomacy +5, Listen +10, Search +9, Sense Motive +12, Spot +9, Survival +4 (+6 following tracks); Great Fortitude, Iron Will, Lighting Reflexes, Ride-By Attack, Spirited Charge, Weapon Focus (spiked chain).
Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 16), *hold person* (DC 15), *locate creature*, *true seeing*; 3/day—*hold monster* (DC 17), *mark of justice*; 1/week—*lesser geas* (DC 16).
Caster level 8th.
Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.
Feats: Due to its centaur-like construction, a zelekhut enforcer qualifies for feats as if it had the Mounted Combat feat.

THE LIP OF PURITY (EL 11)

A river winds its way down the slopes of Mount Clangeddin and across the plains of Abellio, the first layer of the Peaceable Kingdoms of Arcadia.
Eventually, this river runs off the edge of the layer to feed into a lake at the center of Buxenus, the second layer. (While it is true that Abellio has an edge and Buxenus has a center, it is also true that both layers are infinite in size. These are just two of the many seeming contradictions to be found in the boundless reaches of the multiverse).
Although the river rushes wildly as it approaches the precipice, it becomes calm and tranquil at a spot just before the water plunges over the edge.
This location is known as the Lip of Purity, and it is a meditation spot favored by many devotees of law.
It is a perfect metaphor, they say, for the way that adherence to the rules of nature provides peace, purity, and protection in even the most dangerous situations.
Location: Abellio, the first layer of Arcadia.
Initial Encounters: Roll on the Lip of Purity encounter table when the characters visit the site for the first time, or for the first time in over a year.

Lip of Purity Encounters

d%	Encounter
01–32	1d6 celestial brown bears
33–47	1 greater water elemental
48–63	3d6 formian warriors
64–90	1 celestial roc
91–100	1 planetar



Subsequent Encounters: Once the characters clear out or establish their presence in the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus to your Armor Class when being attacked by any chaotic creature.
Recharge Condition: Wade into the Lip of Purity while wearing no armor or weapons, and submerge your whole body in the waters.
Higher-Order Ability: Once per day, you can gain a +2 morale bonus on all attacks made against evil creatures. You also deal an extra 2d6 points of damage against chaotic foes.

The bonus and the extra damage last for 10 minutes.
Higher-Order Uses: 3.

THE MAUSOLEUM OF ICY FEAR (EL 11)

A cemetery in the Abyss whose graves are carved into the surface of a frozen ocean hosts many mausoleums, gravestones, and buried tombs.
In fact, the entire cemetery is actually just part of a far greater necropolis, though it doesn't pay to wander in the greater city, where its war-like legions of retrievers, vampiric giants, and liches rule a greater population of zombies, ghouls, wights, and motionless, decaying corpses.
No, better to remain among the towering funeral obelisks, crypt parapets, and icy mausoleums of this corner of the cemetery where the dead are mostly quiet.
Here, a mausoleum carved directly from the icy substrate stands.
Its doors, though, are bone panes on which carved glyphs warn away trespassers.
Inside is an empty space, a chasm that plunges straight into the icy ocean.
No one has ever plumbed its depths.
And from these unknown depths issues the icy presence of fear.
Any creature who opens the bone doors is subject to a *fear* spell as cast by a 20th-level caster (DC 30).
Location: The city of Naratyr in the 113th layer of the Abyss.
Initial Encounters: Roll on the Mausoleum encounter table when the characters visit the site for the first time, or for the first time in over a year.

Mausoleum Encounters

d%	Encounter
01–10	1 bodak and 1 spectre
11–50	1 vrock
51–75	2 flesh golems and 1 vampire, 5th-level human fighter
76–97	2 bodaks and 1 spectre
98–100	1 nalfeshnee

Subsequent Encounters: Once the characters clear out the site, on subsequent visits the chance of an encounter is only 40%.
If the PCs fail to visit the location for more than four months, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +4 bonus on saving throws against cold effects.
Recharge Condition: Descend at least 100 feet into the shaft capped by the mausoleum (which inflicts 5d6 points of cold damage, no save).
Higher-Order Ability: Once per day, you can consume the ebbing life force of a creature.
If you make a successful touch attack against a living creature that has –1 or fewer hit points, the subject must make a Fortitude save (DC 14 + your Wis modifier) or die.
If the target dies, you gain 1d8 temporary hit points and a +2 bonus to Strength.
Your effective caster level goes up by one, improving spell effects dependent on caster level.
(This increase in effective caster level does not grant you access to more spells).
These effects last for 10 minutes per level or Hit Die of the target creature.
Higher-Order Uses: 8.

THE METACUBE (EL 9)

Nearly hidden among the buildings, arches, and doorways of Sigil sits a cube, 10 feet on a side and composed entirely of mithril.
Unlike practically every other structure in the city, this cube has no doors, windows, or other portals.
It's simply a solid block of metal with no filigree or adornments—with one bizarre exception.
Anyone who looks at the cube long enough will see what at first appears to be a shadow or reflection moving across its surface.
Closer inspection will reveal that this is actually a sequence of numbers and letters that carve themselves into the mithril—a great equation that progresses across the face of the cube.
The equation develops, moving at about an inch per second. It extends about 4 feet long, with the tail end constantly melting back into smooth mithril as the front end continues to build.
It does not move in a straight line, curving from time to time for no fathomable reason, and occasionally splitting in two (or more) with each mini-equation following a different path for a while before they meet and rejoin a few minutes later.
One of the most interesting qualities of the equation is that it can be stopped.
If someone puts a hand or other living body part in its path, the series of numbers and symbols stop their progression. (Unliving material has no effect on the equation).
Once stopped, the only way to get it going again is for someone to use a knife or other sharp instrument to carve out the next three numbers or symbols in the equation, after which the process will continue on its own again.
Scholars know that the equation is part mathematics, part arcane notation, and part divine symbology, but they cannot be certain what it means.
Most believe that it is an academic notation for the state of the multiverse at that particular moment.
They say that the secrets of reality can be found if one studies the equation long enough.
So far, however, no one has come up with the answer.
Location: The city of Sigil, floating above the Spire in the center of the Outlands.
Initial Encounters: Roll on the Metacube encounter table when the characters visit the touchstone for the first time, or for the first time in over a year.

Metacube Encounters

d%	Encounter
01–18	1d3+2 hound archons
19–32	1 half-celestial 6th-level dwarf bard
33–58	1d4 formian taskmasters
59–83	3 erinyes
84–100	2 leonals

Subsequent Encounters: Once the characters establish themselves in the area, on subsequent visits the chance of an encounter is only 25%.

If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus on Knowledge (architecture and engineering) checks.
Recharge Condition: Stop the equation, then restart its progress by carving the next three symbols yourself. This requires a DC 15 Intelligence check or a DC 25 Knowledge (the planes) check.
Higher-Order Ability: Once per day as a full round action, you can improve the sturdiness and durability of one building, piece of sculpture, piece of furniture, or other constructed object.
To do this, you must spend the full round touching the object in question.
At the end of that period, the object gains a number of hit points equal to your character level, which may make the object better than new, even more sturdy than when it was first constructed.
Higher-Order Uses: 2.

THE MONASTERY OF ZERTH'AD'LUN (EL 7)

A githzerai monastery overseen by a 16th-level githzerai monk named Belthomais, the Monastery of Zerth'Ad'lun teaches *zerthi*—a form of martial arts that emphasizes anticipating an opponent's next move.
The practitioners of *zerthi* claim to be able to see a moment into the future as a result of their training, but in a secret shrine inside the monastery, the monks meditate over a small pool that grants the same ability.
Location: The Ever-Changing Chaos of Limbo.
Initial Encounters: Roll on the Monastery of Zerth'Ad'lun encounter table when the characters visit the site for the first time, or for the first time in over a year.
Although the monks welcome visitors, they may require that the supplicant prove his martial prowess before being admitted to the chamber of the pool.
Such matches are carried out without weapons, though a monk's unarmed damage is perfectly acceptable.
Most monks strike for nonlethal damage rather than dealing lethal damage.

Monastery of Zerth'Ad'lun Encounters

d%	Encounter
01–20	5th-level githzerai monk
21–40	6th-level githzerai monk
41–80	7th-level githzerai monk
81–95	8th-level githzerai monk
96–100	9th-level githzerai monk

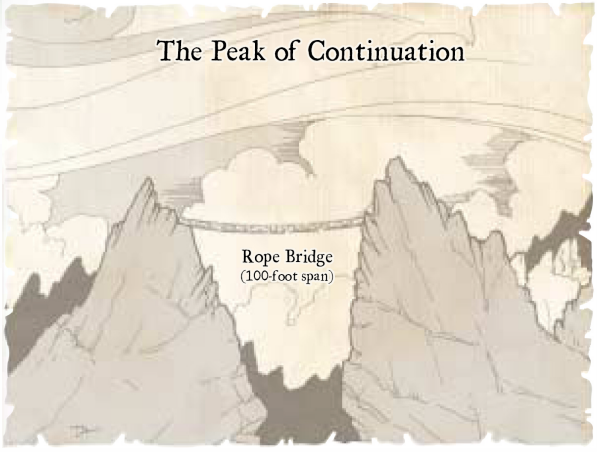
Subsequent Encounters: Once a character has proven herself worthy of a visit to the chamber of the pool, there is only a 25% chance that the monks will insist on another test on a subsequent visit.
If the PCs fail to visit the location for more than a year, they must meet the challenge again.
Base Ability: You gain a +1 dodge bonus against melee attacks.
If a melee opponent makes a full attack (two or more melee attacks) against you, your dodge bonus increases to +2.
Recharge Condition: Spend one week training with the githzerai monks and abiding by their grueling schedule (DC 18 Constitution check or suffer from the effects of fatigue for 1d4 days after leaving the monastery).
Higher-Order Ability: Once per day as a free action, you can look into the immediate future to determine what a melee opponent will do in the next round.
You may then declare that you are readying an action against that opponent, without specifying what your action will be, or what conditions will trigger it.
In essence, you are able to allow your opponent to begin acting, then interrupt him at some point to take either a standard action, a move action, or a free action.
If you do not use your special readied action before your next action, this use of the ability is wasted.
Higher-Order Uses: 3.

THE PEAK OF CONTINUATION (EL 14)

The Peak of Continuation is not one of the tallest mountains in Shurrock, one of the two facing layers of the Twin Paradises of Bytopia.
It is, however, one of the most challenging to climb.
The mountain has a double summit—twin peaks that are separated by a 100-foot-wide chasm over nothing but the steep, gravelly slopes.
The peaks are connected by a simple rope bridge.
In a land that is renowned for harsh weather, formidable terrain, and being an especially difficult place for even the most skilled outdoorsmen to simply survive a few days in the wild, the Peak of Continuation is a challenge that even the hardiest of locals usually shy away from.
The winds blow nearly constantly in excess of 100 miles per hour, the air is bitterly cold, and the mountain is home to several dangerous carnivores.
Still, those who have succeeded at crossing the span atop the Peak of Continuation say that it was a life-changing experience.
They now have looked death in the face without blinking, and they feel prepared to do so again.
Location: Shurrock, one of the layers of Bytopia.
Initial Encounters: Roll on the Peak of Continuation encounter table when the characters visit the site for the first time, or for the first time in over a year.

Peak of Continuation Encounters

d%	Encounter
01–16	3d6 trolls
17–38	3 winged auditors (see below) riding giant eagles
39–62	1 old white dragon
63–86	1 frost giant jarl, 8th-level blackguard
87–100	2 planetars



Subsequent Encounters: Once the characters clear out or establish themselves in the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain the ability to shrug off some amount of injury from any source of damage.
Subtract 1 from the damage you take from any source.
This ability works in conjunction with other sources of damage reduction.
Recharge Condition: Cross the rope bridge from one peak to the other (requiring a DC 25 Balance check).
Higher-Order Ability: If your hit point total drops below –10, you become the target of a *resurrection* spell (as though it had been prepared ahead of time using the *contingency* spell).
This ability can be used only once per day.
Higher-Order Uses: 1.

Winged Auditor: Elf bard 8/arcane archer 3; CR 11; Medium humanoid; HD 8d6+8 plus 3d8+3; hp 52; Init +4; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +9; Grp +11; Atk +12 melee (1d8+3/19–20, longsword) or +16 ranged (1d8+4/×3 plus 1d6 fire, *+1 flaming burst composite longbow*); Full Atk +12/+7 melee (1d8+3/19–20, longsword) or +16/+11 ranged (1d8+4/×3 plus 1d6 fire, *+1 flaming burst composite longbow*); SA enhance arrow +2, imbue arrow; SQ bardic knowledge, bardic music (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*) 8/day; AL CG; SV Fort +6, Ref +13, Will +7; Str 15, Dex 18, Con 12, Int 8, Wis 10, Cha 14.
Skills and Feats: Concentration +12, Diplomacy +13, Perform +13, Ride +18, Spellcraft +10, Spot +6; Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).
Imbue Arrow (Sp): An area spell the winged auditor casts can be centered on an arrow shot from his bow.
Bard Spells Known (3/4/4/1): 0—*dancing lights*, *daze* (DC 12), *detect magic*, *know direction*, *light*, *summon instrument*; 1st—*charm person* (DC 13), *comprehend languages*, *cure light wounds*, *feather fall*; 2nd—*animal messenger*, *cat's grace*, *cure moderate wounds*, *heroism*; 3rd—*charm monster*, (DC 15) *dispel magic*, *haste*.
Possessions: *+1 flaming burst composite longbow* (+2 Str bonus), *gauntlets of ogre power*, *+2 mithral breastplate*, 40 arrows, masterwork longsword.

THE PILLAR OF SKULLS (EL 12)

On the first of the Nine Hells of Baator is a mountainous pile of skulls collected as trophies in the Blood War.
The skulls can be as large as a house or as tiny as a pebble, and they are in various states of decay.
The devils leave them here in part as a way to celebrate their victories, but just as much as a way to show fealty to Tiamat, the five-headed queen of all evil dragons, whose cave is nearby.
It has long been rumored that the skulls themselves contain some magical power.
Some say that they are enchanted and can be fashioned into impregnable armor, while others say that if properly treated with alchemical elixirs, they become highly unstable and explode upon even the slightest impact.
None of these rumors is true, but enough treasure seekers have come skulking around the pillar that a cadre of osyluths has been assigned to stand guard.
They will attack anyone they catch approaching the Pillar of Skulls, no matter how outmatched they might be—they fear Tiamat's retribution more than they do death in battle.
Location: Avernus, the first layer of Baator.
Initial Encounters: Roll on the Pillar of Skulls encounter table when the characters visit the site for the first time, or for the first time in over a year.

Pillar of Skulls Encounters

d%	Encounter
01–14	1 devourer
15–33	2d6+4 half-black-dragons, 4th-level human fighters
34–59	1 gelugon
60–88	Bone guardian (see below)
89–100	1 pit fiend

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 40%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 dodge bonus to your Armor Class when being attacked by any creature with the tanar'ri subtype.
Recharge Condition: Smash one demon skull from the Pillar of Skulls.
(The skulls generally have hardness 8 and 15 hit points).
Higher-Order Ability: Once per day, you may force any outsider with the tanar'ri subtype back to its proper plane if it fails a special Will save (DC 10 + your class level minus the creature's HD).
This spell functions similarly to the *dismissal* spell.
Higher-Order Uses: 4.

Bone Guardian: Bone devil fighter 5; CR 14; Large outsider (baatezu, evil, extraplanar, lawful); HD 10d8+70 plus 5d10+35; hp 167; Init +10; Spd 40 ft.; AC 28, touch 16, flat-footed 22; Base Atk +15; Grp +26; Atk +22 melee (1d8+9, bite); Full Atk +22 melee (1d8+9, bite) and +20 melee (1d4+3, 2 claws), and +20 melee (3d4+5 plus poison, sting); SA spell-like abilities, fear aura, poison, *summon baatezu*; SQ damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +18, Ref +14, Will +11; Str 25, Dex 23, Con 25, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +16, Climb +22, Concentration +20, Diplomacy +7, Disguise +3 (+5 acting), Hide +15, Intimidate +23, Knowledge (the planes) +15, Listen +16, Move Silently +19, Search +15, Sense Motive +14, Spot +16, Survival +1 (+3 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (sting), Weapon Specialization (bite), Weapon Specialization (sting).
Possessions: *Ring of protection +1*, *amulet of natural armor +1*.

THE RED PIT (EL 11)

The Bastion of Last Hope on Carceri boasts what are widely considered to be the bleakest, most soul-crushingly dismal dungeons in the multiverse.
They are not the cruelest, nor the most inescapable, but something about their nature seems to sap a prisoner's resolution and will to survive.
Worst among these is known as the Red Pit.
Although the residents of the Bastion refer to it as a "cell," the Red Pit really is no more than a rough-hewn, 100-footdeep hole in the ground into which the most hard-bitten criminals are thrown.
An iron gate is then placed over the opening and the prisoner is left there, rarely for longer than a day or two.
When the gate is withdrawn and the offender is removed, he is a mere shell of his former self.
Most visitors to the Red Pit enter with overwhelming self-confidence and bravado but come out scared of their own shadows.
Exactly what gives the pit this effect is uncertain, but it does have some striking characteristics.
Foremost, about halfway down, the rock appears to change color from a mottled brown to a deep red the color of blood.
This is considered to be an optical illusion, because samples removed from the wall have no noticeable discoloration when examined under torch or sunlight.
Location: Othrys, the first layer of Carceri.
Initial Encounters: Roll on the Red Pit encounter table when the characters visit the site for the first time, or for the first time in over a year.
If the encounter happens in the Red Pit (as opposed to some nearby chamber within the Bastion of Last Hope), everyone in the pit is subject to the effects granted by meeting the recharge condition.

Red Pit Encounters

d%	Encounter
01–13	3d6 howlers
14–36	2 mind flayers
37–61	2d6 barbazu
62–87	Squad of githyanki
88–100	1 glabrezu

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Escape Artist checks.
Recharge Condition: Spend 30 minutes at the bottom of the Red Pit.
At the end of this time, your higher-order ability is recharged, but you must also attempt a DC 20 Will saving throw.
If the save fails, you take a –5 penalty on all attack rolls and saving throws for a number of days equal to 20 minus your character level.
(Those who spend more than 30 minutes in the Red Pit must make one saving throw for every hour or portion thereof they spend in the hole).
Higher-Order Ability: Once per day, for a number of minutes equal to your character level, you gain a +5 bonus on Escape Artist, Hide, Move Silently, Listen, and grapple checks.
Higher-Order Uses: 5.

THE SARGASSO OF ENTROPY (EL 14)

The Negative Energy Plane is an endless void that is darker than the blackest night and emptier than the most evil heart.
Here and there, one can find voidstones—negative energy so densely concentrated that it becomes solid matter.
But in one especially dismal corner of the plane, a number of voidstones have accumulated to form a shifting congregation of annihilation known as the Sargasso of Entropy.
The sargasso is one of the most deadly locations in the multiverse.
Every one of the voidstones is powerful enough to completely wipe out anything it touches.
Together, swirling in the unpredictable, chaotic way they do, the voidstones are practically unavoidable—getting any closer to the sargasso than a few dozen feet is practically an act of suicide.
The Sargasso of Entropy is a sacred site for those who worship Wee Jas, Nerull, and other deities associated with death.
Champions of life, on the other hand, occasionally visit the spot because it is so closely attuned to death.
They believe that seeing it and feeling its power will focus their resolve to resist the inevitable, withering end that waits for all creatures.
Location: The Negative Energy Plane.
Initial Encounters: Roll on the Sargasso of Entropy encounter table when the characters visit the site for the first time, or for the first time in over a year.
Pale raiders are a cult of death slaadi clerics who have rededicated themselves to the pursuit of magical power for the purpose of honoring death in all its myriad forms.

Sargasso of Entropy Encounters

d%	Encounter
01–17	2d6+1 wraiths
18–34	2d6 vampire spawns
35–67	2d6 xeg-yis
68–84	2 glabrezu
85–100	1 pale raider (see below)

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.

If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Fortitude saving throws.
Recharge Condition: Throw an item weighing at least 2 pounds into the sargasso.
Higher-Order Ability: Once per day, you can make a withering melee touch attack that, if successful, inflicts 10d6 points of damage.
The subject may attempt a DC 15 Fortitude save to halve the damage.
If the melee touch attack fails, the ability is still expended for that day.
Higher-Order Uses: 2.

Pale Raider: Death slaad cleric 5; CR 15; Medium outsider (chaotic, extraplanar); HD 15d8+90 plus 5d8+30; hp 210; Init +10; Spd 30 ft.; AC 29, touch 16, flat-footed 23; Base Atk +18; Grp +24; Atk +25 melee (3d6+6 plus stun, claw); Full Atk +25 melee (3d6+6 plus stun, 2 claws) and +22 melee (2d10+3, bite); SA stun 3/day, spell-like abilities, summon slaad, rebuke undead; SQ change shape, DR 10/lawful, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5 and cold 5 and electricity 5 and fire 5, telepathy 100 ft.; AL CN; SV Fort +19, Ref +16, Will +20; Str 23, Dex 22, Con 23, Int 19, Wis 24, Cha 22.
Skills and Feats: Climb +24, Concentration +21, Escape Artist +24, Hide +24, Intimidate +24, Jump +24, Knowledge (the planes) +22, Knowledge (religion) +27, Listen +25, Move Silently +24, Search +22, Spellcraft +24, Spot +25, Survival +15 (+17 when tracking), Use Rope +6 (+8 with bindings); Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (claw).
Stun (Ex): With successful melee attack; DC 24 Fort save or be stunned for 1 round.
Spell-Like Abilities: At will—*animate objects*, *chaos hammer* (DC 20), *deeper darkness*, *detect magic*, *dispel law* (DC 21), *fear* (DC 20), *finger of death* (DC 23), *fireball* (DC 19), *fly*, *identify*, *invisibility*, *magic circle against law*, *see invisibility*, *shatter* (DC 18); 3/day—*circle of death* (DC 22), *cloak of chaos* (DC 24), *word of chaos* (DC 23); 1/day—*implosion* (DC 25), *power word blind*.
Caster level 15th.
Change Shape (Su): A death slaad can assume any humanoid shape as a standard action.
Summon Slaad (Sp): Twice per day, a death slaad can attempt to summon 1d2 red or blue slaadi (60% chance of success) or 1d2 green slaadi (40% chance of success).
Cleric Spells Prepared (5/6/5/4): 0—*cure minor wounds*, *detect poison*, *guidance*, *mending*, *read magic*; 1st—*command* (DC 18), *cure light wounds*, *divine favor*, *entropic shield*, *protection from law*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell* (DC 19), *lesser restoration*; 3rd—*animate dead*, *cure serious wounds*, *dispel magic* (2).
Domains: Chaos (cast chaos spells at +1 caster level), Death (death touch 1/day, damage 5d6).
Possessions: *Periapt of wisdom +2*, *bracers of armor +1*.

White Feather Bridge (EL 14):
Amoria is not only the topmost layer of Elysium, but it is also the most populated.
Sprinkled throughout the forests and rolling hills are towns and villages, and the land is crisscrossed with roads, trails, and paths that people use to get from place to place.
Along a particularly well-traveled stretch of road, a wooden bridge crosses a rushing river.
The span, known as White Feather Bridge, is hand-carved and painted to resemble a great white swan stretching her wings from bank to bank.
It is considered one of the finest pieces of art on the plane.
However, it was constructed during a time when the road did not see so much traffic, and it is too narrow to allow more than a single creature to pass at a time.
Some have talked about replacing or adding to the bridge.
Others have gone so far as to build a new, wider bridge across the river only a few hundred feet to the north.
But travelers still prefer to cross at the White Feather Bridge.
They say, "Even the divine skies of Elysium look brighter when viewed from the span of the White Feather Bridge; it is more than just a convenience, it is a tradition that no one should be denied".
Location: Amoria, the topmost layer of Elysium.
Initial Encounters: Roll on the White Feather Bridge encounter table when the characters visit the site for the first time, or for the first time in over a year

White Feather Bridge Encounters

d%	Encounter
01–21	1d4 celestial dire tigers
22–42	2 leonals
43–63	1 astral deva
64–94	2d6+3 12th-level elf clerics
95–100	1 old green dragon

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: Once per day, you may add a +1 luck bonus to one check, saving throw, attack roll, or damage roll.
You may use this ability after rolling the d20, but you must do so before the DM announces the result.
Recharge Condition: Cross the White Feather Bridge.
However, you must allow a traveler going in the opposite direction to cross the bridge before you do.
Higher-Order Ability: Once per day, you may cast the *planar ally* spell.
Higher-Order Uses: 2.

The Sentinel Grove (EL 9)

The towering oaks of the sentinel grove are massive and ancient even by the standards of Arborea.
Many rise hundreds of feet into the air and have boles more than 20 feet across.
A thick bed of moss, fallen leaves, and delicate ferns blankets the ground under these trees, except where occasional gaps in the canopy let in shafts of pure sunlight.
Beds of gorgeous wildflowers thrive in such locations, filling the air with their heady perfume.
In the heart of this grove stands an ancient temple—ruined, yet still magnificent.
Flowering vines twine around its stately marble columns, and within the roofless sanctuary lies a pond filled with lilies.
The remains of friezes depicting epic battles between heroes and all manner of terrible foes decorate the interior

walls, but no clues reveal the identity of the deity to whom the temple was dedicated.
Some say the building is simply a monument to struggle, and that it was created as a ruin to indicate the fleeting nature of glory.
Location: The first layer of Arborea.
Initial Encounters: Roll on the Sentinel Grove Encounter Table below when the characters visit the site for the first time, or for the first time in more than a year.

Sentinel Grove Encounter Table

d%	Encounter
01–15	1 celestial treant
16–30	3–5 anarchic satyrs
31–70	4–7 anarchic dryads
71–85	3–5 celestial giant eagles
86–100	3–5 celestial giant owls

Subsequent Encounters: Once the characters clear out the area, the chance of an encounter is only 50% on each subsequent visit.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
The creatures of the sentinel grove resent constant intrusions but are basically good-natured.
They may consent to give the characters access to the grove in return for some service rather than simply fighting.
Base Ability: When standing upright on any natural terrain, you gain a +1 bonus on any opposed checks you make to resist bull rush, trip or overrun attempts, and on saving throws to resist being moved against your will (by wind effects or *telekinesis*, for example).
Recharge Condition: You must climb to the top of the tallest oak in the grove, harvest an acorn, and plant it in fertile soil.
The relative heights of the trees may change from time to time because of irregularities in growth and vagaries in the weather, so a fresh determination of the correct tree is necessary with each visit.
Higher-Order Ability: Once per day, you can create a *heroes' feast* effect, as the spell (caster level equals your character level).
Higher-Order Uses: 2.

The Shrine of Acererak (EL 11)

On Pandemonium, a great statue carved of strange, night-dark stone stands alone before a sealed mausoleum of cold iron.
The statue is of a humanoid skull and measures 5 feet in diameter.
Jewel-like stones glint in the eyesockets and in place of the skull's teeth.
The mausoleum is but one of many tombs and unmarked graves studding a vast tunnel along which howling winds blow mournfully.
Undead of various sorts prowl this forgotten graveyard.
Location: Cocytus, the second layer of Pandemonium.
Initial Encounters: Roll on the Shrine of Acererak encounter table when the characters visit the site for the first time, or for the first time in over a year.
The base undead are randomly drawn to the site, but the lich, if encountered, is attempting to establish a permanent position at the shrine.

Shrine of Acererak Encounters

d%	Encounter
01–25	4 spectres
26–50	4 vampires, 5th-level human fighters
51–75	2 bone devils
76–97	1 dread wraith
98–100	1 lich, 11th-level human wizard, and 4 spectres

Subsequent Encounters: Once the characters clear out the shrine, on subsequent visits the chance of an encounter is only 10% (reroll any result of a lich encounter).
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the location.
Base Ability: Mindless undead ignore you unless you attack them, after which they react normally (attacking a single undead that belongs to a group of adjacent undead causes all in the group to likewise treat you normally).
Recharge Condition: Kiss the idol of Acererak.
Higher-Order Ability: Once per day, you can influence one undead within 50 feet.
To influence the undead, you must indicate a course of activity (limited to a sentence or two).
This direction may not be to take some obviously harmful act such as to impale itself or leap into a vat of acid; however, an undead may be directed to leave the area, defend you, or defeat a former ally or master.
An influenced undead acts on its direction until one of the following conditions is met: its assigned task is completed, a number of hours equal to your character level have passed, the undead is redirected, or someone else with the ability to turn or command undead successfully affects the directed undead.
The direction can continue for the entire duration (a number of hours equal to your character level).
If the direction can be completed in a shorter time, the effect ends when the undead finishes what it was asked to do.
You can instead specify conditions that will trigger a special activity during the duration.
For example, you might suggest that an undead give directions to the first traveler it meets.
If the condition is not met before the duration expires, the activity is not performed.
Higher-Order Uses: 5.

The Silent Temple (EL 8)

In the steaming jungles of Smargard, a massive temple lies nestled in the forking branches of a vast tree, so high up that the ground (if any exists) cannot be seen.
All around is the susurrus of the jungle, with occasional shrill cries or harsh growls of prey and predator.
Inside the great temple, all is deadly quiet, and the structure seems deserted.
But lurking in its labyrinthine depths, the children of Merrshaulk, the yuan-ti deity, slither through ancient passageways and perform rites that even their own god has forgotten.
Location: Smargard, one of the layers of the Infinite Layers of the Abyss.

Initial Encounters: Roll on the Silent Temple encounter table when the characters visit the site for the first time, or for the first time in over a year.
Any yuan-ti that are encountered attempt to thwart the characters from fulfilling the recharge conditions of the Silent Temple's higher-order ability, waiting until the characters are preoccupied before striking.

Silent Temple Encounters

d%	Encounter
01–10	Fusillade of greenblood oil darts[1]
11–30	Well-camouflaged pit trap[1]
31–50	Deathblade wall scythe[1]
51–70	Insanity mist vapor trap[1]
71–85	5th-level yuan-ti pureblood ranger
86–97	3rd-level yuan-ti halfblood wizard
98–100	1st-level yuan-ti abomination cleric

1 These traps are detailed on page 73 of the *Dungeon Master's Guide*.

Subsequent Encounters: Once the characters defeat a trap, there is a 50% chance that yuan-ti arrive and reset or replace it.
If the characters defeat the yuan-ti, there is a 20% chance that more yuan-ti arrive to take their place before the characters return.
If the PCs fail to visit the location for more than a year, they must roll for temple encounters as if they had never visited the site.
Base Ability: You gain a +2 competence bonus on Move Silently checks, and you gain a +5 circumstance bonus on Hide checks made in heavily wooded settings (including jungles).
Recharge Condition: Find and retrieve a citrine (worth 50 gp) in a 20-foot-by-20-foot pit filled with venomous snakes, enduring 1d4+4 attacks per round from (roll d6) a Small viper (1–3), a Medium viper (4–5), or a Large viper (6).
Finding the citrine requires a DC 25 Search check, though magical means can suffice.
The citrine must then be placed in a bowl of similar gemstones at an idol farther inside the temple.
Higher-Order Ability: Once per day, you can polymorph yourself into a viper of your same size category.
This transformation lasts for 1 minute per your character level, or until you choose to change back to your natural form.
Higher-Order Uses: 4.

The Spire of Thorns (EL 9)

The sprawling forests of Arvandor, topmost layer of the Olympian Glades of Arborea, are home to a nearly infinite number of different plants, trees, and shrubs.
Far from Corellon's Court, or indeed any settlement, in a stretch of woods that grows so thick that the sun never reaches the forest floor, a single, poisonous bramble has grown so tall and strong that it has become a tower whose top fairly scrapes the canopy of leaves overhead.
Called the Spire of Thorns by the elves of Arvandor, this tower has become a way that foresters, rangers, barbarians, and other folk who relish the wild life use to prove their mettle.
They climb the tower barehanded while wearing only a light tunic.
The spire's thorns are coated in a poison that addles the wits and dulls the senses, but completing the task is said to toughen the body against all toxins.
Location: Arvandor, the topmost layer of Arborea.
Initial Encounters: Roll on the Spire of Thorns encounter table when the characters visit the site for the first time, or for the first time in over a year.
The elf barbarian is there to test his mettle by climbing the spire.
The elf may be friendly or antagonistic, at the DM's discretion.

Spire of Thorns Encounters

d%	Encounter
01–18	1d6+3 dire wolves
19–32	1 treant
33–58	9th-level elf barbarian
59–83	1 Colossal monstrous spider
84–100	4 9th-level elf barbarians

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +2 bonus on saves against poison.
Recharge Condition: Climb to the top of the spire.
This requires a successful DC 20 Climb check; you may take 10 on this check, but you may not take 20.
Each attempt inflicts 1d6 points of damage.
If the Climb check fails, you must succeed on a DC 14 Fortitude saving throw or fall prey to the bramble's poison.
The poison has an initial damage of 1 point of Wisdom and a secondary damage of 1 point of Dexterity.
Higher-Order Ability: You gain the ability to cast *neutralize poison* on yourself once per day.
The spell functions as if cast by a 15th-level ranger.
Higher-Order Uses: 5.

The Stormvault (EL 8)

Controlling the weather on the two layers of the Peaceable Kingdoms of Arcadia are four once-mortal beings now known as the Storm Kings: Rain, Wind, Lightning, and Cloud.
Each dwells in a mighty castle, arranged precisely at equidistant points around Arcadia's Orb of Day and Night, and from here they work together to provide just the right mixture of rain and shine for all of Arcadia.
The one place they share together is the Stormvault, a great subterranean cistern containing the power of the storms.
Each of the Storm Kings visits the Stormvault from time to time, withdrawing power when particularly large atmospheric phenomena are called for, or returning power when a storm has run its course.
And though they are precise in their measurements, even beings as powerful as the Storm Kings cannot be everywhere, especially on the infinite layers of Abellio and Buxenus.
Thus, the Storm Kings reward those who aid them in their duties—everything from rounding up stray air elementals to controlling the winds and calling the lightning from the skies and back into the vault.

Location: The Peaceable Kingdoms of Arcadia.
Initial Encounters: Roll on the Stormvault encounter table when the characters visit the site for the first time, or for the first time in over a year.
Air elementals in the vicinity of the Stormvault are stray powers of the Storm Kings, who would not appreciate their destruction.
An arrowhawk, on the other hand, has wandered in from the Elemental Plane of Air and become curious about the power contained in the Stormvault.

Stormvault Encounters

d%	Encounter
01–40	4 Medium air elementals
41–65	2 Large air elementals
66–90	1 Huge air elemental
91–100	1 elder arrowhawk

Subsequent Encounters: Bits of the Storm Kings' power are always getting loose or wandering back to the Stormvault after doing their work on the layers of Arcadia.
Every time the characters return to the Stormvault, roll a new encounter as though it was their first visit.
Base Ability: Add +1 to the DC for all saving throws against any spells you cast that deal with rain, wind, lightning, or clouds.
Recharge Condition: Stand upon the Stormvault and cast *call lightning*, *fog cloud*, *gust of wind*, *sleet storm*, or *ice storm*.
Higher-Order Ability: Choose one of the four Storm Kings. Once per day, you can cast *control weather* to create weather conditions associated with that king, depending on the climate and season in your current environment.
• Rain: Sleet storm (spring), torrential rain or hailstorm (summer), sleet (autumn), or snow (winter);
• Wind: Tornado (spring), gentle breezes (summer), chill winds (autumn), or freezing winds (winter);
• Lightning: Thunderstorm (spring, summer, or fall) or blizzard (winter);
• Cloud: Hot weather (spring), humidity (summer), fog (spring or autumn), or frigid cold (winter).
The conditions you create last for 4d12 hours, or until you activate this ability again and change the weather.
You may choose a different Storm King each time you recharge this higher-order ability.
Higher-Order Uses: 2.

The Temple of Radiance (EL 12)

The Temple of Radiance sits atop a tiny spit of rock that juts from the waters of Thalasia, the bottommost layer of Elysium.
It is a temple to Pelor, god of the sun, built in the classic style.
Walls, columns, and arches measure out the forms of various rooms and chambers—including a large central chapel—but none of these areas has even the pretense of a roof or other covering.
The entire building is open to the sky so that worshipers may follow the sun along its celestial journey.
Some claim that this was the very first shrine ever built in Pelor's name; others say that it is merely the most beautiful.
Whatever the truth, the Temple of Radiance is one of the most popular pilgrimage destinations for worshipers who have the wherewithal to travel to and within Elysium.
The temple generally receives anywhere from a dozen to several hundred visitors per day.
Of course, since the Temple of Radiance is so highly valued by worshipers, it occasionally comes under attack from enemies of Pelor (in particular, by worshipers of Nerull).
To protect the pilgrims from this and other dangers, a cadre of holy warriors, known as the Radiant Guardians, protect the island.
Location: Thalasia, the lowest layer of Elysium.
Initial Encounters: Roll on the Temple of Radiance encounter table when the characters visit the site for the first time, or for the first time in over a year.
The Radiant Guardians are cautious if visitors arrive heavily armed, but they will welcome anyone who has come to worship at the Temple.

Temple of Radiance Encounters

d%	Encounter
01–15	1 chaos beast
16–40	2 Radiant Guardians (see below)
41–65	3d6 6th-level human cleric pilgrims
66–90	6 Radiant Guardians (see below)
91–100	1 glabrezu



Subsequent Encounters: Once the characters establish a relationship with the Radiant Guardians (or clear the location), the chance of an encounter on subsequent visits is only 25%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on saving throws against evil creatures or effects.
Recharge Condition: Spend one day praying and fasting in the Temple of Radiance.
Higher-Order Ability: Once per day, you can cast the *searing light* spell.
This spell functions as if cast by a 10th-level cleric, dealing 5d8 points of damage to any target that is struck (or 10d6 points to any undead target that is struck).
Higher-Order Uses: 5.
Radiant Guardian: Human paladin 10; CR 10; Medium humanoid; HD 10d10+10; hp 65; Init –1; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base Atk +10; Grp +13; Atk +15 melee (1d8+4/19–20, +1 *longsword*); Full Atk +15/+10 melee (1d8+4/19–20, +1 *longsword*); SA smite evil 3/day, turn undead; SQ aura of good, *detect evil*, divine grace, lay on hands, aura of courage, divine health, special mount, *remove*

disease 2/week; AL LG; SV Fort +11, Ref +5, Will +8; Str 16, Dex 8, Con 12, Int 10, Wis 14, Cha 16.
Skills and Feats: Concentration +14, Ride +12; Cleave, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword).
Smite Evil (Su): +3 attack, +10 damage.
Lay on Hands (Su): 30 points per day.
Aura of Courage (Su): Allies within 10 feet gain +4 morale bonus on saves against fear effects.
Turn Undead (Su): As a 7th-level cleric.
Paladin Spells Prepared (2/2): 1st—*bless weapon*, *protection from evil*; 2nd—*resist energy*, *zone of truth*.
Possessions: *+2 full plate*, *+1 heavy steel shield*, *+1 longsword*, *gauntlets of ogre power*, masterwork composite (+2) longbow, 20 arrows.

THE UNSEEN PATH (EL 5)

On the whole, the plane of Pandemonium is a dark, befuddling place.
The ground is generally uneven, rocky terrain, there are no natural sources of light, and winds howl constantly, bringing odd sounds from every direction.
This makes it difficult, even at the best of times, for a visitor to get her orientation, and walking even a few steps can be an adventure.
Of all the disorienting places in Pandemonium, the section of tunnel known as the Unseen Path is perhaps the most baffling.
Approximately 300 feet long and laid with fine cobblestones, the Unseen Path was clearly carved by some intelligent hand.
Because of the nature of gravity on Pandemonium, the fact that this path wanders unpredictably from floor to wall to ceiling and back is not all that strange.
What is strange is that the tunnel has been enchanted so that if one wanders off the path, gravity reverses itself, causing unwary pedestrians to unexpectedly "fall" the entire width of the tunnel (about 50 feet).
This would be troublesome enough, but there is a second enchantment on the Unseen Path.
The entire length of the passageway is cloaked by a series of *deeper darkness* spells, making traversing the span an especially dangerous proposition.
Location: Cocytus, the second layer of Pandemonium.
Initial Encounters: Roll on the Unseen Path encounter table when the characters visit the location for the first time, or for the first time in over a year.

Unseen Path Encounters

d%	Encounter
01–13	1 fiendish gelatinous cube
14–32	3d6 skeletons
33–67	1d3+1 formian workers
68–81	1 invisible stalker
82–100	1 fiendish umber hulk

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Listen checks.
Recharge Condition: Walk the entire length of the Unseen Path.
You do not have to keep on the cobblestone path for the whole distance; you merely have to traverse the entire tunnel.
Higher-Order Ability: Once per day, you can use darkvision for a number of minutes equal to 10 × your character level.
Higher-Order Uses: 6.

THE VALLEY OF THUNDER (EL 10)

Among the rolling hills of Brux, the second layer of the Wilderness of the Beastlands, is a valley that is home to the massive reptiles known as dinosaurs.
On most worlds, dinosaurs ruled the land until the rise of dragons or until some natural calamity culled their numbers enough to allow a humanoid race to flourish.
In the Valley of Thunder, though, they remain the undisputed masters, and any creature that knows what's good for itself will give the ancient lizards as wide a berth as possible.
Not all the dinosaurs are dangerous, of course.
Some are carnivorous and some are vegetarian, but like most animals, they want nothing more than to live out their lives following nature's simple requirements—eating, sleeping, and mating at the appropriate times.
But being as big as they are, dinosaurs can cause trouble for smaller creatures in many unintended ways.
And, of course, the great hunters, such as the Tyrannosaurus, consider anything that moves to be a potential meal.
Location: Brux, the second layer of the Beastlands.
Initial Encounters: Roll on the Valley of Thunder encounter table when the characters visit the site for the first time, or for the first time in over a year.

Valley of Thunder Encounters

d%	Encounter
01–17	2d4+2 deinonychus
18–43	1 tyrannosaurus
44–68	1d6+3 megaraptors
69–89	1d4+1 tyrannosaurus
90–100	2d4 triceratopses

Subsequent Encounters: On subsequent visits, the chance of an encounter is only 25%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus to your Armor Class.
Recharge Condition: Find a bone or tooth from a freshly killed dinosaur (one that has been dead for no more than a week), grind it into a powder, and sprinkle the powder over your head.
Higher-Order Ability: Once per day as a full-round action, you can cause your skin to harden into a dinosaur-like armor plating.
This provides you with damage reduction 5/magic for a number of rounds equal to your character level.
Higher-Order Uses: 4.

THE VEIL (EL 5)

The Plane of Shadow is an ever-changing landscape of stark contrast.
The sky is always black and the land a powdery white, with no shade or hue anywhere (except for subtle gray tones that hint at an object's texture and depth).
In one area, however, the line of stark delineation ripples and blurs—the Veil.
From a distance, the Veil looks like a small dust devil or smoke from a smoldering fire.
But as one draws closer, it becomes clear that the Veil is even more ephemeral.
It is a ripple in the air, a distortion through which colors appear to morph into their opposites and back again many times a second.
Since the only two colors on the Plane of Shadow are black and white, this means that anything viewed through the Veil has a soft gray tone, almost like highly realistic drawings done in charcoal.
Creatures native to the plane find this effect disturbing, even profane, and avoid it at all costs.
Some of them believe that merely looking through the Veil can addle a person's mind, making it difficult for him to make decisions or understand opposing concepts.
Visitors are more likely to see it as a peculiar but intriguing natural wonder.
Location: The Plane of Shadow.
Initial Encounters: Roll on the Veil encounter table when the characters visit the location for the first time, or for the first time in over a year.

VEIL ENCOUNTERS

d%	Encounter
01–15	1d3 shadows
16–35	1 wraith
36–60	1 shadow owlbear*
61–85	1d4 dusk beasts*
86–100	1 shadow gray render*

* From *Manual of the Planes*

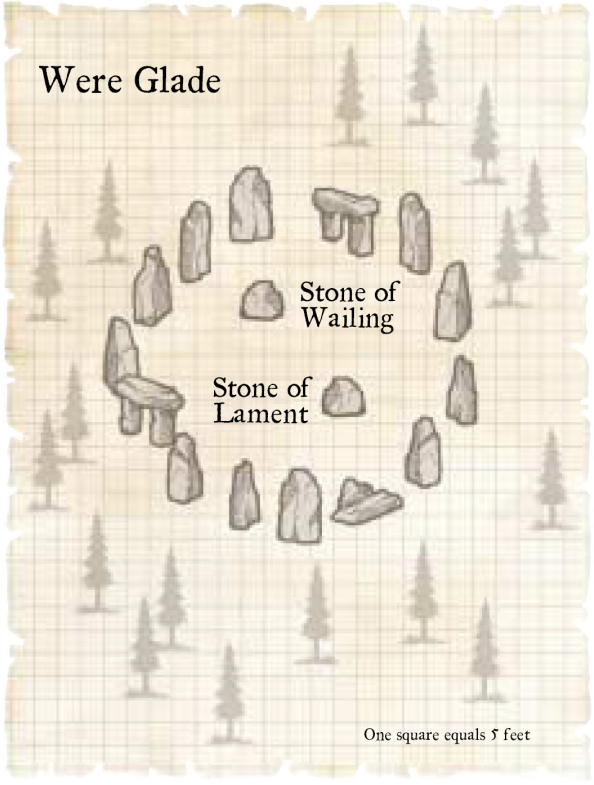
Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Hide checks.
Recharge Condition: Stand on the opposite side of the Veil from an object or person.
Using chalk, pencil, or charcoal, make as good a drawing as you're able of what you see.
Then look at the drawing through the Veil.
Higher-Order Ability: Once per day, as long as you are within 10 feet of some sort of shadow, you can hide from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.
Higher-Order Uses: 5.

THE WERE GLADE (EL 7)

Deep in a forest of continual night, the trees part.
A circle of ancient obelisks scrawled with generations of beastmarks seems to keep the trees at bay.
The opening in the trees allows the silver moon above to cast its radiance down unhindered.
Where the silver shaft touches the stones, they take on an inner, answering light.
Were wolves often meet in the glade, to dance under the lambent moon.
The Stone of Wailing and the Stone of Lament are huge boulders that push up from the earth, revealing just their tips.
It is uncertain how these formations received their name.
Location: Karasuthra, third layer of the Beastlands.
Initial Encounters: Roll on the Were Glade encounter table when the characters visit the site for the first time, or for the first time in over a year.
If a werewolf lord is encountered, it is attempting to establish a lair.

WERE GLADE ENCOUNTERS

d%	Encounter
01–10	1 weretiger
11–50	2 werebears
51–75	3 wereboars
76–97	4 werewolves
98–100	1 werewolf lord



Subsequent Encounters: Once the characters clear out the glade, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on Handle Animal, Diplomacy, Bluff, and Sense Motive checks when dealing with animals, magical beasts, or shapechangers.
Recharge Condition: Scratch a "beastmark" of your own onto one of the obelisks in the Were Glade.
A beastmark can be a simple scoring on the stone, or a series of scratches that represents a bestial image.
Higher-Order Ability: You gain limited wolf lycanthropy. Once per day, you can become a werewolf, either a full wolf or a hybrid between your normal form and that of a wolf. Once changed, you can maintain your new form for up to 9 hours.
Changing back to your normal form ends the effect and counts as one use.
While in your alternate form, you retain full control of your actions and gain most of the benefits of the lycanthrope template; however, you cannot pass on the curse of lycanthropy.
Once you've made your first visit to the Were Glade, you permanently retain the shapechanger subtype, even if you've exhausted all your uses of the higher-order ability.
For full details of the template, see Creating a Lycanthrope and associated text on page 175 of the *Monster Manual*.
Higher-Order Uses: 2.

WIDOW'S WALK (EL 8)

Nestled in a quiet corner of Lolth's Demonweb Pits is a high spire draped all about with webs.
Atop this spire, a pair of glittering black opals sits at each of the four corners.
Throughout the webs climb thousands of black widow spiders of all different sizes, paying their own special homage to their Spider Queen.
Those who clamber up the webbing to clear the webs from the opals—and thus, be seen by the spire's "eyes"—are granted special favors.
Location: The Demonweb Pits, the 66th layer of the Infinite Layers of the Abyss.
Initial Encounters: Roll on the Widow's Walk encounter table when the characters visit the site for the first time, or for the first time in over a year.

Widow's Walk Encounters

d%	Encounter
01–25	8 Large monstrous spiders
26–60	1 Huge monstrous spider and 2 Large monstrous spiders
61–80	2 Huge monstrous spiders
81–95	1 Gargantuan monstrous spider
96–100	2 driders

Subsequent Encounters: The Demonweb Pits have no shortage of spiders.
On every subsequent visit, roll a new encounter.
Base Ability: You gain a +2 competence bonus on Climb skill and add +10 feet to your climb speed.
Recharge Condition: Climb 200 feet up the webs of the spire and clean each of the black opals, enduring 1d6+6 attacks per round from (roll 1d6) a Small monstrous spider (1–3), a Medium monstrous spider (4–5), or a Large monstrous spider (6).
Higher-Order Ability: Once per day, you can either *spider climb* as the spell or cast *web* as the spell.
In either case, use your character level as the caster level.
Higher-Order Uses: 6.

YONDALLA'S TEETH (EL 9)

Amid the ever-changing chaos of Limbo is an area where a jumble of alabaster boulders and rocks tumbles through the miasma, crashing into one another and anything else in its way.
The boulders seem to be drawn to a central point of gravity. More than anything, they look like a great maw of teeth chewing up everything in their path.
This phenomenon is just a part of the unpredictable nature of Limbo—the lawful good goddess Yondalla has nothing to do with it.
The place earned its name because acrobats and tumblers from all over the multiverse travel to the Teeth in order to hone their prowess at avoiding injury even in the most chaotic of circumstances.
A disproportionate number of these visitors are halflings, and so it became widely, albeit erroneously, supposed that their goddess had something to do with it.
Every round that a character spends inside Yondalla's Teeth, she takes 2d6 points of damage.
A successful DC 15 Reflex save halves the damage.
Location: Limbo.
Initial Encounters: Roll on the Yondalla's Teeth encounter table when the characters visit the site for the first time, or for the first time in over a year.
The rogues are there to test their skills inside Yondalla's Teeth and may be friendly or antagonistic as the DM prefers.

Yondalla's Teeth Encounters

d%	Encounter
01–12	1 hellcat
13–27	3d6 formian workers
28–56	1d4 7th-level human rogues
57–81	1 devourer
82–100	Celestial 12th-level halfling rogue

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%.
If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.
Base Ability: You gain a +1 bonus on Spot checks.
Recharge Condition: Spend a number of rounds equal to half your character level, rounded down, inside Yondalla's Teeth.
Higher-Order Ability: Once per day as a move action, you can gain a +4 dodge bonus to your Armor Class for a number of rounds equal to half your character level, rounded down.
Higher-Order Uses: 5.

SANDSTORM (3.5)

BLUE DRAGONS' GRAVEYARD (EL 17)

Deep in a cave hidden beneath an overhang in a canyon wall lays a huge pit filled with the gigantic bones of countless blue dragons.

Unaccountably drawn here from all quarters of the world since the beginning of time, ancient blue wyrms journey to this place, lie down their heads one last time, and die.
Treasure seekers sometimes brave the trackless wastes to seek the Blue Dragons' Graveyard but rarely find anything worth taking back—a horn here and some scales there.
The real treasure is the great store of electrical energy the dragons have left behind.
Initial Encounter: Roll on the Blue Dragons' Graveyard Encounters table when the characters first visit the site.
Adventurers are likely in search of treasure and do not know of the powers of the graveyard.
Blue dragons are either in search of treasure or have come to die.

Blue Dragons' Graveyard Encounters

d%	Encounter
01–40	Adventurers (4 13th-level NPCs)
41–45	1d4+1 juvenile blue dragons
46–50	1d2 young adult blue dragons
51–55	Blue dragon, adult
56–65	Blue dragon, mature adult
66–80	Blue dragon, old
81–90	Blue dragon, very old
91–95	Blue dragon, ancient
96–98	Blue dragon, wyrm
99–100	Blue dragon, great wyrm (dying; Str 30, Dex 8, and Con 13)

Subsequent Encounters: The Blue Dragons' Graveyard is never completely abandoned.
Even if the characters clear the area, there is still a 40% chance of an encounter each time they visit the place.
Base Ability: You gain electricity resistance 5.
Recharge Condition: Deal 50 points of electricity damage to the bones of the Graveyard in a single attack, casting, or activation.
Higher-Order Ability: You can breathe a line of lightning, the length of which is determined by your size.
(See the Dragon Breath Weapons table, page 69 of the *Monster Manual*).
The line of lightning deals 1d8 points of damage for every two character levels you have.
A successful Reflex save (DC 10 + 1/2 your character level + your Con modifier) halves the damage.
Higher-Order Uses: 4.

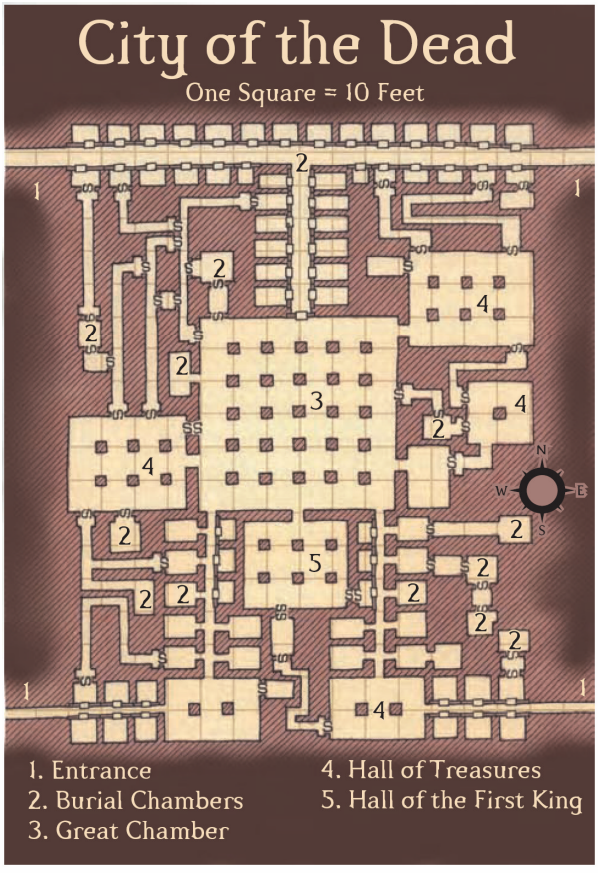
CITY OF THE DEAD (EL 7)

Used as a necropolis by a long-lost dynasty of wasteland plains folk, this crumbling city has been abandoned for ages, though its ancient traps and undead sentinels are still active.
Said to contain the riches of generations of emperors, the City of the Dead is a place many seek, but from which few return.
Labyrinthine passages below the desert sands lead to burial chambers long closed and sealed, each of which, in turn, is filled with all manner of deadly traps to ward off grave robbers.
Those clever enough to outmaneuver the traps must still face legions of mummies, wraiths, and specters that seek to convert intruders into unliving slaves.
The greatest treasure, however, are the intricate mosaics of the Hall of the First King.
Those who translate their elaborate instructions gain fantastic powers.
Initial Encounter: Roll on the City of the Dead Encounters table when the characters visit the site for the first time.
Any undead encountered try to thwart attempts at fulfilling the recharge conditions of the city's higher-order ability.
They wait until the characters are preoccupied before striking.

City of the Dead Encounters

d%	Encounter
01–10	*Acid fog* trap[1]
11–20	Fusillade of greenblood oil darts trap[1]
21–30	Compacting room trap[1]
31–40	Well-camouflaged pit trap[1]
41–50	Spiked pit trap[1]
51–70	2 mummies
71–80	2 wraiths
81–85	3 mummies
86–90	3 wraiths
91–98	Spectre
99–100	Mummy lord (10th-level cleric)

[1] These traps are detailed in Chapter 3 of the *Dungeon Master's Guide*.



Subsequent Encounters: Once the characters defeat a trap, there is a 50% chance mummies of the City of the Dead reset or replace it before the characters return.
If the characters defeat undead, 10% of the time their ranks are replenished.
If the heroes fail to visit the location for more than a year, roll for an encounter as if they had never visited the city.
If the characters dally in the Hall of the First King (see Recharge Condition below), roll on the City of the Dead encounter table once per day, rerolling trap results.

The undead are not idle while the characters linger.
Base Ability: You gain a +1 insight bonus on all Charisma-based checks.
Your Charisma-based spells get a +1 insight bonus on caster level checks made to overcome a creature's spell resistance.
Recharge Condition: Find the Hall of the First King. There, translate the instructions on one of the many mosaics, either by means of a spell or magic item, by learning the ancient language, or by making a DC 35 Decipher Script check.
Higher-Order Ability: Once per week, you can use *mass charm monster* as a spell-like ability on creatures that share one element of your alignment (chaotic, evil, good, lawful, neutral).
The total Hit Dice you can affect is equal to three times the caster level or one creature regardless of Hit Dice.
Your caster level is equal to your character level.
Higher-Order Uses: 4.

CRYPT OF BADR AL-MOSAK (EL 7)

In the midst of rocky, low-lying hills, a few broken pillars form a circle surrounding a terraced bowl.
Stone columns lay scattered and broken within the basin, seeming to point to the sarcophagus at the center of what might have once been an amphitheater.
The massive stone crypt stands 10 feet high and is of one piece with the stone upon which it seems to rests.
The grand sarcophagus is that of a pharaoh named Badr Al-Mosak.
The stone coffin doesn't open—it is actually a statue.
While the area beneath the statue does, in fact, contain haunted crypts and treasures of old, few have ever thought to check and merely believe the ruined amphitheater to be a touchstone site.
Initial Encounter: Roll on the Crypt of Badr Al-Mosak Encounters table when the characters visit the site for the first time.

CRYPT OF BADR AL-MOSAK ENCOUNTERS

d%	Encounter
01–10	Pyrohydra, 5-headed
11–50	2 ettin skeletons
51–75	Sand dragon, juvenile†
76–97	Flesh golem
98–100	Androsphinx

† New monster described on page 152.

Subsequent Encounters: Once the characters clear the area around the crypt, subsequent visits have a 10% chance of an encounter.
If the visitors fail to visit the location for more than six months, roll for an encounter as if they had never visited the location.
Base Ability: Within the sight or presence of the Crypt of Badr Al-Mosak, you gain a +4 bonus on saving throws against necromancy spells, as well as a +4 bonus on any saving throw to resist the special attacks of undead.
Outside the crypt's presence, you must succeed on a DC 15 Concentration check to gain this benefit.
Check each time you are asked to make an appropriate save.
Recharge Condition: Pray at the foot of the sarcophagus.
Higher-Order Ability: You can use *undeath to death* (as the spell) as a spell-like ability.
Your caster level is equal to your character level.
Higher-Order Uses: 2.

DUSTY CONCLAVE (EL 12)

In the deepest part of the most inhospitable depths of the waste is a grotesque gallery.
What seem at first to be statues arrayed in a circle are soon revealed as petrified, fossilized, and transformed remnants of once-living creatures.
Crude lumps of salt are scattered amid leathery corpses still holding the poses in which they died.
This is the secret meeting place of the Dusty Conclave, a gathering of the strange desert wanderers known as walkers in the waste.
At midsummer noon each year, the walkers gather to perform powerful magic rituals.
Initial Encounter: Roll on the Dusty Conclave Encounters table the first time the PCs approach the rift.

DUSTY CONCLAVE ENCOUNTERS

d%	Encounter
01–20	4 12-HD ashwoms†
21–50	36-HD brine ooze†
51–65	2 dunewinders†
66–75	4 salt mummies††
76–100	Sand dragon, old†

† New monster described in Chapter 6.
†† New monster described on page 94.

Subsequent Encounters: If the visitors enter this region again, they have a 50% chance of another encounter.
If the characters fail to visit the location for more than six months, roll for an encounter as if they had never visited the location.
Base Ability: Your natural armor bonus improves by 1.
Recharge Condition: You must restore life to a creature petrified by *flesh to stone* or *flesh to salt* within the circle of statues.
Higher-Order Ability: You can use *flesh to stone* as a spell-like ability.
Your caster level is equal to your character level.
Higher-Order Uses: 2.

ETERNAL BREATH OF SENEFERU (EL 8)

The Eternal Breath of Seneferu is not static—it moves across the face of the desert as a permanent sandstorm.
One doesn't so much find the Eternal Breath as get found by it.
However, one can track the Eternal Breath by the trail it leaves in the sand after its passage—the Eternal Breath usually moves only a few feet per hour, though it sometimes surges ahead at a speeds of up to 15 miles per hour (130 feet per round).
Seneferu is the name of a wizard who once lived in the desert where the Eternal Breath roams.

He sought the heart of the desert, a mystical force that drives desertification into living lands.
Legend records that he found it in a tomb buried by the sands (some say buried in a divine sandstorm that lasted a year and a day).
Only a few know of the Eternal Breath's touchstone qualities.
These creatures can call to Seneferu.
If such seekers are sufficiently deep into the desert, the Eternal Breath responds, arriving 1d4 days from the moment it was first called.
The Eternal Breath of Seneferu manifests as a sandstorm (see Sandstorms, page 16).
Unlike a standard sandstorm, fell creatures move within the gritty winds of the Eternal Breath, immune to its biting sand.
They attack anything they find within the storm.
Initial Encounter: Roll on the Eternal Breath of Seneferu Encounters table when the characters track down the roving sandstorm for the first time.

Eternal Breath of Seneferu Encounters

d%	Encounter
01–10	2 average xorns
11–50	3 average xorns
51–75	Death scarab swarm†
76–97	Mohrg
98–100	Elder xorn

† New monster described on page 184.

Subsequent Encounters: Unlike many touchstones, the Eternal Breath of Seneferu constantly draws to it the creatures noted in the encounter table.
Thus, any time seekers track down or call the Eternal Breath after a span of more than five days has passed since the last visit, roll on the encounter table again.
Base Ability: You are less affected by powerful winds; moreover, you are refreshed and invigorated in windy environments.
For the purposes of wind effects (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*) you are treated as a creature two sizes larger than your actual size.
Any time you are exposed to an average wind speed of at least 21 miles per hour, you gain a +4 bonus on all Fortitude and Will saving throws.
Moreover, you gain damage reduction 2/– against nonlethal damage dealt by a sandstorm.
Recharge Condition: Remain for 5 minutes within the Eternal Breath of Seneferu.
Higher-Order Ability: You can use *gust of wind* as a spell-like ability.
Unlike the blast of air created by the normal *gust of wind* spell, the wind you create blows at 70 miles per hour (with the appropriate effects as indicated on Table 3–24 in the *Dungeon Master's Guide*).
Your caster level is equal to your character level.
Higher-Order Uses: 8.

Healing Waters of Abu–Ima (EL 5)

Like the shrine at Kahar, the pool found amid the ruins of an ancient temple at Abu-Ima is reputed to have the ability to heal the sick and cure the afflicted.
However, unlike the shrine at Kahar, the pool lost in the ruins of Abu-Ima is not a popular destination—the curse that fell on Abu-Ima killed all its inhabitants, and now awful creatures and visions of hell are said to roam its sand-filled lanes.
Initial Encounter: Roll on the Healing Waters of Abu-Ima Encounters table when the characters visit the site for the first time.

Healing Waters of Abu-Ima Encounters

d%	Encounter
01–10	Dune hag†
11–50	2 dune hags†
51–75	Saurosphinx†
76–97	Desert devil†
98–100	Wasteland troll†

† New monster described in Chapter 6.

Subsequent Encounters: Once the characters clear the area around the pool of foes, subsequent visits have a 10% chance of an encounter.
If the characters fail to visit the location for more than a year, roll for an encounter as if they had never visited the location.
Base Ability: Once per day, you can use either *cure serious wounds* or *remove disease* as a spell-like ability.
Caster level equals your cleric level.
Recharge Condition: While bathing in the pool, channel positive energy into the pool by expending one of your daily uses of turn undead.
Higher-Order Ability: Once per week, you can use *raise dead* as a spell-like ability.
Your caster level equals your character level.
Higher-Order Uses: 2.

Pyramid of Amun–Re (EL 6)

Amid the vast desert sands, the last relic of a dead civilization rears from the ashen dunes, four-sided and stately.
Surrounded by the broken foundations of a once mighty city, the great pyramid itself seems hardly weathered by the ages.
Over 700 feet square at the base and rising to a height of 700 feet, the pyramid's four surfaces face the points of the compass.
While the pyramid of Amun-Re is reputed to contain hidden chambers, trapped galleries, ancient curses, guardians, and monsters in its own right, as a whole the pyramid is also a touchstone site, though few recognize this fact.
Initial Encounter: Roll on the Pyramid of Amun-Re Encounters table when the characters visit the site for the first time.

Pyramid of Amun-Re Encounters

d%	Encounter
01–10	1d6+5 bhuka explorers (bhuka warriors)†
11–50	1d6+5 asherati bandits (asherati warriors)†
51–75	1d6 tomb robbers (3rd-level rogues and fighters)
76–97	2 mummies
98–100	3 mummies

† New monster described in Chapter 6.

Subsequent Encounters: Any time visitors return to the pyramid after more than five days, roll on the encounter table again.
Base Ability: When in the presence of the Pyramid of Amun-Re, you can take a standard action to grant yourself a number of temporary hit points equal to your character level.
Outside the presence of the pyramid, you can attempt to grant yourself the same number of temporary hit points with a DC 15 Concentration check.
These temporary hit points last 1 hour.
You can attempt this ability only once per day.
Recharge Condition: Travel to the top of the pyramid.
Higher-Order Ability: The temporary hit points you gain from the base ability last for 24 hours.
Higher-Order Uses: 6.

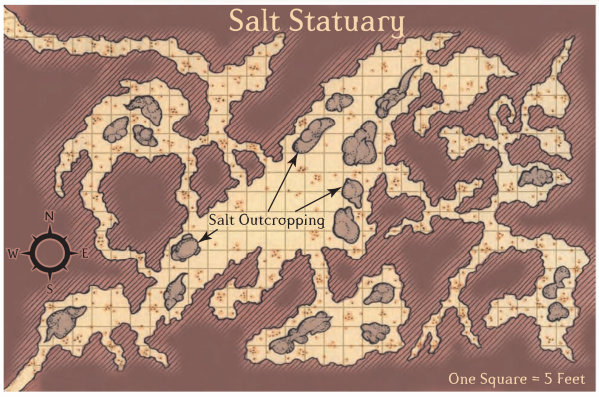
Salt Statuary (EL 7)

A great crack in the earth opened up a buried salt deposit, exposing the crystals to the elements.
Staggered protrusions of the mineral jut from the broken surface, and strange forms of gleaming salt lie exposed in places weather cannot reach.
They resemble statues of living things, but the forms are of creatures known in no history.
They might be religious carvings or unfortunate beings transmuted to salt.
Initial Encounter: Roll on the Salt Statuary Encounters table the first time the PCs approach the rift.

Salt Statuary Encounters

d%	Encounter
01–26	4 salt mephits
27–50	Brine ooze†
51–70	Behir
71–85	Salt mummy††
86–100	Waste crawler†

† New monsters described in Chapter 6.
†† New monster described on page 94.



Subsequent Encounters: Later visits to the site have a 25% chance of another encounter.
If the characters wait a year or longer to visit the chasm, roll for an encounter as if they had never visited the location.
Base Ability: You gain the Improved Heat Endurance feat.
Recharge Condition: You must successfully cast *flesh to salt* (see page 116) on a living creature within the region.
Higher-Order Ability: You can use *parching touch* (see page 118) as a spell-like ability.
Your caster level is equal to your character level.
Higher-Order Uses: 12.

Shrine at Kahar (EL 3)

The tiny shrine at the Kahar oasis draws thousands of worshipers every year, each hoping to receive the blessing of Solanil, the deity of oases.
Many visitors have claimed minor (or even major) miracles as a result of having prayed at the shrine.
However, only those with true faith receive the real blessing of the deity, for only they who do her holy work best know how to use her gifts.
Initial Encounter: A long line of supplicants can always be found at the shrine.
Since gaining the blessing of Solanil requires placing one's hands upon the shrine, a visitor can expect to wait 3d4 hours before reaching it.
One can hurry to the front of the line, however.
Roll twice on the Shrine at Kahar Encounters table whenever the characters first visit the site.
If someone is able to provide what the injured parties need, the rest of those assembled are so impressed that they allow that character to go straight to the shrine.
(Other needy souls might also approach the character after he goes to the shrine).
A character who pushes his way to the front of the line, or otherwise ignores the pleas of the disadvantaged, does not benefit from the blessing of the shrine even if he possesses the Touchstone feat.
He can return after six months and try again.

Shrine at Kahar Encounters

d%	Encounter
01–20	Injured child (requires *cure light wounds*)
21–50	Injured adult (requires *cure moderate wounds*)
51–75	Hysterical person (requires *calm emotions*)
76–90	Afflicted person (requires *lesser restoration*)
91–100	Paralyzed person (requires *remove paralysis*)

Subsequent Encounters: Because many supplicants visit the shrine at Kahar many times a year, word of a character's ability to heal travels quickly through the oasis.
There is a 60% chance that someone recognizes the character and ushers him to the shrine each time he returns.
Base Ability: Once per day, you can use one of the following spell-like abilities: *aid*, *calm emotions*, *cure moderate wounds*, *lesser restoration*, or *remove paralysis*.
Your caster level equals your cleric level.
Recharge Condition: Channel positive energy into the shrine by expending one of your daily uses of your ability to turn undead while laying hands on the shrine.
Higher-Order Ability: You may cast *create food and water* as a spell-like ability.
Your caster level equals your character level + 3.
Higher-Order Uses: 12.

SKYSEA (EL 9)

Formed during a fiery battle between a mighty wizard-king and an efreeti lord, the Skysea appears at first as only a remote shimmer.
Eventually, to the distant eye, dunes seem to flatten and their hue appears bluish.
Those who continue to approach notice that the sky itself seems to wrap down and around, and become part of the desert, while the desert seems to drop off into the sky.
Clouds float deep within this strange expanse.
Those who approach closer still see that the ground seems to drop away into deep sky.
A shoreline of small dunes stretches to either side as far as the eye can see, beyond which is only an empyreal vastness.
A haze of heat dances across the sky, and the air at the shoreline is so dry and hot that it burns the lungs.
A small island seems to float in the center of the Skysea (the focus of this touchstone site).
The Skysea is great stretch of mirrored glass (see Glass Sea Terrain, page 29).
Its surface is almost perfectly smooth, worn down by sandstorms over centuries, and the glass is an average of 10 feet thick.
Skysea varies somewhat from typical glass seas—it is solid glass throughout, has no slope (or other terrain hazards associated with natural glass seas), and is slippery (a creature can move more than half speed only by making a DC 15 Balance check).
The Skysea's temperature hovers around 150 degrees (see Heat Dangers, page 12) during the day, so most who travel across it do so at night.
Initial Encounter: Roll on the Skysea Encounters table when the characters first journey out onto the Skysea.

Skysea Encounters

d%	Encounter
01–10	2 average salamanders
11–50	2 hellcats
51–75	Waste crawler†
76–97	Androsphinx
98–100	Purple worm (punches up from below the glass)

† New monster described on page 191.

Subsequent Encounters: The Skysea covers miles of area, with a 5% chance of encounter every hour.
Base Ability: You gain a +6 bonus on saving throws against heat and fire.
Recharge Condition: Reach the mile-wide island at the center of the Skysea, where the ruins of an abandoned city lie.
Higher-Order Ability: You can use *desiccate* (see page 114) as a spell-like ability.
Your caster level is equal to your character level.
Higher-Order Uses: 6.

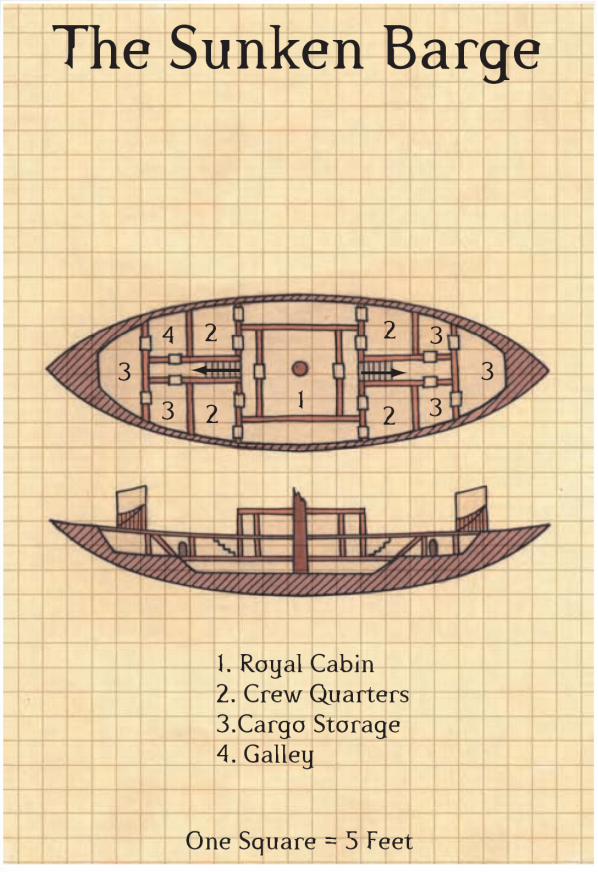
SUNKEN BARGE (EL 10)

The wreckage of an ancient barge lies in the Salt Waste, half buried in the salt.
Once the royal vessel of an ancient king of the plains folk, it capsized in a storm and sank, lost for thousands of years.
Looters have long since stripped away anything of value, but have overlooked the greatest prize: the barge itself.
Built by the high priests of Tem-Et-Nu, and blessed by the deity herself, those who carry a piece of the barge can call it to them, and sail it upon any river by Tem-Et-Nu's grace.
Initial Encounter: Roll on the Sunken Barge Encounters table when the characters first visit the site.
The ghosts are always hostile.

Sunken Barge Encounters

d%	Encounter
01–15	Brine ooze†
16–25	4 ghost giant crocodiles
26–45	Ghost hippopotamus†
46–98	2 ghost hippopotami†
99–100	Ghost dire hippopotamus†

† New monster described in Chapter 6.



BARGE

Colossal vehicle; Profession (sailor) –2; Spd oars 5 ft. (nautical clumsy); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Ram —; Space 40 ft.; Height 10 ft. (draft 10 ft.); Crew 10 (40 phantom rowers); Cargo 100 tons. See the *Arms and Equipment Guide* for more information on barges and other ships.

Subsequent Encounters: The ghosts that inhabit the area of the barge are numerous and tenacious.
If the characters did not manage to permanently lay to rest ghosts they previously encountered at the barge, the same creatures might be there.
Otherwise, roll again on the encounter table every time the characters visit the site.
Base Ability: You gain the ability to *water walk* as a spell-like ability for up to 10 minutes per day.
The time need not be used consecutively, but a minimum of 1 minute is consumed with any use.
Unlike the spell, this ability also allows you to walk on softsand and slipsand (see Chapter 1).
Your caster level is equal to your character level.
Recharge Condition: Pour water all around the barge, so that wherever the barge touches the salt flats, it is at least damp.
This requires 200 gallons of water.
Then carve off a small piece of the damp barge to carry with you.
Higher-Order Ability: Once per week, you can drop or throw half of your piece of the barge into water to cause a phantom version of the vessel to appear on that spot (which must be large enough to support the barge's Colossal size, or nothing happens).
You can then command the barge to voyage to any point on the water within one day's travel (about thirteen miles upriver—double that when traveling downriver).
When one full day has passed, the barge sinks to the bottom, along with anything and anyone still aboard, and vanishes, although your piece of the barge appears in your hand at the same time.
Higher-Order Uses: 2.

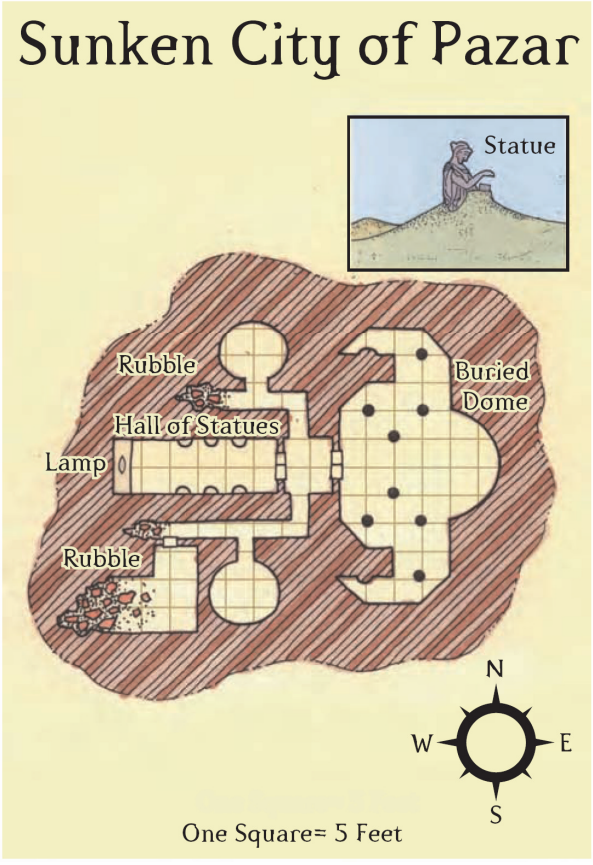
SUNKEN CITY OF PAZAR (EL 4)

The upper half of a marble statue thrusts from the ash dunes of the surrounding desert.
The statue's noble face is pockmarked and scarred by the ravages of the elements, and it holds a tablet, partially buried in sand.
If uncovered, the tablet is too scoured by the sands for anyone to comprehend what might once have been inscribed upon it.
The weight of those who spend any time at all in front of the statue causes a stone in the buried dome beneath to give way, dropping the visitors down onto the side of a sand pile inside the buried dome.
(The sand blunts the 30-foot fall, dealing only 2d6 points of damage).
Within a small complex of ruins beneath the dome (which is half filled with sand) is a platform on which a large brass lamp is permanently affixed.
It once held a potent magic.
Initial Encounter: Roll on the Sunken City of Pazar Encounters table when the characters visit the site for the first time.

Sunken City of Pazar Encounters

d%	Encounter
01–10	2 Medium monstrous scorpions
11–65	Large monstrous scorpion
66–75	2 Large monstrous scorpions
76–97	Chekryan†
98–100	Djinni

† New monster described on page 142.



Subsequent Encounters: Once the characters clear the sunken city of foes, subsequent visits have a 10% chance of an encounter.
If the PCs fail to visit the location for more than a year, roll for an encounter as if they had never visited the location.
Base Ability: Once per day, for a period of 1 minute, you function in many ways as if you were one size larger than normal.
While so functioning, you gain the bonuses associated with being one size larger for the purposes of opposed checks (such as grapple checks and bull rush attempts), but not the penalties.
You are also considered one size larger for the purposes of the effects of any ability (such as improved grab or swallow whole).
Further, while this ability functions, you can use weapons designed for a creature one size category larger than you without penalty.
Your space and reach remain those of a creature of your actual size.
The benefits of this ability do not stack with any similar ability.
Recharge Condition: Rub the brass lamp and defeat the summoned djinni in a grappling contest.
Higher-Order Ability: You maintain your altered size for 8 hours (or until you dismiss the effect).
Higher-Order Uses: 4.

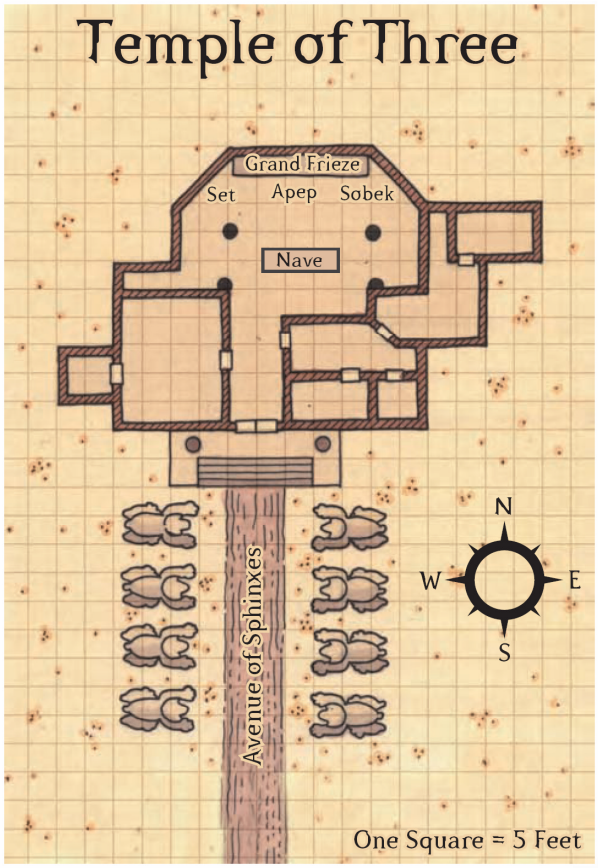
TEMPLE OF THREE (EL 10)

A long row of statues, called the Avenue of Sphinxes, leads to the main entrance of this temple, which was originally a small part of a greater temple compound.
Of that compound, only the Temple of Three remains. The rest of the buildings are tumbled ruins, and even the Temple of Three has seen better days.
Passing through the outer pylons into the nave of the temple, visitors discover a triple shrine dedicated to the worship of three mighty deities of old: Set, Sobek, and Apep.
A grand frieze on the back wall of the nave depicts each of these deities, Apep in the ascendant.
While the depictions of Set and Sobek seem faded and crumbling, Apep's relief sculpture seems vital, fresh, and so life-like that it seems poised to leap into reality at any moment.
Initial Encounter: Roll on the Temple of Three Encounters table when the characters first arrive at the temple.

TEMPLE OF THREE ENCOUNTERS

d%	Encounter
01–10	2 spectres
11–50	2 ogre magi
51–75	Dunewinder†
76–97	Salamander noble
98–100	Abyssal greater basilisk

† New monster described on page 159.



Subsequent Encounters: Once the PCs clear the temple, subsequent visits have only a 10% chance of an encounter. If the characters fail to visit the location for more than six months, roll for an encounter as if they had never visited the location.
Base Ability: You gain a +6 bonus on Handle Animal and wild empathy checks with snakes and snake-like magical beasts.
Recharge Condition: Sacrifice precious gems worth at least 500 gp before Apep's visage.
Higher-Order Ability: You can use *summon monster* VI as a spell-like ability.
Your caster level is equal to your character level.
The only creature you can summon with this ability, however, is a fiendish giant constrictor snake.
Higher-Order Uses: 6.

VALE OF DEAD TREES (EL 9)

Some trees in the petrified forests of the wastes were once treants, though they too fell prey to the same geological processes that created the colorful stone trees.
In places where a great many treants gathered to await their inevitable end, some vestige of their collective consciousness survives.
Those who seek out those ancient locales, and show the proper reverence to the spirits of the treants, can gain their favor.
Initial Encounter: Roll on the Vale of Dead Trees Encounters table when characters visit the site for the first time.
Those who dwell in the Vale feel a certain responsibility for the spirits of the treants and suspect the motivations of anyone who comes seeking power.
These local denizens might not immediately attack interlopers, but they certainly pay close attention to what goes on in the Vale.

Vale of Dead Trees Encounters

d%	Encounter
01–30	4 3rd-level painted elf rangers
31–60	4 3rd-level painted elf rangers plus a 5th-level painted elf druid
61–90	4 5th-level painted elf rangers plus a 7th-level painted elf druid
91–100	4 5th-level painted elf rangers plus 2 7th-level painted elf druids

Subsequent Encounters: Once a character has proven herself worthy of a visit to the Vale of Dead Trees, the painted elves have a 25% chance of choosing to interact with the party.
However, if the composition of the group has changed significantly, the painted elves assume it's a different group, and an encounter is guaranteed.
Base Ability: You gain damage reduction 2/slashing.
Recharge Condition: You must cast *commune with nature* at least once per day for three days while within the vale.
Higher-Order Ability: You gain the spell-like ability to animate a tree within 180 feet as a standard action.
The tree takes 1 full round to uproot itself.
Thereafter, it moves at a speed of 10 feet and has the statistics of a treant in all other respects.
The animated tree loses its ability to move if you are dying, dead, or move out of range.
This ability is otherwise similar to *liveoak*.
Your caster level is equal to your character level.
Higher-Order Uses: 4.

WELL OF AL–SHARAZ (EL 8)

All that remains of a fabled city of wonders, the Well of Al-Sharaz is an unremarkable stone well found deep in the barren waste of the Al-Sharaz desert, surrounded only by fallen and broken rock.
The well is very narrow—about 2-1/2 feet wide—and very deep.
The bottom cannot be seen, though pebbles dropped in return a distant splashing noise.
Those who drink of the water from the well are said to gain the wisdom of the deities.
Initial Encounter: Roll on the Well of Al-Sharaz Encounters table whenever the characters visit the site.
Unless otherwise noted, all the creatures mentioned below attack intruders.

Well of Al-Sharaz Encounters

d%	Encounter
01–15	1d3+1 jann (do not attack)
16–25	2 djinn (do not attack)
26–40	4 hieracosphinxes
41–55	Threskisphinx†
56–70	Criosphinx
71–75	Noble djinni (does not attack)
76–90	Gynosphinx
91–100	2 efreet

† New monster described on page 188.



Subsequent Encounters: Once the characters rid the area of creatures, subsequent visits have only a 50% chance of an encounter.
If the characters fail to visit the location for more than a year, roll for an encounter as if they had never visited the location.
Base Ability: Once per day, you can use *augury* as a spell-like ability.
Your caster level is equal to your character level.
Recharge Condition: Drink three times in a row from the well, each time making a DC 20 Wisdom check.
If any of the checks fail, you are so overwhelmed by the knowledge flowing through your mind that you become *confused*, as the *confusion* spell, for the next 24 hours.
Higher-Order Ability: You can use *divination* as a spell-like ability.
Your caster level is equal to your character level.
Higher-Order Uses: 12.

WOMB OF KIKANUTI (EL 10)

The bhukas emerged from below the earth in vast antiquity, and they claim to be the only race still in contact with Kikanuti, the deity who nurtured all life in her subterranean womb until the proper time.
Every bhuka phratry protects a relic of the Emergence. These relics are more than just ritual totems.
When placed together in the correct pattern, they produce a stylized map that leads to the Womb of Kikanuti.
Sometimes the deity's children come to the bhukas and bring a message, requiring a pilgrimage to the Womb.
Sometimes the sacred site is defiled by the unworthy, and the normally peaceable bhukas go on a holy war to rescue and purify it.
The Womb is the very essence of life and water.
The Womb of Kikanuti is a deep, water-carved cavern located beneath a vast, shallow salt lake.
In the floor of the cave is a small, pure pool of water that grants healing to those who immerse themselves in it.
When the bhukas first arrived on the surface, the opening to the Womb was in a dry valley, but they sealed the entrance and Kikanuti diverted a stream into the lower ground to hide it.
The stream is intermittent, pouring muddy water into the lake after storms and remaining bone-dry the rest of the year.
Initial Encounter: Roll on the Womb of Kikanuti Encounters table when the PCs first enter the lake.

Womb of Kikanuti Encounters

d%	Encounter
01–35	12 brine swimmers†
36–60	6 giant crocodiles
61–75	20-HD giant banded lizard†
76–90	Gray render
91–95	Sand dragon, young adult†
96–100	Sand dragon, adult†

† New monster described in Chapter 6.

Subsequent Encounters: Once the PCs rid the lake of creatures, they can attempt to find the hidden entrance to the Womb.
However, violating the sanctum brings a party of ten 3rd- to 4th-level bhuka rangers, fighters, and rogues led by a 10th- to 12th-level druid (EL 12 to 14).
If the PCs manage to survive and approach the area again after less than a year has passed, there is a 50% chance they encounter a bhuka patrol of six 3rd-level bhuka rangers led by an 8th-level bhuka druid (EL 10).
If the heroes fail to visit the location for more than a year, roll for an encounter as if they had never visited.
Base Ability: You gain a number of temporary hit points at the beginning of each day equal to your Wisdom bonus (minimum 1).
Temporary hit points retained from the previous day do not overlap with the temporary hit points from a new day.
Recharge Condition: You must bring an offering of turquoise, worth at least 100 gp, which you must place into the pool in the Womb's floor while intoning a prayer to Kikanuti.
Then make a DC 20 Will save; if you fail, you gain no benefit and you fall unconscious for 1d4 hours.
The offering is always consumed.
Higher-Order Ability: You gain fast healing 2 for 24 hours.
Higher-Order Uses: 2.

UNIVERSAL ITEMS

COMPLETE PSIONIC (3.5)

CRYSTAL ANCHOR OF ALERTNESS

When planted in the ground, this crystal anchor grants all creatures in the affected area an enhanced ability to see and hear.
For details on crystal anchors, see page 172 of *Expanded Psionics Handbook*.
Description: A *crystal anchor of alertness* is a shaft of transparent crystal 4 feet in length, with a sharpened, spear-like head on one end.
The crystal anchor has Armor Class 7, 15 hit points, a hardness of 8, and a break DC of 20.
When activated, the shaft burns with a clear light, providing illumination equal to that of a lantern.
Activation: The crystal anchor is activated by plunging the sharp head into the ground, leaving the shaft freestanding (a standard action).
The effect is deactivated by pulling the shaft out of the ground.
The anchor can be used any number of times per day.
Effect: When activated, a *crystal anchor of alertness* radiates a field of alertness such that all creatures within 30 feet of the anchor gain a +5 bonus on their Spot and Listen checks.
Aura/Manifester Level: Faint telepathy.
ML 5th.
Construction: Craft Universal Item, *zone of alertness*, 2,500 gp, 200 XP, 3 days.
Weight: 1/2 lb.
Price: 10,000 gp.

CRYSTALLINE SPIDER BEAD

A *crystalline Spider bead* can erupt to unleash a swarm of ectoplasmic spiders upon anyone in the area.
Description: A *crystalline spider bead* is a small spider carved from crystal, about 4 inches in diameter.
A faint amber light shines from within the bead.
Close observers can notice that the eyes on the *crystalline spider bead* appear to move to follow those nearby.
After being thrown and activated, a *crystalline spider bead* explodes (and is destroyed), unleashing an ectoplasmic swarm (page 129)—a sparkling swarm of gem-encrusted spiders that attack the nearest creature.
Activation: As a standard action, you shout the command word and throw the *crystalline spider bead* to a point within 30 feet where you would like the swarm to appear.
The command word is what activates the item, which means the bead can be placed in advance and triggered with the command word by anyone standing within 30 feet of the item.
At the beginning of the activator's next round of actions, the bead explodes and unleashes an ectoplasmic swarm.
The ectoplasmic swarm remains active for 7 rounds before disappearing back onto the Astral Plane.
Effect: A *crystalline spider bead* calls an ectoplasmic swarm that attacks the nearest creature in the round after it is activated.
It the victim dies or is trapped within an ectoplasmic cocoon, the swarm moves on to attack the next closest creature, and so on until it disappears, returning to the Astral Plane.
It you have one or more *crystalline spider beads*, keep the statistics for an ectoplasmic swarm handy, along with details regarding the *ectoplasmic cocoon* power.
Aura/Manifester Level: Moderate psychoportation.
ML 7th.
Construction: Craft Universal Item, *ectoplasmic swarm*, 700 gp.
56 XP, 2 days.
Weight: 1/4 lb.
Price: 1,400 gp.

CRYSTAL MASKS

A crystal mask is a psionically charged face mask of clear crystal that grants its wearer a particular ability.
The examples described below appear much the same as any crystal mask—transparent and blurring the wearer's features.
A crystal mask is a type of universal item.
For details on crystal masks, see page 173 of *Expanded Psionics Handbook*.

CRYSTAL MASK OF DELUDED PERCEPTION

This crystal mask traps a creature in a world of its own imagining.
Description: When initially donned, the mask gives off a sharp crack of energy accompanied by the stink of burning flesh as the mask attempts to graft itself to the wearer.
Activation: As a standard action, the mask can be applied to a helpless psionic humanoid (or a creature with a humanoid-like head, such as an illithid).
The mask automatically resizes to fit any size head.
Nonpsionic creatures can wear the mask, but it has no effect on them.
It's impossible to place the mask on a resisting creature.
Effect: If the wearer makes a DC 15 Will saving throw, the mask deals 1d6 points of damage as it tries to adhere to her face and tails, tailing away.
If the wearer tails the save, the *crystal mask of deluded perception* affects her as *cerebral phantasm* (page 80).
The victim begins to see horrors dredged up from her own subconscious.
She also takes 1d6 points of damage as the mask begins to graft to her face.
If the wearer donned the mask accidentally (as opposed to having it forced on her), she can attempt another saving throw 1 round later.
If this second save succeeds, the mask falls away, but she is dazed for 1 round.
If the second save fails, she takes an additional 1d6 points of damage as the mask settles permanently into place.
Once the mask is in place, the victim's senses are overlaid with horrible images that daze her, though she continues to scream, cry, and froth until exhaustion forces unconsciousness.

When the wearer wakes the next morning, it is only to another day of dreadfulness.
The wearer can remove the mask by dealing it enough damage to destroy it.
Unfortunately, she takes as much damage as the mask does and doesn't benefit from the mask's hardness.
The mask has hardness 10 and 50 hit points.
Alternatively, the mask can be removed with powers such as *psychic chirurgery* (EPH 126) and *bend reality* (EPH 80).
Aura/Manifester Level: Strong telepathy.
ML 15th.
Construction: Craft Universal Item, *cerebral phantasm*, 60,000 gp, 4,800 XP, 60 days.
Weight: 1/2 lb.
Price: 120,000 gp.

CRYSTAL MASK OF ENTRENCHED PSYCHE

This crystal mask prevents a psionic creature from using its psionic or psi-like abilities.
Description: When initially donned, the mask gives off a sharp crack of energy accompanied by the stink of burning flesh as the mask attempts to graft itself to the wearer.
Activation: As a standard action, the mask can be applied to a helpless psionic humanoid (or a creature with a humanoid-like head, such as an illithid).
The mask automatically resizes to fit any size head.
Nonpsionic creatures can wear the mask, but it has no effect on them.
It's impossible to place the mask on a resisting creature.
Effect: If the wearer makes a DC 15 Will saving throw, the mask deals 1d6 points of damage as it tries to adhere to his lace and tails, falling away.
If the wearer fails the save, the *crystal mask of entrenched psyche* affects him as the *psychic containment* power (page 96).
The victim is immediately cut off from his psionic abilities. including psi-like abilities and manifested powers, as well as any racial extraordinary and supernatural abilities that are psionic in nature.
The victim also takes 1d6 points of damage as the mask begins to graft to his face.
It the wearer donned the mask accidentally (as opposed to having it forced on him), he can attempt another saving throw 1 round later.
If this second save succeeds, the mask tails away, but its residual effect continues to block his psionic abilities for 5 more rounds.
If the second save fails, he takes an additional 1d6 points of damage as the mask settles permanently into place.
Once the mask is in place, the wearer can remove it by dealing enough damage to the mask to destroy it.
Unfortunately, the wearer takes as much damage as the mask does and doesn't benefit from the mask's hardness.
The mask has hardness 10 and 50 hit points.
Alternatively, the mask can be removed with powers such as *psychic chirurgery* (EPH 126) and *bend reality* (EPH 80).
Aura/Manifester Level: Strong telepathy.
ML 15th.
Construction: Craft Universal Item, *psychic containment*, 60,000 gp, 4,800 XP, 60 days.
Weight: 1/2 lb.
Price: 120,000 gp.

CRYSTAL MASK OF OTHERWORLDLY GAZE

This crystal mask allows you to view other locations on the Material Plane as if you were on the Ethereal Plane.
Description: When the mask is donned and activated, a wavy, silvery sphere rises from the center of the forehead on the mask, then quickly disappears onto the Ethereal Plane.
Activation: You can activate the worn mask once per day as a standard action.
Effect: When a *crystal mask of otherworldly gaze* is activated, it creates a sensor that duplicates the effect of the *ethereal agent* power (page 88).
You must concentrate on the sensor to maintain it.
If concentration lapses, the sensor stands inert; it fades after 5 rounds unless you renew your concentration.
You can maintain your concentration up to a maximum of 90 minutes before the effect ends.
Aura/Manifester Level: Moderate clairsentience.
ML 9th.
Construction: Craft Universal Item, *ethereal agent*, 8,100 gp, 648 XP, 9 days.
Weight: 1/2 lb.
Price: 16,200 gp.

CRYSTAL MASK OF PSYCHOMETRY

This crystal mask allows you to view the recent past of the spot upon which you stand.
Description: When the mask is activated, the eyes of the mask glaze over with an inky black film, obscuring your present sight so that you can better view the past.
Activation: You can activate the worn mask once per day as a standard action.
Effect: When a *crystal mask of psychometry* is activated, you can see images of events that occurred within the local area in the recent past, as the *psychometry* power (page 96) manifested by an 11th-level manifester.
Aura/Manifester Level: Moderate clairsentience.
ML 11th.
Construction: Craft Universal Item, *psychometry*, 11,880 gp, 950 XP, 12 days.
Weight: 1/2 lb.
Price: 23,760 gp.

CRYSTAL MASK OF TERROR

This crystal mask projects an aura of fear that affects everyone bur the wearer.
Description: When a *crystal mask of terror* that you wear is activated, your features seem to melt and distort into an awful, horrifying mess of flesh, worms, mouths, and other frightening elements.
Activation: You can activate the worn mask once per day as a standard action.
Effect: When a *crystal mask of terror* is activated, one target within 100 feet, who is chosen by you and to which you have line of sight, is affected as if by the *cerebral phantasm* power (page 80).
If the target fails a DC 15 Will saving throw, she sees the horror lurking in her subconscious on the face of the mask, takes 3d6 points of nonlethal damage, and is dazed for 1d4 rounds, though she continues to scream, cry, and froth during that time.

If the target makes her Will save, she takes no damage and is not dazed.
Aura/Manifester Level: Strong telepathy.
ML 16th.
Construction: Craft Universal Item, *cerebral phantasm*, 2,700 gp, 216 XP, 3 days.
Weight: 1/2 lb.
Price: 5,400 gp.

CRYSTAL MASK OF VISUAL INSIGHT

This crystal mask allows you to briefly ignore the concealment of any nearby creature.
Description: When the mask is donned and activated, the eyes of this mask light up, glowing with a blue radiance.
Activation: You can activate the worn mask three times per day as a swift action.
Effect: When a *crystal mask of visual insight* that you wear is activated, you can ignore die effects of concealment (but not *invisibility*) enjoyed by any creature within 30 feet for 1 round.
Regardless of what effect is creating concealment—such as fog, shadow, or absolute darkness—you can see through it to any targets in range for a brief moment.
Aura/Manifester Level: Strong clairsentience.
ML 15th.
Construction: Craft Universal Item, *moment of insight*, 5,400 gp, 432 XP, 6 days.
Weight: 1/2 lb.
Price: 10,800 gp.

ELEMENTAL EFFIGY

An *elemental effigy* becomes one of the four kinds of elemental stewards (page 130)—arctine, emberling. geodite, or tempestan—for a short time, as determined by the carving of the effigy itself.
Description: Each of the four kinds of *elemental effigy* appears to be a miniature statuette of an elemental steward about 3 to 5 inches high.
Though carved from stone, each effigy has its own unique feel.
The emberling effigy is warm to the touch, while the arctine effigy is cool.
The geodite effigy emits a very low hum that can be heard if the statuette is held up to the ear, while the tempestan effigy is prone to static electric discharge.
When activated, an *elemental effigy* becomes an elemental steward of the appropriate type and serves the owner of the effigy for a brief period.
The steward always considers the creature that activated the *elemental effigy* to be the item's owner, which might or might not be true.
Activation: As a standard action, you set the effigy on the ground and utter the command word (typically, the name of the elemental steward).
Effect: Once activated, in the following round the effigy grows into the appropriate elemental steward of regular size.
The elemental steward obeys and serves die owner of the effigy.
If an *elemental effigy* is broken or destroyed in its statuette form, it is forever ruined and has no more magic or power.
If the elemental steward is slain, it reverts to statuette form and can be used again at a later time (though no sooner than one week).
An *elemental effigy* can maintain its steward form for up to 12 hours per day, but the duration need not be continuous.
If you have an *elemental effigy*, keep the statistics for the appropriate elemental steward handy.
Aura/Manifester Level: Strong psychoportation.
ML 16th.
Construction: Craft Universal Item, *elemental steward*, 6,000 gp, 240 XP, 6 days.
Weight: 1 lb.
Price: 25,000 gp.

PSIONIC BANDS

Psionic bands come in pairs; one is worn on each hand. Each pair of bands described below takes up space on the body as a pair of gloves or gauntlets.

BANDS OF ETHEREAL ABDUCTION

This pair of metallic bands allows you to send troublesome foes onto the Ethereal Plane.
Description: These metallic bands are finely crafted. Each bears a small clear crystal that rests across the top of the knuckles.
The bands are thin and almost translucent in bright light. When activated, the crystals glow with a pale white light.
Activation: To activate the bands, you give a mental command while simultaneously bringing both worn bands together so they touch (a standard action).
The bands can be activated once per day.
Effect: When activated, the bands project a 15-foot cone-shaped burst that has a chance of sending toes tumbling headlong onto the Ethereal Plane.
A DC 19 Will saving throw negates the effect.
Creatures that fail their saving throws are forced temporarily onto the Ethereal Plane along with their equipment.
They remain there for 11 rounds unless they have another way of leaving.
The bands can also be used from the Ethereal Plane against a target that exists on the Material Plane, pulling the target to your ethereal location.
Aura/Manifester Level: Moderate psychoportation.
ML 11th.
Construction: Craft Universal Item, *ethereal abduction*, 23,760 gp, 1,900 XP, 24 days.
Weight: 1/2 lb.
Price: 47,530 gp.

BANDS OF EXTENDED RANGE

This pair of metallic bands allows you to increase the range of thrown weapons.
Description: These metallic bands are finely crafted. Each bears a small violet crystal that rests across the top of the knuckles.
When activated, the crystals generate a purplish aura that encompasses the wearer's hands.
Activation: To activate the bands, you need only put them on.

Effect: Whenever you wear the bands and use a throwing weapon (classified as a weapon typically capable of being thrown}, the bands give the weapon a telekinetic push, doubling its range increment as if you enjoyed the effect of *extend range* (page 89).
Aura/Manifester Level: Faint psychokinesis.
ML 5th.
Construction: Craft Universal Item, *extend range*, 1,000 gp, 80 XP, 1 day.
Weight: 1/2 lb
Price: 2,000 gp.

BANDS OF MINDFIRE

This pair of metallic bands allows you to inflict a mentally crippling disease upon those you touch.
Description: These metallic bands are finely crafted.
Each bears a small amber crystal that rests across the top of the knuckles.
The bands appear to be pitted and decayed, even though the metal they are composed of is quite sound.
When the bands are activated, the crystals glow brightly.
A sickly, grayish-brown aura encompasses the hands of the wearer.
Activation: To activate the bands, you give a mental command while simultaneously bringing both worn bands together so they touch (a standard action).
The bands can be activated once per day.
Effect: When activated, the bands project a 15-foot cone-shaped burst of mental sickness that has a chance of affecting those in the area with the mindfire disease.
A DC 14 Fortitude saving throw negates the effect.
Creatures that fail their saving throws contract a virulent form of mindfire.
Mindfire has no incubation period; a victim immediately takes 1d4 points of Intelligence damage.
Each day thereafter, the victim must succeed on a DC 14 Fortitude saving throw or take another 1d4 points of Intelligence damage.
If the victim makes her Fortitude save for two days in a row, she fights off mindfire and recovers, taking no more damage.
Aura/Manifester Level: Faint psychometabolism.
ML 5th.
Construction: Craft Universal Item, *mindfire*, 5,500 gp, 440 XP, 6 days.
Weight: 1/2 lb.
Price: 11,000 gp.

BANDS OF THE BLAZING ARC

This pair of metallic bands is capable of projecting fire in a small, cone-shaped burst.
Description: These metallic bands are finely crafted.
Each bears a small red crystal that rests across the top of the knuckles.
Flames etched into the steel give the bands a fiery appearance.
When the bands are activated, each band's crystal glows brightly as waves of searing heat project out from the wearer's outstretched hands.
A faint aroma of brimstone is present after activation.
Activation: To activate the bands, you give a mental command while simultaneously bringing both worn bands together so they touch (a standard action).
The bands can be activated three times per day.
Effect: When activated, the bands project a 15-foot cone-shaped burst of flame that deals 4d4+4 points of fire damage to anything caught in the area.
A DC 14 Reflex saving throw reduces the damage by half.
Aura/Manifester Level: Moderate psychokinesis.
ML 7th.
Construction: Craft Universal Item, *energy arc*, 2,835 gp. 226 XP, 3 days.
Variants: Bands have been created for the other energy types common to psionic energy powers.
Bands of the electric arc deal 4d4 points of electricity damage with a save DC of 16, *bands of the frozen arc* deal 4d4+4 points of cold damage with a save DC of 14, and *bands of the thundering arc* ignore hardness and deal 4d4–4 points of sonic damage with a save DC of 14.
These variants have no change in cost or aura.
Weight: 1/2 lb.
Price: 6,300 gp.

PSYCHOACTIVE SKINS

A psychoactive skin is a psionically charged mass of ectoplasm that grows to cover its wearer's body, forming a second skin that grants a specific psionic ability.
A psychoactive skin is a type of universal item.
For details on psychoactive skins, see page 175 of *Expanded Psionics Handbook*.

SKIN OF CELESTIAL EMBRACE

The *skin of celestial embrace* allows you to take on the half-celestial template for a short period of time.
Description: At first sight, this skin appears to be a pearlescent glob of ectoplasm approximately 6 inches in diameter.
When donned, it melds over your skin, becoming an iridescent white epidermis complete with a shimmering golden halo.
Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body.
The skins effect lasts for 15 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm).
A *skin of celestial embrace* can be activated once per day.
Effect: The skin grants you the benefit of the half-celestial template (MM 144).
Each time the skin is activated, you gain the template for 15 rounds.
Aura/Manifester Level: Strong psychometabolism.
ML 15th.
Construction: Craft Universal Item, *planar embrace*, 24,000 gp, 1,920 XP, 48 days.
Weight: I lb.
Price: 48,000 gp.

SKIN OF ECTOPLASMIC ARMOR

A *skin of ectoplasmic armor* covers you in a suit of protective armor.

Description: At first sight, this skin appears to be a silver ball of ectoplasm approximately 6 inches in diameter.
When donned, it appears as a suit of silvery, ectoplasmic full plate armor.
The armor feels soft to the touch, though it immediately becomes as hard as iron at the exact spot of contact if struck with any kind of force.
Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body.
The same command thought causes the skin to shrink back down to its original form.
The skin can be activated at will.
Effect: A *skin of ectoplasmic armor* gives you a +8 armor bonus (which does not stack with armor bonuses provided by other armor, powers, spells, or effects).
The skin is somewhat bulky and penalizes you with a +2 maximum Dexterity bonus, an armor check penalty of –6, and a 25% arcane spell failure chance.
The skin does not penalize your speed.
Successfully dispelling this psychoactive skin causes it to shrink back to its original form and remain inert for 1d4 rounds.
Aura/Manifester Level: Moderate metacreativity.
ML 9th.
Construction: Craft Universal Item, 1,500 gp, 120 XP, 15 days.
Weight: 1 lb.
Price: 3,000 gp.

SKIN OF FIENDISH EMBRACE

A *skin of fiendish embrace* allows you to take on the half-fiend template for a short period of time.
Description: At first sight, this skin appears to be a dull reddish-brown glob of ectoplasm approximately 6 inches in diameter.
When donned, it melds over your skin, becoming a glistening, blood-red epidermis complete with horns on the forehead that are the color of bloodied bones.
Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body.
The skin's effect lasts for 15 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm).
A *skin of fiendish embrace* can be activated once per day.
Effect: The skin grants you the benefit of the halt-fiend template (MM 147).
Each time the skin is activated, you gain the template for 15 rounds.
Aura/Manifester Level: Strong psychometabolism.
ML 15th.
Construction: Craft Universal Item, *planar embrace*, 24,000 gp, 1,920 XP, 48 days.
Weight: 1.
lb.
Price: 48,000 gp.

SKIN OF POWER DAMPING

A *skin of power damping* protects you from the full brunt of damaging (or beneficial) powers.
Description: At first sight, this skin appears to be a blue ball of ectoplasm approximately 6 inches in diameter.
When donned, it melds over your skin, becoming a translucent bluish epidermis.
Activation: As a standard action, you can project a command thought, causing the skin to spread over your body.
The skin's true effect is not always active.
To activate the effect, you take an immediate action while wearing the skin.
The skin can be activated three times per day.
Effect: When the skin is activated, you are protected for 1 round from the vagaries of force directed against you.
All variable, numeric effects of any power, psi-like ability, spell.
or spell-like ability that affect you are decreased to their minimum possible values.
For instance, if you are struck by an *energy ray* (EPH 103) augmented to deal 5d6 points of damage, you take only 5 points of damage.
You are likewise shielded from beneficial effects.
If the power, psi-like ability, spell, or spell-like ability affects an area—*energy ball* (EPH 100), for example—its effect is minimized only for you.
Other creatures in the area are affected normally.
Aura/Manifester Level: Faint psychometabolism.
ML 5th.
Construction: Craft Universal Item, *damp power*, 5,400 gp, 432 XP, 6 days.
Weight: 1 lb.
Price: 10,800 gp.

SKIN OF THE CELESTIAL

A *skin of the celestial* allows you to take on the celestial template for a short period of time.
Description: At first sight, this skin appears to be a white glob of ectoplasm approximately 6 inches in diameter.
When donned, it melds over your skin, becoming a stainless white epidermis complete with a shimmering golden halo.
Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body.
The skin's effect lasts for 7 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm).
A *skin of the celestial* can be activated once per day.
Effect: The skin grams you the benefit of the celestial template (MM 31).
Each time the skin is activated, you gain the template for 7 rounds.
Aura/Manifester Level: Moderate psychometabolism.
ML 10th.
Construction: Craft Universal Item, *planar apotheosis*, 5,000 gp, 400 XP, 10 days.
Weight: 1 lb.
Price: 10,000 gp.

SKIN OF THE FIEND

A *skin of the fiend* allows you to take on the fiendish template for a short period of time.

Description: At first sight, this skin appears to be a red glob of ectoplasm approximately 6 inches in diameter.
When donned, it melds over your skin, becoming a deep red epidermis complete with tiny horns on the forehead.
Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body.
The skin's effect lasts for 7 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm).
A *skin of the fiend* can be activated once per day.
Effect: The skin grants you the benefit of the fiendish template (MM 107).
Each time the skin is activated, you gain the template for 7 rounds.
Aura/Manifester Level: Moderate psychometabolism.
ML 10th.
Construction: Craft Universal Item, *planar apotheosis*, 5,000 gp.
400 XP, 5 days.
Weight: 1 lb.
Price: 10,000 gp.

Quiver of Energy

Arrows or bolts placed into this quiver deal extra energy damage when drawn forth again.
Each quiver is associated with a specific energy type (cold, electricity, fire, or sonic).
Description: This quiver, constructed of supple tan leather, is large enough to hold up to 20 arrows or bolts.
Each quiver is embroidered in a way that calls to mind the energy type associated with the quiver.
Ravaging bolts of lightning decorate an electricity quiver's exterior, silver embroidery covers the entire surface of a cold quiver, a fire quiver is inlaid with golden embroidery, and a sonic quiver is devoid of ornamentation.
Nonmagical arrows and bolts placed in the quiver are charged with the associated energy type.
When drawn from the quiver, the projectiles shower sparks of electricity, trail steamy vapor, drop fiery sparks, or emit a low hum.
as appropriate to the energy type.
When fired, they leave a dissipating trail of energy in their wake.
Activation: To activate the power of a quiver, the projectiles must be left to rest within it for at least 1 round prior to withdrawing them.
Effect: Arrows or bolts placed within a *quiver of energy* and left there for at least 1 round deal an extra 1d6 points of damage when they successfully hit.
This damage is of the energy type associated with the quiver.
The quiver can hold a maximum of 20 arrows or bolts (or any combination of the two adding up to 20).
A projectile loses the special ability after it is used in an attack.
Aura/Manifester Level: Moderate psychokinesis.
ML 7th.
Construction: Craft Universal Item, *energy missile*, 7,875 gp, 630 XP, 15 days.
Weight: 1 lb.
6 lb.
when full).
Price: 15,750 gp.

Quiver of Etherealness

Arrows or bolts placed into this quiver affect creatures on the Ethereal Plane when drawn forth again.
Description: This quiver, constructed of supple black leather, is large enough to hold up to 20 arrows or bolts. Spidery silver embroidery covers the entire surface of the quiver.
The silver webs seem to fade in and out while under observation, giving the quiver an otherworldly look in strong light.
Arrows and bolts placed in the quiver are imbued with a misty, ghost-like quality, becoming almost transparent.
When drawn from the quiver, the projectiles maintain their ghostly quality, leaving swirling mist trails in their wake when they are fired.
Activation: To activate the power of a quiver, the projectiles must be left to rest within it for at least 1 round prior to withdrawing them.
Effect: Arrows or bolts placed within a *quiver of etherealness* and left there for at least 1 round can then be used to attack an ethereal creature while still on the Material Plane.
The quiver can hold a maximum of 20 arrows or bolts (or any combination of the two adding up to 20).
A projectile loses the special ability after it is used in an attack.
A crows or bolts removed from a *quiver of etherealness* are also treated as if possessing the ghost touch weapon special ability, and thus are potent against incorporeal creatures as well.
Aura/Manifester Level: Moderate psychokinesis.
ML 7th.
Construction: Craft Universal Item, *ethereal volley*, 7,875 gp, 630 XP, 15 days.
Weight: 1 lb.
(3 lb.
when full).
Price: 15,750 gp.

Saddle of the Inspired Mount

When a mount is equipped with this saddle, its speed increases and its rider can negate hits made against her mount.
Description: This saddle is constructed from the finest leather, dark and richly appointed in a severe military style. The leather is inlaid with rounded pieces of glossy black obsidian, and the buckles and stirrup irons are fashioned from solid mithral.
A *saddle of the inspired mount* automatically adjusts to fit any size mount.
The saddle does not count toward the creature's encumbrance, since it is extraordinarily comfortable to bear.
It even conforms to fit both standard and exotic mounts.
Activation: The saddle's power is triggered by mental command as a standard action.
The saddle can be activated three times per day.
Effect: When a *saddle of the inspired mount* being worn by your mount is activated, the speed of your mount increases by 20 feet.

Additionally, you can attempt to negate a hit on your mount as though you possessed the Mounted Combat feat. If you already have the Mounted Combat feat, the saddle instead grants you a +10 competence bonus on your Ride check when attempting to negate a hit on your mount. The effect of the saddle lasts for 5 rounds once activated, but it ends immediately after you attempt a Ride check to negate a hit on your mount, regardless of whether the check succeeds.
Aura/Manifester Level: Faint psychometabolism.
ML 5th.
Construction: Craft Universal Item, *inspire mount*, 2,700 gp, 216 XP, 3 days.
Weight: 30 lb.
Price: 5,400 gp.

SANDALS OF SPRINGING

These sandals allow you to make extraordinarily long jumps.
Description: *Sandals of springing* appear to be exceptionally well-made leather sandals with laces that wrap around the wearer's calf.
A large, smooth, hemispherical blue crystal, inset into a silver clasp, binds the laces at the top of the shin, just below the knees.
The sandals grow or shrink to fit any creature from size Small to size Large.
They are extremely comfortable to wear, even while walking long distances.
Activation: The sandals are activated by use.
You need only jump, and a powerful telekinetic field propels you through the air, creating a cloud of dust (as appropriate) with each jump.
Effect: These sandals grant you a +15 enhancement bonus on Jump checks.
Aura/Manifester Level: Faint psychokinesis.
ML 3rd.
Construction: Craft Universal Item, *mighty spring*, 3,000 gp, 240 XP, 6 days.
Weight: 1 lb.
Price: 6,000 gp.

SHROUD OF OBLIVION

This shroud gives you the appearance and abilities of an undead creature.
Description: A *shroud of oblivion* is a diaphanous burial veil that can be worn over the entire body.
While unworn, the shroud appears dingy and bloodstained. When you wear it, it becomes translucent, but your features and form become partially obscured by shadows.
Activation: To activate a shroud, it must be pulled over the head of a psionic creature and 4 power points must be expended, all as part of a standard action.
A shroud changes size to accommodate the creature that wears it.
A shroud can be activated once a day for a period of 13 minutes.
You must possess at least 4 power points to activate this psionic item successfully.
Nonpsionic characters can use a *shroud of oblivion* only by making a successful Use Psionic Device check to emulate a class feature.
Effect: When activated, a *shroud of oblivion* gives you the benefit of *stygian veil* (page 102).
Aura/Manifester Level: Faint psychometabolism.
ML 5th.
Construction: Craft Universal Item, *stygian veil*, 11,850 gp, 948 XP, 12 days.
Weight: 1/2 lb.
Price: 23,700 gp.

STACKED PSIONATRICES

A psionatrix is a multifaceted crystal worn as an amulet. One basic psionatrix exists for each of the six psionic disciplines.
Each of the six basic psionatrices described on page 175 of *Expanded Psionics Handbook* grants a +1 enhancement bonus to save DCs of a particular discipline of power.
There is more to learn about psionatrices, though.
Each one appears as a slender, disc-shaped crystal with a hole at the center.
While most users of these psionic items run an amulet chain through the hole, the opening is primarily useful as a guide for stringing more than one psionatrix together.
When two or more psionatrices are stacked in this fashion (either on the string of an amulet or with a rigid wire), the crystal discs adhere to each other, in effect creating a single psionic item with variable power output.
When you wear a stacked psionatrix, you can access its power by spending a standard action to rotate the discs in the stack to a new configuration.
In effect, you can gain the benefits of several psionic items while only taking up one space on your body to wear all of them.
Up to six psionatrices can be stacked together to form a single stacked psionatrix.
None of the six basic psionatrices described in *Expanded Psionics Handbook* can be stacked together.
Instead, each of those serves as the foundation of its own stack.
Description: Each psionatrix described below appears as a clear crystal disc with no distinguishing marks.
Any psionic creature or character who holds a disc can determine the psionic discipline to which the disc has affinity.
When activated, this disc glows with the radiance of a candle.
Activation: Each psionatrix described below is inert until stacked with any one of the base psionatrices from *Expanded Psionics Handbook*; the base psionatrix doesn't have to match the aura discipline of a stacked psionatrix.
As a standard action, the owner of a stacked psionatrix can rotate the discs to generate each special effect.
The effect of each psionatrix in the stack can be generated once per day.

PSIONATRIX OF AIR CONTROL

As part of a psionatrix stack, this crystal disc grants you the use of *control air* (EPH 86).
This disc has an affinity for the psychokinesis discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *control air* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint psychokinesis.

ML 3rd.
Construction: Craft Universal Item, *control air*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF ANIMAL AFFINITY

As part of a psionatrix stack, this crystal disc grants you the use of *animal affinity* (EPH 76).
This disc has an affinity for the psychometabolism discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *animal affinity* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint psychometabolism.
ML 3rd.
Construction: Craft Universal Item, *animal affinity*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF CLAIRVOYANT SENSE

As part of a psionatrix stack, this crystal disc grants you the use of *clairvoyant sense* (EPH 83).
This disc has an affinity for the clairsentience discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *clairvoyant sense* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint clairsentience.
ML 3rd.
Construction: Craft Universal Item, *clairvoyant sense*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF CONCEALING AMORPHA

As part of a psionatrix stack, this crystal disc grants you the use of *greater concealing amorpha* (EPH 85).
This disc has an affinity for the metacreativity discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *greater concealing amorpha* as if manifested by a 5th-level manifester.
Aura/Manifester Level: Faint metacreativity.
ML 5th.
Construction: Craft Universal Item, *greater concealing amorpha*, 2,025 gp, 162 XP, 3 days.
Weight: 1/6 lb.
(per disc in stack).
Price: 4,050 gp.

PSIONATRIX OF DAMAGE REPAIR

As part of a psionatrix stack, this crystal disc grants you the use of *psionic repair damage* (EPH 126).
This disc has an affinity for the metacreativity discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *psionic repair damage* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint metacreativity.
ML 3rd.
Construction: Craft Universal Item, *psionic repair damage*, 810 gp.
65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF DIMENSION SWAP

As part of a psionatrix stack, this crystal disc grants you the use of *dimension swap* (EPH 93).
This disc has an affinity for the psychoportation discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *dimension swap* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint psychoportation.
ML 3rd.
Construction: Craft Universal Item, *dimension swap*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF FALSE SENSORY INPUT

As part of a psionatrix stack, this crystal disc grants you the use of *fake sensory input* (EPH 106).
This disc has an affinity for the telepathy discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *false sensory input* as if manifested by a 5th-level manifester.
Aura/Manifester Level: Faint telepathy.
ML 5th.
Construction: Craft Universal Item, *false sensory input*, 2,025 gp, 162 XP, 3 days.
Weight: 1/6 lb.
(per disc in stack).
Price: 4,050 gp.

PSIONATRIX OF LEVITATION

As part of a psionatrix stack, this crystal disc grants you the use of *psionic levitate* (EPH 114).
This disc has an affinity for the psychoportation discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *psionic levitate* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint psychoportation.
ML 3rd.
Construction: Craft Universal Item, *psionic levitate*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
f per disc in stack:.
Price: 1,620 gp.

PSIONATRIX OF PSYCHIC SENSITIVITY

As part of a psionatrix stack, this crystal disc grants you the use of *sensitivity to psychic impressions* (EPH 131).
This disc has an affinity for the clairsentience discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *sensitivity to psychic impressions* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint clairsentience.

ML 3rd.
Construction: Craft Universal Item, *sensitivity to psychic impressions*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF STUNNING ENERGY

As part of a psionatrix stack, this crystal disc grants you the use of *energy stun* (page 88).
This disc has an affinity for the psychokinesis discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *energy stun* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint psychokinesis.
ML 3rd.
Construction: Craft Universal Item, *energy stun*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF THE CHAMELEON

As part of a psionatrix stack, this crystal disc grants you the use of *chameleon* (EPH 82).
This disc has an affinity for the psychometabolism discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *chameleon* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint psychometabolism.
ML 3rd.
Construction: Craft Universal Item, *chameleon*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

PSIONATRIX OF THOUGHT READING

As part of a psionatrix stack, this crystal disc grants you the use of *read thoughts* (EPH 128).
This disc has an affinity for the telepathy discipline.
Effect: When this disc in the stack is activated, you gain the benefit of *read thoughts* as if manifested by a 3rd-level manifester.
Aura/Manifester Level: Faint telepathy.
ML 3rd.
Construction: Craft Universal Item, *read thoughts*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb.
(per disc in stack).
Price: 1,620 gp.

EPIC INSIGHTS (3.0)

CRYSTAL MASKS

CRYSTAL MASK OF SHADOWS

This smooth crystal mask distorts the wearer's features by using an ever-shifting, swirling pattern of smoke within the crystal.
On command, the *crystal mask of shadows* allows the character to use the *shadow body* power for up to 1 hour per day.
The duration of the *shadow body* need not be consecutive minutes.
Manifester Level: 16th; *Prerequisites*: Craft Universal Item, *shadow body*; *Market Price*: 185,000 gp; *Weight*: 1 lb.

EXPANDED PSIONICS HANDBOOK (3.5)

AMULET OF CATAPSI

This copper amulet aids the wearer against other psionic characters.
Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds.
Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation.
The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers.
Moderate telepathy; ML 9th; Craft Universal Item, *catapsi*; Price 16,200 gp.

BOOTS OF LANDING

These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day.
The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal (thus, a fall of 20 feet or less deals her no damage).
Faint psychoportation; ML 2nd; Craft Universal Item, *catfall*; Price 1,000 gp; Weight 1 lb.

BOOTS OF SKATING

These boots allow the wearer to slide along the ground at will as if using the *skate* power.
Faint psychoportation; ML 1st; Craft Universal Item, *skate*; Price 7,000 gp; Weight 1 lb.

BOOTS OF STOMPING

These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

Faint psychokinesis; ML 3rd; Craft Universal Item, *stomp*; Price 600 gp; Weight 1 lb.

BOOTS OF TEMPORAL ACCELERATION

These boots allow the wearer to speed up his own time frame for 2 rounds as if using the power *temporal acceleration*.
The wearer can use this power once per day.
Strong psychoportation; ML 15th; Craft Universal Item, *temporal acceleration*; Price 43,200 gp; Weight 1 lb.

CRAWLING TATTOOS

Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial.
Like a psionic tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets one or more creatures.
Exceptions are the *body adjustment* power, which can be scribed even though it affects only the manifester, and telepathy (compulsion) powers, which cannot be scribed at all.
Powers that normally have an area, such as *energy cone*, affect only one target if scribed in a crawling tattoo.
Powers with an experience point requirement cannot be scribed into a crawling tattoo.
Otherwise, crawling tattoos are treated as psionic tattoos (see above) until they are activated by the wearer.
The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight).
Instead of manifesting its stored power, the tattoo animates, drops to the ground, and scuttles toward the target.
The original wearer need no longer concentrate on the tattoo once animated.
The animated tattoo moves toward its designated target in the same round when it is activated.
Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + his key ability modifier.
Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects.
Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo.
If it is destroyed, a crawling tattoo shatters and evaporates.
A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's threatened area.
The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed.
On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target.
Crawling tattoos can ferry beneficial powers as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires.

Two examples of crawling tattoos are described below; many more types are possible.
Market Price: The cost of a crawling tattoo depends on the level of the power scribed in it.

Power Level	Market Price
1st	50 gp
2nd	300 gp
3rd	750 gp

CRAWLING TATTOO OF CONCUSSION

This crawling tattoo delivers a concussion effect, dealing 1d6 points of damage to a creature hit by its touch attack.
Faint psychokinesis; ML 1st; Craft Universal Item, *concussion blast*; Price 50 gp.

CRAWLING TATTOO OF ENERGY BOLT

Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic.
This crawling tattoo delivers the *energy bolt* power, dealing 5d6 points of damage of its energy type.
Faint psychokinesis; ML 5th; Craft Universal Item, *energy bolt*; Price 750 gp.

CRYSTAL ANCHOR

A *crystal anchor* is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spear-like head on one end.
It ensnares the minds of those within range who manifest powers of a specified psionic discipline.
The triggering discipline is specified at the time of creation.
A *crystal anchor* is activated by plunging the sharp head into the ground, leaving the shaft freestanding.
It projects an invisible, 30-foot-radius field.
If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to *brain lock*, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the *crystal anchor* into the earth.
Any anchor can be pulled out of the ground and reused at a later time.
When a *crystal anchor* successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field (for instance, if the victim is carried away but the effect remains active).
A *crystal anchor* can attempt to ensnare a victim only five times per day.
Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.
An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts.
One *crystal anchor* can ensnare multiple targets simultaneously, and multiple *crystal anchors* can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible (such as the *ghost crystal anchor* described below), but are rarer.
A *crystal anchor* has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

BODY CRYSTAL ANCHOR

Those who manifest psychometabolism powers are affected as described above.
Faint psychometabolism; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any psychometabolism power; Price 24,000 gp; Weight 3 lb.

COMPREHENSION CRYSTAL ANCHOR

Those who manifest clairsentience powers are affected as described above.
Faint clairsentience; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any clairsentience power; Price 24,000 gp; Weight 3 lb.

CREATION CRYSTAL ANCHOR

Those who manifest metacreativity powers are affected as described above.
Faint metacreativity; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any metacreativity power; Price 24,000 gp; Weight 3 lb.

ENERGY CRYSTAL ANCHOR

Those who manifest psychokinesis powers are affected as described above.
Faint psychokinesis; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any psychokinesis power; Price 24,000 gp; Weight 3 lb.

GHOST CRYSTAL ANCHOR

Those who manifest *remote viewing* are affected as described above.
Faint clairsentience; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, *remote viewing*; Price 24,000 gp; Weight 3 lb.

MIND CRYSTAL ANCHOR

Those who manifest telepathy powers are affected as described above.
Faint telepathy; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any telepathy power; Price 24,000 gp; Weight 3 lb.

TRAVEL CRYSTAL ANCHOR

Those who manifest psychoportation powers are affected as described above.
Faint psychoportation; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any psychoportation power; Price 24,000 gp; Weight 3 lb.

CRYSTAL MASKS

Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils.
The mask is transparent, although it distorts the wearer's features.
Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.
Crystal masks confer special abilities or improved skills on their wearers.
A crystal mask is treated as eyewear or goggles for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

CRYSTAL MASK OF DETECTION

The wearer of a *crystal mask of detection* can make Search checks with a +10 competence bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Search; Price 10,000 gp; Weight 1/2 lb.

CRYSTAL MASK OF DISCERNMENT

The wearer of a *crystal mask of discernment* can make Sense Motive checks with a +10 insight bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Sense Motive; Price 10,000 gp; Weight 1/2 lb.

CRYSTAL MASK OF DREAD

The wearer of a *crystal mask of dread* can attempt to frighten other beings to her will.
The wearer makes all Intimidate checks with a +10 competence bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Intimidate; Price 10,000 gp; Weight 1/2 lb.

CRYSTAL MASK OF INSIGHTFUL DETECTION

The wearer of a *crystal mask of insightful detection* can make Search checks and Spot checks with a +9 insight bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 9 ranks in both Search and Spot; Price 20,250 gp; Weight 1/2 lb.

CRYSTAL MASK OF KNOWLEDGE

Each of the various *crystal masks of knowledge* grants the wearer a +5 competence bonus on a specific type of Knowledge check.
For instance, one mask might add the bonus on Knowledge (psionics) checks while another might do so for Knowledge (history).
Faint clairsentience; ML 3rd; Craft Universal Item, creator must have 5 ranks in the Knowledge skill of the appropriate type; Price 2,500 gp; Weight 1/2 lb.

CRYSTAL MASK OF LANGUAGES

Each of the various *crystal masks of language* grants the wearer the ability to speak and write five different languages.

For instance, a mask might grant the ability to speak Draconic, Celestial, Dwarven, Elven, and Infernal.
Faint clairsentience; ML 3rd; Craft Universal Item, creator must have the Speak Language skill for each of five languages; Price 2,500 gp; Weight 1/2 lb.

CRYSTAL MASK OF MINDARMOR

A *crystal mask of mindarmor* grants the wearer a +4 insight bonus on all Will saving throws.
Faint telepathy; ML 5th; Craft Universal Item, *conceal thoughts*; Price 10,667 gp; Weight 1/2 lb.

CRYSTAL MASK OF PSIONIC CRAFT

The wearer of a *crystal mask of psionic craft* makes all Psicraft checks with a +10 competence bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Psicraft; Price 10,000 gp; Weight 1/2 lb.

EYES OF EXPANDED VISION

These crystal lenses fit over the user's eyes to expand his field of vision.
Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked).
The wearer gains a +1 enhancement bonus on Spot checks but takes a –2 penalty on saves against gaze attacks.
Faint clairsentience; ML 1st; Craft Universal Item, *ubiquitous vision*; Price 3,000 gp.

EYES OF POWER LEECH

These crystal lenses fit over the user's eyes.
Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*.
A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim.
The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds).
The wearer gains 1 power point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).
If the wearer has only one lens, the DC of the Will save is 14 instead of 16.
Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.
Moderate telepathy; ML 7th; Craft Universal Item, *power leech*; Price 10,080 gp.

EYES OF POWER LEECH, VAMPIRIC

As *eyes of power leech*, except the wearer gains drained power points from the subject even if doing so would bring him over his normal maximum.
The wearer of *vampiric eyes of power leech* can maintain concentration for up to 13 rounds.
Power points the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.
Strong telepathy; ML 15th; Craft Universal Item, *bend reality*, *power leech*; Price 20,160 gp.

GLOVES OF OBJECT READING

While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the *object reading* power.
Faint clairsentience; ML 1st; Craft Universal Item, *object reading*; Price 3,000 gp.

GLOVES OF TITAN'S GRIP

While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks.
The power is activated when the user enters a grapple.
The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.
Moderate psychometabolism; ML 9th; Craft Universal Item, *grip of iron*; Price 14,000 gp.

MIRROR OF MIND SWITCH

This small hand mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet.
Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see page 309 of the *Monster Manual*).
A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power.
Because the mirror is small, only a single creature can meet its own gaze.
The wielder of the mirror is not affected by seeing himself.
Moderate telepathy; ML 11th; Craft Universal Item, *mind switch*; Price 19,800 gp; Weight 1/2 lb.

MIRROR OF SUGGESTION

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet.
Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see page 309 of the *Monster Manual*).
A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder.
Because the mirror is small, only a single creature can meet its own gaze each round.
The wielder of the mirror is not affected by seeing herself.
Faint telepathy; ML 3rd; Craft Universal Item, *psionic suggestion*; Price 3,600 gp; Weight 1/2 lb.

MIRROR OF TIME HOP

This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet.
Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see page 309 of the *Monster Manual*).

A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power.
Because the mirror is small, only a single creature can meet its own gaze each round.
The wielder of the mirror is not affected by seeing herself.
Faint psychoportation; ML 5th; Craft Universal Item, *time hop*; Price 9,000 gp; Weight 1/2 lb.

PEARL, BRAIN LOCK

This tiny pearly sphere speeds toward its target when hurled by its owner.
He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect.
If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target.
The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds.
The use destroys the item.
Faint telepathy; ML 3rd; Craft Universal Item, *brain lock*; Price 300 gp.

PEARL, BREATH CRISIS

This tiny pearly sphere speeds toward its target when hurled by its owner.
He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect.
If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target.
The target is affected as if by *crisis of breath* for 5 minutes.
The use destroys the item.
Faint telepathy; ML 5th; Craft Universal Item, *crisis of breath*; Price 750 gp.

PEARL, MIND SEED

This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it.
It speeds toward its target when hurled by its owner.
He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect.
If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target.
The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester.
The use destroys the item.
Strong telepathy; ML 15th; Craft Universal Item, *mind seed*; Cost 6,000 gp + 2,500 XP; Price 18,500 gp.

PEARL, PERSONALITY PARASITE

This tiny pearly sphere speeds toward its target when hurled by its owner.
He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect.
If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target.
The target is affected as if by *personality parasite* for 5 rounds.
The use destroys the item.
Faint telepathy; ML 7th; Craft Universal Item, *personality parasite*; Price 1,400 gp.

PSIONATRIX

Each of these multifaceted crystals is worn as an amulet.
Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses powers of the discipline to which the psionatrix is keyed.

PSIONATRIX OF CLAIRSENTIENCE

Blue light glimmers in this crystal's heart.
Moderate clairsentience; ML 8th; Craft Universal Item, creator must be a seer; Price 8,000 gp.

PSIONATRIX OF METACREATIVITY

Green light glimmers in this crystal's heart.
Moderate metacreativity; ML 8th; Craft Universal Item, creator must be a shaper; Price 8,000 gp.

PSIONATRIX OF PSYCHOKINESIS

Red light glimmers in this crystal's heart.
Moderate psychokinesis; ML 8th; Craft Universal Item, creator must be a kineticist; Price 8,000 gp.

PSIONATRIX OF PSYCHOMETABOLISM

Violet light glimmers in this crystal's heart.
Moderate psychometabolism; ML 8th; Craft Universal Item, creator must be an egoist; Price 8,000 gp.

PSIONATRIX OF PSYCHOPORTATION

Yellow-red light glimmers in this crystal's heart.
Moderate psychoportation; ML 8th; Craft Universal Item, creator must be a nomad; Price 8,000 gp.

PSIONATRIX OF TELEPATHY

Piercing yellow light shines from this crystal's heart.
Moderate telepathy; ML 8th; Craft Universal Item, creator must be a telepath; Price 8,000 gp.

PSIONIC RESTRAINTS

Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Open Lock check).
The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics.
All types of psionic restraints prevent the free manifesting of powers.

Restraint Type	Allowed Power Points/Round	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	0	24,000 gp

Strong psychokinesis; ML 16th; Craft Universal Item, *bend reality*, *dispel psionics*; Weight 1 lb.

PSYCHOACTIVE SKINS

Psychoactive skins (also sometimes called ectoshells) are fist-sized globs of psionically charged ectoplasm.
As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size.
Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.
A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally.
It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack.
Held items or items specifically excluded are not covered by a psychoactive skin.
Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of hidden skins cannot be manifested).
Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

SKIN OF FIERY RESPONSE

This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted "ectoburst" against the attacker.
The burst ejects from the skin on the wearer's turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire.
If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed.
This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity.
Faint psychokinesis; ML 5th; Craft Universal Item, *energy retort*; Price 60,000 gp; Weight 2 lb.

SKIN OF IRON

This psychoactive skin affects the wearer as the *psionic iron body* power up to three times per day for 15 minutes with each use.
When the skin's power is not active, it has no protective qualities.
Activating the *psionic iron body* effect is a standard action that provokes attacks of opportunity.
Strong metacreativity; ML 15th; Craft Universal Item, *psionic iron body*; Price 129,600 gp; Weight 2 lb.

SKIN OF NIMBLENESS

This psychoactive skin continually grants the wearer a +10 competence bonus on Tumble checks.
Moderate psychometabolism; ML 8th; Craft Universal Item, creator must have 10 ranks in Tumble; Price 10,000 gp; Weight 2 lb.

SKIN OF PROTEUS

This psychoactive skin continually affects the wearer as the *metamorphosis* power.
While in a form other than his natural form, the wearer does not appear to be wearing the skin.
Moderate psychometabolism; ML 7th; Craft Universal Item, *metamorphosis*; Price 84,000 gp; Weight 2 lb.

SKIN OF THE CHAMELEON

This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Hide checks.
Faint psychometabolism; ML 3rd; Craft Universal Item, *chameleon*; Price 18,000 gp; Weight 2 lb.

SKIN OF THE CLAW

This psychoactive skin benefits only a wearer who has levels in psychic warrior.
If such a character wears this skin, he can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity.
He can also dismiss the claws equally quickly.
Faint psychometabolism; ML 4th; Craft Universal Item, *claws of the beast*; Price 16,000 gp; Weight 2 lb.

SKIN OF THE DEFENDER

This psychoactive skin continually grants the wearer a +4 bonus to natural armor.
Faint psychometabolism; ML 5th; Craft Universal Item, *thicken skin*; Price 32,000 gp; Weight 2 lb.

SKIN OF THE HERO

This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls.
Strong psychometabolism; ML 18th; Craft Universal Item, *bend reality*; Price 77,500 gp; Weight 2 lb.

SKIN OF THE PSION

This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21.
Strong clairsentience; ML 17th; Craft Universal Item, *power resistance*; Price 151,000 gp; Weight 2 lb.

SKIN OF THE SPIDER

This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power.
Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet.
Faint psychometabolism; ML 3rd; Craft Universal Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*; Price 79,080 gp; Weight 2 lb.

SKIN OF THE TROLL

This psychoactive skin continually allows a living wearer to heal more quickly.
The wearer heals 5 points of damage per minute.
Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power.

Strong psychometabolism; ML 17th; Craft Universal Item, *true metabolism*; Price 61,200 gp; Weight 2 lb.

RING OF SELF-SUFFICIENCY

This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.
Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have 10 ranks in Autohypnosis; Price 10,000 gp.

SHARDS

These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power.
Using a *shard* requires grasping it and projecting a command thought as a standard action (most *shards* telepathically whisper their command word into the minds of living creatures who handle them).
A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10.
The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first.
For instance, a *shard of Jump +8* grants a +8 competence bonus on the user's next Jump check if made within the next 10 rounds.
Once its effect is activated, a *shard* disintegrates immediately, whether or not the bonus granted by the *shard* is eventually used.
Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Price 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10).

THIRD EYES

These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers.
When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the *third eye* to disengage).
Only one *third eye* can be worn at a time.
A *third eye* is treated as eyewear or goggles for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).

AWARE

This kind of *third eye* continually grants the wearer a +10 competence bonus on Spot checks.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Spot; Price 10,000 gp.

CONCEAL

While worn, a *third eye conceal* protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts.
This power protects against all mind-affecting powers and effects as well as information-gathering by clairsentience powers or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *psionic mind blank* power.
Strong telepathy; ML 15th; Craft Universal Item, *psionic mind blank*; Price 120,000 gp.

CONCENTRATE

This kind of *third eye* continually grants the wearer a +10 competence bonus on Concentration checks.
Moderate telepathy; ML 7th; Craft Universal Item, creator must have 10 ranks in Concentration; Price 10,000 gp.

DOMINATE

The wearer of a *third eye dominate* can attempt to dominate a subject as with the power *psionic dominate*, augmented to target any creature type it can affect, once per day (save DC 18).
Strong telepathy; ML 15th; Craft Universal Item, *psionic dominate*; Price 120,000 gp.

EXPOSE

The wearer of this kind of *third eye* always knows when someone lies directly to him.
Strong telepathy; ML 15th; Craft Universal Item, *bend reality*; Price 112,000 gp.

GATHER

This kind of *third eye* continually grants the wearer a +10 competence bonus on Gather Information checks.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Gather Information; Price 10,000 gp.

PENETRATE

While worn, a *third eye penetrate* grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance.
Strong clairsentience; ML 15th; Craft Universal Item, *bend reality*; Price 8,000 gp.

POWERTHIEVE

While worn, a *third eye powerthieve* allows the wearer to borrow one power from a psionic target within 40 feet once per day.
If the target fails a DC 16 Will save, it instantly loses one power of the wearer's choice, and the wearer instantly gains temporary knowledge of this power.
The wearer can manifest the borrowed power normally if she has sufficient power points to pay for its cost.
The wearer retains knowledge of the power for up to 70 minutes, at which time she loses knowledge of the power and the former owner regains it, regardless of the distance between them.
If the former owner is dead, the wearer still loses the borrowed power.
Moderate telepathy; ML 7th; Craft Universal Item, *thieving mindlink*; Price 10,080 gp.

REPUDIATE

While worn, this powerful item allows the wearer to manifest *dispel psionics* once per day with a +20 modifier on

the dispel check (the wearer uses the +20 modifier in place of his manifester level).
Strong psychokinesis; ML 20th; Craft Universal Item, *dispel psionics*; Price 43,200 gp.

SENSE

The wearer of this kind of *third eye* can manifest *clairvoyant sense* at will.
Faint clairsentience; ML 3rd; Craft Universal Item, *clairvoyant sense*; Price 24,000 gp.

VIEW

The wearer of this kind of *third eye* can spin a quasi-real version of himself and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day.
Moderate clairsentience; ML 7th; Craft Universal Item, *remote viewing*; Price 10,180 gp.

TORC OF FREE WILL

This item is a band inlaid with precious metal, worn around the neck or upper arm.
The wearer of a *torc of free will* is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*).
A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).
Faint telepathy; ML 3rd; Craft Universal Item, *brain lock*; Price 6,000 gp; Weight 2 lb.

TORC OF LEECH FREEDOM

This item is a band inlaid with precious metal, worn around the neck or upper arm.
The wearer of a *torc of leech freedom* automatically resists up to two uses of *power leech* against him per day.
A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).
Faint telepathy; ML 5th; Craft Universal Item, *power leech*; Price 12,000 gp; Weight 2 lb.

TORC OF POWER PRESERVATION

This item is a band inlaid with precious metal, worn around the neck or upper arm.
The wearer of a *torc of power preservation* manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1).
A torc is treated as an amulet for the purpose of determining which items can be worn on the body (see page 214 of the *Dungeon Master's Guide*).
Strong clairsentience; ML 15th; Craft Universal Item, *bend reality*; Price 36,000 gp; Weight 2 lb.

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AMULET OF CATAPSI

This copper amulet aids the wearer against other psionic characters.
Three times per day, the wearer can trigger the *catapsi* power, which blankets a 100-foot radius in telepathic noise for 10 minutes.
Each time other psionic characters within this range attempt to manifest a psionic power, they must succeed at a Will save (DC 17) or pay double the normal power point cost.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *catapsi*; *Market Price*: 12,000 gp; *Weight*: —.

AMULET OF PSYCHIC BASTION

When worn, this amulet protects the wearer as the Psychic Bastion feat.
The wearer gains mental hardness +1 against a foe's successful psionic attack.
This bonus does not stack with that granted by Psychic Bastion, but either bonus alone stacks with mental hardness bonuses from psionic defense modes.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, Psychic Bastion; *Market Price*: 2,000 gp; *Weight*: —.

BRAIN LOCK PEARL

When hurled at a target, this tiny pearl-like sphere bursts into a shower of yellow sparks.
Treat this as a ranged touch attack.
A target that is hit stands dazed as if by *brain lock* for 4 rounds.
Brain lock pearls are grenade-like weapons (see Chapter 7 of the *Player's Handbook* and Chapter 3 of the DUNGEON MASTER's *Guide*), so a miss can potentially deal splash damage against all creatures within 5 feet, affecting them for 1 round.
The burst destroys the item.
Manifester Level: 4th; *Prerequisites*: Craft Universal Item, *brain lock*; *Market Price*: 1,000 gp; *Weight*: —.

BOOTS OF SKATING

These boots allow the wearer to slide along the ground at will as if using the *skate* power.
This benefit counts as an enhancement bonus.
Manifester Level: 3rd; *Prerequisites*: Craft Universal Item, *skate*; *Market Price*: 2,000 gp; *Weight*: 1 lb.

BOOTS OF STOMPING

These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 12).
Manifester Level: 3rd; *Prerequisites*: Craft Universal Item, *stomp*; *Market Price*: 1,200 gp; *Weight*: 1 lb.

CRAWLING TATTOOS

These resemble standard psionic tattoos, but their effects are often offensive rather than beneficial.
Like psionic tattoos, a *crawling tattoo* can be scribed only with powers of level 0 to 3 that target a creature or creatures.
The exceptions are *body adjustment* powers, which *can* be scribed despite their effect being personal, and compulsion powers, which *cannot* be scribed at all.
Powers that normally have an area, such as *whitefire*, only affect one target if scribed in a *crawling tattoo*.
Otherwise, *crawling tattoos* are treated in all ways as psionic tattoos (see "Psionic Tattoos" above) until they are activated by the wearer.
The wearer of a *crawling tattoo* can tap the tattoo as a standard action that draws an attack of opportunity, mentally specifying a target (to which the wearer must have line of sight).
The designated target could be an object.
Instead of triggering its stored power, this animates the tattoo, which drops to the floor and scuttles toward the target.
The original wearer need no longer concentrate on the tattoo once animated.
The animated tattoo begins to move toward its designated target at the beginning of the original wearer's next round.
Treat it as a Fine construct that has an AC of 18, 10 hit points, a hardness of 5, speed 30, and an attack bonus of +5.
Crawling tattoos, unlike true constructs, are subject to illusions, dark-ness, fog, and similar effects.
Should the target be killed, teleport away, or otherwise absent itself before contact, the wearer can reclaim the tattoo.
If destroyed, a *crawling tattoo* shatters and evaporates.
A *crawling tattoo* must enter the target's square to attack and thus draws an attack of opportunity as it passes through the target's threatened area.
The tattoo makes melee touch attacks until it strikes its target or is destroyed.
On a successful attack, the power scribed in the *crawling tattoo* automatically affects the target, even if a save is normally allowed.
Crawling tattoos can ferry beneficial powers as well, and the target can allow the touch attack to succeed if it desires.

Stored Power Level	Market Price
0	50 gp
1st	100 gp
2nd	600 gp
3rd	1,400 gp

Manifester Level: 6th; *Prerequisites*: Craft Universal Item, power of the appropriate type and level; *Weight*: —.
Crawling Tattoo Example:

CONCUSSION TATTOO

This *crawling tattoo* delivers a *concussion* effect, dealing 3d6 points of damage against a creature hit by its touch attack.
Manifester Level: 6th; *Prerequisites*: Craft Universal Item, *concussion*; *Market Value*: 600 gp; *Weight*: —.

CRYSTAL ANCHOR

A *crystal anchor* is a shaft of transparent crystal some 4 to 5 feet in length, with a sharpened spear-like head on one end.
It ensnares the minds of those who manifest certain psionic powers within range.
A *crystal anchor* can be configured to ward against powers of 6th level and lower.
The triggering power is specified at the time of creation.
The user activates a *crystal anchor* by plunging the sharp head into the ground, leaving the shaft freestanding.
It projects an invisible, 30-foot-radius field.
If the specified power is manifested within this range, the manifester must succeed at a Will save (DC 14 + power level) or be affected by *brain lock* for 10 rounds.
Someone outside the area can still be ensnared by manifesting the specified power into or within it.
A *crystal anchor* can only attempt to ensnare five victims per day.
One *crystal anchor* can ensnare multiple targets simultaneously, and multiple *crystal anchors* can share overlapping fields.
When a *crystal anchor* success fully ensnares a target, a slender filament of insubstantial ectoplasm connects the manifester to the shaft, even one outside the area, up to 300 feet away.
(Beyond that distance, there is no filament, although the anchor does glow to indicate it is working).
This is only a visual display: Severing the filament does not dispel the effect.
A *crystal anchor* has an AC of 7, 15 hit points, a hardness of 8, and a break DC of 20.

Designated Power's Level	Market Price
0	5,000 gp
1st	10,000 gp
2nd	10,400 gp
3rd	11,300 gp
4th	12,600 gp
5th	14,300 gp
6th	16,400 gp

Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *brain lock*, *contingency*, power to be designated; *Weight*: 3 lb.
Crystal Anchor Example :

GHOST ANCHOR

This *crystal anchor* ensnares those who use *remote viewing* or similar powers to see anywhere within its area.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *brain lock*, *contingency*, *remote viewing*; *Market Price*: 11,300 gp; *Weight*: 3 lb.

CRYSTAL MASKS

Each of the various types of *crystal mask* fits over the face of any Medium-size or Small humanoid creature, with slits for eyes and nostrils.
The mask is transparent, although it distorts the wearer's features.
Small holes on the side admit leather straps for affixing the mask to tilt wearers face.

Crystal masks confer special abilities or improved skills on their wearers.

CRYSTAL MASK OF DETECTION

The wearer of a *crystal mask of detection* can make Search checks to detect traps as a rogue can.
The mask grants no special bonus on the wearer's Search checks.
Manifester Level: 14th; *Prerequisites*: Craft Universal Item, creator must have 1 level of rogue; *Market Price*: 12,000 gp; *Weight*: 1 lb.

CRYSTAL MASK OF FEAR

The wearer of a *crystal mask of fear* can terrify other beings.
The wearer need merely meet the gaze of a creature as a standard action.
A target who fails a Will save (DC 16) panics, has a 50% chance to drop what it's holding, and flees away from you for 10 rounds (see Panicked in Chapter 3 of the DUNGEON MASTER's *Guide* for a complete description).
This is a mind-affecting, fear effect.
Manifester Level: 14th; *Prerequisites*: Craft Universal Item, *emulate power*; *Market Price*: 56,000 gp; *Weight*: 1 lb.

CRYSTAL MASK OF KNOWLEDGE

Each of the various *crystal masks of knowledge* grants the wearer a +5 competence bonus on a specific type of Knowledge check.
For instance, one mask might add the bonus on Knowledge (arcana) checks while another might do so for Knowledge (dragons).
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of a Knowledge skill of the appropriate type; *Market Price*: 500 gp; *Weight*: 1 lb.

CRYSTAL MASK OF LANGUAGE

Each of the various *crystal masks of language* grants the wearer the ability to speak and write a specific language.
For instance, one mask might grant the ability to speak Draconic, while another might allow the wearer to speak the human language of the northern ice barbarians.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must have the Speak Language skill of the appropriate type; *Market Price*: 500 gp; *Weight*: 1 lb.

CRYSTAL MASK OF MINDARMOR

A crystal mask of mindarmor grants the wearer a +4 enhancement bonus on saving throws against all compulsion effects while worn.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *conceal thoughts*; *Market Price*: 4,000 gp; *Weight*: 1 lb.

EYES OF POWERLEECH

These crystal lenses fit over the user's eyes.
The wearer is able to drain power points from psionic characters merely by meeting their gaze (at the rate of one target per round).
The target must succeed at a Will save (DC 14) or lose 2d10 power points.
The *eyes of powerleech* have no effect on nonpsionic targets or psionic beings who have exhausted their power points already (or manifest their powers freely).
If the wearer has only one lens, the DC of the saving throw is reduced to 10.
The wearer can attempt a powerleech attack up to three times per day.
Manifester Level: 11th; *Prerequisites*: Craft Universal Item, *negate psionics*; *Market Price*: 7,200 gp; *Weight*: —.

EYES OF VAMPIRIC POWERLEECH

These crystal lenses fit over the user's eyes, enabling him to drain power points from psionic characters merely by meeting their gaze (at the rate of one target per round).
The target must succeed at a Will saving throw (DC 18) or lose 2d10 power points, which the wearer instantly adds to his own power point reserve, even if these would bring him over his normal maximum.
Power points in excess of the wearer's maximum fade after 24 hours.
The *eyes of vampiric powerleech* have no effect on nonpsionic targets or psionic beings who have exhausted their power points already (or manifest their powers freely).
If the wearer has only one lens, the DC of the saving throw is reduced to 10.
The wearer can attempt a vampiric powerleech attack up to three times per day.
Manifester Level: 11th; *Prerequisites*: Craft Universal Item, *negate psionics*, *psychic vampire*; *Market Price*: 61,000 gp; *Weight*: —.

GLOVES OF OBJECT READING

While wearing these gloves, the user can learn the details of an inanimate object's previous owner, as if manifesting the *object reading* power.
Manifester Level: 3rd; *Prerequisites*: Craft Universal Item, *object reading*; *Market Price*: 2,000 gp; *Weight*: —.

MIRROR OF SUGGESTION

This small hand mirror manifests its power against those who see their reflections within it, as a gaze attack with a range of 30 feet.
Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack (see Gaze Attacks in Chapter 3 of the DUNGEON MASTER's *Guide*).
A creature meeting its own gaze in the mirror must succeed at a Will save (DC 13) or be affected by a *suggestion* chosen by the mirror's wielder.
Because the mirror is small, only a single creature can meet its own gaze each round.
The wielder of the mirror is not affected by seeing herself.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, *suggestion*; *Market Price*: 12,000 gp; *Weight*: 1/2 lb.

POWERLEECH PEARL

When hurled at a psionic character, this tiny pearl-like sphere bursts into a shower of rainbow-colored sparks.
Treat this as a ranged touch attack.
A target who is hit loses 2d4 power points (psionic creatures, which manifest freely, are not affected).

Powerleech pearls are grenade-like weapons (see Chapter 7 of the *Player's Handbook* and Chapter 3 of the DUNGEON MASTER's *Guide*), so a miss can potentially deal splash damage, draining 1 power point from psionic characters within 5 feet.
The burst destroys the item.
Manifester Level: 6th; *Prerequisites*: Craft Universal Item, *negate psionics*; *Market Price*: 1,000 gp; *Weight*: —.

PSIONATRICES

Each of these multifaceted crystals is worn as an amulet. Any *psionatrix* adds an enhancement bonus on the wearer's roll to set the save DC when using psionic powers or attack/defense modes, in addition to the other standard modifiers.

PSIONATRIX OF CLAIRSENTIENCE

Blue light glimmers in this crystal's heart.
A *psionatrix of Clairsentience* adds a +1 enhancement bonus on the wearer's roll when using a Clairsentience power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must be a seer; *Market Price*: 2,000 gp; *Weight*: —.

PSIONATRIX OF METACREATIVITY

Green light glimmers in this crystal's heart.
A *psionatrix of Metacreativity* adds a +1 enhancement bonus on the wearer's roll when using a Metacreativity power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must be a shaper; *Market Price*: 2,000 gp; *Weight*: —.

PSIONATRIX OF PSIONIC ATTACK

White light glimmers in this crystal's heart.
A *psionatrix of psionic attack* adds a +1 enhancement bonus on the wearer's roll when using a specified psionic attack mode.
For instance, a *psionatrix of mind thrust* grants a +1 bonus on the attacker's roll when using *mind thrust*, in addition to me other standard modifiers.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, any psionic attack mode; *Market Price*: 2,000 gp; Weight: —.

PSIONATRIX OF PSIONIC DEFENSE

White light glimmers in this crystal's heart whenever the wearer is subject to psionic attack modes.
A *psionatrix of psionic defense* adds a +1 enhancement bonus on the wearer's Will save using a specified psionic defense mode.
For instance, a *psionatrix of empty mind* grants a +1 bonus on the defender's roll when using *empty mind*, in addition to the other standard modifiers.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, any psionic defense mode; *Market Price*: 2,000 gp; *Weight*: —.

PSIONATRIX OF PSYCHOKINESIS

Red light glimmers in this crystal's heart.
A *psionatrix of Psychokinesis* adds a +1 enhancement bonus on the wearer's roll when using a Psychokinesis power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must be a savant; *Market Price*: 2,000 gp; Weight: —.

PSIONATRIX OF PSYCHOMETABOLISM

Violet light glimmers in this crystal's heart.
A *psionatrix of Psychometabolism* adds a +1 enhancement bonus on the wearer's roll when using a Psychometabolism power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must be an egoist; *Market Price*: 2,000 gp; Weight: —.

PSIONATRIX OF PSYCHOPORTATION

Yellow-red light glimmers in this crystal's heart.
A *psionatrix of Psychoportation* adds a +1 enhancement bonus on the wearer's roll when using a Psychoportation power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must be a nomad; *Market Price*: 2,000 gp; Weight: —.

PSIONATRIX OF TELEPATHY

Piercing yellow light shines from this crystal's heart.
A *psionatrix of Telepathy* adds a +1 enhancement bonus on the wearer's roll when using a Telepathy power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must be a telepath; *Market Price*: 2,000 gp; Weight: —.

PSIONIC RESTRAINTS

Each of the various *psionic restraints* is an iron cuff that cunningly locks around the wrist (DC 27 for Open Lock checks).
The cuff limits the total number of power points a psionic character wearing it can use in a round (regardless of total power point reserve), or completely damps the ability to use psionics.
Damping psionic restraints even inhibit free manifestation, so they also affect psionic creatures, which are unaffected by the other types of restraints.

Restraints Type	Allowed Power Points/Round	Market Price
Lesser	5 or fewer	1,000 gp
Average	3 or fewer	6,000 gp
Greater	1 or fewer	12,000 gp
Damping	0	24,000 gp

Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *negate psionics*; Weight: 1 lb.

PSYCHOACTIVE SKINS

Psychoactive skins (also sometimes called "ectoshells") are fist-sized globs of psionically charged ectoplasm.
As a standard action, a skin spreads over and covers a Medium-size or smaller creature who projects the proper command thought; the same command thought causes the skin to shrink back down to its former size.
Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.
A deployed skin completely covers the wearer (but not bulky equipment such as armor, backpacks, and other large items) like a second skin, allowing the wearer to see, hear, and breathe normally.

It rolls away from various parts of the body as needed, such as when the wearer needs to eat.
Up to three skins can be worn simultaneously, although only the outermost is active in any given round (hidden skins cannot manifest their powers).
Skin layers can be changed with a command thought as a standard action, which causes the current skin to "boil away" and reveal a lower-layer skin.

SKIN OF IRON

This psychoactive skin continually affects the wearer as the *iron body* power.
Manifest Level: 18th; *Prerequisites*: Craft Universal Item, *iron body*; *Market Price*: 240,000 gp; *Weight*: 2 lb.

SKIN OF NIMBLENESS

This psychoactive skin continually grants the wearer a +10 competence bonus on Tumble check.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Tumble skill; *Market Price*: 2,000 gp; *Weight*: 2 lb.

SKIN OF PROTEUS

This psychoactive skin continually affects the wearer as the *metamorphosis* power.
While in a form other than his natural form, the wearer does not appear to be wearing the skin.
Manifester Level: 18th; *Prerequisites*: Craft Universal Item, *metamorphosis*; *Market Price*: 90,000 gp; *Weight*: 2 lb.

SKIN OF STRIKING

This psychoactive skin answers the first attack made against the wearer each round with an automatically manifested and targeted "ectoburst" against the attacker.
The burst ejects from the skin on the wearer's turn, making a ranged touch attack using the wearer's base ranged attack bonus (range increment 10).
If hit, the target takes 3d4 points of fire damage as the ectoburst flames and is consumed.
This attack does not in any way hinder the wearer, count against her total actions for the round, or draw an attack of opportunity.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, *burning ray*, *hustle*; *Market Price*: 24,000 gp; *Weight*: 2 lb.

SKIN OF THE CHAMELEON

This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +15 circumstance bonus on Hide checks (assuming she doffs heavy armor and bulky equipment).
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *chameleon*; *Market Price*: 4,500 gp; *Weight*: 2 lb.

SKIN OF THE CLAW

This psychoactive skin grows massive, sickle-shaped claws over the wearer's fingertips.
With claws extended, the wearer's unarmed attacks deal a base damage of 1d12 (and do not draw attacks of opportunity).
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, *claws of the bear*; *Market Price*: 16,000 gp; *Weight*: 2 lb.

SKIN OF THE DEFENDER

This psychoactive skin continually grants the wearer a +4 natural armor bonus.
Manifester Level: 18th; *Prerequisites*: Craft Universal Item, *natural armor*; *Market Price*: 32,000 gp; *Weight*: 2 lb.

SKIN OF THE HERO

This psychoactive skin continually grants the wearer a +3 luck bonus to AC, a +3 luck bonus on all saving throws, and a +3 luck bonus on attack rolls.
Manifester Level: 18th; *Prerequisites*: Craft Universal Item, *fate of one*; *Market Price*: 68,000 gp; *Weight*: 2 lb.

SKIN OF THE PSION

This psychoactive skin grants the wearer 7 bonus power points per day and a power resistance of 18.
Manifester Level: 16th; *Prerequisites*: Craft Universal Item, *psychic chirurgery*; *Market Price*: 66,000 gp; *Weight*: 2 lb.

SKIN OF THE SPIDER

This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power.
Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Climb skill, *body equilibrium*; *Market Price*: 20,000 gp; *Weight*: 2 lb.

SKIN OF THE TROLL

This psychoactive skin continually allows a living wearer to heal 1 point of damage per level every hour rather than every day.
(This ability cannot be aided by the Heal skill).
Subdual damage heals at a rate of 1 point per level every 5 minutes.
If the wearer loses a limb, an organ, or any other body part while wearing this skin, the skin *regenerates* it.
In either case, only damage taken while wearing this skin outermost is regenerated.
Manifester Level: 18th; *Prerequisites*: Craft Universal Item, *true metabolism*; *Market Price*: 90,000 gp; *Weight*: 2 lb.

REVERSE CAPACITOR

A reverse capacitor doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a *crystal capacitor*.
Powers that identify psionic items will incorrectly identify a *reverse capacitor* as a crystal capacitor 50% of the time.
A psionic character attempting to use the power points supposedly stored in a *reverse capacitor* must succeed at a Will save (DC 20) or lose 3d6 power points.
If this drains more power points than the psionic character possesses, he takes the balance in temporary Charisma damage on a point-for-point basis.
If this Charisma damage is greater than his Charisma score, he takes the balance as temporary Constitution damage.

Manifester Level: 16th; *Prerequisites*: Craft Universal Item, Disarm Mind, *contingency*; *Market Price*: 182,000 gp; *Weight*: 1 lb.

RING OF STABILIZATION

This crystalline ring continually grants the wearer a +10 competence bonus on Stabilize Self checks.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Stabilize Self skill; *Market Price*: 2,000 gp; *Weight*: —.

RING OF SELF–SUFFICIENCY

This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Autohypnosis skill; *Market Price*: 2,000 gp; *Weight*: —.

SHARDS

These are tiny fragments of castoff crystal imprinted with miniscule bits of psionic power.
Using a shard requires grasping it and projecting a command thought as a standard action (most *shards* telepathically whisper their command word into the minds of living creatures who handle them).
A *shard* always grants a temporary competence bonus to one specific skill, ranging from +1 to +10 inclusive.
This bonus lasts until the skill is used or 10 rounds pass, whichever comes first.
For instance, a *shard of Jump +8* grants a +8 bonus on the user's next jump check if made within the next 10 rounds.
Once activated, a *shard* disintegrates, even if its bonus is not used.

Competence Bonus	Market Price
+1	20 gp
+2	30 gp
+3	40 gp
+4	60 gp
+5	100 gp
+6	140 gp
+7	200 gp
+8	250 gp
+9	320 gp
+10	400 gp

Manifester Level: 10th; *Prerequisites*: Craft Universal Item, creator must have ranks of the specified skill totaling half the encoded bonus (minimum 1 rank); *Weight*: —.

THIRD EYES

These appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers.
With the proper command thought, the crystal self-adheres to the center of the wearer's forehead (the same command thought causes the *third eye* to disengage).
Only one *third eye* can be worn at a time.

ASSIMILATE

While worn, a *third eye assimilate* allows the wearer to borrow one power from a psionic target's repertoire once per day.
This is a ranged touch attack with a ray of silvery plasma streaming from the *third eye* (range 100 feet), and the wearer can make as many attacks each day as needed until one succeeds.
On a successful attack, the wearer becomes aware of the victim's psionic repertoire, chooses one power from among those and instantly gains it, while the victim loses it.
Once the power has been assimilated, the wearer can manifest it normally if she is of sufficient level to use it.
If she assimilates a power from a creature that freely manifests it, the wearer must still pay the appropriate number of power points to manifest that power.
The wearer retains the power for 24 hours, at which time she loses knowledge of the power and the former owner regains it, regardless of the separation between them.
If the former owner is dead, the wearer loses the assimilated power.
Manifester Level: 12th; *Prerequisites*: Craft Universal Item, *forced mindlink*; *Market Price*: 11,200 gp; *Weight*: —.

AWARE

This *third eye* continually grants the wearer a +10 competence bonus on Spot and Search checks.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Spot and Search skills; *Market Price*: 4,000 gp; *Weight*: —.

CONCEAL

While worn, a *third eye conceal* hides the wearer from all powers that attempt to view, locate, or otherwise detect the wearer, except for the Clairsentience power *metafaculty*.
But even *metafaculty* reveals only the name of the location—not an image, nor any other information regarding the wearer.
Manifester Level: 12th; *Prerequisites*: Craft Universal Item, *sequester*; *Market Price*: 90,000 gp; *Weight*: —.

CONCENTRATE

This third eye continually grants the wearer a +10 competence bonus on Concentration checks.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Concentration skill; *Market Price*: 2,000 gp; *Weight*: —.

DOMINATE

The wearer of this *third eye* can see over virtually any distance or into other planes of existence, as with the power *remote viewing*, and can send and receive silent mental messages to and from the person viewed.
Once per day the wearer may attempt to use *lesser domination* on the person viewed (Will save DC 15).
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, *lesser domination*, *remote viewing*; *Market Price*: 96,000 gp; *Weight*: —.

EXPOSE

The wearer of this *third eye* always knows when someone lies directly to him.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, Psychic Inquisitor; *Market Price*: 12,000 gp; *Weight*: —.

NEGATE

While worn, a *third eye negate* allows the wearer to suppress the powers of psionic items three times per day.
This is a ranged touch attack with a grainy blue ray that springs from the *third eye* (range 100 feet).
On a successful attack, the ray suppresses any currently active function of the target item and has a 75% chance to suppress any other power from that item, regardless of the level or strength of the power, for 2d4 rounds.
To negate instantaneous effects, the wearer needs to use a ready action.
The target item gets no saving throw and cannot resist this effect.
The *third eye negate* cannot affect artifacts (even minor ones).
Manifester Level: 16th; *Prerequisites*: Craft Universal Item, *emulate power*, *negate psionics*; *Market Price*: 44,600 gp; *Weight*: —.

OPEN

The wearer of this *third eye* can freely manifest clairaudience/clairvoyance at will.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, *clairaudience/clairvoyance*; *Market Price*: 12,000 gp; *Weight*: —.

PENETRATE

While worn, a *third eye penetrate* grants the wearer a +2 bonus on manifester level checks to beat a creature's power resistance.
This stacks with other applicable bonuses.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, Power Penetration; *Market Price*: 4,000 gp; *Weight*: —.

PERCEIVE

This *third eye* continually grants the wearer a +10 competence bonus on Sense Motive checks.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, creator must have 5 ranks of the Sense Motive skill; *Market Price*: 2,000 gp; *Weight*: —.

VIEW

The wearer of this *third eye* can see over virtually any distance or into other planes of existence, as with the power *remote viewing*.
Manifester Level: 5th; *Prerequisites*: Craft Universal Item, *remote viewing*; *Market Price*: 42,000 gp; *Weight*: —.

TORC OF FREE WILL

This is a band inlaid with precious metal, worn around the neck or upper arm.
The wearer is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*).
Manifester Level: 6th; *Prerequisites*: Craft Universal Item, *negate psionics*; *Market Price*: 12,000 gp; *Weight*: 2 lb.

TORC OF POWER

This is a band inlaid with precious metal, worn around the neck or upper arm.
The wearer is not affected by *powerleech* effects, as produced by *powerleech pearls* or *eyes of powerleech/vampiric powerleech*.
Manifester Level: 6th; *Prerequisites*: Craft Universal Item, *negate psionics*; *Market Price*: 12,000 gp; *Weight*: 2 lb.

TORC OF PSIONIC MIGHT

This is a band inlaid with precious metal, worn around the neck or upper arm.
The wearer manifests all powers by paying power points equal to the standard cost –1 (minimum of 1).
This does not change the cost of 0-level and 1st-level powers.
Thus, a 3rd-level power costs 4 power points to manifest and a 2nd-level power costs 2, but a 1st-level power still costs 1.
Psionic creatures that freely manifest their powers gain no benefit from the *torc of psionic might*, nor do nonpsionic creatures.
Manifester Level: 14th; *Prerequisites*: Craft Universal Item, *emulate power*; *Market Price*: 10,000 gp; *Weight*: 2 lb.

WEAPON AND ARMOR TEMPLATES

DUNGEON MASTER'S GUIDE 2 (3.5)

FEYCRAFT TEMPLATE

The feycraft template can be added to any suit of armor, shield, or weapon crafted by fey or by creatures in the service of fey.

While most fey creatures have little interest in weapons or armor, some find the martial aspects of such items quite appealing.

Satyrs occasionally take ranks in the Craft skills necessary to create these items, as do evil and martial fey (such as the redcaps from *Monster Manual* III).

However, most feycraft weapons are made by the servants of fey creatures wishing to procure armor and weapons.

Such servitors can be of any race, but they must be under the direct magical influence of a fey creature to create a feycraft item.

A feycraft suit of armor or weapon has all the base statistics of the normal armor or weapon except as noted here.

REQUIREMENTS

The creator of a feycraft item must be of the fey type or be under such a creature's magical influence.

A creature merely infatuated with a fey (such as a human enthralled with a nymph's beauty) does not qualify as magically influenced—the fey must actually employ a spell, supernatural ability, or spell-like ability to establish influence.

A feycraft item cannot be created within the boundaries of a small town or larger settlement.

FEYCRAFT ARMOR AND SHIELDS

The feycraft template can be added only to light or medium armor, or to wooden shields.

Even fey that are martially minded enough to construct objects of war favor tactics involving stealth and guerilla warfare.

Heavier armor or shields only slow the wearer down in most natural settings, so the fey do not specialize in their manufacture.

The only exception is the rare suit of mithral heavy armor, which actually counts as a medium armor because of its construction (see page 284 of the *Dungeon Master's Guide*).

Because most fey appreciate the beauty of nature, including the living body in its natural state, armor and shields with this template seem to mold themselves to the wearer's body.

Some feycraft items also include elements of the creator's favorite natural setting.

Satyr armorsmiths, for example, might make armor with a surface pattern that resembles the bark of their favorite trees, or the water flowing in a nearby brook.

Cost: The feycraft template adds 500 gp to the other costs associated with creating a given suit of armor or shield.

Weight: A feycraft shield or suit of armor weighs 10% less than its normal counterpart.

Hardness: The hardness of a feycraft armor or shield is reduced by 1 (minimum 0).

Hit Points: The hit points of a feycraft armor or shield are reduced by 5 (minimum 1).

Arcane Spell Failure Chance: The arcane spell failure chance of feycraft armor and shields is reduced by 5% (minimum of 0%).

Fey cast spells, and their smiths have learned to compensate for this tendency in their armorsmithing.

Affinities: Glamered, silent moves, improved silent moves, and greater silent moves (special abilities); *winged shield* (specific shield).

Special: The delicate beauty of a feycraft shield or suit of armor makes the wearer feel more confident, granting her a +1 bonus on Bluff checks made to deceive another creature with words.

This bonus does not apply to any other use of the Bluff skill, such as for feinting.

FEYCRAFT WEAPONS

For the most part, fey construct feycraft weapons only when they must battle others of their kind.

Thus, such weapons are made from cold iron.

This feature ensures that those who hunt demons and other creatures harmed by cold iron also find feycraft weapons quite desirable.

The feycraft template can be added only to light or one-handed melee weapons, and to ranged weapons.

It cannot be added to two-handed weapons because most fey prefer to leave an appendage free for spellcasting or the manipulation of an instrument.

Like their armor counterparts, feycraft weapons are frequently made to resemble the smith's favorite natural setting in some way.

Curved elements—often a blade or haft, or part of the hilt or handle—are quite popular.

Fey smiths frequently construct scimitars and rapiers with this template, but it is rarely applied to axes—even small ones.

Cost: The feycraft template adds 1,500 gp to the other costs associated with creating a given weapon.

Weight: A feycraft weapon weighs 10% less than its normal counterpart.

Hardness: The hardness of a feycraft weapon is reduced by 1 (minimum 0).

Affinities: Dancing (special ability); *sylvan scimitar* (specific weapon).

Special: Feycraft weapons are lightweight and fragile, but extraordinarily well balanced.

Thus, they are treated as one size category smaller than normal for the purpose of dealing damage.

For example, a feycraft short sword sized for a human deals 1d4 points of damage rather than 1d6.

If the weapon would normally be considered one-handed, it can be treated as a light weapon for the purpose of the Weapon Finesse feat, but not for any other purpose.

If the weapon would normally be considered light, the wielder can apply his Dexterity modifier instead of his Strength modifier to attack rolls made with it, as if he had the Weapon Finesse feat.

FIRESHAPED TEMPLATE

The fireshaped template can be added to any suit of armor, shield, or weapon crafted by creatures with the fire subtype or by those in the service of such creatures.
While most fire creatures rely more on their offensive fire-based abilities than on weapons or armor, some find the martial aspects of such accoutrements quite appealing.
Salamanders and efreet are the most common creators of fireshaped armor and weapons.
Azer experts with sufficient ranks in the appropriate Craft skill also frequently forge such items.
A fireshaped suit of armor or weapon has all the base statistics of the normal item except as noted here.
REQUIREMENTS
The creator of a fireshaped item must be a native of the Elemental Plane of Fire and must make the item on that plane.
FIRESHAPED ARMOR AND SHIELDS
The fireshaped template can be added to any metallic armor or shield, but never to wooden shields, leather armor, hide armor, or armor made of any other flammable material.
Armor and shields with this template seem to gleam with a red hue in any light, and they sometimes appear to flicker as if possessed of an inner flame.
Fire creatures usually craft fireshaped armor for servitors that are more susceptible to heat than they are.
In addition, fireshaped armor is made to appear as if it were flaming when struck in combat.
The flames produced by such armor are not real, but they supply a light equivalent to that of a torch.
Salamander armorsmiths might make armor that resembles the flame patterns of a raging inferno, and other fire creatures favor similar motifs.
Cost: The fireshaped template adds 300 gp to the other costs associated with creating a given suit of armor or shield.
Affinities: Fire resistance, improved fire resistance, and greater fire resistance (special abilities).
Special: The wearer of fireshaped armor gains a +2 bonus on saves against fire effects, and on saves made to resist the effect of heat (see page 303 of the *Dungeon Master's Guide*).
FIRESHAPED WEAPONS
Fire creatures construct weapons that mimic their own fiery natures to equip either themselves or their servitors.
As a result, such weapons tolerate special abilities involving flame much better than ordinary weapons do.
Thus, characters who hunt creatures of cold find fireshaped weapons particularly desirable.
The fireshaped template can be added to any weapon that has a metallic cutting edge.
For example, a battleaxe with a wooden haft or a steel-shod staff could acquire the template, but a simple wooden club or staff could not.
Like their armor counterparts, fireshaped weapons are frequently made to appear as if they were flaming when wielded.
The flames produced by such weapons are not real, but they supply a light equivalent to that of a torch.
Flame-shaped greatswords are especially popular examples of these weapons.
Cost: The fireshaped template adds 800 gp to the other costs associated with creating a given weapon.
Affinities: Flaming burst (special ability); *flame tongue* (specific weapon).
Special: A fireshaped weapon burns with a subtle but palpable inner energy.
It deals an extra 1 point of damage to a foe with the cold subtype.

GITHCRAFT TEMPLATE

The githcraft template can be added to any suit of armor, shield, or weapon crafted on the Astral Plane by a githyanki.
Known throughout the planes as battle-crazed zealots, githyanki revere weapons and armor more highly than almost any other possession, and their craftmasters focus exclusively on items of warfare.
Githcraft items are distinctive in appearance, and nongithyanki creatures that acquire and use them are likely to face retribution when their equipment is recognized.
Many creatures, however, are more than willing to risk githyanki wrath for the benefits offered by a githcraft item.
A githcraft suit of armor or weapon has all the base statistics of the normal item except as noted here.
Because the githyanki jealously guard the secrets of creating githcraft armor and weaponry, they remain the only creatures capable of crafting them.
Some sages theorize that a githzerai with the requisite skill could also produce such items, but that claim is still unproven.
REQUIREMENTS
The creator of a githcraft item must be a githyanki and must make the item on the Astral Plane.
GITHCRAFT ARMOR AND SHIELDS
The githcraft template can be added to any suit of armor or any shield.
It is sometimes quite difficult to determine by casual observation whether a particular set of githcraft armor is hide, leather, chain, or plate, since those who create it are not bound by design conventions.
A particular suit of githcraft armor might be decorated with spikes, baroque elements, and components of other types of armor, all mixed together in a unique style of its own.
Cost: The githcraft template adds 600 gp to the other costs associated with creating a given suit of armor or shield.
Arcane Spell Failure Chance: The arcane spell failure chance of githcraft armor and shields is reduced by 5% (minimum 0%).
Many githyanki are multiclass spellcasters, and their armorsmiths have learned to channel the race's natural affinity for magic into their creations.
Affinities: Mindarmor (special ability; see the *Expanded Psionics Handbook*); *mithral full plate of speed* (specific armor).
Special: The wearer of githcraft armor or the bearer of a githcraft shield gains a +1 bonus on Concentration checks.
GITHCRAFT WEAPONS
Most githcraft weapons are large and showy bladed items, such as greatswords or bastard swords.
The githyanki are proud of their combat prowess and favor ostentatious weaponry.
The githcraft template can be added to any bladed weapon, though most githyanki smiths prefer to create weapons with large blades.
Githcraft weapons always look distinctive and more than a little menacing.

A single weapon might combine decorative features, such as a serrated edge and baroque elements, in a somewhat organic style.
During the forging process, every githcraft weapon is given a name of great power and promise.
Cost: The githcraft template adds 900 gp to the other costs associated with creating a given weapon.
Affinities: Mindcrusher (special ability; see the *Expanded Psionics Handbook*); githyanki *silver sword* (specific weapon; see page 128 of the *Monster Manual*).
Special: A githcraft weapon deals an extra 1 point of damage against psionic creatures.

GLORYBORN TEMPLATE

The gloryborn template can be added to any suit of armor, shield, or weapon crafted on the Heroic Domains of Ysgard by a smith native to that plane.
The mighty battlesmiths of Ysgard sing songs of glory and honor while working their forges to create weapons and armor for the countless heroes who do battle there.
Many of these artisans are titans, though angels and other denizens of the plane possess the skills required to craft gloryborn items.
Though gloryborn items are almost always crafted for use in the eternal battles of Ysgard, visitors to the plane can acquire weapons or armor with this template if they can locate an owner willing to part with them.
A gloryborn suit of armor or weapon has all the base statistics of the normal item except as noted here.
An evil creature that wears gloryborn armor or wields a gloryborn weapon takes a –1 penalty on attack rolls because it finds the innate purity of the item uncomfortable and distracting.
REQUIREMENTS
The creator of a gloryborn item must be native to the Heroic Domains of Ysgard and must make the item on that plane.
GLORYBORN ARMOR AND SHIELDS
Ysgardian natives emphasize heroic recklessness in battle, and armor with this template reflects that philosophy.
Though they are constructed to heroic proportions and tend to bear flashy decorations, gloryborn armor and shields frequently seem to lack some vital defensive piece.
The overall look might awe viewers or even strike terror into the wearer's enemies, but the items frequently look incomplete.
For example, a suit of gloryborn leather armor might be little more than a set of elaborate leather straps constructed to show off the wearer's bulging muscles by leaving portions of his torso entirely exposed.
Likewise, a gloryborn shield cut to resemble a fearsome mask might be oddly shaped and appear ill-suited for protection.
But such oddities of design do not limit the effectiveness of gloryborn armor or shields.
Gloryborn armor might look as though it couldn't stop a kitchen knife, let alone a greataxe, but something about its design seems to draw attacks toward protected areas, making it just as effective as armor crafted on other planes.
Cost: The gloryborn template adds 150 gp to the other costs associated with creating a given suit of armor or shield.
Affinities: Bashing (shield special ability); *rhino hide* (specific armor).
Special: A character wearing gloryborn armor gains a +1 bonus to AC when charging.
(The normal penalty to AC for charging also applies).
This bonus lasts until the start of the wearer's next turn.
GLORYBORN WEAPONS
Gloryborn weapons are as flashy and seemingly ill conceived as gloryborn armor is.
For example, a gloryborn longsword might have so many bizarre, intimidating spikes jutting from its pommel that it looks as though it should be unbalanced.
But, as with gloryborn armor and shields, the apparent poor design does not diminish the item's utility.
Gloryborn weapons function as well as or better than standard weapons created elsewhere.
In fact, wielders of gloryborn weapons report feeling unlimited confidence in battle, and they perform the sort of great deeds about which bards write their epic songs.
Cost: The gloryborn template adds 600 gp to the other costs associated with creating a given weapon.
Affinities: Thundering (special ability); *luck blade* (0 wishes) (specific weapon).
Special: A gloryborn weapon deals an extra 1 point of damage on a charge attack.

HELLFORGED TEMPLATE

The hellforged template can be added to any suit of armor, shield, or weapon crafted on the Nine Hells of Baator by a smith native to that plane.
Chain devils frequently make hellforged items for their masters, who outfit entire elite regiments with them.
A hellforged suit of armor or weapon has all the base statistics of the normal item except as noted here.
A good creature that wears hellforged armor or wields a hellforged weapon takes a –1 penalty on attack rolls because it finds the innate vileness of the item uncomfortable and distracting.
REQUIREMENTS
The creator of a hellforged item must be native to the Nine Hells of Baator and must make the item on that plane.
HELLFORGED ARMOR AND SHIELDS
Hellforged armor and shields have a green cast stemming from the noxious combination of chemicals used in their creation.
In addition, they generally appear heavier than their normal counterparts because a firm, solid defense is generally valued over speed in the Nine Hells.
Cost: The hellforged template adds 1,000 gp to the other costs associated with creating a given suit of armor or shield.
Hardness: The hardness of a hellforged suit of armor or shield is increased by 1.
Hit Points: The hit points of a hellforged suit of armor or shield are increased by 5.
Maximum Dexterity Bonus: The maximum Dexterity bonus granted by hellforged armor or a hellforged shield is reduced by 1 (minimum +0).
If the item has no maximum Dexterity bonus, this adjustment does not apply.
Armor Check Penalty: The armor check penalty imposed by hellforged armor or a hellforged shield improves by 1 (minimum –1).

Arcane Spell Failure: The arcane spell failure chance imposed by hellforged armor or a hellforged shield increases by 5% (minimum 5%).
Affinities: Fortification (light, moderate, and heavy); *breastplate of command* (specific armor).
Special: A suit of hellforged armor grants a +1 bonus to its wearer's AC whenever she is adjacent to an ally.
This benefit does not apply to hellforged shields.
HELLFORGED WEAPONS
Like hellforged armor, weapons with this template are designed with resolute sturdiness and focus in mind.
Their construction reflects this philosophy succinctly.
Cost: The hellforged template adds 1,500 gp to the other costs associated with creating a given weapon.
Hardness: The hardness of a hellforged weapon is increased by 1.
Hit Points: The hit points of a hellforged weapon are increased by 5.
Affinities: Speed (special ability); *sword of subtlety* (specific weapon).
Crafters of hellforged weapons find that their handiwork rewards good tactics and helps their wielders focus attacks on individual foes.
Special: A hellforged weapon deals an extra 1 point of damage to any foe that the wielder flanks.

PITSPAWNED TEMPLATE

The pitspawned template can be added to any suit of armor, shield, or weapon crafted on the Infinite Layers of the Abyss by a smith native to that plane.
Mariliths sometimes take the necessary ranks in the relevant Craft skill to make such items, although half-fiends of various kinds also slave away in the dark forges of the Abyss.
Evil titans and fiendish yuan-ti that call the Abyss home also create pitspawned gear occasionally.
A pitspawned suit of armor or weapon has all the base statistics of the normal item except as noted here.
A good creature that wears pitspawned armor or wields a pitspawned weapon takes a –1 penalty on attack rolls because it finds the innate vileness of the item uncomfortable and distracting.
REQUIREMENTS
The creator of a pitspawned item must be native to the Infinite Layers of the Abyss and must make the item on that plane.
PITSPAWNED ARMOR AND SHIELDS
A pitspawned suit of armor or shield is dark in color, but when the light hits it at the right angle, dark tones of blood-red seem to reflect from its surface.
Good creatures grow uneasy at the mere sight of such an item because of this unusual effect.
Abyssal smiths most often apply this template to light armor because speed is a fundamental requirement for Abyssal armies.
Cost: The pitspawned template adds 600 gp to the other costs associated with creating a given suit of armor or shield.
Affinities: Shadow, improved shadow, and greater shadow (special abilities); *demon armor* (specific armor).
Pitspawned armor can easily be infused with the darkness required for shadow armor, and its origin makes it a natural choice for use in any magic armor designed to harness the power of the Abyss.
Special: Any creature that strikes the wearer of pitspawned armor or the bearer of a pitspawned shield with a melee attack takes 1 point of damage.
The damage from multiple pitspawned items doesn't stack, so striking a creature wearing pitspawned armor and carrying a pitspawned shield deals only 1 point of damage to the attacker.
This damage is not subject to damage reduction.
PITSPAWNED WEAPONS
Like pitspawned armor and shields, pitspawned weapons are dark in color and have a blood-red cast when viewed at the proper angle.
These weapons tend to reflect the demonic combat philosophy of overwhelming foes with massive damage.
Cost: The pitspawned template adds 1,000 gp to the other costs associated with creating a given weapon.
Affinities: Keen (special ability); *sword of life stealing* (specific weapon).
A pitspawned weapon is constructed especially to deal tremendous amounts of damage, or even to destroy a creature's life force.
Special: A pitspawned weapon is more likely to deal grievous injuries than its normal counterparts.
The wielder gains a +2 bonus on rolls made to confirm critical hits with this weapon.

SOULFORGED TEMPLATE

The soulforged template can be added to any suit of armor, shield, or weapon crafted on the Seven Mounting Heavens of Celestia by a smith native to that plane.
While angels (such as astral devas, planetars, and solars) are quite capable of creating soulforged items, they are more commonly crafted by the spirits of dwarf smiths in the realm of Moradin the Soul Forger, for whom the template is named.
A soulforged suit of armor or weapon has all the base statistics of the normal item except as noted here.
An evil creature that wears soulforged armor or wields a soulforged weapon takes a –1 penalty on attack rolls because it finds the innate purity of the item uncomfortable and distracting.
REQUIREMENTS
The creator of a soulforged item must be native to the Seven Mounting Heavens of Celestia and must make the item on that plane.
SOULFORGED ARMOR AND SHIELDS
Soulforged armor is brilliant silver in color.
Though gold is a common element in the filigree and decorative designs that highlight these items, the metal turns white because of the item's incredible purity.
In addition, the surfaces of soulforged armor and shields, if they are held at just the right angle, bear traceries reminiscent of the feathers of archon wings.
Though this design feature is not added intentionally, it is always present.
The celestial smiths who craft soulforged items focus on power and steadfast resolution in the overall design.
Cost: The soulforged template adds 400 gp to the other costs associated with creating a given suit of armor or shield.

Hardness: The hardness of a soulforged suit of armor or a soulforged shield is increased by 1.
Hit Points: The hit points of a soulforged suit of armor or a soulforged shield are increased by 5.
Affinities: Invulnerability (armor special ability) and blinding (shield special ability); *celestial armor* (specific armor).
The power inherent in soulforged armor lends itself well to both offense and defense.
Special: Anyone wearing soulforged armor or carrying a soulforged shield gains a +2 bonus on ability checks made to resist being bull rushed or tripped.
SOULFORGED WEAPONS
Soulforged weapons feature the same silver sheen and feathery pattern as soulforged armor and shields.
In addition, a distant hymn of praise to the forces of good is audible with each swing of the weapon.
Cost: The soulforged template adds 800 gp to the other costs associated with creating a given weapon.
Hardness: The hardness of a soulforged weapon is increased by 1.
Hit Points: The hit points of a soulforged weapon are increased by 5.
Affinities: Defending (special ability); *holy avenger* (specific weapon).
Although soulforged weapons are tools of offense, they are also receptive to defensive magic.
Special: A soulforged weapon deals an extra 2 points of damage against a foe who is charging.
This adjustment applies only from the point at which the foe begins charging until he resolves the attack (or attacks) at the end of the charge.

WEAPON SPECIAL ABILITIES

ARMS AND EQUIPMENT GUIDE (3.0)

ACIDIC BURST

An *acidic burst weapon* functions as a *corrosive weapon* (see below) that also explodes with acid upon scoring a successful critical hit.
The acid does not harm the hands that hold the weapon.
Acidic burst weapons deal +1d10 points of bonus acid damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add +2d10 points of bonus acid damage instead, and if the multiplier is ×4, add +3d10 points of bonus acid damage.
Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *acid fog*, *Melf's acid arrow*, or *storm of vengeance*; *Market Price*: +2 bonus.

BALANCED

A *balanced weapon* can be wielded more easily by smaller characters.
A creature one size smaller than the weapon can use it in one hand.
For example, a halfling could wield a *balanced battleaxe* in one hand.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *reduce*; *Market Price*: +2 bonus.

BINDING

This weapon prevents extradimensional movement by those it hits.
Once per day, the wielder of a *binding weapon* may make a binding strike.
On a successful attack, the target of the binding strike cannot move extradimensionally by any means, as though affected by the *dimensional anchor* spell.
This effect lasts for 13 minutes.
If the attack misses, the binding strike for that day is wasted.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *dimensional anchor*; *Market Price*: +1 bonus.

COMMANDING

A *commanding weapon* looks imposing and lends force to the wielder's personality.
Even when sheathed or stowed, this weapon grants a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate checks.
When held or drawn, a *commanding weapon* provides a +4 enhancement bonus on Intimidate checks.
In addition, the wielder can cast *suggestion* once per day as a 7th-level sorcerer.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *suggestion*; *Market Price*: +2 bonus.

CORROSIVE

Upon command, a *corrosive weapon* becomes slick with a thick layer of acidic fluid.
The acid does not harm the hands that hold the weapon.
Corrosive weapons deal +1d6 points of bonus acid damage on a successful hit.
Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *acid fog*, *Melf's acid arrow*, or *storm of vengeance*; *Market Price*: +1 bonus.

CRAZED

This weapon gives its wielder the ability to fly into a rage once per day as though affected by *emotion* (*rage*), but without the compulsion to fight heedless of danger.
While in a rage, the wielder gains a +2 morale bonus to Strength and Constitution, and a +1 morale bonus on Will saves, but takes a –1 penalty to Armor Class.
This effect does not stack with *emotion* (*rage*) or with barbarian rage.
While in a rage, the wielder of a *crazed weapon* suffers the same restrictions to feat and skill use that a barbarian suffers while raging.
The rage lasts for 3 rounds.
Only melee weapons can be crazed.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *emotion*; *Market Price*: +1 bonus.

DISARMING

This weapon has one special purpose: Disarming opponents of their weapons.
It eliminates the opponent's bonuses for weapon size and two-handed weapons.
Weapons with this ability also grant the wielder a +1 bonus on the opposed attack roll during a disarm attempt; this bonus does not apply to any other attack roll.
Only melee weapons can have this ability.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: +2 bonus.
Energy Aura: Any weapon with this ability may add an additional amount of damage from an energy type of the wielder's choice (acid, cold, electricity, fire, or sonic).
Regardless of the energy type selected, the energy does not harm the hands that hold the weapon.
The weapon deals an additional +1d6 points of damage of the appropriate energy type on a successful hit.
Changing the weapon's energy aura is a free action available once per round.
Bows, crossbows, and slings with this ability bestow the energy type upon their ammunition.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal*, *flame blade*, *lightning bolt*, *Melf's acid arrow*, *sound burst*; *Market Price*: +3 bonus.

EAGER

An *eager weapon* is easy to draw and allows its possessor to react quickly to danger.
It grants a +2 bonus on its owner's initiative checks, regardless of whether it is being used.
An *eager weapon* may be drawn as a free action.
Only melee weapons can have this ability.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: +2 bonus.

EVERBRIGHT

These weapons are as bright and shiny as polished silver. They never tarnish and are immune to corrosive attacks.
The weapon flashes with a brilliant light up to twice per day upon the wielder's command.
All within 20 feet except the wielder must succeed on a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *searing light*; *Market Price*: +2 bonus.

FIERCE

If its wielder is willing to forgo the opportunity to evade foes, a *fierce weapon* can land tremendous blows.
It allows the wielder to transfer some or all of his Dexterity bonus to damage rolls (reducing his Armor Class by the same amount).
As a free action, the wielder chooses how to allocate his Dexterity bonus at the start of his turn, and the effect lasts until his next turn.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +2 bonus.

FORCE

On a successful hit, a *force weapon* emits a powerful jolt of magical force.
The magical force does not harm the weapon's wielder.
Force weapons deal +1d6 points of force damage on a successful hit.
If the weapon successfully hits a target protected by a force effect, such as a *shield* spell or *bracers of armor*, it might dispel the force effect in addition to damaging the target.
Make a dispel check (1d20+10) against the effect (DC 11 + caster level).
If the check succeeds, the force effect is dispelled (if a spell) or suppressed (if a magic item).
Ranged weapons bestow this property on their ammunition.
Incorporeal creatures get no miss chance against *force weapons*.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *wall of force*; *Market Price*: +3 bonus.

FORTUNATE

A fortunate weapon gives its wielder incredible luck—a +1 luck bonus on all saving throws.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *bless*; *Market Price*: +1 bonus.

GRASPING

A *grasping weapon* is more effective when attempting to trip or disarm an opponent.
It grants its wielder a +2 circumstance bonus on trip and disarm attempts.
Disarm attempts made with *grasping weapons* do not provoke attacks of opportunity.
Only melee weapons can have this ability.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *web*; *Market Price*: +2 bonus.

HARMONY

Harmony weapons help their wielders press the advantage against a flanked opponent.
When flanking an opponent, the wielder of this weapon gains a +4 bonus on attacks rather than the normal +2 bonus for flanking.
Only melee weapons can have this ability.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *detect thoughts*; *Market Price*: +1 bonus.

HEARTFINDER

This weapon allows its wielder to strike particularly vulnerable areas of a foe.
Much like a rogue's sneak attack ability, *heartfinder weapons* deal extra damage to flat-footed or flanked foes.
Any time the wielder's target would be denied its Dexterity bonus to AC, or when the wielder flanks the target, this weapon deals an additional 1d6 points of damage.
This bonus damage has no effect against creatures that are immune to critical hits.
Only piercing melee weapons can have this ability.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: +2 bonus.

IMPACT

Any bludgeoning weapon with this ability has its threat range doubled.
For example, an *impact quarterstaff* scores a threat on a 19–20, and an *impact heavy flail* scores a threat on a 17–20.
This ability does not affect piercing or slashing weapons.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: +1 bonus.

KI FOCUS

This weapon serves as a channel for the wielder's *ki*, allowing her to use any *ki*-based special attacks (such as a monk's stunning attack, *ki* strike, and quivering palm, and the Stunning Fist feat) through the weapon as if they were unarmed strikes.
Only melee weapons can have this ability.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a monk; *Market Price*: +1 bonus.

KNOCKBACK

A weapon with this ability can drive its targets back.
On a successful hit, the target of the attack must succeed on a Fortitude save (DC 19) or be knocked back 10 feet.

If the target can't move back 10 feet, it instead falls to the ground.
If the first save fails, the target must succeed on another Fortitude save (DC 19), or be stunned for 1 round.
Knockback weapons work only on creatures of the wielder's size or smaller.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *repulsion*; *Market Price*: +3 bonus.

MERCIFUL

The weapon deals 1d6 points of bonus damage, and all damage it deals is subdual damage.
On command, the weapon suppresses this ability until commanded to resume it.
Bows, crossbows, and slings bestow the effect upon their ammunition.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*; *Market Price*: +1 bonus.

PRECISE

Only ranged weapons can have this ability.
A *precise weapon* can be shot or thrown at an opponent engaged in melee without incurring the standard –4 penalty.
This weapon doesn't grant any further benefit to wielders who already have the Precise Shot feat.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, Precise Shot; *Market Price*: +1 bonus.

PROFICIENT

The wielder of a *proficient weapon* never takes a nonproficiency penalty when attacking with it.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *Tenser's transformation*; *Market Price*: +2 bonus.

QUICK–LOADING

Only crossbows can have this ability.
A *quick-loading crossbow* accesses an extradimensional space that can hold up to 100 bolts, allowing the wielder to reload the crossbow more rapidly than normal.
Reloading a hand or light crossbow is a free action (allowing a character with multiple attacks to make a full attack), and reloading a heavy crossbow is a move-equivalent action.
Adding a bolt to or removing one from the extradimensional space by hand requires a move-equivalent action.
The extradimensional space can hold different types of bolts, and the wielder may select freely from these when reloading the crossbow.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *Leomund's secret chest*, *shrink item*; *Market Price*: +2 bonus.

RADIANT

A *radiant weapon* can give off brilliant light.
At will, it emits *daylight* as the spell cast by a 9th-level cleric.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *daylight*; *Market Price*: +2 bonus.

SCREAMING

Upon command, a *screaming weapon* emits a low hum that is grating upon the ears but does not harm the wielder.
If it hits a target, it produces a high-pitched sound and deals +1d6 points of bonus sonic damage.
Bows, crossbows, and slings with this ability bestow the sonic energy upon their ammunition.
Screaming weapons don't deal this bonus damage if the target is within a *silence* spell.
They have no additional adverse effects on creatures with unusually acute hearing, although such creatures dislike them.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *shout* or *sound burst*; *Market Price*: +1 bonus.

SEEKING

Only ranged weapons can have this ability.
The weapon veers toward the target, negating any miss chances that would otherwise apply, such as from concealment.
The wielder still has to aim the weapon at the right place. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.
Caster Level: Craft Magic Arms and Armor, *true seeing*; *Market Price*: +1 bonus.

SHADOWSTRIKE

A *shadowstrike weapon* can reach through the wielder's own shadows to catch foes off guard.
Once per day, the wielder can make such an attack.
The weapon reaches 5 feet farther than normal, and the target is denied its Dexterity bonus to AC for this attack.
To make a shadowstrike attack, the weapon must be illuminated by a light source or be outside on a day bright enough to cast shadows.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *shadow walk*, *shadow conjuration*; *Market Price*: +2 bonus.

SHRINKING

This weapon can shrink, as if affected by the *shrink item* spell, on command.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *shrink item*; *Market Price*: +1 bonus.

STUNNING

When striking a foe, a *stunning weapon* emits a powerful burst of sonic energy.
It deals +1d6 points of bonus sonic damage on a successful hit.
The sonic energy does not harm the weapon's wielder or others nearby.
On a successful critical hit, the target must succeed on a Fortitude save (DC 17) or be stunned for 1 round.
Bows, crossbows, and slings with this ability bestow the sonic energy on their ammunition.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *sound burst*, *hold monster*; *Market Price*: +2 bonus.

SURE STRIKING

A *sure striking weapon* harms creatures with damage reduction as if it had a +5 enhancement bonus.
Bows, crossbows, and slings cannot have this ability.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic weapon*; *Market Price*: +1 bonus.

SWEEPING

This ability grants a +4 bonus on any Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon.
Only melee weapons can have this ability.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +1 bonus.

VICIOUS

When a *vicious weapon* strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder.
This energy deals 2d6 points of bonus damage to the opponent and 1d6 points of bonus damage to the wielder.
Only melee weapons can have this ability.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: +1 bonus.

BOOK OF EXALTED DEEDS (3.5)

BANISHING

Any extraplanar creature with 25 Hit Dice or fewer that is struck by the weapon must succeed on a DC 24 Will save or be banished back to its home plane.
Spell resistance applies, and a creature so banished cannot return for at least 24 hours.
The wielder may choose to deactivate this special ability as a free action.
Bows, crossbows, and slings so crafted confer the banishing power upon their ammunition.
Strong abjuration; CL 13th; Craft Magic Arms and Armor, *banishment*; Price +3 bonus.

BLESSED

This replicates the effect of the *bless weapon* spell, but it is permanent and always in effect.
The weapon becomes good, which means it can bypass the damage reduction of certain creatures, particularly evil outsiders.
Furthermore, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit.
This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or vorpal weapon.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bless weapon*; Price +1 bonus.

ENFEEBLING

On a critical hit, this weapon deals 1d6+2 points of temporary Strength damage in addition to its regular damage.
Spell resistance applies.
Bows, crossbows, and slings so crafted confer the enfeebling power upon their ammunition.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, *ray of enfeeblement*; Price +1 bonus.

HEAVENLY BURST

On a successful critical hit against an evil creature, this weapon discharges a radiant burst that deals +3d6 points of damage to the target and blinds it for 1 round.
A successful DC 14 Fortitude save negates the blindness.
Bows, crossbows, and slings so crafted confer the heavenly burst power upon their ammunition.
Every time this weapon discharges a radiant burst, the wielder takes 1d2 points of temporary Strength damage.
Faint evocation; CL 5th; Craft Magic Arms and Armor, *Ayailla's radiant burst*, creator must be good; Price +2 bonus.

PARALYZING

Any creature struck by this weapon must succeed on a DC 17 Will save or be paralyzed.
Each round on its turn, the target may attempt a new saving throw to end the effect; otherwise, the paralysis lasts 10 rounds.
Spell resistance applies.
Bows, crossbows, and slings so crafted confer the paralyzing power upon their ammunition.
Moderate enchantment; CL 10th; Craft Magic Arms and Armor, *hold monster*; Price +2 bonus.

RIGHTEOUS

This weapon acts as though it has the spell *detect evil* upon it.
This enchantment is always active unless the wielder commands the weapon to deactivate (a free action).
The wielder receives a +2 bonus on attack and damage rolls against any creature with a strong or overwhelming aura of evil (see the *detect evil* spell description in the *Player's Handbook*).
Bows, crossbows, and slings so crafted confer the righteous power upon their ammunition.
Moderate divination and evocation; CL 7th; Craft Magic Arms and Armor, *detect evil*, *holy smite*, creator must be good; Price +4 bonus.

ROARING

This weapon unleashes a tremendous roar with each swing.
Any evil creature struck by the roaring weapon must succeed on a DC 22 Will save or be shaken.
A roaring weapon also deals +2d6 points of sonic damage on a successful critical hit.
A roaring weapon cannot also have the thundering ability (see the *Dungeon Master's Guide*), and vice versa.
Strong evocation; CL 15th; Craft Magic Arms and Armor, *leonal's roar*, creator must be good; Price +3 bonus.

BOOK OF VILE DARKNESS (3.0)

BLOODFEEDING

Every time this weapon deals damage to a creature with blood, it gains 1 blood point.
When the weapon has 5 blood points, it can deal an additional 1 point of damage at the user's behest (spending the blood points).
The weapon can store up to 50 blood points, allowing an additional 10 points of damage, usable all at once or divided up over a number of attacks.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: +1 bonus.

CURSESPEWING

Every time this weapon deals damage, the target must succeed at a Will saving throw (DC 15) or be affected by a curse that confers a –4 morale penalty on attack rolls, saving throws, skill checks, and ability checks.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bestow curse*; *Market Price*: +1 bonus.

FLESHGRINDING

When this piercing or slashing melee weapon deals damage to a living creature, the wielder may command the weapon to "grind" as a free action.
At that time, the wielder lets go of the weapon and it continues, magically animated, to grind itself into the foe's flesh.
Each round, it deals damage as if the character who had been wielding it had dealt a successful hit with it.
The wielder need not concentrate or devote any time or attention to the weapon.
The original wielder can grab it at any time as a standard action.
The foe (or someone else) can attempt to rid herself of the grinding weapon by making a Strength check (DC 20).
If the foe succeeds at the Strength check and has a free hand, she is now holding the fleshgrinding weapon.
In any event, the fleshgrinding weapon stops grinding after 5 rounds.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +2 bonus.

MARROWCRUSHING

Every time this weapon deals damage, it also deals 1 point of Constitution damage.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *boneblast*; *Market Price*: +3 bonus.

MASTERSLAYING

This melee weapon comes with a scabbard, belt hook, or other holder that is keyed to it in a special way.
At the command of the character wearing the scabbard, the weapon attacks its current wielder with the scabbard wearer's attack bonus, and the wielder is considered flat-footed (no sneak attack is possible, even if the scabbard wearer is a rogue).
If it hits, the *masterslaying* weapon deals critical hit damage.
This weapon is useful against rogues, foes that enjoy disarming and grabbing weapons, and in conjunction with the fleshgrinding ability.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +1 bonus.

SOULDRINKING

This melee weapon bestows one negative level each time it deals damage normally.
When the wielder scores a critical hit with the weapon, it bestows two negative levels, and the wielder gains +1d8 temporary hit points and a +2 enhancement bonus to Strength.
The temporary hit points and enhancement bonus fade after 1 hour.
Caster Level: 17th; *Prerequisites*: Craft Magic Arms and Armor, *energy drain*; *Market Price*: +4 bonus.

STRENGTH SAPPING

Every time this weapon deals damage, the target must succeed at a Fortitude save (DC 15) or become exhausted.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *sap strength*; *Market Price*: +2 bonus.

VILE

Every time this weapon deals damage, it deals an additional 1 point of vile damage.
If the weapon scores a critical hit, it deals 2 additional points of vile damage.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *vile lance*; *Market Price*: +1 bonus.

CHAMPIONS OF RUIN (3.5)

DOOMSTRIKE

The wielder of a doomstrike weapon can cleave into an enemy immediately upon sundering his weapon.
Description: Doomstrike weapons have blades or heads coated in a thin layer of blue-black frost or rime.
In addition, they tend to have sinister yet ornate designs worked into them.
Activation: A melee weapon with the doomstrike ability only functions if its wielder has the Improved Sunder feat.
Effect: After successfully sundering an enemy's weapon, the wielder of a doomstrike weapon can cleave into the enemy, as though using the Cleave feat.
Aura/Caster Level: Faint evocation; CL 5th.
Construction: Cleave, Craft Magic Arms and Armor, *shatter*, +4,000 gp, +320 XP, +8 days.
Weight: —.
Price: +1 bonus.

RAVENOUS

A ravenous weapon acquires a taste for the blood of those it wounds, dealing extra damage on subsequent attacks.
Description: Ravenous weapons are adorned with teeth or fangs (real or engraved).
They make terrible slurping and gnashing noises as they smash bones and carve through flesh.
Activation: A melee weapon with the ravenous ability only functions if its wielder is evil and can make multiple attacks in a single round.
Effect: When a ravenous weapon wounds a creature, it acquires a taste for that creature's flesh and blood.
Subsequent attacks made against the same creature during the same round deal an extra 2d6 points of damage (of the same type the weapon normally deals—bludgeoning, piercing, or slashing).
For example, Xokarus the blackguard makes three attacks with his *+1 ravenous greataxe*, hitting Andril the paladin all three times.
The first attack deals normal damage, while the second and third attacks each deal an extra 2d6 points of slashing damage.
Aura/Caster Level: Moderate necromancy; CL 9th.
Construction: Craft Magic Arms and Armor, *slay living*, creator must be evil, +9,000 gp, +720 XP, +18 days.
Weight: —.
Price: +2 bonus.

SPLITTING

Any missile fired from a splitting weapon, or an arrow or bolt enchanted with the splitting ability, breaks into two identical missiles before striking the intended target.
Description: V-shaped engravings adorn a splitting weapon or splitting ammunition.
Activation: The splitting ability of a ranged weapon (must be a bow, crossbow, arrow, or bolt) only functions if its wielder has the Precise Shot feat.
Effect: Any arrow or bolt fired from a splitting weapon magically splits into two missiles in mid-flight.
Both missiles are identical, sharing the nonsplitting properties of the original missile; for example, a *+1 splitting arrow* splits into two *+1 arrows* in mid-flight.
Both missiles strike the same target.
Make a separate attack roll for each missile using the same attack bonus.
Aura/Caster Level: Moderate conjuration (creation); CL 7th.
Construction: Craft Magic Arms and Armor, Precise Shot, *arrowsplit*, +9,000 gp, +720 XP, +18 days.
Weight: —.
Price: +3 bonus.

CHAMPIONS OF VALOR (3.5)

HOMELAND CHAMPION

This weapon ability invokes a mystical tie between the weapon and a particular country (determined at the time of creation).
When the weapon is wielded by a character with the Defender of the Homeland feat (see page 28) whose homeland matches the weapon's associated country and it is used against an evil creature within this homeland, its enhancement bonus increases by 2 and it deals an extra 2d6 points of damage.
Bows, crossbows, and slings so crafted bestow the homeland champion quality upon their ammunition.
A hit by the weapon bestows one negative level on any enemy of the weapon's homeland.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Moderate conjuration; CL 8th; Craft Magic Arms and Armor, Defender of the Homeland; Price +1 bonus.

SACRIFICIAL SMITING

Only melee weapons can have this special ability.
Useable only by paladins or characters able to smite evil, this good-aligned weapon property allows the wielder to sacrifice some of her own vitality to gain extra uses of smite evil.
By accepting one negative level, the wielder can use smite evil on a creature struck by the weapon even if the wielder has expended all her uses of smite evil for the day.
For example, Aelryndai Martyr-Sister is a 10th-level paladin with 14 Charisma; even though she has expended all of her own smite evil uses against her enemies today, she can call upon the power of her sacrificial smiting weapon, accept a negative level, and smite again to gain +2 on the attack roll and +9 on the damage roll (normally +10, but 1 lower because of the negative level).
The wielder decides at the time of the attack whether to make the sacrifice, instantly applying the effect of the smite and the negative level to her attack roll and damage roll.
The negative level gained by this sacrifice lasts for 24 hours, never results in actual level loss, and cannot be overcome in any way (including *restoration* spells).
This weapon ability was devised by paladins of Ilmater, and weapons with this ability are sometimes called martyrsmite weapons.
Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, creator must be a paladin; Price +1 bonus.

CITY OF SPLENDORS WATERDEEP (3.5)

CORROSIVE

Upon command, a corrosive weapon becomes slick with a thick layer of acidic fluid (the wielder takes no damage from this effect).
Corrosive weapons deal an extra 1d6 points of acid damage on a successful hit.
Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Moderate conjuration or evocation; CL 10th; Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*; Price +1 bonus.

HARMONIZING

This enchantment can only be placed on melee weapons.
A harmonizing weapon accompanies its wielder in song if drawn, granting a +6 enhancement bonus on Perform checks that involve singing.
Beginning on the second round of singing, the harmonizing weapon begins to sing alongside the wielder.
If the wielder stops singing at any time after the second round, the weapon continues singing for a number of rounds equal to the wielder's Charisma bonus or until sheathed.
This extended singing is equivalent in effect to the wielder continuing to sing.
For example, a bard with a 16 Charisma could start singing for 1 round to inspire courage in his allies.
In the second round, his harmonizing weapon would join in.
If the bard stopped singing in the third round, the harmonizing weapon would sing for up to 3 additional rounds, continuing to inspire courage in the bard's allies.
If the bard restarted his song any time before the end of the 6th round, the harmonizing weapon would continue to sing with him, uninterrupted.
(Restarting the song in this manner does not count as another use of bardic music).
If you start using another form of bardic music while your harmonizing weapon is maintaining a song, the weapon stops maintaining the first song and begins aiding the second.
Faint illusion; CL 5th; Craft Magic Arms and Armor, *ghost sound*; Price +1 bonus.

SHATTERMANTLE

A shattermantle weapon damages an opponent's spell resistance.
Each time the weapon strikes a foe with spell resistance, the value of that spell resistance is reduced by 2 for 1 round.
The penalties for multiple hits during the same round stack.
For example, if the wielder succeeds on three attacks in the same round against the same foe with spell resistance, that foe's spell resistance is reduced by 6 until the beginning of the wielder's next turn.
This weapon property does not grant the bearer the ability to determine how much spell resistance (if any) a target might have.
Faint abjuration; CL 5th; Craft Magic Arms and Armor, Spell Penetration; Price +1 bonus.

SPELLSTRIKE

A spellstrike weapon allows the wielder to transfer some or all of the weapon's enhancement bonus as a bonus on his saving throws against spells and spell-like abilities.
As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect on saving throws lasts until his next turn.
This bonus stacks with all other bonuses that benefit the wielder's saving throws.
Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *resistance*; Price +1 bonus.

SUNDERING

A sundering weapon deals an extra 1d6 points of damage on a successful sunder attempt.
This property can only be added to a slashing or bludgeoning weapon.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *shatter*; Price +1 bonus.

CITYSCAPE (3.5)

ASSASSINATION

Price: +1
Caster Level: 7th
Aura: Moderate; (DC 13) divination
Activation: —
The striking surface of this weapon is jet black.
Although it shows little sign of use, you cannot help but picture it covered in freshly spilled blood.
An assassination weapon deals an extra 1d6 points of damage against a foe who is flat-footed or otherwise denied a Dexterity bonus to AC, or who is flanked.
If the wielder deals sneak attack damage from other sources, such as levels in the rogue class, the extra damage stacks.
In addition, the weapon seems to eagerly drink in poison. The wielder never risks poisoning herself when applying poison to an assassination weapon, and the save DC of any poison applied to the weapon increases by an amount equal to the weapon's enhancement bonus.
(Thus, a *+1 assassination dagger* increases the DC of any applied poison by 1, while a *+3 assassination dagger* increases the DC by 3).
Prerequisites: Craft Magic Arms and Armor, *true strike*, sneak attack +2d6.
Cost to Create: Varies.

COMPLETE ADVENTURER (3.5)

DEADLY PRECISION

A deadly precision weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.
Moderate transmutation; CL 12th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus.

SIZING

The wielder of a sizing weapon can change the weapon's size category to any other size category as a standard action. Spellcasters who frequently polymorph themselves appreciate weapons with the sizing special ability.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *enlarge person*, *reduce person*; Price +1 bonus.

COMPLETE ARCANE (3.5)

CLOUTING

A weapon enhanced by this property has the ability to drive its targets back.
On a successful hit, the target of the attack must succeed on a DC 19 Fortitude save or be knocked back 10 feet (falling to the ground instead if such movement is impossible).
If the first save fails, the target must succeed on another DC 19 Fortitude save or be stunned for 1 round.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *repulsion*; Price +3 bonus.

MAGEBANE

Weapons crafted with the magebane property are rightly feared by all arcane spellcasters.
Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a *+1 longsword* becomes a *+3 longsword* when wielded against arcane spellcasters) and deals an extra 2d6 points of damage.
Magebane bows, crossbows, and slings bestow this ability upon their ammunition.
Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.

SKILLFUL

Highly prized by many arcane spellcasters, a skillful weapon can be wielded without penalty by a character not normally proficient with it.
In addition, the wielder's base attack bonus improves to a minimum of 3/4 his level (as a cleric of the same character level) when he attacks with a skillful weapon, though he gains no such bonus with any other weapon, even if a skillful weapon is wielded at the same time.
The skillful special ability can be added only to melee weapons.
Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *Tenser's transformation*; Price +2 bonus.

COMPLETE WARRIOR (3.5)

BLOOD SEEKING

Weapons with the blood seeking ability often have strange-looking sights on them.
Ammunition fired from blood seeking weapons flies around cover if necessary to strike a living creature, negating any bonus to Armor Class the target might have due to intervening cover.
The shooter can even fire at a target with full cover, but she must know the target is there, there must be an unobstructed path for the ammunition to reach the target, and the target still has total concealment (and thus a 50% miss chance).
The blood seeking ability doesn't function against plants, oozes, undead, and constructs.
Moderate divination; CL 9th; Craft Magic Arms and Armor, *arcane eye*; Price +1 bonus.

DEFLECTING

If you're wielding a deflecting weapon of your size or one size larger, you can try to knock projectiles aimed at you out of the air.
Once per round when you would normally be hit by a ranged weapon, you may make a DC 20 Reflex saving throw (if the ranged weapon has a magical enhancement bonus, the DC increases by that amount).
If you succeed, the ranged weapon or projectile deflects away harmlessly.
You must be aware of the attack and not flat-footed.
Only melee weapons can have this ability.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

DISARMING

This weapon ability functions differently depending on whether it's applied to a melee weapon or a ranged weapon.
If applied to a melee weapon, the disarming ability eliminates the opponent's bonuses for both weapon size and two-handed weapons.
If applied to a ranged weapon, the disarming ability makes possible a disarm attack; you can shoot a weapon out of someone's hand.
The relative weapon sizes don't matter for a ranged disarm attempt, but the defender gains a +4 bonus for wielding a weapon in two hands.
Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *telekinesis*; Price +2 bonus.

EXIT WOUND

Weapons with the exit wound ability propel their ammunition entirely through living targets they hit.
This effect deals an extra 1d6 points of damage.
The weapon or projectile continues in a straight line beyond the original target.
Targets in that path are attacked using the same attack roll as the original target; these additional targets gain a +4 bonus to AC for each previous target in the path.
When an exit wound weapon or projectile hits an object, it stops.
The exit wound ability can be applied to any ranged weapon; projectile weapons so enhanced bestow the ability on their ammunition.
Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *Melf's acid arrow*; Price +2 bonus.

EXPLOSIVE

Always slightly warm to the touch, weapons with the explosive ability deal extra damage to anyone near the intended target.
Each successful hit with an explosive weapon deals 2d4 points of damage to all targets in a 5-foot burst (Reflex DC 15 half), including the original target.
The explosive ability can be applied to any melee weapon (though the wielder may be subject to the extra damage) or ranged weapon.
Projectile weapons so enhanced bestow the explosive ability on their ammunition.
Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *shatter*; Price +2 bonus (+3 bonus for ranged weapons).

KNOCKBACK

Knockback weapons often emit a low, almost inaudible hum when drawn.
Whenever a knockback weapon hits its target, it initiates a bull rush attack in addition to dealing normal damage.
To resolve the bull rush attempt, treat the projectile as a Medium creature with a +8 Strength bonus.
The projectile doesn't provoke an attack of opportunity, and it always tries to push the target as far back as possible.
Only ranged weapons can have the knockback ability, and they bestow it on their ammunition.
Moderate evocation; CL 11th; Craft Magic Arms and Armor, *Bigby's forceful hand*; Price +3 bonus.

LAST RESORT

A melee weapon (usually a dagger) with the last resort ability is particularly effective in a grapple.
Its wielder doesn't take the –4 penalty for attacking with a weapon while grappling, and the weapon deals an extra 1d6 points of damage in a grapple for every size category the target is bigger than the wielder.
For example, a halfling armed with a *+1 last resort dagger* would deal an extra 2d6 points of damage when being grappled by an ogre.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.

DEITIES AND DEMIGODS (3.0)

FRIGHTFUL

This weapon makes an unearthly wailing noise whenever the wielder attacks.
This sonic, mind-affecting fear effect extends in a 30-foot burst.
The wielder's allies are not affected, but foes who are not the target of the weapon's attack must make Will saves (DC 16).
Those who fail their saves become shaken for 3d6 rounds.
Targets of the weapon's attack become panicked for 3d6 rounds if they fail their saving throws.
Foes who make successful saving throws are unaffected by the weapon's power for one day.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *fear*; *Market Price*: +3 bonus.

DROW OF THE UNDERDARK (3.5)

ACCURATE

Price:+1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) divination
Activation: —
This weapon is finely balanced and made of exceptional materials.
An accurate weapon helps its wielder correct his mistakes.
When you miss, the weapon provides a +2 circumstance bonus on your next attack roll.
Prerequisite: Craft Magic Arms and Armor, *true strike*.
Cost to Create: Varies.

LIGHT BURST

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Images of the sun are etched onto the surface of this weapon, and it feels warm to the touch.
A light burst weapon explodes with dazzling light upon striking a successful critical hit.
The light does not affect you (in case you have light sensitivity, light blindness, or some other vulnerability to light).
The target of your critical hit is dazzled for 5 rounds.
If it has a weakness to light, it suffers the effects of its weakness for 1 round as if it was in the presence of a *daylight* spell, and is dazzled for 5 rounds afterward.
For example, if you wield a light burst weapon and score a critical hit against a drow, the drow is blinded for 1 round, and then dazzled for 5 rounds as normal.

Projectile weapons bestow the light burst property upon their ammunition.
Prerequisite: Craft Magic Arms and Armor, *daylight*.
Cost to Create: Varies.

SPARKLING

Price: +2 bonus
Property: Weapon
Caster Level: 9th
Aura: Moderate; (DC 19) evocation
Activation: —
Gleaming specks of blue, purple, and red lie just below the weapon's surface, reflecting oddly in the light.
A *sparkling* weapon causes a target it strikes to erupt in pale multicolored flame, as if affected by the *faerie fire* spell.
The flames last for 5 rounds.
Multiple hits by *sparkling* weapons have no additional effect.
Projectile weapons bestow the sparkling property upon their ammunition.
Prerequisite: Craft Magic Arms and Armor, *faerie fire*, creator must be drow.
Cost to Create: Varies.

SPIDERKISSED

Price: +1 bonus
Property: Weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Tracery suggestive of a spider's web covers the entire surface of this weapon.
When you confirm a critical hit with a spiderkissed weapon, the target must succeed on a DC 13 Reflex save or become entangled for 5 rounds as a mass of webbing covers its body.
The webbing cannot be removed and lasts for the duration of the effect.
Bows, crossbows, and slings with this property bestow the spiderkissed property upon their ammunition.
Prerequisite: Craft Magic Arms and Armor, *web*, drow.
Cost to Create: Varies.

TOXIC

Price: +1 bonus
Property: Melee weapon
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
When exposed to any light, this weapon gleams with an unhealthy ochre glow.
When you apply contact or injury poison to a toxic weapon, the weapon retains its potency after two successful hits instead of just one.
Prerequisite: Craft Magic Arms and Armor, *gentle repose*.
Cost to Create: Varies.

VIRULENT

Price: +1 bonus
Property: Melee weapon or ammunition
Caster Level: 7th
Aura: Moderate; (DC 18) necromancy
Activation: —
Oozing pits mar the surface of this weapon.
When you apply contact or injury poison to a virulent weapon, the poison becomes fast acting.
Targets struck by a virulent weapon must make the saving throw to resist secondary damage 5 rounds after the initial damage instead of the customary 1 minute.
Prerequisite: Craft Magic Arms and Armor, *poison*.
Cost to Create: Varies.

DUNGEON MASTER'S GUIDE 3.0 (3.0)

BANE

A bane weapon excels at attacking one type of creature.
Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a *+1 longsword* is a *+3 longsword* against its foe).
Further, it deals +2d6 points of bonus damage against the foe.
To randomly determine a weapon's designated foe, roll on the following table:

d%	Designated Foe
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elemental
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoids
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66—70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoids (choose subtype)

Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: +2 bonus.

BRILLIANT ENERGY

A brilliant energy weapon has its significant portion—such as its blade, axe head, or arrowhead—transformed into light, although this does not modify the item's weight.
It gives off light as a torch (20-foot radius).
A brilliant energy weapon ignores nonliving matter.
Armor and enhancement AC bonuses do not count against it because the weapon passes through armor.
(Dexterity, deflection, dodge, natural armor, and other such bonuses still apply).
A brilliant energy weapon cannot harm undead, constructs, and objects.
Bows, crossbows, and slings cannot be enchanted with this ability.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, *gaseous form*, *continual flame*; *Market Price*: +4 bonus.

CHAOTIC

A chaotic weapon is chaotically aligned and infused with the power of chaos.
It deals +2d6 points of bonus chaotic damage against all of lawful alignment.
It bestows one negative level on any lawful creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so enchanted bestow the chaotic power upon their ammunition.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; *Market Price*: +2 bonus.

DANCING

A dancing weapon can be loosed (requiring a standard action) to attack on its own.
It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops.
It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls.
The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can't dance (attack on its own) again for 4 rounds.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*; *Market Price*: +4 bonus.

DEFENDING

A defender weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a special bonus that stacks with all others.
As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *shield* or *shield of faith*; *Market Price*: +1 bonus.

DISRUPTION

A weapon of disruption is the bane of all undead.
Any undead creature struck in combat must succeed at a Fortitude save (DC 14) or be destroyed.
A weapon of disruption must be a bludgeoning weapon.
(If you roll this property randomly for a piercing or slashing weapon, reroll).
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *heal*; *Market Price*: +2 bonus.

DISTANCE

This enchantment can only be placed on a ranged weapon.
A weapon of distance doubles its range increment.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *clairaudience/clairvoyance*; *Market Price*: +1 bonus.

FLAMING

Upon command, a flaming weapon is sheathed in fire.
The fire does not harm the hands that hold the weapon.
Flaming weapons deal +1d6 points of bonus fire damage on a successful hit.
Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor and *flame blade*, *flame strike*, *or fireball*; *Market Price*: +1 bonus.

FLAMING BURST

A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit.
The fire does not harm the hands that hold the weapon.
Flaming burst weapons deal +1d10 points of bonus fire damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add +2d10 points of bonus fire damage instead, and if the multiplier is ×4, add +3d10 points of bonus fire damage.
Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor and *flame blade*, *flame strike*, *or fireball*; *Market Price*: +2 bonus.

FROST

Upon command, a frost weapon is sheathed in icy cold.
The cold does not harm the hands that hold the weapon.
Frost weapons deal +1d6 points of bonus cold damage on a successful hit.
Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.
Caster Level: 8th; *Prerequisites*: *Craft* Magic Arms and Armor, *chill metal or ice storm*; *Market Price*: +1 bonus.

GHOST TOUCH

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus.
(An incorporeal creature's 50% chance to avoid damage does not apply to ghost touch weapons).
Further, it can be picked up and moved by incorporeal creatures at any time.

A manifesting ghost can wield the weapon against corporeal foes.
Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*; *Market Price*: +1 bonus.

HOLY

A holy weapon is good aligned and blessed with holy power.
It deals +2d6 points of bonus holy (good) damage against all of evil alignment.
It bestows one negative level on any evil creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so enchanted bestow the holy power upon their ammunition.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *holy smite*, creator must be good; *Market Price*: +2 bonus.

ICY BURST

An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit.
The frost does not harm the hands that hold the weapon.
Icy burst weapons deal +1d10 points of bonus cold damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add +2d10 points of bonus cold damage instead, and if the multiplier is ×4, add +3d10 points of bonus cold damage.
Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *chill metal* or *ice storm*; *Market Price*: +2 bonus.

KEEN

This enchantment doubles the threat range of a weapon.
For instance, if it is placed on a longsword (which has a normal threat range of 19–20), the keen longsword scores a threat on a 17–20.
Only piercing or slashing weapons can be enchanted to be keen.
(If you roll this property randomly for an inappropriate weapon, reroll).
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*; *Market Price*: +1 bonus.

LAWFUL

A lawful weapon is lawfully aligned and infused with the power of law.
It deals +2d6 points of bonus lawful damage against all of chaotic alignment.
It bestows one negative level on any chaotic creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so enchanted bestow the lawful power upon their ammunition.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; *Market Price*: +2 bonus.

MIGHTY CLEAVING

A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.
Only one extra cleave attempt is allowed per round.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*; *Market Price*: +1 bonus.

RETURNING

This enchantment can only be placed on a weapon that can be thrown.
A returning weapon returns through the air back to the creature that threw it.
It returns on the round following the round that it was thrown just before its throwing creature's turn.
It is therefore ready to use again that turn.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *telekinesis*; *Market Price*: +1 bonus.

SHOCK

Upon command, a shock weapon is sheathed in crackling electricity.
The electricity does not harm the hands that hold the weapon.
Shock weapons deal +1d6 points of bonus electricity damage on a successful hit.
Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; *Market Price*: +1 bonus.

SHOCKING BURST

A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit.
The electricity does not harm the hands that hold the weapon.
Shocking burst weapons deal +1d10 points of bonus electricity damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add +2d10 points of bonus electricity damage instead, and if the multiplier is ×4, add +3d10 points of bonus electricity damage.
Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; *Market Price*: +2 bonus.

SPEED

A weapon of speed allows the wielder one single extra attack each round at his highest bonus.
It is not cumulative with *haste*.

The extra attack must be with this weapon, not with some other weapon.
The weapon does not grant the benefits of a *haste* spell, so an additional partial action is not what is granted, simply an extra single attack with this weapon.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: +4 bonus.

SPELL STORING

A spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon.
(The spell must have a casting time of 1 action).
Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires.
(This ability is a special exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally).
Inflict serious wounds, *contagion*, *blindness*, and *hold person* are all common choices for the stored spell.
Once the spell has been cast, the weapon is empty of spells, and a spellcaster can cast any other targeted spell of up to 3rd level into it.
The weapon magically imparts to the wearer the name of the spell currently stored within it.
A randomly rolled spell-storing weapon has a 50% chance to have a spell stored in it already.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; *Market Price*: +1 bonus.

THUNDERING

A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit.
The sonic energy does not harm the wielder of the weapon.
Thundering weapons deal +1d8 points of bonus sonic damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add +2d8 points of bonus sonic damage instead, and if the multiplier is ×4, add +3d8 points of bonus sonic damage.
Bows, crossbows, and slings so enchanted bestow the sonic energy upon their ammunition.
Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*; *Market Price*: +2 bonus.

THROWING

This enchantment can only be placed on a melee weapon.
A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *magic stone*; *Market Price*: +1 bonus.

UNHOLY

An unholy weapon is evilly aligned and blessed with unholy power.
It deals +2d6 points of bonus unholy (evil) damage against all of good alignment.
It bestows one negative level on any good creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so enchanted bestow the unholy power upon their ammunition.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price*: +2 bonus.

VORPAL

This potent and feared enchantment allows the weapon to sever the heads of those it strikes.
Upon a successful critical hit, the weapon severs the opponent's head (if it has one) from its body.
Some creatures, such as many abominations and all oozes, have no heads.
Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads.
Most other creatures, however, die when their heads are cut off.
The DM may have to make judgment calls about this sword's effect.
A vorpal weapon must be a slashing weapon.
(If you roll this property randomly for an inappropriate weapon, reroll).
Caster Level: 18th; *Prerequisites*: Craft Magic Arms and Armor, *keen edge*, *death spell*; *Market Price*: +5 bonus.

WOUNDING

A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals.
Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on).
The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *Mordenkainen's sword*; *Market Price*: +2 bonus.

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ANARCHIC

An anarchic weapon is chaotically aligned and infused with the power of chaos.
It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction.
It deals an extra 2d6 points of damage against all of lawful alignment.
It bestows one negative level on any lawful creature attempting to wield it.

The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.
Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

AXIOMATIC

An axiomatic weapon is lawfully aligned and infused with the power of law.
It makes the weapon law-aligned and thus bypasses the corresponding damage reduction.
It deals an extra 2d6 points of damage against all of chaotic alignment.
It bestows one negative level on any chaotic creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.
Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

BANE

A bane weapon excels at attacking one type or subtype of creature.
Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a *+1 longsword* is a *+3 longsword* against its foe).
It deals an extra 2d6 points of damage against the foe.
Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.
To randomly determine a weapon's designated foe, roll on the following table.

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

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

BRILLIANT ENERGY

A brilliant energy weapon has its significant portion—such as its blade, axe head, or arrowhead—transformed into light, although this does not modify the item's weight.
It always gives off light as a torch (20-foot radius).
A brilliant energy weapon ignores nonliving matter.
Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor.
(Dexterity, deflection, dodge, natural armor, and other such bonuses still apply).
A brilliant energy weapon cannot harm undead, constructs, and objects.
This property can only be applied to melee weapons, thrown weapons, and ammunition.
Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form*, *continual flame*; Price +4 bonus.

DANCING

As a standard action, a dancing weapon can be loosed to attack on its own.
It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops.
While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon.
In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items (such as the sunder action or a *heat metal* spell).

While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away).
The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means.
If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.
Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects*; Price +4 bonus.

DEFENDING

A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others.
As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.
Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

DISRUPTION

A weapon of disruption is the bane of all undead.
Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed.
A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll).
Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

DISTANCE

This property can only be placed on a ranged weapon.
A weapon of distance has double the range increment of other weapons of its kind.
Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

FLAMING

Upon command, a flaming weapon is sheathed in fire.
The fire does not harm the wielder.
The effect remains until another command is given.
A flaming weapon deals an extra 1d6 points of fire damage on a successful hit.
Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.
Moderate evocation; CL 10th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; Price +1 bonus.

FLAMING BURST

A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit.
The fire does not harm the wielder.
In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d10 points of fire damage instead, and if the multiplier is ×4, add an extra 3d10 points of fire damage.
Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.
Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.
Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; Price +2 bonus.

FROST

Upon command, a frost weapon is sheathed in icy cold.
The cold does not harm the wielder.
The effect remains until another command is given.
A frost weapon deals an extra 1d6 points of cold damage on a successful hit.
Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +1 bonus.

GHOST TOUCH

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus.
(An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons).
The weapon can be picked up and moved by an incorporeal creature at any time.
A manifesting ghost can wield the weapon against corporeal foes.
Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.
Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

HOLY

A holy weapon is imbued with holy power.
This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction.
It deals an extra 2d6 points of damage against all of evil alignment.
It bestows one negative level on any evil creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.
Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

ICY BURST

An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit.

The frost does not harm the wielder.
In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d10 points of cold damage instead, and if the multiplier is ×4, add an extra 3d10 points.
Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.
Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +2 bonus.

KEEN

This ability doubles the threat range of a weapon.
For instance, if it is placed on a longsword (which has a normal threat range of 19–20), the keen longsword scores a threat on a 17–20.
Only piercing or slashing weapons can be keen.
(If you roll this property randomly for an inappropriate weapon, reroll).
This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).
Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

KI FOCUS

The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks.
These attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Stunning Fist feat.
Only melee weapons can have the *ki* focus ability.
Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

MERCIFUL

The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage.
On command, the weapon suppresses this ability until commanded to resume it.
Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.
Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

MIGHTY CLEAVING

A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

RETURNING

This special ability can only be placed on a weapon that can be thrown.
A returning weapon flies through the air back to the creature that threw it.
It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).
Catching a returning weapon when it comes back is a free action.
If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

SEEKING

Only ranged weapons can have the seeking ability.
The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment.
(The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby).
Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

SHOCK

Upon command, a shock weapon is sheathed in crackling electricity.
The electricity does not harm the wielder.
The effect remains until another command is given.
A shock weapon deals an extra 1d6 points of electricity damage on a successful hit.
Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +1 bonus.

SHOCKING BURST

A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit.
The electricity does not harm the wielder.
In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d10 points of electricity damage instead, and if the multiplier is ×4, add an extra 3d10 points.
Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.
Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +2 bonus.

SPEED

When making a full attack action, the wielder of a speed weapon may make one extra attack with it.
The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation.

(This benefit is not cumulative with similar effects, such as a *haste* spell).
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.

SPELL STORING

A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon.
(The spell must have a casting time of 1 standard action).
Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires.
(This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally).
Inflict serious wounds, *contagion*, *blindness*, and *hold person* are all common choices for the stored spell.
Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it.
The weapon magically imparts to the wielder the name of the spell currently stored within it.
A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.
Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

THUNDERING

A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit.
The sonic energy does not harm the wielder.
A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d8 points of sonic damage instead, and if the multiplier is ×4, add an extra 3d8 points of sonic damage.
Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.
Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

THROWING

This ability can only be placed on a melee weapon.
A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone*; Price +1 bonus.

UNHOLY

An unholy weapon is imbued with unholy power.
This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction.
It deals an extra 2d6 points of damage against all of good alignment.
It bestows one negative level on any good creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.
Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

VICIOUS

When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder.
This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder.
Only melee weapons can be vicious.
Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

VORPAL

This potent and feared ability allows the weapon to sever the heads of those it strikes.
Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body.
Some creatures, such as many aberrations and all oozes, have no heads.
Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads.
Most other creatures, however, die when their heads are cut off.
The DM may have to make judgment calls about this sword's effect.
A vorpal weapon must be a slashing weapon.
(If you roll this property randomly for an inappropriate weapon, reroll).
Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

WOUNDING

A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature.
A critical hit does not multiply the Constitution damage.
Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.
Moderate evocation; CL 10th; Craft Magic Arms and Armor, *Mordenkainen's sword*; Price +2 bonus.

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ACIDIC BURST

An acidic burst weapon is similar to a corrosive weapon (see page 256), except that it deals even more acid damage.

When the wielder scores a critical hit with it, the weapon showers the opponent with slick acid that burns its flesh to the bone.
Description: An acidic burst weapon looks much like a corrosive weapon.
Its surface is pitted and worn, although it remains as strong as any comparable magic weapon.
Like a corrosive weapon, an acidic burst weapon is coated with a thick layer of burning acid that drips from its tip when the corrosive ability is active.
Activation: Activating or deactivating the corrosive ability is a standard action.
Even if the corrosive ability is not active, the weapon still deals its extra acid damage on a successful critical hit, with no action required on the part of the wielder.
Effect: At its most basic, an acidic burst weapon functions like a corrosive weapon.
Once activated, this effect lasts as long as the wielder desires.
In addition, an acidic burst weapon explodes with acid on a successful critical hit.
The acid does not harm the wielder as long as she has the weapon in hand.
In addition to the acid damage dealt by the corrosive ability, an acidic burst weapon deals extra acid damage on a successful critical hit.
The amount depends on its critical multiplier, as follows.

Critical Multiplier	Extra Acid Damage
×2	1d10
×3	2d10
×4	3d10

Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Aura/Caster Level: Strong conjuration; CL 12th.
Construction: Craft Magic Arms and Armor plus *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*.
Price: +2 bonus.

AIR ELEMENTAL POWER [SYNERGY]

An air elemental power weapon allows its wielder to summon forth a powerful air elemental and communicate with it in its native language.
This creature serves the wielder both in and out of combat.
Lore: Characters can gain the following pieces of information about the air elemental power ability by making Knowledge (history) checks at the appropriate DCs, as given below.
DC 20: The first air elemental power weapons were crafted several thousand years ago by the elf smith Limbuth Shadarrahn.
Known for creating delicate weapons that used raw elemental air to great effect, he also imbued his items with devious and clever magic that mimicked the ephemeral and elusive nature of his favorite element.
DC 30: Though he was fond of the finesse with which air could be manipulated, Limbuth was also fascinated with the savage power it had.
His first air elemental power creation was a composite longbow he called *Quickstrike*, which his apprentices later used as a model to create similar weapons.
Description: An air elemental power weapon has barely visible etchings of blowing clouds and eddying winds along its length.
The hilt or grip resembles puffs of clouds, and the pommel or crest is set with a single clear diamond.
An air elemental power weapon feels lighter than most comparable weapons.
When used to summon an air elemental, it seems to become temporarily insubstantial, as though made of moving air.
Prerequisite: The air elemental power ability can be added only to a weapon that already has the shock ability or the shocking burst ability.
Activation: The wielder of an air elemental power weapon can summon an elemental once per day as a standard action.
Effect: A weapon with this ability allows the wielder to summon a powerful air elemental ally.
The exact kind of air elemental summoned depends on the potency of the special ability.
The least powerful version summons a Large elemental, and more powerful versions summon Huge, greater, or elder air elementals.
The amount of time that the elemental remains on a plane other than its native one depends on its kind, as follows.

Air Elemental	Maximum Time
Large	11 rounds
Huge	13 rounds
Greater	15 rounds
Elder	17 rounds

The elemental can be dismissed before its duration expires, but doing so wastes the unused rounds.
The wielder can communicate with the summoned elemental as if fluent in the Auran language.
He can give the elemental direction and suggest tactics in battle, or even induce it to provide services other than battle.
For example, an elemental summoned with an air elemental power weapon can cause a distraction using its whirlwind ability, carry the wielder and his allies through the air, or perform special combat maneuvers, such as the aid another action.
Aura/Caster Level: Moderate or strong conjuration; CL 11th (Large), 13th (Huge), 15th (greater), or 17th (elder).
Construction: Craft Magic Arms and Armor plus *call lightning* or *lightning bolt* plus *summon monster* VI (Large), *summon monster* VII (Huge), *summon monster* VIII (greater), or *summon monster* IX (elder).
Price: +1 bonus (Large), +2 bonus (Huge), +3 bonus (greater), or +4 bonus (elder).

BRUTAL SURGE

Brutal surge weapons deal crushing blows and occasionally imbue a strike with a blast of magical force that hurls the affected creature away from the wielder.
Most wielders of brutal surge weapons are physically powerful warriors, but smaller, swifter characters find them

useful for their ability to drive away a dangerous creature long enough to allow a quick escape.
Description: Weapons with the brutal surge ability are broader and thicker than normal versions, and they usually have darker coloring as well.
For example, a brutal surge spear has a dark, nearly charred wooden haft and a head made of blackened iron.
The heavy blades and shafts of these weapons enable them to deliver abnormally powerful blows.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: Once per day, upon a successful melee attack, the brutal surge weapon can initiate a bull rush attempt in addition to dealing its normal damage.
The attempt does not provoke attacks of opportunity and is resolved using the wielder's size, Strength, and other relevant characteristics.
A character who wields a brutal surge weapon in two hands gains a +2 bonus on the bull rush attempt.
If successful, the bull rush pushes the affected creature back the greatest possible distance allowed by the result of the opposed check, but the wielder does not move along with the target.
Movement caused by this bull rush attempt provokes attacks of opportunity normally, except that it never allows the wielder of the brutal surge weapon an attack of opportunity against the affected creature.
Only slashing and bludgeoning melee weapons can have the brutal surge ability.
Aura/Caster Level: Moderate evocation; CL 7th.
Construction: Craft Magic Arms and Armor, *Bigby's forceful hand*.
Price: +2,000 gp.

CAUSTIC SURGE

A caustic surge weapon spews forth a deadly burst of acid for a short time each day.
Caustic surge weapons are generally favored by characters who prefer to strike from hiding, or by those who make a practice of breaking into secured areas.
The weapon's ability to deliver damage quickly works well with the sneak attack ability, and the fact that acid quickly and quietly damages objects such as doors or locks can prove very useful to a stealthy cat burglar or a quick-striking thug.
Description: Caustic surge weapons typically have a sickly green tint, and many are of unusual design.
A bladed weapon with this property, for example, typically has an exotic wavy blade rather than a straight one.
In addition, a caustic surge weapon bears a single green gem, such as an emerald.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder can cause the weapon to expel its acidic burst, which deals an extra 2d6 points of acid damage to the target.
This acid does not harm the wielder.
This ability is usable a number of times per day equal to the wielder's Constitution bonus.
Aura/Caster Level: Moderate evocation; CL 5th.
Construction: Craft Magic Arms and Armor, *Melf's acid arrow*.
Price: +2,000 gp.

CORROSIVE

A corrosive weapon harnesses the effects of acid, burning enemies with every blow.
Description: The surface of a corrosive weapon looks dark and pitted, and the portion that deals damage to foes actually appears fragile, as if the first blow might break it.
This appearance is deceptive, however, since the weapon is as strong as any other magic weapon.
When activated, a corrosive weapon becomes slick with a thick layer of acidic fluid.
Small drops fall from its surface to the ground, hissing as if in anticipation of combat.
Activation: Activating or deactivating the corrosive ability is a standard action.
Effect: A corrosive weapon deals an extra 1d6 points of acid damage on each successful hit.
The wielder takes no damage from the corrosive properties of the acid coating the weapon.
Once activated, the effect lasts as long as the wielder desires.
Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Aura/Caster Level: Moderate conjuration; CL 10th.
Construction: Craft Magic Arms and Armor and *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*.
Price: +1 bonus.

DEFENSIVE SURGE

Weapons with this special ability protect the wielder at crucial moments or during particularly desperate encounters.
Description: Weapons with the defensive surge quality are thicker and heavier than normal versions.
Regardless of their appearance, defensive surge weapons feel well balanced in the hands of any wielder.
This trait does not allow a nonproficient wielder to use the weapon any better than he normally could, but anyone who handles the weapon knows that it's special in some way.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: During any round in which the wielder uses the Combat Expertise feat or fights defensively, he can trigger the sword's magic and gain an additional +2 bonus to Armor Class.
During a round in which he takes the total defense option, he gains an additional +4 bonus to Armor Class.
This ability is usable a number of times per day equal to the wielder's Charisma bonus.
Aura/Caster Level: Moderate abjuration; CL 5th.
Construction: Craft Magic Arms and Armor, *shield*.
Price: +2,000 gp.

EARTH ELEMENTAL POWER [SYNERGY]

Much like an air elemental power weapon, a weapon with this ability allows the wielder to call forth a powerful ally to aid him in battle.
In this case, the ally takes the form of an earth elemental, which the wielder directs as desired.
Lore: Characters can gain the following pieces of information about the earth elemental power ability by making Knowledge (history) checks at the appropriate DCs, as given below.
DC 20: The first earth elemental power weapon was designed by the dwarf weaponsmith Daergal Ebonforge, who wanted a weapon capable of calling forth a powerful ally in battle.
DC 30: Ebonforge based his work on, of all things, the work of the elf smith Limbuth Shadarrahn.
Daergal's first earth elemental power weapon, the mighty war hammer known as *Thunderstone*, has achieved near-legendary status among some dwarf clans.
It was lost nearly a thousand years ago when its last bearer was slain in a war against the drow, but dwarf adventurers are still mounting fruitless quests to locate it.
Description: Earth elemental power weapons are sturdily crafted, much like the elementals they summon.
Even the most elegant one appears thicker of blade or haft than normal, and the weapon is decorated with earth like motifs.
A single emerald is always set in the pommel or grip.
An earth elemental power weapon gives its wielder an added feeling of stability.
When it is used to summon an elemental ally, its surface seems to grow craggy and rocky, roiling as if an avalanche had spilled down its length.
Prerequisite: The earth elemental power ability can be added only to a weapon that already has the corrosive ability or the acidic burst ability (both described above).
Activation: The wielder of an earth elemental power weapon can summon an earth elemental once per day as a standard action.
Effect: A weapon with this ability allows the wielder to summon a powerful earth elemental ally.
The exact kind of earth elemental summoned depends on the potency of the special ability.
The least powerful version summons a Large elemental, and more powerful versions summon Huge, greater, or elder earth elementals.
The amount of time that the elemental remains on a plane other than its native one depends on its kind, as follows.

Earth Elemental	Maximum Time
Large	11 rounds
Huge	13 rounds
Greater	15 rounds
Elder	17 rounds

The elemental can be dismissed before its duration expires, but doing so wastes any unused rounds.
The wielder can communicate with the summoned elemental as if fluent in the Terran language.
He can give the elemental direction and suggest tactics in battle, or even induce it to provide services other than battle.
For example, an elemental summoned with an earth elemental power weapon can break down a wall, perform reconnaissance using its earth glide ability, or perform special combat maneuvers, such as the aid another action.
Aura/Caster Level: Moderate or strong conjuration; CL 11th (Large), 13th (Huge), 15th (greater), or 17th (elder).
Construction: Craft Magic Arms and Armor plus *acid fog* or *Melf's acid arrow* plus *summon monster* VI (Large), *summon monster* VII (Huge), *summon monster* VIII (greater), or *summon monster* IX (elder).
Price: +1 bonus (Large), +2 bonus (Huge), +3 bonus (greater), or +4 bonus (elder).

FIERCEBANE [SYNERGY]

A bane weapon with this ability deals even more devastating attacks against the designated creatures than usual.
Lore: Characters can gain the following pieces of information about the fiercebane ability by making Knowledge (history) or Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 20: Few rangers acquire the skills needed to create magic items, but the gnome ranger Tir Hearthand had learned to hate orcs at an early age.
Unsatisfied with normal orc bane weapons, he devoted the last half of his life to creating the ultimate weapon for slaying orcs.
DC 30: The first fiercebane weapon was an orc bane scimitar sized for a gnome and named *Hearthand*, after its creator.
Tir Hearthand wielded this weapon for many years, and it eventually achieved a near-legendary status.
Gnomes with an interest in weaponcraft now believe it to be a potent artifact capable of striking dead any orc that even sets eyes upon it.
Hearthand is believed to have been lost in the dark hills near the long-dead orc kingdom where Tir Hearthand met his end.
Description: Carved into the pommel or handle of a fiercebane weapon is a single rune in the Gnome language that represents the foe the weapon is dedicated to slaying.
When one of these weapons strikes its bane enemy, it begins to emit a low, eager hum that the wielder feels thrumming in her hand, as if the weapon were actually feeding off the lifeblood of its enemy.
Energy pulses along the weapon in barely visible waves while it fights the foes it was intended to destroy.
Activation: Like the bane special ability, the fiercebane ability is always active.
The weapon must be wielded against the appropriate type of creature to provide its benefits.
Effect: A fiercebane weapon excels at attacking one type or subtype of creature.
It gains all the benefits that a bane weapon has against its designated foe, plus a few more.
A fiercebane weapon glows when its designated foe comes within 100 feet, even if the wielder cannot see or detect it.
In addition, a fiercebane weapon deals extra damage on a successful critical hit.
The amount depends on its critical multiplier, as follows.

Critical Multiplier	Extra Damage
×2	1d10
×3	2d10
×4	3d10

Bows, crossbows, and slings with this ability bestow the fiercebane ability upon their ammunition.
Aura/Caster Level: Strong conjuration; CL 12th.
Construction: Craft Magic Arms and Armor, *summon monster* I.
Price: +2 bonus.

FIRE ELEMENTAL POWER [SYNERGY]

A fire elemental power weapon allows its wielder to summon forth a powerful fire elemental and communicate with it in its native language.
This creature serves the wielder both in and out of combat.
Lore: Characters can gain the following pieces of information about the fire elemental power ability by making Knowledge (history) or Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 20: Revelh Gnockrian was a young half-elf apprenticed to the master elf weaponsmith Limbuth Shadarrahn, who made the first air elemental power weapon.
A promising student, Revelh quickly decided that elements other than air could be harnessed in a similar fashion.
DC 30: Known among his fellow apprentices as Flametongue, both for his favorite sort of weapon and for the trouble his human temper could lead him into, Revelh began to experiment with flaming weapons.
He was the first to discover that the processes used to create one sort of elemental power weapon could not be used to create another sort.
So using new methods and techniques, he constructed the first fire elemental power weapon—a longsword called *Scorch*.
Description: A fire elemental power weapon is flashy and ostentatious compared with other weapons of the same basic type.
Flames are etched into its blade or handle, and graven or molded flames figure prominently in other aspects of its design.
The pommel or crest is always set with a single ruby.
A fire elemental power weapon seems to crackle when wielded.
As it cuts through the air, the wielder hears the faint roar of flames and smells a hint of smoke.
When used to summon a fire elemental, the weapon appears to become liquid flame, although it does not burn the wielder.
Prerequisite: The fire elemental power ability can be added only to a weapon that already has the flaming ability or the flaming burst ability.
Activation: The wielder of a fire elemental power weapon can summon a fire elemental once per day as a standard action.
Effect: A weapon with this ability allows the wielder to summon a powerful fire elemental ally.
The exact kind of fire elemental summoned depends on the potency of the special ability.
The least powerful version summons a Large elemental, and more powerful versions summon Huge, greater, or elder fire elementals.
The amount of time that the elemental remains on a plane other than its native one depends on its kind, as follows.

Fire Elemental	Maximum Time
Large	11 rounds
Huge	13 rounds
Greater	15 rounds
Elder	17 rounds

The elemental can be dismissed before its duration expires, but doing so wastes the unused rounds.
The wielder can communicate with the summoned elemental as if fluent in the Ignan language.
He can give the elemental direction and suggest tactics in battle, or even induce it to provide services other than battle.
For example, an elemental summoned with a fire elemental power weapon can burn through a door, set a field alight, or perform special combat maneuvers, such as the aid another action.
Aura/Caster Level: Moderate or strong conjuration; CL 11th (Large), 13th (Huge), 15th (greater), or 17th (elder).
Construction: Craft Magic Arms and Armor plus *flame blade*, *flame strike*, or *fireball* plus *summon monster* VI (Large), *summon monster* VII (Huge), *summon monster* VIII (greater), or *summon monster* IX (elder).
Price: +1 bonus (Large), +2 bonus (Huge), +3 bonus (greater), or +4 bonus (elder).

FLAMING SURGE

A flaming surge weapon flares with dangerous bursts of flame at its wielder's command, burning any creatures hit by its deadly fire.
Description: Flaming surge weapons typically have wavy blades, or heads or points that resemble flames caught and held within solid metal forms.
Its metal surfaces easily catch and reflect the light of any open flame and seem to move subtly with the fire.
In addition, a flaming surge weapon is adorned with red or orange gems, such as rubies or amber, that flash like fire when the weapon is wielded.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder can cause the weapon to burst into flames, which deal an extra 2d6 points of fire damage to the target.
This fire does not harm the wielder.
This ability is usable a number of times per day equal to the wielder's Constitution bonus.
Aura/Caster Level: Moderate evocation; CL 5th.
Construction: Craft Magic Arms and Armor plus *flame blade*, *flame strike*, or *fireball*.
Price: +2,000 gp.

HOLY SURGE

Holy surge weapons carry the power of pure good within them, and their wielders use this energy to deal extra damage to evil foes.
While paladins and martially oriented clerics of good deities do prize these weapons, they tend to prefer the rare and coveted holy weapons.
On the other hand, detectives, sentries, investigators, and other heroes who know how to drop a vulnerable foe with a few well-placed attacks find holy surge weapons extremely handy.
Description: These blessed weapons combine graceful artistry with deadly function.
Many are decorated with the holy symbols of good gods whose portfolios have martial aspects.
Characters who serve gods of valor, honor, and the like craft these weapons for themselves and for others who share their values.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder of a holy surge weapon causes it to give off a burst of holy energy that deals an extra 2d6 points of holy damage to an evil foe.
If used against a nonevil creature, it deals no additional damage, and that use of the ability is wasted.
This ability is usable a number of times per day equal to the wielder's Charisma bonus.
Aura/Caster Level: Moderate evocation; CL 11th.
Construction: Craft Magic Arms and Armor plus *holy smite* or *holy word*.
Price: +2,000 gp.

ICY SURGE

An icy surge weapon emits bursts of dangerous freezing cold at its wielder's command, delivering a deadly magical chill to foes.
Characters who wish to strike from hiding or with surprise covet such weapons.
Although an icy surge weapon might prove less powerful in a long, drawn-out combat than one with the frost ability, any character who can fell a foe with a few well-placed sneak attacks profits from the weapon's ability to deliver damage at a faster rate.
Description: An icy surge weapon usually has a slender blade with a very subtle blue tint that grows more pronounced in areas with low ambient temperatures.
In a tropical clime, an icy surge weapon looks almost normal, but in the midst of a frozen tundra or deep within an icy cave, it has a distinct pale blue sheen that seems to come from within the metal.
Portions of the weapon made from wood or other nonmetallic materials do not display this blue tint.
In addition, an icy surge weapon is adorned with sapphires or light blue diamonds.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder causes the weapon to emit a burst of deadly chill, which deals an extra 2d6 points of cold damage to the target.
This cold aura does not harm the wielder.
This ability is usable a number of times per day equal to the wielder's Charisma bonus.
Aura/Caster Level: Moderate evocation; CL 5th.
Construction: Craft Magic Arms and Armor plus *chill metal* or *ice storm*.
Price: +2,000 gp.

ILLUSION BANE

This weapon special ability allows the wielder to pierce the veil of illusion surrounding her foes and see them as they truly are.
Creatures with poor ability to resist insidious illusions tend to favor illusion bane weapons.
Lore: Characters can gain the following pieces of information about the illusion bane ability by making Gather Information checks at the appropriate DCs, as given below.
DC 20: A sect of the church of St. Cuthbert whose members despised illusions and those who used them originally created the illusion bane ability.
An illusion bane weapon allows its wielder to destroy protective illusions.
DC 25: An illusion bane weapon functions much like the *dispel magic* spell, but only against illusion effects active on a creature struck by the weapon.
Illusion bane weapons are characterized by simple black iron ornamentation along the handles or crosspieces.
Description: An illusion bane weapon strikes to the heart of the matter, dispelling illusions that protect creatures from harm.
As such, it is typically quite simple in design.
Black iron and adamantine are favored materials for illusion bane weapons, and some symbology of St. Cuthbert is worked into the design as a form of homage to the original creators.
Wielders of illusion bane weapons claim that they feel more focused than ever before in their quests and pursuits, as if the weapons help them see situations more clearly.
This added focus is not a property of the weapon, but rather a side effect of the confidence that wielding such a weapon brings.
When used to destroy an illusion, an illusion bane weapon shimmers with power in an effect reminiscent of heat waves, as if the weapon were burning away the magical energy of the illusory effect.
Activation: An illusion bane weapon can be activated upon striking a creature affected by illusion magic, or when touched to an illusion.
Within these limitations, the wielder decides when to activate the illusion bane ability, which is usable only once per day.
If it is used against a creature not under the influence of illusion magic, or against a perceived but not actual illusion, it has no effect, but the use is not wasted for the day.
Effect: The wielder of an illusion bane weapon has no miss chance with it against a creature affected by any illusion magic that normally provides one (such as *blur* or *displacement*), even if a magic item generates the effect.

In addition, a successful hit with such a weapon allows the wielder to attempt an immediate dispel check (1d20+10) to dispel any illusion magic currently affecting the target—whether or not the blow deals any damage.
This effect is a targeted dispel, but it functions only against illusion magic.
Thus, the wielder makes a check for each illusion spell affecting the target.
Alternatively, the wielder can attempt to dispel a single illusion by touching it with the illusion bane weapon.
For example, touching a *silent image* spell (or an image generated by the *mirror image* spell) with the weapon subjects it to the dispel check immediately.
A successful check dispels the illusion, so dispelling one *mirror image* ends the spell entirely for the target creature.
Such a use of an illusion bane weapon still counts as a use of the weapon's dispel ability.
Aura/Caster Level: Moderate abjuration and divination; CL 10th.
Construction: Craft Magic Arms and Armor, *true seeing, dispel magic.*
Price: +7,000 gp.

ILLUSION THEFT [SYNERGY]

An illusion theft weapon is similar to an illusion bane weapon, except that its propensity for disrupting illusions is matched by its ability to reproduce them.
The wielder of such a weapon can transfer the power of beneficial illusions to himself.
Description: An illusion theft weapon looks much like an illusion bane weapon with its simple design and dark metal construction.
The difference is that an illusion theft weapon always has a cut and polished piece of quartz set in the pommel or crest.
When activated, an illusion theft weapon thrums with power that resembles heat waves.
When used to activate a stored illusion, it shifts and jumps within the wielder's grip, as if eager to unleash its power.
Prerequisite: The illusion theft ability can be added only to a weapon that already has the illusion bane special ability.
Activation: The illusion bane special ability can be activated in the normal fashion.
Activating an illusion spell stored within the weapon (see below) takes a standard action.
Once a stored illusion spell has been discharged, the wielder cannot activate the illusion theft ability until he has successfully dispelled another illusion, which is then stored within the weapon.
Unlike a spell storing weapon, an illusion theft weapon need not actually strike a creature to activate the stored spell.
Effect: The first illusion spell that an illusion theft weapon successfully dispels (because of its illusion bane ability) is automatically stored within it.
This ability functions like spell storing, except that the illusion theft weapon is not limited to storing a 3rd-level or lower spell.
An illusion theft weapon can store only one spell at a time.
A spell cannot be cast into the weapon; it can store only a spell that it has actually dispelled with a touch.
The stored spell is preserved as originally cast in every way, except that its duration is effectively arrested at its most recent point.
The wielder immediately becomes aware of its remaining duration as soon as it is stored, and he can activate it at any time.
When the spell is activated, the duration begins passing again as if no time had passed.
Aura/Caster Level: Strong evocation (plus illusion if the weapon currently stores a spell); CL 17th.
Construction: Craft Magic Arms and Armor, *true seeing, dispel magic.*
Price: +3 bonus.

INCORPOREAL BINDING [SYNERGY]

Adventurers—particularly those who hunt undead—favor the ghost touch weapon special ability because it consistently allows a weapon to damage creatures that are mostly immune to physical attacks.
However, ghost touch weapons are really valuable only to those who wield them directly.
Realizing this drawback, a clever smith of long ago rationalized that a ghost touch weapon would be much more potent if it could extend some benefit to the wielder's allies as well.
Description: An incorporeal binding weapon is always misty gray in color, even if the base material used in its construction has a distinct color of its own (such as adamantine).
The weapon is simple in design, with no special frills or ornamentation.
When an incorporeal binding weapon strikes an incorporeal creature, it temporarily anchors the target entity more firmly to the material world.
In so doing, it emits a single pulse of gray energy and seems to slow for a fraction of a second while passing through the creature's body.
The wielder is aware of this slowing effect, but it doesn't actually hamper his combat ability.
Prerequisite: The incorporeal binding ability can be added only to a weapon that already has the ghost touch special ability.
Activation: The incorporeal binding ability activates automatically whenever the weapon strikes an incorporeal creature.
Effect: An incorporeal creature damaged by this weapon loses the benefit of its incorporeal miss chance (50%) for 1 round.
It also does not benefit from its normal 50% chance to ignore damage from spells originating from a corporeal source.
It does, however, retain all other benefits of incorporeality, including immunity to all nonmagical attack forms, the ability to pass through solid objects, and a deflection bonus to AC equal to its Charisma bonus (if any).
Aura/Caster Level: Moderate abjuration; CL 9th.
Construction: Craft Magic Arms and Armor, *plane shift, dimensional anchor.*
Price: +3 bonus.

LIGHTNING SURGE

A lighting surge weapon exudes a deadly spark at its wielder's command, scorching its target with electrical energy.

Like other surge weapons, it is an excellent choice for a character who likes to strike from hiding or finish off opponents with one or two well-placed attacks.
Description: Lightning surge weapons occasionally crackle with tiny sparks of electrical energy, but they have no other physical traits that reflect their true nature.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder causes the weapon to emit a jolt of electrical energy, which deals an extra 2d6 points of electricity damage to the target.
This electrical energy does not harm the wielder.
This ability is usable a number of times per day equal to the wielder's Charisma bonus.
Aura/Caster Level: Moderate evocation; CL 5th.
Construction: Craft Magic Arms and Armor plus *call lightning* or *lightning bolt*.
Price: +2,000 gp.

SUDDEN STUNNING

Weapons with the sudden stunning ability can, to put it simply, knock their targets into next week.
Description: A sudden stunning weapon is usually broad and heavy compared to other weapons of its kind.
It displays a rough but solid craftsmanship that speaks of straightforward functionality.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder causes the weapon to emit a surge of magical energy.
Unless the target succeeds on a Reflex save (DC 10 + 1/2 wielder's level + wielder's Cha modifier), it is stunned for 1d4+1 rounds.
This ability is usable a number of times per day equal to the wielder's Charisma bonus.
Aura/Caster Level: Moderate enchantment; CL 9th.
Construction: Craft Magic Arms and Armor, *hold monster*.
Price: +2,000 gp.

UNHOLY SURG

Unholy surge weapons carry the power of pure evil within them, and their wielders use this energy to deal extra damage to good foes.
Blackguards, thugs, and other servants of evil prize these weapons for their insidious ability to deliver a significant amount of harm to a good creature with just a few blows.
Description: These vile weapons usually have an abundance of menacing features—typically jagged spikes, skulls, and other macabre designs.
Many are decorated with the holy symbols of evil gods whose portfolios have martial aspects.
Characters who serve gods of murder, strife, and the like craft these weapons for themselves and for others who share their foul desires.
Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.
(See page 237 for the definition of a swift action).
Effect: On a successful melee attack, the wielder of an unholy surge weapon causes it to give off a burst of unholy energy that deals an extra 2d6 points of unholy damage to a good foe.
If used against a nongood creature, it deals no additional damage, and that use of the ability is wasted.
This ability is usable a number of times per day equal to the wielder's Charisma bonus.
Aura/Caster Level: Moderate evocation; CL 11th.
Construction: Craft Magic Arms and Armor plus *unholy blight* or *unholy word*.
Price: +2,000 gp.

WATER ELEMENTAL POWER [SYNERGY]

Like other weapons of elemental power, a weapon with this ability allows the wielder to call forth a powerful ally to aid him in battle.
In this case, the ally takes the form of a water elemental, which the wielder directs as desired.
Lore: Characters can gain the following pieces of information about the water elemental power ability by making Knowledge (arcana) or Knowledge (history) checks at the appropriate DCs, as given below.
DC 20: The half-elf weaponsmith Revelh Gnockrian did not cease his efforts to harness the elements into weapons with the creation of the first fire elemental weapon.
Shortly thereafter, he turned his attention the flowing, rhythmic, yet still unpredictable element of water.
Once again, he used new techniques that were especially suited to the element in question.
DC 30: The fact that Revelh had taken on a number of human apprentices over the years distanced him from the elven community he called home, and as his research progressed, both his business and his health suffered.
Upon completing the first water elemental power weapon—a fierce spiked chain that he named *Surge*—he bequeathed it to his eldest son, then gasped his last breath.
Description: Water elemental power weapons look as if water were flowing along their surfaces, although they are as solid as any other weapons.
Each weapon with this quality seems to have a faint blue cast, and the handle or grip is decorated with images of breaking waves.
The pommel or crest is set with a single sapphire.
When it is used to summon an elemental ally, the weapon's surface seems to become pure water for just a moment, and the sound of surf fills the wielder's ears.
Prerequisite: The water elemental power ability can be added only to a weapon that already has the frost or icy burst special ability.
Activation: The wielder of a water elemental power weapon can summon a water elemental once per day as a standard action.
Effect: A weapon with this ability allows the wielder to summon a powerful water elemental ally.
The exact kind of water elemental summoned depends on the potency of the special ability.
The least powerful version summons a Large elemental, and more powerful versions summon Huge, greater, or elder water elementals.

The amount of time that the elemental remains on a plane other than its native one depends on its kind, as follows.

Water Elemental	Maximum Time
Large	11 rounds
Huge	13 rounds
Greater	15 rounds
Elder	17 rounds

The elemental can be dismissed before its duration expires, but doing so wastes any unused rounds.
The wielder can communicate with the summoned elemental as if fluent in the Aquan language.
He can give the elemental direction and suggest tactics in battle, or even induce it to provide services other than battle.
For example, an elemental summoned with a water elemental power weapon can suck enemies into a whirlpool, extinguish a flame, or perform special combat maneuvers, such as the aid another action.
Aura/Caster Level: Moderate or strong conjuration; CL 11th (Large), 13th (Huge), 15th (greater), 17th (elder).
Construction: Craft Magic Arms and Armor plus *chill metal* or *ice storm* plus *summon monster* VI (Large), *summon monster* VII (Huge), *summon monster* VIII (greater), or *summon monster* IX (elder).
Price: +1 bonus (Large), +2 bonus (Huge), +3 bonus (greater), or +4 bonus (elder).

DUNGEONSCAPE (3.5)

SWARMSTRIKE

Standard weapons are not terribly effective at dealing with insect swarms, but a weapon that has the swarmstrike special ability is much more capable of killing the pests.
Description: A swarmstrike weapon is slightly flexible so that you can swing it quickly enough to swat the insects that make up most swarms.
Arrows or bolts that have this special ability are crafted with a wide, flat head that resembles a shovel.
The ammunition splatters bugs on its leading edge as it passes through the swarm's space.
Activation: The swarmstrike ability activates automatically when you attack a creature of the swarm subtype.
No other action on your part is required.
Effect: When used to attack creatures of the swarm subtype, the weapon's enhancement bonus increases by 2.
Further, a swarmstrike weapon deals lethal damage against a creature of the swarm subtype, regardless of the size of the component creatures or the type of damage dealt by the weapon.
Aura/Caster Level: Moderate abjuration; CL 7th.
Construction: Craft Magic Arms and Armor, *repel vermin*.
Price: +1 bonus.

ENEMIES AND ALLIES (3.0)

WRATHFUL HEALING

This enchantment can only be placed on a melee weapon, creating positive energy that flows to its wielder.
When the weapon deals damage to a creature, the wielder heals a number of hit points equal to half the damage dealt.
If the wielder already has full hit points, there is no effect.
Because the weapon channels positive energy, it damages an undead wielder instead.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *regenerate*; *Market Price*: +3 bonus.

EXPANDED PSIONICS HANDBOOK (3.5)

BODYFEEDER

All feeder weapons have a special ability that functions only upon scoring a successful critical hit.
A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit.
These temporary hit points last for 10 minutes.
Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: Either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.
Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *claws of the vampire*; Price +3 bonus.

COLLISION

Collision weapons psionically increase their own mass at the end point of each swing or shot.
Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus.
Bows, crossbows, and slings bestow the extra damage upon their ammunition.
Moderate metacreativity; ML 10th; Craft Psionic Arms and Armor, *matter manipulation*; Price +2 bonus.

COUP DE GRACE

Coup de grace weapons are exceptionally dangerous.
On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round.
While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score.
Bows, crossbows, and slings bestow this ability on their ammunition.
Strong telepathy; ML 19th; Craft Psionic Arms and Armor, *psionic dominate*; Price +5 bonus.

DISLOCATOR

The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day.
On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 miles in a random direction.
If the weapon misses, the use is wasted.
Bows, crossbows, and slings bestow this ability on their ammunition.
Strong psychoportation; ML 12th; Craft Psionic Arms and Armor, *psionic teleport*; Price +3 bonus.

DISSIPATER

This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline).
Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.
Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

GREAT DISLOCATOR

The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day.
On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence (such as the Astral Plane, the Plane of Shadow, or even the Abyss).
If the weapon misses, the use is wasted.
Bows, crossbows, and slings bestow this ability upon their ammunition.
Strong psychoportation; ML 12th; Craft Psionic Arms and Armor, *psionic plane shift*; Price +4 bonus.

LUCKY

A lucky weapon offers a second chance at success.
Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action.
The rerolled attack uses the same bonuses or penalties as the missed roll.
Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, *fate of one*; Price +1 bonus.

MANIFESTER

This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power he knows.
These power points must all be used on the same power.
As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.
Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

MINDCRUSHER

Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss).
A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.
Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *psychic vampire*; Price +2 bonus.

MINDFEEDER

All feeder weapons have a special ability that functions only upon scoring a successful critical hit.
A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit.
These temporary power points last for 10 minutes.
The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points).
Constructs and undead are not subject to mindfeeder weapons.
As with temporary hit points, temporary power points do not stack with each other; they overlap.
Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.
Strong psychometabolism; ML 15th; Craft Psionic Arms and Armor, *psychic vampire*; Price +3 bonus.

PARRYING

A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor Class.
The weapon is so adept at parrying that it even affects incoming powers, granting the wielder a +1 insight bonus on saving throws.
The bonuses are granted whenever the wielder holds the weapon, even if flat-footed.
Faint clairsentience; ML 5th; Craft Psionic Arms and Armor, *defensive precognition*; Price +8,000 gp.

POWER STORING

A power storing weapon allows a manifester to store a single targeted power of up to 5 power points in the weapon.
(The power must have a manifesting time of 1 standard action).
Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires.

(This ability is an exception to the rule that manifesting a power from an item takes at least as long as manifesting that power normally).
Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it.
The weapon telepathically whispers to the wearer the name of the power currently stored within it.
A randomly generated power storing weapon has a 50% chance to have a power stored in it already.
Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, creator must be a manifester of at least 12th level; Price +1 bonus.

PSIBANE

A psibane weapon is crafted to oppose psionic beings.
When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus (so a *+1 psibane longsword* has a +3 enhancement bonus against psionic foes).
It deals an extra 2d6 points of damage against psionic opponents.
It bestows one negative level on any psionic creature attempting to wield it.
This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded.
Psibane bows, crossbows, and slings bestow this ability upon their ammunition.
Strong clairsentience; ML 15th; Craft Psionic Arms and Armor, *bend reality*; Price +2 bonus.

PSYCHIC

A psychic weapon's power depends on its wielder.
In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical, nonpsionic masterwork weapon.
When wielded by a psionic creature, this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table.
The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
1–4	+1
5–29	+2
30–79	+3
80–129	+4
130 or higher	+5

Strong clairsentience; ML 17th; Craft Psionic Arms and Armor, *reality revision*; Price +35,000.

PSYCHOKINETIC

Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy.
The energy does not harm the hands that hold the weapon.
Such a weapon deals an extra 1d4 points of damage on a successful hit.
This extra damage is ectoplasmic in nature and is not affected by damage reduction.
Bows, crossbows, and slings bestow this ability upon their ammunition.
Moderate psychokinesis; ML 10th; Craft Psionic Arms and Armor, *concussion blast*; Price +1 bonus.

PSYCHOKINETIC BURST

This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit.
In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add 2d6 points of extra damage instead, and if the multiplier is ×4, add 3d6 points of extra damage.
This extra damage is ectoplasmic in nature and is not affected by damage reduction.
Bows, crossbows, and slings bestow this ability upon their ammunition.
Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, *concussion blast*; Price +2 bonus.

SOULBREAKER

This weapon has a special ability that functions only upon scoring a successful critical hit.
On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe.
One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.
Strong telepathy; ML 12th; Craft Psionic Arms and Armor, *mindwipe*; Price +3 bonus.

SUNDERING

This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.
Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, Great Sunder, *metaphysical weapon*; Price +1 bonus.

SUPPRESSION

An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power (see page 94).
The wielder makes a power check (1d20 + 5 + manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled.
Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.
Moderate psychokinesis ML 10th; Craft Psionic Arms and Armor, *dispel psionics*; Price +2 bonus.

TELEPORTING

This ability can be imbedded only in weapons that can be thrown.
(Reroll on Table 7–6: Psionic Ranged Weapon Special Abilities if this result is indicated for an inappropriate type of ranged weapon).
A teleporting weapon returns through the Astral Plane to the creature that threw it.
It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn.
It is therefore ready to use again on that turn.
Faint psychoportation; ML 5th; Craft Psionic Arms and Armor, *psionic dimension door*; Price +1 bonus.

FAITHS AND PANTHEONS (3.0)

ENERGY AURA

Any weapon enhanced by this special ability may add an additional amount of damage from an element of the wielder's choice (acid, cold, electricity, fire, or sonic), exactly as described under the flaming special property, including bestowing an additional 1d6 points of damage of the appropriate elemental subtype on a normal hit.
Determining the weapon's elemental aura is a free action that may be taken no more than once per round (thus, you can't change the subtype between attacks in the same round).
Bows, crossbows, and slings with this ability bestow the energy upon their ammunition.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *chill metal*, *flame blade*, *lightning bolt*, *Melf's acid arrow*; *Market Price*: +3 bonus.

EVERBRIGHT

The sun elven smiths of Evermeet know the secret of forging *everbright* into blades.
These weapons are as bright and shiny as polished silver.
They never tarnish and are immune to corrosive attacks.
The weapon flashes with a brilliant light up to twice per day upon the command of the wielder.
All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.
This weapon property first appeared in *Magic of Faerûn*.
Caster Level: 12th; *Prerequisites*: Create Magic Arms and Armor, spellcaster 12th level+, *blindness/deafness*, *searing light*; *Market Price*: +2 bonus.

IMPACT

Any bludgeoning weapon enhanced by This ability has its threat range doubled.
For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20.
This enhancement does not affect piercing or slashing weapons.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *weapon of impact*; *Market Price*: +1 bonus.

IMPACT

Any bludgeoning weapon enhanced by this ability has its threat range doubled.
For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20.
This enhancement does not affect piercing or slashing weapons.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *weapon of impact*; *Market Price*: +1 bonus.

IMPACT

Any bludgeoning weapon enhanced by this ability has its threat range doubled.
For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20.
This enhancement does not affect piercing or slashing weapons.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *weapon of impact*; *Market Price*: +1 bonus.

SCREAMING

Upon command, a screaming weapon emits a low hum that is grating on the ears but docs not harm the wielder.
Screaming weapons that hit produce a louder high-pitched sound and deal +1d6 points of bonus sonic damage on a successful hit.
Bows, crossbows, and slings with this ability bestow the sonic energy upon their ammunition.
Screaming weapons do deal this bonus damage within a *silence* spell.
Screaming weapons do not have any additional adverse effects upon creatures that use enhanced hearing, although such creatures dislike screaming weapons.
Caster Level: 10th;.
Prerequisites: Craft Magic Arms and Armor, *shout* or *sound burst*; *Market Price*: +1 bonus.
Caster Level: 25thyWeight: 6 lb.

SEEKING

Only ranged weapons can have the seeking ability.
The weapon veers toward the target, negating any miss chances that would apply because of concealment.
(The wielder still has to aim the weapon at the target.
Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby).
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *Market Price*: +1 bonus.

SWEEPING

This weapon special ability grants a +4 bonus on any Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +1 bonus.

FIEND FOLIO (3.5)

BLASPHEMOUS

Weapons with this property are a blight upon the world, and a paladin or good cleric who learns of one's existence is duty-bound to work unceasingly toward its destruction.
A blasphemous weapon is evilly aligned due to the fiendish spirit bound within it.
Like an unholy weapon, it deals 2d6 points of bonus unholy (evil) damage against all of good alignment; on a critical hit this damage is increased to 2d10 and the weapon unleashes a limited *blasphemy* effect that targets only the creature hit.
A blasphemous weapon bestows two negative levels on any good creature attempting to wield it.
The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded.
These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Blasphemous bows, crossbows, and slings bestow the property upon their ammunition.
Anathemas often equip their most powerful cultists with blasphemous scimitars and falchions.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *blasphemy*, *unholy blight*, creator must be evil; *Market Price*: +4 bonus.

SICKENING

A sickening weapon functions as an unholy weapon that releases extra unholy power upon striking a successful critical hit against a good creature.
The struck creature hit must make a successful Fortitude save (DC 16) or take a –2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks for 1d4 rounds.
Lower-level yuan-ti cultists often wield sickening weapons.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *unholy blight*, creator must be evil; *Market Price*: +3 bonus.

GHOSTWALK (3.0)

GHOST BANE

This special ability functions like the *bane* ability in the DUNGEON MASTER's *Guide*, except the effective enhancement bonus and extra damage apply only to ghosts, regardless of alignment.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *disrupt ectoplasm*; *Market Price*: +2 bonus.

MERCIFUL

The weapon deals an extra 1d6 points of damage, and all the damage it deals is subdual damage.
On command, the weapon suppresses this ability until commanded to resume it.
Bows, crossbows, and slings with this property bestow the merciful effect on their ammunition.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*; *Market Price*: +1 bonus.
This special ability first appeared in *Sword and Fist*.

SNAKEBITER

This special ability functions like the *bane* ability in the DUNGEON MASTER's *Guide*, except the effective enhancement bonus and extra damage apply only to yuan-ti of all types.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster* I; *Market Price*: +2 bonus.

SCREAMING

Upon command, a screaming weapon emits a low hum that is grating on the ears but does not harm the wielder.
Screaming weapons that hit produce a louder high-pitched sound and deal an extra 1d6 points of sonic damage on a successful hit.
Bows, crossbows, and slings with this property bestow the sonic energy upon their ammunition.
Screaming weapons deal this extra damage even within the area of a *silence* spell.
Screaming weapons do not have any additional adverse affects upon creatures that use enhanced hearing, although such creatures dislike screaming weapons.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *shout* or *sound burst*; *Market Price*: +1 bonus.
This special ability first appeared in *Magic of Faerûn*.

TORTUROUS

Upon a successful hit, the target of this weapon must make a Fortitude save (DC 12) or be stunned for 1 round from pain.
This ability can be applied to a weapon a second time; doing so increases the Fortitude save DC to 17.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *death knell*; *Market Price*: +1 bonus.

TRUESILVER

This ability incorporates magically purified and hardened silver into the weapon.
It is treated as a silver weapon for the purpose of harming creatures particularly vulnerable to silver, such as ghosts. Furthermore, a *truesilver* weapon allows sneak attacks or critical hits on ghosts.
Even though it is a change to the composition of the weapon rather than simply a magical property, *truesilver* can be added to an existing weapon.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, Craft (metalworking) 5 ranks; *Market Price*: +1 bonus.

VAMPIRIC

Any living opponent struck by a vampiric weapon must make a Fortitude save (DC 16) or lose an additional 1d4 hit points, which are immediately added to the wielder's current hit point total.

Any hit points above the wielder's maximum are treated as temporary hit points (multiple additions of temporary hit points don't stack) and disappear after 1 hour.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: +2 bonus.
This special ability first appeared in *Magic of Faerûn*.

VENOMOUS

Once per day, a venomous weapon can inflict a *poison* spell (DC 14) upon a creature struck by the weapon (or projectile).
The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be used in the same round that the weapon (or projectile) strikes.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: +1 bonus.
This special ability first appeared in *Magic of Faerûn*.

HEROES OF BATTLE (3.5)

CHARGEBREAKER

Only weapons that can be set to receive a charge (such as a spear) can have the chargebreaker special ability.
Any charging creature struck by a chargebreaker weapon must succeed on a DC 14 Fortitude save or be knocked prone.
Faint evocation; CL 5th; Craft Magic Arms and Armor, *daze monster*; Price +1 bonus.

EXPLOSIVE

This property can be added only to ammunition.
The ammunition explodes upon hitting its target, dealing 1d6 points of fire damage to the target.
Each creature within 10 feet of the explosive projectile when it explodes also takes 1d6 points of fire damage (Reflex DC 14 negates).
Faint evocation; CL 5th; Craft Magic Arms and Armor, *fireball*; Price +2 bonus.

FURY

A weapon with this property deals an extra 1d6 points of damage when the wielder is raging.
Faint enchantment; CL 5th; Craft Magic Arms and Armor, *rage*; Price +1 bonus.

RESOUNDING

Only melee weapons can have the resounding special ability.
A resounding weapon emits a deep, ringing chime each time it successfully hits a target.
The sound carries over the din of battle, encouraging the wielder's allies.
When the wielder of a resounding weapon hits a foe with the weapon, allies within 30 feet gain a +1 morale bonus on attack rolls and on saves against fear effects for 1 round.
Strong enchantment; CL 11th; Craft Magic Arms and Armor, *bless*; Price +1 bonus.

SIEGE ENGINES AND AMMUNITIONS

DISRUPTING

In addition to dealing its normal damage, a projectile from a disrupting siege weapon can destroy undead creatures within 60 feet of the impact.
Treat this effect as if the projectile had performed a turning check as a 5th-level cleric (the projectile has no Charisma modifier).
Undead that would be turned by the check are unaffected, but any undead that would be destroyed by the check are destroyed.
Undead closest to the impact spot are affected first.
Moderate transmutation; CL 5th; Craft Magic Arms and Armor, ability to turn undead; Price +2 bonus.

NECROMANTIC

In addition to dealing its normal damage, a projectile from a necromantic siege weapon animates dead creatures within 60 feet of the impact spot, turning them into zombies for the next 10 rounds.
A single necromantic projectile can create up to 20 HD of zombies.
The undead created by a necromantic projectile are uncontrolled and will attack the nearest living creature.
Faint necromancy; CL 10th; Craft Magic Arms and Armor; *animate legion*; Price +3,000 gp.

SELF–LOADING

A self-loading siege weapon automatically winches the throwing arm back into firing position and loads the next projectile in line.
This replaces the Strength check and Profession (siege engineer) check required to reload a weapon and reduces the time needed to load a siege weapon by one full-round action (to a minimum of one full-round action).
Strong transmutation; CL 11th; Craft Magic Arms and Armor; *telekinesis*; Price +2 bonus.

STARBURST

Stones fired from a starburst siege weapon explode above the ground, spraying the area below with a deadly shower of rock fragments.
A stone fired from a starburst siege weapon deals piercing and slashing damage (equal to its normal damage) to all creatures within 20 feet of the impact square (Reflex DC 15 half).
Moderate abjuration; CL 7th; Craft Magic Arms and Armor; *stone shape*; Price +2 bonus.

SUBJUGATING

A subjugating weapon damages an opponent's morale in addition to dealing physical damage.
Any creature struck by a subjugating weapon must succeed on a DC 20 Will save or become shaken for 5 rounds.
If the creature is already shaken, it instead becomes frightened.
Multiple strikes by a subjugating weapon do not stack.

This property is a mind-affecting fear effect.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price +2 bonus.

STUNNING

This property can be added only to ammunition that deals bludgeoning damage, such as catapult stones.
Any target hit by stunning ammunition is stunned for 1 round (Fortitude DC 13 negates).
Faint evocation; CL 5th; Craft Magic Arms and Armor, *sound burst*; Price +1 bonus.

LIBRIS MORTIS (3.5)

GHOST STRIKE

A ghost strike weapon deals damage normally against incorporeal creatures, regardless of its bonus, just as if it were a ghost touch weapon.
In addition, a ghost strike weapon can deliver sneak attacks or critical hits to an incorporeal undead creature as if the creature were not undead.
Only melee weapons can have the ghost strike ability.
Moderate conjuration; CL 11th; Craft Magic Arms and Armor, *ghost touch weapon*, *undeath to death*; Price +2 bonus.

PROFANE

Upon command, a profane weapon is sheathed in crackling black negative energy.
A living creature who wields a profane weapon when it is so energized takes 1 point of Con damage each round he holds the weapon.
The effect remains until another command is given.
A profane weapon deals an extra 1d6 points of damage to living creatures (or 2d6 against good outsiders) on a successful hit.
Bows, crossbows, and slings so crafted bestow the negative energy upon their ammunition.
The weapon is also treated as being evil-aligned (for the purpose of overcoming damage reduction) when sheathed in negative energy.
Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *inflict light wounds*; Price +1 bonus.

PROFANE BURST

A profane burst weapon functions as a profane weapon that also explodes with negative energy upon striking a successful critical hit.
(This effect occurs even if the target is normally immune to critical hits).
The negative energy burst also deals 1d4 points of Constitution damage to a living wielder.
In addition to the extra damage from the profane ability (see above), a profane burst weapon deals an extra 1d10 points of damage to living creatures on a successful critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d10 points of damage instead, and if the multiplier is ×4, add an extra 3d10 points.
(Double the bonus dice of damage against good outsiders).
Bows, crossbows, and slings so crafted bestow the negative energy upon their ammunition.
Even if the profane ability is not active, the weapon still deals its extra damage on a successful critical hit.
Strong conjuration; CL 12th; Craft Magic Arms and Armor, *inflict critical wounds*; Price +2 bonus.

SACRED

Upon command, a sacred weapon is sheathed in luminous positive energy.
This energy does not harm the wielder unless it is undead, in which case it takes 1 point of Charisma damage per round it holds the weapon when it is so energized.
The effect remains until another command is given.
A sacred weapon deals an extra 1d6 points of damage to undead (or 2d6 against evil outsiders) on a successful hit.
Bows, crossbows, and slings so crafted bestow the positive energy upon their ammunition.
The weapon is also treated as being good-aligned (for the purpose of overcoming damage reduction) when sheathed in positive energy.
Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

SACRED BURST

A sacred burst weapon functions as a sacred weapon that also explodes with positive energy upon striking a successful critical hit.
(This effect occurs even if the target is normally immune to critical hits).
The positive energy burst does not harm the wielder unless it is undead, in which case it takes 1d4 points of Charisma damage each time the weapon bursts.
In addition to the extra damage from the sacred ability (see above), a sacred burst weapon deals an extra 1d10 points of damage to undead on a successful critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d10 points of damage instead, and if the multiplier is ×4, add an extra 3d10 points.
(Double the bonus dice of damage against evil outsiders).
Bows, crossbows, and slings so crafted bestow the positive energy upon their ammunition.
Even if the sacred ability is not active, the weapon still deals its extra damage on a successful critical hit.
Strong conjuration; CL 12th; Craft Magic Arms and Armor, *cure critical wounds*; Price +2 bonus.

NECROTIC FOCUS

The magic weapon serves as a channel for the wielder's ability drain or energy drain supernatural ability, allowing the wielder to deal ability drain or bestow negative levels through the weapon as if attacking with its natural weapons.
If a saving throw against the effect is allowed, add the weapon's enhancement bonus to the save DC.
Only melee weapons can have the necrotic focus ability.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *enervation*, *spectral hand*; Price +3 bonus.

LORDS OF DARKNESS (3.0)

SMOKING

Upon command, a smoking weapon fills the wielder's area (a 5-foot square) with noxious smoke equal to a *stinking cloud* spell.
The smoke affects any creature that enters the wielder's area (such as to make a grapple attempt) and provides one-half concealment for the wielder.
The wielder is not affected by the nauseating fumes and can see through them normally.
The smoke dissipates instantly if the wielder leaves the smoke-filled square, forming again in whatever area the wielder ends his movement.
A creature with a face larger than 5 ft. by 5 ft. still only has one square enveloped in smoke; only attacks that cross or enter the smoke-filled area are subject to the miss chance.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *stinking cloud*; *Market Price*: +1 bonus.

LORDS OF MADNESS (3.5)

MOUTHPICK

Although most beholders are content with the vast power afforded by their eye rays and antimagic cone, some revel in the act of melee combat and enjoy the sensation of crushing bone and cutting flesh.
For these beholders, a mouthpick weapon is a valued treasure indeed.
Mouthpick is a weapon quality that can be added to any melee weapon.
The weapon must be of a size the beholder would normally use, or it takes a penalty for using an awkwardly sized weapon.
Mouthpick weapons are of Large size.
Only creatures with a natural bite attack can wield a mouthpick weapon.
A mouthpick weapon looks similar to a normal weapon, but when a qualifying creature places the handle of the weapon in its mouth, the handle writhes and transforms into a shape that can be wielded easily in the creature's jaws.
The creature's natural bite attack is now replaced by the weapon attack; if the creature has a sufficiently high base attack, it can even gain additional attacks with the mouthpick weapon.
While wielded in a creature's mouth, the weapon automatically grants the creature proficiency in its use.
Recently, mouthpick weapons have begun to gain favor among other creatures that lack hands but have a natural bite attack.
They are particularly useful to druids who wish to continue wielding their favorite weapon while in a wild shape form.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *fabricate*; Price +1 bonus.

LOST EMPIRES OF FAERÛN (3.5)

POWERLEECH

The powerleech special ability can be added only to melee weapons.
A weapon with this ability drains psychic energy from the creature struck and transfers it to the wielder, thereby producing the following effects.
• Any creature that has a psionic power point reserve loses 1 power point when struck with a powerleech weapon, just as if it had expended that amount to manifest a psionic power. The creature can regain the power point normally when it rests or by any other normal means of regaining power points.
• A wielder who has a power point reserve gains 1 power point upon striking a creature that has a power point reserve, psi-like abilities, or spell-like abilities that are described as psionic in origin.
Power points gained by the use of a powerleech weapon can restore expended power points but cannot increase the wielder's current power point score above its normal maximum.
• A wielder who does not have a power point reserve gains nothing from the strike, although he can still drain power points from creatures that do possess power point reserves.
Powerleech weapons were popular among the bladelords of ancient Jhaamdath, many of whom were potent psychic warriors and psions.
Moderate psychometabolism; ML 6th; Craft Psionic Arms and Armor; Price +8,000 gp.

SENDING

A weapon with this ability transports any creature it strikes to a place of the wielder's choosing on a roll of natural 20, followed by a successful roll to confirm the critical hit.
The wielder must select the opponent's destination as a free action when the confirmation roll is made.
The selected location must be a place that the wielder has personally visited or seen, and it must be on the same plane as the wielder is at the time.
If no location is indicated, the opponent is not transported.
This ability otherwise functions like the *teleport* spell.
Strong conjuration; CL 17th; Craft Magic Arms and Armor, *teleportation circle*; Price +4 bonus.

MAGIC OF FAERÛN (3.0)

ACIDIC BURST

An acidic burst weapon functions as a corrosive weapon that also explodes with acid upon striking a successful critical hit.
The acid does not harm the hands that hold the weapon.
Acidic burst weapons deal +1d10 points of bonus acid damage on a successful critical hit.

If the weapon's critical multiplier is ×3, add +2d10 points of bonus acid damage instead, and if the multiplier is ×4, add +3d10 points of bonus acid damage.
Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*; *Market Price*: +2 bonus.

CORROSIVE

Upon command, a corrosive weapon becomes slick with a thick layer of acidic fluid (the wielder takes no damage from this effect).
Corrosive weapons deal +1d6 points of bonus acid damage on a successful hit.
Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *acid fog*, *acid storm*, *Melf's acid arrow*, or *storm of vengeance*; *Market Price*: +1 bonus.

DISARMING

A disarming weapon has one special purpose: Disarming the bearer's opponent.
It eliminates the opponent's bonuses for both weapon size and two-handed weapons.
This type of weapon also adds +1 to the bearer's attack roll for purposes of the disarm attempt; this bonus does not apply to any other attack roll.
Other rules applicable to disarming an opponent remain intact.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor; *Market Price*: +2 bonus.

DISPELLING

Once per day, the weapon can be used to make a melee touch attack that acts as a targeted *dispel magic* against the creature or object touched.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *dispel magic*; *Market Price*: +1 bonus.

DOMINEERING

Anyone attacking the wielder of a domineering weapon in melee combat must succeed at a Will save (DC 16) or fight defensively (–4 penalty on attacks, +2 dodge bonus to AC).
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *fear*; *Market Price*: +3 bonus.

DOOMWARDING

Sometimes bestowed on adventurers favored by the church of Tymora, these weapons usually are created with 7 charges.
The wielder can spend 1 charge on his or her turn to gain an extra partial action.
The wielder can also use 1 charge at any time during a round to reroll any die.
(The wielder can spend a maximum of 2 charges a round, 1 for a partial action and 1 for a reroll).
The wielder gets to know the result of a roll before deciding to take a reroll.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *limited wish*; *Market Price*: +3 bonus +1,500 gp; *Cost to Create*: +3 bonus +300 XP.
Elemental Aura: Any weapon enhanced by this special property may add an additional amount of damage from fire, or sonic), exactly as described under the flaming special property, including bestowing an additional 1d6 points of damage of the appropriate elemental subtype on a normal hit.
Determining the weapon's elemental aura is a free action that may be taken no more than once per round (thus, you can't change the subtype between attacks in the same round).
Bows, crossbows, and slings with this ability bestow the energy upon their ammunition.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *blindness/deafness*, *chill metal*, *flame blade*, *lightning bolt*, *Melf's acid arrow*; *Market Price*: +3 bonus.

EVERBRIGHT

The sun elven smiths of Evermeet know the secret of forging everbright into blades.
These weapons are as bright and shiny as polished silver.
They never tarnish and are immune to corrosive attacks.
The weapon flashes with a brilliant light up to twice per day upon the command of the wielder.
All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.
Caster Level: 12th; *Prerequisites*: Create Magic Arms and Armor, *blindness/deafness*, *searing light*; *Market Price*: +2 bonus.

FLYING

A flying weapon can fly at speed 30 feet and is treated as an animated object with hardness and hit points equal to a typical weapon of its kind.
A flying weapon follows orders subject to the limits of its ability (it has no Intelligence) but can be ordered to guard a location just as an animated skeleton can.
Only melee weapons can have the flying ability.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*, *fly*, or *telekinesis*; *Market Price*: +1 bonus.

IMPACT

Any bludgeoning weapon enhanced by this ability has its threat range doubled.
For example, a quarterstaff thus enhanced scores a threat on a 19–20, and a heavy flail scores a threat on a 17–20.
This enhancement does not affect piercing or slashing weapons.
(If you roll this property for an inappropriate weapon, reroll).
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *weapon of impact*; *Market Price*: +1 bonus.

JUMPING

When grasped, the weapon acts as a *ring of feather falling*.

Once every other round, the wielder can jump with a +30 bonus on the Jump check.
The character's height does not limit the distance jumped.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *jump*, *mage hand*; *Market Price*: Add +13,750 gp.

KNOCKBACK

A weapon enhanced by this property has the ability to drive its targets back.
On a successful hit, the target of the attack must succeed at a Fortitude save (DC 19) or be knocked back 10 feet.
(If the target can't move back 10 feet, it instead falls to the ground).
If the first save fails, the target must succeed at another Fortitude save (DC 19) or be stunned for 1 round.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *repulsion*; *Market Price*: +3 bonus.

MERCIFUL

The weapon deals +1d6 points of damage, and all the damage it deals is subdual damage.
On command, the weapon suppresses this ability until commanded to resume it.
Bows, crossbows, and slings with this ability bestow the merciful effect on their ammunition.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*; *Market Price*: +1 bonus.

PRECISE

This property can only be placed on a ranged weapon.
A precise weapon can be shot or thrown at an opponent engaged in melee without suffering the standard –4 penalty (as the Precise Shot feat).
This doesn't grant any special power to those who already have the Precise Shot feat.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, Precise Shot; *Market Price*: +1 bonus.

QUICK–LOADING

This property may only be placed on a crossbow.
A quick-loading crossbow accesses an extradimensional space that can hold up to 100 bolts, allowing the wielder to reload the crossbow more rapidly than normal.
Reloading a quick-loading hand or light crossbow is a free action (allowing a character with multiple attacks to use his full attack rate), while reloading a quick-loading heavy crossbow is a move-equivalent action.
Adding or removing a bolt by hand from the extradimensional space requires a move-equivalent action.
Different types of bolts can be held in the extradimensional space, and the wielder may select freely from these when reloading the crossbow.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *Leomund's secret chest*, *shrink item*; *Market Price*: +2 bonus.

RADIANT HOLDING

This property (sometimes employed by wizard's guards in the Old Empires) can only be placed on ranged weapon ammunition.
A radiant holding projectile turns into a pulse of silvery radiance when shot.
Any attack with such a projectile is a ranged touch attack.
The projectile inflicts 1 point of force damage (instead of its normal damage), but the target must also make a Will save (DC 17) or be held (as the *hold monster* spell).
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*, *hold monster*; *Market Price*: +3 bonus.

SCREAMING

Upon command, a screaming weapon emits a low hum that is grating on the ears but does not harm the wielder.
Screaming weapons that hit produce a louder high-pitched sound and deal +1d6 points of bonus sonic damage on a successful hit.
Bows, crossbows, and slings with this ability bestow the sonic energy upon their ammunition.
Screaming weapons do inflict this bonus damage within a *silence* spell.
Screaming weapons do not have any additional adverse affects upon creatures that use enhanced hearing, although such creatures dislike screaming weapons.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *shout* or *sound burst*; *Market Price*: +1 bonus.

SEEKING

Only ranged weapons can have the seeking ability.
The weapon veers toward the target, negating any miss chances that would apply because of concealment.
(The wielder still has to aim the weapon at the target.
Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby).
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *Market Price*: +1 bonus.

SPELLBLADE

The wielder is immune to a single spell chosen at the time the weapon is created.
The chosen spell must be one that is targeted against the wielder (not a spell that affects an area).
When the wielder is subjected to the spell, the weapon absorbs the spell.
On the wielder's next turn, she can opt to let the spell drain harmlessly away or direct the spell at a new target as a free action.
Caster Level: 13th; *Prerequisites*: Craft Magic Arms and Armor, *spell turning*; *Market Price*: +1 bonus.

SURE STRIKING

A sure striking weapon harms creatures with damage reduction as if it had a +5 enhancement bonus.
Bows, crossbows, and slings cannot have the sure striking ability.

Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor; *greater magic weapon*; *Market Price*: +1 bonus.

SWEEPING

This property grants a +4 bonus on any Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *bull's strength*; *Market Price*: +1 bonus.

VAMPIRIC

Any living opponent struck by a vampiric weapon must make a Fortitude save (DC 16) or lose an additional 1d4 hit points, which are immediately added to the wielder's current hit point total.
Any hit points above the wielder's maximum are treated as temporary hit points (multiple additions of temporary hit points don't stack) and disappear after 1 hour.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: +2 bonus.

VENOMOUS

Once per day, a venomous weapon can inflict a *poison* spell (DC 14) upon a creature struck by the weapon (or projectile) once per day.
The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* spell must be inflicted on the same round that the weapon (or projectile) strikes.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *poison*; *Market Price*: +1 bonus.

WARNING

The wielder of a warning weapon never loses his Dexterity bonus to AC if caught flat-footed (just as if he had the uncanny dodge ability).
This doesn't stack with any other form of the uncanny dodge ability.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, uncanny dodge ability; *Market Price*: +1 bonus.

MAGIC OF INCARNUM (3.5)

SOULBOUND WEAPON

A soulbound weapon allows its wearer to invest essentia to improve his ability to hit and deal damage.
Description: Soulbound weapons have no special appearance except when essentia is invested in them, at which point they crackle with faintly visible blue sparks.
Prerequisite: Anyone can wield a soulbound weapon, though only those with an essentia pool can take advantage of its full benefit.
Activation: Investing essentia in or reallocating essentia invested in a soulbound weapon is part of the swift action required to invest or reallocate essentia.
Effect: A soulbound weapon serves as a receptacle for the wearer's essentia much like a soulmeld.
Every point of essentia invested in the weapon increases its enhancement bonus on attack rolls and damage rolls by 1, up to a maximum of +5.
Soulbound weapons have an essentia capacity.
Lesser soulbound weapons have a maximum essentia capacity of 2, while greater soulbound weapons have a maximum essentia capacity of 4.
The maximum value of essentia that can be invested in the weapon is equal to this capacity or the character's normal essentia capacity (see Table 2–1: Essentia Capacity), whichever is less.
Chakra Bind: A soulbound weapon grants extra power if you bind it to your arms, brow, or hands chakra.
Each day, you must choose one of the following benefits for which you qualify; you cannot change your decision until 24 hours have passed.
Arms: The wearer gains a +2 insight bonus on rolls made to confirm critical hits with the weapon.
Brow: Once per round, if you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Hands: You gain a +2 insight bonus on initiative checks while the weapon is held.
Aura and Caster Level: Moderate transmutation (lesser) or strong transmutation (greater); CL 6th (lesser) or 18th (greater).
Construction: Craft Magic Arms and Armor, *magic weapon*, essentia pool 2 (lesser) or 4 (greater).
Weight: As normal for weapon.
Price: +1 bonus (lesser) or +3 bonus (greater).

MASTERS OF THE WILD (3.0)

EXHAUSTING

A weapon with this ability deals +1d6 points of damage with each successful hit.
However, all the damage it deals (the normal amount for a weapon of its kind plus all applicable bonuses) is subdual rather than normal damage.
Bows, crossbows, and slings so enchanted bestow the exhausting effect upon their ammunition.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *soften earth and stone*; *Market Price*: +1 bonus.

HUNTING

When used by a ranger against a favored enemy, a hunting weapon doubles the wielder's favored enemy bonus on weapon damage rolls.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic fang*; *Market Price*: +1 bonus.

OPPOSABLE

Even a creature that lacks the proper hands for weapon use can wield an opposable weapon.

This enchantment creates one or more thumb-like projections on the weapon.
These artificial "thumbs" fold around the appropriate limb of the wielder to allow proper use.
To wield an opposable weapon, a creature must be corporeal, have limbs, have proficiency with the weapon, and be able to stand without the limb(s) that wield the opposable weapon.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic fang*; *Market Price*: +1 bonus.

MINIATURES HANDBOOK (3.5)

DEADLY PRECISION

A weapon with this ability deals an extra 2d6 points of damage when its wielder makes a successful sneak attack.
This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.
Strong enchantment; CL 12th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus.

DOOM BURST

A cascade of blackness pours from this weapon when its wielder strikes true.
On a successful critical hit, the weapon causes the victim to become shaken (no saving throw) for 5 minutes.
This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the shaken effect if appropriate).
A creature that is already shaken is not affected (aside from the critical hit damage).
Faint necromancy; CL 5th; Craft Magic Arms and Armor; *doom*; Price +1 bonus.

FEAR BURST

A horrific vision of impending death rises out of the weapon when its wielder strikes true.
On a successful critical hit, the weapon afflicts the target with *cause fear* (Will DC 11 negates).
This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the fear effect if appropriate), but it does not affect creatures immune to mind-affecting spells.
Faint necromancy; CL 5th; Craft Magic Arms and Armor; *cause fear*; Price +1 bonus.

MAIMING

A weapon with this special ability twists and digs into the flesh of the creatures it strikes true.
This weapon has a random multiplier for critical hits.
If the weapon normally has a ×2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier.
For weapons with a ×3 multiplier, roll 1d6 to determine the new multiplier.
For a ×4 multiplier, roll 1d8.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

PARALYTIC BURST

A wave of green energy washes over the victim of this weapon when its wielder strikes true.
On a successful critical hit, the weapon afflicts the target with *hold monster* (Will DC 17 negates).
This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the *hold monster* effect if appropriate).
Moderate enchantment; CL 9th; Craft Magic Arms and Armor, *hold monster*; Price +2 bonus.

PRISMATIC BURST

A multicolored beam of light plays over the victim of this weapon when its wielder strikes true.
On a successful critical hit, the weapon strikes the target with a *prismatic spray* effect (save DC 20).
This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the *prismatic spray* effect if appropriate).
Strong evocation; CL 13th; Craft Magic Arms and Armor, *prismatic spray*; Price +3 bonus.

SLOW BURST

A chill aura numbs this weapon's victim when its wielder strikes true.
On a successful critical hit, the weapon afflicts the target with a *slow* effect (Will DC 14 negates).
This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the *slow* effect if appropriate).
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *slow*; Price +1 bonus.

SONIC

Upon command, a sonic weapon is surrounded with waves of sound energy.
The sonic energy does not harm the wielder.
The effect remains until another command is given.
A sonic weapon deals an extra 1d4 points of sonic damage on a successful hit.
Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.
Moderate evocation; CL 8th; Craft Magic Arms and Armor, *sound burst*; Price +1 bonus.

SONIC BURST

A sonic burst weapon functions as a sonic weapon that also explodes with sonic energy upon striking a successful critical hit.
If the weapon normally has a ×2 critical multiplier, add an extra 1d8 points of sonic damage each time you successfully score a critical hit.
For weapons with a ×3 multiplier, add 2d8 points of sonic damage; for a ×4 multiplier, add 3d8 points of sonic damage.

Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.
This effect activates even if the creature struck is not subject to critical hits (roll to see if a critical hit occurs, then apply the extra damage if appropriate).
Even if the sonic ability is not active, the weapon still deals its extra sonic damage on a successful critical hit.
Strong evocation; CL 12th; Craft Magic Arms and Armor, *sound burst*; Price +2 bonus.

MONSTER MANUAL 2 (3.0)

GREATER WOUNDING

A wound inflicted by a weapon of greater wounding bleeds for 2 points of damage per round thereafter, in addition to the normal damage the weapon deals.
Multiple wounds from the weapon result in cumulative bleeding loss (two wounds deal 4 points of damage per round, and so on).
The bleeding can be stopped only by a successful Heal check (DC 15) or the application of a *cure* spell or some other healing spell (*heal*, *healing circle*, and so on).
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *Mordenkainen's sword*; *Market Price*: +4 bonus.

ORIENTAL ADVENTURES (3.0)

AGILITY

An agility weapon gives its wielder a +2, +4, or +6 resistance bonus on all Reflex saving throws made while holding the weapon.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *resistance*, caster level must be three times weapon's bonus; *Market Price*: +2,000 gp (+2), +8,000 gp (+4), or +18,000 (+6).

BALANCE

A balance weapon gives its wielder a +8 competence bonus on all Balance checks while carrying the weapon.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: +1,280 gp.

BLURRING

This weapon makes its wielder appear blurred and hazy, just like the *blur* spell.
It functions whenever the weapon is held.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *blur*; *Market Price*: +50,000 gp.

DISPLACEMENT

This weapon makes its wielder appear to be standing right next to his actual location, just like the *displacement* spell.
It functions whenever the weapon is held.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *displacement*; *Market Price*: +100,000 gp.

FLYING

Up to three times a day, by holding the weapon aloft in one hand and speaking the command word, the wielder can fly for up to 50 minutes, almost as if using the *fly* spell.
The weapon pulls the character through the air, so the character cannot use the arm holding the weapon while flying.
The character need not hold the weapon in his primary hand, and can use his free hand to attack or perform other actions.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *fly*; *Market Price*: +16,200 gp.

FOCUS

This enchantment can only be placed on a katana.
A focus weapon adds a +4 insight bonus to the wielder's Iaijutsu Focus checks while carrying the weapon, even if the weapon is sheathed.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *true strike*; *Market Price*: +640 gp.

FURIOUS

A furious weapon enhances the rage of a character with that class ability (including a barbarian, a Hida defender, a singh rager, or a Moto avenger).
When raging and wielding the furious weapon, the bonuses granted by the rage increase to +6 Strength, +6 Constitution, and +3 on Will saves.
If the character has the greater rage ability (or its equivalent), these bonuses rise to +8 Strength, +8 Constitution, and +4 on Will saves.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *emotion*; *Market Price*: +2 bonus.

HONORABLE

An honorable weapon is imbued with the spiritual essence of a samurai's honor.
It deals +2d6 bonus points of damage against dishonorable characters and creatures, including all the following: creatures of nongood and nonlawful alignment, creatures with the Shadowlands Taint or the Shadowlands subtype, and samurai who have violated their code of conduct and lost their class abilities.
It bestows one negative level on any dishonorable creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so enchanted bestow the honorable power upon their ammunition.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *castigate*, creator must be lawful neutral or lawful good; *Market Price*: +2 bonus.

INITIATIVE

An initiative weapon gives its bearer a +2 luck bonus on initiative checks made while carrying the weapon.

Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *haste*; *Market Price*: +20,000 gp.

KUNI CRYSTAL

Made by the Kuni family of the Crab clan, crystal weapons are powerfully enchanted against Shadowlands creatures.
When a creature with the Shadowlands Taint is within 30 feet of a Kuni crystal weapon, the weapon glows with a powerful white aura out to a radius of 5 feet × the weapon's enhancement bonus.
This aura illuminates the area as bright as a *daylight* spell, and can keep Shadowlands creatures (including monsters with the Shadowlands descriptor and characters infected with the Shadowlands Taint) at bay.
To enter the area of the aura, a Shadowlands creature must win an opposed level check (1d20 + level) against the weapon's wielder.
To this special level check, the Shadowlands creature adds its Taint score, and the wielder adds the weapon's enhancement bonus.
If the weapon's bearer moves so that the Shadowlands creature is within the aura, the creature is unharmed and no die roll is required.
A crystal weapon deals +2d6 bonus points of holy (good) damage against Shadowlands creatures.
It also deals 2d6 points of holy damage to any Shadowlands creature attempting to wield it.
Oni cannot regenerate damage dealt by a crystal weapon, and their damage reduction does not apply to crystal weapons, even if the weapon's enhancement bonus is lower than would normally be required to hit the oni.
This ability cannot be added to an existing weapon (such as a samurai's katana) that is not made of crystal.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, Craft Crystal Weapon, *holy smite* or *jade strike*, *daylight*, creator cannot have any Shadowlands Taint; *Market Price*: +3 bonus.
Note: Mundane weapons made out of crystal, or crystal weapons enchanted (magically or psionically) by means other than the Craft Crystal Weapon feat, have no special properties against Shadowlands creatures.

MIGHTY SMITING

A mighty smiting weapon allows a wielder with a smite ability (such as smite, smite evil, or smite Shadowlands) to use that ability one extra time per day, as long as the mighty smiting weapon is used for all smite attacks.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, *divine power*; *Market Price*: +1 bonus.

PASSAGE

Once per day, a passage weapon can slice open a portal into the Spirit World.
This works as the *plane shift* spell, but creates a portal that remains open for 1d4 minutes and then closes.
Any creature can pass through the portal, in either direction, while it is open, but once it closes it cannot be opened again.
Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *plane shift*; *Market Price*: +32,400 gp.

SILENT MOVES

A silent moves weapon gives a +10 circumstance bonus on its owner's Move Silently checks when it is carried.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *silence*; *Market Price*: +4,000 gp.

TAINTED

A Tainted weapon is corrupted with the Shadowlands Taint.
It deals +1d6 bonus points of damage against honorable characters and creatures, including all creatures of lawful good, lawful neutral, or neutral good alignment.
Each time it deals this extra damage, the wielder must make a Fortitude save (DC 15 + bonus damage dealt) or increase his Taint score by 1.
Bows, crossbows, and slings so enchanted bestow the Tainted power upon their ammunition.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *castigate*, creator must be lawful neutral or lawful good; *Market Price*: +2 bonus.

TAINT RESISTANT

A Taint resistant weapon usually has jade inlay on the hilt, blade, or other part of the weapon.
This jade does not decay in the presence of the Shadowlands Taint, and gives its wielder a +4 resistance bonus on Fortitude saves made to resist the Taint while carrying the weapon.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *resistance*, creator cannot have any Shadowlands Taint; *Market Price*: +8,000 gp.

PLANAR HANDBOOK (3.5)

AQUAN

An aquan weapon is imbued with the water-dominant planar trait.
This power grants the weapon the ability to overcome the damage reduction of any creature with the fire subtype (regardless of what the damage reduction normally specifies).
It deals an extra 2d6 points of damage against creatures with the fire subtype.
It bestows one negative level on any fire creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the aquan special ability upon their ammunition.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the water subtype; Price +2 bonus.

AURAN

An auran weapon is imbued with the air-dominant planar trait.
This power grants the weapon the ability to overcome the damage reduction of any creature with the earth subtype (regardless of what the damage reduction normally specifies).
It deals an extra 2d6 points of damage against creatures with the earth subtype.
It bestows one negative level on any earth creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the auran special ability upon their ammunition.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the air subtype; Price +2 bonus.

CONSUMPTIVE

Upon command, a consumptive weapon is sheathed in light-sucking negative energy.
The energy does not harm the wielder.
The effect remains until another command is given.
A consumptive weapon deals an extra 1d6 points of damage on a successful hit.
Bows, crossbows, and slings so crafted bestow the energy upon their ammunition.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *enervation*; Price +2 bonus.

CONSUMPTIVE BURST

A consumptive burst weapon functions as a consumptive weapon that also flares with excess negative energy upon striking a successful critical hit.
The negative energy does not harm the wielder.
In addition to the extra negative energy damage from the consumptive ability, a consumptive burst weapon bestows one negative level.
Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.
Even if the consumptive ability is not active, the weapon still bestows one negative level on a successful critical hit.
Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *enervation*; Price +3 bonus.

IGNAN

An ignan weapon is imbued with the fire-dominant planar trait.
This power grants the weapon the ability to overcome the damage reduction of any creature with the water subtype (regardless of what the damage reduction normally specifies).
It deals an extra 2d6 points of damage against creatures with the water subtype.
It bestows one negative level on any water creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the ignan special ability upon their ammunition.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the fire subtype; Price +2 bonus.

IMPEDANCE

An impedance weapon mimics the impeded magic planar trait.
When the wielder strikes a creature that uses spells or spell-like abilities, that creature's ability to use its spells is impeded for 1d6 rounds.
To cast an impeded spell or use an impeded spell-like ability, the creature must make a Spellcraft check, Intelligence check, or Charisma check (whatever is most beneficial to the creature) against a DC of 15 + the level of the spell.
If the check fails, the spell does not function but is still lost as a prepared spell or a use of a spell-like ability.
If the check succeeds, the spell functions normally.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *antimagic field*; Price +3 bonus.

TERRAN

A terran weapon is imbued with the earth-dominant planar trait.
This power grants the weapon the ability to overcome the damage reduction of any creature with the air subtype (regardless of what the damage reduction normally specifies).
It deals an extra 2d6 points of damage against creatures with the air subtype.
It bestows one negative level on any air creature attempting to wield it.
The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.
Bows, crossbows, and slings so crafted bestow the terran power upon their ammunition.
Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the earth subtype; Price +2 bonus.

PLAYER'S GUIDE TO FAERÛN (3.5)

DISPELLING

Once per day as a free action, the wielder of a dispelling weapon can use a targeted *dispel magic* effect upon a creature the weapon strikes.
The wielder can decide to use this power after the blow has landed, but the *dispel magic* must be used in the same round that the weapon strikes.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *dispel magic*; Price 6,000 gp.

DISPELLING, GREATER

Three times per day as a free action, the wielder of a greater dispelling weapon can use a targeted *greater dispel magic* effect upon a creature the weapon strikes.
The wielder can decide to use this power after the blow has landed, but the *greater dispel magic* must be used in the same round that the weapon strikes.
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *greater dispel magic*; Price 79,200 gp.

DOMINEERING

A creature hit by a domineering weapon must make a DC 16 Will save or become shaken.
Moderate enchantment; CL 11th; Craft Magic Arms and Armor, *fear*; Price +2 bonus.

DOOMWARDING

Weapons with this ability are sometimes bestowed on adventurers favored by the church of Tymora.
Typically, each is created with 7 charges.
The wielder can spend 1 charge on his turn (as a free action) to make an extra attack with the weapon.
She can also use 1 charge at any time, but no more than once per round, to reroll any die.
The wielder can decide to spend a charge to reroll a die after learning the result of the original die roll.
Strong transmutation; CL 13th; Craft Magic Arms and Armor, *limited wish*; Price 38,500 gp; Cost 14,000 gp + 3,220 XP.

SPELLBLADE

The wielder of a spellblade weapon is immune to a single spell chosen at the time the weapon is created.
The selected spell must be one that is targeted against the wielder, not one that affects an area or creates an effect.
When the wielder is next subjected to the chosen spell, the weapon absorbs it.
On his next turn, he can opt to either let the spell drain harmlessly away or direct it at a new target as a free action.
Strong abjuration; CL 13th; Craft Magic Arms and Armor, *spell turning*; Price 6,000 gp.

SURE STRIKING

A sure striking weapon overcomes damage reduction as though it were aligned chaotic, evil, good, or lawful—whichever is most appropriate for the foe.
Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *align weapon*; Price +1 bonus.

POWER OF FAERÛN (3.5)

SHADOWSCOURGE

A shadowscourge weapon excels at attacking creatures with ties to the Plane of Shadow.
Such creatures include, but are not limited to, gloamings, krinth, malaugrym, nightshades, shadar-kai, shades, shadows, shadowswyfts, shadow asps, shadow dragons, shadow mastiffs, shadow spiders, shadurakul, and creatures with the shadow template.
Against such foes, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a *+1 longsword* is a *+3 longsword* against its foe).
It deals an extra 2d6 points of damage against the foe.
Bows, crossbows, and slings so created bestow the shadowscourge quality upon their ammunition.
Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *daylight*; Price +1 bonus.

PSIONICS HANDBOOK (3.0)

BODY FEEDER

All feeder weapons have a special ability that functions on scoring a successful critical bit.
A body feeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit.
These temporary hit points last 10 minutes.
Manifester Level: 10th; *Prerequisites*: Craft Psionic Arms and Armor, *claws of the vampire*, *metaphysical weapon*; *Market Price*: +2 bonus.

CHARGED

Upon command, this weapon glows from the inside with lethal psionic energy.
The energy does not harm the hands that hold the weapon.
Charged weapons deal, +1d4 points of bonus damage on a successful hit.
Bows, crossbows, and slings bestow the energy upon their ammunition.
Manifester Level: 10th; *Prerequisites*: Craft Psionic Arms and Armor, Psionic Weapon, *metaphysical weapon*; *Market Price*: +1 bonus.

COUP DE GRACE

Coup de grace weapons are exceptionally dangerous.
Once per day, the wielder can use a full attack action to make one attack that, if it hits, strikes the foe as if the wielder had delivered a coup de grace (see Chapter 8 of the *Player's Handbook*).
On a miss, the use is wasted for the day.
Bows, crossbows, and slings bestow this power on their ammunition.

Manifester Level: 18th; *Prerequisites*: Craft Psionic Arms and Armor, Deep Impact, *greater domination*; *Market Price*: +5 bonus.

DISLOCATOR

The wielder of this weapon can attempt to dislocate a designated foe up to three times per day.
On a successful hit, the foe must succeed at a Will save (DC 17) or be teleported 1–100 miles in a random direction.
If the weapon misses, the use is wasted.
Bows, crossbows, and dings bestow this power on their ammunition.
Manifester Level: 12th; *Prerequisites*: Craft Psionic Arms and Armor, *teleport*; *Market Price*: +3 bonus.

DISSIPATER

This weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, *walls of ectoplasm*, creatures in *ectoplasmic form*, and items created using the Metacreativity discipline).
Against qualifying targets, a dissipater weapon ignores damage reduction and treats all successful hits as critical hits.
Manifester Level: 12th; *Prerequisites*: Craft Psionic Arms and Armor, *dismiss ectoplasm*; Market Price: +1 bonus.

GREAT DISLOCATOR

The wielder of this weapon can attempt to dislocate a designated foe up to three times per day.
On a successful hit, the foe must succeed at a Will save (DC 20) or be cast into a random alternate plane of existence (such as the Astral Plane, the Plane of Shadow, or even the Abyss).
If the weapon misses, the use is wasted.
Bows, crossbows, and slings bestow their effects upon their ammunition.
Manifester Level: 18th; *Prerequisites*: Craft Psionic Arms and Armor, *plane shift*; *Market Price*: +4 bonus.

IMPACT

Impact weapons psionically increase their own mass at the end point of each swing or shot.
Such weapons deal +2 points of bonus damage on each successful strike, in addition to the weapon's enhancement bonus.
Bows, crossbows, and slings bestow the bonus damage upon their ammunition.
Manifester Level: 10th; *Prerequisites*: Craft Psionic Arms and Armor, *matter rearrangement*; *Market Price*: +1 bonus.

LUCKY

A lucky weapon offers a second chance at success.
Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action.
The rerolled attack uses the same bonuses or penalties as the missed roll.
Manifester Level: 8th; *Prerequisites*: Craft Psionic Arms and Armor, *fate of one*; *Market Price*: +1 bonus.

MANIFESTER

This weapon must have at least one other special quality with a specified number of uses per day.
It allows the wielder to use that ability more often than otherwise allowed.
For each additional use, the wielder pays 5 power points as a standard action.
Power storing weapons (see below) with this quality do not lose the power stored—unless the wielder so desires—but instead allow the wielder to manifest that power over and over by paying power points commensurate with the level of the power stored.
Bows, crossbows, and slings bestow this ability upon their ammunition if the wielder makes the same power point payment.
Manifester Level: 18th; *Prerequisites*: Craft Psionic Arms and Armor, *psychic chirurgery*; *Market Price*: +4 bonus.

MINDCRUSHER

Any psionic creature struck in combat by this weapon loses a number of power points equal to the points of damage dealt.
A creature that is out of power or a psionic creature that freely manifests its powers, must succeed at a Will save (DC 17) or take 1d2 points of temporary Wisdom damage.
Manifester Level: 14th; *Prerequisites*: Craft Psionic Arms and Armor, *disarm mind*; *Market Price*: +2 bonus.

MIND FEEDER

All feeder weapons have a special ability that functions on scoring a successful critical hit.
A mind feeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit.
These temporary power points last 10 minutes.
The wielder gains power points even if the target has none (its hit points are converted).
Manifester Level: 12th; *Prerequisites*: Craft Psionic Arms and Armor, *metaphysical weapon*, *psychic vampire*; *Market Price*: +2 bonus.

PARRYING

The weapon perceives an instant into the future, and of its own accord parries melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor class.
The bonus is granted whenever the wielder holds the weapon, even if flat-footed.
Manifester Level: 5th; *Prerequisites*: Craft Psionic Arms and Armor, *combat precognition*; *Market Price*: +1 bonus.

POWER STORING

A power storing weapon allows a manifester to store a single targeted psionic power of up to 3rd level in the weapon.

(The power must have a manifestation time of 1 action).
Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a free action if the wielder desires.
(This ability is a special exception to the general rule that manifesting a power from an item takes at least as long as manifesting that power normally).
Once the power has been manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 3rd level into it.
The weapon telepathically whispers to the wearer the name of the power currently stored within it.
A randomly rolled power storing weapon has a 50% chance to have a power stored in it already.
Psionic attack modes cannot be stored.
Manifester Level: 8th; *Prerequisites*: Craft Psionic Arms and Armor, creator must be a manifester of at least 12th level; *Market Price*: +1 bonus.

PSIBANE

A psibane weapon is crafted to oppose psionic beings.
It deals +2d6 points of bonus damage against all psionic opponents.
It bestows one negative level on any psionic creature attempting to wield it.
This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.
This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded.
Psibane bows, crossbows, and slings bestow this ability upon their ammunition.
Manifester Level: 7th; *Prerequisites*: Craft Psionic Arms and Armor, *concussion*; *Market Price*: +2 bonus.

PSYCHIC

A psychic weapon's power depends on its wielder.
In the hands of a nonpsionic creature, it possesses the qualities of a mundane weapon of its type.
When wielded by a psionic creature, however, the weapon's abilities are revealed and become functional, based on the wielder's current power point reserve.
The enhancement bonus and special abilities noted below do not stack: A wielder with 15+ power points doesn't also have access to powers revealed at lower reserves.
Available abilities cannot exceed a +2 bonus to market price, as noted below.
The DM chooses or rolls randomly on Table 7–5: Melee Weapon Special Abilities.
Once a bonus ability is revealed, it is "locked in".

Power Point Reserve	Enhancement Bonus	Special Ability
1+	+1	None
5+	+1	One +1 bonus ability
15+	+2	One +1 bonus ability
30+	+2	Two +1 bonus abilities
50+	+3	Two +1 bonus abilities
80+	+3	Two +1, one +2 bonus abilities
130+	+4	Two +1, one +2 bonus abilities

Manifester Level: 18th; *Prerequisites*: Craft Psionic Arms and Armor, *emulate power*, *metaphysical weapon*, and powers specifically imprinted; *Market Price*: +5 bonus.

PSYCHOKINETIC BURST

This weapon releases a blast of destructive psionic energy upon striking a successful critical hit.
Psychokinetic burst weapons deal +1d10 points of bonus damage on a successful critical hit.
If the weapon's critical multiplier is ×3, add +2d10 points of bonus damage instead, and if the multiplier is ×4, add +3d10 points of bonus damage.
Bows, crossbows, and slings bestow the energy upon their ammunition.
Manifester Level: 10th; *Prerequisites*: Craft Psionic Arms and Armor, *concussion*, *metaphysical weapon*; *Market Price*: +2 bonus.

SOUL FEEDER

All feeder weapons have a special ability that functions on scoring a successful critical hit.
On a successful critical hit, a soul feeder weapon bestows one negative level on the foe.
One day after being struck, the subject must succeed at a Fortitude save (DC 18) for each negative level or lose a character level.
Manifester Level: 14th; *Prerequisites*: Craft Psionic Arms and Armor, *metaphysical weapon*, *mind wipe*; *Market Price*: +3 bonus.

SUNDERING

This weapon allows a wielder with the Sunder feat to attack opponents' weapons as if with the Great Sunder feat.
Only one such attempt is allowed per round.
Manifester Level: 8th; *Prerequisites*: Craft Psionic Arms and Armor, Great Sunder, *lesser metaphysical weapon*; *Market Price*: +1 bonus.

SUPPRESSION

An opponent or object struck by this weapon is subject to a targeted *negate psionics* power (see the entry in Chapter 5: Powers).
The wielder makes a power check at 1d20 +5 + manifester level (maximum +15) against a DC of 11 + the power to be negated's manifester level.
Bows, crossbows, and slings bestow the negating effect upon their ammunition but may only do so three times per day.
Manifester Level: 12th; *Prerequisites*: Craft Psionic Arms and Armor, *negate psionics*; *Market Price*: +2 bonus.

TELEPORTING

This ability can only be imbedded in weapons that can be thrown.
A teleporting weapon returns through the Astral plane to the creature that threw it.

It teleports into the throwing creature's empty hand on the round following the round that it was thrown, just before that creature's turn.
It is therefore ready to use again that turn.
Manifester Level: 7th; *Prerequisites*: Craft Psionic Arms and Armor, *dimension door*; *Market Price*: +1 bonus.

RACES OF FAERÛN (3.0)

BERSERKER

A berserker weapon is particularly valuable to barbarians and other creatures who can enter a rage.
When the wielder is raging, the weapon's enhancement bonus increases by +2.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *divine power* or *emotion*; *Market Price*: +1 bonus.

HORNBLADE

This special ability was developed by gnomes and halflings to allow them to use larger weapons.
In the hands of a halfling or gnome, a *hornblade* weapon is treated as one size category smaller than its actual size for the purpose of determining if the weapon is light, one-handed, two-handed, or too large to use (see Chapter 7 of the *Player's Handbook*).
For example, a Medium longsword is normally a two-handed weapon for a Small creature, but if it were a *hornblade* longsword it would be treated as a Small weapon when held by a gnome or halfling, allowing them to wield it one-handed.
The weapon is considered a normal weapon of its type for the purpose of feats such as Weapon Focus.
The weapon functions normally for anyone other than a gnome or halfling.
Most hornblades are short swords or longswords with curving blades, although in rare cases spears are given this special ability.
The first hornblades were crafted from actual animal horns or antlers, and many are decorated with bits of horn or designs that resemble horns.
Caster Level: 10th; *Prerequisites*: Craft Magic Arms and Armor, *shrink item*; *Market Price*: +1 bonus.

SURE STRIKING

A sure striking weapon harms creatures with damage reduction as if it had a +5 enhancement bonus.
Bows, crossbows, and slings cannot have the sure striking ability.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic weapon*; *Market Price*: +1 bonus.

RACES OF THE WILD (3.5)

BLURSTRIKE

On command (a free action), a weapon with this special ability fades partially from view, appearing as only a faint outline, though the wielder can see it normally.
When used in an attack, an activated blurstrike weapon (along with its wielder's hand and arm) appears as nothing but an amorphous blur near the wielder's body.
The blurring effect prevents a foe from knowing exactly where the blow is aimed.
The first attack made with a blurstrike weapon each round is made as if the target were flat-footed.
Foes that don't rely on sight for combat (such as creatures with the blindsight special quality) and creatures with the uncanny dodge class feature retain their Dexterity bonus and dodge bonuses to AC against the wielder's attacks.
A blurstrike weapon can remain blurry for up to 10 rounds a day.
The duration of the effect need not be in consecutive rounds; deactivating the effect is also a free action.
This property can be applied only to melee weapons.
Faint illusion; CL 3rd; Craft Magic Arms and Armor, *blur* or *invisibility*; Price +2 bonus.

HIDEAWAY

The races of the wild like to travel light.
To help satisfy this desire, elf and halfling wizards have developed hideaway weapons, which can made to fold up simply by pressing a stud on a handle or haft.
Hideaway weapons are easy to conceal when folded and not easily recognizable as weapons, making them very popular with rogues.
When folded, a hideaway weapon collapses into a small cylinder small enough to fit comfortably in the wielder's hand.
Pressing a second stud unfolds the weapon, which always appears in the wielder's hand, ready for use.
Pressing the stud to fold or unfold the weapon is a free action.
If you use the Sleight of Hand skill to conceal a folded hideaway weapon, you get a +2 circumstance bonus on your check.
Since the folded weapon fits easily in your hand, you can attempt to conceal a weapon of any size.
Faint transmutation; CL 5th; Craft Magic Arms and Armor, *shrink item*; Price +7,500 gp.

SANDSTORM (3.5)

DESICCATING

A desiccating weapon destroys the water in a living creature that it strikes.
Upon command, it is surrounded by a glow like the desert sun, which does not harm the wielder.
A desiccating weapon deals an extra 1d6 points of dessication damage (1d8 points against plants and elementals of the water subtype).
Bows, crossbows, slings, and other projectile weapons so crafted bestow the desiccating effect on their ammunition.
Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *desiccate*, *wither*, or *horrid wilting*; Price +2 bonus.

DESICCATING BURST

A desiccating burst weapon functions as a desiccating weapon that also explodes with a dehydrating blast upon striking a successful critical hit.
The burst does not harm the wielder.
In addition to the dessication damage from the desiccating ability (see above), a desiccating burst weapon deals an extra 1d10 points of dessication damage on a successful critical hit (2d8 points against plants and elementals of the water subtype).
If the weapon's critical multiplier is ×3, add an extra 2d10 points of dessication damage instead, and if the multiplier is ×4, add an extra 3d10 points of dessication damage (4d8 and 6d8 points, respectively, against plants and elementals of the water subtype).
Bows, crossbows, slings, and other projectile weapons so crafted bestow the desiccating burst effect on their ammunition.
Even if the desiccating ability is not active, the weapon still deals its extra dessication damage on a successful critical hit.
Strong necromancy; CL 12th; Craft Magic Arms and Armor, *desiccate*, *wither*, or *horrid wilting*; Price +3 bonus.

DUSTSTORM

This special ability can be placed only on a melee weapon.
Three times per day, the wielder of a duststorm weapon can use it to activate *haboob*, as the spell.
The wielder has immunity to the effect.
To cast the spell, the wielder must take a full-round action to swing the weapon about in circles, provoking attacks of opportunity.
Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *freedom of breath* and *haboob*; Price +3 bonus.

SERPENT KINGDOMS (3.5)

VIPER

Upon command, a viper weapon transforms its blade or lash into a viper one size category smaller than the wielder for which it is sized.
For example, the blade of a greatsword sized for a Large character temporarily becomes a Medium viper, while the blade of a dagger sized for a Small character temporarily becomes a Tiny viper.
The wielder of a viper weapon uses his own attack bonus or that of the viper, whichever is higher, when making an attack with the transformed weapon.
The damage dealt is always equivalent to the base damage for the bite attack of the appropriate kind of viper, plus the weapon's enhancement bonus and any other applicable modifiers.
A successful attack also delivers the viper's poison.
When thus transformed, viper weapons are always treated as piercing weapons.
This ability can be applied up to three times to a scourge, with each application converting one lash into a viper.
When a *viper scourge* is used with an attack action, only one viper can attack; when it is used with a full attack action, all three can attack.
Only bladed weapons (including daggers and swords), scourges (see FORGOTTEN REALMS *Campaign Setting*), and whips can become viper weapons.
(If this special ability is rolled randomly for an inappropriate weapon, reroll).
All weapons with this special ability are emerald-green in hue and covered in scales.
A typical bladed viper weapon is crafted with a ring-pommel that allows the bearer to hang it from a belt, tie it to his wrist for use in mounted combat, or lower it on a cord through trapdoors onto intruders below.
(This last usage always employs the viper's attack bonus for attacks).
Moderate conjuration; CL 6th; Craft Magic Arms and Armor, *summon monster* I (Small or smaller weapons), *summon monster* II (Medium weapons), or *summon monster* III (Larger or larger weapons); Price +1 bonus.

SHINING SOUTH (3.5)

ENERVATING

An enervating weapon is particularly insidious and favored by dark-hearted cultures such as that found in Dambrath or Veldorn.
On a critical hit, a creature hit by an enervating weapon takes damage and also gains one negative level, and that creature dies if it has total negative levels equal to or exceeding its HD.
Spell resistance applies.
If the creature survives, any negative level bestowed by this weapon is removed after 13 hours.
Undead struck by an enervating weapon take weapon damage normally, but they also gain 5 temporary hit points instead of a negative level.
Bows, crossbows, and slings so crafted confer the enervating ability upon their ammunition.
Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price +3 bonus.

EXHAUSTING

Any creature struck by an exhausting weapon must make a DC 14 Fortitude save or become fatigued for 5 minutes.
Spell resistance applies.
The ability has no effect on creatures that are already fatigued or those immune to fatigue.
Bows, crossbows, and slings so crafted confer the exhausting ability upon their ammunition.
Faint necromancy; CL 5th; Craft Magic Arms and Armor, *ray of exhaustion*; Price +1 bonus.

PARALYZING

On a successful critical hit, a paralyzing weapon renders any living creature immobile for 10 rounds unless it succeeds on DC 17 a Will save.
Each round on its turn, the paralyzed creature gets a new saving throw to break the effect.

Spell resistance applies.
Creatures immune to mind-affecting magic are immune to this property.
Bows, crossbows, and slings so crafted confer the paralyzing ability upon their ammunition.
Moderate enchantment; CL 10th; Craft Magic Arms and Armor, *hold monster*; Price +2 bonus.

RUSTING

A rusting weapon is never constructed of any iron parts, but must be built of wood, bone, stone, or other nonferrous materials.
When it is employed, it can cause metal objects with which it comes into contact to quickly rust.
A wearer of a ferrous armor or shield that is struck by a rusting weapon must make a DC 16 Fortitude saving throw or the item loses 1 point of armor bonus—shields are struck first.
Once an item loses its entire armor bonus, it falls to pieces, ruined.
Bows, crossbows, and slings so crafted confer the rusting ability upon their ammunition.
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *rusting grasp*; Price +1 bonus.

WEAKENING

Weakening weapons deal 1 point of Strength damage in addition to their regular damage with each successful attack.
Spell resistance applies.
This weakness lasts for 10 minutes, and multiple strikes on the same creature are cumulative, but the creature's Strength score cannot drop below 1 as a result of this ability.
Bows, crossbows, and slings so crafted confer the weakening power upon their ammunition.
Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *ray of enfeeblement*; Price +3 bonus.

STORMWRACK (3.5)

ACIDIC BURST

An acidic burst weapon functions as a corrosive weapon (see below) that also releases a burst of acid upon making a critical hit.
The acid does not harm the wielder or the weapon.
In addition to the extra acid damage from the corrosive special weapon ability, an acidic burst weapon deals an extra 1d10 points of acid damage on a critical hit.
If the weapon's critical multiplier is ×3, add an extra 2d10 points of acid damage instead;.
if the multiplier is ×4, add an extra 3d10 points of acid damage.
Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.
Even if the corrosive ability is not active, the weapon still deals its extra acid damage on a critical hit.
Strong evocation; CL 12th; Craft Magic Arms and Armor and *acid fog* or *Melf's acid arrow*; Price +2 bonus.

AQUATIC

Weapons with this enhancement have a silvery-blue tinge, similar in sheen to the scales of certain fish.
The wielder is treated as though he were under the effects of a *freedom of movement* spell for the purpose of using this weapon while underwater; it negates the penalties that would otherwise apply from using the weapon underwater.
Moderate abjuration; CL 5th; Craft Magic Arms and Armors, *freedom of movement*; Price +1 bonus.

CORROSIVE

Upon command, a corrosive weapon becomes slick with a thick layer of acidic slime.
The acid does not harm the wielder and does not wash away in water.
The effect remains until a counter command is given.
A corrosive weapon deals an extra 1d6 points of acid damage per hit.
Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.
Moderate evocation; CL 10th; Craft Magic Arms and Armor and *acid fog* or *Melf's acid arrow*; Price +1 bonus.

SWORD AND FIST (3.0)

KI FOCUS

The magic weapon serves as a channel for the wielder's fact, allowing her to use her special *ki* attacks through the weapon as if it were an unarmed attack.
These attacks include the monk's stunning attack, strike, and quivering palm, as well as the Stunning Fist feat.
Only melee weapons can have *ki* focus.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, creator must be a monk; *Market Price*: +1 bonus.

MERCIFUL

The weapon deals +1d6 points of damage, and all damage it deals is subdual damage.
On command, the weapon suppresses this ability until commanded to resume it.
Bows, crossbows, and slings so enchanted bestow the merciful effect upon their ammunition.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, *cure light wounds*; *Market Price*: +1 bonus.

SEEKING

Only ranged weapons can have the seeking ability.
The weapon veers toward the target, negating any miss chances that would otherwise apply, such as from concealment.
(The wielder still has to aim the weapon at the right place. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby).
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *Market Price*: +1 bonus.

SURE STRIKING

A sure striking weapon harms creatures with damage reduction as if it had a +5 enhancement bonus.
Bows, crossbows, and slings cannot have the sure striking ability.
Caster Level: 6th; *Prerequisites*: Craft Magic Arms and Armor, *greater magic weapon*; *Market Price*: +1 bonus.

VICIOUS

When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder.
This energy deals +2d6 points of damage to the opponent and 1d6 points of damage to the wielder.
Only melee weapons can be vicious.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *enervation*; *Market Price*: +1 bonus.

TOME OF BATTLE (3.5)

APTITUDE

The aptitude property lets a wielder apply his expertise with another type of weapon to the aptitude weapon.
Thus, the master of a greatswords the also the master of any aptitude weapon.
Description: Aptitude weapons have no special appearance.
Prerequisite: Anyone can wield an aptitude weapon, but to gain any benefit from it, a wielder must have feats that are tied to the use of a particular weapon type.
Activation: An aptitude weapon's magic is worthless in the hands of someone who lacks the appropriate feats, but anyone with the right feats gains the weapon's benefits just by wielding it.
Effect: A wielder who has feats that affect the use of a particular type of weapon, such as Weapon Focus, Greater Weapon Focus, Weapon Specialization, or the like, can apply the benefits of those feats to any weapon that has the aptitude quality.
In addition, if any of the wielder's weapon use feats are specifically keyed to the aptitude weapon's type, he gains a +1 bonus on attack and damage rolls.
Aura/Caster Level: Faint evocation.
Construction: Craft Magic Arms and Armor, Weapon Focus (weapon being enchanted).
Weight: As normal for the weapon.
Price: +1 bonus.

MARTIAL DISCIPLINE

A martial discipline enhancement seems worthless in the hands of a wielder not initiated in the use of the discipline's maneuvers, and even to someone with appropriate training, it might appear to be a weak substitute for more traditional enhancements.
Yet when used in conjunction with a maneuver 1 ram the right discipline, the weapon seems to come alive in the wielder's hands, seeking its target's blood like a living predator.
Description: Martial discipline weapons need not possess any special appearance, but most magic item crafters decorate them with emblems and add special effects relating to their associated disciplines.
For example, a *+1 Shadow Hand siangham* might have black hand emblems that appear on the blade when its wielder swings it.
Or a *+2 Iron Heart shocking bastard sword* might crackle with electricity with even the smallest shift in position and spit a trail of sparks with every swing.
Prerequisite: Anyone can wield a martial discipline weapon, but its greatest benefits are reserved for a wielder who knows and uses maneuvers from the discipline to which the weapon is keyed.
Activation: A wielder who knows a maneuver from the appropriate discipline gains a small bonus on attack rolls, but to gain the true benefits of a martial discipline weapon, the wielder must use a maneuver from the correct discipline while attacking.
Effect: Each martial discipline weapon is keyed to a particular martial discipline.
For someone who doesn't know any maneuvers from that discipline, this property provides no benefit.
But when the weapon is wielded by a martial adept who knows at least one maneuver from the associated discipline, the property provides a +1 bonus on attack rolls.
And when the wielder is actually using a maneuver from the appropriate discipline, the bonus on attack rolls increases to +3.
A martial discipline weapon can bear multiple martial discipline special abilities, as long as each is keyed to a different discipline.
Thus, a martial adept could have a *+1 Stone Dragon Shadow Hand greatsword*.
In the hands of someone who knows maneuvers from both disciplines, such a weapon would provide a +3 bonus on attack rolls.
If the wielder were actually using maneuvers from both schools—for example, a Stone Dragon stance with a Shadow Hand strike—it would provide a +7 bonus on attack rolls.
Most martial adepts use this extra bonus in conjunction with feats such as Combat Expertise and Power Attack, or with maneuvers that decrease their chances of hitting a foe in exchange for some other benefit.
Aura/Caster Level: Faint evocation.
Construction: Craft Magic Arms and Armor, knowledge of a maneuver from the discipline to which the weapon is keyed.
Weight: As normal for the weapon.
Price: +1 bonus.

TOME OF MAGIC (3.5)

SHADOW STRIKING

Although mystery users are not normally martial combatants, they have developed the shadow striking weapon special ability to aid them and their companions in battle.

A shadow striking weapon takes on the properties of a creature it hits, developing the ability to overcome damage reduction.
Description: A shadow striking weapon is an Un reflective jet black.
It seems almost to ripple on occasion, like an object viewed under a thin layer of uneasy water.
It is uncomfortably cold, but not painful, to the touch.
Prerequisite: The striking surface of a shadow striking weapon must be made of metal.
Weapons that are made entirely of wood cannot be shadow striking.
Bows, crossbows, and slings cannot benefit from the shadow striking ability, but metal ammunition can.
Activation: A shadow striking weapon automatically attunes itself to the target.
When it strikes a target that has damage reduction, it adjusts itself to overcome the damage reduction of that creature.
Effect: Shadow striking weapons draw on the reflective nature of shadow to alter their nature and overcome damage reduction.
A shadow striking weapon can adjust to emulate any alignment or substance required to overcome damage reduction.
A shadow striking weapon's attunement to a particular sort of damage reduction fades 1d4 minutes after the last time it made contact with the appropriate creature.
Aura/Caster Level: Moderate universal (shadow). CL 9th.
Construction: Craft Magic Arms and Armor, creation of the weapon must take place on the Plane of Shadow.
Price: +3 bonus.

UNAPPROACHABLE EAST (3.5)

BERSERKER

A berserker weapon is valuable to barbarians and other creatures that can enter a rage.
When the wielder is raging, the weapon's enhancement bonus increases by +2.
The *vremyonni* of Rashemen craft many axes and swords with this ability.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *divine power* or *rage*; *Market Price*: +1 bonus.

DISEASED

Sometimes found in the hands of Talontar blightlords or minions of the most sinister Red Wizards, this foul weapon immediately infects the creature struck with disease—no incubation time is required.
Any living creature struck must succeed at a Fortitude save (DC 12) or contract filth fever.
This deals 1d3 points of temporary Dexterity damage and 1d3 points of temporary Constitution damage, and the subject continues to suffer from the effects of the disease until he recovers on his own or is cured through magical means.
Multiple infections against the same target have no additional effect—the subject either has filth fever or he doesn't.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *contagion*; *Market Price*: +1 bonus.

DISMISSER

Created long ago by the warlords of Raumathar to deal with the infernal legions of Narfell, a dismisser weapon has a chance to blast an extraplanar creature back to its plane of origin with every hit.
Any creature subject to a *dismissal* spell (including called or summoned creatures, celestial or fiendish creatures, outsiders, and some elementals) struck in combat by this weapon must succeed at a Will save (DC 17) or be dismissed as by the spell.
The subject adds a modifier to its saving throw equal to its Hit Dice –9.
For example, a 6 HD succubus would save at a –3 penalty, while a 13 HD pit fiend saves at a +4 bonus.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *dismissal*; *Market Price*: +3 bonus.

VALOROUS

A valorous weapon allows its wielder to make powerful charge attacks.
When used in a charge, the valorous weapon deals double damage, much like a mounted warrior with the Spirited Charge feat.
More than one doubling of damage increases the damage multiple by one per additional doubling, so double-double damage is triple damage, triple-double damage is quadruple damage, and so on.
Caster Level: 12th; *Prerequisites*: Craft Magic Arms and Armor, *righteous might*; *Market Price*: +1 bonus.

VAMPIRIC

Any living opponent struck by a vampiric weapon must make a Fortitude save (DC 16) or lose an additional 1d4 hit points, which are immediately added to the wielder's current hit point total.
Any hit points above the wielder's maximum are treated as temporary hit points (multiple additions of temporary hit points don't stack) and disappear after 1 hour.
Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *vampiric touch*; *Market Price*: +2 bonus.

UNDERDARK (3.5)

BLINDSIGHTED

A blindsighted weapon constantly emits a susurrus of whispered notes (Listen DC 10).
A wielder actively grasping the weapon gains blindsight to a range of 30 feet.
This ability allows the wielder to see invisible creatures and objects, see through darkness, and ignore many forms of concealment, but it does not confer any special immunity to illusions or any special ability to find hidden objects.

The weapon's blindsight effect is canceled by *silence* spells and effects.
Moderate divination; CL 6th; Craft Magic Arms and Armor, *see invisibility*; Price 30,000 gp more than the weapon's normal price.

BLOODTHIRSTY

A bloodthirsty weapon grants its wielder a +2 morale bonus on attack rolls so long as the blade is sated.
To keep it sated, the wielder must use the weapon to kill a creature of at least 4 HD every 24 hours.
When this blood price goes unpaid, the bonus on attack rolls is replaced by a –2 penalty.
The bonus replaces the penalty again as soon as the wielder has slaked the weapon's need to slay.
Moderate enchantment; CL 6th; Craft Magic Arms and Armor, *rage*; Price +1 bonus.

DROWCRAFT

Drowcraft weapons were once quite common, but they have fallen out of favor in some drow cities.
A drowcraft weapon is energized by local earth nodes and the surrounding aura of *faerzress*.
As long as it remains within an earth node or a zone of *faerzress*, it grants its wielder a +2 luck bonus on attack and damage rolls, in addition to its normal enhancement bonus.
Outside a *faerzress* zone (for example, aboveground), the weapon does not grant the luck bonuses, but it otherwise works normally.
A drowcraft weapon exposed to sunlight must make a DC 8 Fort save or dissolve utterly.
A new save at the same DC is required for each day of exposure.
Sheathed weapons or weapons exposed to indirect light (such as indoors) are still vulnerable to this effect, but a drowcraft weapon can be kept safe indefinitely inside a lead-lined case.
A drowcraft weapon treated with darkoil (see Special Items, above) is immune to the effects of sunlight.
Strong evocation; CL 12th; Craft Magic Arms and Armor, drow, *contingency*, *disintegrate*; Price +1 bonus.

FINDER

A finder weapon helps its bearer navigate the pathless depths of the Underdark.
Via silent warnings and hunches, it grants its wielder a +4 insight bonus on Search, Spot, and Survival checks made underground.
Moderate divination; CL 9th; Craft Magic Arms and Armor, *divination*; Price 4,800 gp more than the weapon's normal price.

ILLITHIDWROUGHT

Weapons with this ability are common enough within the confines of illithid-controlled areas, but they are little known outside the Lowerdark.
Illithidwrought items sometimes seem to have minds of their own, moving and shifting almost imperceptibly, even when not being wielded.
An illithidwrought weapon grants any wielder a +1 insight bonus on attack and damage rolls.
This bonus rises to +2 for a psionic wielder.
Moderate divination; CL 8th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, psionic creature; Price +2 bonus.

METALLINE

The wielder can alter the composition of a metalline weapon from one kind of metal to another as a standard action.
For instance, a metalline bastard sword can become an adamantine bastard sword or an iron bastard sword.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus.

MORPHING

The wielder of a morphing weapon can reshape it into any other weapon of the same type (light, one-handed, or two-handed) as a standard action.
For instance, a morphing longsword could become a battleaxe or a composite longbow.
If a single weapon created with the morphing property becomes a double weapon, only one end of the double weapon has the weapon's magical bonus.
If a double weapon created with the morphing property becomes a single weapon, it can have the properties of either end of the original double weapon.
The properties of the other end are dormant but not lost; they become active again when the morphing weapon once again becomes a double weapon.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *polymorph any object*; Price +1 bonus.

SIZING

The wielder of a sizing weapon can change its size category as a standard action.
For example, a Small short sword can be changed into a Large short sword.
Spellcasters who polymorph themselves frequently tend to appreciate weapons with the sizing property.
Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *enlarge person*, *reduce person*; Price +1 bonus.

STALACTITE

This property is normally reserved for bladed weapons.
A stalactite blade resembles a long, thin stalactite instead of standard blade.
This difference in appearance does not affect the weapon's statistics in any way.
A critical hit with a stalactite blade turns the target to stone (Fort DC 19 negates).
Strong transmutation; CL 12th; Craft Magic Arms and Armor, *flesh to stone*; Price +3 bonus.

TENTACLE

A tentacle weapon's blade sprouts writhing, metallic tentacles around the striking edge.

This difference in appearance does not affect the weapon's statistics in any way.
A tentacle blade that achieves a critical hit pulls forth the target creature's brain, instantly killing it (Fort DC 21 negates).
Constructs, elementals, oozes, plants, and undead are not affected by this property, and creatures with multiple heads are not instantly killed.
Strong necromancy; CL 15th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, mind flayer; Price +4 bonus (+3 bonus if added to an illithidwrought weapon).

WONDROUS ITEMS

ARMS AND EQUIPMENT GUIDE (3.0)

AMULET OF OOZE RIDING

Any time the wearer of this amulet comes into contact with an ooze, a sphere of force springs up around the wearer. The sphere prevents any contact with an ooze and protects the wearer from direct attacks by oozes.
Caster Level: 7th; Prerequisites: Craft Wondrous Item, *Otiluke's resilient sphere*; *Market Price*: 28,000 gp.

ARMBAND OF REDUCTION

This metal armband allows its wearer to reduce his height to one-half normal, as if a *reduce* spell had been cast upon him.
This effect functions once per day, lasts for 2 hours, and may be dismissed at will by the wearer.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *reduce*; *Market Price*: 2,000 gp; *Weight*: 1 lb.

BAG OF ENDLESS CALTROPS

This nondescript leather pouch creates an endless supply of caltrops.
The owner can reach into the pouch and pull out handful after handful.
It takes one standard action to fill a 5-foot square by hand.
If the pouch is dumped out (as a partial action), it produces the equivalent of a 2-pound unit, but does not produce any more caltrops at all for 2 whole rounds.
The caltrops produced are not magical and follow all the rules for normal caltrops (see Chapter 7 of the *Player's Handbook*).
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*; *Market Price*: 2,300 gp; *Weight*: —.

BANNER OF VALOR

Made from bright silks, gold thread, and other flashy materials, the *banner of valor* bolsters the spirits of all friendly troops that gaze upon it.
The banner holder can *remove fear* at will on chosen creatures within a 20-foot radius.
In addition, the holder can produce a *healing circle* three times a day.
All these effects are as the spells from a 9th-level caster.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *healing circle*, *remove fear*; *Market Price*: 61,000 gp; *Weight*: 10 lb.

BELT OF ENDURANCE

This belt is made of numerous thin but solid chains and a large iron buckle.
The *belt of endurance* grants a +2 enhancement bonus to the wearer's Constitution score, and she gains the Great Fortitude feat while she wears the belt.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *righteous might*; *Market Price*: 10,000 gp; *Weight*: 1 lb.

BLINDFOLD OF TRUE DARKNESS

This black, silky blindfold grants the blindsight ability with a range of 60 feet (see Special Qualities in *the Monster Manual*).
Because the wearer's eyes are protected, he is also immune to gaze attacks, spells, or effects that rely on sight.
Wearing the blindfold takes up the same space as goggles.
The wearer cannot use vision in any way while wearing the blindfold.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *see invisibility*; *Market Price*: 9,000 gp; *Weight*: —.

BOOTS OF THE MOUNTAIN KING

These rugged and worn iron-shod boots allow full movement in rocky, rugged, or mountain terrain (see Movement in Chapter 9 of the *Player's Handbook*), including bad or very bad surfaces.
The wearer can also cast *stoneskin* on herself twice per day, as the spell from a 12th-level caster.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *freedom of movement*, *stoneskin*; *Market Price*: 48,810 gp; *Weight*: 1 lb.

BOOTS OF THE SEA

These are kneehigh boots made from fine sharkskin.
The wearer can *water walk* and cast *water breathing* on himself at will.
The wearer also gains a +10 competence bonus on Swim checks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *water breathing*, *water walk*; *Market Price*: 56,500 gp; *Weight*: 1 lb.

BOOTS, STEADFAST

These thick and heavy iron-toed boots help keep the wearer from getting knocked down.
Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush.
As long as the wearer carries a melee weapon that is Medium-size or larger, she also counts as being set against a charge.
The weapon does not have to have reach.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *bull's strength*; *Market Price*: 6,000 gp; *Weight*: 1 lb.

BOOTS OF TRACKLESSNESS

These pale green boots are slim and elegant, with perfectly smooth soles.
They grant *pass without trace* to the wearer and can cast *improved invisibility* (wearer only) three times per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *improved invisibility*, *pass without trace*; *Market Price*: 33,500 gp; *Weight*: 1 lb.

BOOTS OF WOODLAND STRIDING

These durable boots feel amazingly light when picked up. The boots allow full movement in forest or jungle terrain, including moderate or heavy obstruction (see Movement in Chapter 9 of the *Player's Handbook*).
In addition, the wearer can *detect snares and pits* at will and *tree stride* once per day, as the spells from a 12th-level caster.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *detect snares and pits*, *tree stride*; *Market Price*: 23,600 gp; *Weight*: 1 lb.

BRACELET OF FRIENDS

Rather than a unique magic item, this is a special application of the *bracelet of friends* found in the DUNGEON MASTER'S *Guide*.
It has the same prerequisites and cost.
Instead of keying charms to people, the wearer may key the charms to her mount, animal companion, or guard creature, and call the creature to her wherever she may be.

Bracers of Armor and Armor Special Abilities

A character who has the Craft Magic Arms and Armor and Craft Wondrous Item feats, as well as *mage armor* and all the other prerequisites necessary, can add the armor special abilities shown on Table 8–6 in the *Dungeon Master's Guide* to a set of *bracers of armor*. The cost is the same as for adding a special ability to normal armor: an increase in the effective bonus of the bracers. Just as magic armor can never exceed a +8 enhancement bonus, *bracers of armor* never provide more than a +8 armor bonus. However, special abilities can increase the effective bonus as high as +13 (*bracers +8* with an ability valued at +5, such as heavy fortification).

The market prices for *bracers of armor* with an effective bonus higher than +8 are as follows: 81,000 gp (+9), 100,000 gp (+10), 121,000 gp (+11), 144,000 gp (+12), 169,000 gp (+13). Any special ability that can be added to armor can be added to *bracers of armor*. Armor qualities with a cost expressed in gp rather than an effective bonus can be added to bracers for the same price.

If you are using the *Epic Level Handbook*, characters with Craft Epic Magic Arms and Armor and Craft Epic Wondrous Item can create *bracers of armor* with a higher effective bonus than +13. To calculate the market price for such items, square the total effective bonus and multiply the result by 10,000 gp.

BRACERS OF EXIT

These bracers each bear a crude design of a square bisected by an arrow.
The wearer can negate one *dimensional anchor* effect per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *dimensional anchor*; *Market Price*: 11,200 gp; *Weight*: 1 lb.

BRIDLE OF EASE

This magic bridle grants trainers a +5 competence bonus on Handle Animal checks when training a mount.
Versions of this item are available for exotic mounts.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *charm monster*; *Market Price*: 500 gp; *Weight*: 1 lb.

CANDLE OF ICY DEATH

This black candle is 1 foot tall, 12 inches thick, and icy to the touch.
When lit, the flame burns a pale blue, gives off no smoke or heat, and doesn't melt down.
If examined with *detect magic*, the candle radiates a necromantic aura.
Every minute that the candle burns reduces the temperature by 1° in a 20-foot-diameter area until 0° Fahrenheit is reached.
In addition, the candle prevents any healing, natural or magical, from occurring in its range.
A wounded creature inside the area does not regain any lost hit points, and *cure* spells targeting a creature inside the area automatically fail (but are considered cast).
Once lit, the candle can be snuffed only by a *bless* spell.
The temperature of the area returns to the regular temperature at a normal rate.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *enervation*, *fire shield*; *Market Price*: 34,800 gp; *Weight*: 1 lb.

CHOKER OF ELOQUENCE

Coveted by bards, singers, and public speakers, this beautiful piece of jewelry is carved from ivory and jade.
There are two versions of these chokers.
The *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Innuendo, Bluff, and Perform (vocal only) checks.
The greater choker of eloquence increases the bonus to +10.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, creator must be a spellcaster of 6th level; *Market Price*: 1,500 gp (*lesser*), 6,000 gp (*greater*); *Weight*: —.

CINDERS OF THE INFERNO

This tiny iron box contains a small bit of ash and cinders.
When dumped into a flame at least as big as an average campfire, the cinders cause the fire to flare and sputter dramatically.
In 1d4+1 rounds, an equal number of Small fire elementals leap from the fire.

The elementals are not under any control, although they can be controlled later through *charm monster* or other magic.
They attack the nearest creature or creatures, continuing their rampage until destroyed or banished.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *elemental swarm*; *Market Price*: 7,650 gp; *Weight*: —.

CLASP OF THE ELDER

Forged by dwarven artisans, this clasp is meant to be worn around a beard.
It is carved from pure gold and studded with brilliant gems.
If the wearer is a nondwarf, the clasp only grants a +1 competence bonus on Diplomacy checks.
If a dwarf wears the clasp around the beard, it grants a +2 enhancement bonus to the wearer's Wisdom score, and a +5 competence bonus on Diplomacy and Intimidate checks.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, creator must be a dwarf, creator must be a spellcaster of 10th level; *Market Price*: 6,000 gp; *Weight*: —.

CLEVER BRIDLE

This bit-and-bridle set always looks clean and new.
When worn by a horse, a *clever bridle* grants the ability to learn three, six, or nine more tricks than the horse could normally learn, depending on the version.
The horse must wear the bridle for 8 hours per day to maintain any extra tricks it learns.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *animal friendship*; *Market Price*: 3 tricks 1,000 gp, 6 tricks 4,000 gp, 9 tricks 9,000 gp; *Weight*: 1 lb.

CLOAK OF SHELTER

This plain but sturdy-looking cloak provides excellent protection against wind, cold, sun, and rain.
On command, the cloak turns itself into a 4-person tent.
This tent includes an *alarm* spell (as if cast by a 7th-level sorcerer) but is otherwise normal.
Once per day, the cloak can turn into a small lodge, as *Leomund's secure shelter*.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *alarm*, *Leomund's secure shelter*; *Market Price*: 12,080 gp; *Weight*: 1 lb.

COIN OF ETERNAL REST

A raised skull adorns both sides of this otherwise featureless copper coin.
When placed in the mouth of a corpse, the coin prevents it from being *raised*, *resurrected*, or turned into undead of any sort.
Vermin and undead avoid a corpse bearing this coin, but they can overcome the aversion with a successful Will check (DC 20).
The coin does not work in the mouth of a living or undead being.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *gentle repose*; *Market Price*: 6,000 gp; *Weight*: —.

COLLAR OF MATERIAL ENTRAPMENT

This silvery collar has an emerald sheen in the light.
A creature wearing the collar is completely barred from extradimensional travel, as the *dimensional anchor* spell, for as long as it wears the collar.
The collar expands or contracts to fit any size creature.
The DC to break or slip out of the collar is 40.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *dimensional anchor*; *Market Price*: 30,000 gp; *Weight*: 1 lb.

DIMENSIONAL CHALK HOLDER

This small, elaborately carved silver tube is designed to hold a single piece of normal chalk.
On mental command, the user can "draw" in the air, which leaves behind a vibrant blue line of crackling energy.
Once a complete circle has been formed, the enclosed space suddenly disappears, creating a *gate* to wherever the user wishes.
It only allows the planar travel aspect of the *gate* spell, not the ability to call forth creatures.
The item allows its user to draw only a circle.
The user can feel it resisting anything but a curved line.
There is no size limit to the circle, but it must be completely drawn in 1 full round to create the *gate*.
The *dimensional chalk holder* can draw 1d4+1 *gates* before crumbling into dust.
Drawing a line counts as one use, regardless of whether a complete circle was made or not.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 22,950 gp; *Weight*: —.

DRAGONFLY MEDALLION

This silver dragonfly-shaped medallion is covered with precious gems.
It grants the Improved Initiative feat while worn.
If the wearer already has this feat, it grants an additional +1 competence bonus on Initiative rolls.
Once per day, the medallion can transform into a Large dragonfly to attack at the command of its owner.
The owner can give mental commands to the dragonfly from up to 200 feet away.
If the dragonfly is slain in its vermin form, then the medallion is destroyed as well.
If the owner is killed, knocked unconscious, or taken out of range while the medallion is in dragonfly form, it converts back into a medallion immediately.
☐ Giant Dragonfly: CR 1; Large vermin; HD 3d8+3; hp 16; Init +1; Spd 20 ft., fly 60 ft.(good); AC 14 (touch 10, flat-footed 13); Atk +5 melee (1d8+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Vermin, darkvision 60 ft.; AL N; SV Fort +4, Ref +2, Will +2; Str 18, Dex 12, Con 13, Int –, Wis 12, Cha 12.
Skills: Hide –3, Intuit Direction +7, Spot +7.
Vermin: Immune to all mind-influencing effects.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *cat's grace*; *Market Price*: 29,760 gp; *Weight*: —.

DROPLETS OF THE STORM

This tiny blue vial contains a small amount of constantly moving water.
When poured into a pool of water at least a foot deep, the droplets cause the pool to bubble and froth furiously.
In 1d4+1 rounds, an equal number of Small water elementals emerge from the pool.
The elementals are not under any control, although they can be controlled later through *charm monster* or other magic.
They attack the nearest creature or creatures, continuing their rampage until destroyed or banished.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *elemental swarm*; *Market Price*: 7,650 gp; *Weight*: —.

DUST OF THE ZEPHYR

This clear vial and stopper contains a small amount of dust.
When released into a breeze, the dust creates sudden bursts of wind.
In 1d4+1 rounds, an equal number of Small air elementals are created from the wind.
The elementals are not under any control, although they can be controlled later through *charm monster* or other magic.
They attack the nearest creature or creatures, continuing their rampage until destroyed or banished.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *elemental swarm*; *Market Price*: 7,650 gp; *Weight*: —.

DIMENSIONAL PRISM

This translucent and oddly shaped prism seems to fade in and out of existence when seen in daylight.
The prism grants *see invisibility* when looked through.
When shattered (requiring a DC 15 Strength check), the crystal releases a greenish burst of energy.
Any creatures within 30 feet that are on nearby transitive planes such as the Astral Plane, Ethereal Plane, or Plane of Shadow (including those using spells such as *blink*, *maze*, or *shadow walk*), must succeed on a Will save (DC 30) or be forced onto the Material Plane.
Creatures that are made tangible in this way cannot leave the Material Plane for 1d6 rounds.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *dimensional anchor*, *see invisibility*; *Market Price*: 17,600 gp; *Weight*: —.

EQUESTRIAN'S SADDLE

Anyone seated in this military saddle feels more comfortable and competent at equestrianism.
The saddle grants a +10 circumstance bonus on Ride checks with horses.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item; *Market Price*: 2,000 gp; *Weight*: 30 lb.

EVERFULL MUG

With a command word, this common-looking mug fills with 12 ounces of water, cheap ale, or watery wine (user's choice).
It functions three times per day.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *create water*; *Market Price*: 800 gp; *Weight*: —.

EVERLASTING FEEDBAG

This feedbag has a small medallion on it with an embossed cornucopia symbol.
When placed around the muzzle of a horse, donkey, or other equine animal, it produces an unlimited amount of suitable feed.
Care must be taken that the animal does not overeat, and most creatures must still eat other plants for proper nutrition.
The feedbag produces nothing when it is not placed around an animal's muzzle.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *create food and water*; *Market Price*: 15,000 gp; *Weight*: 1 lb.

EVERSOAKING SPONGE

This large, normal-looking sponge is capable of absorbing an enormous quantity of water.
If placed in a body of water, it floats and begins soaking it up at the rate of 1,000 gallons per round.
The sponge stops once it has absorbed 225,000 gallons of water—the size of a pool 100 feet long, 50 wide, and 6 feet deep.
This water disappears completely, and if the sponge is squeezed afterward, it releases only as much water as a normal wet sponge.
The *eversoaking sponge* absorbs only water, not mud or muck. Acid, oil, and other liquids affect it as they would a normal sponge.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *disintegrate*; *Market Price*: 26,400 gp; *Weight*: —.

FAN OF FURIOUS FLAME

This collapsible fan is made of thin red iron and resembles licking flames when opened.
Three times per day, the fan can create a cone 30 feet long that causes any open flames, including candles, torches, or lanterns, to explode in a burst of fire and deal the indicated damage (Reflex half DC 15).

Flame Size	Damage	Area
Candles (1–5)	1d4	5-ft. diameter
Candelabra (6+)	1d6	5-ft. diameter
Lantern	1d8	5-ft. square
Torch	1d10	10-ft. square
Campfire	1d12	10-ft. square

All fire that explodes in this way is permanently extinguished.
The explosion occurs too quickly for nearby combustibles to catch on fire.
The *fan of furious flame* has no effect on magical fires such as those created by *continual flame*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fireball*; *Market Price*: 18,750 gp; *Weight*: 1 lb.

FRUIT BLOSSOM SPIKE

When driven or hammered into a fruit tree, this slim wooden stake causes the tree to go through an amazingly fast rejuvenation, growing extremely healthy and producing an enormous amount of fruit.
It takes 1 complete round to complete this growth, at which point the fruit falls to the ground and the tree begins to wither and die.
Both the tree and the spike are utterly destroyed in the process.
A single tree produces enough fresh fruit to feed eight creatures for two days, acting like a maximized *goodberry* spell.
After three days, the fruit turns into worthless mush.
Fruit blossom spikes do not work on plant creatures such as treants or tendriculos.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *goodberry*, *plant growth*; *Market Price*: 5,800 gp; *Weight*: —.

GLOVES OF BRACHIATION

These tight leather gloves allow the wearer to travel from branch to branch using only her arms, as a monkey or gibbon would.
As long as she is at medium encumbrance or less, the wearer can move at her full speed through the tree canopy.
The wearer also gains a +10 circumstance bonus on Jump checks as long as she is aboveground (leaping from tree branch to tree branch, for example).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *cat's grace*; *Market Price*: 4,000 gp; *Weight*: —.

GOGGLES OF DAY

The lenses of this item are made of silvered crystal.
When they are placed over the eyes, the wearer can operate without penalty in preternaturally bright light, such as might result from a *flare*, *sunbeam*, or *sunburst* spell.
Vampires wearing *goggles of day* have a full-round action before dissolution when confronted with sunlight, as opposed to just a partial action.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *darkvision*; *Market Price*: 4,000 gp; *Weight*: —.

HAMMERSPHERE

This magic sphere is 4 inches in diameter, made of silver, and covered in small rubies.
Etched into it in four places is the hammer-and-anvil symbol of the deity Moradin.
When held aloft and activated with a command word, the sphere conjures forth a giant hammer.
This hammer functions as a *spiritual weapon* except that it deals 3d6 points of damage per hit.
The user of the *hammersphere* does not have to concentrate on the hammer or keep the sphere aloft while the hammer attacks.
The *hammersphere* is usable once per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *spiritual weapon*, *greater magic weapon*; *Market Price*: 2,500 gp; *Weight*: —.

HAT OF ANONYMITY

This broad-brimmed black hat obscures the wearer from being detected, allowing him to blend into a crowd with ease.
The wearer is under a continuous *nondetection* effect and has a +10 bonus on Hide checks while the hat is worn.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *nondetection*; *Market Price*: 34,050 gp; *Weight*: —.

HORNED HELM

This dark leather helm has an open face and sports a pair of impressive deer antlers that rise from the forehead.
When worn, the antlers join solidly with the wearer's skull.
The wearer's base speed is doubled, and the *horned helm* grants a +2 enhancement bonus on melee attacks with the horns, which deal 1d8 points of damage.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *haste*, *magic fang*; *Market Price*: 38,000 gp; *Weight*: 1 lb.

HORSELESS SADDLE

When the command word is spoken, this riding saddle leaps into the air and fastens itself around a *phantom steed*, as the spell cast by an 8th-level caster.
If the steed is killed, the saddle cannot be reactivated for 24 hours.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *phantom steed*; *Market Price*: 43,200 gp; *Weight*: 25 lb.

HORSESHOES OF THUNDER

Once per day, when a horse gallops at a full run, and the rider speaks the command word, these shoes emit a loud crack of thunder.
Any creature in a 20-foot radius (excluding the mount, rider, and any passengers) comes under the effect of a *shout* spell cast by a 7th-level caster.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *shout*; *Market Price*: 10,080 gp; *Weight*: 1 lb.
each.

IDOL OF FALSE VISION

This large statue automatically detects any attempt to scry (including *scrying* and similar spells such as *arcane eye* and *clairaudience/clairvoyance*) any individuals or locations within 50 feet of it.
Any such effect triggers a *false vision* spell that masks any creature attuned to the idol from being scried.
Attunement may be performed during the idol's creation or at any later time by touching the idol and speaking a command word chosen during creation.
The idol can cast *false vision* three times per day.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *detect scrying*, *false vision*; *Market Price*: 54,500 gp; *Cost to Create*: 33,500 gp + 1,680 XP; *Weight*: 400 lb.

INCENSE OF THE GORGON

This foul-smelling incense is typically found in a dark green vial with the embossed image of a gorgon.

When burned, however, it creates a truly overwhelming smoke that fills a 10-foot cube.
The incense is consumed after 1 round and the smoke dissipates naturally.
Those in the area and not holding their breath must succeed on a Fortitude save (DC 19) or be turned to stone as if affected by the *flesh to stone* spell.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *flesh to stone*; *Market Price*: 6,600 gp; *Weight*: —.

INSATIABLE LOCUST

Banned in almost every civilized society, this 1-foot-long statue of a locust is capable of incredible destruction to crops and agricultural areas.
It is carved from a single piece of brilliant jade and has two large rubies for eyes.
On command, the *insatiable locust* can animate.
It then goes on an eating rampage, devouring up to ten tons of grain, crops, and fruits per day for up to seven days, over a diameter of fifty miles.
It never attacks people or livestock and attempts to fly away when confronted with violence.
The locust first eats planted crops, such as corn, wheat, and rye, followed by fruit and finally wild vegetation.
The locust attacks and consumes plant creatures, but only after all other vegetation has been destroyed first.
Once the locust has eaten for seven days (or there is no more food), it unerringly returns to its owner and reverts to its statue form.
It cannot be reactivated again for another full seven days.
The eaten crops are utterly destroyed.
☐ Jade Locust: CR 1/2; Tiny construct; HD 3d10; hp 16; Init +2; Spd 40 ft., fly 80 ft.(good); AC 14 (touch 14, flat-footed 12); Atk +3 melee (1d3–1, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Construct, darkvision 60 ft.; AL N; SV Fort +1, Ref +3, Will –4; Str 8, Dex 14, Con –, Int –, Wis 1, Cha 1.
Skills and Feats: Hide +10.
Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *disintegrate*; *Market Price*: 29,975 gp; *Weight*: 10 lb.

IOUN STONES

IOUN STONE OF RESISTANCE

These *ioun stones* (usually burnt orange in color) possess all the features of a standard *ioun stone*.
Ioun stones of resistance offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.
Caster Level: 5th; Prerequisites: Craft Wondrous Item, *resistance*, caster level must be three times that of the *ioun stone's* bonus; *Market Price*: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); *Weight*: —.

LANTERN OF BRIGHTNESS

This ornate bullseye lantern is adorned with gold filigree and sun patterns.
It is illuminated with a permanent *light* spell.
Twice per day, the lantern can emit a *sunbeam* (as the spell from a 13th-level caster).
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *light*, *sunbeam*; *Market Price*: 66,520 gp; *Weight*: 3 lb.

LIBRAM OF FLESH

This weighty tome details the creation of flesh golems.
Additionally, the magical inscriptions of the libram allow the reader to create a flesh golem even if not a 14th-level arcane spellcaster.
The reader gains a +2 bonus to effective caster level for the purpose of making golems and can emulate knowledge of the requisite spells necessary to create a flesh golem.
Thus, an 11th-level arcane spellcaster still couldn't create a golem using the libram, though a 12th-level spellcaster could, because 14th level is the minimum to create a flesh golem.
Flesh golems created using the *libram of flesh* retain up to five abilities from one of the donor bodies used in the golem's creation, which are layered on the flesh golem as if using a template.
The DM determines which abilities of a donor body are appropriate, and which are inappropriate, which abilities stack, and which do not.
Each time a flesh golem is created using the libram, enchantment visibly drains from the book as inscriptions fade.
When first created, a *libram of flesh* has enough magical power to create seven golems.
After this time, the book falls into ruin.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish*; *Market Price*: 178,500 gp; *Weight*: 5 lb.

MAGEBANE MANACLES

These sturdy masterwork manacles have an *antimagic field* that extends around anyone locked in them, including any magic items the captive might be carrying.
Although expensive, they are commonly found in the prisons of metropolitan cities that are used to dealing with high-level troublemakers.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *antimagic field*; *Market Price*: 132,000 gp; *Weight*: 2 lb.

MASK OF LIES

This black, featureless mask only has slits for the eyes and mouth.
The wearer can cast *change self* on himself at will and is continually under the effect of *undetectable alignment*.
In addition, he or she gains a +5 bonus on Bluff checks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *change self*, *undetectable alignment*; *Market Price*: 17,000 gp; *Weight*: —
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Mask of the Feather Queen

This vibrantly colored mask is made from the feathers of a variety of rare and beautiful songbirds.
The wearer can *levitate* and *charm* birds by uttering a command word.
Once per day, the wearer can cast *fly* (on herself or another person), as the spell from a 12th-level caster.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *charm person or animal*, *fly*, *levitate*; *Market Price*: 27,120 gp; *Weight*: —.

Medallion of Contact

Once per day, the wearer of this silver disk can speak a command word and forge a telepathic bond (as *Rary's telepathic bond*) with one person lasting for 1 minute.
Range is one mile.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Rary's telepathic bond*; *Market Price*: 5,000 gp; *Weight*: —.

Medallion of the Lycanthrope

Found in lands where lycanthropy is an epidemic, these medallions grant powerful protection.
Once per day, the medallion can cast *antipathy* against lycanthropes as the spell from a 15th-level caster.
In addition, any melee weapons carried by the wearer damage lycanthropes as though they were made of silver. Ranged weapons are not affected.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *antipathy*, *magic weapon*; *Market Price*: 44,200 gp; *Weight*: —.

Mirror of Secrets Revealed

This ornate silver mirror reveals hidden objects and auras when viewed in the reflection.
The wielder can cast *analyze dweomer* once per day and *true seeing* twice per day.
Each of these abilities functions like the spells from an 11th-level caster.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *analyze dweomer*, *detect magic*, *true seeing*; *Market Price*: 95,000 gp; *Weight*: 1/2 lb.

Necklace of the Marauding Beast

There are three different versions of these necklaces, commonly found among primitive tribesfolk.
Each necklace incorporates parts from a different, dangerous predator.
Raging Bear Necklace: This crudely made leather necklace is adorned with uncut precious stones and claws from an enormous bear.
The wearer gains a +2 enhancement bonus to Strength.
In addition, if the wearer has the ability to rage, each rage lasts 1 round longer than normal.
Frenzied Shark Necklace: Crafted from tough seaweed and sharks' teeth, this necklace grants the wearer a +2 enhancement bonus to Strength and a +4 circumstance bonus on Swim checks.
In addition, if the character has the ability to rage, each rage lasts 1 round longer than normal.
Rampaging Boar Necklace: This necklace is crafted from the two tusks of a boar, clasping together in the middle.
The wearer gains the Sunder feat (Great Sunder if she already possesses this feat) and a +1 enhancement bonus to Constitution.
In addition, if the character has the ability to rage, each rage lasts 1 round longer than normal.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *bull's strength*, *emotion*; *Market Price*: 11,840 gp (*raging bear*), 12,160 gp (*frenzied shark*), 12,440 gp (*rampaging boar*); *Weight*: —.

Necklace of the Wild Beast

A necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about the neck of a character capable of casting *animal friendship*.
The *necklace of the wild beast* has one or more special beads.

Special Bead Type	Special Bead Ability
Bead of calming	Wearer can cast *calm animals*.
Bead of servitude	Wearer can cast *dominate animal*.
Bead of the fang	Wearer can cast greater *magic fang*.
Bead of beckoning	Wearer can cast *summon nature's ally IV*.
Bead of the great beast	Wearer can cast *animal growth*.
Bead of awakening	Wearer can cast *awaken*.

Each special bead can be used only once, and then becomes forever inert.
The power of a special bead is lost if removed from the necklace.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *animal friendship*, and one or more of the following spells: *Animal growth*, *awaken*, *calm animals*, *dominate animal*, *greater magic fang*, *summon nature's ally* IV (as appropriate); *Market Price*: 500 gp (*bead of calming*), 1,500 gp (*bead of servitude*), 1,500 gp (*bead of the fang*), 2,000 gp (bead of beckoning), 2,500 gp (bead of the great beast), 3,750 gp (*bead of awakening*); *Cost to Create*: As normal except 1,250 gp plus 250 XP (*bead of awakening*); *Weight*: —.

Oracle Beads

Made from perfectly clear crystal beads, this necklace assists in receiving visions and oracles.
The wearer gains a +5 insight bonus on Scry checks.
In addition, the wearer can cast *divination* once per day.
If the wearer is able to cast divine spells, then *divination* can be cast twice per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *divination*; *Market Price*: 19,192 gp; *Weight*: —.

Pelt of Animal Senses

This pelt, worn like a cloak, is made from large predator: a wolf, bear, or great cat.
When worn, it grants low-light vision, scent, and a +2 circumstance bonus on Listen checks.

Animals react poorly to the wearer while it is worn; herbivores in general become nervous and try to flee, while carnivores generally become aggressive.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *see invisibility*; *Market Price*: 30,080 gp; 1 lb.

PHYLACTERY OF CHANGE

The wearer of this item can invoke a *polymorph self* ability with an indefinite duration (or until the phylactery is removed, destroyed, or dispelled).
A new form can be adopted once per day.
The wearer can assume his natural form without limitation, however.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *polymorph self*; *Market Price*: 11,200 gp; *Weight*: —.

PITONS, BURROWING

Covered with various runes and sigils meaning "earth", these pitons burrow into earth, rock, and stone, providing a secure support for ropes and other climbing gear.
It requires a partial action to burrow into solid, cut stone and other masonry.
The pitons grant a +2 circumstance bonus on Climb checks while using climbing equipment.
They are single-use items.
A burrowing piton used in melee deals 1d8 points of damage (×3 critical) against stone golems, clay golems, earth elementals, and any other creature composed of earth or stone.
It has no special effect against other types of creatures.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *soften earth and stone*; *Market Price*: 380 gp; *Weight*: 1/2 lb.

PIXIE DUST

This sparkling, silvery dust is created by several different fey but primarily used by pixies.
It comes in long, thin, silvery tubes.
A single tube's contents finely coat a 5-foot square, and any passage through the area stirs up the dust for 1d6 rounds.
Alternatively, the contents of a tube can be blown at a target creature as a ranged touch attack (maximum range 5 feet).
A creature that stirs up the dust or is targeted by someone wielding a tube of the dust must make a successful Fortitude save (DC 15) or begin shrinking to the size of a grig (Tiny).
In addition, the creature acts as though under the effect of a *charm person* spell from a 9th-level caster, obeying the person who spread the dust.
Both effects last for 9 hours before restoring the person to normal.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *reduce*, *charm person* or creator must be a fey; *Market Price*: 2,700 gp; *Weight*: —.

PORTABLE BRIDGE

Once per day on command, this tiny statue of a bridge can turn into a fully functioning bridge.
The bridge is always 5 feet wide and can extend in length from 5 feet to 50 feet.
It takes a full round for the bridge to extend, regardless of the length of the bridge.
The owner can choose which side the bridge retracts to, making it ideal for crossing chasms and leaving pursuers behind.
The statue must be placed on solid rock or earth to work. Ideally, there should be equally solid rock or earth on the other side.
If there is not stable ground on the other side (it reaches maximum range and doesn't touch anything, there is loose sand, and so on), the bridge spends another round retracting to its statue form.
The bridge can be destroyed through *disintegrate* or by normal means such as breaking and chipping.
Each 5-foot square has 75 hit points and a hardness of 8.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *wall of stone*; *Market Price*: 36,000 gp; *Weight*: 1 lb.

PRESERVING JAR

This large glass jar has been magically treated to preserve any organic material placed in it.
The jar can hold the equivalent of 2 gallons of liquid. Anything small enough to fit in the jar does not rot, age, or wilt.
The lid must be placed securely on the top for the effect to work.
A Tiny or smaller creature can be placed in the jar, but without a supply of air and food it eventually dies, although the corpse never rots.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *gentle repose*; *Market Price*: 3,000 gp; *Weight*: 2 lb.

RESTRICTING BAND

This plain, 1-foot diameter, 1-inch-thick steel band grows and shrinks on verbal command.
Its maximum size is 5 feet in diameter, but retains the same thickness.
It can shrink to the size of a ring, reducing in thickness accordingly.
If placed around a person, say to bind their arms to their sides, it can be sized to fit snugly around them.
The band never shrinks to the point where it deals damage; it's simply uncomfortably tight.
It requires an Escape Artist check (DC 30) to wiggle out of a restricting band placed around the body and arms (DC 25 when the band is placed around arms or legs only).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *enlarge*, *reduce*; *Market Price*: 5,400 gp; *Weight*: 2 lb.

ROPE OF STONE

This normal-looking silk rope can be become as hard as stone (8 hardness, 15 hp) when a command word is spoken.
The rope retains its exact shape when hardened.
If it is ever broken in either form, it becomes normal rope.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *flesh to stone*; *Market Price*: 11,800 gp; *Weight*: 5 lb.

Saddlebags of Holding

These saddlebags open into an extradimensional space, allowing them to hold much more than they would seem able to.
Saddlebags of holding always come in pairs.
Each bag contains 30 cubic feet of space and can hold 250 pounds.
They otherwise operate identically to the *bag of holding 1* described in the DUNGEON MASTER'S *Guide*.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*; *Market Price*: 5,000 gp; *Weight*: 30 lb.

Saddlebags of Providing

Each bag of this pair serves a different function.
Every morning, the right bag contains enough food to feed whatever creature it is slung over for one day.
For horses, this is generally oats and a few lumps of sugar; for griffons, it means several pounds of raw horsemeat.
If removed and not eaten, the food spoils after 24 hours.
Food does not appear if anything else is placed in the bag.
The left bag contains a masterwork set of grooming and leather repair tools.
The grooming tools are appropriate for whatever creature the bag is slung over.
In addition, the left bag contains 10 cubic feet of space for the rider's personal effects, and in all other ways acts as a *bag of holding*.
Both bags weigh the same as regular empty saddlebags, regardless of their contents.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *create food and water*, *Leomund's secret chest*; *Market Price*: 8,000 gp; Weight: 16 lb.

Saddle of Growth

When a command word is uttered, this saddle causes a horse, mule, or donkey to increase by one size category.
For example, a horse, which is normally Large (long), would increase to Huge (long) while wearing the saddle.
Another command word causes the steed to shrink back to its normal size.
This effect can be done three times a day.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *animal growth*; *Market Price*: 48,600 gp; *Weight*: 25 lb.

Saddle of the Pegasus

This exquisitely crafted saddle is heavily adorned with the feathers from pegasi wings.
The saddle adjusts to fit any normal-sized horse, donkey, or mule.
When securely placed, it allows the steed and rider to fly (as the *fly* spell from a 5th-level caster, except maneuverability is clumsy) three times per day upon command.
The saddle acts as an exotic military saddle for the rider.
The first time someone uses this saddle on a steed untrained in flying, the rider must make a DC 15 Ride check to keep the steed from panicking.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*; *Market Price*: 16,875 gp; *Weight*: 25 lb.

Saddle of Weather Protection

A boon to travelers, this highly polished saddle protects the steed and rider from the elements.
The steed and rider are completely immune to "normal" temperature from 0° to 110° Fahrenheit and remain perfectly dry unless completely immersed in a body of water.
In addition, the rider can cast *protection from elements* on himself and his mount once per day.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: 5,400 gp; *Weight*: 25 lb.

Saw of Prodigious Cutting

This one-person, steel-and-brass band saw is etched with leaf patterns.
Its razor-sharp blade easily cuts through most normal wood and trees.
The saw ignores the hardness of any wooden object that it cuts into and deals 4d6 damage to it.
The saw can be used in melee against plant creatures with a similar effect, although the wielder takes a –4 penalty on attacks for using such an unwieldy weapon.
The saw automatically avoids other living creatures and twists out of a person's hand if used as a weapon against them.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *magic weapon*; *Market Price*: 2,000 gp; *Weight*: 3 lb.

Seeds of the Treant

This pouch made from tightly interwoven leaves contains 1d4 large acorns.
When one or more of these are planted in soil, a treant begins to grow from that spot.
It takes two full rounds for the treant to be completely summoned.
If two seeds are planted next to each other, then the summoned treant is increased by one size (8 HD, Huge).
If three seeds are planted next to each other, then the summoned treant is two sizes bigger (17 HD, Gargantuan).
The treant is not controlled at the time of summoning, although it can be *charmed*, *dominated*, or made friendly through Diplomacy.
The treant's initial attitude is indifferent.
The treant remains indefinitely, although it could perish if summoned in terrain that is not suitable for its survival (desert, for example).
The treant takes a dim view of being summoned in this manner and more than likely will attack the summoner.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *summon nature's ally* IX; *Market Price*: 15,300 gp per acorn; *Weight*: —.

Shards of the Fissure

This handful of sharp gray flint chips is usually found inside a tattered brown pouch.
When emptied onto solid earth or stone, the shards burrow into the earth, causing a slight tremor.
In 1d4+1 rounds, an equal number of Small earth elementals claw to the surface.

The elementals are not under any control, although they can be controlled later through *charm monster*, *dominate monster*, and so on.
They attack the nearest creature or creatures, then continue their rampage until destroyed or banished.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *elemental swarm*; *Market Price*: 7,650 gp; *Weight*: —.

SHIELDING BLINDERS

This set of blinders is black with gold inlaid glyphs covering the outer surfaces.
A horse wearing *shielding blinders* is completely protected from gaze attacks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *darkness*; *Market Price*: 12,000 gp; *Weight*: 2 lb.

SHRINK COLLAR

Rather than resizing to fit its wearer, as most wearable magic items do, this half-inch-wide metal collar studded with tiny jewels resizes its wearer.
When worn, the collar grows to 2 inches wide, and the jewels enlarge to cover most of its surface.
Regardless of his or her original size, the wearer shrinks to Small size, becoming around 3 feet in height and weighing no more than 60 pounds.
None of the creature's other attributes change.
Unwilling targets get a Fortitude save (DC 11) to resist.
If the save is successful, the collar snaps and is ruined.
A creature with Intelligence 2 or lower must succeed on a Will save (DC 11) or become panicked by the transformation.
Animal companions do not have to make this save, nor do creatures that have the effect of the collar explained to them beforehand somehow, such as through telepathy or *speak with animals*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *reduce*; *Market Price*: 10,000 gp; *Weight*: 1 lb.

SINGING BOWL

Carved from a single piece of flawless crystal (10 hardness, 10 hp), this bowl comes with a smooth, thick wooden stick.
Running the stick slowly along the edge of the bowl produces a clear, vibrating hum.
The volume can range from barely audible to intensely loud.
While the bowl is being played, spells in a 30-foot radius with a verbal component are prevented as though under the effect of a *silence* spell.
Spells cast with the Silent Spell feat still work, however.
The bowl's effect can be activated with any stick—the one provided has no special abilities.
It requires at least 1 rank of Performance (any percussion instrument).
In addition, the bowl can cast *shatter* and *blindness/deafness* (*deafness* only) once per day as a 12th-level bard.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *blindness/deafness*, *shatter*, *silence*; *Market Price*: 19,440 gp; *Weight*: 4 lb.

SPARRING DUMMY OF THE MASTER

This battered wooden dummy is designed for monks to practice their striking and blocking techniques.
It consists of a plain round wooden post that stands 6 feet high and 1 foot thick.
Six smaller posts stick out horizontally from the post, roughly representing a defending enemy's limbs.
To gain the benefit of its magic, a person with at least one level in monk must train with the dummy 8 hours a day for four weeks.
If the training is ever interrupted for more than a 24 hours, she must begin again.
If this training is interrupted twice, the monk can never gain the benefit of the *sparring dummy*.
Once she has completed the required training, the monk is allowed to make a 10-foot adjustment whenever she can normally make a 5 foot adjustment.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *haste*; *Market Price*: 30,000 gp; *Weight*: 40 lb.

STALWART EYE

This Tiny bird-like item allows its owner to speak a command word and see through its eyes.
The *stalwart eye* has AC 18, hardness 8, 5 hp, and cannot move on its own except to turn its head as the owner desires.
No range limitation exists on the power except that the owner must be on the same plane as the *stalwart eye*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *alarm*, *animal messenger*; *Market Price*: 10,000 gp; *Weight*: 2 lb.

STEADFAST STONE

This dwarven item is commonly given out to dwarven defenders and other tunnel guards who require instant fortifications.
The *steadfast stone* is a granite cube, 1 inch on each side, with runes indicating "growth" written on all sides.
When thrown upon the ground and the command word uttered, the cube grows as a *wall of stone* cast by a 9th-level cleric.
The stone can grow up to two times per day.
The wall lasts for up to 24 hours or until the command word is uttered, causing it to shrink back into cube form.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *wall of stone*; *Market Price*: 32,400 gp; *Weight*: 1 lb.

STOVE OF EVERLASTING FLAME

Tired of hearing adventurers complain about not being able to start a fire in the middle of rainstorms or underground, an enterprising mage created the first of these handy devices for cooking food.
This enclosed metal box easily fits in the palm of someone's hand.
It has two metal flaps on one end that pop open to reveal a continuously burning flame.
The heat of the flame is equivalent to a torch, although the flame's size (and the light it produces) is the same as a candle.
The metal of the box remains slightly warm to the touch, whether the flaps are open or not.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *produce flame*; *Market Price*: 2,400 gp; *Weight*: 1 lb.

STYLUS OF THE MASTERFUL HAND

This elegant but sturdy metal stylus grants +5 competence bonus on Forgery checks.
On command, the stylus can also "remember" up to three different types of handwriting, which allows another Forgery attempt without having to make a roll—the DC of that handwriting is "fixed" at whatever was rolled during the attempt.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, Scribe Scroll, *read magic*; *Market Price*: 3,000 gp; *Weight*: —.

TESTING CHALICE

Made from tough clear glass, this chalice immediately discerns the properties of any liquid poured into it.
The color of the chalice varies depending on the liquid poured into it.
The opacity of the chalice also varies, depending on the strength of the liquid.
See the table below for the various results.

Chalice Color	Liquid (example)
Clear	Water
Black	Poison
Red	Potion (magical, not alchemical)
Blue	Alchemical liquid (antitoxin, alchemist's fire)
Green	Acid
Silver, shiny [1]	Holy water
Silver, tarnished [1]	Unholy water
Purple	Any other liquid (oil, blood)

Chalice Opacity	Strength/purity (example)
Clear	Very weak/very impure (filthy water)
Translucent	Average/slightly impure (pond water)
Smoky	Strong/very pure (well water)
Solid	Extremely strong/completely pure (distilled water)

[1] The stronger the holy water, the more reflective the glass. The stronger the unholy water, the more tarnished it becomes.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect magic*, *detect poison*; *Market Price*: 4,000 gp; *Weight*: 1/2 lb.

THURIBLE OF DIVINING

This perforated metal vessel usually comes in the shape of a deity's holy symbol or some totem creature associated with a deity or cult.
If it is filled with incense and lighted, the thurible produces the effect of a *prayer* spell for as long as the incense burns.
A character wielding the lighted thurible can also trigger the following spells.
• Three times per day: *Detect magic*, *detect good*, or *detect law*.
The user can use one effect three times, each effect once, or any other combination of effects totaling three uses per day.
Some thuribles may detect other alignments.
• Once per day: *Augury* or *locate object*.
• Once per week: *Divination* or *true seeing*.
• Once per month: *Commune*.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *commune*, *detect good*, *detect law*, *detect magic*, *divination*, *prayer*, *true seeing*; *Market Price*: 77,000 gp; *Weight*: 1 lb.

THURIBLE OF RETRIBUTION

This item is similar to a *thurible of divining*.
It produces a *prayer* effect when lighted and allows the following spell effects.
• Three times per day: *Command*, *doom*, or *inflict light wounds*.
• Once per day: *Spiritual weapon* or *searing light*.
• Once per week: *Inflict critical wounds* or *circle of doom*.
• Once per month: *Geas/quest*.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *circle of doom*, *command*, *doom*, *geas/quest*, *inflict critical wounds*, *inflict light wounds*, *prayer*; *Market Price*: 77,000 gp; *Weight*: 1 lb.

THURIBLE OF WARDING

This item is similar to a *thurible of divining*.
It produces a *prayer* effect when lighted and allows the wielder to use the following spell effects.
• Three times per day: *Entropic shield*, *endure elements*, or *sanctuary*.
• Once per day: *Silence* or *dispel magic*.
• Once per week: *Spell immunity* or *spell resistance*.
• Once per month: *Blade barrier*.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *blade barrier*, *dispel magic*, *endure elements*, *entropic shield*, *sanctuary*, *silence*, *spell immunity*, *spell resistance*, *prayer*; *Market Price*: 77,000 gp; *Weight*: 1 lb.

TRITON SHELL

Created by tritons, these backpacks are made from single giant shells.
They have been magically treated to keep anything placed inside perfectly dry and protected from pressures of the ocean.
Due to the shape and composition of the shell, it does not hinder the wearer's ability to swim underwater.
Some versions of this magical device are enchanted with *gust of wind*, allowing Tiny or smaller air-breathing creatures to survive inside the shell.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resist elements*, *gust of wind*; *Market Price*: 3,000 gp (without air), 18,000 gp (with air); *Weight*: 3 lb.

TRUMPETER'S GIFT

This shiny mouthpiece fits any brass instrument such as trumpets and horns.
It grants a +5 competence bonus on Performance checks using the instrument.
Once per day, the trumpeter can use the horn to cast a *shout* spell.
Unless the horn is at least masterwork quality, however, it is destroyed once the spell is complete.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *shout*; *Market Price*: 12,200 gp; *Weight*: —.

VEHICLE AUGMENTATIONS

These additions to vehicles are constructed like any other magic item, employing the Craft Wondrous Item feat.

BRIDLE OF BURDEN–BEARING

This bit-and-bridle set increases the Strength score of the harnessed dray creature, enabling it to pull heavier loads.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *bull's strength*; *Market Price*: 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); *Weight*: —.

CAPTAIN'S TABLE

This broad wooden table, usually kept in the officers' mess, duplicates the effects of *heroes' feast* for up to twelve crew members.
Those who spend an hour partaking of the magical fare created by the *captain's table* are cured of disease, become immune to poison and magical *fear* and *hopelessness*, heal 1d4+4 points of damage, and receive the benefits of a *bless* spell.
The effects last for 12 hours.
The *captain's table* serves one such meal a day.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *heroes' feast*; *Market Price*: 72,000 gp; *Weight*: 16 lb.

CATAPULT STONE OF BECALMING

This catapult stone eliminates even the trace of a breeze within a 400-foot radius of whatever it strikes.
Prevailing winds don't return for 10 minutes.
Caster Level: 11th; *Prerequisites*: Craft Magic Arms and Armor, *control winds*; *Market Price*: 2,500 gp; *Weight*: 16 lb.

CHARTS OF CERTAINTY

This blank sheet of parchment is every captain's boon.
If unrolled and directly exposed to the sun while aboard a vehicle, it instantly displays a map (as detailed as a commercially available one) of everything within 24 hours' travel at the vehicle's current maximum speed.
If the bearer then specifies a destination, it draws the most direct physical route to that destination.
Like the *find the path* spell, the *charts of certainty* work only with respect to locales, not objects or creatures.
If the parchment is rolled up, the map it was displaying disappears.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *find the path*; *Market Price*: 47,520 gp; *Weight*: 1 lb.

CLOUD KEEL

An invention of djinn on the Elemental Plane of Air, the *cloud keel* gives its vessel the ability to fly at a speed of 40 feet (clumsy).
If the vessel is wind-powered, it can still use its sails if they provide faster movement than the keel itself.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *fly*, *wish*; *Market Price*: 200,000 gp; *Weight*: 1,000 lb.

EARTH KEEL

This item, often forged on the Elemental Plane of Earth, enables a water vehicle to move across land as if it were on water.
The vessel's speed is unaffected, but rough terrain slows the vehicle just as it would a land vehicle.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *transmute rock to mud*, *wish*; *Market Price*: 150,000 gp; *Weight*: 1,000 lb.

ELDRITCH EXHAUST

Once per day at the command of the driver, a vehicle equipped with this device expels a billowing mass of vapors from its rear.
The three types of vapor available are a fog that obscures the vehicle from pursuers as the *fog cloud* spell, a cloud of acid as the *acid fog* spell, or deadly poison as the *cloudkill* spell.
The 20-foot-high cloud has a 30-foot radius.
Caster Level: 3rd (*fog cloud*), 9th (*cloudkill*), 11th (*acid fog*); *Prerequisites*: Craft Wondrous Item, relevant spell; *Market Price*: 2,160 gp (*fog cloud*), 16,200 gp (*cloudkill*), 23,760 gp (*acid fog*); *Weight*: 10 lb.

FHARLANGHN'S LINES

These bowlines and other ropes are magically animated to make sailing a ship easier.
The ropes snake forward of their own volition, and pull and release by voice command, enabling sails to be set and changed without breaking the backs of the crew.
Each set of *Fharlanghn's lines* aboard a windpowered ship reduces the required crew by five, to a minimum of two for Colossal wind-powered ships and one for Gargantuan or smaller ships.
Fharlanghn's lines respond only to nautical commands, so they can't be used to entangle foes or tie up captives.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *animate rope*, *telekinesis*; *Market Price*: 8,100 gp; *Weight*: 5 lb.

LIGHTNING TURBINE

Often used in conjunction with magic that controls weather, the *lightning turbine* is a series of antennae connected to a clockwork gearbox that gives the vehicle greater speed during a storm.
Lightning strikes the antennae, providing power to double the vehicle's speed or give it a speed of 90 feet, whichever is greater.
The vehicle ignores any weather-related penalties to speed.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *call lightning*, *expeditious retreat*; *Market Price*: 90,000 gp; *Weight*: 300 lb.

NONDIMENSIONAL TRUNK

Much like a *bag of holding*, a *nondimensional trunk* is a cargo box that holds more than it looks capable of.
Anything with dimensions of less than 10 feet in all directions will fit inside.
Up to two tons of cargo can fit in the *nondimensional trunk*, which weighs no more than 200 pounds, even if the weight of its contents is much heavier than that.

Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*; *Market Price*: 30,000 gp; *Weight*: 200 lb. (maximum).

PLANAR SAILS

These rainbow-hued sails enable a vehicle to sail to places beyond the Material Plane.
It takes 5 minutes and a successful Knowledge (the planes) check (DC 20) to set the sails for a particular plane.
While the *planar sails* provide a means to reach worlds beyond, they don't grant the ability to move or survive on the destination plane.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 72,000 gp; *Weight*: 600 lb.

SELF–PROPELLED VEHICLE

By animating the wheels, steering mechanism, and other moving parts on a vehicle, it's possible to build a vehicle that doesn't require dray creatures.
Any land vehicle of Large size or smaller can become self-propelled, gaining a speed of 60 feet.
It still moves under the direction of the driver and retains its usual maneuverability.
Unlike with a normal casting of the *animate objects* spell, the vehicle does not become a construct and does not gain the ability to fight on its own.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 132,000 gp; *Weight*: —.

SKYRIDER'S PLATFORM

This base plate for a single or double chariot enables it to be pulled by flying creatures just as if it were on the ground being pulled by horses.
The chariot ascends or descends according to the dray creatures' maneuverability but turns according to the chariot's maneuverability.
Note that the dray creatures cannot fly if they're burdened with more than a light load, so chariots equipped with this feature sometimes require more dray creatures than their landbound counterparts.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *air walk*; *Market Price*: 56,000 gp; *Weight*: 20 lb.

SMUGGLER'S HOLD

As the *nondimensional trunk* above, but the lid and latch of the trunk are magically hidden until a command word reveals them for 1 round.
Spellcasters trying to find the *smuggler's hold* with divination magic must succeed on a caster level check against DC 20.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*, *major image*, *nondetection*; *Market Price*: 90,000 gp; *Weight*: 200 lb.

SPEEDY WHEELS

This pair of wooden wheels fits most wheeled vehicles, increasing the speed of one so equipped by 10 feet.
The wheels must be placed on the same axle to be effective.
Regardless of how many *speedy wheels* a vehicle bears, its speed increases by only 10 feet.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *expeditious retreat*; *Market Price*: 100 gp; *Weight*: 20 lb. each.

SUMMONER'S BRIDLE

This harness conjures its own dray creature, which serves the bridle's owner for 12 hours.
Most *summoner's bridles* summon light horses, although some rare versions create a *phantom steed* (as the spell) with 19 hp, speed 240 feet, carrying capacity 250 pounds, and the ability to gallop across a chasm as if it were firm land for 1 round.
Because the summoner's bridle is usable only once per day, it takes more than one such item to provide enough dray creatures to pull most land vehicles.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *mount* or *phantom steed* (depending on version); *Market Price*: 2,160 gp (light horse), 12,960 gp (*phantom steed*); *Weight*: —.

VEIL OF OBSCURITY

This augmentation disguises a vehicle from curious eyes, making the vehicle appear to be part of the surrounding terrain.
The glamer includes audible, visual, tactile, and olfactory elements, though it can't disguise, conceal, or add creatures.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *mirage arcana*; *Market Price*: 25,000 gp; *Weight*: —.

WIND–FAVORED SAILS

This set of sails comes in two varieties.
Raising a set of *lesser wind-favored sails* ensures that the wind speed is always heavy (21–30 mph, speed multiplier ×3), no matter what the prevailing weather conditions.
A set of *greater windfavored sails* also lets the driver set the wind direction within 600 feet of the vehicle with a command word.
Caster Level: 9th (lesser), 15th (greater); *Prerequisites*: Craft Wondrous Item, *control winds*; *Market Price*: 40,500 gp (lesser), 67,500 gp (greater); *Weight*: 600 lb.

WEIGHTLESS SCABBARD

This magical scabbard grows and shrinks in size to accommodate any Large to Tiny bladed weapon.
This includes greatsword, falchion, scimitar, rapier, longsword, short sword, and dagger.
While the weapon is in the scabbard, its weight is reduced to zero, although the scabbard retains its own weight.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *reduce*; *Market Price*: 1,600 gp; *Weight*: 1 lb.

WHIP OF OBEYANCE

This masterwork leather riding whip grants its user a +10 circumstance bonus on Handle Animal checks.
This bonus applies only to creatures with Intelligence 2 or lower.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *animal friendship*; *Market Price*: 2,000 gp; *Weight*: 2 lb.

YONDALLA'S WAGON WHEEL

Created by adepts of Yondalla, one of these small amulets is in the shape of a wagon wheel.
Throwing it upon the ground and uttering a command word causes the wheel to grow into a normal-sized covered wagon.
It can remain in that form indefinitely, until the command word is uttered again.
Once per day, the amulet (in wagon form only) can create *Leomund's secure shelter* as the spell from a 9th-level caster.
The shelter's outside appearance blends in perfectly with the exterior of the wagon, so it is not possible to tell that the spell is in effect until someone steps inside.
When the spell effect ends, the wagon remains.
Caster Level: 9th; Prerequisites: Craft Wondrous Item, *Leomund's secure shelter*, *major creation*, *reduce*; *Market Price*: 92,880 gp; *Weight*: 1 lb.

BOOK OF CHALLENGES (3.0)

MIRROR OF CONFUSION

Once per day, any humanoid who sees his or her reflection in this 4-foot-by-2-foot mirror triggers a *confusion* spell (Will save DC 16 negates) centered on the mirror.
The *confusion* affects only humanoids.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *confusion*; *Market Value*: 4,500 gp.

OIL OF NIGHT

This inky liquid may be used in two ways.
When a vial is thrown onto a surface and breaks, it acts as a *darkness* spell.
If poured carefully onto an object (requiring a full-round action), it radiates a magical field for one day that temporarily negates any light spells (of 3rd level or lower) brought within 20 feet of it.
The field also renders darkvision useless within its area.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, Brew Potion, *blindness/deafness*, *deeper darkness*; *Market Price*: 900 gp.

SECURE DOOR–KNOCKER

Whenever the door-knocker is attached to a wooden door, that door is sealed with *arcane lock*.
Striking the knocker suppresses the *arcane lock* for 1 minute and sends a mental alarm (as the *alarm* spell) to any creature attuned to the knocker (up to five creatures that must be selected when the knocker is installed).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *alarm*, *arcane lock*, *knock*; *Market Price*: 2,000 gp.

BOOK OF EXALTED DEEDS (3.5)

ANTIMAGIC SHACKLES

These adamantine manacles fit any Small to Large creature and create an *antimagic field* to a radius of 5 feet when they are fastened.
The DC to slip out of the shackles is 28, but breaking them is nearly impossible, requiring a DC 40 Strength check.
Moderate abjuration; CL 11th; Craft Wondrous Item, *antimagic field*; Price 132,000 gp; Weight 5 lb.

INCENSE OF CONSECRATION

When burned in a censer or thurible, the smoke from this incense creates a *consecrate* effect in a 20-foot emanation.
For the duration of the effect, the censer or thurible can be moved, moving the area of the *consecrate* as well.
The incense burns for 6 hours, after which it loses all magical properties.
Faint evocation; CL 3rd; Craft Wondrous Item, *consecrate*; Price 300 gp; Weight 1 lb.

RETRIBUTIVE AMULET

This amulet provides a +2 sacred bonus to AC.
In addition, when the wearer takes damage from a melee attack made with a natural or hand-held weapon, the damage is divided equally between the attacker and the target.
If the damage is an odd number, the extra point of damage goes to the attacker.
The *retributive amulet* deals the same types of wounds upon the attacker that the wearer receives, but only damage to hit points.
For example, a rogue who uses a poisoned dagger to stab the amulet's wearer would receive an identical gash in the same spot as the wearer, but would not suffer ability loss from the weapon's poison.
The amulet must be worn to function; it needs no command word for activation.
Faint abjuration; CL 5th; Craft Wondrous Item, *shield other*; Price 56,000 gp.

SHACKLES OF SILENCE

These wrought-iron manacles fit any Small to Large creature.
They exude a *silence* effect in a radius just large enough to contain the creature they hold—a 2 1/2-foot radius for a Small or Medium creature, a 5-foot radius for a Large creature.
However, if the creature bound by them escapes without opening them—by slipping out of the shackles or breaking them—the *silence* effect ends and the shackles ring for 1 round, as the effect of an *alarm* spell's audible alarm.
The DC to break or slip out of the shackles is 28.
Faint abjuration and illusion; CL 3rd; Craft Wondrous Item, *alarm*, *silence*; Price 12,000 gp; Weight 2 lb.

STARMANTLE CLOAK

This draping black cloak turns into a sparkling mantle of tiny, cascading stars when worn.
The cloak sheds light as a torch, renders the wearer impervious to nonmagical weapon attacks, and transforms any nonmagical weapon or missile that strikes the wearer into harmless light, destroying it.
Contact with the *starmantle* does not destroy magic weapons or missiles, but the *starmantle*'s wearer is entitled to a DC 15 Reflex save each time he is struck by such a weapon; success indicates that the wearer takes only half damage from the attack.
Moderate abjuration; CL 11th; Craft Wondrous Item, *starmantle*; Price 132,000 gp; Weight 1 lb.

THURIBLE OF CONSECRATION

Each of these golden censers is sacred to a particular deity whose symbol appears on it.
When a cleric of that deity burns *incense of consecration* in the thurible and carries it, the effects of the incense are increased as though an altar or similar fixture were in the area of the *consecrate* spell, doubling its effects.
If a cleric of a different deity uses the thurible, it has no special effect.
Faint evocation; CL 5th; Craft Wondrous Item, *consecrate*, creator must be a cleric of the deity to whom the thurible is sacred; Price 5,000 gp; Weight 4 lb.

TRUMPET OF DOOM

This small brass trumpet is engraved with interwoven patterns of feathers and flames.
The trumpet emits a haunting blare that fills evil enemies with a terrible sense of dread.
All evil creatures within 100 feet that can hear the trumpet's blare are shaken for 1 minute (DC 14 Will save negates).
The trumpet can be blown up to three times per day.
Moderate necromancy; CL 6th; Craft Wondrous Item, *doom*; Price 7,185 gp; Weight 1 lb.

TRUMPET OF HEALING

This finely wrought trumpet plays beautifully in the hands of any talented trumpeter.
Invoking any of its magic, however, requires playing the horn uninterrupted for a full round and making a DC 15 Perform (wind instruments) check.
The trumpeteer can employ the trumpet three times per day, selecting from the following powers for each use: *remove blindness/deafness*, *remove disease*, *cure serious wounds*, *or neutralize poison*.
These powers affect all creatures within 360 feet of the horn.
In addition, the trumpet can *heal* a single creature within hearing range of the uplifting song once per day.
Evil creatures cannot benefit from these effects; in fact, they hear nothing at all when the horn plays.
The trumpeter cannot personally benefit from the trumpet's healing powers.
Strong conjuration; CL 13th; Craft Wondrous Item, *cure serious wounds*, *heal*, *neutralize poison*, *remove blindness/deafness*, *remove disease*, creator must be good; Price 115,440 gp; Weight 2 lb.

VAMBRACES OF EVIL'S WARDING

These golden bracers are engraved with holy runes and fit snugly over the arms of any creature that dons them.
Ranged attacks made by evil creatures against the wearer take a –4 penalty.
An evil creature that dons the *vambraces of evil's warding* takes 2d6 points of damage per round.
Faint abjuration; CL 5th; Craft Wondrous Item, *protection from arrows*, creator must be good; Price 18,000 gp; Weight 1 lb.

BOOK OF VILE DARKNESS (3.0)

BELT OF THE DREAD EMPEROR

If a willing (or *dominated* or helpless) humanoid creature is attached to the wearer of this belt by a chain and a manacle (see *armor of the Dread Emperor*), the wearer can draw energy from that creature to power spells.
The *belt of the Dread Emperor* functions for all spellcasters who prepare spells (including clerics, druids, rangers, paladins, and wizards).
The belt enables the wearer to recall a prepared spell, even if the spell has already been cast, as long as the spell was among those he most recently prepared.
For each spell recalled, the chained creature takes damage equal to the square of the spell's level: A recalled 1st-level spell deals 1 point of damage, a 2nd-level spell deals 4 points, a 3rd-level spell deals 9 points, and so on, up to a 9th-level spell that deals 81 points of damage.
If the chained creature does not have enough hit points left to power a desired spell, the spell fails and the creature dies.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, creator must be able to cast 9th-level spells; *Market Price*: 120,000 gp; *Weight*: 1 lb.

COLLAR OF VENOM

A creature wearing this heavy iron collar gives all of its natural attacks an additional poison attack (Fort DC 14) that deals 1d10 points of Constitution damage as its initial and secondary damage.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *poison*; *Market Price*: 50,000 gp; *Weight*: 3 lb.

COLLAR OF VIRULENT VENOM

As a *collar of venom* (see above), except that this collar's poison is harder to resist (Fort DC 20).
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, Heighten Spell, *poison*; *Market Price*: 138,000 gp; *Weight*: 3 lb.

DARK ALTAR STONE

This piece of black granite, if used as an altar or part of an altar, can be commanded to absorb the soul of a victim sacrificed upon that altar.
The soul is stored as if in a gem as a part of a *trap the soul* spell.
It can be called forth and used in the various ways described in the Souls as Power section of Chapter 2.
A *dark altar stone* can store only one soul at a time.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *trap the soul*; *Market Price*: 150,000 gp; *Weight*: 100 lb.

ELIXIR OF THE DARK SPEECH

This allows the imbiber to speak and understand the Dark Speech as if he possessed the feat of the same name.
This elixir deals 1 point of Strength damage when used.
The speech effect lasts for 10 minutes.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *dread word*; *Market Price*: 750 gp; *Weight*: 1 lb.

FANATIC'S COLLAR

When worn by a willing creature, this spiked iron collar allows the wearer to choose another creature to dominate it, as the spell *dominate monster*.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *dominate monster*; *Market Price*: 30,000 gp; *Weight*: 2 lb.

FLESH RING OF SCORN

When this ring is pierced into the flesh of an evil outsider, it allows the outsider to automatically score a critical hit against a nonoutsider whenever the threat of a critical hit is indicated.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *corrupt weapon*; *Market Price*: 8,000 gp.

GEM OF PSYCHIC POISON

This gem, when in the possession of a creature, poisons that creature so that anyone casting a mind-affecting or divination spell at the creature is affected with a psychic poison (see Chapter 3) that deals 1d6 points of Intelligence damage as both initial and secondary damage.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *poison area*; *Market Price*: 28,000 gp.

HEAVEN'S THORN

Despite its sharp point, this dark green, dagger-sized thorn makes a poor weapon because it is too brittle and fragile. However, when it breaks against the flesh of a good-aligned outsider (requiring a touch attack), it releases terrible energy that stuns the target for 1d4 rounds (no save, but spell resistance applies).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *power word stun*, creator must be evil; *Market Price*: 4,550 gp; *Weight*: 1 lb.

HOOK OF DISSOLUTION

This wicked metal hook is about 9 inches long.
If thrust into a helpless opponent, that opponent slowly disintegrates over a period of 3 rounds (Fort DC 22 negates).
This ability works on organic inanimate objects as well as creatures.
It can be used three times per day.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *wall of chains*; *Market Price*: 14,400 gp; *Weight*: 2 lb.

IRON MAIDEN OF PRESERVATION

This coffin-like torture device is filled with spikes that pierce the flesh of anyone placed inside.
It deals 1d6 points of damage per round to the prisoner within.
It also heals 1d6 points of damage per round, however, but only if that damage was dealt by its own spikes.
Thus, the prisoner inside is not likely to die soon, despite the constant pain and terrible wounds continually being inflicted and then healed.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *heal*; *Market Price*: 7,000 gp; *Weight*: 550 lb.

MAGGOT HARVESTER

This 6-inch Vasharan orb appears to be made from teeth and bones.
When held above a rotting, maggot-infested corpse for 1 round, it draws the maggots into itself.
The maggots can then be used to allow the wielder to speak and understand the Dark Speech (see Chapter 2) for 1 minute.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *tongues*, creator must be evil; *Market Price*: 10,000 gp; *Weight*: 5 lb.

NECKLACE OF DEMONS

This necklace has eight small black spheres attached to it that can be easily removed (a move-equivalent action).
When removed from the necklace and tossed upon the ground (or any hard surface), the sphere shatters, summoning a demon that remains for 10 rounds.
Different spheres summon different kinds of demons.
Two of the spheres summon 2d4 dretches, two summon 1 quasit each, one summons 1 succubus, two summon 1 vrock each, and one summons 1 hezrou.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *summon monster* IX; *Market Price*: 28,500 gp; *Weight*: 1 lb.

NIPPLE CLAMP OF EXQUISITE PAIN

The wearer of this ring is immune to debilitating pain effects such as the *circle of nausea* spell.
He is also immune to the *wrack* spell.
He is not immune to actual damage described as pain, such as that found in *eyes of the zombie*, however.
The clamp converts all pain into a pleasurable sensation.
This item does not change how or whether the character takes damage, but it does change how he might react to it.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *masochism*; *Market Price*: 8,000 gp.

Oil of the Lamia

Said to have been created by an evil lamia wizard, this concoction makes magic items more powerful.
When applied to a magic item that produces an effect requiring a foe to make a saving throw, the oil increases the DC of the saving throw by +2 if the foe is of good alignment.
The oil lasts for 1 hour.
The oil is held in a small flask and will coat one item, no matter the size.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *dispel evil*; *Market Price*: 2,000 gp; *Weight*: 1 lb.

Pain Extractor

This strange device consists of a flat metal plate about 6 inches square lined with barbed hooks.
A thin, flexible tube extends from the plate to an adjustable nozzle that could attach to a variety of flasks, bottles, or other containers.
Over the course of one day, this device can extract pain in liquid form from a creature being tortured or otherwise suffering terrible physical torment.
This physical manifestation of pain can be used to power magical items or enhance spells (see Pain as Power in Chapter 2).
It can also be used as a potent drug.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *liquid pain*; *Market Price*: 64,000 gp; *Weight*: 3 lb.

Pipe of Grief

This long smoking pipe, when filled with tobacco and lighted, can create a single 5-foot-radius cloud that remains for 3d8 minutes, once per day.
The cloud stays in place for the duration unless acted on by a magical force such as a *gust of wind*.
Anyone within the cloud except the user must succeed at a Will save (DC 17) or take a –4 morale penalty on attack rolls, saving throws, skill checks, and ability checks for 10 rounds.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *wave of grief*; *Market Price*: 3,000 gp; *Weight*: 1 lb.

Piercing Needles of Pain

These three needles must be used together to gain any effect.
If all three pierce the flesh of a creature (each dealing 1 point of damage that can't be healed until it is removed), the pained creature can give feelings of intense pain to others by touch.
The painful touch produces the effect of a *wrack* spell (Fort DC 15 negates).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *wrack*; *Market Price*: 35,000 gp; *Weight*: 1 lb.

Psychic Poison Oil

Each type of psychic poison comes in the form of an oil that can be sprinkled upon the creature, object, or 25-foot-radius area to be poisoned.

Poison	Type	Initial Damage	Secondary Damage	Caster Level	Market Price
Darin-tasith	Creature	1d6 Int	1d6 Int	7th	1,400 gp
Karadrach	Creature	1d6 Wis	1d6 Wis	7th	1,400 gp
Estadrach	Creature	1d8 Wis	2d8 Wis	9th	1,800 gp
Stradda	Creature or object	1d6 Cha	1d6 Cha	8th	1,600 gp
Nishita	Object	1d6 Int	1d6 Int	7th	1,400 gp
Vashita	Object	1d6 Wis	1d6 Wis	7th	1,400 gp
Lanshita	Object	2d6 Cha	2d6 Cha	11th	2,200 gp
Blue unlyn	Area	1d6 Int	1d6 Int	8th	1,600 gp
Red unlyn	Area	1d6 Wis	1d6 Wis	8th	1,600 gp
Amber unlyn	Area	1d6 Cha	1d6 Cha	8th	1,600 gp
Violet unlyn	Area	1d6 Int	2d6 Int	10th	2,000 gp
Black unlyn	Area	1d6 Int, 1d6 Wis, 1d6 Cha	1d6 Int, 1d6 Wis, 1d6 Cha	13th	2,600 gp

Caster Level: See above; *Prerequisites*: Craft Wondrous Item, creator must be at least 13th level; *Market Price*: See above.
Weight: 2 lb.

Quiver of Lies

This 3-inch-long quiver holds no arrows or bolts.
It fits around the wrist, like a bracelet.
If the wearer holds a bow or crossbow and speaks a lie, an arrow or bolt (whichever is appropriate) appears in the wearer's hand, ready for use.
The arrow or bolt only lasts for 10 rounds.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *minor creation*; *Market Price*: 12,000 gp.
Weight: —.

Rack of Irresistible Torture

This torture device, when used on a victim, provides a +10 bonus on the Intimidate check made by the torturer.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *cause fear*; *Market Price*: 3,000 gp; *Weight*: 275 lb.

Skull of Fear

This ebony skull is fashioned so it can be mounted on armor, a weapon haft, or a staff or pole.
It gives the wearer or wielder an aura of fear, so that anyone coming within 10 feet is affected as if by a *fear* spell (Will DC 16 negates).
The wearer or wielder can raise or lower the aura with a command word.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *fear*; *Market Price*: 70,000 gp; *Weight*: 2 lb.

Slime Pot

This small black pot has a removable lid and an iron handle.
If the pot is filled with water and some decaying organic matter (a dead rat, a severed hand, or something of similar size) within 24 hours a patch of green slime grows there.
By carefully dumping out the contents of the pot (a standard action), the slime pot's owner can place the patch of slime where she wants it.
She has no special control over or immunity to the slime, however.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *summon monster* IV; *Market Price*: 11,200 gp; *Weight*: 5 lb.

SPIRALBURST BOTTLE

This is a sort of magic weapon contained within a glass bottle until it is used.
Opening or shattering the bottle (often by throwing it like a flask of acid or alchemist's fire) unleashes the spiralburst.
The spiralburst is a portal to the Ethereal Plane that is only about 1/2 inch wide.
This portal has an almost limitless amount of pull, sucking a single creature or object through the gate unless it succeeds at a Fortitude save (DC 30).
If the bottle bursts against something, the object it shatters against is the target.
If the bottle is opened, the opener is the target.
The spiralburst only pulls up to 10 cubic feet through, so if the object or creature is larger than that, only a portion of it is pulled through.
The weapon gets its name because the target drawn through the portal is sucked through in a spiral pattern.
For most living creatures, this is a blood-red spiral as their body is liquefied into a spiral-shaped stream, then drawn through the very small portal in a single round.
Objects, unless they are extraordinarily malleable, are destroyed.
Creatures die instantly unless they are amorphous (such as oozes).
Even objects and creatures that survive are lost on the Ethereal Plane.
The spiralburst disappears after a single use.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *sympathy*, *gate*; *Market Price*: 19,000 gp; *Weight*: 1 lb.

SYMBOL OF DEMOGORGON

This unholy symbol, dedicated to the Prince of Demons, is worn as an amulet.
It provides a +2 enhancement bonus to Wisdom and allows the owner to cast *rotting curse of Urfestra* with no corruption cost.
The caster must still prepare the spell normally; if he does not prepare spells, this aspect of the symbol cannot be used.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *rotting curse of Urfestra*; *Market Price*: 10,000 gp; *Weight*: —.

TONGUE STUDS OF HELL BREATH

These golden studs, pierced through the tongue, turn normal breath passing over them into a 50-foot line of hellfire three times per day.
This hellfire deals 3d6 points of unholy (not fire) damage.
There is no saving throw.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *hellfire*; *Market Price*: 35,000 gp; *Weight*: —.

VASHARAN OFFAL BAG

This big burlap sack is filled with dung that always remains fresh and odiferous.
If someone empties the bag, it loses all its power.
Otherwise, a nonflying giant cockroach (see Chapter 8) can be called out of the bag once per day to serve the bag holder.
The giant cockroach remains for 1 hour or until killed.
It obeys all verbal commands of the bag owner, although it will not roam farther than 100 feet from the bag.
If it is forcibly moved farther, it responds to no commands, although it will still disappear after its hour is up.
Unlike other vermin, a giant cockroach brought forth from this bag understands Common and has an Intelligence score of 3.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *summon monster* II; *Market Price*: 3,000 gp.
Weight: 10 lb.

VASHARAN WORM POD

This item is a 6-inch-long gray seed pod.
To get the *Vasharan worm pod* to function, it must be forcibly inserted into a helpless character's stomach (a standard action), dealing 3d6 points of damage to the character.
For 2d10 days thereafter, gray-white worms grow within the pod, feeding on the character's flesh, dealing 1d4 points of damage each day and creating specialized body parts within the stomach lining.
Once the worms are fully grown, the character can mentally command the worms (a full-round action) to snake a long, fleshy tube out of his stomach and up into his nose.
Thereafter, until the host of the worm pod retracts the tube (a standard action), he can command a worm to travel up the tube, into the nose, through the nasal passage, and into his mouth.
As a standard action, up to three times per day, the character can spit a worm up to 30 feet away, hitting a target with a successful ranged touch attack.
If a worm hits a living creature, it burrows into the creature's body and into its vital organs.
The target must succeed at a Fortitude save (DC 18) or die 1d4 rounds after the worm strikes.
Even a target that succeeds at its saving throw take 2d6 points of damage each round for 1d4 rounds, after which the worm dies.
A *remove disease* or *heal* spell kills the burrowing worm, stopping the damage and the risk of death.
A creature with no discernible anatomy is immune to the worms and cannot be the host of a *Vasharan worm pod*.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *slay living*, *fabricate*, *animal growth*; *Market Price*: 35,000 gp.
Weight: 5 lb.

CHAMPIONS OF RUIN (3.5)

CAMELLIA OF THE BLACK LADY

A beautiful flower that beguiles—then punishes.
Lore: A character who makes a DC 20 Knowledge (religion) check knows that the Black Lady was a notorious assassin and servant of Shar.
She used subversion with beauty and poise, and the scent of sweet flowers.
Description: A *camellia of the Black Lady* is a creamy-white blossom worn in the hair, taking up space on the body as a headband or helmet.

On close inspection, the inner whorls of the flower suggest unsettling, depraved forms.
The item has a sweet, overpowering odor that carries a considerable distance.
Activation: The flower remains perpetually fragrant and perfectly preserved.
The wearer activates the blossom's *dominate person* power by choosing a humanoid target and pressing the stem (a standard action).
The *poison* effect activates automatically once the *dominate person* effect ends.
Effect: When the designated target comes within 20 feet of the wearer, he must make a DC 19 Will save (DC 21 if Selûne is his patron deity) or be captivated by a *dominate person* effect.
In addition, he is subjected to a *remorseless charm* effect (no save) that stills his moral conscience.
The victim must follow the instructions of the wearer, no matter how dreadful those orders might be.
The subject remains in the thrall of the wearer for nine days, until the *dominate person* effect is dispelled, or until the *camellia of the Black Lady* is destroyed.
When the *dominate person* effect ends (either through the duration elapsing, a *dispel magic* effect freeing the victim, or the destruction of the flower), Shar's vengeance manifests finally as a *poison* spell, dealing 1d10 points of Constitution damage immediately and another 1d10 points of Constitution damage 1 minute later.
Each instance of damage can be negated with a DC 19 Fortitude save (DC 21 if Selûne is the victim's patron deity).
A *camellia* can be used only once.
Aura/Caster Level: Strong enchantment and necromancy; CL 13th.
Construction: Requires Craft Wondrous Item, *dominate person*, *poison*, *remorseless charm**, 3,500 gp, 280 XP, 7 days.
Variants: A used *camellia of the Black Lady* still retains its freshness, fragrance, and interesting appearance; it has a price of 200 gp.
Weight: —.
Price: 7,000 gp.
* New spell described on page 34.

Coronation Crowns of Aliia and Rhiigard

The *Coronation Crowns of Aliia and Rhiigard* were crafted in the Year of the Fearless Peasant (926 DR) and packed aboard the *Nadyra's Glory*, along with many other treasures of the realm that were being sent to Cormyr.
After scuttling the bridal ship, Soneillon kept the crowns as symbols of her eventual rightful rule of Impiltur, and they now serve as the royal crowns of Naratyr.
The *Coronation Crown of Rhiigard* usually sits on the brow of Prince-Consort Imbrar; he even wears it into battle.
It is an ornate, almost gaudy, crown, fashioned of gold and adorned with countless jewels.
The *Coronation Crown of Aliia* usually lies on Soneillon's throne, although the Queen of Whispers wears it whenever she manifests in physical form.
This crown is often "loaned out" to the most powerful hobgoblin among the tribes of the Giantspires.
It too is an ornate crown, fashioned of platinum and also adorned with countless jewels.
Each crown is worth some 30,000 gp in materials alone.
Each of the *Coronation Crowns* has earned the sobriquet of the "Crown of Whispers" and acquired the reputation of a fell magical artifact among the hobgoblins of the Giantspires.
However, despite the legends that surround them, both simply enhance the Charisma of their bearers (as a *cloak of charisma +4*).
The reason behind their reputation is that both crowns are favorite targets of Soneillon's object possession ability, and she often whispers to whomever's head her crown bestrides.
Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 50,000 gp; Weight 5 lb.

Greatsword of Impiltur

Commissioned to mark the coronation of Sarshel Elethim as king of Impiltur and forged by the dwarves of Earthfast, the *Greatsword of Impiltur* was not completed until the Year of the Splendid Stag (734 DR), during the early days of the reign of Halanter I.
The blade served as Halanter's ceremonial sword of state from the time of its dedication until the Year of the Missing Blade (759 DR), when it vanished from the royal vaults along with several other treasures of the realm.
Rumors at the time attributed the blade's theft to an agent of Ndulu, the balor general who was known to have survived the Fiend Wars.
However, the *Greatsword of Impiltur* was not among the treasures seized in the aftermath of the Battle of Moaning Gorge twenty-seven years later, casting some doubt on this theory.
In the Year of Wolfpacks (826 DR), Eljak Ferenfal, the Horned Ranger, spent the latter half of the winter hunting a pack of winter wolves across the ice-bound Bluefang Water.
During the course of his relentless pursuit, Eljak stumbled across the mauled and frozen corpse of a Rashemi berserker trapped in the ice.
Although the body was clad in simple hide armor and carried nothing else of any worth, the warrior's scabbard held an impressive greatsword, later identified as Impiltur's long-missing sword of state.
At winter's end, Eljak presented both the *Greatsword of Impiltur* and a cloak made from the pelt of the winter-wolf pack leader to King Halanter II, and both were placed in the royal vaults with the king's heartfelt thanks.
In the Year of the Fearless Peasant (926 DR), the *Greatsword of Impiltur* was lost en route to Cormyr, during the sinking of the *Nadyra's Glory*, along with Princess Aliia and many treasures of the realm.
Thus, it is one of the few royal blades of Impiltur that is not included in the five-score swords collectively known as Soargar's Legacy.
Soneillon recovered the blade from the depths of the Inner Sea, along with the *Coronation Crowns of Aliia and Rhiigard*, and eventually bore it back to her court in the depths of the Giantspire Mountains.
The great blade then passed to a succession of hobgoblin champions until the Year of the Luminar Procession (1127 DR), when Soneillon reclaimed the blade and gave it to her newly risen undead servant, Prince-Consort Imbrar Heltharn, who has wielded it ever since.

Forged of cold iron, the *Greatsword of Impiltur* is a +2 *ravenous doomstrike greatsword*.
The blade is engraved with images of dead and wailing demons, and the pommel is carved in the shape of a balor whose torso has been pierced by the blade.
Strong evocation and necromancy [death]; CL 15th; Craft Arms and Armor, *shatter*, *slay living*; Price 54,350 gp; Cost 27,350 gp + 2,174 XP; Weight 15 lb.

SANGUINE NOSTRUM

A powder sprinkled on the heart and mixed with the blood of an enemy.
Description: *Sanguine nostrum* appears as a simple magical powder.
Activation: The powder must be mixed with a recently killed enemy's blood and sprinkled on its heart.
Preparing and consuming the heart in this way takes 3 rounds.
Effect: The powder is used to season the fresh heart of an enemy that has been dead for no more than 1 minute.
If treated with *sanguine nostrum* and eaten immediately, the enemy's heart grants you great insight, as through the effect of a *moment of prescience* spell.
The more powerful the enemy, the greater the benefits; the caster level of the spell is equal to the Hit Dice of the creature whose heart you consumed with the powder.
One vial of *sanguine nostrum* has one use.
Aura/Caster Level: Strong divination and necromancy; CL 15th.
Construction: Craft Wondrous Item, *moment of prescience*, 2,500 gp, 20 XP, 5 days.
Weight: —.
Price: 5,000 gp.

CHAMPIONS OF VALOR (3.5)

DUKAR HAND CORAL

This living, magic coral is the legacy of the Dukars, an almost lost order of peacekeeping aquatic wizards living in the Sea of Fallen Stars.
When implanted under the skin of the palm, it accelerates the host's ability to heal and helps him breathe air (if a water-breather) or survive underwater (if an air-breather).
The Dukar wizards know how to activate other latent abilities within the coral (see the Dukar substitution levels on page 38).
Lore: The Dukar are an order of wizards in the Sea of Fallen Stars that tries to preserve peace between the often-hostile races living in that body of water.
(Knowledge [history] or Knowledge [arcana] DC 20) The wizards are known for their magical coral implants and extreme specialization in certain schools of magic.
Most of the order's members were wiped out in some long-forgotten conflict and only a handful remain.
(Knowledge [history] or Knowledge [arcana] DC 25).
Description: This piece of coral is about the size and shape of a medallion, three inches across but barely thicker than a coin.
It has a convoluted texture, almost like a maze, and has many colors—pink, pale blue, yellow, and green in seemingly random patterns.
The coral feels slightly rough and smells like saltwater.
If immersed in salt water, it glows faintly for a moment, then returns to normal.
The coral absorbs water if it has been dry for a long time, then feels a little damp for days afterward.
Activation: The coral has to be implanted under the skin of the palm to function.
Cutting the hand deeply and touching the coral to the wound is enough to make this happen (the coral pulls itself into the wound and seals the injury shut behind it).
The Dukar normally do this as part of an initiation ceremony, but the ceremony is not required.
Once implanted, the coral immediately starts working.
The coral ejects itself automatically from a slain creature, and the host of the coral can will it to eject itself from his living flesh, causing 1d4 points of damage in the process and wounding that hand (see Variant: Damage to Specific Areas on page 27 of the *Dungeon Master's Guide*).
The coral does not interfere with the use of that hand or magic items on the hand or arm in any way.
The palm looks normal except for a pattern of bumps and ridges under the skin.
Effect: Implanted coral increases the host's healing rate; add his Hit Dice to the number of hit points per day he recovers from resting (thus a character resting heals damage equal to his Hit Dice × 2 per day, and a person resting under long-term care heals damage equal his Hit Dice × 3 per day).
The coral slowly regenerates the host's lost limbs and other destroyed tissue, taking 1d2 days to regenerate a missing eye and 2d8 days to regrow a missing limb.
If the hand with the implanted coral is lost, the host's body cannot use the coral's power to regenerate, nor can the hand regenerate an entire body.
This ability does not give the host the regeneration ability described on page 314 of the *Monster Manual* (it doesn't cause most attacks to do nonlethal damage, and so on).
The coral helps an aquatic host extend how long he can breathe air.
For example, an aquatic elf can normally survive out of water for 1 hour per point of Constitution before starting to suffocate, while a sahuagin can last 1 hour per 2 points of Constitution.
Treat the host's Constitution score as 10 points higher for the purpose of determining the host's ability to survive out of water (so an aquatic elf host with Constitution 10 can last 20 hours instead of 10 before starting to suffocate, and a sahuagin host with Constitution 10 could last 10 hours instead of 5).
The coral helps an air-breathing host make better use of his air while holding his breath underwater.
Treat the host's Constitution as 10 points higher for determining how long he lasts before needing to make Constitution checks.
Implanted coral reacts to the presence of other hosts, glowing eerily (light is equivalent to a candle) when it comes within 10 feet of another host creature.
The Dukar use this as a symbol of recognition, greeting each other palm-out.
Though the coral is a colony of living creatures, treat it as an object for all game purposes.

Aura/Caster Level: Faint conjuration. CL 3rd.
Construction: Craft Wondrous Item, *heal* or *minor creation*, *water breathing*, 800 gp, 64 XP, 2 days.
Weight: —
Price: 1,600 gp.

FAITH TOKEN

A *faith token* is a minor magic item attuned to a particular deity.
These tokens normally bear a single cantrip or orison related to the deity's portfolio or dogma.
Lore: *Faith tokens* are usually given as gifts to exceptional members of a church or to someone who performed a significant but not life-saving service.
(Knowledge [religion] DC 10) Among good churches it is customary to for a bearer to give a *faith token* to another follower of his deity when he no longer has need of it or if he finds someone who needs it more than he does.
(Knowledge [religion] DC 15).
Description: This small piece of jewelry looks like a simple necklace with a small charm stamped or carved with a holy symbol.
A *faith token* and its necklace can be metal, wood, bone, or any material appropriate for the deity in question.
When activated, a *faith token* can glow, make noise, flash brightly, or change temperature, depending on its function and its deity.
Prerequisite [optional]: A *faith token* only works for a worshiper of the deity whose holy symbol it bears.
Activation: *Faith tokens* are command word activated, usually requiring a few words of prayer (such as "Ilmater protect me"), but sometimes the deity's name is sufficient.
Effect: A *faith token* usually has embedded within it one 0-level spell usable twice per day.
Some of them have two spells, each usable once per day.
The following are common faith token spells associated with particular deities.
Arvoreen—*message*, *virtue*
Chauntea—*mending*, *naturewatch*
Corellon Larethian—*detect magic*, *summon instrument*
Eilistraee—*ghost sound*, *guidance*
Garl Glittergold—*prestidigitation*, *virtue*
Hanali Celanil—*minor disguise*
Helm—*virtue*
Horus-Re—*flare*, *message*
Ilmater—*cure minor wounds*
Lathander—*light*
Lurue—*cure minor wounds*, *light*
Mielikki—*detect poison*, *know direction*
Moradin—*resistance*
Oghma—*songbird*, *summon instrument*
Selûne—*light*, *lullaby*
Sune—*daze*, *minor disguise*
Torm—*guidance*, *virtue*
Tymora—*guidance*
Tyr—*resistance*, *virtue*
Yondalla—*open/close*, *purify food and drink*.
Aura/Caster Level: Faint (school depends on individual item). CL 1st.
Construction: Craft Wondrous Item, appropriate spell or spells, 150 gp, 12 XP, 1 day.
Weight: —.
Price: 300 gp.

HARPER TOKEN

The Harpers have many friends and allies, and sometimes they reward people who have done them a service.
They also like to mark their friends and loved ones so that other Harpers know to look out for them.
A *Harper token* is a minor magic item that gives the bearer a small benefit and lets the Harpers identify him.
Such items are often carried by the adventuring sons and daughters of Harpers.
Description: This small brooch is made of silver.
Its head is a flat disk embossed with a handharp.
Some *Harper tokens* are made of gold or other materials, have different embossed symbols such as a musical note or a tree, and come in other shapes such as belt buckles, bracelets, or rings.
When its power is used, a *Harper token* glows slightly, becomes warm, buzzes softly, or gives some other small signal that it is functioning.
This signal is never contrary to the purpose of the item; for example, a token that gives a bonus on Hide checks would never glow, and one that helps Move Silently checks would not make noise.
Activation: A *Harper token* requires a command word to activate it once it is worn, but once activated it continues to function as long as it is worn; removing it ends its benefit until it is donned and the command word spoken once again.
The command words are phrases made up of words that would never be spoken together, such as "blessed Zhentarim", "friendly phaerimm", or "drunken golem".
Harper tokens do not work for evil creatures.
Effect: A *Harper token* provides a +2 competence bonus on a single skill, such as Climb, Diplomacy, Hide, Knowledge (arcana), or Perform (sing).
The particular skill of each *Harper token* is usually chosen based on the needs of the person wearing it.
For example, a Harper whose son was prone to blunt speech might give him a token that adds +2 to his Diplomacy checks.
If a *Harper token* and a *Harper pin* (see page 159 of *Magic of Faerûn*) of any kind touch, the token glows momentarily.
This property allows Harpers to verify if a token is actually a Harper item or just something that looks like one.
Aura/Caster Level: Faint transmutation. CL 5th.
Construction: Craft Wondrous Item, creator must have 2 ranks in the token's skill, 150 gp, 12 XP, 1 day.
Weight: —.
Price: 300 gp.

TABARD OF THE NIMBRAL HERALD

Heralds of Nimbral wear distinctive black-with-white-piping "triangular" tabards, uniforms with a *fly* ability that allows them to move from point to point throughout Nimbral quickly when necessary.
Lore: The triangular shape of the tabard echoes Leira's holy symbol, but no Herald will be pleased to be told this.
(Knowledge [religion or local Nimbral] DC 10).
Description: The tabards are identical belted black robes dominated by an equilateral triangle-front having one point at the belt, the other two giving the wearer wide, impressive shoulders.

Activation: Once per day, the wearer can utter a command word ("aloft" in Halruaan) as a free action to activate the tabard, allowing the wearer to use a *fly* effect for up to 5 minutes.
Effect: Every tabard magically resists mold and soiling, and also allows the wearer to *fly* (as the spell, page 232 of the *Player's Handbook*).
Aura/Caster Level: Faint transmutation. CL 5th.
Construction: Craft Wondrous Item, *fly*, 2,700 gp, 216 XP, 6 days.
Variants: There is evidence that Nimbral Lords often temporarily confer additional magic on a tabard for the wearer's use in a specific task.
Weight: 2 lb.
Price: 5,400 gp.

ZUNDAERAZYLYM'S NEVERTOKENS

Zundaerazylym, an ancient steel dragon secretly based in Neverwinter, gives these special tokens to her agents, the Soft Claws, to aid them in performing their duties for her and in identifying one another.
Lore: The origin of these magical insignias is lost in history, though their like were once often crafted by powerful wizard families in Halruaa.
(Knowledge [history] DC 20) When questioned, members of such families that are known to have fashioned them at some time in the past either profess no knowledge of such things or simply ignore the queries outright.
Zundaerazylym, the steel dragon leader of the Soft Claws mercenaries based out of Neverwinter, has a cache of *nevertokens* given to her in the Year of the Watching Cold (1320 DR) by Ensible Mritavvalan, the dying last member of the Mritavvalan family of Halruaa.
(Knowledge [history] DC 30).
Description: All of *Zundaerazylym's nevertokens* appear as identical, glossy smooth, silvery blue, four-pointed metal stars.
Each is 1 inch thick and about 4 inches across from point to point.
They are lighter than their volume suggests, pierced in the center to allow a neck chain or keepstrap to be passed through them, and their points and edges are rolled and blunt.
They are constructed of an unknown alloy that is extremely durable and resistant to damage.
In fact, it's hard to mark a *nevertoken* with anything short of a forge hammer; when broken, a token typically bursts into a harmless flaring flame and falls to dust in seconds.
All *nevertokens* are protected by a blueshine treatment and all emit a pleasant four-tone metallic chord, like a quartet of bells, when struck (a property difficult to fake without careful spellwork).
Prerequisite: Handling a *nevertoken* doesn't yield any hint of its abilities; Zundaerazylym instructs her agents in token powers, yielding information about the strongest abilities only when she comes to trust a particular Soft Claw.
Activation: All noncontinuous *nevertoken* powers function when the item is grasped with bare flesh and a power is willed into action (a standard action).
Each of the three noncontinuous powers mentioned below can be used once per day.
Effect: *Nevertokens* constantly function as a *glove of storing* (page 257 of the *Dungeon Master's* Guide), a *ring of feather falling*, and a *ring of mind shielding* (both page 232 of the *Dungeon Master's Guide*).
The tokens are known to have the following additional powers (they might have more, but the dragon has not revealed them):
Sending (page 275 of the *Player's Handbook*).
Teleport (page 292 of the *Player's Handbook*).
Trace Nevertoken: As *know direction* (page 246 of the *Player's Handbook*), except pointing to the nearest *nevertoken.*
Aura/Caster Level: Strong conjuration. CL 9th.
Construction: Craft Wondrous Item, *teleport*, *sending*, *nondetection*, *shrink item*, *feather fall*, *know direction*, 33,500 gp, 2,680 XP, 67 days.
Weight: 1/2 lb.
Price: 67,000 gp.

CITY OF SPLENDORS WATERDEEP (3.5)

AMULET OF ALCEDOR

This amulet, consisting of a large sapphire carved in the shape of a clenched fist hung on a chain of platinum links, was crafted by Alcedor Kolat and is always clasped about his neck.
The amulet allows the wearer to cast *hold person* (Will save DC 14) at will.
Held victims are also affected by a *vampiric touch* spell.
Moderate enchantment; CL 13th; Craft Wondrous Item, *hold person*, *vampiric touch*; Price 318,500 gp; Weight —.

AMULET OF FIRE BREATH

This amulet, fashioned in shape of a miniature gold dragon's head, allows the wearer to breathe fire, as the spell *Palarandusk's fire breath*, three times per day.
Faint evocation; CL 5th; Craft Wondrous Item, *Palarandusk's fire breath*; Price 10,800 gp; Weight —.

AMULET OF THE WATCH

This amulet, fashioned in shape of a miniature shield emblazoned with the crest of Waterdeep, allows the wearer to use *whispering wind* once per day.
Watch captains use the amulet to summon help from the Watch or Guard barracks when needed.
Faint evocation; CL 3rd; Craft Wondrous Item, *whispering wind*; Price 2,160 gp; Weight —.

BELABRANTAN CAPARISON OF WARMTH

A *Belabrantan caparison of warmth* is a large ornate cloth fashioned of red silk and emblazoned with the heraldic device of House Belabranta (a white field with a light blue stream and purple netting).
A *Belabrantan caparison of warmth* keeps both a steed and its rider comfortably warm in extreme temperatures as if they had *endure elements* cast upon them.
This item takes up space on a griffon's body as a robe.

Faint abjuration; CL 1st; Craft Wondrous Item, *endure elements*; Price 3,000 gp; Weight 5 lb.

Bit and Bridle of Griffonriding

A *bit and bridle of griffonriding* gives the rider of a griffon a +10 circumstance bonus on Ride checks.
This item takes up space on a griffon's body as an amulet, brooch, medallion, necklace, periapt, or scarab.
Faint conjuration; CL 1st; Craft Wondrous Item, *mount*; Price 5,000 gp; Weight 2 lb.

Gauntlets of Weaponry Arcane

These gauntlets are made of dragonhide filigreed with silver thread in the shape of magic runes.
They grant the wearer the ability to cast *magic weapon* at will on a single melee weapon.
The effect lasts as long as the weapon is in contact with at least one gauntlet, and the gauntlets cannot affect more than one weapon at a time.
Faint transmutation; CL 1st; Craft Wondrous Item, *magic weapon*; Price 2,000 gp; Weight 4 lb.

Griffon Badge of Waterdeep

These amulets, fashioned in the form of silver cloak clasps inscribed with a griffon rampant above the arms of Waterdeep, are given to every member of Waterdeep's griffon cavalry.
A *griffon badge* allows the wearer to use *feather fall*, as the spell, once per day.
The spell effect can be triggered as an immediate action (see page 80), even if it isn't the rider's turn.
Faint evocation; CL 1st; Craft Wondrous Item, *feather fall*; Price 400 gp; Weight —.

Griffon Lancesaddle

This exotic military saddle is custom-designed for griffon riding.
It appears to have six small leather cylinders, akin to leather scroll tubes, affixed to it.
Each of the tubes actually contains an extradimensional space capable of holding a single heavy lance (or other item of similar size and shape).
Once the owner has filled at least one tube, she can command the saddle each round to produce any stored items she wishes.
This item takes up space on a griffon's body as a cloak, cape, or mantle.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 1,860 gp; Weight 40 lb.

Laeral's Anklets

Fashioned and worn by Laeral Arunsun, these *everbright* anklets are adorned with tiny padlocks.
Their appearance has led to rumors that Laeral is Khelben's captive, kept obedient by magic cast on the anklets.
This is a rumor Laeral has never denied, as it has led to some interesting offers over the years from foes of Khelben who were hoping to gain her help in defeating him in return for freeing her.
In truth, *Laeral's anklets* surround the wearer with an invisible but tangible field of force, granting her a +8 armor bonus to AC.
Both anklets must be worn for the magic to be effective.
In addition, two times per day, the wearer can cast *passwall*.
Finally, the *everbright* property means that the anklets never tarnish, are immune to acid and rusting attacks, and grant the bearer resistance to acid 5.
This item takes up space on the body as a pair of boots.
Moderate transmutation; CL 9th; Craft Wondrous Item, *mage armor*, 16th level caster; Price 135,000 gp; Weight —.

Laeral's Robes

Fashioned and worn by Laeral Arunsun, these rich robes are adorned with scores of magical, eye-like patterns, visible only when the robes are worn.
Laeral's robes act as a *robe of eyes*, a *cloak of resistance* +5, and a *Heward's handy haversack*.
Moderate divination; CL 11th; Craft Wondrous Item, *Leomund's secret chest*, *true seeing*, *resistance*, creator must be 15th level; Price 160,500 gp; Weight 1 lb.

Lords' Amulet

Equivalent to an *amulet of proof against detection and location*, these light, gold medallions on silver chains are stamped with the symbol of the particular Lord of Waterdeep's deity (so as to appear to be a simple religious symbol).
They also function as keys for a set of *portals* in and about Waterdeep created by Khelben "Blackstaff" Arunsun.
Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp; Weight —.

Lords' Helm

These enchanted helms are worn by the Lords of Waterdeep only when they appear in public and support their featureless masks.
A *Lords' helm* is equivalent to a *ring of mind shielding*, with the additional property that it alters the wearer's voice to a deep, hollow baritone.
Faint abjuration; CL 3rd; Craft Wondrous Item, *ghost sound*, *nondetection*; Price 8,750 gp; Weight —.

Lords' Rings

A *Lords' ring* acts as a *periapt of proof against poison*.
It allows the wearer to cast *sending* (to Piergeiron or Khelben "Blackstaff" Arunsun only) or *teleport* (to a fixed location only) at will.
In the latter case, the fixed location varies for each Lord, but it is always considered "very familiar".
Moderate conjuration and evocation; CL 9th; Forge Ring, *neutralize poison*, *sending*, *teleport*; Price 92,250 gp; Weight —.

Lords' Robe

The black robes of the Lords disguise body shape and height within their folds, making all the Lords seem 6 feet tall and of indeterminate gender.

Only a *true seeing* effect pierces the effect, but even then the voluminous robes function as a mundane disguise that conceal most details about the wearer.

Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 3,000 gp; Weight 1 lb.

Lords' Apparel

No one in Waterdeep will knowingly traffic in the various items of Lords' apparel. None are for sale, and should a player character acquire an item of Lords' apparel and try to sell it in Waterdeep, few would consider buying it, expecting that Khelben Blackstaff would deal harshly indeed with anyone engaged in such trade. (Of course, folk in other cities might eagerly purchase items of a Lord's apparel.) The prices are given here so that item-crafting characters who wish to create items with similar properties (or to create fake Lords' apparel, for that matter) can do so.

Mask of Lhestyn

The *mask of Lhestyn* is a bejeweled white silk veil worn across the brow and secured by a string of black pearls.
It acts as both a *hat of disguise* and a *medallion of thoughts*.
Fabricated by Shilarn Silmaeril for her daughter, Lhestyn employed the mask to infiltrate the Shadow Thieves and expose their activities.
Ever since, the *mask of Lhestyn* has served as a symbol of Waterdeep's expulsion of the guild, making it both a beloved symbol of justice for ordinary Waterdhavians and the focus of the Shadow Thieves' anger.
The mask vanished when Lhestyn's husband Zelphar died, suggesting the Shadow Thieves had a part in his murder. However, members of the exiled guild have continued to search for the *mask of Lhestyn*, a fact that either absolves them of his death or suggests that their plot went awry.
Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*, *disguise self*; Price 14,700 gp; Weight —.

Spell-Lens

Originally fashioned by the Netherese, *spell-lenses* have only recently been recovered from the ruins of the Sargauth Enclave by explorers of Undermountain.
A *spell-lens* resembles a small crystal oval with a socket on one end that attaches to the end of a wand.
When used in such a fashion, a spell cast from a wand acts as if affected by both the Empower Spell feat and the Enlarge Spell feat, but costs triple the normal number of charges.
If the wand lacks sufficient charges, the *spell-lens* has no effect.
Strong transmutation; CL 17th; Craft Wondrous Item, Empower Spell, Enlarge Spell; Price 13,500 gp; Weight —.

Slippers of Shadowwalking

When worn, a pair of these soft black slippers enable the wearer to use *shadow walk* once per day.
Originally fashioned by Marune (see page 68), the method of creating these Shadow Weave items has been shared with several other magic item fabricators in the employ of the Shadow Thieves of Amn.
Moderate illusion; CL 9th; Craft Wondrous Item, *shadow walk*; Price 23,760 gp; Weight 1/2 lb.

Stamp of the Messenger

Appearing as a well-crafted wax-seal stamp, the silver form of this handheld seal magically produces its own sealing wax.
The gold form of this stamp causes the sealed wax to animate as a Fine construct with wings and fly to the intended recipient, assuming they are within two miles of the sealed wax at the time of its creation and assuming it is affixed to an object of 1/2 pound or less in weight.
☐ *Flying Wax Seal*: CR 1/5; Fine construct; HD 1/8d10; hp 1; Init +0; Spd fly 40 ft.(average); AC 18, touch 18, flat-footed 18; Base Atk +0 (no effective attack form); SQ darkvision 60 ft., low-light vision, construct traits; SV Fort +0, Ref +0, Will +0; AL N; Str 1, Dex 10, Con —, Int —, Wis 10, Cha 1.
Silver: Faint transmutation; CL 1st; Craft Wondrous Item, *arcane mark*; Price 1,000 gp; Weight 1 lb.
Gold: Faint transmutation; CL 5th; Craft Wondrous Item, *animate object*, *arcane mark*, *overland flight*; Price 2,750 gp; Weight 1 lb.

Teukiir Badge

These raw mithral badges bear the mark of a rolled-up scroll sealed by a round moon, set in white enamel rimmed with a circle of twelve blue-white stars.
Once per day, the bearer of the badge can transport himself and only himself directly to the Silver Safehold, a mysterious demiplane created by Khelben and the Sword Heralds.
Portals in the Silver Safehold lead back to Faerûn.
Strong conjuration; CL 18th; Craft Wondrous Item, *plane shift*; Price 12,000 gp; Weight —.

Cityscape (3.5)

Duo-Dimensional Jug

Price (Item Level): 1,000 gp (4th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 12) transmutation
Activation: Standard (command)
Weight: 8 lb.
This appears to be a perfectly normal jug, though it's perhaps a bit nicer and cleaner than most.
A *duo-dimensional jug* contains two interiors—one accessed normally, and one in an extradimensional space—each of which can hold up to a gallon of liquid.

By speaking the command word as you remove the cork, you can access the extradimensional space instead, filling it or emptying it as you choose.
Anyone who removes the cork without saying the command word accesses the jug's normal contents.
Only liquids can be placed within the extradimensional space.
This is particularly useful for smuggling poisons, potions, or the like, though it can be used simply to keep one's companions out of the good wine.
Prerequisites: Craft Wondrous Item, *rope trick*.
Cost to Create: 500 gp, 40 XP.

Guardian's Lantern

Price (Item Level): 7,750 gp (11th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate; (DC 13) divination and evocation
Activation: Standard (manipulation)
Weight: 2 lb.
The light dancing within flickers off the polished brass hood and handle of this lantern.
The glass emits a faint glow, almost independent of the fire within.
This hooded lantern requires no fuel, and it burns with no heat.
It is activated or deactivated by turning a knob at the top.
In addition, all weapons glow when brought within the lantern's 60-foot radius of dim illumination, and all invisible creatures glow when they come within the lantern's 30-foot radius of bright illumination.
(See *detect weaponry*, *Cityscape* 66, and *see invisibility* ; the *lantern* detects or fails to detect targets as per these spells).
This glow is visible only to the person who manipulates the lamp's knob.
The manipulator need not be holding the lamp for these effects to be noticeable to her, but she must be within 5 feet of it.
The lamp can be used for up to 1 hour a day.
The time need not be consecutive, but each use rounds *up* to the next 10-minute interval.
Prerequisites: Craft Wondrous Item, *continual flame*, *detect weaponry*, *see invisibility*.
Cost to Create: 3,785 gp, 310 XP.

Complete Adventurer (3.5)

Amulet of Aberrant Empathy

This strange, twisted amulet allows the wearer to use the Handle Animal skill in place of the Diplomacy skill when dealing with some aberrations.
While wearing an *amulet of aberrant empathy*, a character can make Handle Animal checks rather than Diplomacy checks to influence the attitude of aberrations with an Intelligence of 9 or lower.
Moderate enchantment; CL 11th; Craft Wondrous Item, *charm monster*; Price 1,400 gp.

Armbands of Might

These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks.
If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least –2 on his attack roll.
Armbands occupy the same space on the body as a pair of bracers or bracelets.
Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 4,100 gp.

Badge of Valor

This golden brooch provides its wearer with a +2 morale bonus on saves against fear effects.
This bonus improves to +4 on level checks made to avoid being intimidated.
The morale bonus of this badge stacks with the morale bonus granted by the paladin's aura of courage ability and the bard's inspire courage ability.
Faint enchantment; CL 4th; Craft Wondrous Item; *heroism*; Price 1,000 gp.

Choker of Eloquence

Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade.
There are two versions of these chokers.
A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks.
A *greater choker of eloquence* increases the bonus to +10.
Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of at least 6th level; Price 6,000 gp (*lesser*), 24,000 gp (*greater*).

Collar of Obedience

Any animal or magical beast wearing this collar becomes easier to handle.
The DC of any Handle Animal check to handle, push, teach, train, or rear the wearer is decreased by 5.
A collar occupies the same space on the body as an amulet, brooch, or other item meant to be worn around the neck.
Faint enchantment; CL 3rd; Craft Wondrous Item, *charm animal*; Price 1,500 gp.

Crown of Steady Rulership

This ornate golden crown is a useful tool for princes and potentates, for it allows them to see through the falsehoods that parade before them.
The wearer gains a +5 competence bonus on Sense Motive checks and on Spot checks made to see through disguises.
Faint divination; CL 3rd; Craft Wondrous Item, *see invisibility*; Price 4,500 gp.

Flute of the Snake

The music of this flute has the power to charm snakes of all kinds.

By playing this flute and making a DC 15 Perform (wind instruments) check, the musician can produce a *charm animal* effect that affects only snakes.
This power can be used three times per day.
Once per day, by playing a droning sequence of notes for 1 full round and succeeding on a DC 20 Perform (wind instruments) check, a musician can summon 1d4+1 Medium vipers.
These snakes appear wherever the flutist designates within 30 feet of her location.
They fight on the musician's behalf, attacking on her turn, and remain for 7 rounds or until killed.
Moderate conjuration and enchantment; CL 7th; Craft Wondrous Item, *charm animal*, *summon nature's ally* IV; Price 15,400 gp.

FOCHLUCAN BANDORE

In the same vein that most folk consider the Fochlucan College to be the most famous of the bardic colleges, the most well-known and most often encountered of all the famed instruments of the bards is the *Fochlucan bandore*. (This item and the other instruments of the bards are described in detail in *Complete Arcane*).
This three-stringed masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +1 competence bonus on bardic music checks for countersong, *fascinate*, and suggestion.
The instrument can be played by anyone to produce *light* once per day.
Any character with at least 2 ranks in Perform (string instruments) can use the *bandore* to cast *flare*, *mending*, and *message* each once per day.
Faint transmutation, faint evocation; CL 3rd; Craft Wondrous Item, *flare*, *light*, *mending*, *message*, creator must be a bard; Price 1,900 gp; Weight 3 lb.

HARP OF THE IMMORTAL MAESTRO

This pinnacle of instrument design functions as a masterwork harp with minor magical effects in the hands of someone with 1 or more ranks in Perform (string instruments).
By speaking the correct command words, such a musician can use *levitate* and *magic circle against evil* once per day each.
A *harp of the immortal maestro* functions best in the hands of a musician with at least 15 ranks in Perform (string instruments).
Such a user can, simply by strumming the harp, generate the following effects once per day each: *cure critical wounds*, *displacement*, and *summon monster* V.
Moderate abjuration, conjuration, illusion, and transmutation; CL 9th; Craft Wondrous Item, *cure critical wounds*, *displacement*, *levitate*, *magic circle against evil*, *summon monster* V, creator must have 15 ranks in Perform (string instruments); Price 51,000 gp; Weight 3 lb.

HEADBAND OF CONSCIOUS EFFORT

Anyone wearing a *headband of conscious effort* can make a Concentration check in place of a required Fortitude saving throw.
This ability can be activated once per day.
Activating the headband is an immediate action that does not provoke attacks of opportunity.
Moderate transmutation; CL 6th; Craft Wondrous Item, Combat Casting, *bear's endurance*; Price 4,000 gp.

JUMPING CALTROPS

These unusual items are actually Diminutive animated objects.
When released from their bag, they begin hopping around the 5-foot square in which they land.
When someone tries to move into, through, or within that square on foot, the *jumping caltrops* immediately try to scurry under the interloper's feet.
Jumping caltrops can't move from the square in which they land.
The number of caltrop attacks a creature is subject to while within the affected area depends on its current speed: four if it moved into the square at normal speed, two if it moved into the square at half speed, and none if it moved into the square at one-quarter speed or less.
(One-quarter speed assumes that the creature is shuffling forward without picking up its feet).
The target's shield, armor, and deflection bonuses don't count against these attacks.
A target that is wearing shoes or other footwear, however, gets a +2 bonus to AC.
The speed of any target that takes damage from the caltrop attack is reduced to one-half normal because of the foot injury.
Once they are released, *jumping caltrops* continue to move for 11 rounds, though the owner can order them back into the bag before the duration expires if desired.
However, they can move (and thus attack on their own) only upon their first use; thereafter, they become normal caltrops.

☐ *Jumping Caltrop*: CR 1/4; Diminutive construct; HD 1/4 d10; hp 1; Init +3; Spd n/a; AC 17, touch 17, flat-footed 14; Base Atk +0; Grp –14; Atk or Full Atk +7 melee (1, impale); Space/Reach 1/2 ft. by 1/2 ft./0 ft.; SQ construct traits, use Dexterity instead of Strength for melee attacks; AL N; SV Fort +0, Ref +3, Will –5; Str 6, Dex 16, Con —, Int —, Wis 1, Cha 1.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 150 gp; Weight 2 lb.

LUTE OF THE WANDERING MINSTREL

This finely wrought instrument functions as a masterwork lute with minor magical effects in the hands of someone with 1 or more ranks in Perform (string instruments).
By speaking the correct command words, such a musician can use *levitate* and *magic circle against evil* once per day each.
A musician with 5 or more ranks in Perform (string instruments) can coax additional magical effects from this instrument.
By playing a single chord on the lute, such a performer can generate an *expeditious retreat*, *haste*, or *phantom steed* effect.
Each of these abilities is usable once per day.
Faint abjuration, conjuration, and transmutation; CL 5th; Craft Wondrous Item, *expeditious retreat*, *haste*, *levitate*, *magic*

circle against evil, *phantom steed*, creator must have 5 ranks in Perform (string instruments); Price 29,500 gp; Weight 3 lb.

MANDOLIN OF THE INSPIRING MUSE

Bards and other musicians prize this carefully crafted mandolin, which functions as a masterwork mandolin with minor magical effects in the hands of someone with 1 or more ranks in Perform (string instruments).
By speaking the correct command words, such a musician can utilize *levitate* and *magic circle against evil* once per day each.
In addition, an owner with at least 15 ranks in Perform (string instruments) can use the mandolin to generate the effects of *crushing despair*, *dominate person*, and *good hope* each once per day each by playing the correct notes.
Moderate abjuration, enchantment, and transmutation; CL 9th; Craft Wondrous Item, *crushing despair*, *dominate person*, *good hope*, *levitate*, *magic circle against evil*, creator must have 10 ranks in Perform (string instruments); Price 42,000 gp; Weight 3 lb.

MASK OF LIES

This black, featureless mask has only slits for eyes and mouth.
The wearer can use *disguise self* on herself at will and is continually under the effect of *undetectable alignment*.
In addition, she gains a +5 competence bonus on Bluff checks.
A mask occupies the same space on the body as eye lenses or goggles.
Faint abjuration and illusion; CL 5th; Craft Wondrous Item, *disguise self*, *undetectable alignment*; Price 17,000 gp.

MEDAL OF GALLANTRY

This silver sun-shaped brooch grants its wearer a +2 bonus on Diplomacy checks but imposes a –2 penalty on Bluff checks.
This penalty remains for 24 hours after the medal is removed.
Three times per day the wearer can use *sanctuary* on himself as a swift action.
If the wearer attacks while protected by this effect, he takes a –1 morale penalty on that attack and all subsequent attacks for 1 hour afterward.
Faint abjuration; CL 3rd; Craft Wondrous Item, *sanctuary*; Price 1,100 gp.

MONOCLE OF PERUSAL

This crystal lens provides the user with a +5 competence bonus on Appraise checks.
Once per day the user can use *identify*.
A monocle occupies the same space on the body as a pair of eye lenses or goggles.
Faint divination; CL 3rd; Craft Wondrous Item, *identify*; Price 6,500 gp.

PAPYRUS OF DECEPTION

This enchanted sheet of paper usually looks thick and yellowed with age.
However, when used as the basis for a forged document, the papyrus is extremely useful, since it changes its size, consistency, and appearance to match the mental description of the forger.
When used as part of a forgery, *papyrus of deception* adds a +5 enhancement bonus to the Forgery check.
The papyrus can never duplicate a sheet of paper larger than 12 inches on a side or smaller than 3 inches on a side.
Papyrus of deception can be reused.
Faint divination; CL 5th; Craft Wondrous Item, *read magic*; Price 2,000 gp.

PENDANT OF DRACONIC EMPATHY

This enchanted amulet allows the wearer to use the Handle Animal skill in place of the Diplomacy skill when dealing with dragons whose Intelligence is 11 or lower.
Moderate enchantment; CL 11th; Craft Wondrous Item, *charm monster*; Price 3,300 gp.

POSSUM POUCH

Also known as a false stomach, a *possum pouch* is a small, flat, circular bag about 10 to 12 inches in diameter and up to 2 inches thick.
When placed against a humanoid's abdomen and sealed there with a command word, it blends in unobtrusively with the surrounding skin, requiring a DC 30 Search check to detect.
Spies and couriers find these items useful as diplomatic pouches, while nobles and wealthy merchants sometimes use them as money belts.
Assassins, ninjas, and sneak-thieves love *possum pouches* because they make it easy to smuggle poison, daggers, and small valuables into or out of well-guarded houses.
Faint illusion; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,800 gp; Weight 1 lb.

ROPE OF STONE

This normal-looking, 50-foot coil of silk rope becomes as hard as stone (hardness 8, 15 hp) when a command word is spoken.
A second command word returns the rope to its normal composition.
The rope retains its exact shape when hardened (which adds 5 to the DC of Escape Artist checks made to slip free of it).
If it is ever broken in either form, the rope is destroyed.
Faint transmutation; CL 5th; Craft Wondrous Item, *stone shape*; Price 2,800 gp; Weight 5 lb.

SANDALS OF HARMONIOUS BALANCE

These plainlooking wood and leather sandals make it possible to undertake incredible feats of balance.

While wearing *sandals of harmonious balance*, a character gains a +10 insight bonus on Balance checks and can balance on vertical surfaces.
The normal DC modifiers (such as for a slippery surface) apply, except for the modifier for a sloped or angled surface.
If balanced on a vertical surface, the wearer can move up or down as if she were climbing.
However, she is not actually climbing, so she can make attacks normally, retains her Dexterity bonus to Armor Class, and generally follows the rules of the Balance skill rather than the Climb skill.
If the wearer has 10 or more ranks in Balance, she can balance on liquids, semisolid surfaces such as mud or snow, or similar surfaces that normally couldn't support her weight.
For each consecutive round that she begins balanced on a particular surface of this sort, the DC of her Balance check increases by 5.
As with all uses of the Balance skill, the wearer moves at half speed unless she decides to use the accelerated movement option (thereby increasing the DC of the Balance check by 5).
For more information on the Balance skill, see page 67 of the *Player's Handbook*.
Moderate transmutation; CL 8th; Craft Wondrous Item, *balancing lorecall*; Price 14,000 gp.

SCARF OF WARMTH

This woolen scarf provides the wearer with a +4 bonus on Fortitude saves made to resist the effects of cold weather (see Cold Dangers, page 302 of the *Dungeon Master's Guide*).
A scarf occupies the same space on the body as an amulet, necklace, or other item worn around the neck.
Faint abjuration; CL 3rd; Craft Wondrous Item, *endure elements*; Price 250 gp.

SHAWL OF BEWITCHING

A character wearing this simple-looking shawl gains a +5 competence bonus on Bluff checks made to conceal the truth (but not on any other use of the Bluff skill, including feinting in combat, creating a diversion to hide, or delivering a secret message).
It also adds 1 to the wearer's caster level when he casts any enchantment (charm) spell.
A shawl occupies the same space on the body as a cloak, cape, or mantle.
Faint enchantment; CL 3rd; Craft Wondrous Item, *charm person*; Price 3,500 gp.

SPELLSIGHT SPECTACLES

These spectacles grant the wearer a +5 competence bonus on Spellcraft checks made to decipher scrolls, and a +5 competence bonus on Use Magic Device checks made to use scrolls.
Spectacles occupy the same space on the body as a pair of eye lenses or goggles.
Faint divination; CL 3rd; Craft Wondrous Item, *read magic*; Price 2,500 gp.

SPOOL OF ENDLESS ROPE

Some adventurers never seem to have enough rope.
A *spool of endless rope* contains an unlimited amount of the finest silk rope, yet the whole spool weighs only a single pound.
The spool comes with a belt loop so that it can be hung conveniently at an adventurer's side.
To use a *spool of endless rope*, the owner feeds out as little or as much rope as desired, up to a maximum of 500 feet at any one time.
When finished with the rope, the owner can simply wind it back onto the spool.
(Feeding out or rewinding requires 1 round per 50 feet of rope).
The rope can't be entirely separated from the spool, though it can be cut or broken as a normal silk rope can be.
Any portion of rope cut away from the spool disappears instantly, but the spool immediately replenishes the missing rope.
The rope from a *spool of endless rope* can be spliced or knotted together with another rope (including a rope from a second *spool of endless rope*), but the rope can't be wound back into the spool while so attached.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,000 gp; Weight 1 lb.

STRINGS OF SPELL STORING

This set of catgut strings for a lute, mandolin, or other string instrument can store up to five levels of spells.
By making a DC 15 Perform (string instruments) check while employing a masterwork instrument equipped with these strings, a musician can unleash the desired spell.
Each spell has a caster level equal to the minimum level needed to cast the spell.
The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for any armor the user is wearing.
The activation time for the strings is the same as the casting time for the relevant spell, with a minimum of 1 standard action.
Treat a randomly generated set of *strings of spell storing* as a scroll for determining what spells are stored within it (see pages 238–243 of the *Dungeon Master's Guide*).
If you roll a spell that would put the set over its five-level limit, ignore that roll; those strings have no more spells in them.
(Not every newly discovered set of strings is fully charged).
The strings magically impart to the user the names of all spells currently stored within them.
Casting spells into the strings functions identically to casting spells into a *ring of spell storing* (see page 233 of the *Dungeon Master's Guide*), except that the caster must have at least 1 rank of Perform (string instruments) and must make a successful Perform (string instruments) check (DC 10 + spell level).
Failure causes the spell to be lost to no effect.
Moderate evocation; CL 9th; Craft Wondrous Item, *imbue with spell ability*, creator must have 5 ranks in Perform (string instruments); Price 45,000 gp.

Stylus of the Masterful Hand

This elegant but sturdy metal stylus grants a +5 competence bonus on Forgery checks.
On command, a *stylus of the masterful hand* can also remember up to three different types of handwriting, which allows a later attempt to create a forgery of a document without requiring the forger to have a sample of the handwriting (see Forgery, page 74 of the *Player's Handbook*).
The DC to reproduce that handwriting is fixed at whatever check result was achieved during the attempt in which the sample was collected.
A second command word allows the user to erase a sample of handwriting stored in a stylus.
Faint divination; CL 3rd; Craft Wondrous Item, *read magic*; Price 3,000 gp.

Table of Seclusion

The Fochlucan masters created this unique item to ensure that their deliberations remained private.
The great mahogany table can produce a *Mordenkainen's private sanctum* effect on command once per day.
All members of the Yew Circle know the command word.
Moderate abjuration; CL 9th; Craft Wondrous Item, *Mordenkainen's private sanctum*; Price 16,200 gp.

Trumpeter's Gift

This shiny mouthpiece fits any wind instrument, such as a trumpet or other horn.
It grants a +5 competence bonus on Perform (wind instruments) checks using the instrument.
Once per day, the trumpeter can use the horn to produce a *shout* effect.
If the horn is not of masterwork quality, however, it is destroyed once this effect is produced.
Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 12,700 gp.

Tunic of Steady Spellcasting

The wearer of this tunic gains a +5 competence bonus on Concentration checks.
Despite the item's name, its bonus applies on all Concentration checks, not just those made to cast spells.
Faint transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*; Price 2,500 gp.

Vial of the Last Gasp

This is actually the necromantically preserved last breath of some famous figure, trapped in a vial.
A *vial of the last gasp* allow the user to draw strength and knowledge from the dead creature.
Anyone who unstoppers the vial and inhales its vapors (the equivalent of drinking a potion) gains 1d8 temporary hit points, a +2 enhancement bonus to Strength, and a +4 insight bonus on checks using one Craft, Knowledge, or Profession skill possessed by the deceased.
(However, the vapors in a *vial of the last gasp* do not allow an untrained user to make use of a trained-only skill).
The creator specifies the skill to which the bonus applies upon creating the item; it is usually the skill in which the deceased has the greatest number of ranks.
In addition, the fumes increase the user's effective caster level by 1.
These effects last for 10 minutes.
Faint necromancy; CL 4th; Craft Wondrous Item, *death knell*; Price 2,200 gp.

Complete Arcane (3.5)

Aroma of Curdled Death

This dark, viscous fluid is usually stored in a small stoppered bottle and applied like a perfume.
One round after exposure to air, it creates an invisible cloud of poison gas in a 10-foot radius that lasts for 1 minute.
The creature wearing the *aroma of curdled death* is protected from the cloud's effect, but all other exposed creatures with 3 Hit Dice or less die with no save.
Creatures with 4 to 6 Hit Dice must succeed on a DC 17 Fortitude save each round they are exposed to the effect or die (taking 1d4 points of Constitution damage on a successful save), and creatures with 6 or more Hit Dice take 1d4 points of Constitution damage (Fortitude DC 17 half).
The cloud moves as the creature does.
If the bottle is opened but the liquid within not immediately applied to a creature, the cloud of poison gas that forms spreads to fill only a 5-foot radius, centered on the opened bottle or the place the liquid was poured out.
This cloud also lasts for 1 minute.
Moderate conjuration; CL 9th; Craft Wondrous Item, *cloudkill*, character must have 4 ranks in Craft (alchemy); Price 4,500 gp.

Aroma of Dreams

This silvery liquid is usually kept in a small bottle and applied like a perfume.
One round after exposure to air, it creates an invisible cloud of magical poison gas in a 10-foot radius that lasts for 1 minute.
The creature wearing the aroma is not subject to its effect, but other creatures exposed to the gas must make a DC 14 Fortitude save or fall asleep for 1 minute.
One round later, exposed creatures (whether already asleep or not) must make a second DC 14 Fortitude save or fall asleep for 1 hour.
Sleeping creatures are helpless.
The cloud moves as the creature does.
If the aroma is opened but not immediately applied to a creature, the cloud of poison gas that forms spreads to fill only a 5-foot radius, centered on the opened bottle or the place the liquid was poured out.
This cloud also lasts for 1 minute.
Faint enchantment; CL 5th; Craft Wondrous Item, *deep slumber*, character must have 4 ranks in Craft (alchemy); Price 1,500 gp.

Belt of Many Pockets

This broad belt seems to be nothing more than a well-made article of clothing, but closer examination reveals eight small pouches along its inner front.
In fact, a total of sixty-four extradimensional pouches exist in the belt, with seven more "behind" each of the eight readily apparent ones.
Each pouch is similar to a miniature *bag of holding*, able to contain up to 1 cubic foot of material weighing as much as 10 pounds.
In addition, if the wearer has a familiar, any pouch can hold it no matter what its size or weight.
The familiar has no need for food, water, or air while inside the pouch, but any other living creature of suitable size placed within a pocket has enough air for only 1 minute, after which it suffocates.
Anything stored in the belt's pockets is effectively weightless and doesn't affect the wearer's carrying capacity so long as the belt is worn around the waist.
If removed, the belt weighs one-tenth of the total weight of all the items stored within it.
While worn around the waist, the belt responds to its wearer's desire to extract something (by opening the correct pouch) or store something (by opening an empty pouch).
Retrieving a specific item from the pouch is a move action, but doesn't provoke the attacks of opportunity that retrieving a stored item usually does.
Moderate conjuration; CL 9th; Craft Wondrous Item, *familiar pocket**, *Leomund's secret chest*, *locate object*; Price 11,000 gp; Weight 1 lb.
* New spell described on page 106.

Belt of Spell Resistance

When worn around the waist, this intricately embroidered sash grants the wearer spell resistance 21.
Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Book of Blood

Bound in blood-red leather and bearing a bronze clasp, this vellum spellbook is waterproof, fireproof, and lockable, and can contain up to forty-five spells of any level.
In addition, once per day, its owner can use the book to cast *summon monster* IV to summon a yeth hound.
The book can also be used to cast *finger of death* once per day, but each such use permanently drains 1 hit point from the wielder.
The book must be held to utilize its powers.
Strong conjuration, strong necromancy; CL 13th; Craft Wondrous Item, *finger of death*, *summon monster* IV; Price 21,300 gp; Weight 3 lb.

Chasuble of Fell Power

This long, embroidered strip of scarlet cloth is covered with arcane sigils and mystic designs.
Worn over the neck (occupying space on the body as an amulet), a *chasuble of fell power* adds 1d6 points of damage (lesser) or 2d6 points of damage (greater) to any *eldritch blast* the wearer invokes, or to any spell the wearer casts that deals hit point damage and has the chaotic descriptor.
Moderate evocation; CL 6th (lesser) or 9th (greater); Craft Wondrous Item, creator must be able to invoke an *eldritch blast* or cast *chaos hammer*; Price 8,000 gp (lesser), 18,000 gp (greater).

Contract of Nepthas

Easily mistaken for a scroll if found as treasure, this item is actually a magical contract, usually contained in an ivory tube and scribed in black ink on golden-brown vellum.
The details of the contract are blank, and the user can fill it in with any instructions, agreement, or conditions he cares to create.
When the contract is signed, though, the item's true power is revealed to both parties, and any signatory who breaks the contract is subject to a curse that strikes it blinded, deafened, and mute (no saving throw, though spell resistance applies).
The curse of a *contract of Nepthas* can be removed only by means of *remove curse* cast by an 8th-level spellcaster or a *break enchantment* spell (DC 25).
Because a contract typically involves two parties agreeing on a set of conditions, nonspecific terms might allow a clever signatory to escape them without suffering the contract's curse.
For example, if an adventurer signs a contract with a king stating that she will slay a dragon in the Northern Hills by the eve of the new moon, the contract is effectively open-ended by virtue of its not specifying "the next new moon", even if that was both parties' meaning and intent.
Contracts signed by creatures under the influence of charm or compulsion effects are null and void.
Moderate enchantment; CL 11th; Craft Wondrous Item, *lesser geas*; Price 1,400 gp.

Dust of Dispersion

This fine powder resembles other types of magic dust, and a single handful flung into the air creates a translucent cloud 10 feet high, 10 feet long, and 10 feet wide.
Creatures outside the cloud can see into it and through it (though their sight is slightly blurred), but any ranged attacks entering or passing through the cloud have a 50% miss chance.
Creatures within the cloud make ranged attack rolls normally.
The cloud persists for 3 minutes, but a moderate wind (11+ mph) disperses it in 4 rounds.
A strong wind (21+ mph) disperses the cloud in 1 round, and any spell that deals fire damage burns away any part of the cloud in its area.
The dust cannot be used underwater.
Faint illusion; CL 3rd; Craft Wondrous Item, *blur*, *glitterdust*; Price 2,100 gp.

Dyrr's Impervious Vestment

This black silk robe is embroidered with adamantine thread in an elegant waterfall pattern.
It confers a +9 armor bonus to its wearer, and once per day can be commanded to create a *blade barrier* as a full-round action.

The spell produces a ringed wall of whirling blades only (20 feet high, up to 90 feet in diameter, centered on the wearer's current location), which lasts for 18 minutes or until dismissed as a standard action.
As long as Dyrr's *impervious vestment* is worn, the wearer is able to pass through the barrier without harm, though he receives no such protection against any other *blade barrier*.
Strong abjuration; CL 18th; Craft Wondrous Item, *blade barrier*, *mage armor*; Price 123,000 gp; Weight 3 lb.

INSTRUMENTS OF THE BARDS

A wise and powerful bard named Falataer reportedly created the first of these instruments, using them to test and reward the students of the seven levels of his bardic college.
Others have since copied the designs, honoring Falataer by keeping the names he gave them.
Each instrument has its own set of unique powers that can be activated automatically by anyone with sufficient ranks in the appropriate Perform skill, but for a character without the requisite skill, some instruments bestow one negative level as long as the instrument is carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is held.

ANSTRUTH HARP

This masterwork harp grants a +2 circumstance bonus on Perform (string instruments) checks and a +6 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
A character with 12 ranks in Perform (string instruments) can use the instrument to cast *control water*, *mass cure light wounds*, and *mind fog* each once per day.
An *anstruth harp* bestows one negative level on any creature that doesn't have at least 12 ranks in Perform (string instruments).
Strong various; CL 14th; Craft Wondrous Item, *control water*, *mass cure light wounds*, *mind fog*, creator must be a bard; Price 60,000 gp; Weight 3 lb.

CANAITH MANDOLIN

This eight-stringed masterwork mandolin grants a +2 circumstance bonus on Perform (string instruments) checks and a +4 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
A character with 8 ranks in Perform (string instruments) can use the instrument to cast *cure serious wounds*, *dispel magic*, or *summon monster* III each once per day.
When held, the instrument bestows one negative level on any creature that doesn't have at least 8 ranks in Perform (string instruments).
Moderate various; CL 8th; Craft Wondrous Item, *cure serious wounds*, *dispel magic*, *summon monster* III, creator must be a bard; Price 23,400 gp; Weight 3 lb.

CLI LYRE

This masterwork lyre grants a +2 circumstance bonus on Perform (string instruments) checks and a +5 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
A character with 10 ranks in Perform (string instruments) can use the instrument to cast *break enchantment*, *dimension door*, and *shout* each once per day.
When held, a *cli lyre* bestows one negative level on any creature that doesn't have at least 10 ranks in Perform (string instruments).
Moderate various; CL 11th; Craft Wondrous Item, *break enchantment*, *dimension door*, *shout*, creator must be a bard; Price 37,600 gp; Weight 3 lb.

DOSS LUTE

This masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +3 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*.
A character with 6 ranks in Perform (string instruments) can use the instrument to cast *delay poison*, *hold person*, and *mirror image* each once per day.
When held, a *doss lute* bestows one negative level on any creature that doesn't have at least 6 ranks in Perform (string instruments).
Faint various; CL 5th; Craft Wondrous Item, *delay poison*, *hold person*, *mirror image*, creator must be a bard; Price 9,800 gp; Weight 3 lb.

FOCHLUCHAN BANDORE

This three-stringed masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +1 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*.
The instrument can be played by anyone to produce *light* once per day.
Any character with 2 ranks in Perform (string instruments) can also use the bandore to cast *flare*, *mending*, and *message* each once per day.
Faint transmutation, faint evocation; CL 3rd; Craft Wondrous Item, *flare*, *light*, *mending*, *message*, creator must be a bard; Price 1,900 gp; Weight 3 lb.

MAC–FUIRMIDH CITHERN

This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*.
The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds*, *mage armor*, and *sleep* each once per day.
Faint various; CL 3rd; Craft Wondrous Item, *cure light wounds*, *mage armor*, *sleep*, creator must be a bard; Price 2,900 gp; Weight 3 lb.

OLLAMH HARP

This masterwork harp grants a +2 circumstance bonus on Perform (string instruments) checks and a +7 competence bonus on a bard's bardic music checks for countersong, *fascinate*, *and suggestion*.
A character with 14 ranks in Perform (string instruments) can use the instrument to cast *control weather*, *eyebite*, and *repulsion* each once per day.

The instrument bestows one negative level on any creature that doesn't have at least 14 ranks in Perform (string instruments).
Strong various; CL 17th; Craft Wondrous Item, *control weather*, *eyebite*, *repulsion*, creator must be a bard; Price 83,600 gp; Weight 3 lb.

LENSES OF DARKNESS

These two dark glass lenses fit over the user's eyes, granting a +4 bonus on saving throws against illusion (pattern) spells, spells with the light descriptor, and any light effects that cause blindness (such as a *prismatic wall*).
Faint abjuration, faint evocation; CL 3rd; Craft Wondrous Item, *darkness*, *resistance*; Price 7,700 gp.

PHOENIX HELM

This helm is forged of copper and inlaid with silver and gold, stylized in the shape of a phoenix with wings unfurled, legs guarding the temples, and its head adorning the brow.
When worn, the helmet grants its wearer low-light vision and the ability to use *feather fall*, *flame arrow*, *fly*, *resist energy*, and *speak with animals* (birds only) each once per day.
Moderate various; CL 9th; Craft Wondrous Item, *feather fall*, *flame arrow*, *fly*, *low-light vision**, *resist energy*, *speak with animals*; Price 53,000 gp; Weight 3 lb.
* New spell described on page 113.

POWDER OF THE BLACK VEIL

A pinch of this sooty, black powder cast into an area creates a 10-foot-high cloud in a 10-foot spread centered on the user.
The cloud remains in place for 2d4 rounds, and any creature caught in the area (or one that enters it) is blinded for as long as it stays in the cloud and for 1d4 rounds after it leaves unless it succeeds on a DC 13 Will save.
Faint necromancy; CL 3rd; Craft Wondrous Item, *blindness/deafness*; Price 750 gp.

PROTECTED SPELLBOOKS

Any wizard with the means to do so will carefully safeguard her spellbooks against accident, battle damage, or theft. Most arcanabula feature cheap and inexpensive protections (often a simple *explosive runes* or *fire trap*), but for most wizards, the risk of losing a workbook isn't enough to justify the expense of high-level protection.
Grimoires, on the other hand, are generally stored in the most secret hiding places (sometimes even on other planes) and equipped with mechanical traps, loyal guardians, and deadly spells of defense.
The protections applied to a great book can take virtually any form, from magically sustained poisonous spiders or snakes, to bladders of paralyzing or sleep-inducing gases, to scything blades or poisoned needles concealed in the locks, lids, or frames of the coffers and cabinets the books are hidden in.
These traps are never of a design or nature that might endanger the book, but otherwise are almost limitless in the kinds of damage they can inflict on the uninvited.
Magical protections can add thousands of gold pieces to the cost of even the simplest tome.
Some of the most common spellbook defenses include the following.

GLAMERED

The book looks and feels like something else of similar size (no more than 25% larger or smaller in any dimension) and weight (between half as heavy and twice as heavy as the original).
Upon command, the book switches between its normal and its glamered appearance, but anyone who touches the book in glamered form can make a DC 14 Will save to disbelieve the illusion.
Moderate illusion; CL 6th; Craft Wondrous Item, *major image*; Price +2,000 gp.

LEVITATING

The book hovers in the air at whatever point it is placed, much like an *immovable rod* (though the book can support only its own weight).
Moderate transmutation; CL 6th; Craft Wondrous Item, *levitate*; Price +2,000 gp.

PUNGENT

The book is infused with an acrid essence that repels damaging pests.
Any creature that touches the book without first speaking a command word must make a DC 14 Fortitude save or become nauseated for 1d4+1 rounds.
Moderate conjuration; CL 7th; Craft Wondrous Item, *stinking cloud*; Price +2,000 gp.

RESISTANT TO ENERGY (MAJOR)

The book has resistance 12 against acid, cold, electricity, fire, and sonic attacks.
Moderate abjuration; CL 10th; Craft Wondrous Item, *protection from energy*; Price +3,000 gp.

RESISTANT TO ENERGY (MINOR)

The book has resistance 5 against acid, cold, electricity, fire, and sonic attacks.
Moderate abjuration; CL 6th; Craft Wondrous Item, *resist energy*; Price +1,000 gp.

SPELLTRAPPED

A magic trap has been incorporated into the book (for example, a *burning hands* spell that strikes anyone handling the book except its owner).
The trap can be set to operate when the book is touched, when it is opened, or when a particular page is read.
Any spell appropriate for a trap may be used (see Sample Traps, page 70 of the *Dungeon Master's Guide*, for suggestions and pricing).

WATERPROOF

The book is impervious to damage caused by immersion in or exposure to water.

Faint abjuration; CL 3rd; Craft Wondrous Item, *endure elements*; Price +1,000 gp.

RUG OF WELCOME

This finely crafted rug looks like a normal floor covering, 5 feet wide and 10 feet long.
When commanded to guard an area, it animates and attempts to grab, then grapple any Large or smaller creature that steps on it.
The owner can set a password to allow creatures to pass without causing the rug to attack, and can command the rug from up to 30 feet away (though the owner need not be present for the rug to attack).
The rug can attack one creature at a time; unless it is destroyed, it continues to attempt to grapple or hold its target until commanded to release.
Moderate transmutation, moderate evocation; CL 11th; Craft Wondrous Item, *animate objects*, *Bigby's grasping hand*; Price 30,000 gp; Weight 15 lb.

☐ Animated Rug of Welcome: CR 5; Large construct; HD 13d10; hp 71; Init +0; Spd 0 ft.; AC 20, touch 9, flat-footed 20; Base Atk +9; Grp +23; Atk +22 melee touch (no damage, grab); Full Atk +22 melee touch (no damage, grab); Space/Reach 10 ft./5 ft.; SA improved grab; SQ construct traits; AL N; SV Fort +4, Ref +4, Will +4; Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1.
Improved Grab (ex): To use this ability, a *rug of welcome* must hit a creature of its size category or smaller with its grab attack.
(The rug has a +4 racial bonus on its grab attacks, already figured into the statistics above).
It can then attempt to start a grapple as a free action without provoking attacks of opportunity.
If it wins the grapple check, it establishes a hold.

SENDING STONES

These items usually resemble two lumps of unworked stone.
Once per day, each stone in a pair can send a message (as the *sending* spell) to the bearer of the other stone.
If the stone's mate is not in a creature's possession, no message is sent and the user knows the message did not go through.
If either stone in a pair is destroyed, its mate becomes useless.
Moderate evocation; CL 7th; Craft Wondrous Item, *sending*; Price 15,000 gp (pair); Weight 1 lb.

THOUGHT BOTTLE

A flask of thick green glass, a *thought bottle* can be used to store thoughts, memories, experience, or spells.
A single bottle can hold five thoughts or memories at a time, or a single creature's current experience, or a single spellcaster's collection of prepared spells.
Any individual that touches the bottle and speaks the command word instantly gains a general knowledge of the bottle's contents, but doesn't actually access the thoughts, memories, or spells within until she consciously decides to do so.
Storing or retrieving anything from a *thought bottle* requires a full-round action that provokes attacks of opportunity.
Thoughts: The bottle can store specific ideas, communications, or conclusions.
Once a memory is stored, it disappears from the user's mind, but she remembers the general nature of the stored thought.
For example, if the user stored the name of a murderer, that name would disappear from her memory and be unrecoverable from her own mind by any means, though she would know that the thought bottle now contains the murderer's name.
Similarly, secret messages and intelligence can be hidden in a *thought bottle* to pass them to someone else.
Memories: The user's recollection of a single day's events can be stored in the bottle.
Once stored, the user remembers the general nature of the memory ("the day we performed the Ritual of Binding") but loses all details of the event itself.
Experience: A *thought bottle* can be used to offset level loss as a *restoration* spell can, but is effective against level loss that even *restoration* can't undo (including levels lost due to death, but not the negative levels bestowed by magic items such as a holy weapon).
When a user's experience has been stored within the bottle, he can subsequently access the bottle to restore his XP total to exactly what it was when it was last stored, negating any levels lost in the interim.
Storing experience in the bottle is difficult, and the user must pay 500 XP (deducted before storing) to do so.
Only the creature that stored experience can retrieve it, but if the bottle is destroyed or lost, the user suffers no ill effects.
Spells: An owner who prepares spells can store some or all of her memorized spells in a *thought bottle*.
Any spell she puts into the *thought bottle* is expended as if she had cast it, but the spells in the bottle can then be retrieved at any later date to be prepared as normal.
Wizards often use this function of the bottle to create a kind of backup spellbook, concealing *thought bottles* in well hidden boltholes against the eventuality of their grimoires being stolen or destroyed.
Only the character who stored the spells can retrieve them, and if the bottle is destroyed, the stored spells are lost with no effect.
Strong enchantment; CL 13th; Craft Wondrous Item, *demand*, *modify memory*; Price 20,000 gp; Weight 1 lb.

VEST OF RESISTANCE

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.
Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

COMPLETE CHAMPION (3.5)

ASPERGILLUM OF PERPETUAL BENEDICTION

Price (Item Level): 1,500 gp (5th)
Body Slot: — (held)
Caster Level: 3rd.
Aura: Faint (DC 16); transmutation.
Activation: Standard (manipulation)
Weight: 1 lb.
This small silver shaft has a hollow ball at one end.
Tiny holes in the ball allow holy water to emerge from the font within.
You can use this vessel to dispense small amounts of holy water.
The reservoir holds a pint of holy water, even though it does not appear large enough to contain such a quantity.
Every dawn, an *aspergillum of perpetual benediction* refills itself, ensuring you a nearly endless supply of holy water.
Holy water dispensed from this item loses its blessing after 24 hours.
Chaotic, evil, and lawful versions of the *aspergillum* exist as well, though they are far less common.
Cost to Create: 750 gp, 60 XP, 2 days.
Prerequisites: Craft Wondrous Item, *bless water*.

BOOK OF ALL KNOWLEDGE

Price (Item Level): 3,000 gp (7th)
Body Slot: — (held) Caster Level: 5th.
Aura: Faint (DC 17); divination.
Activation: See text
Weight: 8 lb.
The pages of this enormous tome are rough-edged and yellowed.
Embossed on the worn, blue leather cover is the holy symbol of Boccob.
A *book of all knowledge* is said to contain all the secrets of the world, but few mortals are capable of accessing all that information.
Its pages are apparently infinite; no matter how many you turn, more still remain unturned.
Once per day, you can attempt a single Knowledge check (as if you were trained) with a +10 insight bonus after perusing the book for 2d4 hours.
If you're a worshiper of Boccob (or any deity that offers access to the Knowledge domain), the time required is only 1d4 hours.
Cost to Create: 1,500 gp, 120 XP, 3 days.
Prerequisites: Craft Wondrous Item, *lore of the gods*, worshiper of Boccob.

BOOTS OF THE WANDERER

Price (Item Level): 1,500 gp (5th)
Body Slot: Feet
Caster Level: 3rd.
Aura: Faint (DC 16); conjuration.
Activation: —
Weight: 1 lb.
These rugged, brown leather boots appear faded as though from years of use.
The soles are scuffed but still quite solid.
While wearing *boots of the wanderer*, you automatically succeed on any Constitution checks required for running or making a forced march.
If you are a worshiper of Fharlanghn (or any deity that offers access to the Travel domain), you also gain a +5-foot enhancement bonus to your land speed while wearing the boots.
Cost to Create: 750 gp, 60 XP, 2 days.
Prerequisites: Craft Wondrous Item, *lesser restoration*, *longstrider*, worshiper of Fharlanghn.

BRACERS OF DIVINE LUCK

Price (Item Level): 8,000 gp (11th)
Body Slot: Arms
Caster Level: 9th.
Aura: Moderate (DC 19); abjuration.
Activation: —
Weight: 2 lb.
These leather bracers are a deep burgundy color.
Close examination reveals that the left bracer is stitched in patterns of seven, while the right is stitched in patterns of eleven.
When you cast a divine spell while wearing these bracers, you gain a +1 luck bonus on attack rolls, saving throws, or AC (chosen at the time you cast the spell).
This bonus lasts until the start of your next turn.
If you worship Olidammara (or any other deity that offers access to the Luck domain), the bonus instead applies to your attack rolls, saving throws, and Armor Class simultaneously.
Cost to Create: 4,000 gp, 320 XP, 8 days.
Prerequisites: Craft Wondrous Item, worshiper of Olidammara.

CLOAK OF THE DRAGON

Price (Item Level): 6,000 gp (10th)
Body Slot: Shoulders
Caster Level: 10th.
Aura: Moderate (DC 20); transmutation.
Activation: — and standard
Weight: 1 lb.
This cloak consists of layers of tiny scales affixed to a thin leather backing.
Ten varieties of this item exist, each corresponding in hue to one of the five chromatic or the five metallic dragons.
While you wear the cloak, you gain a +1 enhancement bonus to your natural armor bonus.
If you worship Bahamut or Tiamat (or any other draconic deity), you may activate the cloak of the dragon once per day to grow a pair of draconic wings that grants you a fly speed (equal to your land speed) for 10 minutes.
While this effect is active, you may use a breath weapon (as if you were a half-dragon matching the hue of your cloak; see MM 146) once.
Cost to Create: 3,000 gp, 240 XP, 6 days.
Prerequisites: Craft Wondrous Item, *polymorph*, worshiper of a draconic deity.

CLOAK OF THE VAGABOND

Price (Item level): 9,000 gp (12th)
Body Slot: Shoulders
Caster Level: 11th.
Aura: Moderate (DC 20); abjuration.
Activation: —
Weight: 1/2 lb.
This torn and tattered cloak is spattered with mud and looks to have been poorly made.
Its original fabric was a particularly nauseating shade of yellow.
While wearing the *cloak of the vagabond*, you gain resistance 5 to cold and fire.
This cloak is part of a set known collectively as the *garb of the vagabond*, which also includes the *robe of the vagabond*, the *sandals of the vagabond*, and the *staff of the vagabond*.
When you wear a *cloak of the vagabond* while using any two of the other items, it also grants you resistance 5 to electricity.
When you use all four set items together, the *staff of the vagabond* gains an extra benefit (see page 137).
Cost to Create: 4,500 gp, 360 XP, 9 days.
Prerequisites: Craft Wondrous Item, *resist energy*.

CREST OF VALOR

Price (Item Level): 2,000 gp (6th)
Body Slot: Head
Caster Level: 7th.
Aura: Moderate (DC 18); enchantment.
Activation: —
Weight: —
Designed to fit atop any helm, this crest is actually a small golden statuette of a griffon.
Behind it trails a long, blood-red plume that could well be visible even across a field of battle.
While wearing a *crest of valor*, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points.
The *crest of valor* is part of a set known collectively as the *raiment of valor*, which also includes the *periapt of valor* (page 140) and the *tabard of valor* (page 142).
When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.
Cost to Create: 1,000 gp, 80 XP, 2 days.
Prerequisites: Craft Wondrous Item, *prayer*, *remove fear*.

GAUNTLETS OF WAR

Price (Item Level): 4,000 gp (8th)
Body Slot: Hands
Caster Level: 3rd.
Aura: Moderate (DC 16); transmutation.
Activation: —
Weight: 4 lb.
These simple metal gauntlets are the type that normally comes with a suit of full plate armor, though they are abnormally well polished.
Symbols of war are etched deeply across the back of each.
While you wear *gauntlets of war*, you gain a +1 bonus on melee weapon damage.
If you worship any deity that grants access to the War domain, this bonus increases to +3 with that deity's favored weapon.
Cost to Create: 2,000 gp, 160 XP, 4 days.
Prerequisites: Craft Wondrous Item, *bull's strength*, access to the War domain.

HELM OF RIGHTEOUS WAR

Price (Item Level): 5,000 gp (9th)
Body Slot: Head
Caster Level: 9th.
Aura: Moderate (DC 19); evocation.
Activation: — and swift; see text
Weight: 3 lb.
This heavy helm covers the entire head and face.
When it is worn, the image of a deity's holy symbol forms around the eye-slits.
The *helm of righteous war* grants you a +2 insight bonus on initiative checks and Spot checks.
As a swift action, you can sacrifice one daily turn or rebuke undead attempt; this pinpoints the current locations of all enemies within 10 feet of you (even if invisible).
You also become immune to being flanked until the start of your next turn.
This ability can be activated five times per day.
The *helm of righteous war* is part of a set known collectively as *regalia of righteous war*, which also includes the *bastion of righteous war* (page 136) and the *blade of righteous war* (page 137).
When you use all three together, you gain additional abilities as noted in the description of the *bastion of righteous war*.
The holy symbol pictured on the helm always matches the deity worshiped by the wearer (if any).
Cost to Create: 2,500 gp, 200 XP, 5 days.
Prerequisites: Craft Wondrous Item, *true seeing*, turn or rebuke undead.

ICONIC GUARDIAN

Price (Item Level): 3,300 gp (8th)
Body Slot: — (held) Caster Level: 11th.
Aura: Moderate (DC 20); evocation.
Activation: Standard (thrown)
Weight: —
This simple, 2-inch-tall, marble icon resembles a noble knight in full plate.
When you throw an *iconic guardian* to the ground beside you, it transforms into a *spiritual guardian*, as the spell.
Once the duration of that effect ends, the icon crumbles to dust.
Cost to Create: 1,650 gp, 132 XP, 4 days.
Prerequisites: Craft Wondrous Item, *spiritual guardian*.

LANCER'S SPURS

Price (Item Level): 12,000 gp (13th)
Body Slot: Feet
Caster Level: 7th.
Aura: Moderate (DC 18); transmutation.
Activation: —
Weight: 1/2 lb.
These silver spurs gleam brightly in the ambient light.

The points on the wheels are slightly jagged, like the lightning bolts of Heironeous.
Lancer's spurs always come in pairs, and they do not function if attached to magic footwear, since the two kinds of items occupy the same body slot.
While you wear these spurs, any mount you ride gains a +1 enhancement bonus on attack rolls and damage rolls with its natural weapons.
If you are a paladin or other character with a special mount, and you ride that mount while wearing *lancer's spurs*, the enhancement bonus increases to +2, and the mount's natural weapons are treated as either good- or evil-aligned (as appropriate to your own alignment) for the purpose of overcoming damage reduction.
If you are neutral, you must choose the alignment of the spurs when you wear them for the first time, and you cannot thereafter change your mind unless your alignment changes in such a way as to render the initial choice unsuitable.
Cost to Create: 6,000 gp, 480 XP, 12 days.
Prerequisites: Craft Wondrous Item, *war-mount*.

MANTLE OF THE BEAST

Price (Item Level): 18,000 gp (14th)
Body Slot: Shoulders
Caster Level: 10th.
Aura: Moderate (DC 20); transmutation.
Activation: —
Weight: 2 lb.
This heavy cloak is made of a rough, gray fur from some unidentifiable creature.
The *mantle of the beast* allows you to use your wild shape ability as a swift action.
While wild shaped, your natural weapons gain a +1 enhancement bonus on attack and damage rolls.
A *mantle of the beast* is part of a set known collectively as the *trappings of the beast*, which also includes the *armor of the beast* (page 135) and the *ring of the beast* (see below).
When you wear all three items together, you gain additional abilities, as noted in the description of *armor of the beast*.
Cost to Create: 9,000 gp, 720 XP, 18 days.
Prerequisites: Craft Wondrous Item, *greater magic fang*, wild shape.

PENDANT OF REDEMPTION

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 13th.
Aura: Strong (DC 21); divination.
Activation: —
Weight: 1 lb.
This silver pendant looks like an ordinary holy symbol of any lawful neutral, lawful good, or neutral good deity.
If you are a worshiper of any lawful neutral, lawful good, or neutral good deity, the *pendant of redemption* refashions itself into the shape of your holy symbol when you don it, and it functions as a divine focus for your spellcasting.
You also gain a +5 competence bonus on Diplomacy checks when communicating with any being that can still be redeemed (or is already redeemed) in the eyes of your god.
When dealing with a creature that your deity finds unredeemable, the pendant instead grants you a +5 competence bonus on Intimidate checks.
You are instinctively aware which skill will work best with a given being.
If you're a paladin, you can use the pendant to lead other toward repentance and forgiveness more effectively, if you so choose.
While you wear the *pendant of redemption*, your *detect evil* ability does not reveal a creature's evil aura but instead whether or not a being can be redeemed, and what a redeemable being must do to achieve full redemption in the eyes of your deity.
Some beings might require multiple redemptive acts to make up for their past transgression but you know only the most pressing requirement at any given moment.
In addition, the competence bonus on Diplomacy check that the pendant normally grants rises to +10 while you are actively working to convince a creature to embark upon the redemptive action you have divined.
If it completes sue an act, you can then detect again to see whether any more penance is required.
Though the insights you receive do not specifically tell you the details of the subject's original transgression you can often infer a great deal from the information you gain.
For example, if you know that to atone for her sin; a certain person must "give the crown jewels back to the king", you can be reasonably certain that her transgression involved the theft of the crown jewels.
Even wit.
less specific information, such as, "take up a nonviolent profession", you can guess that the person's profession involved violence.
Cost to Create: 4,000 gp, 320 XP, 8 days.
Prerequisites: Craft Wondrous Item, *divination*, *legend lore*, Diplomacy 10 ranks, Intimidate 5 ranks.

PERIAPT OF VALOR

Price (Item Level): 4,000 gp (8th)
Body Slot: Throat
Caster Level: 7th.
Aura: Moderate (DC 18); enchantment.
Activation: —
Weight: —
Hanging on a thin mithral chain is a tiny charm, on which is carved an odd combination of the holy symbols of Heironeous and Kord.
While wearing a *periapt of valor*, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points.
The *periapt of valor* is part of a set known collectively as the *raiment of valor*.
When you wear it along with a *crest of valor* (page 139) and a *tabard of valor* (page 142), you gain additional abilities as given in the description of the *crest of valor*.
Cost to Create: 2,000 gp, 160 XP, 4 days.
Prerequisites: Craft Wondrous Item, good hope or *prayer*, *lesser restoration*.

QUIVER OF ELVENKIND

Price (Item Level): 8,000 gp (11th)

Body Slot: —
Caster Level: 12th.
Aura: Strong (DC 21); transmutation.
Activation: —
Weight: 7 lb.
Made of soft brown leather, this quiver has been expertly stitched with golden strands.
A *tiny image of an eye is etched into its strap.*
A *quiver of elvenkind* holds up to 50 arrows.
Any nonmagical arrow drawn forth from the quiver functions as a +1 *arrow* (as long as it has been held in the quiver for at least the previous hour).
This magic fades after 1 round.
If you are an elf or a worshiper of Corellon Larethian, however, any nonmagical arrow drawn from the quiver functions instead as a *+1 orc bane arrow*, and on a critical hit permanently blinds any living target (Fortitude DC 14 negates).
If you are an elf using this quiver in conjunction with a *bow of elvenkind* (page 137), you gain additional benefits as noted in the description of that item.
Cost to Create: 4,000 gp, 320 XP, 8 days.
Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *blindness*, elf.

ROBE OF THE VAGABOND

Price (Item Level): 6,000 gp (10th)
Body Slot: Torso
Caster Level: 18th.
Aura: Strong (DC 24); evocation.
Activation: —
Weight: 1 lb.
This badly stained robe looks as if it was deliberately cut to be unflattering on anyone.
The fabric seems to be of poor quality and is dyed a questionable shade of brown-tinged green.
While wearing the *robe of the vagabond*, you gain a +1 luck bonus to Armor Class and on all saving throws.
This robe is part of a set known collectively as the *garb of the vagabond*, which also includes the *cloak of the vagabond*, the *sandals of the vagabond*, and the *staff of the vagabond*.
Using three or more of these items together grants extra benefits, as described in the entries for the *cloak of the vagabond* and the *staff of the vagabond*.
Cost to Create: 3,000 gp, 240 XP, 6 days.
Prerequisites: Craft Wondrous Item, *miracle*.

SANDALS OF THE VAGABOND

Price (Item Level): 4,000 gp (8th)
Body Slot: Feet
Caster Level: 11th.
Aura: Moderate (DC 20); divination.
Activation: —
Weight: 1/2 lb.
The soles of these of dust-covered sandals are worn nearly paper-thin in spots, and the cracking leather straps seem likely to crumble to dust at any moment.
While wearing *sandals of the vagabond*, you gain a +2 luck bonus on initiative checks and immunity to exhaustion. You can still become fatigued normally, but any spell or effect that would cause you to become exhausted instead makes you merely fatigued.
If you're already fatigued, any effect that would cause you to become exhausted merely extends your fatigue for the number of rounds the exhaustion would have applied.
These sandals are part of a set known collectively as the *garb of the vagabond*, which also includes the *cloak of the vagabond*, the *robe of the vagabond*, and the *staff of the vagabond*.
Using three or more of these items together grants extra benefits, as described in the entries for *cloak of the vagabond* and *staff of the vagabond*.
Cost to Create: 2,000 gp, 160 XP, 4 days.
Prerequisites: Craft Wondrous Item *restoration*.

TABARD OF VALOR

Price (Item Level): 16,000 gp (14th)
Body Slot: Torso
Caster Level: 7th.
Aura: Moderate (DC 18); enchantment.
Activation: —
Weight: 3 lb.
Emblazoned in blood-red hues across the chest of this gleaming white tabard is the lightning bolt symbol of Heironeous.
Whenever your current hit point total is equal to or less than one-half of your full normal hit points, you gain the mettle ability: If you are affected by a spell that would normally have a reduced effect on a successful Fortitude or Will saving throw, it instead has no effect at all upon you if you save successfully.
If you already have mettle from a class feature or some other source, you instead gain improved mettle, which halves the harmful effects of a spell on a failed Fortitude or Will save while still protecting you entirely on a successful save.
The *tabard of valor* is part of a set known collectively as the *raiment of valor*, which also includes the *crest of valor* (page 139) and the *periapt of valor* (page 140).
When you use a tabard with both of the other items, you gain additional abilities, as noted in the description of *the crest of valor*.
Cost to Create: 8,000 gp, 640 XP, 16 days.
Prerequisites: Craft Wondrous Item, *good hope* or *prayer*.

COMPLETE MAGE (3.5)

AMULET OF SPELL CONVERSION

This bronze medallion allows you to exchange one prepared spell for another.
Description: An *amulet of spell conversion* is a bronze octagon, roughly 2 inches on a side, dangling from either a leather thong or a bronze chain.
Each of the eight sides is adorned with mystic runes; these meet in the middle, crossing and overlapping to form abstract patterns.
The amulet grows faintly warm to the touch when used, and the runes seem to waver as if viewed through shallow water or a heat mirage.
Prerequisite: An *amulet of spell conversion* functions only for arcane casters who prepare their spells in advance from a spellbook, such as wizards.
Activation: Activating the amulet requires a full-round action.

It functions once per day.
Effect: An *amulet of spell conversion* allows you to lose one spell you have prepared for the day and replace it with another spell of equal or lower level.
The new spell must be one that is already scribed in your spellbook.
You can now cast that spell as though you had prepared it normally.
Aura/Caster Level: Moderate, no school. CL 11th.
Construction: Craft Wondrous Item, *Rary's arcane conversion* (page 114), 9,000 gp, 720 XP, 18 days.
Weight: 1 lb.
Price: 18,000 gp.

CLOAK OF COMFORT

This cloak allows you to remain comfortable in any mundane environment, and to share that comfort with nearby allies.
Description: A *cloak of comfort* appears old and slightly worn.
It is normally of dark brown hue, though some in shades of black, blue, and gray exist.
The cloak always feels comfortable to touch, regardless of the ambient temperature.
Activation: A *cloak of comfort* is active as long as it is worn; it requires no special actions to activate.
Effect: You are protected by a constant *endure elements* effect, as are any allies within 30 feet of you.
You also gain a +1 resistance bonus on saving throws.
Aura/Caster Level: Faint abjuration. CL 3rd.
Construction: Craft Wondrous Item, *endure elements* or *cold comfort* (page 123), *resistance*, 1,500 gp, 120 XP, 3 days.
Variants: More powerful versions of this cloak can be created with a higher resistance bonus on saves (+1,500 gp, +120 XP, +3 days for +2 bonus; +4,000 gp, +320 XP, +8 days for +3 bonus; +7,500 gp, +600 XP, +15 days for +4 bonus; +12,000 gp, +960 XP, +24 days for +5 bonus).
Weight: 2 lb.
Price: 3,000 gp (+1), 6,000 gp (+2), 11,000 gp (+3), 18,000 gp (+4), 27,000 gp (+5).

FAMILIAR'S BELT

With a simple command, you can mystically call your familiar, which appears in the pouch attached to this belt.
Description: This item appears *to* be a peculiarly wide leather belt.
Dangling from it is a heavy padded leather pouch.
Activation: You activate a *familiar's belt* with a command word, requiring a standard action.
Normally in Draconic, this word translates to "appear" or "sanctuary".
The belt functions up to three times per day.
Effect: Your Tiny or smaller familiar instantly appears in the belt's pouch.
The familiar can be anywhere on the same plane as you.
Aura/Caster Level: Moderate conjuration. CL 11th.
Construction: Craft Wondrous Item, *familiar refuge* (page 104), 3,000 gp, 240 XP, 6 days.
Weight: 3 lb.
Price: 6,000 gp.

HEWARD'S FORTIFYING BEDROLL

Less well known than Heward's other great creation but still a boon to adventurers everywhere, this bedroll grants the benefit a full night's sleep in a fraction of the time.
Description: This item appears to be a normal, if well made, bedroll.
The cushioning is thick, the stitching skilled.
It is made of dark green cloth with a dull yellow interior.
It smells faintly comforting, a mix of burning firewood and goose down.
Activation: To activate the magic of the bedroll, you need merely climb into it (a move action) and spend 1 uninterrupted hour resting.
Each bedroll functions once per day.
Effect: *Heward's fortifying bedroll* grants you the benefits of a full 8 hours of rest—including the elimination of fatigue or exhaustion, natural healing, and the ability to prepare or ready arcane spells—over the course of a single hour.
Spells cast within the last 8 hours still count against your daily limit as normal.
After using *Heward's fortifying bedroll*, you can't gain the same benefit again (either from the same or a different item) until 48 hours have passed.
Aura/Caster Level: Faint transmutation. CL 3rd.
Construction: Craft Wondrous Item, sleep, 1,500 gp, 120 XP, 3 days.
Weight: 2 lb.
Price: 3,000 gp.

HORIZON GOGGLES

These lenses greatly increase your prowess with ranged attacks, allowing you to accurately strike targets much farther away than normal.
Description: These goggles feature small oval lenses in a wire-thin frame.
When worn, they are difficult (Spot DC 15) for others to notice.
The world seems particularly clear and three-dimensional when viewed through the goggles, which glow faintly any time you nock a bow or otherwise prepare to use a ranged weapon.
Activation: *Horizon goggles* are active as long as they are worn; they require no special action to activate.
Effect: *Horizon goggles* grant you the benefits of the Far Shot feat (increases range increment of projectile weapons by 50%, and of thrown weapons by 100%).
These goggles also increase the range of spells and spell-like abilities that require ranged attack rolls by 50%.
Aura/Caster Level: Faint divination. CL 3rd.
Construction: Craft Wondrous Item, *near horizon* (page 111), 4,000 gp, 320 XP, 8 days.
Price: 8,000 gp.

METAMAGIC WANDGRIP

This copper wand-sized handgrip allows you to apply your metamagic feats to wands.
Description: A *metamagic wandgrip* is made of copper.
It is unadorned except for a single magical rune carved out of the handgrip, so that the wielder's skin is exposed to the magic item through that rune.

The hollow rune glows whenever the item is used, though its position inside the closed hand makes this difficult to see (Spot DC 15).
Activation: Activating a *metamagic wandgrip* is subsumed in the activation of the wand.
It functions only three times per day.
Placing a wand into the *wandgrip* (or removing a wand from it) requires a move action.
Effect: You can apply any one metamagic feat you know to a wand placed within the *wandgrip*.
Doing this drains an additional number of charges from the item equal to the normal cost of that feat in spell slots.
For instance, Extend Spell normally raises the cost of a spell by one level, so using Extend Spell on a wand or staff would drain one additional charge (on top of the cost of the spell being cast) from the item.
In all other ways, this item functions as if you had the Metamagic Spell Trigger feat (see page 45).
Aura/Caster Level: Moderate transmutation. CL 6th.
Construction: Craft Wondrous Item, Metamagic Spell Trigger (page 45), 3,000 gp, 240 XP, 6 days.
Price: 6,000 gp.

MURDERERS GLOVES

These thin gloves allow a killer to escape undetected, causing him to disappear upon making a successful attack.
Description: These gloves, always found in pairs, appear to be made of very thin deer- or lambskin leather.
They are dyed black and seem well worn, feeling soft and supple to the touch.
Prerequisite: *Murderer's gloves* function only for wearers who have the sneak attack, skirmish, or sudden strike ability.
Activation: Activating *murderer's gloves* is a swift action.
They can only be activated upon making a successful sneak attack, skirmish attack, or sudden strike.
The *gloves* function three times per day.
Effect: The instant the wearer has delivered his sneak attack, skirmish attack, or sudden strike, he turns invisible for 1 round (as the *invisibility* spell, PH 245).
Aura/Caster Level: Moderate illusion. CL 7th.
Construction: Craft Wondrous Item, *unseen strike* (page 122), 8,000 gp, 640 XP, 16 days.
Weight: 1 lb.
Price: 16,000 gp.

QUILL OF SCRIBING

Beloved by wizards everywhere, this magical quill can scribe a scroll for you, leaving you free to pursue other activities.
Description: This item appears to be a normal quill, albeit one made from the feather of an exotic bird.
It is jet black but shimmers with a veritable rainbow of colors when observed at an angle in bright light, as if it was coated in a thin sheen of reflective oil.
Despite this, it feels dry to the touch.
When in use, the pen writes on its own, needing no inkwell or other writing supplies.
Prerequisite: You must have the Scribe Scroll feat to activate a *quill of scribing*.
Activation: A *quill of scribing* is activated by a command word in Draconic, translating roughly as "inscribe".
This requires a standard action.
It deactivates when it is through scribing the scroll in question, but it can be deactivated early simply by taking it in hand and pulling it away from the scroll (though this wastes any resources required to scribe the scroll).
The quill can be activated only once per day, even if it is deactivated early.
Effect: A *quill of scribing* animates and scribes a scroll for you (of any single spell that you know).
Treat this just as if you were scribing it, including gp cost, XP cost, time, and all other construction requirements.
Spellcasters typically activate a *quill of scribing* just before going to bed (or, in the case of more raucous spellcasters, just before going drinking).
Aura/Caster Level: Faint, no school. CL 1st.
Construction: Craft Wondrous Item, Scribe Scroll, *prestidigitation*, 875 gp, 70 XP, 2 days.
Price: 1,750 gp.

STEADYING ROBE

This simple garment negates movement beneath you, enabling you to cast spells on a mount or a while on a moving boat.
Description: A *steadying robe* is made of a thick blue-gray cloth, with silver lining around the hem, the cuffs, and the hood.
It is clearly of fine manufacture, and though plain, would not seem out of place at a courtly function.
Although the robe is perfectly comfortable to wear, anyone running a hand over it notices an unusual stiffness, as though the cloth were somehow held erect by an interior framework.
Prerequisite: A *steadying robe* functions only for spellcasters.
Activation: A *steadying robe* is active as long as it is worn; it requires no special action to activate.
Effect: A *steadying robe* negates the unsteadying effect of vigorous, violent, or extremely violent motion on your spellcasting (see the Concentration skill, PH 70).
You need not make a Concentration check to successfully cast a spell in such a situation.
A *steadying robe's* benefit doesn't apply in any other situations, such as when you take damage or are entangled, grappling, or distracted by weather.
The *robe* also grants you a +2 competence bonus on Balance checks.
Aura/Caster Level: Faint transmutation. CL 1st.
Construction: Craft Wondrous Item, *feather fall*, 500 gp, 40 XP, 1 day.
Weight: 1 lb.
Price: 1,000 gp.

STORMSTRIDER BOOTS

These mystical boots allow you, when making a spring attack, to transform into a bolt of lightning, blasting your foes and transporting yourself across the battlefield.
Description: These are simple boots of soft leather, a light brown in hue.
Gold stitching surrounds the cuffs.
For a split second before *stormstrider boots* activate, the stitching flashes and crackles with power, and the boots smell of ozone for a round after use.
Prerequisite: These boots function only for characters who have the Spring Attack feat.

Activation: Activating the primary function of the boots is a swift action that you can take only when initiating a spring attack.
This function works once per day.
The bonus to your land speed requires no activation; it applies as long as the boots are worn.
Effect: Before and after making the attack as part of your spring attack, you become pure lightning.
You can move through occupied squares during your spring attack, and any creature in a square you move through takes 9d6 points of electricity damage (Reflex DC 17 half).
Moving through a creature's space more than once during your spring attack doesn't have any additional effect.
You rematerialize briefly at a single point during your spring attack, enabling you to make a single attack as normal.
Stormstrider boots also provide a 5-foot enhancement bonus to your land speed.
Aura/Caster Level: Moderate transmutation. CL 9th.
Construction: Craft Wondrous Item, *expeditious retreat*, *lightning leap* (page 109), 9,000 gp, 720 XP, 18 days.
Weight: 2 lb.
Price: 18,000 gp.

COMPLETE SCOUNDREL (3.5)

ASPECT MIRROR

Aspect mirrors allow you to converse with others, face to face, at nearly any distance.
Description: A typical *aspect mirror* looks like a plain, circular, silvered mirror, usually 1-1/2 feet in diameter.
Activation: As a standard action, you touch an *aspect mirror* and concentrate to activate it.
Touching the mirror a second time and willing away the images it displays deactivates the item.
An *aspect mirror* can function for as long as a user wishes and regardless of the wishes of other bearers of mirrors attuned to it.
Effect: *Aspect mirrors* are magical communication tools created in groups.
An *aspect mirror* allows you to see, hear, and speak as if you were in the same place as an attuned *aspect mirror* (one created as part of the same set as the one you hold).
While you use a mirror, you and your location are visible in turn to those near the distant *aspect mirror* you're communicating with.
Thus, two distant users can see, hear, and speak as if knowingly scrying on one another at the same time.
To use an *aspect mirror*, you activate both your own and another mirror of your choice (specified when you activate your mirror).
The possessor of the other mirror does not need to be present at the mirror's location, and you can scry on its location even without the knowledge of the other mirror's owner.
Of course, other users of *aspect mirrors* attuned to your mirror can activate your mirror in the same manner.
Thus, owners of *aspect mirrors* often keep them covered or in extradimensional containers when they are not in use.
You cannot cast spells through an *aspect mirror*, although you can use a distant mirror to direct the subjects of enchantment spells you have already cast.
Aspect mirrors function at any range on the same plane.
Two *aspect mirrors* are commonly created in a set, although sets exist with as many as five attuned mirrors.
Using an *aspect mirror* does not grant you knowledge of all the other mirrors in its set.
You can attempt to contact only a mirror that you know exists; you must also have general knowledge of its location or owner.
For example, upon activating your *aspect mirror*, you could attempt to reach out to an attuned mirror that you know is held by the merchant Fraudis Smerch or the one that you know is hanging in the back room of the Friendly Girallon tavern.
You could not, however, attempt to activate a fourth mirror in the set whose location and existence are unknown to you.
If all the mirrors attuned to a particular *aspect mirror* are destroyed, the remaining mirror becomes an ordinary item of its sort.
Variants: Some versions of *aspect mirrors* project an image of the user that appears on the mirror's surface.
Aura/Caster Level: Moderate divination; CL 10th.
Construction: Craft Wondrous Item, *scrying*, 2,000 gp, 160 XP, 4 days.
These construction requirements apply to a single mirror. Making other mirrors attuned to the first one (up to a maximum of four additional attuned mirrors) requires an additional expenditure of gp, XP, and time, as well as another casting of the *scrying* spell, for each other mirror beyond the first one.
Weight: 10 lb. (single mirror).
Price: 4,000 gp (single mirror).

BANDS OF FORTUNE

These innocuous-looking items allow you to change your luck on the battlefield.
Description: *Bands of fortune* are gold armbands elaborately decorated with glass jewels.
They occupy space on the body as a pair of bracers.
Prerequisite: You must have at least one luck feat (page 72) or some other source of luck rerolls, such as the granted power of the Luck domain, to activate *bands of fortune*.
Activation: You activate *bands of fortune* by expending one of your luck rerolls as a swift action.
Effect: You can channel your luck into one of three different benefits, each of which lasts for 1 round.
You can gain the benefit from only one effect at a time.
• *Attack*: You gain a +2 luck bonus on attack and damage rolls.
• *Defend*: You gain a +2 luck bonus to Armor Class.
• *Survive*: You gain a +2 luck bonus on saving throws.
Aura/Caster Level: Moderate transmutation; CL 9th.
Construction: Craft Wondrous Item, any luck feat, 1,000 gp, 80 XP, 2 days.
Weight: —.
Price: 2,000 gp.

BLADESHIMMER

A silvery oil, *bladeshimmer* causes nonliving objects on which it is smeared to turn invisible.
Description: Most often found in small vials full of what looks like quicksilver, *bladeshimmer* is a thin, magical oil. When it is smeared over a weapon or other object, the materials making up the object become wholly transparent.
Activation: You can coat a weapon or other object of similar size with *bladeshimmer* as a full-round action.
Effect: B*ladeshimmer* renders an object invisible.
Anyone holding an affected object appears to have an empty hand, though keen eyes can spot something out of place.
Use the bearer's Sleight of Hand check result (with a +10 competence bonus) as the DC for the observer's Spot check.
If you attack with a weapon coated with *bladeshimmer*, the target is considered flat-footed unless it succeeds on a Spot check to notice something unusual.
A single successful attack wipes away enough *bladeshimmer* to end the invisibility effect.
A single vial of this substance can coat an area up to 2 feet square.
It can't be divided between multiple objects, though multiple vials can combine to make a larger object invisible.
Each doubling of the area to be affected requires four times as much *bladeshimmer* (four vials for an area 4 feet square, and so forth) and takes a correspondingly longer time to apply.
B*ladeshimmer* has no effect on creatures—even undead and constructs cannot be rendered invisible with this substance.
Aura/Caster Level: Faint illusion; CL 5th.
Construction: Craft Wondrous Item, *invisibility*, 375 gp, 30 XP, 1 day.
Weight: 1 lb.
Price: 750 gp.

LUCKY CHARM

A *lucky charm* makes you more fortunate than you already are.
Description: A thick gold bracelet bearing various decorative solid gold figurines forms a set of *lucky charms*. Each figurine on the bracelet is made in the form of a different item or creature, usually something considered lucky (such as cats, horseshoes, four-leaf clovers, and the like).
A new set of *lucky charms* has seven such figurines.
When you activate a *lucky charm*, the bracelet glows briefly with a mild white radiance, and the figurine you chose to activate disappears.
Once all its charms are used up, the gold bracelet becomes a nonmagical item worth 100 gp.
Prerequisite: You must have at least one luck feat (page 72) or some other source of luck rerolls, such as the granted power of the Luck domain, to activate a *lucky charm*.
Activation: Whenever you would otherwise use a luck reroll, you can instead activate a *lucky charm*.
As a standard action, while holding the bracelet you vigorously rub one of the charms with your thumb while concentrating.
Effect: When you activate this item, you use one of the charms on the bracelet to gain the benefit of a successful luck reroll without expending one of your daily luck rerolls.
You can expend only one charm per round.
You can use this ability only with luck effects that require one luck reroll to activate.
Effects that require more than one luck reroll cannot be partially paid for by expending a charm.
Aura/Caster Level: Moderate transmutation; CL 11th.
Construction: Craft Wondrous Item, any three luck feats, 3,500 gp, 280 XP, 7 days.
Weight: —.
Price: 7,000 gp.

PANIC BUTTON

Taking the shape of various small and innocuous adornments, *panic buttons* produce a wide range of effects depending on the specific type.
Lore: The first of these items were created by the famed assassin Fratello Simm to aid his guildmates in avoiding capture.
Knowledge of *panic buttons* began to spread when examples of the items were discovered on captured assassins' guild members.
Fratello originally created the bolstering, escaping, and flexing *panic buttons*.
Since then, a wider assortment of buttons has been developed by other sorts of spellcasters.
Description: As their name implies, *panic buttons* often look like normal buttons sewn into clothing.
They might also resemble round metal bells, glass beads, or other small, inconspicuous adornments.
Regardless of its form, when activated a *panic button* bursts with a small flash of light, a tiny popping noise, and a faint smell of sulfur.
Activation: You activate a *panic button* by dropping or throwing it onto the ground.
These items are designed for quick use; you can pull a *panic button* off your clothing (as long as you aren't wearing armor) and drop it in your square as a swift action.
You can pull it off your clothing and toss it into another square as standard action.
A thrown *panic button* has a range increment of 5 feet.
Throwing the button into a square other than your own requires a ranged touch attack, as though it were a splash weapon, and it lands in a random square if you miss (see PH 158).
Effect: A *panic button* affects whatever creature is in the square it lands in.
Unless otherwise noted, a button's effect lasts for 1 round.
If you target another creature's square, that creature is allowed a DC 16 Fortitude save to resist the effect created by a *panic button*.
(Most *panic buttons* are harmless effects that creatures would like to receive).
A number of different kinds of *panic buttons* exist.
The following are the most common; each one lists the spell needed to create it.
Bolstering: You gain 10 temporary hit points for 1 round.
Requires *false life*.
Dodging: You gain a +2 dodge bonus to your Armor Class against the first attack made against you in the next round.
Requires *haste*.

Escaping: You immediately gain the benefit of *dimension door*, except that the range is limited to 30 feet and you must have line of sight to the destination.
Requires *dimension door*.
Flexing: You gain a +5 bonus on all Dexterity-related skill checks and Dexterity checks made in the next round.
Requires *cat's grace*.
Meandering: You act as if under the effect of a *slow* spell for 1 round; this *panic button* is usually thrown at an opponent.
Requires *slow*.
Protecting: You gain a +2 bonus on the next saving throw you roll within 1 round.
Requires *resistance*.
Retreating: You gain an enhancement bonus of 30 feet to your speed for 1 round.
Requires *expeditious retreat*.
Silencing: You act as if under the effect of a *silence* spell, centered on you, for 1 round.
Requires *silence*.
Standing: You act as if under the effect of a *dimensional anchor* spell for 1 round; this *panic button* is usually thrown at an opponent.
Requires *dimensional anchor*.
Strengthening: You gain a +5 bonus on all Strength-related skill checks and Strength checks made in the next round.
Requires *bull's strength*.
Aura/Caster Level: Moderate transmutation; CL 7th.
Construction: Craft Wondrous Item, spell varies (see individual description), 375 gp, 30 XP, 1 day.
Weight: —.
Price: 750 gp.

SHRUNKEN SHRIEKER

This shrunken head can be attached to any weapon, shield, or piece of armor.
It lets out a scream if anyone but the true owner attempts to use the item.
Lore: Ensorceled by savage adepts, the heads of fallen enemies now guard the armaments of those who killed them.
Description: This item is a disgusting severed head, shrunken to the size of a baby's fist, with its eyes and mouth loosely stitched shut.
A clasp in its long, straggly black hair allows the head to be clamped or tied onto other objects.
Activation: A *shrunken shrieker* can be attached to any weapon, shield, or piece of armor.
Once it is so affixed, it considers the attacher to be the item's true owner.
Effect: A *shrunken shrieker* dangles quietly from the weapon, shield, or armor it is attached to, as long as it considers the user to be the item's true owner.
If any other creature attempts to use the item to which the head is attached, the *shrunken shrieker*'s mouth distends around the stitches, letting out a horrible, inhuman screaming.
The sound of a *shrunken shrieker* is just as loud as an audible alarm created by the *alarm* spell, and it continues for as long as a creature other than the item's true owner uses the item.
The head stops screaming as soon as the item it is attached to is put down or removed.
A *shrunken shrieker* can be ripped off an item as a full-round action.
If the head has started screaming and is torn off an item, it continues shrieking wherever it falls until either the true owner of the item it was attached to touches it or it is destroyed.
A *shrunken shrieker* has hardness 2 and 5 hit points.
Variants: Some *shrunken shriekers* are said to be crafted from the heads of fiends.
These variations scream so terribly that they also hinder those who make use of the items they guard; a creature other than the item's true owner must make a DC 13 Will save or be shaken for as long as the head continues screaming.
This is a mind-affecting fear ability.
Creatures that fail this save are vulnerable to this *shrunken fiendshrieker's* screaming for the next 24 hours, they do not receive a new save if they put down the affected item and pick it back up later.
Aura/Caster Level: Faint abjuration; CL 3rd.
Construction: Craft Wondrous Item, *alarm*, 250 gp, 20 XP, 1 day.
Weight: 1/2 lb.
Price: 500 gp.
A *shrunken fiendshrieker* variant costs an extra 1,500 gp, and its XP cost and crafting time increase accordingly.

TRINKET OF TRICKERY

A *trinket of trickery* makes you trickier than you already are.
Description: T*rinkets of trickery* can take the form of any small baubles, totems, or lucky charms.
A popular shape is that of a stylized cat sitting on its haunches and waving, but many such items resemble chess pieces or figurines of mounted knights and dragons.
A *trinket of trickery* is never larger than 1 inch in its longest dimension.
Prerequisite: You must know at least one skill trick to use a *trinket of trickery*.
Activation: You must wear a *trinket of trickery* on your person for at least 24 hours to attune it to you.
After that time, the trinket grants its power to you as long it is on your person (in a pocket, held on a necklace around the neck, attached to a helmet, and so on).
It does not grant its power if stored within a backpack, *bag of holding*, or similar location; it must be in close physical contact in some way (though it doesn't take up space on your body).
Effect: A *trinket of trickery* holds the secret knowledge of a single skill trick (see page 83 for a list).
You can use that trick as if you had spent skill points to learn it, but only if you meet the prerequisite for learning the trick.
You can't gain the benefit of more than one *trinket of trickery* simultaneously; if you wear a second trinket while one is already on your body, the second has no effect.
Aura/Caster Level: Faint transmutation; CL 5th.
Construction: Craft Wondrous Item, knowledge of the trick contained, 500 gp, 40 XP, 1 day.
Weight: —.
Price: 1,000 gp.

WHEEL OF FORTUNE

This hand-held wheel grants its user a dose of extra fortune.

Lore: Clerics of Olidammara claim the genesis of these items lies with their fickle and fun-loving god, and nobody seems intent on arguing the point with them.
Indeed, the oldest known *wheels of fortune* bear the Laughing Rogue's symbol in conspicuous locations.
Description: A *wheel of fortune* consists of a 2-foot-wide wooden box with a brightly painted metal wheel, a little larger in diameter than the width of the box, partially encased at one end.
The wheel is divided into eight "slices", each one corresponding to one of the colors of the rainbow, plus a white slice.
A brass needle sticks out the end of the box at the wheel end and acts as a pointer.
In the center of the box's top, lined up perfectly with the edge of the wheel, is a raised brass button (which sometimes bears the mark of Olidammara).
Spinning the wheel causes the color slices to blur into a disk of white.
Regardless of how tightly a user holds it and no matter how hard the wheel is spun, the item never wobbles or loses its perfect balance.
Activation: Pressing the brass button (a standard action) activates the wheel, causing it to spin all the way around seven times.
One round after activation, the wheel comes to a stop sometime during its eighth rotation with the brass pointer indicating one of the eight slices at random.
Any attempt to stop the wheel or influence its outcome once its button has been pushed not only fails but also results in a jolt that deals 1d6 points of electricity damage.
A *wheel of fortune* confers its effect on the character holding it.
Effect: When the wheel stops spinning, you gain an effect that depends on the slice the brass pointer indicates.
The effect lasts for 24 hours.
Once used, a *wheel of fortune* does not function again for the same character for 24 hours.
Roll on the following table to determine the wheel's effect.

COMPLETE WARRIOR (3.5)

BRACERS OF DAWN

These bejeweled bracers have a miniscule lens-and-dial contraption mounted on the exterior of one bracer of the pair.
When the dial is turned to the left, the bracers appear normal.
When the wearer turns the dial to the middle position (a move action), a beam of light emerges from the lens, illuminating the surroundings as a bullseye lantern.
Four times per day, the wearer can turn the dial to the right position as a standard action and aim the lens at a target, unleashing a beam of *searing light* that deals 3d8 points of damage to most creatures, 6d6 points of damage to undead, and 6d8 points of damage to creatures with light sensitivity.
The dial returns to the middle position after each *searing light*.
Even though only one of the pair contains the lens-and-dial apparatus, both bracers must be worn for the magic to be effective.
Moderate evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 26,000 gp; Weight 1 lb.

GAUNTLET OF THE DWARVEN FORGE

This iron gauntlet extends to the elbow and is always cool to its wearer's touch.
When its command word is spoken, a *gauntlet of the dwarven forge* glows red-hot for 10 rounds, illuminating everything within 10 feet as if by torchlight.
Anyone else touched by the gauntlet during this time takes 1d6+10 points of fire damage.
The wearer of a *gauntlet of the dwarven forge* takes half damage from fire-based attacks while the gauntlet is glowing.
Fire attacks that allow Reflex saves for half damage deal the wearer no damage if he makes his save.
Moderate evocation; CL 10th; Craft Wondrous Item, *fire shield*; Price 24,000 gp; Weight 3 lb.

GAUNTLET OF LASSITUDE

This leather glove bound in brass magically transforms to match the hand shape of its owner, and thus it can be worn on either hand.
With a successful melee touch attack, the *gauntlet of lassitude* slows the target for 5 rounds (Will DC 14 negates).
Faint transmutation; CL 5th; Craft Wondrous Item, *slow*; Price 27,000 gp; Weight 2 lb.

GAUNTLET OF UTTERDEATH

This spiked gauntlet of jet-black steel smells faintly of brimstone.
If the wearer succeeds on a melee touch attack, the target must make a DC 20 Fortitude save or be reduced to a pile of smoldering cinders.
If the Fortitude save succeeds, the target instead takes 10d6 points of damage.
A *gauntlet of utterdeath* is usable three times per day.
Strong necromancy; CL 13th; Craft Wondrous Item, *destruction*; Price 96,000 gp; Weight 2 lb.

SACRED SCABBARD

This item has a variable appearance.
When first found, there is a 25% chance it looks like a dagger sheath, a 25% chance it looks like an axe case, and a 50% chance it looks like some sort of sword sheath.
A user quickly discovers, however, that a *sacred scabbard* can change shape to fit whatever dagger, sword, or axe is touched to it, even making allowances for double weapons.
This scabbard keeps any weapon carried in it clean and sharp.
In addition, up to three times per day, the user may place a weapon in the scabbard, utter a command word, and invoke *bless weapon* on the weapon inside.
Faint transmutation; CL 4th; Craft Wondrous Item, *bless weapon*; Price 4,400 gp; Weight 1 lb.

STANDARD OF COURAGE

For a *standard of courage* to be effective, it must be affixed to a two-handed hafted weapon such as a halberd or a lance.
The bearer of the standard and any allies within 30 feet of the item gain a +4 morale bonus against fear effects.
Faint abjuration; CL 5th; Craft Wondrous Item, *remove fear*; Price 15,000 gp; Weight 1 lb.

STANDARD OF HEROISM

This standard functions as a *standard of courage*, except that the standard bearer and any allies within 30 feet of the item gain a +2 morale bonus on attack rolls, saves, and skill checks.
Faint enchantment and abjuration; CL 5th; Craft Wondrous Item, *heroism*, *remove fear*; Price 40,000 gp; Weight 1 lb.

STANDARD OF NO RETREAT

This standard functions as a *standard of courage*, except that it also prevents outward extradimensional travel within 30 feet, just as if creatures were subjected to a *dimensional anchor* spell.
Creatures trying to flee from the standard's area must succeed on a DC 19 Will save, or their attempt to flee fails. A *standard of no retreat* doesn't prevent creatures from using extradimensional travel to enter the area, just to leave it. Summoned creatures within the standard's area still disappear when the spell that brought them here ends.
Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*, *remove fear*; Price 145,000 gp; Weight 1 lb.

DEFENDERS OF THE FAITH (3.0)

AMULET OF MEMORY

Once per day the bearer of this amulet may recall up six levels of divine spells already cast.
The bearer can recall only spells prepared and cast that day.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item; *Market Price*: 36,000 gp; *Weight*: —.

ARM OF NYR

This artificial arm made of mithral replaces an arm that has been lost by a good character.
It will not function for a neutral character.
An evil character who tries to attach it takes 1d4 points of temporary Dexterity damage.
A character who makes successful use of the arm gains +2 Strength and +2 Dexterity.
The arm also provides a +2 deflection bonus to Armor Class.
Generally, 70% of these items are left arms and 30% are right arms, though there are rumors of rare arms that adapt to the user.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *animate object*, *shield*; *Market Price*: 12,800 gp; *Weight*: —.

BLACK PATCH

This black leather eyepatch conveys no extraordinary abilities except to those of orc blood.
Any orc or half-orc who wears this patch over an empty eye socket or blind eye gains a +2 competence bonus on ranged attack rolls and on saving throws against illusions.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item; *Market Price*: 8,800 gp; *Weight*: —.

BOWL OF CONTEMPLATION

This bowl gives anyone who casts a *divination* spell over it a 100% chance for a correct divination.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *divination*; *Market Price*: 44,800 gp; *Weight*: 2 lb.

BRACERS OF BINDING

These appear no different from any other magic bracers. On command, these bracers jerk together and remain bound to each other until another command word is spoken.
Against escape attempts, the bracers have Strength 30, and the DC for the Escape Artist check is 35.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *make whole*; *Market Price*: 10,800 gp; *Weight*: 1 lb.

CLOAK OF THE FOREST

This elf-made item is a green cloak with brown leather trim. When worn by an elf, that individual gains a +4 competence bonus on Balance and Climb checks and may use *tree stride* three times per day.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *tree stride*; *Market Price*: 39,392 gp; *Weight*: 2 lb.

GATE AMULET

This amulet allows the bearer to return to her home plane. The bearer has no control over where she returns, and the amulet has no function if she's already on her home plane.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 64,000 gp; *Weight*: —.

GREATER HOLY SYMBOL

Manufactured from precious metals and gems, this item is imbued with divine power by a servant of the deity it is associated with.
A greater holy symbol grants the bearer the Empower Turning feat, usable at will.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, ability to turn or rebuke undead as 4th-level cleric, participation of a celestial, fiend, or other outsider servant of a deity; *Market Price*: 5,040 gp; *Weight*: 1 lb.

HELM OF VISION

This metal helmet appears useless from the outside, since it completely covers the eyes.
Anyone who dons the helmet discovers he can see perfectly.

The helm provides the wearer with the effects of the spell *true seeing* and gives the wearer a +1 insight bonus to Armor Class.
Caster Level: 9th; *Prerequisites*: Craft Magic Arms and Armor, *true seeing*; *Market Price*: 91,600 gp; *Weight*: 3 lb.

MARK OF APOSTASY

Sometimes the deities of evil mark an individual as one of their own.
A mark of apostasy may be of any material but is generally made from the same material as the deity's favored weapon. It is a large symbol, roughly 8 inches across.
A mark has mixed benefits.
On one hand, it is instantly recognizable to anyone who sees it as a mark of evil.
On the other, it increases the bearer's ability to rebuke undead by giving him the Empower Turning feat and allows him to cast *fear* three times per day as a 10th-level wizard.
A mark of apostasy cannot be created.
It is a "gift".
Caster Level: N/a; *Prerequisites*: N/a; *Market Price*: 38,880 gp; *Weight*: 1 lb.

MASK OF THE DEAD

This ghastly, full-face mask looks like the decaying face of a corpse.
While wearing it, the user can *speak with dead*, regardless of language, three times per day.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *comprehend languages*, *speak with dead*; *Market Price*: 23,400 gp; *Weight*: —.

MIRROR OF REVELATION

If an evil outsider looks into this small, octagonal mirror, the mirror dispels any illusion spells or effects that conceal the true nature of the outsider.
This effect functions as a targeted *dispel magic* cast by a 10th-level cleric.
If the outsider is wary or attempts to avert its gaze, treat the situation as a gaze attack (see page 77 of the DUNGEON MASTER'S *Guide*).
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *dispel magic*; *Market Price*: 48,000 gp; *Weight*: 1/2 lb.

SACRED SCABBARD

This item has a varying appearance.
When first found, there is a 25% chance it appears as a dagger sheath, a 25% chance it appears as an axe case, and a 50% chance it appears as some sort of sword sheath.
A user quickly discovers, however, that a *sacred scabbard* can change shape to fit whatever dagger, sword, or axe is touched to it, even making allowances for double weapons. These scabbards keep any weapon carried in them clean and sharp.
In addition, up to three times per day, the user may place a weapon in the scabbard, utter a command word, and invoke *bless weapon* on the weapon inside.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, *bless weapon*; *Market Price*: 6,400 gp; *Weight*: 1 lb.

DRACONOMICON (3.5)

BOOTS OF DRAGONSTRIDING

These scaled boots grant their wearer a +5 enhancement bonus on Climb and Jump checks.
Once per day, the wearer can cast *jump* on himself.
Moderate transmutation; CL 9th; Craft Wondrous Item, *jump*, *spider climb*; Price 10,000 gp.

CRIMSON DRAGONHIDE BRACERS

These bracers, crafted from the armored hide of a red dragon, grant their wearer an enhancement bonus of +1 to +5 to his natural armor.
They also grant resistance to fire 5.
Faint to strong abjuration and transmutation; CL 3rd (*bracers* +1), 6th (*bracers* +2), 9th (*bracers* +3), 12th (*bracers* +4), or 15th (*bracers* +5); Forge Ring, *barkskin*, *resist energy*, creator's caster level must be three times that of the bonus placed in the bracers; Price 5,000 gp (*bracers* +1), 11,000 gp (*bracers* +2), 21,000 gp (*bracers* +3), 35,000 gp (*bracers* +4), or 53,000 gp (*bracers* +5); Weight 1 lb.

DRACOLICH BREW

This ingested poison (Fortitude DC 25; 2d6 Con/2d6 Con) is created specifically for a dragon who wishes to become a dracolich.
It automatically slays the dragon for which it is prepared (no save allowed).
See the dracolich entry, page 146, for more information.
Moderate necromancy; CL 11th; Brew Potion, Knowledge (arcana) 14 ranks; Price 5,000 gp.

DRACOLICH PHYLACTERY

A dracolich's phylactery is crafted from a solid, inanimate object of at least 2,000 gp value.
Gemstones, particularly ruby, pearl, carbuncle, and jet, are commonly used for the phylactery, since they must be able to resist decay.
When a dracolich first dies, and any time its physical form is destroyed thereafter, its spirit instantly retreats to its phylactery regardless of the distance between that and its body.
A dim light within the phylactery indicates the presence of the spirit.
While so contained, the spirit cannot take any actions except to possess a suitable corpse; it cannot be contacted or attacked by magic.
The spirit can remain in the phylactery indefinitely.
See the dracolich entry, page 146, for more information.
Strong necromancy; CL 13th; Craft Wondrous Item, *control undead*, gem or similar item of minimum value 2,000 gp; Price 50,000 gp plus value of gem; Cost 25,000 gp plus value of gem + 2,000 XP.

DRAGON'S EYE AMULET

This fist-sized orb resembles the eye of a dragon and dangles from a heavy gold chain.

It grants its wearer a +10 enhancement bonus on Search and Spot checks, as well as blindsense with a 30-foot range.
Strong transmutation; CL 9th; Craft Wondrous Item, *dragonsight*; Price 85,000 gp.

DRAGONFANG GAUNTLETS

These leather gauntlets are studded with dragon teeth and deal damage as spiked gauntlets.
They grant a +4 enhancement bonus to the wearer's Strength.
Three times per day, the character may use the gauntlets to attack a weapon or shield as if she had the Improved Sunder feat (even if she doesn't have the prerequisites).
When worn by a character with the Improved Unarmed Strike feat, *dragonfang gauntlets* allow the wearer to overcome damage reduction with unarmed strikes as if she were wielding a magic weapon.
In this case, the wielder deals her normal unarmed strike damage, rather than the damage for spiked gauntlets.
Moderate evocation and transmutation; CL 12th; Craft Wondrous Item, *bull's strength*, *greater magic fang*, *shatter*; Price 28,500 gp; Weight 1 lb.

DRAUGHT OF METABREATH MAGIC

These draughts are thick liquids, similar to potions, that bestow magical effects on a creature drinking them.
The magical effects duplicate the metabreath spells described in the previous section, but the drinker must supply the breath component for the effect to take place.
Drinking a draught is a standard action, and activates the magic of the draught for just over 1 round.
After drinking, the drinker must use its breath weapon before the end of the next round.
This use of the drinker's breath weapon is enhanced as if the drinker had cast the appropriate metabreath spell on itself.
Draughts of metabreath magic come in a number of different varieties, whose caster level and market price are listed on the table below.
Varies (no school); Craft Wondrous Item, appropriate metabreath spell; Weight 1/2 lb.

Draught Variety	Caster Level	Price
Blinding breath	5th	750 gp
Breath flare	1st	50 gp
Breath weapon admixture:		
acid	15th	6,000 gp
cold	15th	6,000 gp
electricity	15th	6,000 gp
fire	15th	6,000 gp
Breath weapon substitution:		
acid	7th	1,400 gp
cold	7th	1,400 gp
electricity	7th	1,400 gp
fire	7th	1,400 gp
Deafening breath	17th	7,650 gp
Dispelling breath	7th	1,400 gp
Enervating breath	15th	6,000 gp
Ethereal breath	9th	2,250 gp
Rebuking breath	7th	1,400 gp
Stunning breath	7th	1,400 gp
Greater stunning breath	13th	4,550 gp

DRAUGHT OF METALLIC DRAGON BREATH

A special variety of *draughts of metabreath magic*, this liquid comes in five varieties, corresponding to the five kinds of metallic dragons, and their color is the same: brass, bronze, copper, gold, and silver.
When drunk, this draught alters the drinker's next use of its breath weapon, as long as that use occurs before the end of the next round.
The breath weapon works just like the nondamaging effects of a metallic dragon.
A brass draught creates a cone of *sleep*, a bronze draught creates a cone of *repulsion* gas, a copper draught creates a cone of *slow* gas, a gold draught creates a cone of weakening gas, and a silver draught creates a cone of paralyzing gas.
The saving throw against the metallic breath weapon has the same DC as the drinker's natural breath weapon, and the effects are the same as if the drinker used the breath weapon normally.
For example, an old red dragon that drank a gold *draught of metallic dragon breath* could breathe a cone of weakening gas that deals 8 points of Strength damage.
A character under the effects of a *potion of fire breath* or similar effect can use a *draught of metallic dragon breath* to alter the fiery blasts from that potion, using the caster level of the effect (3rd, in the case of a *potion of fire breath*) as the effective age category.
A creature with no breath weapon ability is unaffected by drinking the draught.
Moderate transmutation; CL 7th; Craft Wondrous Item, *breath weapon substitution*, and one of the following: *sleep*, *repulsion*, *slow*, *ray of enfeeblement*, or *hold person*; Price 2,100 gp; Weight 1/2 lb.

GEMSTONE OF FORTIFICATION

This large, faceted stone must be embedded in a creature's hide to function.
True dragons can accomplish this with ease, since they routinely embed gems in among the scales of their bellies.
Other creatures have a more difficult time of it, requiring at least a *limited wish*, at the DM's discretion.
When properly embedded, a *gemstone of fortification* protects the wearer's vital areas from lethal damage.
When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.
A *gemstone of light fortification* has a 25% chance to negate a critical hit or sneak attack, a *gemstone of moderate fortification* has a 75% chance, and a *gemstone of heavy fortification* has a 100% chance.
Strong universal or evocation; CL 13th; Craft Magic Arms and Armor, Craft Wondrous Item, *limited wish* or *miracle*; Price 3,000 gp (light), 15,000 gp (moderate), 35,000 gp (heavy).

GOGGLES OF DRACONIC VISION

The wearer of these goggles gains a +10 bonus on Spot checks and enjoys low-light vision and 60-foot darkvision.
Once per day, the wearer can command the goggles to grant him blindsense for 1 minute.

The goggles also protect the wearer from being blinded by the cloud created by a hovering dragon (though the cloud still provides concealment for all within it).
Moderate transmutation; CL 9th; Craft Wondrous Item, *dragonsight*; Price 46,000 gp.

GOLEM MANUAL

A *golem manual* contains information, incantations, and magical power that help a character to craft a golem (see page 134 of the *Monster Manual*).
The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body.
Each manual also holds the prerequisite spells needed for a specific golem and effectively grants the builder use of the Craft Construct feat (see page 303 of the *Monster Manual*) during the construction of the golem, and grants the character an increase to her caster level for the purpose of crafting a golem.
Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.
The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem.
The cost of the book does not include the cost of constructing the golem's body.
Once the golem is finished, the writing in the manual fades and the book is consumed in flames.
When the book's ashes are sprinkled upon the golem, it becomes fully animated.

DRAGONBONE GOLEM MANUAL

This book contains *animate dead*, *cause fear*, and *geas/quest*.
The reader may treat her caster level as one level higher than normal for the purpose of crafting a dragonbone golem.
The book supplies 4,400 XP for the creation of a dragonbone golem.
Strong enchantment and necromancy [evil]; CL 12th; Craft Construct, creator must be caster level 12th, *animate dead*, *cause fear*, *geas/quest*; Price 28,000 gp; Cost 3,000 gp + 4,640 XP; Weight 5 lb.

DRAKESTONE GOLEM MANUAL

This book contains *animate objects*, *antimagic field*, *flesh to stone*, and *geas/quest*.
The reader may treat her caster level as three levels higher than normal for the purpose of crafting a drakestone golem.
The book supplies 6,400 XP for the creation of a drakestone golem.
Strong abjuration, enchantment, and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *animate objects*, *antimagic field*, *flesh to stone*, *geas/quest*; Price 40,000 gp; Cost 4,000 gp + 6,720 XP; Weight 5 lb.

IRONWYRM GOLEM MANUAL

This book contains *animate objects*, *antimagic field*, *geas/quest*, *incendiary cloud*, and *limited wish*.
The reader may treat her caster level as four levels higher than normal for the purpose of crafting a ironwyrm golem.
The book supplies 8,000 XP for the creation of a ironwyrm golem.
Strong abjuration, enchantment, evocation, and transmutation; CL 18th; Craft Construct, creator must be caster level 18th, *animate objects*, *antimagic field*, *geas/quest*, *incendiary cloud*, *limited wish*; Price 50,000 gp; Cost 5,000 gp + 8,400 XP; Weight 5 lb.

GORGET OF TEMPEST BREATH

This metal collar bestows the benefit of the Tempest Breath feat upon its wearer.
A creature wearing the gorget cannot also make use of a magic robe.
Strong (no school); CL 13th; Craft Wondrous Item, Tempest Breath; Price 10,000 gp; Weight 10 lb.

HORN OF DRAGONS

This horn bears intricate carvings of dragons in flight.
When blown (a full-round action), the horn summons an adult dragon 1 round later, to a location up to 100 feet away.
The dragon remains for 1 hour and serves the user of the horn to the best of its ability.
At the end of the duration, or if the dragon is slain or dispelled, the dragon disappears.
The type of dragon depends on the user's alignment (see the table below).
The horn may be blown once per month.

User's Alignment	Dragon Summoned
LG, NG, or LN	Bronze
CG, N, or CN	Copper
LE or NE	Green
CE	Black

Strong conjuration; CL: 17th; Craft Wondrous Item, *summon monster* IX; Price 75,000 gp.

IDOL OF THE DRAGON

Much like a *figurine of wondrous power*, an *idol of the dragon* is a miniature statuette (about 2 inches long) resembling a particular variety of dragon.
The color and kind of the dragon is very apparent, even at a glance, due to the craftsmanship involved.
The idol grants energy resistance (5 or 10) of the appropriate type to its owner while carried (but not while the idol is in dragon form).
Once per week, when the idol is tossed into the air and the proper command word spoken, it becomes a full-size dragon of the appropriate age (see the table below).
The dragon is a living creature, not a construct, and has all the abilities and powers of an average dragon of its age.
The dragon obeys and serves its owner for up to 1 hour.
At the end of this duration, or if it is prematurely dismissed by its owner, the dragon returns to idol form.
A targeted *dispel magic* on the full-size dragon can return it to idol form if successful.
If the dragon is slain while at full size, the idol is destroyed.

Type	Age	Resistance	Price
White	wyrmling	cold 5	15,000 gp
Brass	wyrmling	fire 5	21,000 gp
Black	very young	acid 5	24,000 gp
Copper	very young	acid 5	32,000 gp
Green	young	acid 10	42,000 gp
Bronze	young	electricity 10	56,000 gp
Blue	juvenile	electricity 10	73,000 gp
Silver	juvenile	cold 10	93,000 gp
Red	young adult	fire 10	116,000 gp
Gold	young adult	fire 10	142,000 gp

Faint to strong conjuration; CL 3rd (white), 5th (black, brass), 7th (copper, green), 9th (bronze), 11th (blue), 13th (silver), 15th (red), or 17th (gold); Craft Wondrous Item, *resist energy*, and either *summon monster* II (white), *summon monster* III (black, brass), *summon monster* IV (copper, green), *summon monster* V (bronze), *summon monster* VI (blue), *summon monster* VII (silver), *summon monster* VIII (red), or *summon monster* IX (gold); Price as shown on table.

JAWS OF THE DRAGON

This complex metal device is worn in the mouth, fitting over the teeth while allowing them to protrude.
A row of metal teeth is set into the *jaws of the dragon* behind where the dragon's teeth emerge, increasing the damage dealt by the dragon's bite.
The dragon gains the benefit of the *sharptooth* spell while the jaws are worn.
The device resizes to fit any creature as normal for a magic item, but creatures with no natural bite attack gain no benefit from wearing it.
Moderate transmutation; CL 7th; Craft Wondrous Item, *sharptooth*; Price 40,000 gp; Weight 8 lb.

LAIR WARDS

Lair wards are a special kind of wondrous item that dragons often use to protect their lairs and hoards.
They are identical to certain kinds of wondrous architecture used in humanoid-built strongholds and dungeons, as detailed in the *Stronghold Builder's Guidebook*.
Essentially, lair wards are immobile (or practically immobile) magic items, and they follow all the normal rules for the use of magic items.
See the *Stronghold Builder's Guidebook* for information on creating these items and determining the market price for new items.
Most lair wards affect an area defined as a "single cavern." This need not be an actual cavern; such an effect wards an area of approximately 400 square feet.
Disabling a Lair Ward: As a stationary magic item, a lair ward is essentially identical to a magic trap (even though some have beneficial rather than harmful effects).
A character with the trapfinding ability (including rogues and characters affected by a *find traps* spell) can use Search to find lair wards and Disable Device to deactivate them.
The DC for both checks is 25 + the spell level of the highest-level spell used in the lair ward's construction.
A successful Disable Device check suppresses the ward's magical properties for 1d4 rounds, just as if the character had cast *dispel magic* on it.
If the character beats the DC by 10 or more, she suppresses its magical properties for 1d4 minutes instead.

BLACK LUMINARY

This 3-foot-wide steel half-orb sheds *darkness* in a 20-foot radius around itself.
Not even creatures who can normally see in the dark can see through it, and it cancels out any normal light, as well as magical light of 1st level or lower.
If magical light of 2nd level (such as *continual flame*) is brought into or cast in the area, it and the *black luminary* cancel each other out until the light spell expires or is removed from the area.
Higher-level light spells, such as the *daylight* spell, are unaffected by a *black luminary*'s darkness.
The orb has a shutter that enables a person standing beneath a ceiling-mounted *black luminary* to conceal or reveal the item (and the resulting darkness) with a move action.
Faint evocation; CL 3rd; Craft Wondrous Item, *darkness*; Price 6,000 gp.

BLACK LUMINARY, PITCH

This 4-foot-wide steel half-orb sheds *deeper darkness* in a 60-foot radius around itself.
Not even creatures that can normally see in the dark can see in this darkness, and it cancels out any normal light as well as any magical light of 2nd level or lower.
If a *daylight* spell is brought into or cast in the area, it and the *pitch black luminary* cancel each other out until the light spell expires or is removed from the area.
The orb has a shutter that enables a person standing beneath a ceiling-mounted *pitch black luminary* to conceal or reveal the item (and the resulting darkness) with a move action.
Faint evocation; CL 5th; Craft Wondrous Item, *deeper darkness*; Price 15,000 gp.

BRIGHT LUMINARY

This 4-foot-wide steel half-orb sheds *daylight* in a 60-foot radius around itself.
Creatures affected by normal daylight are affected by a *bright luminary* as well.
If magical darkness is brought into or cast in the area, it and the *bright luminary* cancel each other out until the magical darkness expires or is removed from the area.
The orb has a shutter that enables a person standing beneath a ceiling-mounted *bright luminary* to conceal or reveal the item with a move action.
Faint evocation; CL 5th; Craft Wondrous Item, *daylight*; Price 15,000 gp.

CAVERN OF THE EARTHBOUND

Within the walls of this cavern, the *fly* spell does not function.
Characters who are flying when they enter the cavern float to the ground as if the spell's duration had expired.
When they leave the cavern, any *fly* spells whose durations have not expired return to normal efficacy.
Moderate abjuration; CL 7th; Craft Wondrous Item, *spell immunity*; Price 14,000 gp.

CLOUDGATHERING ORB

This 4-foot-wide crystal orb keeps the weather nasty (thunderstorms in spring, torrential rain in summer, sleet in autumn, and blizzards in winter) around a lair for a 2-mile radius.
Anyone attempting to magically alter the weather in this area must make an opposed caster level check against the *cloudgathering orb's* power to succeed.
See pages 93–95 of the *Dungeon Master's Guide* for information on weather effects.
Moderate transmutation; CL 11th; Craft Wondrous Item, *control weather*; Price 33,000 gp.

CAVERN OF BABBLE

Anyone who enters this cavern must make a DC 14 Will save or have any words that she speaks come out as unintelligible gibberish.
The exact nature of the transmuted sounds is determined by the creator of this magic item at the time of creation.
This effect makes it impossible for anyone in the cavern to communicate verbally with anyone else.
Additionally, it prevents a spellcaster from casting a spell that requires a verbal component.
Faint transmutation; CL 5th; Craft Wondrous Item, *sculpt sound*; Price 7,500 gp.

CAVERN OF SILENCE

All sounds made within this cavern are negated (as if by a *silence* spell).
Making a DC 13 Will save allows a character to speak normally (including casting spells with vocal components), though other sounds remain dampened.
This property doesn't affect sounds created outside this cavern.
Faint illusion; CL 3rd; Craft Wondrous Item, *silence*; Price 3,000 gp.

HURRICANE'S EYE

This 5-foot-wide crystal orb maintains hurricane-force winds (see page 95 of the *Dungeon Master's Guide*) around the outside of the lair at all times.
The eye of the hurricane (the safe, calm part) is a cylinder with a diameter of up to 80 feet.
If the lair is larger than this, multiple orbs can be linked together by overlapping the eyes.
Any section that is surrounded by eyes on all sides automatically becomes a part of the eye, turning the whole region into one massive, continuously operating eye, keeping the raging winds of the hurricane entirely outside of the affected regions.
The winds circle the eye in a clockwise or counter-clockwise fashion, as you prefer.
However, if there are more orbs than one, they must all force the wind to circle in the same direction.
If you join this item up with a *tornado's eye* or a *windstorm's eye*, they can each only function at the level of the weakest item.
Strong transmutation; CL 15th; Craft Wondrous Item, *control winds*; Price 75,000 gp.

INSCRIPTIONS OF PRIVACY

This form of wondrous architecture places arcane sigils throughout the walls and ceiling of a cavern.
They can be as subtle or outlandish as the creator likes.
However, when anyone tries to spy upon anyone in the cavern by means of *clairaudience/clairvoyance* or *scrying* or a *crystal ball* or any other magic scrying device, the inscriptions glow softly.
If the scrying attempt originates from within the cavern, the person making the attempt begins glowing as well.
Anyone scried upon can attempt an opposed caster level check (using the caster level of the *inscriptions of privacy*).
If the target of the scrying attempt wins the opposed check, she immediately gets a mental image of the scrier, along with a sense of the direction and distance of the scrier, accurate to within one-tenth of the distance.
Moderate divination; CL 7th; Craft Wondrous Item, *detect scrying*; Price 14,000 gp.

INSCRIPTIONS OF VACANCY

Everyone within a cavern adorned with these inscriptions becomes undetectable to scrying.
In fact, to someone casting a *scrying* spell it appears as if the cavern is entirely empty of people and devoid of activity, no matter how many people are in it or what they are doing.
Moderate illusion; CL 9th; Craft Wondrous Item, *false vision*; Price 22,500 gp.

MISSING CHAMBER

This cavern—and everyone and everything inside it—is difficult to detect by divination spells and detection spells and magic items.
For such a spell or item to work, the caster or user must succeed on a caster level check (1d20 + caster level) against DC 16.
Faint abjuration; CL 5th; Craft Wondrous Item, *nondetection*; Price 7,500 gp.

ORB OF PLEASANT BREEZES

This 4-foot-wide crystal orb keeps the weather in a 2-mile radius around the lair mild and pleasant no matter the time of year.
Anyone attempting to magically alter the weather in this area must make an opposed caster level check against the orb's power to succeed.
Moderate transmutation; CL 11th; Craft Wondrous Item, *control weather*; Price 33,000 gp.

PLATFORM OF HEALING

Any time an injured creature is placed on this 10-foot-round platform—which is affixed to the floor—the creature recieves the benefits of a *heal* spell.
If an undead creature somehow ends up on the platform, treat it as if a *harm* spell had been cast upon it instead.
Strong conjuration; CL 17th; Craft Wondrous Item, *mass heal*; Price 76,500 gp.

POOL OF SCRYING

This shallow pool forms a reflective surface in which the user can scry on others.

This works just like the standard *scrying* spell.
Spellcasters can cast certain spells through the *pool of scrying* at creatures or things they are scrying upon, as per the *scrying* spell.
While the pool can be shallow, it must be at least 2 feet by 4 feet.
It can be formed into the top of a large pedestal, but these items are just as often found in a room's floor.
If the water is ever entirely emptied from the pool, the item loses its magic.
Faint divination; CL 5th; Craft Wondrous Item, *scrying*; Price 7,500 gp.

POOL OF SCRYING, GREATER

This magic item works just like the standard *pool of scrying*, with one exception.
You can reliably cast any spells through it that you could use with the *greater scrying* spell.
Moderate divination; CL 11th; Craft Wondrous Item, *greater scrying*; Price 33,000 gp.

SECURE CAVERN

The entire cavern is affected by a *mind blank* spell.
No one in the cavern can be affected by devices and spells that detect, influence, or read emotions and thoughts, up to and including *miracle* or *wish*.
Even a scrying attempt that scans an area does not work.
Strong abjuration; CL 15th; Craft Wondrous Item, *mind blank*; Price 60,000 gp.

SIGILS OF SUPPRESSION

A *globe of invulnerability* fills the entire cavern, as represented by the arcane sigils that are inscribed upon the walls.
No spell effects of 4th level or lower function within this cavern.
Such spells cannot be cast within the cavern, nor can their effects extend to within the cavern.
A targeted *dispel magic* can temporarily suppress *sigils of suppression*, just like any other magic item.
Moderate abjuration; CL 11th; Craft Wondrous Item, *globe of invulnerability*; Price 33,000 gp.

SIGILS OF SUPPRESSION, LESSER

These are identical to *sigils of suppression*, except that they only block spell effects of 3rd level or lower (as per *lesser globe of invulnerability*).
Moderate abjuration; CL 7th; Craft Wondrous Item, *lesser globe of invulnerability*; Price 14,000 gp.

TORNADO'S EYE

This 6-foot-wide crystal orb maintains tornado-force winds (see page 95 of the *Dungeon Master's Guide*) around the outside of the lair at all times.
See the description of the *hurricane's eye* for how this works.
If this item is joined with a *hurricane's eye* or a *windstorm's eye*, each item functions at the level of the weakest item.
Strong transmutation; CL 18th; Craft Wondrous Item, *control winds*; Price 90,000 gp.

VEIL OF OBSCURITY

This lair ward disguises up to 8,000 contiguous square feet of caverns with a *mirage arcana* effect, making the lair appear as something other than it is.
It includes audible, visual, tactile, and olfactory elements, though it can't disguise, conceal, or add creatures.
Moderate illusion; CL 10th; Craft Wondrous Item, *mirage arcana*; Price 25,000 gp.

WINDSTORM'S EYE

This 4-foot-wide crystal orb maintains windstorm-force winds (see page 95 of the *Dungeon Master's Guide*) around the outside of the lair at all times.
See the description of the *hurricane's eye* for details.
If this item is joined with a *hurricane's eye* or a *tornado's eye*, each item functions at the level of the weakest item.
Moderate transmutation; CL 12th; Craft Wondrous Item, *control winds*; Price 60,000 gp.

WONDROUS ABSENCE

This ward conceals all magical auras in a single cavern, just as if *Nystul's magic aura* had been cast.
Faint illusion; CL 3rd; Craft Wondrous Item, *Nystul's magic aura*; Price 3,000 gp.

MANTLE OF THE SILVER WYRM

This impressive cloak is fashioned from the hide of a silver dragon.
It grants its wearer a +2 enhancement bonus to Charisma and resistance to cold 10.
In addition, its wearer can use *fly* (as the spell) once per day.
Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*, *fly*, *resist energy*; Price 27,000 gp; Weight 3 lb.

PECTORAL OF MANEUVERABILITY

This metal disk has straps that go over a dragon's forelimbs to hold the pectoral in place over its chest.
A winged creature wearing a *pectoral of maneuverability* has its flying maneuverability improved by one step.
A *greater pectoral of maneuverability* improves maneuverability by two steps.
A humanoid can wear a pectoral as if it were a vest.
Faint (ordinary) or moderate (greater) transmutation; CL 3rd (ordinary) or 9th (greater); Craft Wondrous Item, *wings of air* (ordinary) or *greater wings of air* (greater); Price 12,000 gp (ordinary) or 90,000 (greater); Weight 5 lb.

WYRMFANG AMULET

This necklace of dragon teeth grants all of the wearer's natural attacks the ability to overcome damage reduction as if they were magic weapons.
(The attacks don't actually gain an enhancement bonus, only the ability to ignore some creatures' damage reduction).
Moderate transmutation; CL 12th; Craft Wondrous Item, *greater magic fang*; Price 2,500 gp.

DRAGON MAGIC (3.5)

AMULET OF FEARSOME MIGHT

This amulet enhances your ability to inspire terror in your enemies, making you even more frightening than you normally are.
Description: This bronze necklace is formed in the shape of a roaring draconic head embedded with sparkling ruby eyes.
Whenever the wearer's frightful presence becomes active (or when the wearer casts a *fear* spell), the eyes of the amulet flash with a burning red light.
Activation: An *amulet of fearsome* might functions automatically as long as it is worn.
Effect: When worn, an *amulet of fearsome might* doubles the radius of the wearer's innate frightful presence (to a 60-foot radius per age category, in the case of dragons) and increases its save DC by 2.
if the wearer does not have a frightful presence, the amulet does not bestow that ability.
In addition, if the wearer casts any spells or spell-like abilities with the fear descriptor, the amulet increases their save DC by 2.
This bonus does not stack with that from the Spell Focus or Greater Spell Focus feats.
This ability functions whether or not the wearer has an innate frightful presence.
Aura/Caster Level: Moderate necromancy; CL 7th.
Construction: Craft Wondrous Item, crafter must possess the frightful presence special ability, *fear*, 5,500 gp, 440 XP, 11 days.
Weight: 1 lb.
Price: 11,000 gp.

CLOAK OF MYSTERIOUS EMERGENCE

The enemies of the Shadow's Fang cabal (see page 144) sometimes see a ghostly dragon maw appear in their peripheral vision.
A heartbeat later, they see a black-cloaked figure step out of the open mouth.
That's usually the last thing they see.
Description: A *cloak of mysterious emergence* is fashioned from multiple layers of fine silk.
Along the hem is a row of glittering red scales, molted away by Vaeratrux, the secret dragon master of the Shadows Fangs.
When the cloak is activated, a ghostly apparition of a dragon's head appears next to the wearer, and its jaws open.
When the wearer steps into the jaws, he teleports to the desired location and emerges from a second insubstantial dragon maw a fraction of a second later.
Members of the Shadow's Fangs created dozens of *cloaks of mysterious emergence* for their top agents.
Many have spread beyond the reach of the cabal, however, taken from agents who failed to complete their assigned missions.
Activation: It takes a standard action to call forth the power of a *cloak of mysterious emergence* and step into its maw.
Once the wearer arrives in his new location, he can't take any other actions until his next turn.
Effect: Stepping through the dragon maw created by a *cloak of mysterious emergence* functions like a *dimension door* spell with a range of 120 feet.
A *cloak of mysterious emergence* has three charges per day. However, the wearer can choose to expend all three charges to have the cloak *teleport* him and up to 50 pounds of items up to 120 miles away.
Aura/Caster Level: Moderate conjuration; CL 9th.
Construction: Craft Wondrous Item, *teleport*, *dimension door*, 6,500 gp, 520 XP, 13 days.
Weight: 1 lb.
Price: 13,000 gp.

DRAGONSLAYER CLAWS

Perhaps the most dangerous foe a dragon can face is another dragon.
With that in mind, the great creatures designed these magic claws to help them fight off dragons that try to seize their hoards.
More aggressive dragons use these claws to claim the hoards of those they view as weak.
Description: These heavy, dark metal blades fit smoothly over the wearer's claws like comfortable gloves.
Dragonslayer claws occupy the same space on the body as gloves.
Prerequisite: Although *dragonslayer claws* are made for dragons, any creature that has a claw attack can wear them, and they resize to fit the wearer.
However, *dragonslayer claws* bestow a negative level when worn by any creature that is not of the dragon type or the dragonblood subtype.
The negative level remains as long as the claws are worn and disappear when the creature removes the *dragonslayer claws*.
This negative level never results in actual level loss, but it cannot be overcome by any means (not even *restoration* or *wish*) while the *dragonslayer claws* are worn.
A wearer that does not have claw attacks gains no benefit from *dragonslayer claws*.
Activation: Activating *dragonslayer claws* is a free action.
The wearer can use the claws once per round, up to a maximum of three times per day.
Before making an attack roll, the wearer must declare to which attack the extra damage will be applied.
Effect: When the wearer makes a claw attack, *dragonslayer claws* deal an extra 1d6 points of damage.
Against a creature of the dragon type or the dragonblood subtype, the claws instead deal an extra 3d6 points of damage and are treated as magic weapons for the purpose of overcoming damage reduction.
Aura/Caster Level: Moderate transmutation; CL 8th.
Construction: Craft Wondrous Item, creator must be of the dragonblood subtype, *magic weapon*, 1,250 gp, 100 XP, 3 days.
Weight: 6 lb.
Price: 2,500 gp.

ELIXIR OF BLINDSIGHT

As dragon hunters become more talented at stalking their prey, dragons have been forced to keep up by creating new items that help them keep their edge.
The *elixir of blindsight*, which grants its drinker perfect vision within a limited range, is a particularly significant advance of this nature.
Description: This liquid is blood-red and slightly viscous, like a watery syrup.
When a creature drinks the elixir, the liquid races through its blood in a flash, and it feels each of its senses come alive.
Prerequisite: Only a creature with blindsense gains any benefit from this item.
Activation: Drinking an *elixir of blindsight* requires a standard action that provokes attacks of opportunity.
Effect: After consuming this elixir, the user gains blindsight with a range equal to its normal blindsense range for a period of 10 minutes.
Aura/Caster Level: Faint divination; CL 5th.
Construction: Craft Wondrous Item, *clairaudience/clairvoyance*, 500 gp, 40 XP, 1 day.
Weight: —.
Price: 1,000 gp.

TAILBANDS OF IMPACT

Characters who face the mightiest of dragons know to fear their tail slap more than their bite.
These adamantine bands enhance the already prodigious destructive capability of a tail slap attack.
Description: Each of these three progressively larger adamantine bands is a stunning piece of jewelry in its own right, studded with gems and inscribed with draconic runes of strength.
The three bands slip over the wearer's tail and are magically held in place once donned, spread equidistant up its length. *Tailbands of impact* occupy the same space on the body as boots.
Prerequisite: While *tailbands of impact* are made for dragons, any creature that has a tail slap attack can wear them, and they resize to fit the wearer.
A creature that does not have a tail slap attack gains no benefit from wearing the bands.

Normal	Wearing Tailbands of Impact
Str bonus × 1/2	Str bonus
Str bonus	Str bonus × 1-1/2
Str bonus × 1-1/2	Str bonus × 2

Aura/Caster Level: Moderate evocation; CL 11th.
Construction: Craft Wondrous Item, *bull's strength*, 3,000 gp, 240 XP, 6 days.
Weight: 10 lb.
Price: 6,000 gp.

TOME OF THE WYRM

Favored by spellcasters who hunt dragons, a *tome of the wyrm* gradually increases the potency of its bearer's spells.
Lore: A *tome of the wyrm* describes dozens of battles between spellcasters and dragons (DC 10 Knowledge [arcana]).
Wyrm wizards (see page 55) created the *tomes* to help them conduct research by overcoming the magical defenses of dragons, growing stronger over time (DC 20 Knowledge [arcana]).
Description: A *tome of the wyrm* is a leather-covered grimoire with binding hinges and a back plate made of dark iron.
An embossed, glowing eye with a slitted pupil adorns the cover.
The eye remains heavily lidded unless a dragon attacks the tome's owner or the owner attempts a saving throw against a dragon's frightful presence.
Then it opens wide until the battle is over.
Prerequisite: Anyone can carry a *tome of the wyrm*, but its magic benefits only those who cast spells.
Activation: A *tome of the wyrm* functions automatically, but only when carried in one hand.
If it is left in a backpack or other container, it still records battles (as described below), but it doesn't improve its owner's caster level.
Effect: A spellcaster carrying a *tome of the wyrm* in one hand gains a +1 insight bonus to his caster level on any spell that targets an enemy dragon or includes an enemy dragon in its area.
This benefit applies against all creatures affected by the spell, not just the dragon.
At the end of each of the caster's turns, determine whether he cast a spell that harmed an enemy dragon.
(For the purpose of this item, this means any spell that dealt damage to the dragon, any spell against which the dragon failed a save, or any spell that overcame the dragon's spell resistance).
If so, the insight bonus of the *tome of the wyrm* increases by 1.
If not, the insight bonus decreases by 1.
A *tome of the wyrm*'s bonus can't drop below +1, nor can it rise above a number equal to the highest-level spell that its owner can cast.
One hour alter the last time the caster harms an enemy dragon with a spell, this effect fades, and the tome's bonus returns to normal.
Each page of a *tome of the wyrm* describes one battle against a dragon—a brief narrative explaining who was present, how the fight unfolded, and how the dragon died (or how its attackers got away).
After each new battle with a dragon, the tome magically adds a new page describing that battle.
Once this 200-page book is full, any new entry overwrites the oldest entry.
Aura/Caster Level: Moderate divination; CL 10th.
Construction: Craft Wondrous Item, *detect dragonblood*, 7,500 gp, 600 XP, 15 days.
Weight: 5 lb.
Price: 15,000 gp.

VIAL OF EXPLOSIVE BREATH

A *lesser vial of explosive breath* holds a tightly controlled quantity of energy not unlike a dragon's breath weapon. Prized by dragons and their allies alike, this item offers a surprise for those who think they know what to expect from a foe.
Description: This smoky crystal vial is closed with a golden stopper, capped by a faintly glowing piece of clear quartz.

When it shatters, destructive magical energy explodes outward, looking very much like a dragon unfolding its wings before dissipating into thin air.
Activation: A creature can throw a *lesser vial of explosive breath* as an attack, either as a standard action or as part of a full attack action.
Hurling the vial as a ranged attack provokes attacks of opportunity.
Effect: A *lesser vial of explosive breath* is hurled as a splash weapon and must be aimed at a grid intersection.
Upon impact, the vial shatters, releasing the energy of its breath weapon in a 20-foot-radius spread centered upon the point of impact.
This deals 6d6 points of acid, cold, electricity, or fire damage, depending on the breath weapon of the dragon that created the vial (Reflex DC 18 half).
Variant: A greater version of this item can be crafted by true dragons of ancient age or older.
A *greater vial of explosive breath* deals 10d6 points of damage (Reflex DC 22 half).
Aura/Caster Level: Moderate transmutation; CL 6th.
Construction: Craft Wondrous Item, creator must be a true dragon of adult age or greater with a breath weapon that deals acid, cold, electricity, or fire damage, 500 gp (or 1,000 gp for greater trial), 40 XP (or 80 XP for *greater vial*), 1 day (or 2 days for *greater vial*).
Weight: —.
Price: 1,000 gp (lesser) or 2,000 gp (greater).

DRAGONS OF FAERÛN (3.5)

AMBER ACORNS OF THE MOONWOOD CIRCLE

The *amber acorns of the Moonwood Circle* are the legacy of a now-vanished circle of druids once active in the woodlands west of Silverymoon.
Lore: Characters can gain the following pieces of information about the *amber acorns of the Moonwood Circle* by making Knowledge (arcana) or Knowledge (nature) checks.
DC 15: The Moonwood Circle was a circle of druids active in the Moonwood region with close ties to the city of Silverymoon.
The sect disappeared in the Year of the Creeping Fang (1305 DR).
DC 20: Before their disappearance, members of the Moonwood Circle were known for the many magic items they had created and stashed in caches across the Silver Marches, of which the best known are their *amber acorns*.
DC 25: The Moonwood Circle vanished after months of fighting with the People of the Black Blood in a series of skirmishes known as the Beast Wars, which were notable for the large number of beasts summoned into the fray. Some believe the druids escaped to a floating forest on the Elemental Plane of Air through a unknown *portal* in the heart of the Moonwood.
Description: The *amber acorns* look like a necklace of four acorns strung on a cord of woven roots.
Effect: As with a *necklace of prayer beads*, once the wearer casts a divine spell, this item's true nature becomes apparent.
Each acorn is actually made of amber and contains a small piece of elemental matter (air, earth, fire, or water) encased within.
Each day, the wearer of a necklace can use *summon nature's ally* VI once for each kind of elemental, summoning a creature appropriate to that element.
(Each acorn essentially has 1 charge per day).
This item takes up space on die body as a necklace or amulet.
Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally* VI; Price 95,040 gp; Cost 47,520 gp + 3,802 XP.

CROWN OF THE DEATH DRAGON

Priests of Tiamat that were also members of the Cult of the Dragon created these crowns.
They grant the wearer a semblance of the power of a dracolich, at the expense of spellcasting ability.
Lore: Characters can gain the following pieces of information about *crowns of the death dragon by* making Knowledge (arcana) or Knowledge (religion) checks.
DC 20: The cultists that created these crowns were strong devotees of the prophecy of Maglas (or at least Sammaster's interpretation of it), which proclaimed that undead dragons would rule Faerûn.
DC 30: Some neutral scholars believe that the cultists had read about these crowns in a tome they found concerning ancient magic of the priests of Myrkul, even before Sammaster's Cult was formed.
The Cult of the Dragon denies the existence of dracoliches prior to their experiments.
Description: When inactive, one of these crowns looks like the skull of a Large metallic dragon.
When it is donned, the wearer appears to have the head of a skeletal dragon.
Activation: The wearer of a *crown of the death dragon* must spend 1 round exulting in the power and negative energy of the death dragon (an imagined paragon of dracoliches). At the end of this round, the wearer must proclaim, "By the prophecy of Maglas and the might of Sammaster, I command the power of the dragon of death".
Effect: Once per day, after embracing the power of the dragon of death, the wearer of a crown summons the might of the dracolich.
For the following 13 rounds, he receives a +4 enhancement bonus to natural armor, a +4 deflection bonus to Armor Class, and 13 temporary hit points.
He is treated as armed when making unarmed attacks, and his limbs deal damage as if they were short swords of an appropriate size.
The wearer of a crown can use his off hand to attack this way, but still incurs the standard two-weapon fighting penalties (PH 160).
The power of the death dragon prevents the wearer from casting spells with somatic, material, or focus (but not divine focus) components, but does not otherwise hinder actions or movement.
While under the effect of the crown, the wearer can, as a standard action, project a *cone of fear* (Will DC 20 partial) or

make a melee touch attack to use *inflict critical wounds* (Will DC 20 half).
Strong necromancy; CL 13th; Craft Wondrous Item, *death dragon*; Price 32,760 gp; Cost 16,380 gp + 1,310 XP; Weight 2 lb.

CROWN OF THE NORTH WIND

A *crown of the north wind* is the traditional headgear of a humanoid servitor of Bahamut.
In the past year, individual dragonborn have begun to receive visions leading them to the lair of a chromatic dragon whose hoard contains one of these ancient relics.
Lore: Characters can gain the following pieces of information about *crowns of the north wind* by making Knowledge (arcana) or Knowledge (history) checks.
DC *15*: Bahamut, the Lord of the North Wind, has traditionally rewarded his greatest dragonborn knights with such crowns, allowing them to lead small groups of adventurers into battle with the spawn of Tiamat.
DC *25*: Unlike the Dragon Queen, Bahamut rewards metallic dragons for their discretion and mercy by giving them less destructive alternatives to their traditional energy breath weapons.
A *crown of the north wind* grants the bearer similar alternatives.
DC *35*: The elven Parwiccan Cycle speaks of dragonborn wearing such crowns during the Time of Dragons.
It is apparently Bahamut's will that such crowns have begun reappearing in the Realms, although it is unclear whether they are new creations or truly ancient relics forged millennia ago.
Description: A *crown of the north wind* is an elegant platinum crown with five spires, each one shaped like a different metallic dragon (brass, copper, bronze, gold, and silver).
Effect: A *crown of the north* wind provides a +2 enhancement bonus to Charisma and radiates a continuous *cloak of bravery* effect when worn.
(The latter effect can be consciously dismissed or resumed as a standard action).
If the crown-wearer has an energy breath weapon (acid, cold, fire, or lightning), the crown allows the wearer to substitute the secondary breath weapon of a metallic dragon, as follows:

Cone or Line of:	Becomes a Cone of:
Acid	Slow gas (as copper)
Cold	Paralyzing gas (as silver)
Fire	Sleep (as brass) or weakening gas (as gold)
Lightning	Repulsion gas (as bronze)

For effects that depend on the age category of the breather, use the wearer's age category (if he or she has one) or assume an age category of young, whichever is more favorable to the wearer.
If a creature can choose among energy types for his breath weapon, then he can also choose among substitution effects.
Moderate enchantment and transmutation [good]; CL 8th; Craft Wondrous Item, *calm emotions*, *eagle's splendor*; Price 70,000 gp; Cost 35,000 gp + 2,800 XP.

CROWNRING OF TCHAZZAR

The *crownring of Tchazzar* is the primary component of the royal regalia of Chessenta.
It occupies space on the body as a headband, hat, helmet, or phylactery for a Large or smaller creatures.
It occupies space on the body as a ring for a Huge or larger creature.
Although only one of these items exists, it is theoretically possible to create other *crownrings* that have a similar function.
Lore: Characters can gain the following pieces of information about the *crownring of Tchazzar* by making Knowledge (arcana) or Knowledge (history) checks.
DC *20*: Worn by Tchazzar as a ring before his disappearance in the Year of the Dracorage (1018 DR), the *crownring of Tchazzar* was later adopted by the Sceptenar of Cimbar, nominal ruler of Chessenta.
DC *30*: Tchazzar received the *crownring* in his youth from the Dragon Queen, in exchange for a pledge of service. The terms of this pact were invoked during the Time of Troubles, resulting in Tchazzar's death (albeit temporary).
Description: This simple mithral circlet is engraved with draconic characters that read: "Through worship ascended, by fire consumed, a god-king is reborn".
Effect: Once per day, upon command, the wearer of the *crownring* can summon 1d4+1 red abishai, as the spell *summon monster* VIII.
Strong conjuration; CL 15th; Craft Wondrous Item, *summon monster* VIII; Price 43,200 gp; Cost 21,600 gp + 1,728 XP.

DRAGON BLIGHT BOMB

When thrown, this bomb explodes into a magical cloud that inflicts grievous harm on dragons in its area.
Lore; Characters can gain the following pieces of information about *dragon blight bombs* by making Knowledge (arcana) checks.
DC *25*: Vaasan mages created these bombs to combat the Witch King Zhengyi after learning that he had summoned evil dragons to do his bidding.
DC *30*: The bombs do not distinguish between friend and foe, so it is unwise to employ one around dragon and dragonblood allies.
Description: *Dragon blight bombs* appear to be small, silvered glass globes, filled with a green liquid.
Activation: The user must throw the bomb so that it lands near a suitable target.
Effect: Wherever the bomb lands, it produces a *dragon blight* effect.
(See the spell description on page 114).
The thrower must make a ranged touch attack against the target.
If the attack misses, use the rules for splash weapons (PH 158).
Dragons in the area take 10d6 points of damage and are stunned for 1d4 rounds.
A successful DC 18 Fortitude save halves the damage and negates the stun effect.
Dragonblood creatures take 7d8 points of damage and are stunned for 1d4 rounds unless they make a successful save.
Moderate evocation; CL 10th; Craft Wondrous Item, *dragon blight* Price 2,050 gp; Cost 1,025 gp + 82 XP; Weight 1 lb.

DRAGON'S DRAUGHT

This elixir comes in fifteen different varieties, correlating to the major dragon varieties in Faerûn.
Any dragon or dragonblood creature who drinks a potion gets one use of the given type of breath weapon.
This breath weapon can be used on the drinker's next turn or at any time up to 1 hour after the drinking.
If a second *dragon's draught* is consumed before the first is used, the effect of the first is lost.
Nondragons find the potion useless and horrible-tasting, but harmless.
Strong evocation; CL 12th; Craft Wondrous Item, spcllcaster level 12th; Price as given below.

d%	Potion	Market Price
01–08	Black (80-foot line of acid, 12d4 damage, DC 23)	2,300 gp
09–16	Blue (100-foot line of lightning, 12d8 damage, DC 25)	4,500 gp
17–24	Green (50-foot cone of acid, 12d6 damage, DC 25)	3,500 gp
25–32	Red (50-foot cone of fire, 12d10 damage, DC 26)	5,500 gp
33–40	White (40-foot cone of cold, 6d6 damage, DC 23)	1,200 gp
41–44	Brown (100-foot line of acid, 12d6 damage, DC 25)	3,500 gp
45–52	Brass (80-foot line of fire, 6d6 damage, DC 23)	1,200 gp
53–60	Bronze (100-foot line of lightning 12d6 damage, DC 25)	3,500 gp
61–68	Copper (80-foot line of acid, 12d4 damage, DC 24)	2,400 gp
69–76	Gold (50-foot cone of fire, 12d10 damage, DC 26)	5,600 gp
77–84	Silver (50-foot cone of cold, 12d8 damage, DC 26)	4,600 gp
85–88	Steel (80-foot line of acid, 6d6 damage, DC 22)	1,100 gp
89–92	Mercury (80-foot line of intense light, 6d8 damage, DC 23)	1,800 gp
93–96	Deep (40-foot cone of flesh-corrosive gas, 12d8 damage, DC 24)	4,200 gp
97–100	Song (40-foot cone of electrically charged gas, 12d6 damage, DC 23)	3,100 gp

DRAGONSKULL TALISMAN

This metal amulet is shaped like a dragon's skull.
If the wearer speaks the command word, she and up to two other creatures touching the talisman arc protected by a *hide from undead* spell for the next 30 minutes.
(The protection only lasts as long as the creatures are in contact with the amulet).
The Cult of the Dragon creates these amulets to allow nonspellcasting members to bypass minor undead guardians within their strongholds.
Faint abjuration; CL 3rd; Craft Wondrous Item, *hide from undead*; Price 4,000 gp; Weight 1 lb.

DRAGONSPECTRE FLUTE

The half-shadow dragon members of the Jaezred Chaulssin created these flutes to aid them in tapping into their inner reserves of shadow magic.
The flutes allow them to summon forth the essence of their dragon ancestors in the form of a dragon-shaped shadow mass.
Lore: Characters can gain the following pieces of information about *dragonspectre flutes* by making Knowledge (arcana) checks.
DC 25: The Jaezred Chaulssin created these flutes to summon their inner dragon.
Shadow creatures and casters who use the Shadow Weave can be found in possession of these instruments.
DC 30: Those who play the flute must use some of their own life force to channel its powers.
Description: This elegant yet simple flute is carved from a single piece of ebony wood.
Activation: The user must spend 1 full round playing the flute.
At the end of that round, she must sacrifice 6 hit points.
These hit points cannot be healed magically; only time will repair the damage to the wielder's spirit.
The wielder can use the flute up to three times per day—though this can prove draining on her life force, since each time the instrument is used, there is a 5% chance that the hit point loss is permanent.
Effect: After the flute is played, it summons a *spectral dragon* (as the spell; see page 118).
The player of the flute can concentrate on the dragon for up to 13 rounds.
Only shadow creatures and Shadow Weave casters can use *dragonspectre flutes*.
Strong necromancy; CL 13th; Craft Wondrous Item, *spectral dragon*; Price 75,000 gp; Cost 37,500 gp + 3,000 XP; Weight 2 lb.

IDOL OF APOSTASY

Idols of apostasy are tools used by evil priesthoods (especially the church of Tiamat) to shatter the faith and values of members of good churches.
For good people, looking upon the seductive debauchery depicted in the idol jeopardizes all their beliefs.
Lore: Characters can gain the following pieces of information about *idols of apostasy* by making successful Knowledge (religion) checks.
DC 20: The Church of Tiamat was the first to create these idols.
They use them to sabotage key members of other religions in their mission to subvert Faerûn's other faiths.
DC 30: Some books tell that an entire monastery of Tyr was turned to evil when it allowed the idol into its temple (as part of a plan to destroy it).
The residents of the monastery did not know that priests of Tiamat arranged the events that led to the monastery's discovery of the idol.
Description: This object appears to be a dual-faced alabaster idol, approximately 2 feet in height.
One side depicts a scene of a seductive succubus luring a paladin to commit lascivious acts.
The other side portrays a scene of graphic and excessive violence committed by a kindly goodwife or mother.

The acts personalize themselves to the individual, changing form to depict loved ones and respected figures.
Activation: Looking at an idol is the only thing required to activate it.
Even if initially resisted, the idol continues to try to subvert the viewer's will.
Effect: The first time a character of good alignment views an idol, she must attempt a DC 19 Will save.
If the save fails, the subject's normal moral inhibitions are suppressed and her conscience is silenced, such that the subject is suddenly willing to commit acts she would normally never consider.
(The viewer's alignment is instantly transformed to its polar opposite).
A paladin might murder innocents mercilessly; a priestess of love might slaughter a young couple at their wedding.
The suppression of the subject's morals is permanent until broken by a *break enchantment* spell.
It is entirely likely that a.
religious character will require atonement before she regains the favor of her deity—if forgiveness is even possible, depending on what acts were committed.
If a viewer of an idol succeeds on the save, she is protected from that idol's effect for 24 hours, but must attempt another save if she views the item again after that time has passed.
Moderate enchantment; CL 11th; Craft Wondrous Item, *remorseless charm*; Price 66,000 gp; Cost 33,000 gp + 2,640 XP; Weight 8 lb.

SCALEBANE BOTTLE

Scalebane bottles are extremely helpful tools when fighting dragons with high natural armor bonuses.
When the bottle is opened, it sends forth a dull gray ray of magic, weakening the strength of a creature's scales.
Although the bottles are effective against all creatures that have natural armor, they were designed to combat dragons.
Lore: Characters can gain the following pieces of information about *scalebane bottles* by making Knowledge (arcana) or Knowledge (history) checks.
DC 20: The War Wizards of Cormyr created the first *scalebane bottles*.
They' made the bottles to aid knights in their battles against the Purple Dragon.
DC 30: The use of the bottles met with some success when the knights tested them in fights against lesser dragons.
When they ultimately fought the Purple Dragon, they were not prepared for its innate resistance to magic.
It ignored the effect of the bottles and ate several of the knights.
Description: Each *scalebane bottle* is made from Cormyrean glass, wrapped in snakeskin, and capped with a small cork.
An individual who holds one can feel faint vibrations within.
Activation: In order to remove the stopper from the bottle, its wielder must say the command word "Derynax".
The wielder then points the bottle toward the target creature and removes its cork.
Effect: Once per day-, the wielder can uncork the bottle and direct a ray of magic at a creature up to 60 feet away as a ranged touch attack.
If the target is struck, it takes a –10 penalty to natural armor for 150 minutes.
This penalty cannot reduce the creature's natural armor bonus below 0, nor does it have any effect on enhancement bonuses to natural armor (such as that granted by a *barkskin* spell).
The target is not entitled to a saving throw, but the ray is subject to spell resistance; the wielder rolls 1d20+17 and must beat the creature's spell resistance.
Strong transmutation; CL 15th; Craft Wondrous Item, *scale weakening*; Price 10,800 gp; Cost 5,400 gp + 432 XP; Weight 1 lb.

STONE OF AERIAL ALARM

Stones of aerial alarm are useful tools to warn towns (and individual homes and buildings) of the presence of draconic foes.
Usually placed at intervals around the perimeter of a town, these stones give towns a short span of time to prepare for a dragon attack.
Many towns have patrols circling the perimeter, watching out for alarms.
Lore: Characters can gain the following pieces of information about *stones of aerial alarm* by making Knowledge (arcana) checks.
DC 20: These stones are a recent invention, designed to protect against dragon flights during the Year of Rogue Dragons.
It is rumored that they are being used in Hillsfar, Emmech, and Phlan.
DC 30: Sages suggest that Larendrammagar ("Nexus"), a great wyrm gold dragon, devised these as useful tools to help towns protect themselves from raging dragons.
Description: These objects appear to be stone cylinders painted with small pictures of the various dragons native to Faerûn.
Effect: The cylinders constantly project a cylindrical warning area 500 feet high, with a radius of 100 feet.
When a dragon passes over or touches the cylinder, it projects a loud noise for 1 round.
In addition, it flashes a cylindrical image of the kind of dragon detected for 3 rounds, visible up to a mile in all directions.
Moderate abjuration and illusion; CL 11th; Craft Wondrous Item, *aerial alarm*, *programmed image*; Price 15,000 gp; Cost 7,500 gp + 600 XP; Weight 2 lb.

DROW OF THE UNDERDARK (3.5)

ASSASSIN'S CLOAK

Price (Item level): 10,000 gp (12th)
Body Slot: Shoulders
Caster Level: 9th
Aura: Moderate; (DC 19) abjuration
Activation: Swift (command)
Weight: 1 lb.
This long gray cloak has a black lining.
Three times per day, whenever you speak the command word, the *assassin's cloak* diminishes your presence, making you seem insignificant and unimportant.

You gain a +10 competence bonus on Hide checks, and creatures must succeed on a DC 17 Will save to attack you. Those who succeed can attack you normally.
This effect lasts 10 rounds or until you make an attack (as *invisibility*, PH 245), whichever comes first.
Prerequisite: Craft Wondrous Item, heightened (5th) *sanctuary*.
Cost to Create: 5,000 gp, 400 XP, 10 days.

BELT OF THE REINFORCED FORM

Price (Item Level): 5,400 gp (10th)
Body Slot: Waist
Caster Level: 7th
Aura: Moderate; (DC 18) transmutation
Activation: —
Weight: 1 lb.
This wide belt is made of orange scaly leather.
Despite its appearance, it is soft and pliable.
The adamantine buckle is set with a strange teardrop gemstone that changes color in the light.
While you wear a *belt of the reinforced form*, whenever you are the target of a transmutation spell or spell-like effect, or some other transformative effect such as an aboleth's slime or a basilisk's petrifying gaze, you gain a +4 bonus on your saving throw.
In addition, once per day, when casting a transmutation spell with a casting time of 1 standard action on yourself, you can cast that spell as a swift action instead.
Prerequisite: Craft Wondrous Item, *alter self*, *haste*.
Cost to Create: 2,700 gp, 216 XP, 6 days.

BOTTLED NIGHT

Price (Item Level): 200 gp (2nd)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint; (DC 16) evocation
Activation: Standard (thrown)
Weight: —
Inky black liquid swirls inside this fragile glass vial.
You can throw bottled night by making a ranged touch attack with a range increment of 10 feet.
Upon impact, it instantly fills the area with magical darkness, granting concealment to all creatures in a 20-foot radius.
The darkness lasts for 10 rounds.
Bottled night dispels any light spell of 2nd level or lower.
Prerequisite: Craft Wondrous item, *darkness*.
Cost to Create: 100 gp, 8 XP, 1 day.

BRACERS OF MURDER

Price (Item Level): 8,000 gp (11th)
Body Slot: Arms
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: —
Weight: 3 lb.
Each of these burnished metal bracers is adorned with grinning skull set with onyx stones in its eye sockets.
Bracers of murder grant you a +2 profane bonus on attack rolls and damage rolls against flat-footed targets.
If you have the death attack ability, the save DC to resist your death attack increases by 2.
If you have sneak attack or sudden strike, reroll any result of 1 on the dice.
Prerequisite: Craft Wondrous Item, *divine favor*, evil.
Cost to Create: 4,000 gp, 200 XP, 8 days.

CIRCLET OF SPIDERKIND COMMAND

Price (Item Level): 8,400 gp (12th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (command)
Weight: 1 lb.
Eight tiny silver spiders with ruby chips for eyes adorn this delicate circlet.
Three times per day, a *circlet of spiderkind command* allows you to issue psychic commands to spiderkind creatures (see page 112).
As a standard action, you can target a single spiderkind creature within 30 feet.
The target is entitled to a DC 14 Will save to resist the command.
If it fails, you can direct it to perform simple commands such as "attack", "run", and "fetch".
If the spiderkind creature has the mindless special quality, you can order it to make suicidal or self-destructive commands.
Once you establish control, you can direct it with silent mental commands as long as you can see the affected creature.
Changing a command is a move action.
As a daily use of this item, you can also cast *giant vermin* on any single spider within range.
Prerequisite: Craft Wondrous Item, *dominate vermin* (see page 61), *giant vermin*.
Cost to Create: 4,200 gp, 336 XP, 9 days.

DAYLIGHT PELLET

Price (Item Level): 150 gp (1st)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) evocation
Activation: Standard (thrown)
Weight: —
Within a thick black pouch, you see a handful of tiny ceramic beads.
Thin veins of light shine through cracks in each bead.
This implement was devised by drow for use against other drow, but it is equally useful against any light-sensitive creature.
A *daylight pellet* can be thrown up to 50 feet; when it lands, it shatters and creates illumination equivalent to a *daylight* spell, but with a duration of 10 rounds.
These small stones are usually found in pouches containing 3d4 pellets.
Using a pellet destroys it.
Prerequisite: Craft Wondrous Item, *daylight*.
Cost to Create: 75 gp, 6 XP, 1 day.

DROW HOUSE INSIGNIA (SPELL)

Price (Item Level): See table
Body Slot: Throat
Caster Level: 5th
Aura: Faint; (DC 17) see text
Activation: Standard (command)
Weight: —
This small unusually shaped amulet bears a strange symbol.
Each *drow house insignia* (*spell*) is keyed to a specific noble house of a particular drow city, and is wrought to reflect the house that created it.
Some might be stylized versions of crossbows, javelins, maces, or even just spiders.
A *drow house insignia* (*spell*) contains a single minor magical effect that can be used once per day, usually a 1st-, 2nd-, or 3rd-level spell, with the more powerful spells reserved for drow of significant station or influence.
These insignia typically contain one of the following spells: *blur*, *cat's grace*, *comprehend languages*, *feather fall*, *jump*, *levitate*, *shield*, *spider climb*, *unseen servant*, and *water breathing*.
The aura of this item is of the same school as the spell it contains.
Since each insignia is slightly different— even those from the same noble house—a person aware of the unique shape of an individual *insignia* can magically locate that amulet with a *scrying* or similar spell.
Lore: A DC 15 Knowledge (local), or a DC 20 Knowledge (dungeoneering) or bardic knowledge check reveals the house to which an insignia is keyed.
Drow gain a +4 circumstance bonus on these checks.
Prerequisite: Craft Wondrous Item, appropriate spell, drow.
Cost to Create: See table.

DROW HOUSE INSIGNIA (SPELL)

Spell Level	Price (Item Level)	Cost to Create
1st	620 gp (3rd)	310 gp, 25 XP, 1 day
2nd	3,300 gp (8th)	1,650 gp, 132 XP, 4 days
3rd	8,200 gp (12th)	4,100 gp, 382 XP, 9 days

DROW HOUSE INSIGNIA (TRANSMITTING)

Price (Item Level): 500 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: Standard (command)
Weight: —
This small, unusually shaped adamantine amulet bears a strange symbol.
Each *drow house insignia* (*transmitting*) is keyed to a specific noble house of a particular drow city, and is wrought to reflect the house that created it.
Three times per day, by speaking the command word, you can utter a short message into the item, which transmits it up to 1 mile away to another character wearing an insignia of the same house.
The recipient hears the message in its mind.
To transmit the message, you must name the intended target as part of the command word.
Should the target not be wearing its *drow house insignia*, the message is lost, but you have no way of knowing whether it successfully transmits or not.
Since each insignia is slightly different, even those from the same noble house, a person aware of the unique shape of an individual *insignia* can magically locate that amulet with a *scrying* or similar spell.
Lore: A DC 15 Knowledge (local), or a DC 20 Knowledge (dungeoneering) or bardic knowledge check reveals the house to which this insignia is keyed.
Drow gain a +4 circumstance bonus on these checks.
Prerequisite: Craft Wondrous Item, *whispering wind*, drow.
Cost to Create: 250 gp, 20 XP, 1 day.

ELIXIR OF THE UNFAILING SERVANT

Price (Item Level): 750 gp (3rd)
Body Slot: — (held)
Caster Level: 8th
Aura: Moderate; (DC 19) necromancy
Activation: Standard (manipulation)
Weight: —
Inside this bone flask is a noxious black fluid that stinks of rot. The flask itself resembles a screaming face, with a fat stopper in its mouth.
An *elixir of the unfailing servant* ensures that minions keep fighting, even in death.
If you consume this vile concoction, any time within the next 8 hours that your hit points are reduced to 0 or lower, you are instantly slain.
On the following round, you rise as a zombie (MM 265) with the instructions to attack any nondrow you encounter.
Prerequisite: Craft Wondrous Item, *animate dead*, *death knell*, evil.
Cost to Create: 375 gp, 30 XP, 1 day.

GLOOM MASK

Price (Item Level): 3,000 gp (7th)
Body Slot: Face
Caster Level: 11th
Aura: Moderate; (DC 20) evocation
Activation: Standard (command)
Weight: —
This black mask seems to absorb the light around it. It is cool to the touch.
Three times per day, you gain the ability to see in darkness out to 30 feet.
This sight penetrates all forms of darkness, even that created by a *deeper darkness* spell; the effect lasts for 5 rounds.
In addition, three times per day, any spell or spell-like ability up to 3rd level with the darkness descriptor that you cast functions as if you had cast it with the Widen Spell metamagic feat.
Prerequisite: Craft Magic Arms and Armor, *darkvision*, *deeper darkness*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

MASK OF THE MATRIARCH

Price (Item Level): 9,000 gp (12th)
Body Slot: Face
Caster Level: 11th
Aura: Moderate; (DC 20) necromancy
Activation: Standard (command)
Weight: 5 lb.
This obsidian mask has been fashioned into the likeness of a drow female.
Framing the face are eight straps that hold the mask in place on the wearer's head.
Three times per day, you can make a gaze attack (DMG 294) against all creatures that can clearly see you and are within 30 feet.
Those who fail a DC 20 Will save cower in fear for 1 round and are shaken on the following round.
Your gaze remains effective for 1 round.
Prerequisite: Craft Wondrous Item, *imperious glare*.
Cost to Create: 4,500 gp, 360 XP, 9 days.

MOTHER'S CORSET

Price (Item Level): 7,200 gp (11th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Swift (command)
Weight: 1 lb.
Woven into this black corset is purple thread suggestive of webbing.
Up to 20 minutes each day (which you can split up as you choose), you can cause the *mother's corset* to sprout eight spider legs from your body.
You gain a climb speed of 30 feet and a +8 bonus on Climb checks.
While under this effect, you can take 10 on Climb checks, even if rushed or threatened.
Prerequisite: Craft Wondrous Item, *spider form* (see page 63), drow.
Cost to Create: 3,600 gp, 288 XP, 8 days.

SHADOW CLOAK

Price (Item Level): 5,500 gp (10th)
Body Slot: Shoulders
Caster Level: 12th
Aura: Strong; (DC 21) conjuration, illusion
Activation: — and immediate (command)
Weight: 1 lb.
This black cloak writhes as if it were alive.
A *shadow cloak* grants a +1 deflection bonus to AC.
If you are attacked, you can use the cloak three times per day to produce one or the other of the following effects.
You can gain concealment for 1 round, or you can teleport to a space you can see clearly up to 10 feet in any direction.
Prerequisite: Craft Wondrous Item, *blur*, *dimension hop*, *mage armor*.
Cost to Create: 2,750 gp, 220 XP, 6 days.

SKULLCAP OF EYES

Price (Item Level): 5,500 gp (10th)
Body Slot: Head
Caster Level: 3rd
Aura: Faint; (DC 16) divination
Activation: —
Weight: —
This iron skullcap is wrought to appear as if it were covered in eyes.
As long as you wear a *skullcap of eyes*, you gain a +5 competence bonus on Spot checks.
In addition, opponents gain no bonus on attacks when they flank you.
If you have Improved Uncanny Dodge, the level your opponent needs to flank you increases by 2.
Prerequisite: Craft Wondrous Item, *combat readiness* (see page 61).
Cost to Create: 2,750 gp, 220 XP, 6 days.

SPIDER BOX

Price (Item Level): 3,200 gp (8th)
Body Slot: —
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: — and standard (command)
Weight: 2 lb.
This pale white stone box is carved with bas-reliefs depicting spiders of all shapes and sizes.
Some wriggling thing within the container causes it to shake violently.
When a *spider box* is in your possession, you gain a +4 resistance bonus on saving throws against spiderkind poison.
Also, when you place a *spider box* on any level surface and speak the command word, the box unfolds and releases a swarm of spiders (MM 239).
The creatures respond to your silent commands, attacking where you direct them for a maximum of 7 rounds.
Commanding the creatures to change targets is a move action.
A *spider box* can be used twice per day, Only one swarm can be in existence at a time.
If the swarm is destroyed or the duration ends, the box reassembles, awaiting your next command to open it.
Prerequisite: Craft Wondrous Item, *summon swarm*.
Cost to Create: 1,600 gp, 128 XP, 4 days.

TRACKLESS BOOTS

Price (Item Level): 1,000 gp (4th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: —
Weight: —
These boots look rather ordinary, though of fine make.
While you wear trackless boots, Survival checks made to follow your trail have a –5 circumstance penalty.
In addition, creatures with scent cannot use this ability to detect you.
Prerequisite: Craft Wondrous Item, *camouflage*.
Cost to Create: 500 gp, 40 XP, 1 day.

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AMULET OF HEALTH

This amulet is a golden disk on a chain.
It usually bears the image of a lion or other powerful animal.
The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *endurance*; *Market Price*: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); *Weight*: —.

AMULET OF NATURAL ARMOR

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him a natural armor bonus to his AC of from +1 to +5, depending on the type of amulet.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; *Market Price*: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5); *Weight*: —.

AMULET OF THE PLANES

This strange device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color.
The amulet allows its wearer to utilize *plane shift*.
However, this is a difficult item to master.
The user must make an Intelligence check (DC 15) in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants.
If she fails, the amulet transports her and all those traveling with her to a random location on that plane (a 01–60 result on d%) or to a random plane (61–100).
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 80,000 gp; *Weight*: —.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does.
If a divination is attempted against the wearer, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *nondetection*; *Market Price*: 35,000 gp; *Weight*: —.

AMULET OF UNDEAD TURNING

This holy item allows a cleric or paladin to turn undead as if she were four levels higher than her actual class level.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, 10th-level cleric; *Market Price*: 11,000 gp; *Weight*: —.

APPARATUS OF KWALISH

This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end.
Anyone who crawls inside finds ten (unlabeled) levers:

Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with *continual flame* inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

The device has the following characteristics:

Speed:	Forward 10 ft, backward 20 ft.
AC:	20 (-1 size, 11 natural)
Hit Points:	200
Attacks:	2 pincers, +12 melee
Damage:	2d8 each
Special Qualities:	Hardness 15

Operating a lever is a full-round action, and no lever may be operated more than once per round.
However, since two Medium-size characters can fit inside, the apparatus can move and attack in the same round.
The device can function in water up to 900 feet deep.
It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).
When activated, the apparatus looks something like a giant lobster.
Caster Level: 19th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *continual flame*, 8 ranks of Knowledge (architecture and engineering); *Market Price*: 130,000 gp; *Weight*: 500 lb.

BAG OF HOLDING

This appears to be a common cloth sack about 2 feet by 4 feet in size.
The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions.
Regardless of what is put into the bag, it weighs a fixed amount.
This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below:

Bag Type	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Bag1	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Bag 2	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Bag 3	35 lb.	1,000lb.	150 cu.ft.	7,400 gp
Bag 4	60 lb.	1,500lb.	250cu.ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined.
All contents are lost forever.
If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again.
If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate.
Retrieving a specific item from a *bag of holding* is a move-equivalent action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.
If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost.
If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*.

BAG OF TRICKS

This small sack appears normal and empty.
However, anyone reaching into the bag feels a small, fuzzy ball.
If the ball is removed and tossed up to 20 feet away, it turns into an animal.
The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears.
There are three drab colors of bags, each producing a different set of animals.
Use the following tables to determine what animals can be drawn out of each.

Gray		Rust		Tan	
d%	Animal	d%	Animal	d%	Animal
01-30	Bat	01-30	Wolverine	01-30	Brown bear
31-60	Rat	31-60	Wolf	31-60	Lion
61-75	Cat	61-85	Boar	61-80	Warhorse
76-90	Weasel	86-100	Black bear	81-90	Tiger
91-100	Badger			91-100	Rhinoceros

Animals produced are always random, and only one may exist at a time.
Up to ten animals can be drawn from the bag each week.
Caster Level: 3rd (gray), 5th (rust), or 9th (tan); *Prerequisites*: Craft Wondrous Item; *summon nature's ally* II (gray), *summon nature's ally* III (rust), or *summon nature's ally* V (tan); *Market Price*: 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan); *Weight*: —.

BEAD OF FORCE

This small black sphere appears to be a lusterless pearl.
Upon sharp impact, however, the bead explodes, sending forth a burst of force that deals 5d6 points of damage to all creatures within a 10-foot radius.
Each victim is allowed a Reflex saving throw (DC 16).
Those who fail are then encapsulated in a sphere of force with a radius of 10 feet.
Those trapped inside cannot escape except by those methods that can bypass or destroy a *wall of force*.
The sphere persists for 3d6 minutes and then disappears.
The explosion completely consumes the bead, making this a one-use item.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *wall of force*; *Market Price*: 2,000 gp; *Weight*: —.

BELT, MONK'S

This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat.
Any time the wearer engages in unarmed combat, the belt grants him the ability to use both hands as though he possessed the Ambidexterity and Two-Weapon Fighting feats.
He may also make a stunning attack (as a monk) once per day.
If donned by a monk, the belt grants one additional stunning attack per day and allows the monk to *haste* herself once per day for up to 10 consecutive rounds.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *haste*, *righteous might* or *Tenser's transformation*; *Market Price*: 9,000 gp; *Weight*: 1 lb.

BELT OF DWARVENKIND

This belt gives the wearer a +4 competence bonus on all Charisma checks (such as Charisma checks for NPC attitude) and Charisma-keyed skill checks such as Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Perform as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a –2 competence penalty on similar checks when dealing with anyone else.
The wearer can understand, speak, and read Dwarven.
If the wearer is not a dwarf, he gains darkvision (range 60 feet), dwarven stonecunning, a +2 enhancement bonus to Constitution, and +2 resistance bonuses against poison, spells, and spell-like effects.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *tongues*, and either *polymorph self* or the creator must be a dwarf; *Market Price*: 14,900 gp; *Weight*: 1 lb.

BELT OF GIANT STRENGTH

This wide belt is made of thick leather and studded with iron.
The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *bull's strength*; *Market Price*: 16,000 gp (+4) or 36,000 gp (+6); *Weight*: 1 lb.

BOAT, FOLDING

A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep.
It can be used to store items like any other box.
If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth.
A second (different) command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep.

Any objects formerly stored in the box now rest in the bottom of the boat or ship.
In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail.
In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail.
The boat can hold three or four people comfortably, while the ship carries fifteen with ease.
A third word of command causes the boat or ship to fold itself into a box once again.
The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *fabricate*, 2 ranks of Craft (shipmaking); *Market Price*: 10,500 gp; *Weight*: 4 lb.

BOCCOB'S BLESSED BOOK

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.
The pages of a *Boccob's blessed book* freely accept spells scribed upon them, and any such book can contain up to forty-five spells of any level.
The book is thus highly prized by wizards as a spellbook.
This book is never found as randomly generated treasure with spells already inscribed in it.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *secret page*; *Market Price*: 9,500 gp; *Weight*: 1 lb.

BOOTS OF ELVENKIND

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +10 circumstance bonus to Move Silently checks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, creator must be an elf; *Market Price*: 2,000 gp; *Weight*: 1 lb.

BOOTS OF LEVITATION

These leather boots allow the wearer to levitate as if she had cast *levitate* on herself.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *levitate*; *Market Price*: 7,500 gp; *Weight*: 1 lb.

BOOTS OF SPEED

On command, these boots enable the wearer to act as though hasted for up to 10 rounds each day.
The duration of the haste need not be consecutive rounds.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *haste*; *Market Price*: 8,000 gp; *Weight*: 1 lb.

BOOTS OF STRIDING AND SPRINGING

The wearer of these boots moves at double her normal speed.
In addition to this striding ability, these boots allow the wearer to make great leaps.
She can jump with a +10 competence bonus to Jump checks, and the wearer's jumping distance is not limited by her height.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *expeditious retreat*, *jump*; *Market Price*: 6,000 gp; *Weight*: 1 lb.

BOOTS, WINGED

These boots appear to be ordinary footgear.
On command, the boots sprout wings at the heel and let the wearer *fly*, without having to maintain concentration, as if affected by a *fly* spell.
He can fly for a total of up to 2 hours each day.
Caster Level: 9th; Prerequisites; Craft Wondrous Item, *fly*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

BOOTS OF THE WINTERLANDS

This footgear bestows many powers upon the wearer.
First, he is able to travel across snow at his normal speed, leaving no tracks.
The boots also enable him to travel at half normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.
Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* (*cold*) spell.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *endure elements*, *pass without trace*, *cat's grace*; *Market Price*: 2,500 gp; *Weight*: 1 lb.

BOTTLE OF AIR

This item appears to be a normal glass bottle with a cork.
When taken to any airless environment (such as underwater or in a vacuum), it retains air within it at all times, continually renewing its contents.
This means that a character can draw air out of the bottle in order to breathe.
The bottle can even be shared by multiple characters who pass it around.
Breathing out of the bottle requires a standard action, but a character so doing can then act for as long as she can hold her breath.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *control wind*; *Market Price*: 14,500 gp; *Weight*: 2 lb.

BOWL OF COMMANDING WATER ELEMENTALS

This large container is usually fashioned from blue or green semiprecious stone (malachite, lapis lazuli, azurite, turquoise, or peridot, or sometimes jade).
It is about 1 foot in diameter, half that deep, and relatively fragile.
When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears.
The summoning words require 1 full round to speak.
In all ways the bowl functions as the *summon monster* VI spell.
Only one elemental can be called at a time.
A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

If salt water is used, the elemental is Huge rather than Large (as if *summon monster* VII had been cast).
See the *Monster Manual* for details on water elementals.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *summon monster* VI, *summon monster* VII; *Market Price*: 100,000 gp; *Weight*: 3 lb.

BRACELET OF FRIENDS

This silver charm bracelet has seven charms upon it.
The owner may designate one person known to him to be keyed to one charm.
(This designation takes a standard action, but once done it lasts forever or until changed).
When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (another standard action) along with his or her gear.
Unwilling characters are allowed a Will saving throw (DC 19).
Once a charm is activated, it disappears, so such bracelets discovered as treasure may have fewer than a full complement of charms when found.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *refuge*; *Market Price*: 4,550 gp; *Weight*: —.

BRACERS OF ARCHERY

These wristbands look like normal protective wear.
The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use.
If she already has proficiency with any type of bow, she gains a +2 competence bonus to attack rolls and a +1 competence bonus to damage dealt whenever using that type of bow.
The bonus to damage only applies if the target is within 30 feet.
Both bracers must be worn for the magic to be effective.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor; *Market Price*: 5,100 gp; *Weight*: 1 lb.

BRACERS OF ARMOR

These items appear to be wrist or arm guards.
They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor.
Both bracers must be worn for the magic to be effective.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *mage armor*, creator's class level must be twice that of the bonus placed in the bracers; *Market Price*: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), or 64,000 gp (+8); *Weight*: 1 lb.

BRAZIER OF COMMANDING FIRE ELEMENTALS

This device appears to be a normal container for holding burning coals.
When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears.
The summoning words require 1 full round to speak.
In all ways the brazier functions as the *summon monster* VI spell.
If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster* VII spell.
Only one elemental can be summoned at a time.
A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).
See the *Monster Manual* for details on fire elementals.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *summon monster* VI, *summon monster* VII; *Market Price*: 100,000 gp; *Weight*: 5 lb.

BROOCH OF SHIELDING

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape.
In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like ability.
A brooch can absorb up to 101 points of *magic missile* damage before it melts and becomes useless.
Caster Level; 1st; *Prerequisites*: Craft Wondrous Item, *shield*; *Market Price*: 1,500 gp; *Weight*: —.

BROOM OF FLYING

This broom is able to fly through the air as if affected by a *fly* spell with unlimited duration.
The broom can carry 200 pounds.
In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination.
It comes to its owner from as far away as 300 yards when she speaks the command word.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*, *permanency*; *Market Price*: 15,100 gp; *Weight*: 3 lb.

CANDLE OF INVOCATION

Each of these specially blessed tapers is dedicated to one of the nine alignments.
Simply burning the candle generates a favorable aura for the individual so doing if the candles alignment matches that of the character.
Characters of the same alignment as the burning candle add a +2 morale bonus to attack rolls, saving throws, and skill checks while within 30 feet of the flame.
A cleric whose alignment matches the candle's operates as if 2 levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time.
He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn.
Except in special cases (s below), the candle burns for 4 hours.
In addition, burning the candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process.
It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like.
Doing this doesn't interfere with its magical properties.

Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*, creator must be same alignment as candle created; *Market Price*: 7,800 gp; *Weight*: 1/2 lb.

CANDLE OF TRUTH

This white tallow candle, when burned, calls into place a *zone of truth* spell in a 30-foot radius centered on the candle.
The zone lasts for 1 hour, as the candle burns.
If the candle is snuffed before that time, the effect is canceled and the candle ruined.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *zone of truth*; *Market Price*: 2,500 gp; *Weight*: 1/2 lb.

CAPE OF THE MOUNTEBANK

On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day.
When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *dimension door*; *Market Price*: 12,960 gp; *Weight*: 1 lb.

CARPET OF FLYING

This rug is able to fly through the air as if affected by a *fly* spell of unlimited duration.
The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below.
Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not.
The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
3 ft. by 5 ft.	300 lb.	210ft.	5 lb.	18,000 gp
4 ft. by 6 ft.	600 lb.	180ft.	8 lb.	29,000 gp
5 ft. by 7 ft.	900 lb.	150ft.	10 lb.	41,000 gp
6 ft. by 9 ft.	1200lb.	120ft.	15 lb.	53,000 gp

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *fly*, *permanency*.

CENSER OF CONTROLLING AIR ELEMENTALS

This 6-inch-wide, 1-inch-high perforated golden vessel resembles thuribles found in places of worship.
If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental.
The summoning words require 1 full round to speak.
In all ways the censer functions as the *summon monster* VI spell.
If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster* IX had just been cast).
Only one elemental can be summoned at a time.
A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).
See the *Monster Manual* for details on air elementals.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *summon monster* VI, *summon monster* IX; *Market Price*: 100,000 gp; *Weight*: 1 lb.

CHAOS DIAMOND

This lustrous gemstone is uncut and about the size of a human fist.
The gem grants its possessor the following powers:
- *Random action*
- *Magic circle against law*
- *Word of chaos*
- *Cloak of chaos*

Each power is usable 1d4 times per day.
(The DM rolls secretly each day for each power separately).
A nonchaotic character who possesses a *chaos diamond* gains one negative level.
Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).
Caster Level: 19th; *Prerequisites*: Craft Wondrous Item, *random action*, *magic circle against law*, *word of chaos*, *cloak of chaos*, creator must be chaotic; *Market Price*: 93,000 gp; *Weight*: 1 lb.

CHIME OF INTERRUPTION

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.
While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC = 15 + the spell's level).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *shout*; *Market Price*: 15,800 gp; *Weight*: 1 lb.

CHIME OF OPENING

A *chime of opening* is a hollow mithral tube about 1 foot long.
When struck, it sends forth magic vibrations that cause locks, lids, doors, valves, and portals to open.
The device functions against normal bars, shackles, chains, bolts, and so on.
The *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of less than 15th level.
The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user).
The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted.
Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of the chime of opening to get it open.
A *silence* spell negates the power of the device.
A brand-new chime can be used a total of 50 times before it cracks and becomes useless.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *knock*; *Market Price*: 3,000 gp; *Weight*: 1 lb.

CIRCLET OF BLASTING, MINOR

On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *searing light*; *Market Price*: 6,480 gp; *Weight*: —.

CIRCLET OF BLASTING, MAJOR

On command, this elaborate golden headband projects blast of *searing light* (5d8 maximized for 40 points of damage) once per day.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, Maximize Spell, *searing light*; *Market Price*: 23,760 gp; *Weight*: —.

CIRCLET OF PERSUASION

This silver headband grants a +2 competence bonus to the wearer's Charisma checks and Charisma-based skill checks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *charm person*; *Market Price*: 4,500 gp; *Weight*: —.

CLOAK OF ARACHNIDA

This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her.
In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed.
Once per day, the wearer of this cloak can cast *web*.
She also gains a +2 luck bonus to all Fortitude saves against poison from spiders.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *spider climb*, *web*; *Market Price*: 6,000 gp; *Weight*: 1 lb.

CLOAK OF THE BAT

Fashioned of dark brown or black cloth, this cloak bestows a +10 circumstance bonus to Hide checks.
The wearer is also able to hang upside down from the ceiling, like a bat.
By holding the edges of the garment, the wearer is able to *fly* as per the spell.
If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly.
(All possessions worn or carried are part of the transformation).
Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground).
Either of the flying powers is usable for up to 1 hour at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.
Finally, the cloak also provides a +2 deflection bonus to Armor Class.
This benefit extends to the wearer even when he is in bat form.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *fly*, *polymorph self*; *Market Price*: 24,000 gp; *Weight*: 1 lb.

CLOAK OF CHARISMA

This lightweight and fashionable cloak has a highly decorative silver trim.
When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to her Charisma score.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *charm monster*; *Market Price*: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); *Weight*: 2 lb.

CLOAK OF DISPLACEMENT, MINOR

This item appears to be a normal cloak, but when worn by a character its magic properties distort and warp light waves.
This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance (the same as one-half concealment).
It functions continually.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *displacement*; *Market Price*: 25,000 gp; *Weight*: 1 lb.

CLOAK OF DISPLACEMENT, MAJOR

This item appears to be a normal cloak, but when worn by a character its magic properties distort and warp light waves.
This displacement works just like the *displacement* spell and functions continually.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *displacement*; *Market Price*: 50,000 gp; *Weight*: 1 lb.

CLOAK OF ELVENKIND

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color.
However, when worn with the hood drawn up around the head, it gives the wearer a +10 circumstance bonus on Hide checks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, invisibility, creator must be an elf; *Market Price*: 2,000 gp; *Weight*: 1 lb.

CLOAK OF ETHEREALNESS

This silvery-gray cloak seems to absorb light rather than be illuminated by it.
On command, the cloak makes its wearer ethereal (as the spell *ethereal jaunt*).
The effect is dismissible.
The cloak works for a total of up to 10 minutes per day.
This duration need not be continuous.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *ethereal jaunt*; *Market Price*: 52,000 gp; *Weight*: 1 lb.

CLOAK OF THE MANTA RAY

This cloak appears to be made of leather until the wearer enters salt water.
At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray.
(A Spot check against DC 20 is needed to determine otherwise).
He gains a +3 natural armor bonus, the ability to breathe underwater, and a speed of 60 feet, exactly like a real manta ray.
Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that

can be used to strike at opponents behind him, dealing 1d6 points of damage.
This attack can be used in addition to any other attack the character has, using his highest melee attack bonus.
The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *water breathing, freedom of movement*; *Market Price*: 20,000 gp; *Weight*: 1 lb.

CLOAK OF RESISTANCE

These garments offer magic protection in the form of a +1 to +5 resistance bonus for all saving throws (Fortitude, Reflex, Will).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, caster level must be three times that of the cloak's bonus; *Market Price*: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); *Weight*: 1 lb.

CRYSTAL BALL

This is the most common form of scrying device, a crystal sphere about 6 inches in diameter.
A character can use the device to see over virtually any distance or into other planes of existence, as with the spell scrying.
Certain crystal balls have additional powers that can be used through the crystal ball at targets viewed.

Crystal Ball Type	Market Price
Crystal ball	42,000 gp
Crystal ball with *see invisibility*	50,000 gp
Crystal ball with *detect thoughts*	51,000 gp
Crystal ball with telepathy*	70,000 gp
Crystal ball with *true seeing*	80,000 gp

*The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, DC 14) as well.

Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *scrying* (plus any additional spells put into item); *Weight*: 7 lb.

CUBE OF FORCE

This device can be made of ivory, bone, or any hard mineral.
About the size of a large die (perhaps 3/4 inch across), it enables its possessor to put up a special *wall of force* 10 feet per side around her person.
This cubic screen moves with the character and is impervious to the attack forms shown on the table below.
The cube has 36 charges, which are renewed each day.
The character presses one face of the cube to activate or deactivate the field:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30ft.	Keeps out gases, wind, etc.
2	2	20ft.	Keeps out nonliving matter
3	3	15ft.	Keeps out living matter
4	4	10ft.	Keeps out magic
5	6	10ft.	Keeps out all things
6	0	As normal	Deactivates

When the force screen is up, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal (40 points of damage drains 1 charge, 50 points drains 2 charges, and so forth).
Spells that affect the integrity of the screen, such as *disintegrate* or *passwall*, also drain extra charges.
These spells (in the following list) cannot be cast into or out of the cube:

Attack Form	Extra Charges
Horn of blasting	6
Wall of fire	2
Paswall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *wall of force*; *Market Price*; 62,000 gp; *Weight*: —.

CUBE OF FROST RESISTANCE

When this cube is activated, it encloses a cube-shaped area 10 feet per side.
The temperature within this area is always at least 65°F The field absorbs all cold-based attacks (such as *ice storm*, *cone of cold*, and white dragon breath).
However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses and cannot be renewed for 1 hour.
If the field receives over 100 points of damage in a 10-round period, the cube is destroyed.
Cold below 0°F deals the field 2 points of cold damage per round, +2 points per each 10° below 0 (2 points at –1° to –9°, 4 points at –10° to –19°, and so on).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: 22,000 gp; *Weight*: —.

CUBIC GATE

This item is fashioned from carnelian.
Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane.
The character creating the item should choose the planes to which the other five sides are keyed.
If such a cube is found as treasure, the DM can determine the planes accessed by the device in any manner he or she chooses.
If a side of the *cubic gate* is pressed once, it opens a gate to the plane keyed to that side.
There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble.
Pressing the side a second time closes the gate.
It is impossible to open more than one gate at a time.
If a side is pressed twice in quick succession, the character so doing is transported to the other plane, along with all creatures in a 5-foot radius.

(Those others may avoid this fate by succeeding at Will saves against DC 23).
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 156,000 gp; *Weight*: —.

DAERRIS INSTANT FORTRESS

This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it.
The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over.
The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.
The adamantine walls of *Daern's instant fortress* have 100 hit points and a hardness of 20.
The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage sustained.
The fortress springs up in just 1 round, with the door facing the device's owner.
The door opens and closes instantly at his command.
People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth.
Anyone so caught sustains 10d10 points of damage (Reflex half DC 19).
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *Mordenkamen's magnificent mansion*; *Market Price*: 55,000 gp; *Weight*: —.

DARKSKULL

This skull, carved from ebony, is wholly evil.
Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that there is no additional spell effect tied or fixed to the *darkskull*).
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *unhallow*, creator must be evil; *Market Price*: 60,000 gp; *Weight*: 5 lb.

DECANTER OF ENDLESS WATER

If the stopper is removed from this ordinary-looking flask and a command word spoken, a stream of fresh or salt water pours out.
Separate command words determine the type as well as the volume and velocity.
• *Stream*: Pours out 1 gallon per round
• *Fountain*: 5-foot-long stream at 5 gallons per round
• *Geyser*: 20-foot-long, 1-foot-wide stream at 30 gallons per round
The geyser causes considerable back pressure, requiring the holder to make a Strength check (DC 12) to avoid being knocked down.
The force of the geyser deals 1d4 points of damage but can only affect one target per round.
The command word must be spoken to stop it.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *control water*; *Market Price*: 9,000 gp; *Weight*: 2 lb.

DECK OF ILLUSIONS

This set of parchment cards is usually found in an ivory, leather, or wooden box.
A full deck consists of thirty-four cards.
When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed.
The figment lasts until dispelled.
The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real.
At all times it obeys the desires of the character who drew the card.
When the illusion is dispelled, the card becomes blank and cannot be used again.
If the card is picked up, the illusion is automatically and instantly dispelled.
The cards in a deck and the illusions they bring forth are summarized on the following table.
(Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards).

DECK OF ILLUSIONS

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Human fighter (male) and four guards
Queen of hearts	Queen of staves	Human wizard (female)
Jack of hearts	King of staves	Human druid (male)
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin

Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Beholder
King of diamonds	Two of cups	Elven wizard (male) and apprentice (female)
Queen of diamonds	Queen of swords	Half-elven ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds (male)	Seven of staves	Half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold

Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three human clerics (male)
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Dwarven paladin (male)
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin

Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three halfling rogues (male)
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Half-elven bard (female)
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck may be discovered (a 01–10 result on d%) with 1d20 of its cards missing.
(On a result of 11–100, it is complete).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *major image*; *Market Price*: 9,200 gp; *Weight*: 1/2 lb.

DIMENSIONAL SHACKLES

These shackles have golden runes traced across their cold iron surface.
Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save).
They fit any Small to Large creature.
The DC to break or slip out of the shackles is 30.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *dimensional anchor*; *Market Price*: 26,000 gp; *Weight*: 5 lb.

DRUMS OF PANIC

These drums are kettle drums (hemispheres about 11/2 feet in diameter on stands).
They come in pairs and are unremarkable in appearance.
If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will negates DC 16).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *fear*; *Market Price*: 30,000 gp; *Weight*: 10 lb.

DUST OF APPEARANCE

This fine powder appears to be a very fine, very light metallic dust.
A single handful of this substance flung into the air coats surrounding objects, making them visible even if they are invisible—just like the *glitterdust* spell.
(The *dust of appearance*, however, doesn't blind creatures).
The dust also reveals figments, *minor images*, and *projected images* for what they are.
It likewise negates the effects of *blur* and *displacement*, (In this, it works just like the *faerie fire* spell).
A creature coated with the dust cannot hide.
The dust's effect lasts for 2d% minutes.
Dust of appearance is typically stored in small silk packets or hollow bone blow-tubes.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *glitterdust*; *Market Price*: 2,100 gp; *Weight*: —.

DUST OF DISAPPEARANCE

This dust looks just like *dust of appearance* and is typically stored in the same manner.
A creature or object touched by it becomes invisible (as *improved invisibility*).
Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*.
Dust of appearance, however, does reveal people and objects made invisible by *dust of disappearance*.
Other factors, such as sound and smell, also allow possible detection.
The *improved invisibility* bestowed by the dust lasts for 2d10 minutes (1d10+10 if sprinkled carefully upon an object).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *improved invisibility*; *Market Price*: 3,500 gp; *Weight*: —.

DUST OF DRYNESS

This special dust has many uses.
If it is thrown into water, up to a cubic yard of the water is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown.
If this pellet is hurled down, it breaks and releases the same volume of water.
The dust affects only water (fresh, salt, alkaline), not other liquids.
If the dust is employed against a water creature, the creature must make a Fortitude save (DC 18) or be destroyed.

The dust deals 5d6 points of damage to the water creature even if its saving throw succeeds.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *control water*; *Market Price*: 850 gp; *Weight*: —.

DUST OF ILLUSION

This unremarkable powder resembles chalk dust or powdered graphite.
Stare at it, however, and the dust changes color and form.
Put the *dust of illusion* on a creature, and that creature is affected as if by a *change self* glamer, with the individual who sprinkles the dust envisioning the illusion desired.
An unwilling recipient is allowed a Reflex saving throw (DC 11) to escape the effect.
The glamer lasts for 1d6+6 hours.
Caster level: 2nd; *Prerequisites*: Craft Wondrous Item, *change self*; *Market Price*: 500 gp; *Weight*: —.

DUST OF TRACELESSNESS

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions.
Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.
A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance.
The results of the dust are instantaneous, so no magical aura lingers afterward from this use of the dust.
Tracking checks across an area affected by this dust are made against a DC 20 higher than normal.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *pass without trace*; *Market Price*: 250 gp; *Weight*: —.

EFREETI BOTTLE

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals.
A thin stream of smoke is often seen issuing from it.
The bottle can be opened once per day.
When opened, the efreeti imprisoned within issues from the bottle instantly.
There is a 10% chance (a 01–10 result on d%) that the efreeti is insane and attacks immediately upon being released.
There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*.
In either case, the efreeti afterward disappears forever.
The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. (See the *Monster Manual* for efreeti statistics).
Roll each day the bottle is opened for that day's effect.
Caster Level: 14th; *Prerequisites*: Craft Wondrous Item, *summon monster* VII; *Market Price*: 150,000 gp; *Weight*: 1 lb.

EVERBURNING TORCH

This torch has a *continual flame* cast upon it.
Caster Level: 3rd; *Prerequisite*: *Continual flame* (no feat needed); *Market Price*: 90 gp; *Weight*: 1 lb.

EVERSMOKING BOTTLE

This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke.
The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a spread of 50 feet in 1 round.
If the bottle is left unstoppered, the smoke spreads another 10 feet per round until it has spread 100 feet.
This area remains smoke-filled until the *eversmoking bottle* is stoppered.
The bottle must be resealed by a command word, after which the smoke dissipates normally.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *pyrotechnics*; *Market Price*: 5,200 gp; *Weight*: 1 lb.

EYES OF CHARMING

These two crystal lenses fit over the user's eyes.
The wearer is able to *charm person* (one target per round) merely by meeting a target's gaze.
Those failing a Will saving throw (DC 16) are *charmed* as per the spell.
If the wearer has only one lens, the DC of the saving throw is reduced to 10.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, Heighten Spell, *charm person*; *Market Price*: 56,000 gp; *Weight*: —.

EYES OF DOOM

These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) merely by meeting their gaze.
Those failing a Will saving throw (DC 11) are *doomed* as per the spell.
If the wearer has only one lens, the DC of the saving throw is reduced to 10.
However, if the wearer has both lenses, he gains the additional power of continual *deathwatch* vision and can enact an *eyebite* (DC 19) once per week.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *doom*, *deathwatch*, *eyebite*; *Market Price*: 24,500 gp; *Weight*: —.

EYES OF THE EAGLE

These items are made of special crystal and fit over the eyes of the wearer.
These lenses grant a +5 circumstance bonus to Spot checks.
Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round.
Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye.
Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *clairaudience/clairvoyance*; *Market Price*: 1,000 gp; *Weight*: —.

EYES OF PETRIFICATION

These items are made of special crystal and fit over the eyes of the wearer.

They allow her to use a petrification gaze attack (DC 19), such as that of a basilisk, for 10 rounds per day (see the *Monster Manual* for details on the basilisk's gaze attack). Both lenses must be worn for the magic to be effective.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *flesh to stone*; *Market Price*: 98,000 gp; *Weight*: —.

FIGURINES OF WONDROUS POWER

Each of the several kinds of *figurines of wondrous power* appears to be a tiny statuette of an creature an inch or so high (with one exception).
When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below).
The creature obeys and serves its owner.
If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined.
All magic is lost, its power departed.
If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

BRONZE GRIFFON

When animated, the *bronze griffon* acts in all ways like a normal griffon under the command of its possessor.
The item can be used twice per week for up to 6 hours per use.
When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 10,000 gp; *Weight*: —.

EBONY FLY

When animated, the *ebony fly* is the size of a pony and has all the statistics of a hippogriff (Hit Dice, AC, carrying capacity, speed, and so on) but can make no attacks.
The item can be used three times per week for up to 12 hours per use.
When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 10,000 gp; *Weight*: —.

GOLDEN LIONS

These come in pairs.
They become normal adult male lions (see the *Monster Manual*).
If slain in combat, the lions cannot be brought back from statuette form for one full week.
Otherwise, they can be used once per day for up to 1 hour.
They enlarge and shrink upon speaking the command word.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 16,500 gp; *Weight*: —.

IVORY GOATS

These come in threes.
Each goat of this trio looks slightly different from the others, and each has a different function.

• *The Goat of Traveling*: This statuette provides a speedy and enduring mount equal to that of a draft horse in every way except appearance.
The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours.
At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
• *The Goat of Travail*: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4/1d8+4).
If it is charging to attack, it may only use its horns (but add +6 points of damage to each successful attack on that round).
It can be called to life just once per month for up to 12 hours at a time.
• *The Goat of Terror*: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse (but hairier).
However, its rider can employ the goat's horns as weapons (one horn as a +3 *lance*, the other as a +5 *longsword*).
When ridden in an attack against an opponent, the goat *of tenor* radiates *fear* as the spell in a 30-foot radius (DC 16).
It can be used once every two weeks for up to 3 hours per use.
After three uses, each of the ivory goats loses its magical ability forever.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 21,000 gp; *Weight*: —.

MARBLE ELEPHANT

This is the largest of the figurines, the statuette being about the size of a human hand.
Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant.
The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant.
Details of the elephant are found in the *Monster Manual*.
The statuette can be used four times per month for up to 24 hours at a time.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 17,000 gp; *Weight*: —.

OBSIDIAN STEED

An obsidian steed appears to be a small, nearly shapeless lump of black stone.
Only careful inspection reveals that it vaguely resembles some form of quadruped.
On command, the near-formless piece of obsidian becomes a fantastic mount.
Treat it as a heavy warhorse with the following additional powers usable once per round at will: *fly*, *plane shift*, and *etherealness*.
The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the Lower Planes and then return to its statuette form.
The statuette can be used once per week for one continuous period of up to 24 hours.

Note that when the obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit.
Thus, the user can travel to other planes via this means.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *fly*, *plane shift*, *etherealness*; *Market Price*: 28,500 gp; *Weight*: —.

ONYX DOG

When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with an Intelligence score of 8, can communicate in Common, and has exceptional olfactory and visual abilities.
(It has the scent ability and adds +4 to its Spot and Search checks).
It has darkvision (range 60 feet) and it can *see invisible*.
An onyx dog can be used once per week for up to 6 hours.
It obeys only its owner.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 15,500 gp; *Weight*: —.

SERPENTINE OWL

A *serpentine owl* becomes either a normal-sized horned owl or a giant owl, according to the command word used.
The transformation can take place once per day, with a maximum duration of 8 continuous hours.
However, after three transformations into giant owl form, the statuette loses all of its magical properties.
The owl communicates with its owner by telepathic means, informing her of all it sees and hears.
(Remember the limitations of its Intelligence).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 9,100 gp; *Weight*: —.

SILVER RAVEN

This figurine turns into a raven on command (but it retains its silver consistency, which gives it a hardness of 10).
Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell.
If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities.
It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *animal messenger*; *Market Price*: 3,800 gp; *Weight*: —.

GAUNTLETS OF OGRE POWER

These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers.
They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score.
Both gauntlets must be worn for the magic to be effective.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *bull's strength*; *Market Price*: 4,000 gp; *Weight*: 2 lb.

GAUNTLET OF RUST

This single metal gauntlet looks rusted and pitted but is actually quite powerful.
Once per day, it can affect an object as with the *rusting grasp* spell.
It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *rusting grasp*; *Market Price*: 11,500 gp; *Weight*: 2 lb.

GEM OF BRIGHTNESS

This crystal appears to be a long, rough prism.
Upon utterance of a command word, the crystal emits bright light of one of three sorts.
• One command word causes the gem to shed a pale light in a cone 10 feet long.
This use of the gem does not expend any charges.
• Another command word causes the *gem of brightness* to send out a very bright ray 1 foot in diameter and 50 feet long.
This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it succeeds at a Reflex save (DC 14).
This use of the gem expends 1 charge.
• The third command word causes the gem to flare in a blinding flash of light in a cone 30 feet long Although this glare lasts but a moment, all creatures within its area must make a Reflex save (DC 14) or be blinded for 1d4 rounds and thereafter suffer a penalty of –1 to attack rolls, Spot checks, and Search checks due to permanent eye damage.
This use expends 5 charges.
Eye damage can be cured by a remove blindness or a heal spell.
A newly created *gem of brightness* has 50 charges.
When all its charges are expended, the gem becomes nonmagical.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *daylight*, *blindness/deafness*; *Market Price*: 15,200 gp; *Weight*: —.

GEM OF SEEING

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance.
When gazed through, the *gem of seeing* enables the user to see as though she were affected by a *true seeing* spell.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *true seeing*; *Market Price*: 75,000 gp; *Weight*: —.

GLOVES OF ARROW SNARING

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible.
(They are undetectable unless the viewer is within 5 feet of the wearer).
The wearer can act as if he had the Deflect Arrows feat, except that he catches the thrown weapons and projectiles instead of deflecting them.
Both gloves must be worn for the magic to be effective.
At least one hand must be free to take advantage of the magic.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *shield*; *Market Price*: 4,000 gp; *Weight*: —.

GLOVES OF DEXTERITY

These tight-fitting, thin leather gloves are very flexible and allow for delicate manipulation.
They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6.
Both gloves must be worn for the magic to be effective.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *cat's grace*; *Market Price*: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); *Weight*: —.

GLOVE OF STORING

This device is a simple leather glove.
On command, one item held in the hand wearing the glove disappears.
The item can weigh no more than 20 pounds and must be able to be held in one hand.
With a snap of the fingers wearing the glove, the item reappears.
A glove can only store one item at a time.
The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen.
Many owners of *gloves of storing* find them to be useful and dramatic ways to store weapons, wands, and—because the item is stored in stasis—even lit torches.
If the effect is suppressed or dispelled, the stored item appears instantly.
Although it is handy to have two of these gloves, the creation process yields only one.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *shrink item*; *Market Price*: 2,200 gp; *Weight*: —.

GLOVES OF SWIMMING AND CLIMBING

These apparently normal lightweight gloves grant a +10 competence bonus to Swim and Climb checks.
Both gloves must be worn for the magic to be effective.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *cat's grace*; *Market Price*: 6,000 gp; *Weight*: —.

GOGGLES OF MINUTE SEEING

The lenses of this item are made of special crystal.
When placed over the eyes of the wearer, they enable her to see much better than normal at distances of 1 foot or less, granting her a +5 bonus to Search checks to locate or identify features such as tiny seams, marks, cracks, or imperfections.
Both lenses must be worn for the magic to be effective.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *true seeing*; *Market Price*: 1,000 gp; *Weight*: —.

GOGGLES OF NIGHT

The lenses of this item are made of dark crystal.
Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him darkvision (range 60 feet).
Both lenses must be worn for the magic to be effective.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *darkvision*; *Market Price*: 8,000 gp; *Weight*: —.

HAND OF GLORY

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would).
If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit.
The hand can wear only one ring at a time.
Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *daylight*, *detect invisibility*, *animate dead*; *Market Price*: 7,200 gp; *Weight*: 2 lb.

HAND OF THE MAGE

This mummified elven hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would).
It allows the wearer to utilize the spell *mage hand* at will.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *mage hand*; *Market Price*: 1,000 gp; *Weight*: 2 lb.

HARP OF CHARMING

This instrument is a golden, intricately carved harp.
When played, it enables the performer to cast one *suggestion* (Will negates DC 14) for each 10 minutes of playing if he can succeed at a Perform check (DC 15).
On a die roll of a natural 1, the harpist has played so poorly that he enrages all those within earshot.
Caster level: 5th; *Prerequisites*: Craft Wondrous Item, *suggestion*; *Market Price*: 7,500 gp; *Weight*: 5 lb.

HAT OF DISGUISE

This apparently normal hat allows its wearer to alter her appearance as with a *change self* spell.
As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.
Caster Level: 2nd; *Prerequisites*: Craft Wondrous Item, *change self*; *Market Price*: 2,000 gp; *Weight*: —.

HEADBAND OF INTELLECT

This device is a light cord with a small gem set so that it rests upon the forehead of the wearer.
The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *commune* or *legend lore*; *Market Price*: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); *Weight*: —.

HELM OF BRILLIANCE

This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word.
Made of brilliant silver and polished steel, a newly created helm is set with ten diamonds, twenty rubies, thirty fire opals, and forty opals, each of large size and enchanted.

When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes.
The jewels' functions are as follows:

Jewel	Effect
Diamond	*Prismatic spray* (DC 17)
Ruby	*Wall of fire*
Fire opal	*Fireball* (10d6)
Opal	*Light*

The helm may be used once per round, but each gem can perform its spell-like power just once.
Until all of its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.
• It emanates a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage per round to all such creatures within that range.
• The wearer may command any weapon he wields to become a flaming weapon (see page 186). This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon).
The command takes 1 round to take effect.
• Each round, the helm absorbs the first 30 points of fire damage the wearer would otherwise take. This protection does not stack with similar protection from other sources, such as *endure elements*.
Once all of its jewels have lost their magic, the helm loses all its powers and the gems turn to worthless powder.
Removing a jewel destroys it.
If a creature wearing the helm is damaged by magic fire (after the fire protection is taken into account) and fails an additional Will saving throw (DC 15), the remaining gems on the helm overload and detonate.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *light*, *fireball*, *prismatic spray*, *wall of fire*, *flame blade*, *detect undead*, *protection from elements*; *Market Price*: 157,000 gp; *Weight*: 3 lb.

HELM OF COMPREHENDING LANGUAGES AND READING MAGIC

Appearing as a normal helmet, a *helmet of comprehending languages and reading magic* grants its wearer a 90% chance to understand any strange tongue or writing she encounters and an 80% chance to understand any magic writings. Note that understanding does not necessarily imply spell use.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, *comprehend languages*, *read magic*; *Market Price*: 2,600 gp; *Weight*: 3 lb.

HELM OF TELEPATHY

The wearer can use *detect thoughts* at will.
Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication).
Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will negates, DC 14) along with his telepathic message.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *detect thoughts*, *suggestion*; *Market Price*: 31,000 gp; *Weight*: 3 lb.

HELM OF TELEPORTATION

Any character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *teleport*; *Market Price*: 48,600 gp; *Weight*: 3 lb.

HELM OF UNDERWATER ACTION

The wearer of this helmet can see underwater.
Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision.
(Weeds, obstructions, and the like block vision in the usual manner).
If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *freedom of movement*, *water breathing*; *Market Price*: 24,000 gp; *Weight*: 3 lb.

HEWARD'S HANDY HAVERSACK

A backpack of this sort appears to be well made, well used, and quite ordinary.
It is constructed of finely tanned leather, and the straps have brass hardware and buckles.
It has two side pouches, each of which appears large enough to hold about a quart of material.
In fact, each is like a *bag of holding* and can actually hold material equal to as much as 2 cubic feet in volume or 20 pounds in weight.
The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material.
Even when so filled, the backpack always weighs only 5 pounds.
While such storage is useful enough, the pack has an even greater power in addition.
When the wearer reaches into it for a specific item, that item is always on top.
Thus, no digging around and fumbling is ever necessary to find what a haversack contains.
Retrieving any specific item from a haversack is a free action.
Heward's handy haversack and whatever it contains gain a +2 resistance bonus to all saving throws.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*; *Market Price*: 2,000 gp; *Weight*: 5 lb.

HORN OF BLASTING

This horn appears to be a normal trumpet.
It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it has the following effects, both of which happen at once.
• A 100-foot cone of sound issues forth from the horn.

All within this area must make a Fortitude saving throw (DC 16).
Those who succeed are stunned for 1 round and deafened for 2 rounds.
Those failing the saving throw take 1d10 points of damage, are stunned for 2 rounds, and are deafened for 4 rounds.
• An ultrasonic wave 1 foot wide and 100 feet long issues from the horn.
The wave weakens such materials as metal, stone, and wood.
This effect deals 1d10 points of damage to objects within the area, ignoring their hardness.
If a *horn of blasting* is used magically more than once in a given day, there is a 10% cumulative chance with each extra use that it explodes and deals 5d10 points of damage to the person sounding it.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *shout*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

HORN OF FOG

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an obscuring *mist* spell.
The fog spreads 10 feet each round that the user continues to blow the horn.
The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *obscuring mist*; *Market Price*: 2,000 gp; *Weight*: 1 lb.

HORN OF GOODNESS/EVIL

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment.
If the owner is neither good nor evil, the horn has no power whatsoever.
If he is good, then blowing the horn has the effect of a *magic circle against evil* If he is evil, then blowing the horn has the effect of a *magic circle against good.*
In either case, this ward lasts for 10 rounds.
The horn can be blown once per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *magic circle against good* or *magic circle against evil*; *Market Price*: 6,000 gp; *Weight*: 1 lb.

HORN OF THE TRITONS

This device is a conch shell that can be blown once per day (except by a triton, who can sound it three times per day).
A *horn of the tritons* can do any one of the following functions when blown.
• Calm rough waters in a one-mile radius.
This dispels a summoned water elemental if it fails its Will saving throw (DC 16).
• Attract 5d4 Large sharks (a 01–30 result on d%), 5d6 Medium-size sharks (31–80), or 1d10 sea lions (81–100) if the character is in a body of water in which such creatures dwell.
The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
• Panic and demoralize aquatic creatures with Intelligence scores of 1 or 2 within 500 feet as if they had been targeted by a *fear* spell (DC 16).
Those who do save are shaken for 3d6 rounds.
Any sounding of a *horn of the tritons* can be heard by all tritons within a three-mile radius.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *fear*, *summon monster* V, *water control*, creator must be a triton or get construction aid from a triton; *Market Price*: 15,100 gp; *Weight*: 2 lb.

HORN OF VALHALLA

This magic instrument comes in four varieties.
Each appears to be normal until someone speaks its command word and blows the horn.
Then the horn summons a number of human barbarians to fight for the character who summoned them.
Each horn can be blown just once every seven days.
Roll d% to see what type of horn is found.
The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn.
Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned	**Prerequisites**
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spellcaster level 1st+
76-90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91-100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are magic constructs, not actual people (though they seem to be), and they arrive with the starting equipment for barbarians found in the *Player's Handbook* (page 26).
They gladly attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *summon monster* VI; *Market Price*: 50,000 gp; *Weight*: 2 lb.

HORSESHOES OF SPEED

These iron shoes come in sets of four like ordinary horseshoes.
When affixed to a horse's hooves, they double the animal's speed.
All four shoes must be worn by the same animal for the magic to be effective.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *haste*; *Market Price*: 1,900 gp; *Weight*: 3 lb.
each.

HORSESHOES OF A ZEPHYR

These four iron shoes are affixed like normal horseshoes.
They allow a horse to travel without actually touching the ground.

The horse must still run above (always around 4 inches above) a roughly horizontal surface.
This means that nonsolid or unstable surfaces, such as water or lava, can be crossed, and that movement is possible without leaving tracks on any sort of ground.
The horse moves at normal speed.
All four shoes must be worn by the same animal for the magic to be effective.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *levitate*; *Market Price*: 3,000 gp; *Weight*: 1 lb.
each.

INCENSE OF MEDITATION

This small rectangular block of sweet-smelling incense is visually indistinguishable from nonmagical incense until lit.
When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a Spellcraft check (DC 15).
When a divine Spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all of his spells as though affected by the Maximize Spell metamagic feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).
Each block of incense burns for 8 hours, and the effects remain for 24 hours.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, Maximize Spell, *bless*; *Market Price*: 4,900 gp; *Weight*: 1 lb.
each.

IOUN STONES

These stones always float in the air and must be within 3 feet of their owner to be of any use.
When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head.
Thereafter, a stone must be grasped or netted to separate it from its owner.
The owner may voluntarily seize and stow a stone (while sleeping, for example) to keep it safe, but she loses the benefits of the stone during that time.
Ioun stones have an AC of 24, 10 hit points, and a hardness of 5.
Regeneration from the pearly white *Ioun stone* works like a *ring of regeneration*.
(It only cures damage taken while the character is using the stone).
The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells.
Stored spells in the vibrant purple stone must be placed by a Spellcaster but can be used by anyone (see *ring of spell storing*).
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, creator must be 12th level; *Weight*: —.

IOUN STONES

Color	Shape	Effect	Market Price
Dull gray	Any	Merely orbits without further powers	25 gp
Dusty rose	Prism	+1 deflection bonus to AC	4,000 gp
Clear	Spindle	Sustains creature without food or water	5,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	8,000 gp
Vibrant purple	Prism	Stores six levels of spells	12,000 gp
Iridescent	Spindle	Sustains creature without air	15,000gp
Pale green	Prism	+1 competence bonus to attack rolls, saves, and checks	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage/hour	20,000 gp
Pale lavender	Ellipsoid	Absorb spells up to 4th level*	20,000 gp
Lavender and green	Ellipsoid	Absorb spells up to 8th level**	40,000 gp

*After absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless.
**After absorbing 50 spell levels, the stone burns out and turns dull gray, forever useless.

IRON BANDS OF BILARRO

When initially discovered, this very potent item appears to be a rusty iron sphere.
Close examination reveals that there are bandings on the 3-inch-diameter globe.
When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature on a successful ranged touch attack.
A single creature of Large size or smaller can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again.
The creature can break (and ruin) the bands with a successful Strength check (DC 30) or escape them with a successful Escape Artist check (also DC 30).
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *Bigby's grasping hand*; *Market Price*: 26,000 gp; *Weight*: 1 lb.

IRON FLASK

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols.
When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a Will saving throw (DC 19).
The range of this effect is 60 feet.
Only one creature at a time can be so contained.
Loosing the stopper frees the captured creature.
If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour.
If freed without the command word, the creature acts according to its natural inclinations.
(It usually attacks the user, unless it perceives a good reason not to).
Any attempt to force the same creature into the flask a second time allows it a +2 bonus on its saving throw and makes it very angry and totally hostile.
A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01-50	Empty	89	Demon (glabrezu)
51-54	Large air elemental	90	Demon (succubus)
55-58	Arrowhawk	91	Devil (osyluth)
59-62	Large earth elemental	92	Devil (barbazu)
63-66	Xorn	93	Devil (erinyes)
67-70	Large fire elemental	94	Devil (cornugon)
71-74	Salamander	95	Celestial (avoral)
75-78	Large water elemental	96	Celestial (ghaele)
79-82	Adult tojanida	97	Formian myrmarch
83-84	Red slaad	98	Blue slaad
85-86	Formian taskmaster (alone)	99	Rakshasa
87	Demon (vrock)	100	Demon (balor) or devil (pit fiend)—equal chance for either
88	Demon (hezrou)		

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *trap the soul*; *Market Price*: 170,000 gp (empty); *Weight*: 1 lb.

KEOGHTOM'S OINTMENT

Ajar of this unguent is small—3 inches in diameter and 1 inch deep—but contains five applications.
Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize* poison).
Applied to a diseased area, it removes disease (as *remove disease*).
Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *cure light wounds*, *neutralize* poison, *remove disease*; *Market Price*: 4,000 gp; *Weight*: 1/2 lb.

LANTERN OF REVEALING

This lantern operates as a normal hooded lantern.
While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *invisibility purge*; *Market Price*: 30,000 gp; *Weight*: 2 lb.

LENS OF DETECTION

This circular prism enables its user to detect minute details, granting a +10 bonus to Search checks.
It also aids in following tracks, adding a +10 bonus to Wilderness Lore checks when tracking.
The lens is about 6 inches in diameter and set in a frame with a handle.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *true seeing*; *Market Price*: 3,500 gp; *Weight*: 1 lb.

LYRE OF BUILDING

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet.
This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon.
The lyre can be used in this way once per day, with the protection lasting for 30 minutes.
The lyre is also useful with respect to building.
Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever.
The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days.
Each hour after the first, a character playing the lyre must make a Perform check (DC 18).
if it fails, she must stop and cannot play it again for this purpose until a week has passed.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *fabricate*; *Market Price*: 13,000 gp; *Weight*: 5 lb.

MANTLE OF SPELL RESISTANCE

This embroidered garment is worn over normal clothing or armor.
It grants the wearer spell resistance of 21.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *spell resistance*; *Market Price*: 90,000 gp; *Weight*: —.

MANUAL OF BODILY HEALTH

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish* or *miracle*; *Market Price*: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); *Cost to Create*: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); *Weight*: 5 lb.

MANUAL OF GAINFUL EXERCISE

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect.

If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish* or *miracle*; *Market Price*: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); *Cost to Create*: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); *Weight*: 5 lb.

MANUAL OF QUICKNESS OF ACTION

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish* or *miracle*; *Market Price*: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); *Cost to Create*: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); *Weight*: 5 lb.

MASK OF THE SKULL

This ivory mask has been fashioned into the likeness of a human skull.
Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face.
It travels up to 50 feet away from the wearer and attacks a target assigned to it.
The grinning skull mask makes a touch attack against the target.
If it succeeds, the target must make a Fortitude saving throw (DC 20) or be struck dead, as if affected by a *finger of death* spell.
If the target succeeds at his saving throw, he nevertheless takes 3d6+13 points of damage.
After attacking (whether successful or not), the mask flies back to its user.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *finger of death*, *animate objects*, *fly*; *Market Price*: 25,000 gp; *Weight*: 3 lb.

MATTOCK OF THE TITANS

This digging tool is 10 feet long.
Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes).
It also smashes rock (a 10-foot cube per hour).
If used as a weapon, it is the equivalent of a +3 *gargantuan morningstar*, dealing 4d6 points of base damage.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor, *dig*; *Market Price*: 23,000 gp; *Weight*: 120 lb.

MAUL OF THE TITANS

This mallet is 8 feet long.
If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects.
However, the wielder must have a Strength score of at least 18 to wield it properly.
Otherwise, she suffers a –4 attack penalty.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor, *Bigby's clenched fist*; *Market Price*: 25,000 gp; *Weight*: 160 lb.

MEDALLION OF THOUGHTS

This appears to be a normal pendant disk hung from a neck chain.
Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *detect thoughts*; *Market Price*: 12,000 gp; *Weight*: —.

MIRROR OF LIFE TRAPPING

This crystal device is usually about 4 feet square and framed in metal or wood.
It can be affixed to a surface and activated by giving a command word.
The same command word deactivates the mirror.
A *mirror of life trapping* has from thirteen to eighteen nonspatial extradimensional compartments within it.
Any creature coming within 30 feet of the device and looking at its reflection must make a Will save (DC 19) or be trapped within the mirror in one of the cells.
A creature not aware of the nature of the device always sees its reflection.
The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack; see page 77).
When a creature is trapped, it is taken bodily into the mirror.
Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter.
A victim's equipment (including clothing and anything being carried) remains behind.
If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation.
Another command word frees the trapped creature.
Each pair of command words is specific to each prisoner.
If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one.
If the mirror is broken, all victims currently trapped in it are freed and usually promptly attack the possessor of the device in revenge for their imprisonment.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *imprisonment*; *Market Price*: 152,000 gp; *Weight*: 50 lb.

MIRROR OF MENTAL PROWESS

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide.
The possessor who knows the proper commands can cause it to perform as follows.
• Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
• Scry with it as if it were a *crystal ball*, able to view even into other planes if the viewer is sufficiently familiar with them.
Use it as a portal to visit other places.
The user first scries the place normally and then steps through the mirror to the place pictured.
An invisible portal remains on the other side where she arrives, and she can return through that portal.
Once she returns, the portal closes.
The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word.
Creatures with Intelligence scores of 12 or greater might notice the portal just as they might notice a magical sensor from a *scrying* spell.
Any creature who steps through the portal appears in front of the mirror.
• Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface.
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *detect thoughts, scrying, clairaudience/clairvoyance, gate, commune*; *Market Price*: 175,000 gp; *Weight*: 40 lb.

MIRROR OF OPPOSITION

This item resembles a normal mirror about 4 feet long and 3 feet wide.
It can be affixed to a surface and activated by speaking a command word.
The same command word deactivates the mirror.
If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being.
This opposite immediately attacks the original.
The duplicate has all the possessions and powers of its original (including magic).
Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely.
The mirror functions up to four times per day.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *clone*; *Market Price*: 92,000 gp; *Weight*: 45 lb.

MURLYND'S SPOON

This unremarkable eating utensil is typically fashioned from horn.
If the spoon is placed in an empty container—a bowl, a cup, or a dish, for example—the vessel fills with a thick, pasty gruel.
Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature.
The spoon can produce sufficient gruel each day to feed up to four humans.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *create food and water*; *Market Price*: 5,500 gp; *Weight*: —.
Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion.
The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all gases and allowing him to breathe, even underwater or in a vacuum.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, water *breathing*; *Market Price*: 19,000 gp; *Weight*: —.

NECKLACE OF FIREBALLS

This device appears to be nothing but a cheap medallion or piece of valueless jewelry.
If a character places it about her neck, however, all can see the necklace as it really is—a golden chain from which hang a number of golden spheres.
The spheres are detachable by the wearer (and only by the wearer), who can easily hurl them up to a 70-foot distance.
When a sphere arrives at the end of its trajectory, it bursts as a magic *fireball* (DC 14).
The number of spheres on each type of necklace, and their respective Hit Dice of *fireball* damage, are as follows:

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350gp
Type IV	—	—	1		2	—	2	—	4	5,400 gp
TypeV	—	1	—	2	—	2	—	2	—	6,150 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100gp
Type VII	1	2	—	2	—	2	—	2	—	9,150gp

For example, a Type III necklace has seven spheres—one 7-dice, two 5-dice, and four 3-dice *fireballs*.
The more dice of damage a sphere deals, the bigger it is.
If the necklace is being worn or carried by a character who fails her saving throw against a magic fire attack, the item must make a saving throw as well (with a bonus of +7).
If the necklace fails to save, all of its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *fireball*; *Weight*: 2 lb.

NECKLACE OF PRAYER BEADS

A necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck and the wearer casts a divine spell.
The *necklace of prayer beads* consists of 1d6+24 semiprecious stones (total value 1,000 gp) along with one special bead:

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast *bless*.
Bead of healing	Wearer can cast *remove blindness, remove disease,* or *cure serious wounds*.
Bead of karma	Wearer can cast his spells at +4 caster level (with respect to range, duration, etc.). Effect lasts 10 minutes.
Bead of smiting	Wearer can cast *holy smite, chaos hammer, order's wrath,* or *unholy blight*—if appropriate to his alignment. (A neutral wearer can't use this bead.)
Bead of summons	Calls the wearer's deity (90% probability) to come to him in material form. (It had better be for a good reason.) Usable only once.
Bead of wind walking	Wearer can cast *wind walk*.

Each special bead can be used once per day, except for the *bead of summons*.
If the wearer uses that bead to summon his deity frivolously, the deity takes the character's items and places a geas upon him as punishment at the very least.
The power of a special bead is lost if it is removed from the necklace.
Sometimes necklaces are found with multiple special beads.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, gate, *wind walk*, and one of the following spells: *bless*, *cure blindness*, *cure disease*, *cure serious wounds*, *holy smite*, *chaos hammer*, *order's wrath*, or *unholy blight* (whichever is appropriate); *Market Price*: 500 gp (*bead of blessing*), 5,000 gp (*bead of karma*), 10,000 gp (*bead of healing*), 15,000 gp (*bead of smiting*), 30,000 gp (*bead of wind walking*), or 50,000 gp (*bead of summons*), plus 1,000 gp for the nonmagical beads for each necklace; *Weight*: —.

NOLZUR'S MARVELOUS PIGMENTS

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions.
The pigments are applied by a stick tipped with bristles, hair, or fur.
The emulsion flows from the application to form the desired object as the artist concentrates on the desired image.
One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.
Thus, a 10-foot-by-10-foot rendition of a pit would result in an actual 10-foot-by-10-foot-by-10-foot pit; a 10-foot-by-10-foot depiction of a room would result in a 10-foot-by-10-foot-by-10-foot room; and so on.
Only normal, inanimate objects can be created—doors, pits, flowers, trees, cells, and so on.
Creatures can't be created.
The pigments must be applied to a surface (a floor, wall, ceiling, door, etc).
It takes 10 minutes to depict an object with the pigments.
Nolzur's marvelous pigments cannot create magic items.
Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials.
The user can create normal weapons, armor, and other mundane items whose value does not exceed 2,000 gp.
Items created are not magical; the effect is instantaneous.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *major creation*; *Market Price*: 5,500 gp; *Weight*: —.

ORB OF STORMS

This glass sphere is 8 inches in diameter.
The possessor can call forth all manner of weather, even supernaturally destructive storms.
Once per day she can call upon the orb to access a *control weather* spell.
Once per month, she can bring upon a *storm of vengeance*.
The owner of the orb gains a +2 luck bonus to all saves and checks concerning the weather (including surviving in great heat or cold, but not including walking through fire, *cones of cold*, and other such conditions).
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *control weather*, *storm*, *of vengeance*; *Market Price*: 38,000 gp; *Weight*: 6 lb.

PEARL OF POWER

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards).
Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast.
The spell is then prepared again, just as if it hadn't been cast.
The spell must be of a particular level, depending on the pearl.
Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, up to 6th).
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; *Market Price*: 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells); *Weight*: —.

PEARL OF THE SIRINES

This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone.
If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.
The pearl enables its possessor to breathe in water as if she were in clean, fresh air.
Her underwater swim speed is 60 feet, and she can cast spells and act underwater without hindrance.
Caster level: 8th; *Prerequisites*: Craft Wondrous Item, *water breathing*, *freedom of movement*; *Market Price*: 15,300 gp; *Weight*: —.

PERIAPT OF HEALTH

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases (see Table 3–14: Diseases, page 75).

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *remove disease*; *Market Price*: 7,500 gp; *Weight*: —.

PERIAPT OF PROOF AGAINST POISON

This item is a brilliant-cut black gem on a delicate silver chain.
The wearer gains a +4 luck saving throw bonus against any type of poison.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *neutralize poison*; *Market Price*: 4,000 gp; *Weight*: —.

PERIAPT OF WISDOM

Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *commune* or *legend lore*; *Market Price*: 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); *Weight*: —.

PERIAPT OF WOUND CLOSURE

This stone is bright red and dangles on a gold chain.
The wearer does not lose hit points when brought to negative hit points.
The periapt doubles the normal rate of healing or allows normal healing of wounds that would not do so normally.
Bleeding damage, such as that from a *weapon of wounding*, is negated, but the periapt doesn't prevent active blood drain (such as that caused by a stirge).
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *heal*; *Market Price*: 15,000 gp; *Weight*: —.

PHYLACTERY OF FAITHFULNESS

This item is a small box containing holy scripture affixed to a leather cord.
There is no mundane way to determine what function this religious item performs until it is worn.
The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and standing with his deity, including magical effects.
He acquires this information prior to performing the action or becoming associated with such an item if he takes a moment to contemplate the action.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item plus either *detect evil*, *detect good*, *detect chaos*, or *detect law*; *Market Price*: 1,000 gp; *Weight*: —.

PIPES OF HAUNTING

This magic item appears to be a small set of pan pipes.
When played by a person who has the Perform (pan pipes) skill, the pipes create an eerie, spellbinding tune.
A listener thinks the source of the music is somewhere within 30 feet of the musician.
Those hearing the tune but not aware of the piper must make a Will saving throw (DC 13).
Those who fail become shaken for 10 minutes.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, *scare*; *Market Price*: 6,500 gp; *Weight*: 3 lb.

PIPES OF PAIN

These appear to be like any other standard set of pipes with nothing to reveal their true nature.
When played by a person who has the Perform (pan pipes) skill, the pipes create a wondrous melody.
All within 30 feet, including the piper, must make a Will save (DC 14) or be enchanted by the sound.
(This is a mind-affecting sonic enchantment).
So long as the pipes are played, none of the creatures so enchanted attack or attempt any action (as if they are dazed).
If the piper is enchanted, however, he plays on for 1d10 rounds.
As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise.
Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds.
During this time, damage from sonic attacks, such as *sound burst*, is doubled.
Thereafter, the least noise causes an affected character to wince, giving her a –2 penalty to attack rolls, skill checks, and saving throws (except when she is in a totally silent area).
This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *charm person*, *sound burst*; *Market Price*: 12,000 gp; *Weight*: 3 lb.

PIPES OF THE SEWERS

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d16×10 dire rats (01–80 result on d%) or 3d6×10 normal rats (81–100) if either or both are within 400 feet.
For each 50-foot distance the rats have to travel, there is a 1-round delay.
The piper must continue playing until the rats appear, and when they do so, the piper must make a Perform (pan pipes) check (DC 10).
Success means that they obey the piper's telepathic commands so long as he continues to play.
Failure indicates that they turn on the piper.
If for any reason the piper ceases playing, the rats leave immediately.
If they are called again within a day, the Perform check is against DC 15.
If the rats are under the control of another creature, add the HD of the controller to the Perform check DC.
Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.
Caster Level: 2nd; *Prerequisites*: Craft Wondrous Item, *summon nature's ally* I, *animal friendship*; *Market Price*: 1,150 gp; *Weight*: 3 lb.

PIPES OF SOUNDING

When played by a character who has the Perform (pan pipes) skill, these pipes create a variety of sounds.

The figment sounds are the equivalent of *ghost sound* (caster level 2).
Caster Level: 2nd; *Prerequisites*: Craft Wondrous Item, *ghost sound*; *Market Price*: 1,800 gp; *Weight*: 3 lb.

PORTABLE HOLE

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight.
When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief.
When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being.
This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up.
Either way, the entrance disappears, but anything inside the hole remains.
The only air in the hole is that which enters when the hole is opened.
It contains enough air to supply one Medium-size creature or two Small creatures for 10 minutes.
(See Suffocation, page 88).
The cloth does not accumulate weight even if its hole is filled (with gold, for example).
Each *portable hole* opens on its own particular nondimensional space.
If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place.
Both the bag and the cloth are sucked into the void and forever lost.
If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane.
The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 14,000 gp; *Weight*: —.

QUAAL'S FEATHER TOKEN

Each of these items is a small feather that has a power to suit a special need.
The types of tokens are described below.
Each token is usable but once.
Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.
Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon.
The token lasts as long as it takes to carry the message.
Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph).
This wind is not cumulative with existing wind speed—if a severe wind is already blowing, this wind cannot be added to it to create a windstorm.
The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected).
The fan can be used up to 8 hours.
It does not function on land.
Swan Boat: A token that forms a huge swan-like boat capable of moving on water at a speed of 60 feet.
It can carry eight horses and gear or thirty-two Medium-size characters or any equivalent combination.
The boat lasts for one day.
Tree: A token that causes a great oak to spring into being (6-foot-diameter trunk, 60-foot height, 40-foot top diameter).
This is an instantaneous effect.
Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon (see page 186).
The weapon has a +10 base attack bonus, does 1d6+1 points of base damage, has a +1 enhancement bonus to attacks and damage, and a makes a free grapple attack (at a +15 attack bonus) if it hits.
The whip lasts no longer than 1 hour.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *major creation*; *Market Price*: 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 100 gp (*tree*), or 500 gp (*whip*); *Weight*: —.

QUIVER OF EHLONNA

This appears to be a typical arrow container capable of holding about 20 arrows.
Examination shows that it has three distinct portions, each with an extradimensional space allowing it to store far more than would normally be possible.
The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow.
The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin.
The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, etc).
Once the owner has filled it, she can command the quiver each round to produce any stored items she wishes.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*; *Market Price*: 1,800 gp; *Weight*: —.

RING GATES

These always come in pairs—two iron rings, each about 14 inches in diameter.
The rings must be within 100 miles of each other to function.
Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through do not count).
This useful device allows for instantaneous transport of items, messages, and even attacks.
A character can reach through to grab things near the other ring, or even stab a weapon through if so desired.
Alternatively, a character could stick his head through to look around.
A spellcaster could even cast a spell through a *ring gate*.
A Small character can make an Escape Artist check (DC 13) to slip through.
Creatures of Tiny, Diminutive, or Fine size can pass through easily.
Each ring has a "entry side" and an "exit side", both marked with appropriate symbols.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 40,000 gp; *Weight*: 1 lb.

each.

ROBE OF THE ARCHMAGI

This normal-appearing garment can be white (a 01–45 result on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment).
Its wearer, if an arcane spellcaster, gains the following powers.
• +5 armor bonus to AC.
• Spell resistance 17.
• +1 resistance bonus to all saving throws.
• Ability to overcome the spell resistance of others as if she had the feat Spell Penetration.
If a white robe is donned by an evil character, she immediately gains three negative levels.
The reverse is true with respect to a black robe donned by a good character.
An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels.
While negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).
Caster Level: 14th; *Prerequisites*: Craft Wondrous Item, *mage armor*, *bless*, *spell resistance*, creator must be same alignment as robe; *Market Price*: 75,000 gp; *Weight*: 1 lb.

ROBE OF BLENDING

When this robe is put on, the wearer intuitively knows that the garment has very special properties.
A *robe of blending* enables its wearer to appear to be part of his surroundings.
This allows her to add a +15 circumstance bonus to her Hide check.
Further, the wearer can adopt the appearance of another creature as in the spell *change self* at will.
All creatures acquainted with and friendly to the wearer see him normally.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *change self*; *Market Price*: 10,000 gp; *Weight*: 1 lb.

ROBE OF EYES

This valuable garment appears to be a normal robe until it is put on.
Its wearer is able to see in all directions at the same moment due to scores of visible, magical eye-like patterns that adorn the robe.
She also gains darkvision (range 120 feet).
The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.
The *robe of eyes* grants its wearer a +15 circumstance bonus to Search and Spot checks.
She retains her Dexterity bonus to AC even when flat-footed and can't be flanked.
The wearer can't avert her eyes from or close her eyes to a creature with a gaze attack.
A *light* or *continual flame* spell thrown directly on a *robe of eyes* blinds it for 1d3 minutes.
A *daylight* spell blinds it for 2d4 minutes.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *true seeing*; *Market Price*: 90,000 gp; *Weight*: 1 lb.

ROBE OF SCINTILLATING COLORS

The wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.
The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings.
It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe.
The colors create the equivalent of a gaze attack with a 30-foot range.
Those who look at the wearer are dazed for 1d4+1 rounds (Will negates DC 14).
This is a mind-affecting pattern.
Every round of continuous scintillation of the robe gives the wearer better concealment.
Miss chances start at 10% (one-quarter concealment) and increase another 10% each round until they reach 50% (full concealment).
The robe illuminates a 30-foot radius.
The effect can last no longer than a total of 10 rounds per day.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *hypnosis*, *color spray*; *Market Price*: 27,000 gp; *Weight*: 1 lb.

ROBE OF STARS

This garment is typically black or dark blue and embroidered with small white or silver stars.
The robe has three magical powers.
• The robe enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
• The robe gives its wearer a +1 luck bonus to all saving throws.
• The robe's wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*.
The robe grants its wearer proficiency with such weapons.
Each shuriken disappears after it is used.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *astral projection* or *plane shift*, *magic missile*; *Market Price*: 58,000 gp; *Weight*: 1 lb.

ROBE OF USEFUL ITEMS

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes.
Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them.
One patch can be detached each round.
Detaching a patch causes it to become an actual item, as indicated below.
A newly created *robe of useful items* always has two each of the following patches.
• dagger
• bullseye lantern (filled and lit)
• mirror (a highly polished 2-foot-by-4-foot steel mirror)
• pole (10-foot length)
• hemp rope (50-foot coil)
• sack
In addition, the robe has 4d4 other items:

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp valu
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and on one side—must be placed upright, attach hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 cubic ft.)
60-68	*Potion of cure serious wounds*
69-75	Rowboat (12 ft. long)
76-83	Minor scroll of one randomly determined spell
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft, up to 2 ft. deep)
97-100	Roll twice more

Multiple items of the same kind are permissible.
Once removed, items cannot be replaced.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *fabricate*; *Market Price*: 7,000 gp; *Weight*: 1 lb.

ROPE OF CLIMBING

A 60-foot-long *rope of climbing* is no thicker than a slender wand, but it is strong enough to support 3,000 pounds.
Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires.
It can unfasten itself and return in the same manner.
A *rope of climbing* can be commanded to knot or unknot itself.
This causes large knots to appear at 1-foot intervals along the rope.
Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10.
A creature must hold one end of the rope when its magic is invoked.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *animate rope*; *Market Price*: 3,000 gp; *Weight*: 3 lb.

ROPE OF ENTANGLEMENT

A *rope of entanglement* looks just like any other hemp rope about 30 feet long.
Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim, using a grapple attack with a +15 attack bonus (including +4 for being Large and +6 for its Strength score of 22).
The rope cannot be broken by sheer strength.
It must be severed by an edged weapon.
The rope has an AC of 22,12 hit points, and a hardness of 10.
Damage repairs itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *entangle*, *animate rope*, *animate objects*; *Market Price*: 21,000 gp; *Weight*: 5 lb.

SCABBARD OF KEEN EDGES

This scabbard is fashioned from cured leather and fine silver.
It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword.
Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *keen edge*; *Market Price*: 15,000 gp; *Weight*: 1 lb.

SCARAB OF PROTECTION

This device appears to be a silver medallion in the shape of a beetle.
It gives off a faint magical aura.
If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.
The scarab's possessor gains spell resistance 15.
The scarab can also absorb up to twelve energy-draining attacks or death effects (such as *finger of death*).
(An attack that would bestow two negative levels counts as two attacks).
However, upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *bless*, *death ward*, *negative energy protection*, and *wish* or *miracle*; *Market Price*: 38,000 gp; *Weight*: —.

SCARAB, GOLEMBANE

This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place.
Furthermore, the scarab enables its possessor to combat a golem with weapons or unarmed attacks as if the golem had no damage reduction.
Each scarab has this effect with regard to a different sort of golem.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *detect magic*, and *keen edge* or *holy power*; *Market Price*: 800 gp (flesh), 1,000 gp (clay), 1,200 gp (stone), 1,600 gp (iron), 1,800 gp (flesh and clay), or 2,500 gp (any golem); *Weight*: —.

SLIPPERS OF SPIDER CLIMBING

When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free.
Her speed is 15 feet.
Extremely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, *spider climb*; *Market Price*: 2,000 gp; *Weight*: 1/2 lb.

SOVEREIGN GLUE

This pale amber substance is thick and viscous.
Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *oil of slippenness*, and each time any of the bonding agent is poured from the flask, a new application of the *oil of slippenness* must be put in the flask within 1 round to

prevent the remaining glue from adhering to the side of the container.
A flask of sovereign glue, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8-1, minimum 1), with the other ounce of the flask's capacity taken up by the *oil of slippenness*.
One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union.
The glue takes 1 round to set.
If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless.
If the glue is allowed to set, then attempting to separate the two bonded objects only results in the rending of one or the other, except when *universal solvent* is applied to the bond.
(Sovereign glue is dissolved by *universal solvent*).
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *make whole*; *Market Price*: 2,400 gp (per ounce); *Weight*: —.

STONE OF ALARM

This stone cube, when given the command word, affixes itself to any object.
If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *alarm*; *Market Price*: 1,000 gp; *Weight*: 2 lb.

STONE OF CONTROLLING EARTH ELEMENTALS

A stone of this nature is typically an oddly shaped bit of roughly polished rock.
The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner if earth, mud, or clay is available.
The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster* VII spell.
(If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster* VI spell).
The area of summoning for an earth elemental must be at least 4 feet square and have a volume of 4 cubic yards.
The elemental appears in 1d4 rounds.
For detailed information about elementals, see the *Monster Manual*.
Only one elemental can be summoned at a time.
A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *summon monster* VI, *summon monster* VII; *Market Price*: 100,000 gp; *Weight*: 5 lb.

STONE OF GOOD LUCK (LUCKSTONE)

This stone is typically a bit of rough polished agate or some similar mineral.
Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *divine favor*; *Market Price*: 10,000 gp; *Weight*: —.

STONE HORSE

Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone.
A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate type.
A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed.
Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally.
When fully healed, it automatically reverts to its stone form.
While in its stone form, it can be fed gemstones, healing 1 point of damage for each 50 gp worth of mineral it is given.
There are two sorts of *stone horses*:
Courser: This *stone horse* has all the same statistics as a heavy horse, as well as having a hardness of 10.
Destrier: This *stone horse* has all the same statistics as a heavy warhorse, as well as having a hardness of 10.
Caster Level: 14th; *Prerequisites*: Craft Wondrous Item, *flesh to stone*, *animate* objects; *Market Price*: 10,000 gp (*courser*) or 14,800 gp (*destrier*); *Weight*: 6,000 lb.

STONE SALVE

This strange ointment has two uses.
If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh (as the spell *stone to flesh*).
If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *flesh to stone*, *stoneskin*; *Market Price*: 4,000 gp per ounce; *Weight*: —.

TALISMAN OF THE SPHERE

This small adamantine loop and handle are useless to those unable to cast arcane spells.
Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort.
However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation* (see page 238), a *talisman of the sphere* doubles the bonus for Intelligence and level for determining control.
If the wielder of a talisman establishes control, he need check for continual 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.
Caster Level: 16th; *Prerequisites*: Craft Wondrous Item, *telekinesis*; *Market Price*: 9,000 gp; *Weight*: 1 lb.

TOME OF CLEAR THOUGHT

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish* or *miracle*; *Market Price*: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); *Cost to Create*: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); *Weight*: 5 lb.

TOME OF LEADERSHIP AND INFLUENCE

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish* or *miracle*; *Market Price*: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); *Cost to Create*: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); *Weight*: 5 lb.

TOME OF UNDERSTANDING

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish* or *miracle*; *Market Price*: 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), or 137,500 gp (+5); *Cost to Create*: 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), or 6,250 gp + 25,500 XP (+5); *Weight*: 5 lb.

UNIVERSAL SOLVENT

This strange liquid appears to be some sort of minor oil or potion and always comes in containers of 1 ounce.
Upon first examination, it seems to have the properties of *oil of slipperiness*.
However, if it is applied to any form of adhesive or sticky material, the solution immediately dissolves the other material.
It immediately negates the effect of *sovereign glue*, as well as any other form of cement, glue, or adhesive.
An ounce affects 1 cubic foot.
If the liquid is carefully distilled to bring it down to one-third of its original volume, each dose (1/3 ounce, having been a full ounce before distillation) dissolves 1 cubic foot of organic or inorganic material, just as if a *disintegrate* spell had been employed.
To find out if a resisting target is affected by this concentrated solution, a touch attack roll is required, and the subject is entitled to a Fortitude saving throw (DC 19).
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *disintegrate*; *Market Price*: 2,000 gp (per ounce); *Weight*: —.

VEST OF ESCAPE

Hidden within secret pockets of this simple silk vest are lockpicks that add a +4 competence bonus to Open Lock checks.
If the lockpicks are separated by more than 15 feet from the vest, they lose their competence bonus, but the bonus returns when they are returned to the pockets of the vest.
Further, the vest grants the wearer a +6 competence bonus to Escape Artist checks.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, *knock*, *grease*; *Market Price*: 2,000 gp; *Weight*: —.

VESTMENT, DRUID'S

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs.
When worn by a druid with the wild shape ability, the character can use that ability one additional time each day.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *polymorph self* or creator must be at least a 10th-level druid; *Market Price*: 5,800 gp; *Weight*: —.

VESTMENTS OF FAITH

This holy garment, worn over normal clothing, grants a special protection (damage reduction 5/+5) to the character wearing it.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *stoneskin*; *Market Price*: 76,000 gp; *Weight*: —.

WELL OF MANY WORLDS

This strange, interdimensional device looks just like a *portable hole*.
Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane, at the DM's option or by random determination.
If the well is moved, the random factor again comes into play.

It can be picked up, folded, or rolled, just like a *portable hole*.
Objects from the world the well touches can come through the opening just as easily as from the initiating place.
(It is a two-way portal).
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 82,000 gp; *Weight*: —.

WIND FAN

A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze.
By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell.
The fan can be used once per day with no risk.
If it is used more frequently, there is a 20% cumulative chance per usage that the device tears into useless, nonmagical tatters.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *gust of wind*; *Market Price*: 5,500 gp; *Weight*: —.

WINGS OF FLYING

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers.
When the wearer speaks the command word, the cloak turns into a pair of gigantic wings (bat or bird, 20-foot span) and empower her to *fly* as with a *fly* spell anywhere wide enough to accomadate her wingspan.
Caster level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*; *Market Price*: 22,000 gp; *Weight*: 2 lb.

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AMULET OF HEALTH

This amulet is a golden disk on a chain.
It usually bears the image of a lion or other powerful animal.
The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.
Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

AMULET OF MIGHTY FISTS

This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.
Faint evocation; CL 5th; Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; Price 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

AMULET OF NATURAL ARMOR

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.
Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

AMULET OF THE PLANES

This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color.
The amulet allows its wearer to utilize *plane shift*.
However, this is a difficult item to master.
The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants.
If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01–60 on d%) or to a random plane (61–100).
Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does.
If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself).
Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

APPARATUS OF KWALISH

This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end.
Anyone who crawls inside finds ten (unlabeled) levers:

Lever (1d10)	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with *continual flame* inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

The device has the following characteristics: Hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (–1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).
Operating a lever is a full-round action, and no lever may be operated more than once per round.
However, since two Medium characters can fit inside, the apparatus can move and attack in the same round.
The device can function in water up to 900 feet deep.

It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).
When activated, the apparatus looks something like a giant lobster.
Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; Weight 500 lb.

BAG OF HOLDING

This appears to be a common cloth sack about 2 feet by 4 feet in size.
The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions.
Regardless of what is put into the bag, it weighs a fixed amount.
This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined.
All contents are lost forever.
If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again.
If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate.
Retrieving a specific item from a *bag of holding* is a move action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.
If a *bag of holding* is placed within a *portable hole* (page 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost.
If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*.

BAG OF TRICKS

This small sack appears normal and empty.
However, anyone reaching into the bag feels a small, fuzzy ball.
If the ball is removed and tossed up to 20 feet away, it turns into an animal.
The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears.
It can follow any of the commands described in the Handle Animal skill (page 74 of the *Player's Handbook*).
Each of the three kinds of a *bag of tricks* produces a different set of animals.
Use the following tables to determine what animals can be drawn out of each.
The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.
Animals produced are always random, and only one may exist at a time.
Up to ten animals can be drawn from the bag each week.
Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally* II (gray), *summon nature's ally* III (rust), or *summon nature's ally* V (tan); Price 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan).

Gray		*Rust*		*Tan*	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

BEAD OF FORCE

This small black sphere appears to be a lusterless pearl.
You can throw it up to 60 feet with no range penalties.
Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.
It functions like an *Otiluke's resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes.
A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere.
The sphere contains its subject for the spell's duration.
The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell.
These effects destroy the sphere without harm to the subject.
Nothing can pass through the sphere, inside or out, though the subject can breathe normally.
The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.
The explosion completely consumes the bead, making this a one-use item.
Moderate evocation; CL 10th; Craft Wondrous Item, *Otiluke's resilient sphere*; Price 3,000 gp.

BELT, MONK'S

This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat.
The wearer's AC and unarmed damage is treated as a monk of five levels higher.
If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day.
If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk.
This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Craft Wondrous Item, *righteous might* or *Tenser's transformation*; Price 13,000 gp; Weight 1 lb.

BELT OF DWARVENKIND

This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a –2 competence penalty on similar checks when dealing with anyone else.
The wearer can understand, speak, and read Dwarven.
If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.
Moderate divination; CL 12th; Craft Wondrous Item, *tongues*, creator must be a dwarf; Price 14,900 gp; Weight 1 lb.

BELT OF GIANT STRENGTH

This wide belt is made of thick leather and studded with iron.
The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.
Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

BOAT, FOLDING

A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep.
It can be used to store items like any other box.
If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth.
A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep.
Any objects formerly stored in the box now rest inside the boat or ship.
In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail.
In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail.
The boat can hold four people comfortably, while the ship carries fifteen with ease.
A third word of command causes the boat or ship to fold itself into a box once again.
The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box.
Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

BOCCOB'S BLESSED BOOK

This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick.
All such books are durable, waterproof, bound with iron overlaid with silver, and locked.
A wizard can fill the 1,000 pages of a *Boccob's blessed book* with spells without paying the 25 gp per page material cost.
This book is never found as randomly generated treasure with spells already inscribed in it.
Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

BOOTS OF ELVENKIND

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.
Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Weight 1 lb.

BOOTS OF LEVITATION

On command, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.
Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 7,500 gp; Weight 1 lb.

BOOTS OF SPEED

As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day.
The duration of the *haste* effect need not be consecutive rounds.
Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight 1 lb.

BOOTS OF STRIDING AND SPRINGING

These boots increase the wearer's base land speed by 10 feet.
In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps.
She can jump with a +5 competence bonus on Jump checks.
Faint transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Price 5,500 gp; Weight 1 lb.

BOOTS OF TELEPORTATION

Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.
Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Weight 3 lb.

BOOTS OF THE WINTERLANDS

This footgear bestows many powers upon the wearer.
First, he is able to travel across snow at his normal speed, leaving no tracks.
The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.

Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.
Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

BOOTS, WINGED

These boots appear to be ordinary footgear.
On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell.
He can fly three times day for up to 5 minutes per flight.
Faint transmutation; CL 5th; Craft Wondrous Item, *fly*; Price 16,000 gp; Weight 1 lb.

BOTTLE OF AIR

This item appears to be a normal glass bottle with a cork.
When taken to any airless environment (such as underwater or in a vacuum), it retains air within it at all times, continually renewing its contents.
This means that a character can draw air out of the bottle to breathe.
The bottle can even be shared by multiple characters who pass it around.
Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.
Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

BOWL OF COMMANDING WATER ELEMENTALS

This large container is usually fashioned from blue or green semiprecious stone (malachite, lapis lazuli, azurite, turquoise, peridot, or sometimes jade).
It is about 1 foot in diameter, half that deep, and relatively fragile.
When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears.
The summoning words require 1 full round to speak.
In all ways the bowl functions as the *summon monster* VI spell.
Only one elemental can be called at a time.
A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).
If salt water is used, the elemental is Huge rather than Large (as if *summon monster* VII had been cast).
See page 98 of the *Monster Manual* for details on water elementals.
Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster* VI, *summon monster* VII; Price 100,000 gp; Weight 3 lb.

BRACELET OF FRIENDS

This silver charm bracelet has four charms upon it when created.
The owner may designate one person known to him to be keyed to one charm.
(This designation takes a standard action, but once done it lasts forever or until changed).
When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane.
The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers.
Once a charm is activated, it disappears.
Charms separated from the bracelet are worthless.
A bracelet found with fewer than four charms is worth 25% less for each missing charm.
Strong conjuration; CL 15th; Craft Wondrous Item, *refuge*; Price 19,000 gp.

BRACERS OF ARCHERY, GREATER

These wristbands look like normal protective wear.
The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use.
If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow.
Both bracers must be worn for the magic to be effective.
Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Weight 1 lb.

BRACERS OF ARCHERY, LESSER

These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.
Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

BRACERS OF ARMOR

These items appear to be wrist or arm guards.
They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor.
Both bracers must be worn for the magic to be effective.
Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

BRAZIER OF COMMANDING FIRE ELEMENTALS

This device appears to be a normal container for holding burning coals.
When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears.
The summoning words require 1 full round to speak.
In all ways the brazier functions as the *summon monster* VI spell.
If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster* VII spell.
Only one elemental can be summoned at a time.

A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).
See page 98 of the *Monster Manual* for details on fire elementals.
Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster* VI, *summon monster* VII; Price 100,000 gp; Weight 5 lb.

BROOCH OF SHIELDING

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape.
In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability.
A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.
Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 1,500 gp.

BROOM OF FLYING

This broom is able to fly through the air as if affected by *an overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires).
The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet.
In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination.
It comes to its owner from as far away as 300 yards when she speaks the command word.
The *broom of flying* has a speed of 40 feet when it has no rider.
Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight*, *permanency*; Price 17,000 gp; Weight 3 lb.

CANDLE OF INVOCATION

Each of these special tapers is dedicated to one of the nine alignments.
Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character.
Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.
A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time.
He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn.
Except in special cases (see below), a candle burns for 4 hours.
In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process.
It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like.
Doing this doesn't interfere with its magical properties.
Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

CANDLE OF TRUTH

This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle.
The zone lasts for 1 hour, as the candle burns.
If the candle is snuffed before that time, the effect is canceled and the candle ruined.
Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Weight 1/2 lb.

CAPE OF THE MOUNTEBANK

On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day.
When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.
Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 10,080 gp; Weight 1 lb.

CARPET OF FLYING

This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration.
The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below.
Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not.
The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet.
It has average maneuverability, but a *carpet of flying* can still hover.
Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*.

CENSER OF CONTROLLING AIR ELEMENTALS

This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship.
If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental.
The summoning words require 1 full round to speak.
In all ways the censer functions as the *summon monster* VI spell.
If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster* IX had just been cast).
Only one elemental can be summoned at a time.

A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).
See page 95 of the *Monster Manual* for details on air elementals.
Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster* VI, *summon monster* IX; Price 100,000 gp; Weight 1 lb.

CHAOS DIAMOND

This lustrous gemstone is uncut and about the size of a human fist.
The gem grants its possessor the following powers.
• *Confusion, lesser*
• *Magic circle against law*
• *Word of chaos*
• *Cloak of chaos* Each power is usable 1d4 times per day. (The DM rolls secretly each day for each power separately).
A nonchaotic character who possesses a *chaos diamond* gains one negative level.
Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).
Strong varied; CL 19th; Craft Wondrous Item, *cloak of chaos*, *magic circle against law*, *random action*, *word of chaos*, creator must be chaotic; Price 160,000 gp; Weight 1 lb.

CHIME OF INTERRUPTION

This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.
While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).
Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 16,800 gp; Weight 1 lb.

CHIME OF OPENING

A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open.
The device functions against normal bars, shackles, chains, bolts, and so on.
A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.
The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted.
Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open.
A *silence* spell negates the power of the device.
A brand-new chime can be used a total of ten times before it cracks and becomes useless.
Moderate transmutation; CL 11th; Craft Wondrous Item, *knock*; Price 3,000 gp; Weight 1 lb.

CIRCLET OF BLASTING, MINOR

On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.
Faint evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 6,480 gp.

CIRCLET OF BLASTING, MAJOR

On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.
Strong evocation; CL 17th; Craft Wondrous Item, Maximize Spell, *searing light*; Price 23,760 gp.

CIRCLET OF PERSUASION

This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.
Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,500 gp.

CLOAK OF ARACHNIDA

This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her.
In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed.
Once per day, the wearer of this cloak can cast *web*.
She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.
Faint conjuration and transmutation; CL 6th; Craft Wondrous Item, *spider climb*, *web*; Price 14,000 gp; Weight 1 lb.

CLOAK OF THE BAT

Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks.
The wearer is also able to hang upside down from the ceiling, like a bat.
By holding the edges of the garment, the wearer is able to *fly* as per the spell.
If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly.
(All possessions worn or carried are part of the transformation).
Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground).
Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.
Moderate transmutation; CL 7th; Craft Wondrous Item, *fly*, *polymorph*; Price 26,000 gp; Weight 1 lb.

CLOAK OF CHARISMA

This lightweight and fashionable cloak has a highly decorative silver trim.

When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to her Charisma score.
Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lb.

CLOAK OF DISPLACEMENT, MINOR

This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves.
This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer.
It functions continually.
Faint illusion; CL 3rd; Craft Wondrous Item, *displacement*; Price 24,000 gp; Weight 1 lb.

CLOAK OF DISPLACEMENT, MAJOR

This item appears to be a normal cloak, but on command its magical properties distort and warp light waves.
This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.
Moderate illusion; CL 7th; Craft Wondrous Item, Extend Spell, *displacement*; Price 50,000 gp; Weight 1 lb.

CLOAK OF ELVENKIND

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color.
However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.
Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*, creator must be an elf; Price 2,500 gp; Weight 1 lb.

CLOAK OF ETHEREALNESS

This silvery-gray cloak seems to absorb light rather than be illuminated by it.
On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell).
The effect is dismissible.
The cloak works for a total of up to 10 minutes per day.
This duration need not be continuous.
Strong transmutation; CL 15th; Craft Wondrous Item, *ethereal jaunt*; Price 55,000 gp; Weight 1 lb.

CLOAK OF THE MANTA RAY

This cloak appears to be made of leather until the wearer enters salt water.
At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form).
He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.
Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage.
This attack can be used in addition to any other attack the character has, using his highest melee attack bonus.
The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.
Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph*, *water breathing*; Price 7,200 gp; Weight 1 lb.

CLOAK OF RESISTANCE

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

CRYSTAL BALL

This is the most common form of scrying device, a crystal sphere about 6 inches in diameter.
A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).
Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Market Price
Crystal ball	42,000 gp
Crystal ball with *see invisibility*	50,000 gp
Crystal ball with *detect thoughts (Will DC 13 negates)*	51,000 gp
Crystal ball with *telepathy**	70,000 gp
Crystal ball with *true seeing*	80,000 gp

* The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

Moderate divination; CL 10th; Craft Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

CUBE OF FORCE

This device is about the size of a large die (perhaps 3/4 inch across) and can be made of ivory, bone, or any hard mineral.
It enables its possessor to put up a special *wall of force* 10 feet on a side around her person.
This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below.
The cube has 36 charges, which are renewed each day.
The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device.
Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation.
Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.
When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal (40 points of damage drains 1 charge, 50 points drains 2 charges, and so forth).

Spells that affect the integrity of the screen, such as *disintegrate* and *passwall*, also drain extra charges.
These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges
Horn of blasting	6
Wall of fire	2
Passwall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force*; Price 62,000 gp.

CUBE OF FROST RESISTANCE

This cube is activated or deactivated by pressing one side.
When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface).
The temperature within this area is always at least 65°F.
The field absorbs all cold-based attacks (such as *ice storm*, *cone of cold*, and white dragon breath).
However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour.
If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.
Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 27,000 gp.

CUBIC GATE

This item is fashioned from carnelian.
Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane.
The character creating the item should choose the planes to which the other five sides are keyed.
If such a cube is found as treasure, the DM can determine the planes accessed by the device in any manner he or she chooses.
If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side.
There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble.
Pressing the side a second time closes the *gate*.
It is impossible to open more than one *gate* at a time.
If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares.
(The other creatures may avoid this fate by succeeding on DC 23 Will saves).
Strong conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

DAERN'S INSTANT FORTRESS

This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it.
The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over.
The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.
The adamantine walls of *Daern's instant fortress* have 100 hit points and hardness 20.
The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.
The fortress springs up in just 1 round, with the door facing the device's owner.
The door opens and closes instantly at his command.
People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth.
Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).
The fortress is deactivated by speaking a command word (different from the one used to activate it).
It cannot be deactivated unless it is empty.
Strong conjuration; CL 13th; Craft Wondrous Item, *Mordenkainen's magnificent mansion*; Price 55,000 gp.

DARKSKULL

This skull, carved from ebony, is wholly evil.
Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).
Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

DECANTER OF ENDLESS WATER

If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out.
Separate command words determine the type as well as the volume and velocity.
• "Stream" pours out 1 gallon per round.
• "Fountain" produces a 5-foot-long stream at 5 gallons per round.
• "Geyser" produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.
The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down.
The force of the geyser deals 1d4 points of damage but can only affect one target per round.
The command word must be spoken to stop it.
Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*; Price 9,000 gp; Weight 2 lb.

DECK OF ILLUSIONS

This set of parchment cards is usually found in an ivory, leather, or wooden box.
A full deck consists of thirty-four cards.
When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed.
The figment lasts until dispelled.
The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real.
At all times it obeys the desires of the character who drew the card.
When the illusion is dispelled, the card becomes blank and cannot be used again.
If the card is picked up, the illusion is automatically and instantly dispelled.
The cards in a deck and the illusions they bring forth are summarized on the following table.
(Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards).

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords and four guards	Male human fighter
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin

Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Beholder
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords (female)	Half-elf ranger
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold

Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin

Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing.
If cards are missing, reduce the price by a corresponding amount.
Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

DIMENSIONAL SHACKLES

These shackles have golden runes traced across their cold iron surface.
Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save).
They fit any Small to Large creature.
The DC to break or slip out of the shackles is 30.
Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*; Price 28,000 gp; Weight 5 lb.

Drums of Panic

These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands).
They come in pairs and are unremarkable in appearance.
If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial).
Drums of panic can be used once per day.
Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 30,000 gp; Weight 10 lb.
for the pair.

Dust of Appearance

This fine powder appears to be a very fine, very light metallic dust.
A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible.
It likewise negates the effects of *blur* and *displacement*.
(In this, it works just like the *faerie fire* spell).
The dust also reveals figments, *mirror images*, and *projected images* for what they are.
A creature coated with the dust takes a –30 penalty on its Hide checks.
The dust's effect lasts for 5 minutes.
Dust of appearance is typically stored in small silk packets or hollow bone tubes.
Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,800 gp.

Dust of Disappearance

This dust looks just like *dust of appearance* and is typically stored in the same manner.
A creature or object touched by it becomes invisible (as *greater invisibility*).
Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*.
Dust of appearance, however, does reveal people and objects made invisible by *dust of disappearance*.
Other factors, such as sound and smell, also allow possible detection.
The *greater invisibility* bestowed by the dust lasts for 2d6 rounds.
The invisible creature doesn't know when the duration will end.
Moderate illusion; CL 7th; Craft Wondrous Item, *greater invisibility*; Price 3,500 gp.

Dust of Dryness

This special dust has many uses.
If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown.
If this pellet is hurled down, it breaks and releases the same volume of water.
The dust affects only water (fresh, salt, alkaline), not other liquids.
If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed.
The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.
Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

Dust of Illusion

This unremarkable powder resembles chalk dust or powdered graphite.
Stare at it, however, and the dust changes color and form.
Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamer, with the individual who sprinkles the dust envisioning the illusion desired.
An unwilling target is allowed a DC 11 Reflex save to avoid the dust.
The glamer lasts for 2 hours.
Faint illusion; CL 6th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.

Dust of Tracelessness

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions.
Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.
A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance.
The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust.
Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.
Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

Efreeti Bottle

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals.
A thin stream of smoke is often seen issuing from it.
The bottle can be opened once per day.
When opened, the efreeti imprisoned within issues from the bottle instantly.
There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released.
There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*.
In either case, the efreeti afterward disappears forever.
The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands.
(See page 115 of the *Monster Manual* for efreeti statistics).
Roll each day the bottle is opened for that day's effect.
Strong conjuration; CL 14th; Craft Wondrous Item, *summon monster* VII; Price 145,000 gp; Weight 1 lb.

ELEMENTAL GEM

This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).
When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell.
The elemental is under the control of the creature that broke the gem.
The coloration of the gem varies with the type of elemental it summons.
A*ir elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.
Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally* V; Price 2,250 gp.

ELIXIR OF FIRE BREATH

This strange elixir bestows upon the drinker the ability to spit gouts of flame.
He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away.
The victim can attempt a DC 13 Reflex save for half damage.
Unused blasts dissipate 1 hour after the liquid is consumed.
Moderate evocation; CL 11th; Craft Wondrous Item, *scorching ray*; Price 1,100 gp.

ELIXIR OF HIDING

A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).
Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 250 gp.

ELIXIR OF LOVE

This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates).
The *charm* effects wear off in 1d3 hours.
Faint transmutation; CL 4th; Craft Wondrous Item, *charm person*; Price 150 gp.

ELIXIR OF SNEAKING

This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 competence bonus on Move Silently checks for 1 hour.
Faint illusion; CL 5th; Craft Wondrous Item, *silence*; Price 250 gp.

ELIXIR OF SWIMMING

This elixir bestows swimming ability.
An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).
Faint illusion; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Swim skill; Price 250 gp.

ELIXIR OF TRUTH

This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates).
She is compelled to answer any questions put to her in that time, but with each question she is free to make a separate DC 13 Will save.
If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question.
No more than one question can be asked each round.
This is a mind-affecting compulsion enchantment.
Faint enchantment; CL 5th; Craft Wondrous Item, *zone of truth*; Price 500 gp.

ELIXIR OF VISION

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).
Faint divination; CL 2nd; Craft Wondrous Item, *true seeing*; Price 250 gp.

EVERSMOKING BOTTLE

This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke.
The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round.
If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius.
This area remains smoke-filled until the *eversmoking bottle* is stoppered.
The bottle must be resealed by a command word, after which the smoke dissipates normally.
A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.
Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*; Price 5,400 gp; Weight 1 lb.

EYES OF CHARMING

These two crystal lenses fit over the user's eyes.
The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze.
Those failing a DC 16 Will save are *charmed* as per the spell.
If the wearer has only one lens, the DC of the saving throw is reduced to 10.
Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for a pair.

EYES OF DOOM

These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected.
Those failing a DC 11 Will save are affected as by the *doom* spell.

If the wearer has only one lens, the DC of the saving throw is reduced to 10.
However, if the wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.
Moderate necromancy; CL 11th; Craft Wondrous Item, *doom*, *deathwatch*, *fear*; Price 25,000 gp.

EYES OF THE EAGLE

These items are made of special crystal and fit over the eyes of the wearer.
These lenses grant a +5 competence bonus on Spot checks.
Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round.
Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye.
Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.
Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 2,500 gp.

EYES OF PETRIFICATION

These items are made of special crystal and fit over the eyes of the wearer.
They allow her to use a petrification gaze attack (Fortitude DC 19 negates), such as that of a basilisk, for 10 rounds per day (see page 24 of the *Monster Manual* for details on the basilisk's gaze attack).
Both lenses must be worn for the magic to be effective.
Moderate transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

FIGURINES OF WONDROUS POWER

Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception).
When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below).
The creature obeys and serves its owner.
Unless stated otherwise, the creature understands Common but does not speak.
If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined.
All magic is lost, its power departed.
If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

BRONZE GRIFFON

When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor.
The item can be used twice per week for up to 6 hours per use.
When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

EBONY FLY

When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff (Hit Dice, AC, carrying capacity, speed, and so on; see page 152 of the *Monster Manual*) but can make no attacks.
The item can be used three times per week for up to 12 hours per use.
When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

GOLDEN LIONS

These figurines come in pairs.
They become normal adult male lions (see page 274 of the *Monster Manual*).
If slain in combat, the lions cannot be brought back from statuette form for one full week.
Otherwise, they can be used once per day for up to 1 hour.
They enlarge and shrink upon speaking the command word.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

IVORY GOATS

These figurines come in threes.
Each goat of this trio looks slightly different from the others, and each has a different function.
• *The Goat of Traveling*: This statuette provides a speedy and enduring mount equal to that of a heavy horse (see page 273 of the *Monster Manual*) in every way except appearance.
The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours.
At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
• *The Goat of Travail*: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare (see page 194 of the *Monster Manual*) except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn).
If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round).
It can be called to life just once per month for up to 12 hours at a time.
• *The Goat of Terror*: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse (see page 274 of the *Monster Manual*).
However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*).
When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial).
It can be used once every two weeks for up to 3 hours per use.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

MARBLE ELEPHANT

This is the largest of the figurines, the statuette being about the size of a human hand.
Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant (see page 272 of the *Monster Manual*).
The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant.
The statuette can be used four times per month for up to 24 hours at a time.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 17,000 gp.

OBSIDIAN STEED

This figurine appears to be a small, shapeless lump of black stone.
Only careful inspection reveals that it vaguely resembles some form of quadruped.
On command, the near-formless piece of obsidian becomes a fantastic mount.
Treat it as a heavy warhorse (see page 273 of the *Monster Manual*) with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*.
The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form.
The statuette can be used once per week for one continuous period of up to 24 hours.
Note that when an *obsidian steed* becomes ethereal or *plane shifts*, its rider and his gear follow suit.
Thus, the user can travel to other planes via this means.
Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*; Price 28,500 gp.

ONYX DOG

When commanded, this statuette changes into a creature with the same properties as a riding dog (see page 272 of the *Monster Manual*), except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities.
(It has the scent ability and adds +4 to its Spot and Search checks).
It has 60-foot darkvision, and it can *see invisibility*.
An *onyx dog* can be used once per week for up to 6 hours.
It obeys only its owner.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

SERPENTINE OWL

This figurine becomes either a normal-sized horned owl or a giant owl (see page 277 or 205 of the *Monster Manual*, respectively), according to the command word used.
The transformation can take place once per day, with a maximum duration of 8 continuous hours.
However, after three transformations into giant owl form, the statuette loses all its magical properties.
The owl communicates with its owner by telepathic means, informing her of all it sees and hears.
(Remember the limitations of its Intelligence).
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.

SILVER RAVEN

This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10).
Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell.
If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities.
It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.
Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; Price 3,800 gp.

GAUNTLETS OF OGRE POWER

These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers.
They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score.
Both gauntlets must be worn for the magic to be effective.
Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Weight 4 lb.

GAUNTLET OF RUST

This single metal gauntlet looks rusted and pitted but is actually quite powerful.
Once per day, it can affect an object as with the *rusting grasp* spell.
It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.
Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*; Price 11,500 gp; Weight 2 lb.

GEM OF BRIGHTNESS

This crystal appears to be a long, rough prism.
Upon utterance of a command word, the crystal emits bright light of one of three sorts.
• One command word causes the gem to shed light as a hooded lantern.
This use of the gem does not expend any charges.
• Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long.
This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save.
This use of the gem expends 1 charge.
• The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone.
Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds.
This use expends 5 charges.
A newly created *gem of brightness* has 50 charges.
When all its charges are expended, the gem becomes nonmagical.

Faint evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 13,000 gp.

GEM OF SEEING

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance.
When it is gazed through, a *gem of seeing* enables the user to see as though she were affected by the *true seeing* spell.
A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.
Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 75,000 gp.

GLOVES OF ARROW SNARING

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible.
Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it.
Both gloves must be worn for the magic to be effective.
At least one hand must be free to take advantage of the magic.
Faint abjuration; CL 3rd; Craft Wondrous Item, *shield*; Price 4,000 gp.

GLOVES OF DEXTERITY

These thin leather gloves are very flexible and allow for delicate manipulation.
They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6.
Both gloves must be worn for the magic to be effective.
Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

GLOVE OF STORING

This device is a simple leather glove.
On command, one item held in the hand wearing the glove disappears.
The item can weigh no more than 20 pounds and must be able to be held in one hand.
While stored, the item has negligible weight.
With a snap of the fingers wearing the glove, the item reappears.
A glove can only store one item at a time.
Storing or retrieving the item is a free action.
The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen.
Many owners of a *glove of storing* find it to be a useful and dramatic way to store weapons, wands, and—because the item is stored in stasis—even lit torches.
Spell durations are not suppressed, but continue to expire.
If an effect is suppressed or dispelled, the stored item appears instantly.
Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove).

GLOVES OF SWIMMING AND CLIMBING

These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks.
Both gloves must be worn for the magic to be effective.
Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 6,250 gp.

GOGGLES OF MINUTE SEEING

The lenses of this item are made of special crystal.
When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects.
Both lenses must be worn for the magic to be effective.
Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 1,250 gp.

GOGGLES OF NIGHT

The lenses of this item are made of dark crystal.
Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision.
Both lenses must be worn for the magic to be effective.
Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 12,000 gp.

GOLEM MANUAL

A *golem manual* contains information, incantations and magical power that help a character to craft a golem (see page 134 of the *Monster Manual*).
The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body.
Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat (see page 303 of the *Monster Manual*) during the construction of the golem, and grants the character an increase to her caster level for the purpose of crafting a golem.
Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.
The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem.
The cost of the book does not include the cost of constructing the golem's body.
Once the golem is finished, the writing in the manual fades and the book is consumed in flames.
When the book's ashes are sprinkled upon the golem, it becomes fully animated.

CLAY GOLEM MANUAL

The book contains *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*.
The reader may treat her caster level as two levels higher than normal for the purpose of crafting a clay golem.

The book supplies 1,540 XP for the creation of a clay golem.
Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, creator must be caster level 11th, *animate objects*, *commune*, *prayer*, *resurrection*; Price 12,000 gp; Cost 2,150 gp + 1,712 XP; Weight 5 lb.

FLESH GOLEM MANUAL

The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*.
The reader may treat her caster level as one level higher than normal for the purpose of crafting a flesh golem.
The book supplies 780 XP for the creation of a flesh golem.
Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; Price 8,000 gp; Cost 2,050 gp + 944 XP; Weight 5 lb.

IRON GOLEM MANUAL

The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.
The reader may treat her caster level as four levels higher than normal for the purpose of crafting a iron golem.
The book supplies 5,600 XP for the creation of a iron golem.
Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Price 35,000 gp; Cost 3,500 gp + 5,880 XP; Weight 5 lb.

STONE GOLEM MANUAL

The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*.
The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem.
The book supplies 3,400 XP for the creation of a stone golem.
Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 22,000 gp; Cost 2,500 gp + 3,600 XP; Weight 5 lb.

STONE GOLEM MANUAL, GREATER

The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*.
The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem.
The book supplies 7,640 XP for the creation of a greater stone golem.
Strong abjuration and enchantment; CL 16th; Craft Construct, creator must be caster level 16th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 44,000 gp; Cost 2,900 gp + 7,872 XP; Weight 5 lb.

HAND OF GLORY

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would).
If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit.
The hand can wear only one ring at a time.
Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.
Faint varied; CL 5th; Craft Wondrous Item, *animate dead*, *daylight*, *detect invisibility*; Price 8,000 gp; Weight 2 lb.

HAND OF THE MAGE

This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would).
It allows the wearer to utilize the spell *mage hand* at will.
Faint transmutation; CL 2nd; Craft Wondrous Item, *mage hand*; Price 900 gp; Weight 2 lb.

HARP OF CHARMING

This instrument is a golden, intricately carved harp.
When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check.
If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.
Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*; Price 7,500 gp; Weight 5 lb.

HAT OF DISGUISE

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell.
As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.
Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 1,800 gp.

HEADBAND OF INTELLECT

This device is a light cord with a small gem set so that it rests upon the forehead of the wearer.
The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6.
This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.
Moderate transmutation; CL 8th; Craft Wondrous Item, *fox's cunning*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

HELM OF BRILLIANCE

This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word.
Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals.

When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes.
The jewels' functions are as follows.
• Diamond: *Prismatic spray* (save DC 20)
• Ruby: *Wall of fire*
• Fire opal: *Fireball* (10d6, Reflex DC 20 half)
• Opal: *Daylight*
The helm may be used once per round, but each gem can perform its spell-like power just once.
Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.
• It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.
• The wearer may command any weapon he wields to become a flaming weapon (see page 224). This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon).
The command takes 1 round to take effect.
• The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources, such as *resist energy*.
Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder.
Removing a jewel destroys it.
If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate.
Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer.
The opals and the helm itself are destroyed.
Strong varied; CL 13th; Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; Price 125,000 gp; Weight 3 lb.

HELM OF COMPREHEND LANGUAGES AND READ MAGIC

Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing.
The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms.
Note that understanding a magical text does not necessarily imply spell use.
Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages*, *read magic*; Price 5,200 gp; Weight 3 lb.

HELM OF TELEPATHY

The wearer can use *detect thoughts* at will.
Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication).
Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.
Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect thoughts*, *suggestion*; Price 27,000 gp; Weight 3 lb.

HELM OF TELEPORTATION

A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.
Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 73,500 gp; Weight 3 lb.

HELM OF UNDERWATER ACTION

The wearer of this helmet can see underwater.
Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision.
(Weeds, obstructions, and the like block vision in the usual manner).
If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.
Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

HEWARD'S HANDY HAVERSACK

A backpack of this sort appears to be well made, well used, and quite ordinary.
It is constructed of finely tanned leather, and the straps have brass hardware and buckles.
It has two side pouches, each of which appears large enough to hold about a quart of material.
In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight.
The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material.
Even when so filled, the backpack always weighs only 5 pounds.
While such storage is useful enough, the pack has an even greater power in addition.
When the wearer reaches into it for a specific item, that item is always on top.
Thus, no digging around and fumbling is ever necessary to find what a haversack contains.
Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,000 gp; Weight 5 lb.

HORN OF BLASTING

This horn appears to be a normal trumpet.
It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot

cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening).
Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).
If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.
Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 20,000 gp; Weight 1 lb.

HORN OF BLASTING, GREATER

This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening).
Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*.
A *greater horn of blasting* also has a 20% cumulative chance of exploding.
Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*; Price 70,000 gp; Weight 1 lb.

HORN OF FOG

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell.
The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall.
The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast.
The fog dissipates after 3 minutes.
A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.
Faint conjuration; CL 3rd; Craft Wondrous Item, *obscuring mist*; Price 2,000 gp; Weight 1 lb.

HORN OF GOODNESS/EVIL

This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment.
If the owner is neither good nor evil, the horn has no power whatsoever.
If he is good, then blowing the horn has the effect of a *magic circle against evil*.
If he is evil, then blowing the horn has the effect of a *magic circle against good*.
In either case, this ward lasts for 1 hour.
The horn can be blown once per day.
Faint abjuration; CL 6th; Craft Wondrous Item, *magic circle against good*, *magic circle against evil*; Price 6,500 gp; Weight 1 lb.

HORN OF THE TRITONS

This device is a conch shell that can be blown once per day except by a triton (see page 245 of the *Monster Manual*), which can sound it three times per day.
A *horn of the tritons* can perform any one of the following functions when blown.
• Calm rough waters in a 1-mile radius.
This effect dispels a summoned water elemental if it fails a DC 16 Will save.
• Attract 5d4 Large sharks (01–30 on d%), 5d6 Medium sharks (31–80), or 1d10 sea lions (81–100) if the character is in a body of water in which such creatures dwell.
The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
• Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial).
Those who successfully save are shaken for 3d6 rounds.
Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.
Moderate conjuration and transmutation; CL 8th; Craft Wondrous Item, *fear*, *summon monster* V, *control water*, creator must be a triton or get construction aid from a triton; Price 15,100 gp; Weight 2 lb.

HORN OF VALHALLA

This magic instrument comes in four varieties.
Each appears to be normal until someone speaks its command word and blows the horn.
Then the horn summons a number of human barbarians to fight for the character who summoned them.
Each horn can be blown just once every seven days.
Roll d% and refer to the table below to see what type of horn is found.
The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn.
Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76–90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91–100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians given on page 26 of the *Player's Handbook*.
They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.
Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster* VI; Price 50,000 gp; Weight 2 lb.

HORSESHOES OF SPEED

These iron shoes come in sets of four like ordinary horseshoes.
When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus.
As with other effects that increase speed, jumping distances increase proportionally.
All four shoes must be worn by the same animal for the magic to be effective.
Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 12 lb.
(for four).

HORSESHOES OF A ZEPHYR

These four iron shoes are affixed like normal horseshoes.
They allow a horse to travel without actually touching the ground.
The horse must still run above (always around 4 inches above) a roughly horizontal surface.
This means that nonsolid or unstable surfaces, such as water or lava, can be crossed, and that movement is possible without leaving tracks on any sort of ground.
The horse moves at its normal base land speed.
All four shoes must be worn by the same animal for the magic to be effective.
Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 6,000 gp; Weight 4 lb.
(for four).

INCENSE OF MEDITATION

This small rectangular block of sweet-smelling incense is visually indistinguishable from nonmagical incense until lit.
When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.
When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat.
However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).
Each block of incense burns for 8 hours, and the effects persist for 24 hours.
Moderate enchantment; CL 7th; Craft Wondrous Item, Maximize Spell, *bless*; Price 4,900 gp; Weight 1 lb.

IOUN STONES

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use.
When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head.
Thereafter, a stone must be grasped or netted to separate it from its owner.
The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.
Ioun stones have AC 24, 10 hit points, and hardness 5.
Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*.
(It only cures damage taken while the character is using the stone).
The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells.
Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*, page 233).
Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a *ring of spell storing*	36,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower[1]	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower[2]	40,000 gp

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.
2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Iron Bands of Bilarro

When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.
When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack.
A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again.
The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check.
Iron bands of Bilarro are usable once per day.
Strong evocation; CL 13th; Craft Wondrous Item, *Bigby's grasping hand*; Price 26,000 gp; Weight 1 lb.

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols.
When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save.
The range of this effect is 60 feet.
Only one creature at a time can be so contained.
Loosing the stopper frees the captured creature.
The command word can be given only once per day.
If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour.
If freed without the command word, the creature acts according to its natural inclinations.
(It usually attacks the user, unless it perceives a good reason not to).
Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile.
A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01–50	Empty	89	Demon (glabrezu)
51–54	Large air elemental	90	Demon (succubus)
55–58	Arrowhawk	91	Devil (osyluth)
59–62	Large earth elemental	92	Devil (barbazu)
63–66	Xorn	93	Devil (erinyes)
67–70	Large fire elemental	94	Devil (cornugon)
71–74	Salamander	95	Celestial (avoral)
75–78	Large water elemental	96	Celestial (ghaele)
79–82	Adult tojanida	97	Formian myrmarch
83–84	Red slaad	98	Blue slaad
85–86	Formian taskmaster	99	Rakshasa
87	Demon (vrock)	100	Demon (balor) or devil (pit fiend)—equal chance for either
88	Demon (hezrou)		

Strong conjuration; CL 20th; Craft Wondrous Item, *trap the soul*; Price 170,000 gp (empty); Weight 1 lb.

Keoghtom's Ointment

A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications.
Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*).
Applied to a diseased area, it removes disease (as *remove disease*).
Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).
Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; Price 4,000 gp; Weight 1/2 lb.

Lantern of Revealing

This lantern operates as a normal hooded lantern.
While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.
Faint evocation; CL 5th; Craft Wondrous Item, *invisibility purge*; Price 30,000 gp; Weight 2 lb.

Lens of Detection

This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks.
It also aids in following tracks, adding a +5 bonus on Survival checks when tracking.
The lens is about 6 inches in diameter and set in a frame with a handle.
Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 3,500 gp; Weight 1 lb.

Lyre of Building

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet.
This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon.
The lyre can be used in this way once per day, with the protection lasting for 30 minutes.
The lyre is also useful with respect to building.
Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever.
The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days.
Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check.
If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.
Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*; Price 13,000 gp; Weight 5 lb.

Mantle of Faith

This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it.
Strong abjuration [good]; CL 20th; Craft Wondrous Item, *stoneskin*; Price 76,000 gp.

Mantle of Spell Resistance

This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.
Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Manual of Bodily Health

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Gainful Exercise

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Quickness of Action

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Mask of the Skull

This ivory mask has been fashioned into the likeness of a human skull.
Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face.
It travels up to 50 feet away from the wearer and attacks a target assigned to it.
The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus.
If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell.
If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage.
After attacking (whether successful or not), the mask flies back to its user.
The mask has AC 16, 10 hit points, and hardness 6.
Strong necromancy and transmutation; CL 13th; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; Price 22,000 gp; Weight 3 lb.

Mattock of the Titans

This digging tool is 10 feet long.
Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes).
It also smashes rock (a 10-foot cube per hour).
If used as a weapon, it is the equivalent of a Gargantuan +3 *adamantine warhammer*, dealing 4d6 points of base damage.
Strong transmutation; CL 16th; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

Maul of the Titans

This mallet is 8 feet long.
If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects.
However, the wielder must have a Strength of at least 18 to wield it properly.
Otherwise, she takes a –4 penalty on attack rolls.
Strong evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armor, *Bigby's clenched fist*; Price 25,305 gp; Cost 12,305 gp + 480 XP; Weight 160 lb.

Medallion of Thoughts

This appears to be a normal pendant disk hung from a neck chain.
Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.
Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 12,000 gp.

Mirror of Life Trapping

This crystal device is usually about 4 feet square and framed in metal or wood.
It can be hung or placed on a surface and then activated by giving a command word.
The same command word deactivates the mirror.

A *mirror of life trapping* has fifteen nonspatial extradimensional compartments within it.
Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells.
A creature not aware of the nature of the device always sees its own reflection.
The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack; see page 294).
When a creature is trapped, it is taken bodily into the mirror.
Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter.
A victim's equipment (including clothing and anything being carried) remains behind.
If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation.
Another command word frees the trapped creature.
Each pair of command words is specific to each prisoner.
If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one.
If the mirror is broken, all victims currently trapped in it are freed and usually promptly attack the possessor of the device in revenge for their imprisonment.
Strong abjuration; CL 17th; Craft Wondrous Item, *imprisonment*; Price 200,000 gp; Weight 50 lb.

MIRROR OF MENTAL PROWESS

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide.
The possessor who knows the proper commands can cause it to perform as follows.
• Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
• View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
• Use it as a portal to visit other places.
The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured.
Others can follow her through the mirror if they like.
An invisible portal remains on the other side where she arrives, and she can return through that portal.
Once she returns, the portal closes.
The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word.
Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell.
Any creature who steps through the portal appears in front of the mirror.
• Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).
Strong conjuration and divination; CL 17th; Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Price 175,000 gp; Weight 40 lb.

MIRROR OF OPPOSITION

This item resembles a normal mirror about 4 feet long and 3 feet wide.
It can be hung or placed on a surface and then activated by speaking a command word.
The same command word deactivates the mirror.
If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being.
This opposite immediately attacks the original.
The duplicate has all the possessions and powers of its original (including magic).
Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely.
The mirror functions up to four times per day.
Strong necromancy; CL 15th; Craft Wondrous Item, *clone*; Price 92,000 gp; Weight 45 lb.

MURLYND'S SPOON

This unremarkable eating utensil is typically fashioned from horn.
If the spoon is placed in an empty container—a bowl, a cup, or a dish, for example—the vessel fills with a thick, pasty gruel.
Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature.
The spoon can produce sufficient gruel each day to feed up to four humans.
Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.
Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion.
The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.
Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*; Price 9,000 gp.

NECKLACE OF FIREBALLS

This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective).
If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres.
The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet.
When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).
Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6.

The market price of a sphere is 150 gp for each die of damage it deals (ranging from 300 gp for a 2d6 sphere to 1,500 gp for a 10d6 sphere).
Each *necklace of fireballs* contains a combination of spheres of various strengths.
Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

For example, a type III necklace has seven spheres—one 7-dice, two 5-dice, and four 3-dice *fireballs*.
If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7).
If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.
Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*.

NOLZUR'S MARVELOUS PIGMENTS

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions.
The pigments are applied by a stick tipped with bristles, hair, or fur.
The emulsion flows from the application to form the desired object as the artist concentrates on the desired image.
One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.
Thus, a 10-foot-by-10-foot rendition of a pit would result in an actual 10-foot-by-10-foot-by-10-foot pit; a 10-foot-by-10-foot depiction of a room would result in a 10-foot-by-10-foot-by-10-foot room; and so on.
Only normal, inanimate objects can be created—doors, pits, flowers, trees, cells, and so on.
Creatures can't be created.
The pigments must be applied to a surface (a floor, wall, ceiling, door, or the like).
It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments.
Nolzur's marvelous pigments cannot create magic items.
Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials.
The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.
Items created are not magical; the effect is instantaneous.
Strong conjuration; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

ORB OF STORMS

This glass sphere is 8 inches in diameter.
The possessor can call forth all manner of weather, even supernaturally destructive storms.
Once per day she can call upon the orb to use a *control weather* spell, Once per month, she can conjure a *storm of vengeance*.
The possessor of the orb is continually protected by an *endure elements* effect.
Strong varied; CL 18th; Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*; Price 48,000 gp; Weight 6 lb.

PEARL OF POWER

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards).
Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast.
The spell is then prepared again, just as if it had not been cast.
The spell must be of a particular level, depending on the pearl.
Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).
Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

PEARL OF THE SIRINES

This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone.
If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.
The pearl enables its possessor to breathe in water as if she were in clean, fresh air.
Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance.
Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *freedom of movement*, *water breathing*; Price 15,300 gp.

PERIAPT OF HEALTH

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases (see Table 8–2: Diseases, page 292).
Faint conjuration; CL 5th; Craft Wondrous Item, *remove disease*; Price 7,500 gp.

Periapt of Proof Against Poison

This item is a brilliant-cut black gem on a delicate silver chain.
The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.
Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 27,000 gp.

Periapt of Wisdom

Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).
Moderate transmutation; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Periapt of Wound Closure

This stone is bright red and dangles on a gold chain.
The wearer of this periapt automatically becomes stable if his hit points drop to between –1 and –9 inclusive.
The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally.
Hit point damage that involves bleeding (such as damage caused by the horned devil's infernal wound ability; see page 55 of the *Monster Manual*), is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.
Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

Phylactery of Faithfulness

This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead.
There is no mundane way to determine what function this religious item performs until it is worn.
The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects.
He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.
Faint divination; CL 1st; Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; Price 1,000 gp.

Phylactery of Undead Turning

This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.
Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level cleric; Price 11,000 gp.

Pipes of Haunting

This magic item appears to be a small set of pan pipes.
When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune.
Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds.
Creatures with 6 or more Hit Dice are unaffected.
Pipes of haunting can be sounded twice a day.
Faint necromancy; CL 4th; Craft Wondrous Item, *scare*; Price 6,000 gp; Weight 3 lb.

Pipes of Pain

These appear to be like any other standard set of pipes with nothing to reveal their true nature.
When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody.
All within 30 feet must make a DC 14 Will save or be fascinated by the sound.
(This is a mind-affecting sonic compulsion).
As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise.
Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds.
During this time, damage from sonic attacks, such as *sound burst*, is doubled.
Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area).
This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).
Faint enchantment and evocation; CL 6th; Craft Wondrous Item, creator must have the bardic music class feature, *sound burst*; Price 12,000 gp; Weight 3 lb.

Pipes of the Sewers

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms (see page 239 of the *Monster Manual*) if rats are within 400 feet.
For each 50-foot distance the rats have to travel, there is a 1-round delay.
The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check.
Success means that they obey the piper's telepathic commands so long as he continues to play.
Failure indicates that they turn on the piper.
If for any reason the piper ceases playing, the rats leave immediately.
If they are called again within a day, the Perform check DC is 15.
If the rats are under the control of another creature, add the HD of the controller to the Perform check DC.
Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.
Faint conjuration; CL 2nd; Craft Wondrous Item, *charm animal*, *summon nature's ally* I, wild empathy ability; Price 1,150 gp; Weight 3 lb.

PIPES OF SOUNDING

When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds.
The figment sounds are the equivalent of *ghost sound* (caster level 2nd).
Faint illusion; CL 2nd; Craft Wondrous Item, *ghost sound*; Price 1,800 gp; Weight 3 lb.

PORTABLE HOLE

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight.
When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief.
When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being.
This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up.
Either way, the entrance disappears, but anything inside the hole remains.
The only air in the hole is that which enters when the hole is opened.
It contains enough air to supply one Medium creature or two Small creatures for 10 minutes.
(See Suffocation, page 304).
The cloth does not accumulate weight even if its hole is filled (with gold, for example).
Each *portable hole* opens on its own particular nondimensional space.
If a *bag of holding* (see page 248) is placed within a *portable hole*, a rift to the Astral Plane is torn in that place.
Both the bag and the cloth are sucked into the void and forever lost.
If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane.
The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.
Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

QUAAL'S FEATHER TOKEN

Each of these items is a small feather that has a power to suit a special need.
The kinds of tokens are described below.
Each token is usable once.
Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.
Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon.
The token lasts as long as it takes to carry the message.
Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph).
This wind is not cumulative with existing wind speed—if a severe wind is already blowing, for example, this wind cannot be added to it to create a windstorm.
The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected).
The fan can be used for up to 8 hours.
It does not function on land.
Swan Boat: A token that forms a swan-like boat capable of moving on water at a speed of 60 feet.
It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination.
The boat lasts for one day.
Tree: A token that causes a great oak to spring into being (5-footdiameter trunk, 60-foot height, 40-foot top diameter).
This is an instantaneous effect.
Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon (see page 224).
The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and a makes a free grapple attack (with a +15 attack bonus) if it hits.
The whip lasts no longer than 1 hour.
Moderate conjuration; CL 12th; Craft Wondrous Item, *major creation*; Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

QUIVER OF EHLONNA

This appears to be a typical arrow container capable of holding about twenty arrows.
It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible.
The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow.
The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin.
The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like).
Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard.
The *quiver of Ehlonna* weighs the same no matter what's placed inside it.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 1,800 gp; Weight 2 lb.

RING GATES

These always come in pairs—two iron rings, each about 18 inches in diameter.
The rings must be on the same plane of existence and within 100 miles of each other to function.
Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day.
(Objects only partially pushed through and then retracted do not count).
This useful device allows for instantaneous transport of items or messages, and even attacks.
A character can reach through to grab things near the other ring, or even stab a weapon through if so desired.
Alternatively, a character could stick his head through to look around.
A spellcaster could even cast a spell through a *ring gate.*

A Small character can make a DC 13 Escape Artist check to slip through.
Creatures of Tiny, Diminutive, or Fine size can pass through easily.
Each ring has a "entry side" and an "exit side", both marked with appropriate symbols.
Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 40,000 gp; Weight 1 lb.
each.

ROBE OF THE ARCHMAGI

This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment).
Its wearer, if an arcane spellcaster, gains the following powers.
• +5 armor bonus to AC.
• Spell resistance 18.
• +4 resistance bonus on all saving throws.
• +2 enhancement bonus on caster level checks made to overcome spell resistance.
If a white robe is donned by an evil character, she immediately gains three negative levels.
The reverse is true with respect to a black robe donned by a good character.
An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels.
While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).
Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Price 75,000 gp; Weight 1 lb.

ROBE OF BLENDING

When this robe is put on, the wearer intuitively knows that the garment has very special properties.
A *robe of blending* enables its wearer to appear to be part of his surroundings.
This allows him a +10 competence bonus on Hide checks.
The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will.
All creatures acquainted with and friendly to the wearer see him normally.
Moderate illusion; CL 10th; Craft Wondrous Item, *disguise self*; Price 30,000 gp; Weight 1 lb.

ROBE OF BONES

This handy item functions much like a *robe of useful items* for the serious necromancer.
It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures.
Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them.
One figure can be detached each round.
Detaching a figure causes it to become an actual undead creature(see the list below).
The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed.
A newly created *robe of bones* always has two embroidered figures of each of the following undead.
• Small goblin skeleton
• Medium human commoner skeleton
• Medium wolf skeleton
• Small goblin zombie
• Medium human commoner zombie
• Medium wolf zombie Moderate necromancy [evil]; CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Weight 1 lb.

ROBE OF EYES

This valuable garment appears to be a normal robe until it is put on.
Its wearer is able to see in all directions at the same moment due to scores of visible, magical eye-like patterns that adorn the robe.
She also gains 120-foot darkvision.
The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.
The wearer of a *robe of eyes* gains a +10 competence bonus on Search checks and Spot checks.
She retains her Dexterity bonus to AC even when flat-footed, and she can't be flanked.
However, she is not able to avert her eyes or close her eyes when confronted by a creature with a gaze attack.
A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes.
A *daylight* spell blinds it for 2d4 minutes.
Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 120,000 gp; Weight 1 lb.

ROBE OF SCINTILLATING COLORS

The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.
The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings.
It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe.
The colors create the equivalent of a gaze attack with a 30-foot range.
Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates).
This is a mind-affecting pattern effect.
Every round of continuous scintillation of the robe gives the wearer better concealment.
The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).
The robe illuminates a 30-foot radius continuously.
The effect can be used no more than a total of 10 rounds per day.
Moderate illusion; CL 11th; Craft Wondrous Item, *blur*, *rainbow pattern*; Price 27,000 gp; Weight 1 lb.

ROBE OF STARS

This garment is typically black or dark blue and embroidered with small white or silver stars.
The robe has three magical powers.
• It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
• It gives its wearer a +1 luck bonus on all saving throws.
• Its wearer can use up to six of the embroidered stars on the chest portion of the robe as *+5 shuriken*.
The robe grants its wearer proficiency with such weapons.
Each shuriken disappears after it is used.
Strong varied; CL 15th; Craft Wondrous Item, *magic missile*, *astral projection* or *plane shift*; Price 58,000 gp; Weight 1 lb.

ROBE OF USEFUL ITEMS

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes.
Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them.
One patch can be detached each round.
Detaching a patch causes it to become an actual item, as indicated below.
A newly created *robe of useful items* always has two each of the following patches.
• Dagger
• Bullseye lantern (filled and lit)
• Mirror (a highly polished 2-foot-by-4-foot steel mirror)
• Pole (10-foot length)
• Hempen rope (50-foot coil)
• Sack In addition, the robe has several other patches.
Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	*Potion of cure serious wounds*
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible.
Once removed, a patch cannot be replaced.
Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 7,000 gp; Weight 1 lb.

ROPE OF CLIMBING

A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds.
Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires.
It can unfasten itself and return in the same manner.
A *rope of climbing* can be commanded to knot or unknot itself.
This causes large knots to appear at 1-foot intervals along the rope.
Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10.
A creature must hold one end of the rope when its magic is invoked.
Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 3,000 gp; Weight 3 lb.

ROPE OF ENTANGLEMENT

A *rope of entanglement* looks just like any other hempen rope about 30 feet long.
Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim.
An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.
The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well.
The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.
Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects*, *animate rope*, *entangle*; Price 21,000 gp; Weight 5 lb.

SALVE OF SLIPPERINESS

This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up.
In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual.
Magic ropes and the like do not avail against this salve.
If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell.
The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).
Salve of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).
Faint conjuration; CL 6th; Craft Wondrous Item, *grease*; Price 1,000 gp.

SCABBARD OF KEEN EDGES

This scabbard is fashioned from cured leather and fine silver.
It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword.
Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.
Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 16,000 gp; Weight 1 lb.

SCARAB OF PROTECTION

This device appears to be a silver medallion in the shape of a beetle.
If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.
The scarab's possessor gains spell resistance 20.
The scarab can also absorb energy-draining attacks (such as the slam attack of a vampire spawn), death effects (such as *finger of death*), and negative energy effects (such as from an *inflict critical wounds* spell).
Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.
Strong abjuration and necromancy; CL 18th; Craft Wondrous Item, *death ward*, *spell resistance*; Price 38,000 gp.

SCARAB, GOLEMBANE

This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place.
A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.
Moderate divination; CL 8th; Craft Wondrous Item, *detect magic*, creator must be at least 10th level; Price 2,500 gp.

SHROUDS OF DISINTEGRATION

These burial wrappings look to be made of fine, embroidered materials.
When a body is placed inside, a command word will turn it to dust.
The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.
Strong transmutation; CL 15th; Craft Wondrous Item, *disintegrate*; Price 6,600 gp; Weight 10 lb.

SILVERSHEEN

This substance can be applied to a weapon as a standard action.
It will give the weapon the properties of alchemical silver (see page 284) for 1 hour, replacing the properties of any other special material it might have.
For example, a *+1 holy adamantine longsword* becomes a *+1 holy silver longsword* for the duration of the effect.
One vial will coat a single melee weapon or 20 units of ammunition.
Faint transmutation; CL 5th; Craft Wondrous Item; Price 250 gp.

SLIPPERS OF SPIDER CLIMBING

When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free.
Her speed is 20 feet.
Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless.
The slippers can be used for 10 minutes per day, split up as the wearer chooses.
Faint transmutation; CL 4th; Craft Wondrous Item, *spider climb*; Price 4,800 gp; Weight 1/2 lb.

SOVEREIGN GLUE

This pale amber substance is thick and viscous.
Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness* (see the previous page), and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container.
A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8–1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*.
One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union.
The glue takes 1 round to set.
If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless.
If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond.
(*Sovereign glue* is dissolved by *universal solvent*).
Strong transmutation; CL 20th; Craft Wondrous Item, *make whole*; Price 2,400 gp (per ounce).

STONE OF ALARM

This stone cube, when given the command word, affixes itself to any object.
If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).
Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 2,700 gp; Weight 2 lb.

STONE OF CONTROLLING EARTH ELEMENTALS

A stone of this nature is typically an oddly shaped bit of roughly polished rock.
The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner.
The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster* VII spell.
(If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster* VI spell).
The elemental appears in 1d4 rounds.
For detailed information about elementals, see page 95 of the *Monster Manual*.
Only one elemental can be summoned at a time.
A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).
Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster* VI, *summon monster* VII; Price 100,000 gp; Weight 5 lb.

STONE OF GOOD LUCK (LUCKSTONE)

This stone is typically a bit of rough polished agate or some similar mineral.
Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.
Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp.

STONE HORSE

Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone.
A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.
A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed.
Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally.
When fully healed, it automatically reverts to its stone form.
While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.
There are two sorts of *stone horses*.
Courser: This item has the statistics of a heavy horse (see page 273 of the *Monster Manual*), as well as having hardness 10.
Destrier: This item has the statistics of a heavy warhorse (see page 273 of the *Monster Manual*), as well as having hardness 10.
Strong transmutation; CL 14th; Craft Wondrous Item, *flesh to stone*, *animate objects*; Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

STONE SALVE

This ointment has two uses.
If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell.
If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.
Strong abjuration and transmutation; CL 13th; Craft Wondrous Item, *flesh to stone*, *stoneskin*; Price 4,000 gp per ounce.

STRAND OF PRAYER BEADS

This item appears to be a normal string of prayer beads until the owner casts a divine spell.
Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them.
Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast *bless*.
Bead of healing	Wearer can cast his choice of *cure serious wounds*, *remove blindness/deafness*, or *remove disease*.
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
Bead of smiting	Wearer can cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (Will DC 17 partial).
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the *bead of summons* to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment in the very least.)
Bead of wind walking	Wearer can cast *wind walk*.

A *lesser strand of prayer beads* has a *bead of blessing* and a *bead of healing*.
A *strand of prayer beads* has a *bead of healing*, a *bead of karma*, and a *bead of smiting*.
A *greater strand of prayer beads* has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.
Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical.
The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells.
The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.
The power of a special bead is lost if it is removed from the strand.
Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp, *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.
Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Craft Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*), *wind walk* (*wind walking*); Price 9,600 gp (lesser), 25,800 gp (standard), 95,800 gp (greater).

TOME OF CLEAR THOUGHT

This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Because the *tome of clear thought* provides an inherent bonus, the reader will earn extra skill points when she

attains a new level (unlike with the benefit provided by a *headband of intellect*).
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

TOME OF LEADERSHIP AND INFLUENCE

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

TOME OF UNDERSTANDING

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect.
If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score.
Once the book is read, the magic disappears from the pages and it becomes a normal book.
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

UNGUENT OF TIMELESSNESS

When applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, and so on), this ointment allows that substance to resist the passage of time.
Each year of actual time affects the substance as if only a day had passed.
The coated object gains a +1 resistance bonus on all saving throws.
The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance).
One flask contains enough material to coat eight Medium or smaller objects.
A Large object counts as two Medium objects, and a Huge object counts as two Large objects.
Faint transmutation; CL 3rd; *Prerequisite*: Craft Wondrous Item; Price 150 gp.

UNIVERSAL SOLVENT

This substance has the unique property of being able to dissolve *sovereign glue* (see page 266), tanglefoot bags (see page 128 of the *Player's Handbook*), and the adhesive created by a kuo-toa (see page 163 of the *Monster Manual*).
Applying the solvent is a standard action.
Strong transmutation; CL 20th; Craft Wondrous Item, *disintegrate*; Price 50 gp.

VEST OF ESCAPE

Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks.
The vest also grants its wearer a +6 competence bonus on Escape Artist checks.
Faint conjuration and transmutation; CL 4th; Craft Wondrous Item, *knock*, *grease*; Price 5,200 gp.

VESTMENT, DRUID'S

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs.
When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.
Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or wild shape ability; Price 10,000 gp.

WELL OF MANY WORLDS

This strange, interdimensional device looks just like a *portable hole*.
Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane, at the DM's option or by random determination.
If the well is moved, the random factor again comes into play.
It can be picked up, folded, or rolled, just as a *portable hole* can be.
Objects from the world the well touches can come through the opening just as easily as from the initiating place.
(It is a two-way portal).
Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 82,000 gp.

WIND FAN

A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze.
By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell.
The fan can be used once per day with no risk.
If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.
Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 5,500 gp.

WINGS OF FLYING

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers.
When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability).
Moderate transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

DUNGEON MASTER'S GUIDE 2 (3.5)

BRACELETS OF SPELL SHARING

These paired bracelets allow two different wearers to share spells.
Description: A set of *bracelets of spell sharing* consists of two light, silvery bracelets inlaid with pearl.
When a spell is shared between two wearers, the pearl inlays in each bracelet briefly flash with a blue radiance equivalent to the light of a candle.
Activation: As long as each of the two bracelets in a given pair is worn by a different creature, both are continuously active.
Effect: Any spell with a range of personal and a target of you automatically affects both wearers equally when they are within 60 feet of each other.
The duration of the effect on each wearer, however, is halved.
If this adjustment results in a duration of less than 1 round, the spell fails.
The bracelets can share only one spell at a time.
Aura/Caster Level: Moderate transmutation; CL 10th.
Construction: Craft Wondrous Item, share spell ability or *shield other*, 30,000 gp (for pair), 2,400 XP, 60 days.
Weight: —.
Price: 60,000 gp.

CASTING GLOVE

A *casting glove* is a spellcaster's best friend.
Like a *glove of storing*, a *casting glove* stores one item weighing up to 20 pounds.
However, the wearer can make use of a stored potion, rod, scroll, staff, or wand without retrieving it.
The major reason that adventurers prefer to channel the magic of stored items is that doing so does not provoke attacks of opportunity.
Description: A *casting glove* is a black leather gauntlet with small silver and gold runes around the tip of each finger.
Because the magic used in its creation smoothes out any imperfections in the leather and eliminates any seams, the glove feels smooth to the touch.
When the wearer snaps her fingers, the runes on the fingertips flash briefly.
When she uses the glove to summon or store an item, arcane energy crackles between her fingers.
Activation: A *casting glove* has two functions.
Storing or retrieving an item requires a command word but is a free action.
Using a magic item without first retrieving it requires a standard action.
Effect: On the wearer's command, one item held in the hand wearing the glove disappears and is stored in it, as with a *glove of storing*.
The item can weigh no more than 20 pounds, and the wearer must be able to hold it in one hand.
The item is actually shrunk down so small that it cannot be seen and is held in stasis within the glove.
While thus stored, the item has negligible weight.
By snapping the fingers of the hand wearing the glove, the wearer causes the item to reappear.
A glove stores only one item at a time.
Spell durations are not arrested; any active spell effects continue to run normally.
If an effect is suppressed or dispelled, the stored item reappears instantly.
The effect that distinguishes a *casting glove* from a *glove of storing* is the former's ability to channel the magic of certain items without retrieving them.
Once per round, the wearer of a *casting glove* can call upon one effect of a stored potion, rod, wand, scroll, or staff as if he were holding the item in his hand.
Potions function as if the wearer had drunk them, and scrolls function as if the wearer had read them.
(Later, when the wearer retrieves these items, the scroll page is blank, and the potion vial is empty).
Channeling the power of a rod, staff, or wand in this way expends charges from it normally, and the effect is generated as if the wearer were holding the item.
If the item has multiple functions, the wearer chooses one in the normal fashion.
Aura/Caster Level: Moderate transmutation; CL 11th.
Construction: Craft Wondrous Item, *shrink item*, 10,000 gp, 800 XP, 20 days.
Weight: —.
Price: 25,000 gp.

DAAZZIX'S VEST

D*aazzix's vest* is a boon to anyone who possesses spell resistance.
The vest increases the wearer's defenses against magic, making him nearly invulnerable to spells except from the most potent of casters.
Lore: Characters can gain the following pieces of information about D*aazzix's vest* by making Knowledge (history) or Knowledge (dungeoneering) checks at the appropriate DCs, as given below.
DC 20: The first D*aazzix's vest* was created by a drow wizard fearful of his mistress's wrath.
Daazzix created the vest in the hopes of overthrowing his tyrannical sisters.
DC 30: To aid his innate defenses against his sisters' divine magic, Daazzix crafted the vest and arrogantly named it after himself.
Unfortunately, while the vest saved him from their magic, he failed to calculate the effects their maces would have on his head.
Description: Each D*aazzix's vest* is made from black silk, and the buttons are shards of stone chipped from a stone golem.

Both buttons and vest are inscribed with runes that are also used in the rituals of golem creation.
The silk is soft to the touch, and its sheen never grows dull.
Activation: D*aazzix's vest* functions only for a creature that already possesses spell resistance, either from an innate ability (such as drow have) or from another magic item (such as a *mantle of spell resistance*).
Once it is donned by such a creature, the vest is always active.
If the wearer loses his other source of spell resistance (for example, if his *mantle of spell resistance* is destroyed or suppressed), he immediately loses the benefit of D*aazzix's vest* as well.
Effect: D*aazzix's vest* increases the wearer's existing spell resistance by 5.
Aura/Caster Level: Moderate abjuration; CL 9th.
Construction: Craft Wondrous Item, *spell resistance*, 12,500 gp, 1,000 XP, 25 days.
Weight: 1 lb.
Price: 25,000 gp.

DOMAIN DRAUGHT

The imbiber of a *domain draught* gains temporary access to the clerical domain with which it is associated.
Description: These potent elixirs appear in different shades, but each comes in a small, translucent vial inscribed with religious iconography.
A successful DC 15 Knowledge (religion) check identifies the draught's cleric domain from the iconography on the bottle.
Activation: Like all elixirs, a *domain draught* is a one-use item that is activated on consumption.
Effect: Upon drinking a *domain draught*, the user gains access to its associated cleric domain for 24 hours.
She can use the domain's granted power, and if she normally prepares domain spells, she can choose them from the list for the draught's domain as well as her own until the effect expires.
If the imbiber gains access to a domain that is opposed to her alignment and prepares domain spells from its list, she might need to atone for that deed (DM's discretion).
Aura/Caster Level: Strong universal; CL 20th.
Construction: Craft Wondrous Item, access to associated domain, 4,000 gp, 320 XP, 8 days.
Weight: —.
Price: 8,000 gp.

ELIXIR OF RECKONING

A character who consumes an *elixir of reckoning* is assuming the worst.
Its power activates only when the imbiber falls in battle, detonating his body in a spectacular explosion.
Though suicide troopers in the service of evil warlords commonly use *elixirs of reckoning*, heroes sometimes find use for them when they face odds that they know they cannot overcome.
Description: The elixir is a brilliant, crimson liquid that bubbles and churns with potent magical energy.
The vial that holds it is constructed of extra-thick glass, as if to protect those who carry it against the devastating power of the liquid inside.
When the seal is broken on a vial of *elixir of reckoning*, the liquid inside flashes and flares in a brief surge of power.
It has a slight scent of ozone, almost like the tang in the air after a lightning strike.
Upon consuming the elixir, the imbiber feels a rush of energy, followed by a sense of euphoria and invincibility.
Her flesh almost thrums with power, her heart rate increases, and her skin flushes.
This magic is released when she is slain, consuming her body in a blast of magical energy.
Activation: Like all elixirs, an *elixir of reckoning* is a one-use item that is activated on consumption.
Effect: After consuming an *elixir of reckoning*, the imbiber's body is filled with unstable magical energy.
If she dies (that is, if her hit points fall to –10 or lower) within 1 hour of imbibing the elixir, her body explodes in a blast of eldritch energy that deals 5d6 points of damage to every creature and object within a 20-foot radius.
Targets in this area can attempt a DC 14 Reflex save to halve the damage.
Remnants of the imbiber's body survive the blast but are distributed around the periphery of the blast radius.
If the imbiber is not slain (that is, if her hit points do not fall to –10 or lower) within 1 hour of consuming the elixir, it has no effect.
Aura/Caster Level: Faint abjuration; CL 5th.
Construction: Craft Wondrous Item, *glyph of warding*, 413 gp, 33 XP, 1 day.
Variants: Rumors abound of more potent versions of the *elixir of reckoning*.
Each such elixir deals 10d6 (rather than 5d6) points of damage when the imbiber is slain.
The more powerful version costs 1,650 gp, and its aura strength is moderate.
Weight: —.
Price: 825 gp.

LENSES OF PAIN

With a glance, the wearer of this item deals damage to enemies and possibly weakens their resolve as well.
Lenses of pain give characters the advantage that so many monsters have naturally—they force opponents to avert their eyes or suffer the consequences.
Description: While most lenses are translucent, *lenses of pain* have a slightly green cast because of the process used to create them.
Like other lenses, these are made to slip over the wearer's eyes.
When so worn, they give the wearer's irises a slightly green hue.
While inactive, the lenses are nearly invisible unless a viewer looks closely at the wearer's eyes.
Once activated, they cause the wearer's eyes to glow a fierce, disturbing, brilliant shade of green.
Activation: Activating the lenses is a standard action.
Once they are active, the wearer need not take any further action to subject his enemies to the basic gaze effect they grant.
However, he can take another standard action to subject one creature to the effect.
The lenses can be active for a total of 10 rounds every 24 hours.

Turning them off is a swift action, and doing so doesn't waste any remaining rounds.
(See page 237 for the definition of a swift action).
The lenses can be activated at different times during a day, but the total number of active rounds in 24 hours cannot exceed ten.
Effect: *Lenses of pain* grant the wearer a gaze attack (see page 309 of the *Monster Manual* for a complete description of gaze attacks) that withers the flesh of foes.
While the lenses are active, each creature within 30 feet of the wearer must succeed on a DC 16 Will save every round or take 2d6 points of damage and become sickened.
A successful save negates half the damage and the sickened effect.
A target that successfully saves becomes immune to the effect of the lenses for 24 hours.
An opponent within 30 feet can avoid the effect altogether by averting its eyes and accepting a 50% miss chance on attacks against the wearer.
Alternatively, the wearer can, as a standard action, focus his gaze on a single creature while the lenses are active.
The target creature must immediately make a Will save to avoid the damage and the sickened effect, even if it was averting its eyes at the time.
The wearer can focus his gaze in this manner on a creature that has already become immune to the general effect and subject it to his gaze anyway.
Aura/Caster Level: Moderate necromancy; CL 9th.
Construction: Craft Wondrous Item, *symbol of pain*, 9,500 gp, 760 XP, 19 days.
Weight: —.
Price: 19,000 gp.

LENSES OF TRUE FORM

Those who fear the infiltration of shapechangers favor *lenses of true form*.
With these lenses in place, the wearer can spot creatures that seek to conceal their true forms through the use of shapechanging.
With just her gaze, the wearer also forces such creatures to reveal their true forms to everyone else.
Description: These lenses appear as small, clear, crystalline constructions.
When placed over the eyes, they become all but invisible.
When the wearer gazes at a shapechanger or other creature that is concealing its true form through a transmutation effect, the lenses glow briefly with a soft white light.
Though the lenses are initially uncomfortable, new wearers usually adjust to them quickly.
When the wearer tries to force a shapechanged creature back into its natural form, her eyes flash with an even brighter white light.
Activation: *Lenses of true form* are always active while worn.
Placing them over the eyes requires a full-round action and provokes attacks of opportunity.
Both lenses must be worn for the magic to be effective.
Furthermore, the wearer is dazzled (no save) for 1 round after donning the lenses.
Activating the gaze attack is a standard action.
Effect: The wearer of the lenses sees creatures with the shapechanger subtype or creatures under the effect of *alter self*, *polymorph*, *baleful polymorph*, *polymorph any object*, *shapechange*, or a similar effect as they truly are.
This ability does not pierce illusory shape-altering abilities such as *disguise self*; it works only on transmutation effects.
In addition, once per day the wearer can try to force a single shapeshifted creature within 30 feet to resume its natural form.
The target creature can attempt a DC 14 Will save to resist; failure means it immediately assumes its natural form, shape, and size, and it cannot assume a different shape for the next 2d4 rounds.
A creature that wears only one lens not only gains no benefit from the lenses but also must make a DC 11 Will save or be dazed for 1 round.
A new save is required at the end of each round until either the single lens is removed or the other lens is donned.
Aura/Caster Level: Strong abjuration and divination; CL 13th.
Construction: Craft Wondrous Item, *true seeing*, *dispel magic*, or *greater dispel magic*, 25,020 gp, 2,002 XP, 51 days.
Weight: —.
Price: 50,040 gp.

MANTLE OF SECOND CHANCES

A *mantle of second chances* allows its wearer to survive deadly situations or succeed at tasks that seem doomed to failure.
Lore: Characters can gain the following pieces of information about a *mantle of second chances* by making Knowledge (history) or bardic knowledge checks at the appropriate DCs, as given below.
DC 20: A human bard named Elva who had a knack for getting herself into tight situations designed the original *mantle of second chances*.
Elva frequently found herself wishing she had one more chance at some task or one more opportunity to avoid misfortune.
DC 25: A *mantle of second chances* makes its wearer lucky and allows her second chances when none should be possible.
These mantles are flashy in color—suitable for performers—and adorned with symbols of luck.
Description: This mantle is a brilliant shade of blue.
Symbols representing various elements of good fortune are embroidered along its hem.
The material of the mantle is smooth to the touch, like silk, though it seems almost to avoid contact with the skin.
Light and airy, it flutters with the wearer's slightest movements as if it were eager for more activity.
When its magic is activated, the symbols of luck spin and turn along its border.
Activation: The mantle activates in response to the wearer's desire.
Effect: Once per day, the wearer gains the power of good fortune.
He can reroll one roll that he has just made before the DM declares whether it resulted in success or failure.
He must accept the result of the reroll, even if it's worse than the original roll.
The wearer can still access the mantle's power even if he already has a similar ability from a class feature (for example, the granted power of the Luck domain).
Aura/Caster Level: Moderate divination; CL 10th.
Construction: Craft Wondrous Item, 3,000 gp, 240 XP, 8 days.
Weight: —.
Price: 6,000 gp.

Quill of Rapid Scrivening

A *quill of rapid scrivening* is an incredible boon for wizards who have little time to scribe spells into their spellbooks.
Description: A *quill of rapid scrivening* is black overall, but its comfortable gripping surface is inscribed with silvery runes representing stars and constellations.
A many-colored feather graces its end.
When the quill is used to trace a spell, the inlaid stars and constellations glow faintly and shift across the gripping surface.
Activation: To claim the benefit of the quill, the user must touch it to a blank page in his spellbook, then use it to trace the runes of a spell scroll that he has successfully deciphered and understood.
This process requires 10 minutes of effort.
Effect: Once the user has traced the runes of the desired scroll with the quill, the scroll turns blank, and the spell that was on it is automatically transferred onto the previously designated blank page in the spellbook.
Only spells on the wizard spell list can be copied in this manner.
Because it is so responsive and easy to write with, a *quill of rapid scrivening* is also a boon to forgers.
A user with the Forgery skill gains a +10 competence bonus on Forgery checks made to forge documents.
Aura/Caster Level: Moderate transmutation; CL 10th.
Construction: Craft Wondrous Item, *arcane mark*, *read magic*, *fabricate*, 13,500 gp, 1,080 XP, 27 days.
Weight: —.
Price: 27,000 gp.

Riding Boots

These boots allow the wearer to ride into battle like the most experienced cavalier.
Her horsemanship improves tremendously, allowing her to decimate her foes from atop a charging mount.
Description: These calf-high boots are made of smooth, supple leather and have pointed toes.
Comfortable and functional, they are unadorned except for a pair of shining silver spurs.
While these boots are on her feet, a rider feels as one with her mount.
The spurs seem to glow an incandescent blue and leave a tracery of light behind them as the wearer rides into battle.
Activation: R*iding boots* activate automatically when the wearer mounts a riding animal.
They do not function when she is unmounted.
Effect: R*iding boots* seem to simply know which commands will bring out the best behavior in any mount.
They react to the animal and correct it when necessary, almost without the wearer's guidance.
While mounted, the wearer gains a +4 bonus on Ride checks made during combat, plus the benefit of the Ride-By Attack feat (even if she lacks the prerequisite).
In addition, if the wearer has the Spirited Charge feat, any charge attacks she makes while mounted and wielding a lance deal ×4 damage on a critical hit, instead of the normal ×3.
Aura/Caster Level: Moderate transmutation; CL 10th.
Construction: Craft Wondrous Item, *cat's grace*, 6,000 gp, 480 XP, 12 days.
Weight: 2 lb.
Price: 12,000 gp.

Robe of the Inferno

A *robe of the inferno* provides the wearer with potent, fiery, magical defenses.
Not only is he protected from fire, but he can also counterattack with it.
The orbs of fire that the robe produces can be launched at enemies from a distance, or ordered to explode around those who would threaten the wearer in melee.
Lore: Characters can gain the following pieces of information about a *robe of the inferno* by making Knowledge (arcana) or Knowledge (history) checks at the appropriate DCs, as given below.
DC 20 (*arcana*): A *robe of the inferno* not only protects the wearer from fire; it also allows her to launch fiery missiles at foes.
DC 30 (*arcana or history*): The first *robe of the inferno* was crafted by an elf evoker named Killaith Marcaun, who was badly burned in a fight against a large number of summoned thoquua.
Deeply humiliated by the scarring that resulted, she constructed the robe so that she too could harness the power of fire.
Description: The coal-colored cloth of this robe is decorated with crimson-stitched runes that run around the bottom and up the length of the garment in meandering lines.
The runes are a mixture of arcane formulas and praises to fire written in Ignan, the language of fire elementals.
When the robe is active, the sigils and runes flare up and seem to burn and smolder, as if the flesh beneath it were on fire.
The faint odor of brimstone and a gentle warmth surround the wearer.
The four fiery orbs that give the robe its name zoom around the wearer's body.
Activation: Activating the robe is a swift action that requires a command word.
(See page 237 for the definition of a swift action).
Upon activation, the four orbs of fire that give the robe its name spring from the sleeves and circle around the wearer until she launches them at foes or deactivates the robe (by stating the command word again).
Command words are commonly in Ignan and always have to do with burning; common examples are "shiirash" (alight) and "ssizak" (burn).
Launching one of these orbs at a target within range is a standard action.
Effect: While worn, the robe continuously provides the wearer with a +4 armor bonus to AC.
Its major power, however, is apparent only upon activation.
When the command word is spoken, four fiery orbs, each about 6 inches in diameter, spring from the sleeves.
They circle slowly around the wearer's body at about waist height as long as the robe remains active.
When a fire-based attack targets the wearer, the orbs spin more quickly, deflecting the attacks or absorbing their fire.
The orbs do not interfere with the wearer's movement or actions in any way.
As long as they are active, the wearer has resistance to fire 10.
The orbs also collectively provide light equivalent to that of a torch.

While the robe is active, any invisible creature that comes within 5 feet of the wearer is automatically outlined in glowing flames, as though from a *faerie fire* spell, for 10 rounds.
This effect remains in place even if the creature subsequently leaves the 5-foot-radius area.
In addition, the wearer can send one of the fiery orbs streaking toward an enemy as a standard action up to twice per day.
To attack with an orb, the wearer must make a ranged touch attack against a single target within 60 feet.
Failure means the orb misses and explodes harmlessly in a shower of sparks.
Success means it explodes in a 5-footradius burst around the target, dealing 8d6 points of fire damage to that creature and leaving it dazzled for 1 round.
A successful DC 16 Fortitude save negates the dazzled effect and half the damage.
Furthermore, the target and any other creatures in that area are outlined in glowing flames for 10 rounds, as though by a *faerie fire* spell, though only the target suffers the other effects.
Aura/Caster Level: Strong abjuration, divination, and evocation; CL 10th.
Construction: Craft Wondrous Item, *scorching ray*, *resist energy*, *faerie fire*, *mage armor*, 18,560 gp, 1,485 XP, 38 days.
Weight: 1 lb.
Price: 37,120 gp.

ROGUE'S VEST

Any rogue who finds one of these precious vests counts himself among the most fortunate of scoundrels.
A *rogue's vest* enhances the wearer's natural roguish abilities, making him more effective as both a scout and a combatant.
Lore: Characters can gain the following pieces of information about a *rogue's vest* by making Knowledge (arcana) checks at the appropriate DCs, as given below.
DC 20: A *rogue's vest* enhances a rogue's ability to deal devastating damage to unprepared or flanked opponents.
DC 30: A female halfling arcane trickster named Lena Wanderingeye created the first *rogue's vest.*
Not satisfied with her already powerful abilities, she created the vest to further enhance her natural talents.
She wore her *rogue's vest* for many years before passing the secret of its creation on to the arcane spellcasters of the caravan into which she eventually retired.
Description: This slick-looking, black vest is made of supple, well-worked leather.
Its buttons are carved of dull, black glass and seem to absorb light rather than reflect it.
Upon donning the vest, the wearer immediately senses that his footsteps are lighter and more fluid, and his ability to leap out of the way of danger is enhanced.
If the wearer also has the sneak attack ability, his sneak attacks seem to strike more true than normal.
Activation: The *rogue's vest* functions continuously as long as it is worn, requiring no action on the wearer's part to activate.
Effect: When worn, this vest grants its wearer a +2 competence bonus on Hide and Move Silently checks and a +2 bonus on Reflex saves.
In addition, if the wearer has the sneak attack ability as a class feature or a special ability, his sneak attack damage increases by 1d6 as long as he wears the vest.
A character without the sneak attack ability doesn't gain the benefit of this increase.
Aura/Caster Level: Strong illusion; CL 13th.
Construction: Craft Wondrous Item, *cat's grace*, *invisibility*, *true strike*, 14,800 gp, 1,184 XP, 30 days.
Weight: 1 lb.
Price: 29,600 gp.

SCARAB OF STABILIZATION

A boon to any adventurer, a *scarab of stabilization* protects the wearer from bleeding to death.
Every hero is taxed to the limit and beyond at some point in her adventuring career, and this item allows her to live and fight another day.
Description: This item is a solid gold scarab with obsidian chips for eyes.
Glyphs of protection and health are carved into its carapace.
The wearer can make its legs clench or release by depressing a small button at the base of its abdomen.
This feature allows the item to be worn as a cloak clasp or a decorative piece of jewelry.
The scarab functions automatically and continuously while it is worn.
If the wearer falls unconscious as a result of injury, the scarab begins to give off a low, barely audible hum.
Before the wearer even begins to lose blood, a ghostly shape emanates from the scarab, flitting across her body almost more rapidly than the eye can follow.
This ghostly scarab visits the wearer's most serious wounds and staunches any bleeding.
Activation: When the wearer's hit points fall below 0, the scarab activates automatically.
Its secondary power to protect the wearer from death activates automatically if her hit points drop to –10 or lower.
Effect: If the wearer's hit points drop below 0 but she is still alive (above –10 hit points), the *scarab of stabilization* automatically stabilizes her.
She is still unconscious from her wounds, but she need not make a stabilization check each round to prevent further hit point loss.
If another wound causes her hit points to fall further, the scarab automatically stabilizes her again at her new hit point total, provided that it is still between 0 and –9.
If a wound would drop the wearer to –10 hit points or lower, the secondary power of the scarab activates.
The wearer does not die, but her hit point total becomes –9, and she automatically stabilizes.
This power functions only once; the scarab crumbles into dust as soon as this ability is used.
Aura/Caster Level: Strong conjuration; CL 11th.
Construction: Craft Wondrous Item, *contingency*, *cure light wounds*, 46,200 gp, 3,696 XP, 93 days.
Weight: —.
Price: 92,400 gp.

SCARF OF SPELLCATCHING

This scarf protects the wearer by absorbing spells and even allows her to cast absorbed spells back at her foes.

Description: This long, silken scarf is embroidered with numerous complex magic runes associated with the school of abjuration.
While a spell is stored within the scarf, it glows with a soft white light equivalent to that of a torch.
Activation: This scarf is continuously active as long as it is worn about the neck as a necklace, or around the waist as a belt, or about the arm as a bracer.
No action on the wearer's part is required to gain the effect.
Effect: A *scarf of spellcatching* grants the wearer a +2 luck bonus on all saving throws against spells and spell-like abilities.
If a spell targets only the wearer, and she succeeds on the save to resist its full effects, the spell is immediately absorbed by the scarf.
The spell has no effect on the wearer, even if a successful save would normally have resulted in a partial effect.
An absorbed spell remains inside the scarf for 1 hour per spell level, then fades harmlessly away.
Any wearer with spellcasting ability (or ranks in the Use Magic Device skill) can use a spell stored in the scarf.
If the absorbed spell is on any of the wearer's spell lists, she can opt to "cast" the spell from the scarf as if she were casting it from her own prepared spells (or from her daily allotment of spells, if she is a spellcaster who doesn't prepare spells).
If the spell is of a level that the wearer normally couldn't cast, she must cast it as if from a scroll and might suffer a mishap as a result.
A wearer with ranks in Use Magic Device can also try to cast an absorbed spell as if from a scroll.
A *scarf of spellcatching* absorbs only one spell at a time, but it grants its luck bonus on saving throws as long as it remains functional.
After it has absorbed a total of twenty spell levels, it unravels and is destroyed.
If an incoming spell is of a higher level than the scarf's remaining capacity, the spell is negated and the scarf is destroyed.
Aura/Caster Level: Strong abjuration; CL 15th.
Construction: Craft Wondrous Item, *spell turning*, 9,000 gp, 720 XP, 18 days.
Weight: —.
Price: 18,000 gp.

SLIPPERS OF BATTLEDANCING

These slippers imbue the wearer with a shocking grace and a deadly fluidity in battle.
Description: These soft, open-toed slippers are made of supple leather and look very comfortable.
Activation: This item is continuously active while worn, provided that the wearer's armor is no heavier than light.
No action on the wearer's part is required to gain the effect.
Effect: While these slippers are on the wearer's feet, he moves with unnatural grace and alacrity, gaining an enhancement bonus of +10 feet to his land speed.
The slippers also grant him a +5 competence bonus on Tumble checks.
A wearer who has at least 5 ranks in Perform (dance) accesses the true benefit of the *slippers of battledancing*.
As long as he uses his base land speed to move (a fly, swim, burrowing, or climb speed), he gains a +2 insight bonus on initiative checks.
If he moves at least 10 feet as part of a move action, he can use his Charisma modifier instead of his Strength or Dexterity modifier for attack rolls and damage rolls with one-handed or light weapons (both melee and ranged).
Aura/Caster Level: Moderate transmutation; CL 7th.
Construction: Craft Wondrous Item, 5 ranks in Perform (dance), *longstrider*, *cat's grace*, *eagle's splendor*, 16,875 gp, 1,350 XP, 33 days.
Weight: 1 lb.
Price: 33,750 gp.

VEST OF LEGENDS

Stories and anecdotes told by the wearer of one of these vests seem to carry more weight than normal, and others tend to listen more attentively to her words.
Description: Even though this silk vest is festooned with buckles and precious gems, it manages to look classy and fashionable rather than overly gaudy.
Activation: The skill bonuses granted by a *vest of legends* are continuously active while it is worn.
In addition, a bard automatically gains the full benefits of the vest whenever she uses her bardic music abilities while wearing it.
Effect: Any character gains a +5 competence bonus on Diplomacy checks and Perform checks while wearing a *vest of legends*.
In addition, a *vest of legends* enhances bardic music abilities when a bard wears it.
Her bard level is treated as five higher than it actually is for the purpose of determining the effects of her inspire courage, *fascinate*, inspire greatness, and inspire heroics abilities.
This increase in effective level does not grant her any additional bardic music abilities or other class features.
Aura/Caster Level: Strong enchantment and transmutation; CL 13th.
Construction: Craft Wondrous Item, *eagle's splendor*, *greater heroism*, 8,000 gp (for pair), 640 XP, 16 days.
Weight: 1 lb.
Price: 16,000 gp.

VESTMENT OF VERMINSHAP

This item allows a wearer with the wild shape ability to take the shape of a monstrous vermin as well as the shapes to which she is normally entitled.
Description: This magic vestment appears to be constructed of woven spider silk.
Its hem is encrusted with preserved insect wings and discarded exoskeletons.
Activation: This vestment is continuously active while worn, provided that the wearer has the wild shape class ability.
Effect: A *vestment of verminshape* allows the wearer to assume the shapes of monstrous vermin with her wild shape ability.
The size options for the vermin shapes are the same as those allowed for her animal shapes.
Aura/Caster Level: Moderate transmutation; CL 10th.
Construction: Craft Wondrous Item, *polymorph* or wild shape ability, *giant vermin*, 10,000 gp, 800 XP, 20 days.
Weight: 1 lb.
Price: 20,000 gp.

VESTMENTS OF DIVINITY

Any character who has access to clerical domains can use *vestments of divinity* to access an additional domain.
Description: These fine vestments are made of silk.
Fine strands of gold metal are woven into the fabric in intricate designs.
When the wearer casts a divine spell, the gold strands rearrange themselves into recognizable patterns that briefly reflect his holy symbol before returning to their original random configuration.
Activation: V*estments of divinity* are continuously active while worn, so long as the wearer is either good or evil and has access to cleric domains.
Effect: A good-aligned wearer gains access to the Good domain, and an evil-aligned wearer gains access to the Evil domain.
The wearer casts spells with the appropriate alignment descriptor at +1 caster level, and he can prepare domain spells from the new domain, though he is still limited to only one domain spell at each level.
If the wearer already has access to the domain granted by the vestments, he instead casts spells with the appropriate alignment descriptor at +2 caster level.
A wearer who is neither good nor evil gains no additional benefits from *vestments of divinity*.
Aura/Caster Level: Moderate conjuration; CL 9th.
Construction: Craft Wondrous Item, access to Good or Evil domain, 15,000 gp, 1,200 XP, 30 days.
Weight: 2 lb.
Price: 30,000 gp.

DUNGEONSCAPE (3.5)

BLANKETS OF SECURITY

In case of nocturnal ambush, a set of *blankets of security* allows you to awaken five people with a single uttered phrase.
Description: B*lankets of security* are five matching wool blankets, each embroidered with sigils in orange thread along the edges.
When activated, the sigils glow brightly and vibrate, emitting a low subsonic hum.
Activation: You fall asleep under a *blanket of security* as you would under any normal blanket.
Activating the blanket's magic requires a command word, which can be spoken as a free action.
The same command word or phrase activates all blankets in a set, allowing whoever is on night watch to wake the rest of the party quickly.
Typical command words might be "Rise and shine", "Danger lurks", or the simple but effective "Wake up!".
Effect: When a creature within 100 feet speaks the command word, a *blanket of security* automatically wakes any creature sleeping under it, even if the dozing creature is under a magical *sleep* effect.
Aura/Caster Level: Faint abjuration; CL 3rd.
Construction: Craft Wondrous Item, alarm, 1,100 gp, 88 XP, 2 days.
Variants: Sets of more than five blankets have been crafted for larger adventuring parties.
Weight: 15 lb. (set of 5) + 3 lb. per each additional blanket.
Price: 2,200 gp (set of 5) + 440 gp per each additional blanket.

BOOTS OF SIDESTEPPING

When worn, these boots increase your ability to dodge certain incoming attacks, such as the effect of an activated trap.
Description: B*oots of sidestepping* are comfortable boots of soft leather that have good traction.
They are fashioned from the tanned hide of displacer beasts and tooled with mystic symbols.
When the boots activate, you move in a blur of speed as you dodge an incoming attack.
Activation: B*oots of sidestepping* activate automatically when you are exposed to an attack that allows a Reflex save.
No action on your part is necessary.
Effect: While wearing *boots of sidestepping*, you can move 5 feet as an immediate action whenever you are allowed to make a Reflex save against a spell, spell-like ability, or supernatural effect.
You move before making the Reflex save.
If, after moving, you stand outside the attack's area, you avoid it completely and no longer need to attempt the save.
This movement does not provoke attacks of opportunity.
Aura/Caster Level: Strong transmutation; CL 12th.
Construction: Craft Wondrous Item, *haste*, 1,500 gp, 60 XP, 2 days.
Weight: 1 lb.
Price: 3,000 gp.

CLASP OF SAFEGUARDING

This tiny, decorative clasp protects your valuable magic items by drawing a harmful effect to itself instead.
Description: A *clasp of safeguarding* looks like a delicate gold pin that can be affixed to clothing or armor.
The pin is sculpted to resemble a tortoise, with two minuscule green gemstones for eyes.
When the clasp is activated, the tortoise's head and feet animate and draw inside its shell.
The clasp glows brilliant green and briefly surrounds you with a translucent ward of energy.
After the light fades, the clasp does not return to its former appearance and is no longer magical.
Activation: To be effective, a *clasp of safeguarding* must be clipped on one of your exposed magic items.
The clasp is automatically activated whenever you roll a natural 1 on a saving throw against a spell, trap, or other effect that could affect any of your items.
For example, the clasp would activate in the case of a *fireball* spell or a dragon's lightning breath, but not in the case of a *charm person* spell, which cannot affect objects.
Effect: None of your exposed items (magical or otherwise) is harmed by the effect for which you rolled a natural 1 on your save.
A *clasp of safeguarding* works only once.
After it protects your equipment from harm, it loses its magic and becomes a mundane piece of jewelry.
Aura/Caster Level: Faint abjuration; CL 5th.
Construction: Craft Wondrous Item, *protection from energy*, 750 gp, 60 XP, 2 days.
Weight: 1/3 lb.

Price: 1,500 gp.

DANCING LANTERN

This bullseye lantern levitates on command, allowing you to direct it verbally while keeping your hands free.
Description: A *dancing lantern* resembles a standard bullseye lantern, except that it is crafted of mithral and its interior mirrors are made of polished silver rather than glass.
When activated, the lantern floats in the air, darting back and forth as commanded by its owner.
As it flies, it leaves a trail of golden sparks that quickly fade.
Activation: A *dancing lantern* is operated by two command words.
The first ("illuminion") causes the lantern to light, and repeating the word extinguishes the glow.
The second command word ("aviallow") causes the lamp to float, and repeating the word causes it to land gently.
While it floats, a *dancing lamp* can be directed verbally as a free action as long as it is within 1,000 feet of its owner.
Effect: A *dancing lantern* provides magical light as a standard bullseye lantern, though it consumes no oil.
However, it is more prized for its ability to remain aloft.
When in the air, the lantern hovers within your reach, allowing you to benefit from its illumination while keeping your hands free.
If desired, you can verbally direct a *dancing lantern* to move away from you.
On any of your turns, it can fly up to 90 feet per round with perfect maneuverability and can rotate to shine its cone of light in any direction.
A *dancing lantern* will not stray farther than 1,000 feet from you.
If you move farther away, it will attempt to move to within 1,000 feet on its next turn.
A lantern can be attacked while it is flying.
It is Tiny and has AC 12,30 hit points, and hardness 10.
Variant: Some *dancing lanterns* have been crafted as intelligent items.
An intelligent dancing lantern can fly on its own and decide where to shine its light.
It can also travel more than 1,000 feet from its owner.
Like any intelligent magic item, it does not automatically obey directions, though its owner can deactivate its ability to fly with a command word, if desired.
A typical intelligent *dancing lantern* has Int 14, Wis 10, Cha 14, and Ego 7; has vision and hearing to 120 feet; can speak Common and two other languages; and can communicate telepathically with its owner if within 1,000 feet.
It has 10 ranks in Search and can use *faerie fire* (PH 229) three times per day as a spell-like ability.
It can be of any alignment, though most intelligent *dancing lanterns* are chaotic.
Intelligent *dancing lanterns* are insatiable explorers, curious to see what lurks around the next turn of the dungeon corridor.
If forced to stop moving, they occasionally make Search checks on their surroundings to stave off boredom.
Many adventurers have been saved from death traps because their *dancing lantern* was randomly searching the area.
Aura/Caster Level: Faint evocation and transmutation, CL 5th (standard lantern); or strong transmutation and evocation, CL 15th (intelligent lantern).
Construction: Craft Wondrous Item, *continual flame*, *levitate*, 1,000 gp, 40 XP, 1 day.
Weight: 3 lb.
Price: 2,000 gp (standard) or 10,300 gp (intelligent).

GRASPING HOOK

This animated grappling hook seeks out the best place to secure a rope.
Description: When dormant, a *grasping hook* appears to be a mithral grappling hook delicately sculpted to resemble the claw of a dragon, with three main claws jutting out and a fourth opposable claw curled in at the palm.
When the command word is spoken, the hook springs to life.
All four claws begin moving, and it can move by using the claws as tiny legs.
Activation: A single command word activates a *grasping hook*.
Speaking the word once causes the hook to animate and immediately seek the nearest secure object that it can grasp.
Speaking the word a second time causes the hook to release its grasp immediately and resume its dormant position.
Effect: When a *grasping hook* is tied to silk rope, you can throw it as a standard mithral grappling hook (see page 32).
However, you can also speak the command word (a free action) as you throw the hook to cause it to animate.
The hook then tries to grab onto the nearest secure object, granting a +6 competence bonus on your Use Rope check to seat it properly.
A *grasping hook* has a Strength of 25 and can hold 1,600 pounds when grasping a secure object or terrain feature.
You can cause a hook to release its grasp by speaking the command word again.
Aura/Caster Level: Weak transmutation; CL 3rd.
Construction: Craft Wondrous Item, *bull's strength*, 250 gp, 4 XP, 1 day.
Weight: 2 lb.
Price: 500 gp.

ENEMIES AND ALLIES (3.0)

KANTO'S LAMENT

This sailing ship can magically fly at a speed of 90 feet over sea and land, as though affected by a *fly* spell of unlimited duration, and it can even use *plane shift* once per week.
Its hull has been magically hardened (break DC 40, Hard 10, 120 hp per 10-foot-by-10-foot section), and two *+1 ballistas* (one forward, one aft) launch special ballista bolts that crackle with electricity.
When fired, these become lightning bolts that deal 5d6 points of damage (Reflex half DC 14).
Fifty such bolts are on board, as are hundreds of normal ballista bolts.
The inside of the ship seems more spacious than the outside, and each stateroom is luxuriously appointed.
The cabin crew consists of near-transparent servants that function as unseen servants, except that they are visible and can go anywhere on the ship.
The ship magically provides foodstuffs for sumptuous banquets.

Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *fly*, *Mordenkainen's magnificent mansion*, *plane shift*; *Market Price*: 266,464 gp.

EPIC LEVEL HANDBOOK (3.0)

IOUN STONES

IOUN STONE OF RESISTANCE

These *Ioun stones* (usually burnt orange in color) possess all the features of a standard *Ioun stone*, *Ioun stones of resistance* offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, Will).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, caster level must be three times that of the *Ioun stone*'s bonus; Market Price: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); *Weight*: —.

ROBES OF RESISTING ENCHANTMENT

Shuruppak's black robes give him a +5 luck bonus on his saving throws against enchantment spells and effects.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *mind blank*; *Market Price*: 6,250 gp; *Weight*: 1 lb.

FAITHS AND PANTHEONS (3.0)

HEADBAND OF THE BINDER

This circlet of blue-green metal is stamped with the blank-scroll symbol of Oghma.
In addition to allowing the wearer to *read magic* three times per day, a bard wearing the headband gains a +4 sacred bonus to her bardic knowledge rolls.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *read magic*, creator must be a bard; *Market Price*: 2,600 gp; *Weight*: —.

MAILED GAUNTLETS OF AENCAR

Thought to have been crafted for the Mantled King during his days as a mercenary in Sembian employ, this pair of burnished steel gloves has been worn by various descendants of Aencar since the death of the King of the Dales.
The *mailed gauntlets of* Aencar are equivalent to *gauntlets of ogre power*.
Once per day, each gauntlet also has the power to make a magic melee weapon, held act as if it were a *defending* weapon.
Each use of this *defending* ability lasts 1 hour and only works as long as the weapon is held in hand (if it is dropped, thrown, handed to another creature, or removed from the character's hand, the effect ends).
Both gauntlets must be worn to have any effect.
Caster Level: 8th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *bull's strength*, *shield* or *shield of faith*; *Market Price*: 26,302 gp; *Weight*: 2 lb.

WINGED MASK

The edges of this full-face mask are made to resemble feathers or wings.
The wearer can use the *fly* spell at will, but glows with white light (as a *light* spell) whenever this ability is used.
A mask counts as a pair of lenses for limitations on wearing multiple items of the same type.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*, *light*; *Market Price*: 13,000 gp; *Weight*: 1 lb.

RHINGALADE'S HARP

This masterwork harp (+2 circumstance bonus to Perform (harp) checks) is carved with images of a multitude of harpists playing in a chorus.
Once per day it can be played to invoke a simultaneous *blink* and *mirror image* spells upon its wielder (both effects end after 6 rounds).
Use of this item requires at least 1 rank in Perform (harp).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *blink*, *mirror image*; *Market Price*: 5,400 gp.

ROBE OF MANY SIGILS

This garment is a black robe filigreed with mithral threads woven in the shape of dozens of runes and sigils.
The spells laid on the robe enable the inscription of spells into the fabric as if it were a scroll.
The wearer can cast the inscribed spells as if using a scroll, although his hands remain free, and he can cast scrolls from any part of the robe, even the back.
Inscribed spells can only be cast from the robe by its wearer.
Inscribing a spell onto the robe requires the Scribe Scroll feat and 8 ranks in the Craft (weaving) skill.
It otherwise follows the rules for inscribing scrolls.
The robe can hold up to 10 inscribed spells at a time.
Once a spell is cast from the robe, another can be inscribed in its place.
In addition to its other properties, the robe allows the wearer to read magic three times per day.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, Scribe Scroll, *read magic*; *Market Price*: 7,300 gp.

SALVE OF MINOR SPELL RESISTANCE

This salve is based on a drow formula.
It requires a full-round action to spread on the skin, after which it grants SR 17 for five minutes.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *spell resistance*; *Market Price*: 1,250 gp.

TORC OF ANIMAL SPEECH

This beaten steel necklace is unadorned by pendant or ornament.
Its wearer can use a *speak with animals* effect at will.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *speak with animals*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

FIEND FOLIO (3.5)

BLACKSTONE RUNE

Shadar-kai overcome by the shadow curse often make use of the *blackstone rune*.
The rune is a complex sigil drawn on a small, glossy stone. On command, a *blackstone rune* allows its bearer to *plane shift* between the Plane of Shadow and the Material Plane (in either direction), along with up to 50 pounds of objects.
A *blackstone rune* can be used three times before its magic fades.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 3,300 gp.
Weight: —.

GAL–RALAN

When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal.
The device fixes its wearer's soul to her body but also causes never-ending pain.
As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.
A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws.
This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse).
For example, a +2 *gal-ralan* provides a +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these effects, and so on.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; *Market Price*: 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5).
Weight: —.

NIGHT EXTRACT

When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius.
Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area.
The DC of Spot checks made against targets within the *night extract*'s area increases by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with normal low-light vision gain a +5 bonus on Spot checks made in starlight.
The *night extract* provides nine-tenths concealment (40% miss chance) against creatures without low-light vision, one-half concealment (20% miss chance) against creatures with low-light vision, and no concealment against creatures with darkvision or superior low-light vision.
The effect lasts for 10 minutes.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *light*; *Market Price*: 50 gp.
Weight: —.

SERPENT SYMBOL

This silver disk represents the world with a snake coiled around it, mouth gaping wide as if to consume it.
This is a holy symbol used by anathema cults, symbolizing their devotion to destruction and giving them some concrete magical abilities to back it up.
Once per day, a *serpent symbol* can generate either a *disintegrate* spell or a *destruction* spell, according to the command of the wearer.
The save DC for both effects is 20.
The device functions only in the hands of a yuan-ti. (However, a character with the Use Magic Device skill can emulate the yuan-ti race to make the *serpent symbol* function).
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, Heighten Spell, *destruction*, *disintegrate*, creator must be a yuan-ti; *Market Price*: 50,000 gp.

VENOMOUS FIRE

This alchemical creation is an insidious method of delivering toxic venom.
In essence, venomous fire is similar to alchemist's fire—it is a viscous substance that burns when exposed to air. However, it is also mixed with yuan-ti venom, so that, in the round after taking any damage from the fire itself, a character must make a Fortitude saving throw (DC 17) against the poison that entered the body through the wounds from the fire.
Initial and secondary damage from the poison are the same (1d6 Con).
If the fire is allowed to burn for another round (thus causing the character to take damage on successive rounds), the character is exposed to two doses of poison.
A flask of venomous fire is a grenade-like weapon with a range increment of 10 feet.
It deals 1d6 points of fire damage on a direct hit, plus 1d6 points of fire damage in the next round if it is not extinguished (requiring a full-round action and a Reflex save against DC 15).
A splash deals 1 point of fire damage, and a target hit by the splash has +4 circumstance bonus on the Fortitude save against the poison.
Cost: 220 gp; *Weight*: 1 lb.

FROSTBURN (3.5)

FROSTFELL FIGURINE OF WONDROUS POWER

Each of the several kinds of *frostfell figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high.
When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size.
The creature obeys and serves its owner.
The creature understands Common but does not speak.
If a *frostfell figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined.
All magic is lost, its power departed.
If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.
Frostfell figurines of wondrous power differ from the standard *figurines of wondrous power* in that they are always quite cold to the touch.
A character who carries a *frostfell figurine of wondrous power* gains resistance to cold 10 as long as it is in figurine form.

BASALT GLYPTODON

When animated, a *basalt glyptodon* acts in all ways like a normal glyptodon under the command of its possessor.
Unlike a normal glyptodon, a *basalt glyptodon* has damage reduction 5/–.
The item can be used once per week for up to 6 hours per use.
When 6 hours have passed or when the command word is spoken, a *basalt glyptodon* once again becomes a tiny statuette.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *stoneskin*; Price 32,000 gp.

CORAL ZEUGLODON

A *coral zeuglodon* can only be animated in any body of water large enough to hold the actual creature; it must be thrown into the water and the command word spoken immediately for it to animate.
If the command word is not spoken, the *coral zeuglodon* sinks to the bottom.
A *coral zeuglodon* remains brightly colored when animated, and acts in all ways like a normal zeuglodon under the command of its possessor, except that it has a swim speed of 120 feet.
The item can be used up to twice per week for up to 4 hours per use.
When a *coral zeuglodon* returns to figurine form, it magically reappears in the hand of its owner, despite any physical distance between the two.
If the owner is dead or on another plane, a *coral zeuglodon* instead sinks to the bottom of the sea when it returns to figurine form.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 42,000 gp.

DIAMOND ICE TOAD

A *diamond ice toad* acts as a normal ice toad when animated, except that it remains transparent and crystalline in appearance.
It remains under the command of its possessor, and gains the benefits of concealment (20% miss chance) due to its transparent nature.
It can be activated up to two times per week for 1 hour per use.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *blur*; Price 33,000 gp.

IRON MEGALOCEROS

When animated, an *iron megaloceros* acts in all ways like a normal megaloceros under the command of its possessor, except that it is a construct made of iron.
It possesses damage reduction 5/adamantine, and has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless.
It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
It cannot heal damage, but can be repaired.
An *iron megaloceros* has darkvision 60 ft. and low-light vision.
It has no Constitution score, but it does have 10-sided Hit Dice and 30 bonus hit points, granting it 63 hit points total.
It can be affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.
It functions in all other ways like a standard megaloceros.
The item can be used up to twice a week for up to 6 hours per use.
Moderate transmutation; CL 11th; Craft Wondrous Item, Craft Construct, *animate objects*; Price 27,000 gp.

MALACHITE SMILODON

When animated, a *malachite smilodon* acts in all ways like a normal smilodon under the command of its possessor, except that its fangs are exceptionally sharp.
They threaten a critical hit on a roll of 17–20, and do ×3 damage on a successful critical hit.
The item may be used once per day for up to 2 hours.
If slain in animal form, a malachite smilodon cannot be brought back from statuette form for one full week.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *keen edge*; Price 36,000 gp.

FROSTFELL SUMMONING CHAMBER

Frostfell spellcasters often construct special chambers for summoning extraplanar creatures of cold (as a *summon monster* spell) or conjuring beasts made of ice (as a *conjure ice beast* spell).
The main characteristic of these rooms is their temperature: the colder, the better.
Within these locations, the caster may summon or conjure an additional numbers of creatures for a given spell as indicated on the table below.

All creatures summoned or conjured by the casting of a single spell, including the bonus creatures, must be of the same kind.
Creating a frostfell summoning chamber requires the Craft Wondrous Item feat and the expenditure of 15,000 gp.

Table 1–11: Frostfell Summoning Bonuses

Temperature	Number of Bonus Creatures
Very cold	+1
Severe cold	+2
Extreme cold	+4

Gloves of the Uldra Savant

Gloves of the uldra savant are made of a pale blue metal and are adorned with light blue runes.
The plates that make up the gauntlets always seem to be caked with frost and ice.
The wearer of *gloves of the uldra savant* can create a *ray of frost* at will as a standard action.
Three times per day, the user may imbue any melee weapon held in her hand with the frost special ability as a standard action; this causes the weapon to do an additional 1d6 points of cold damage on a successful hit.
The weapon retains this quality for 5 rounds.
Faint evocation and transmutation; CL 5th; Craft Wondrous Item, *frost weapon*, *ray of frost*; Price 12,700 gp; Weight 2 lb.

Iceheart, Minor

This fist-sized lump of magical ice has been infused with the storms and bitter cold of winter.
On command, a *minor iceheart* can produce the following effects.
• *Ray of frost* (at will)
• *Fog cloud* (3/day)
• *Sleet storm* (3/day) Faint evocation; CL 5th; Craft Wondrous Item, *fog cloud*, *ray of frost*, *sleet storm*, creator must be an uldra or a winterhaunt of Iborighu; Price 24,000 gp; Weight 1 lb.

Iceheart, Major

A *major iceheart* looks similar to a *minor iceheart*, except that it is constantly surrounded by a swirling vortex of snow and ice to a radius of 1 foot.
Creatures holding a *major iceheart* take 1d4+1 points of cold damage per round as the powerful magic of the device leeches heat from the body.
On command, a *major iceheart* can be used to produce the following effects.
• *Ray of frost* (at will)
• *Cone of cold* (3/day)
• *Fog cloud* (3/day)
• *Ice storm* (3/day)
• *Sleet storm* (3/day)
• *Polar ray* (1/day)
• *Fimbulwinter* (1/day, see below)
A *major iceheart's* most awesome power is the ability to create a *fimbulwinter* once per day.
A *major iceheart* casts this spell automatically each day at sunset, unless it has already been used that day to create a *fimbulwinter*.
Thus, the mere presence of a *major iceheart* generates a 15-mile-radius zone of eternal winter; the majority of frostfell regions that appear in temperate or tropical climates are the result of the introduction of a *major iceheart* into the region.
Strong transmutation; CL 15th; Craft Wondrous Item, *cone of cold*, *fimbulwinter*, *fog cloud*, *ice storm*, *polar ray*, *ray of frost*, *sleet storm*, creator must be an uldra or a winterhaunt of Iborighu; Price 140,000 gp; Weight 1 lb.

Instant Igloo

An *instant igloo* looks like an unremarkable snowball, except that it does not melt in high temperatures.
If hurled to the ground at any point within 20 feet, it transforms into a large igloo.
The igloo is identical to that created by the spell *Leomund's tiny igloo*, except that the igloo created has a 10-foot radius and can contain up to 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures.
The igloo lasts for 16 hours before transforming back into its snowball form, at which point it cannot be used again for another 8 hours.
Faint evocation; CL 7th; Craft Wondrous Item, Widen Spell, *Leomund's tiny igloo*; Price 11,000 gp.

Mantle of Hidden Faith

This plain gray mantle shields your faith, alignment, and patron deity from magical detection as long as it is worn.
It does not provide any bonuses to skill checks used to disguise or lie about your faith and beliefs.
Faint abjuration; CL 3rd; Craft Wondrous Item, *undetectable alignment*; Price 15,000 gp.

Simulacrum Elixir

This small vial of clear fluid contains a potent magical charge.
When the contents are poured over a body part (which can be as small as a fingernail clipping or a single hair), the liquid quickly grows in volume and transforms into a simulacrum of the creature from which the body part came.
The simulacrum functions as the spell of the same name, and remains under the absolute command of the person who created it.
The simulacrum to be created cannot be a duplicate of a creature with more than 26 HD or levels, and its likeness to the original creature is crude at best.
A vial of *simulacrum elixir* contains enough fluid to create one simulacrum.
Strong illusion (shadow); CL 13th; Craft Wondrous Item, *simulacrum*; Price 21,000 gp.

Skull Talisman

The craft of creating skull talismans was originally pioneered by the primitive races that live in the frostfell.
Potions tend to freeze in the cruel temperatures of the frostfell, so the skull talisman was invented to provide a replacement.
A skull talisman can be used only once.

The size of the creature's skull used in creation of the talisman determines the maximum level of spell that can be stored in it.
A Small skull can store a spell of up to 3rd level.
A Medium Skull can store a spell of up to 6th level.
A Large skull can store a spell of up to 9th level.
Only spells that target one or more creatures can be stored in a skull talisman.
Physical Description: A skull talisman appears as the rune-covered skull of a creature of at least Small size; usually talismans are made of animal skulls, but particularly savage tribes and cruel individuals enjoy making them from their slain enemies.
A Small skull talisman has AC 7, 5 hit points, hardness 2, and a break DC of 20.
A Medium skull talisman has AC 5, 10 hit points, hardness 5, and a break DC of 25.
A Large skull talisman has AC 4, 25 hit points, hardness 10, and a break DC of 30.
A skull talisman carried by a creature has the same effective AC as the creature carrying it.
A creature that controls possession of a skull talisman can automatically break it with one hand by taking a standard action to do so; the AC and break DCs listed above are for those who try to strike or break an unattended skull talisman or a skull talisman held by another creature.
Identifying Skull Talismans: A skull talisman is covered with mystical runes and magic symbols; the exact spell stored in a skull talisman can be determined with a successful Spellcraft check (DC 20 + spell level); a *read magic* spell identifies the stored spell automatically.
Activation: A skull talisman produces its effect when it is purposefully destroyed by crushing it, either by smashing it with a weapon or crushing it in one hand.
The stored spell affects the person who destroyed it.
If you have a skull talisman in your uncontested possession, you can automatically destroy it by crushing it with your hand, foot, or body.
This is a standard action that provokes attacks of opportunity.
If you do not have a skull talisman in your possession, you can destroy it by dealing enough damage to it.
In order to gain the effects of a spell stored in a skull talisman, the skull must be within 5 feet of you when it is broken; otherwise, the stored spell dissipates harmlessly.
Skull talismans are like spells cast upon the one who destroys the talisman.
The character destroying the skull talisman doesn't get to make any decisions about the effect—the creator of the talisman has already done so.
The destroyer is both the effective target and the caster of the effect (though the skull talisman indicates the caster level, the destroyer still controls the effect).
Skull Talisman Descriptions: Because skull talismans are simply spells stored in a magically prepared skull, refer to the appropriate spell description for all pertinent details.
The caster level for a standard skull talisman is the minimum caster level needed to cast the spell.

VEHICLE AUGMENTATIONS

Vehicles can be enhanced with magic items to enhance their performance on air, land, or water.

COLDFIRE ENGINE

This item, typically constructed on the Elemental Planes, propels any vehicle at a speed of 80 feet.
Strong universal; CL 17th; Craft Wondrous Item, *animate objects*, *wish*; Price 200,000 gp; Weight 1,000 lb.

COLDFIRE KEEL

This item, often forged on the Elemental Planes, enables any vehicle to move across coldfire as if it were on its normal terrain (water, land, or air).
The vessel's speed is unaffected, but rough terrain or conditions slow the vehicle just as it would a land vehicle.
Strong universal; CL 17th; Craft Wondrous Item, *wish*; Price 200,000 gp; Weight 1,000 lb.

ICE KEEL

This item, often forged on the Elemental Planes, enables a water or land vehicle to move across ice as if it were on water or land, respectively.
The vessel's speed is unaffected, but rough terrain slows the vehicle just as it would an ice vehicle.
Strong transmutation; CL 17th; Craft Wondrous Item, *thaw*, *wish*; Price 150,000 gp; Weight 1,000 lb.

RUNNERS OF SPEED

These runners increase the speed of vehicles that travel through snow or ice by 20 feet.
Strong transmutation; CL 17th; Craft Wondrous Item, *haste*, *wish*; Price 100,000 gp; Weight 1,000 lb.

VIAL OF ICY SHEETS

The *vial of icy sheets* contains a clear fluid that creates a region of slippery ice when its contents are poured upon the ground (a standard action).
The fluid spreads from the point of origin to a radius of 10 feet, coating the ground with a thin sheet of slippery ice.
All creatures caught in this area must make a DC 11 Reflex save or slip and fall.
Those that successfully save can move at half speed across the surface.
Those that remain in the area must make a new saving throw each round to avoid falling and to be able to move.
Alternatively, the vial's contents can be poured upon an object.
This encases the object with slippery ice, and if the object is carried or wielded, its wielder must make a DC 11 Reflex save to avoid dropping the item.
A new saving throw must be made each round the item is grasped.
Icy sheets last for 5 rounds before they evaporate away into nothingness.
A *vial of icy sheets* automatically replenishes its supply of liquid once every day.
If the contents of a *vial of icy sheets* are swallowed, the ice coats the mouth, throat, and stomach of the poor fool who drank it.
This causes 6d6 points of cold damage (Fortitude DC 20 half).
Faint conjuration; CL 1st; Craft Wondrous Item, *ice slick*; Price 2,000 gp; Weight 1 lb.

GHOSTWALK (3.0)

BLOOD OF ORCUS

This foul liquid looks like a mixture of blood, vomit, and the slimy residue of rotting flesh.
If it is mixed with a powdered black onyx gem worth at least 100 gp, a living creature that drinks this horrible brew must succeed on a Fortitude saving throw (DC 19) or die and rise as a ghoul 1 hour later.
If the powdered onyx is worth 200 gp, the creature that drinks the mixture must save or die and rise as a ghast or wight (equal chances).
Normally, these items are given to drugged or enchanted victims to quickly produce undead minions, but some are given to volunteers or worshipers of Orcus as a "reward" for their service.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *create undead*; *Market Price*: 3,300 gp; *Weight*: —.

BLOODSWEETS

These red lozenges are about the size of a human thumbnail and resemble hard candies.
Made from sugar and blood and corrupted with necromancy, the item dissolves instantly and acts as an *inflict light wounds* spell when swallowed.
One can be swallowed as a standard action, or up to three can be swallowed as a full-round action.
Normally, these are used by undead creatures to heal themselves when an evil cleric or a potion of *inflict light wounds* is unavailable.
Particularly cruel necromancers mix them in with bags of normal candy and give them to children, who usually die as a result.
Caster Level: 1st; *Prerequisite*: Brew Potion or Craft Wondrous Item, *inflict light wounds*; *Market Price*: 50 gp; *Weight*: —.

BLUE OCTOPUS AMULET

This item consists of a wooden octopus (painted blue) hanging from a leather cord.
In its tentacles, the octopus holds a hard, glassy sphere filled with seawater.
The amulet acts as a *protection from elements* (*fire*) spell, absorbing a total of 60 points of fire damage before it is rendered useless.
It also absorbs hit point damage from *horrid wilting* and similar attacks that work by removing or destroying moisture in the target.
It provides no protection against subdual damage from thirst, since it is filled with saltwater.
Like a *brooch of shielding*, the amulet does not have a fixed duration for its effect; it simply continues to protect its wearer until it has absorbed 60 points of damage.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: 1,500 gp; Weight: 1 lb.

CHAIN OF TEPHANERON

This series of battered iron links has small hooks on each end and is normally wrapped around the handle of a weapon and clasped to itself.
The chain allows the bearer to use *magic weapon* and *keen edge* each once per day on the weapon to which it is attached.
The spell effects end if the chain is removed from the weapon.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *keen edge* or *weapon of the deity*, *magic weapon*; *Market Price*: 9,000 gp; *Weight*: 1 lb.

CHAINS OF SHIELD OTHER

This item looks like a pair of slightly mismatched bracers, although they are not intended to be worn by the same person.
If two people each wear a bracer and a command word is spoken, the wearer of the larger bracer is protected by a *shield other* spell, with the wearer of the smaller bracer acting as the caster of the spell.
Evil clerics decorate these bracers with symbols of manacles and skulls and clap the smaller bracer on an unwilling shackled victim, while good and neutral clerics normally decorate them with more benign symbols and give them to allies.
The power of the bracers may be activated once per day.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *shield other*; *Market Price*: 2,200 gp; *Weight*: 1/2 lb.
each.

CHANIUD'S PLACARDS

These lacquered pieces of parchment are usually found in sets of ten.
One side of each placard bears the symbol of Chaniud the Lawkeeper (three horizontal lines below an open circle); the other side depicts a famous cleric or scholar of Chaniud's faith.
To activate a placard, the bearer must hold the card, speak Chaniud's name, and ask a single question as if using a *commune* spell.
Since most of these items are created by the church of Chaniud, the answer comes from his agents and may be colored by the god's or agent's perspective.
(Members of other faiths who create similar placards do not use Chaniud's symbols or historical figures).
After the placard has answered one question, it loses all magic, and the images on both sides fade until they are barely visible.
The creation costs and other information provided below are for a single placard.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *commune*; *Market Price*: 875 gp; *Cost to Create*: 375 gp + 55 XP.

CLOAK OF BLACKFLAME

This cloak resembles a tangle of thick, black cobwebs when not worn, but turns into a woven black cloak of coarse threads when donned.

It absorbs up to fourteen energy drain attacks (an attack that would bestow two negative levels counts as two attacks) before losing its magical properties.
Caster Level: 14th; *Prerequisites*: Craft Wondrous Item, *negative energy protection*; *Market Price*: 11,800 gp; *Weight*: 1 lb.
This item first appeared in *Magic of Faerûn*.

DIAMOND EYE CIRCLET

When worn, this silver circlet's diamond centerpiece rests on the forehead.
The wearer may use *detect undead* at will.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *detect undead*; *Market Price*: 2,000 gp; *Weight*: —.

DRACANITE HELM

This bronze helm grants a +2 deflection bonus to AC and protects the wearer from all forms of possession.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *protection from possession*, *shield of faith*, caster must be 6th level; *Market Price*: 12,000 gp; *Weight*: 3 lb.

DRIFTWOOD AMULET

These items are typically made by the church of Soggelos.
The amulet is an oddly shaped piece of water-worn wood studded with pearls and coral on a leather cord.
The wearer can speak and understand Aquan, is protected by cold resistance 5, and may use a *chill metal* effect once per day.
Some of these items are crafted onto belts instead of amulets.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *chill metal*, *endure elements*, creator must speak Aquan; *Market Price*: 7,400 gp; *Weight*: 1 lb.

DURANN'S VESTMENT

This fine vest of brown and gold threads provides cold resistance 5 and allows the wearer to use a *zone of truth* effect once per day centered on herself.
The wearer may also use *cure critical wounds* once per day.
The wearer of the vestment is magically prevented from speaking anything but the truth.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *cure critical wounds*, *endure elements*, *zone of truth*; *Market Price*: 22,000 gp; *Weight*: —.

ENEMY SPIRIT POUCH

This leather pouch is worn around the neck like a necklace and contains token items keyed to a type or subtype of creature that can be a ranger's favored enemy.
(A pouch can also be keyed to ghosts or yuanti, as described in the Ranger section earlier in this chapter).
A creature wearing an *enemy spirit pouch* gains a +1 competence bonus on attack rolls against creatures of that type.
A ranger whose favored enemy matches that of the *enemy spirit pouch* is treated as five levels higher for purposes of determining his damage and skill check bonuses against that favored enemy (in effect, the pouch increases those bonuses by +1).
If a creature of the type keyed to a pouch wears that pouch, it gains one negative level.
The negative level remains as long as the pouch is worn and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be removed in any way (including by a *restoration* spell) while the pouch is worn.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect animals or plants*, creator must be a ranger whose favored enemy matches that of the pouch; *Market Price*: 2,100 gp; *Weight*: 1 lb.
This item first appeared in *Magic of Faerûn*.

FEATHER MASK

This item is a mask of raven feathers woven together.
In addition to having all the properties of a *ring of feather falling*, the mask allows the wearer to summon a giant raven (treat as a giant eagle) once per day as if using a *summon nature's ally* IV spell.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *feather fall*, *summon nature's ally* IV, creator must be not evil and not lawful; *Market Price*: 14,500 gp; *Weight*: —.

FIGURINES OF WONDROUS POWER

Several other kinds of magic figurines can be found in this part of the world.
They follow all the normal rules for magic figurines.

BONE APE

This figurine is carved out of the thick end of an animal's thigh bone.
When activated, it transforms into a black-furred ape with a white face.
The ape can be used once per week for up to 8 hours at a time.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 10,000 gp; *Weight*: —.

JET SERPENT

Carved from an unfaceted piece of jet, this figurine of a twining black snake transforms into a Medium-sized constrictor snake when activated.
In addition to the standard abilities of the animal, the *jet serpent* has a +1 morale bonus on attack and damage rolls against undead creatures.
The snake may be used twice per week for up to 8 hours at a time.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 12,000 gp; *Weight*: —.

PEARL OCTOPUS

Created almost exclusively by the church of Soggelos, this bluish pearl is carved to resemble an octopus coiled into a sphere.
When activated, it turns into a blue Small octopus (although it can change colors in the manner of its kind).
It can be used up to three times per week, each use lasting no more than 4 hours.

Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 5,000 gp; *Weight*: —.

FLESH OF ORCUS

Made from corrupted flesh and soaked in the ichor of a vampire, this hunk of tainted meat is usually attached to a bone (most often a humanoid bone).
If this meat is eaten in its entirety by a living creature, that creature must succeed on a Fortitude saving throw (DC 22) or die and rise as a vampire the next night.
Humanoids gain the vampire template, and creatures that are eligible gain the monstrous vampire template, but all other living creatures simply die and do not rise as undead.
As with the *blood of Orcus*, this item is either forced upon prisoners or given as a gift to servants who wish to become undead.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *create undead*; *Market Price*: 6,000 gp; *Weight*: 1 lb.

GHOST PRISON

These simple foot-high glass cylinders are capped on both ends with brass and appear to be filled with yellow mist.
Created by yuan-ti, they are more deadly versions of the *phasestone* and can trap ghosts within them.
Any ghost who comes within 10 feet of a *ghost prison* must make a Will saving throw each round (DC 17) or be pulled entirely into the cylinder, to be trapped there until someone speaks the ghost's name (at which time he can attempt another Will save—although no more than two can be attempted in a given day) or the *ghost prison* is destroyed.
A *ghost prison* containing ghosts sometimes has ghostly faces visible within the yellow mist.
If the *ghost prison* is destroyed, any ghosts within it are slain.
The cylinders have hardness 1, 5 hit points, and a break DC of 16.
A *ghost prison* can hold up to five ghosts (either at the same time or sequentially); after the fifth ghost is freed, the cylinder shatters and the item becomes nonmagical.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *magic jar*; *Market Price*: 10,000 gp; *Weight*: 1/2 lb.

GLOVE OF THE MASTER STRATEGIST

This black leather glove is decorated with purple silk thread.
It acts as a *glove of storing* and allows the wearer to use a *true strike* effect once per day.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *shrink item*, *true strike*; *Market Price*: 3,600 gp; *Weight*: —.

GREEN TOOTH NECKLACE

While the first item of its kind may have actually been made from one of the teeth of Saurivadartak the Green, there are easier methods of creating such an item.
A six-inch tooth worn on a braided copper necklace, this item protects the wearer from 15 points of acid damage per round (as a *ring of minor elemental resistance*).
It also allows the wearer to speak and understand Draconic, grants a +10 competence bonus on Diplomacy checks involving dragons, and gives a +3 resistance bonus on Will saving throws.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *comprehend languages*, *protection from elements*, *resistance*; Market Price: 26,000 gp; *Weight*: —.

IOUN STONES

IOUN STONE (CLEAR TEARDROP)

This ioun stone allows its owner to use *detect undead* at will.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *detect undead*, creator must be 12th level; *Market Price*: 4,000 gp; *Weight*: —.

LAWKEEPER'S LOCK

This padlock of orange-tinted metal is worn on a chain of similar material and bears a key of shining steel.
It counts as an amulet for the purpose of items using a limited space.
When worn, it gives constant *protection from chaos*.
The item also has two powers, each of which works only once.
If the key is inserted into the lock and turned clockwise, the item unleashes *order's wrath* upon an area chosen by the wearer.
If the key is turned counter-clockwise, it summons either a hound archon (if the wearer is neutral or good) or an achaierai (if the wearer is evil) with a *summon monster* V effect.
Even after these powers are spent, the item still provides *protection from chaos*.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *order's wrath*, *protection from chaos*, *summon monster* V, creator must be neither good nor evil; *Market Price*: 12,100 gp; *Weight*: —.

LIVING MASK

This one-use magic item functions as soon as a wearer puts it on, and stops as soon as it is taken off, becoming powerless.
It works only when worn by an undead creature.
Each mask provides an illusion that the wearer is alive, albeit a living person wearing a theater mask and clad in fine clothing.
The undead appear alive not only to the senses, but also to spells such as *detect undead* and *deathwatch*.
These items allow people with undead minions to walk about the city if need be.
If these items were known to exist, the government of Manifest would declare them illegal.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *change self* or *disguise undead*, *misdirection*; *Market Price*: 400 gp; *Weight*: 1 lb.

MESSAGE ARROW

Each of these masterwork arrows has the image of a pointing hand etched into its head and a small wooden sleeve on its shaft that can hold a single folder piece of paper.

If a message is placed into the sleeve and the arrow is fired into the air, it speeds off in the direction of the intended recipient, who may be a specific individual or the closest person matching a given description, as explained in the *helping hand* spell.
Its maximum range is 5 miles.
Locating a recipient who is within range takes the amount of time described in the *helping hand* spell, based on the distance to the target.
While in flight, the *message arrow* is invisible and insubstantial, so it cannot harm creatures or be attacked.
When it finds the intended recipient or an appropriate match for the description it was given, the arrow strikes the ground at the feet of that individual, who may then retrieve the message from the sleeve.
Once it lands, the power of the *message arrow* is spent; it cannot be used in the same way to send a response.
The *message arrow* cannot reach targets within a completely enclosed space, but it can accurately steer through any opening that is at least the size of an arrow slit.
If the arrow cannot find the recipient or a suitable match within range, or if it is prevented from reaching the target by some barrier, it returns to the creature that fired it and embeds itself near that creature's feet, its power spent and its shaft broken.
A crossbow bolt variant of this weapon can be fired from a crossbow instead of a standard bow.
Either variety may be used as a masterwork item of its type if desired, though it has the normal chance for breakage or loss, and it possesses no special combat properties.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *helping hand*; *Market Price*: 400 gp.

MITHRAL BELLS

This item is a set of eleven small mithral bells on a bracelet-sized chain of mithral.
The wearer can detach a bell and throw it up to 40 feet.
When it reaches the end of its trajectory, it explodes in a *sound burst* effect.
As long as there are at least three bells remaining on the chain, it provides a +2 circumstance bonus on all Perform checks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *sound burst*, creator must be a bard; *Market Price*: 3,700 gp; *Weight*: —.
This item first appeared in *Magic of Faerûn*.

NECKLACE OF SKULLJEWELS

Eight tiny skulls carved of precious stones hang from this black leather cord.
As a standard action, the wearer can detach a skull from the cord, name a kind of undead (see below), and throw the skull up to 30 feet away, which causes the appropriate kind of undead to appear as if summoned with a *summon undead* III spell.
As per the spell, if weaker undead are named to be summoned, more appear.
The wearer can choose from the following kinds and numbers of undead: 1d4+1 Medium skeletons, 1d4+1 Small zombies, 1d3 Medium zombies, 1d3 Large skeletons, 1 Large zombie, 1 ghoul, or 1 Huge skeleton.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *summon undead* III; *Market Price*: 7,000 gp; *Weight*: —.

NESSEK'S CROWN

This small crown of red gold is often decorated with gems and shaped to look like licking flames.
In addition to acting as a *ring of minor elemental resistance*, once per day it can shoot forth a blast of flame equivalent to a *burning hands* spell.
A crown counts as a headband for the purpose of what space a magic item uses.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *burning hands*, *protection from elements*; *Market Price*: 20,000 gp; *Weight*: —.

PHAANT'S LUCKSTONE

These faceted, translucent, flawed gray gemstones are usually found in lots of two to five.
When worn or carried by a creature, a *Phaant's luckstone* allows the bearer to reroll one roll she has just made, as if using the granted power of the Luck domain.
Once this reroll is made, the luckstone turns to worthless black powder.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *divine favor*, creator must have the Luck domain; *Market Price*: 1,000 gp; *Weight*: —.

PHASESTONE

This item can trap any ghost it touches, absorbing all ectoplasm into it, and storing the ghost for up to 48 hours.
An unwilling ghost is allowed a Will save (DC 20) to resist the attempt.
The stone can be used only once, but it is not considered used until it has successfully stored a ghost.
The possessor can "discharge" the ghost early if desired.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *disrupt ectoplasm*, *trap the soul*; *Market Price*: 2,000 gp; *Weight*: 1 lb.

POUCH OF PUREST EARTH

Created by Galaedran druids, this pouch is made of softened tree bark and laced shut with carefully preserved vines.
Inside are five handfuls of rich mulch consisting of dark soil and decomposed vegetable matter.
Each handful of mulch can be used to produce one of the following effects.
antiplant shell entangle (DC 11) *plant growth* Once all the mulch has been used, the item loses all power.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *antiplant shell*, *entangle*, *plant growth*; *Market Price*: 4,000 gp; *Weight*: 1 lb.

SKULLMARBLE

This item is made of a bleached mouse skull encased in a sphere of clear resin.
When touched to an undead creature (requiring a melee touch attack), it disappears in a shockwave of positive energy, dealing 1d6 points of damage to the undead.

It can also be thrown at an undead creature (as a ranged touch attack, range increment 10 feet) with the same effect.
No weapon proficiency is needed to use the item.
Up to three can be thrown as part of a single attack, each requiring a separate attack roll.
Alternatively, a *skullmarble* can be used like a bullet with a sling, although it is still considered a ranged touch attack, and it deals only positive energy damage, not a bullet's normal damage (the advantage is a longer range increment).
If used against a target that is not undead, it still disappears, but has no effect.
A character with at least 1 rank in the Alchemy skill knows how to grind a *skullmarble* into a sandy powder.
This powder can be thrown as a grenade-like weapon up to 5 feet.
Up to three marbles' worth of powder can be thrown as an attack, dealing 1d6 points of damage per *skullmarble* to the targeted undead and 1 point of splash damage to any undead within 5 feet of the targeted undead.
If used to target a square instead of a creature, undead in that square or within 5 feet of it take 1 point of splash damage.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *disrupt undead*; *Market Price*: 25 gp; *Weight*: —.

WANDERER'S BOOTS

These sturdy leather boots have thick soles and are incredibly comfortable.
The wearer gains a +3 resistance bonus on all Fortitude saves and may move as if under the effect of an *expeditious retreat* spell once per day.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *expeditious retreat*, *resistance*; *Market Price*: 7,800 gp; *Weight*: 1 lb.

WHITE ROBE OF THE GHOSTWARDEN

This long white robe is decorated with holy runes in gold thread.
In addition to functioning as a *cloak of resistance +1*, it allows the wearer to use *prayer* once per day.
While worn by a ghost, it automatically shifts its appearance to "normal", regardless of the manner of the ghost's death.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *change self* or *pleasant visage*, *prayer*, *resistance*; *Market Price*: 10,000 gp; *Weight*: 1 lb.

HEROES OF BATTLE (3.5)

BLAST DISK

This item, resembling a jet-black plate with an 8-inch diameter, can be set to explode via proximity or a timer.
In either function, when the disk activates it explodes, dealing 5d6 points of fire damage to all creatures and objects within 10 feet of the disk (Reflex DC 14 half).
If set to explode via proximity, a *blast disk* must be set down in a square on the battlefield.
The next creature of Small or larger size to enter that square (either on the ground or airborne within 5 feet) sets off the blast disk.
That creature receives a –2 penalty on the save against the blast.
A *blast disk* can also be set to automatically explode up to 10 rounds after placement.
Faint evocation; CL 5th; Craft Wondrous Item, *fireball*; Price 900 gp.

BLESSED BANDAGE

This piece of first aid equipment can be applied to a dying creature.
Applying a *blessed bandage* is a standard action that immediately stabilizes the target (but heals no damage).
Faint conjuration; CL 3rd; Craft Wondrous Item, *cure minor wounds*; Price 10 gp.

CAMOUFLAGE PAINT

This jelly-like substance comes in a jar 3 inches in diameter and 1 inch deep.
Each jar has enough material for five applications.
To apply, the user spreads globs of the substance across her face as a standard action.
Once applied, *camouflage paint* changes the color of the user's skin, clothing, and gear to that of her surroundings.
This effect provides a +5 circumstance bonus on Hide checks, but only when the user is stationary.
The effects of *camouflage paint* last for 2 hours.
Faint transmutation; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,500 gp; Weight 1/2 lb.

DAERN'S INSTANT TENT

This item appears to be a strip of canvas, folded into a small triangle.
When activated by speaking the command word, it grows to become a 20-foot-square tent.
The inside of the tent is kept temperate, as the spell *Leomund's tiny hut*.
There are cots for up to eight Medium creatures inside, and a lit firepit with a smokehole.
The tent itself has resistance 10 to electricity, fire, and acid, as well as immunity to cold.
Moderate conjuration; CL 7th; Craft Wondrous Item, *Leomund's tiny hut*; Price 9,000 gp.

DRUMS OF MARCHING

This pair of drums includes a harness that allows them to be strapped to the front of a humanoid creature.
A character who plays these drums during overland movement and succeeds on a DC 15 Perform (percussion instruments) check grants those within 120 feet a +4 bonus on the Constitution check to avoid nonlethal damage from a forced march (see page 164 of the *Player's Handbook*).
Using the drums doesn't affect the performer's speed.
Faint transmutation; CL 1st; Craft Wondrous Item, *longstrider*; Price 1,000 gp.

EVERLASTING RATIONS

This small leather pouch contains enough trail rations to feed a Medium creature for one day.
Every morning at sunrise the pouch magically creates another day's worth of rations.
Faint conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 350 gp.

HEALING SALVE

This greasy, yellow, jelly-like substance comes in a jar 3 inches in diameter and 2 inches deep.
A single application smeared across a wound will cure 1d8+1 points of damage (as *cure light wounds*).
A double application will cure 2d8+3 points of damage (as *cure moderate wounds*).
A triple application will cure 3d8+5 points of damage (as *cure serious wounds*).
No matter how much salve is used, each application takes a standard action to apply.
A single jar has enough gel for ten single applications.
Faint conjuration; CL 5th; Craft Wondrous Item, *cure serious wounds*; Price 2,250 gp; Weight 1 lb.

HORN OF PLENTY

This horn can be blown once per week to create a *heroes' feast*, as the spell, for twelve participants.
Strong conjuration; CL 12th; Craft Wondrous Item, *heroes' feast*; Price 12,960 gp.

HORN, RALLYING

Twice per day, this horn can be sounded in an attempt to rally troops (see page 73).
Anyone wielding one of these horns gets a +10 bonus on any rally check he attempts.
Moderate enchantment; CL 10th; Craft Wondrous Item, *remove fear*; Price 3,600 gp.

HORN OF THE RIDER

This curved horn bears engravings of armed men on horseback, charging into battle.
Three times per day, the user can attempt a DC 15 Perform (wind instruments) check to create one or more riders made of force energy.
If the check fails, no riders are created, but it still counts as one of the horn's daily uses.
A *lesser horn of the rider* summons a single rider of force (as the *spiritual charger* spell; see page 128).
Each rider has a +5 attack bonus and deals 2d8+2 points of damage.
A *greater horn of the rider* summons three horsemen (as the *spiritual cavalry* spell; see page 127).
Each rider has a +11 attack bonus and deals 2d8+4 points of damage.
Moderate evocation (lesser) or strong evocation (greater); CL 6th (lesser) or 12th (greater); Craft Wondrous Item, *spiritual cavalry* (greater) or *spiritual charger* (lesser); Price 18,000 gp (lesser) or 60,000 gp (greater).

ORB OF SHOWERS

This 8-inch-diameter glass sphere is similar to, but much weaker than, the *orb of storms* described on page 263 of the *Dungeon Master's Guide*.
Once per week, the possessor can call upon the orb to create a rain shower in a two-mile-radius circle around him (see page 94 of the *Dungeon Master's Guide* for the effect of rain).
The rain shower lasts for 24 hours.
The orb has no effect indoors or underground.
In cold climates, the orb creates sleet instead of rain.
Strong transmutation; CL 13th; Craft Wondrous Item, *control weather*; Price 15,000 gp.

PHILOSOPHER'S WOOL

This thick, milky cream protects the wearer from the dangers of hot weather and from fire-based attacks.
To apply, the user spreads the cream over her face, neck, and any exposed flesh.
Philosopher's wool completely protects creatures from the ill effects of very hot weather (temperatures between 90° and 110° F) and provides a +5 circumstance bonus to Fortitude saves made when exposed to severe heat (temperatures above 110° F).
In addition, these saving throws need only be made once per hour instead of every 10 minutes.
Finally, *philosopher's wool* protects a creature from up to 60 points of damage from fire-based attacks.
The effects of *philosopher's wool* wear off after 24 hours, or after the substance absorbs 60 points of damage from fire-based attacks.
A 3-inch diameter, 1-inch deep jar of *philosopher's wool* has enough cream for five applications.
Faint abjuration; CL 5th; Craft Wondrous Item, *endure elements*, *protection from energy*; Price 3,000 gp; Weight 1/2 lb.

PORTABLE FOXHOLE

When placed on a flat surface, this circular piece of canvas creates a shallow pit 5 feet square and 3 feet deep.
The foxhole provides cover against ranged attacks.
Items left in the foxhole when it is closed end up on top of the flat surface, since the *portable foxhole* is not an extradimensional storage item.
Faint transmutation; CL 5th; Craft Wondrous Item, *move earth*; Price 5,000 gp.

SCRYING BEACON

This button-sized item is usually crafted of ebony or jet.
If a spellcaster spends 1 minute attuning himself to the beacon, he can choose for the next *clairaudience/clairvoyance* spell he casts to be centered on the beacon, as long as he is within one mile of it.
Once this power has been used, the beacon becomes dormant until the caster attunes himself to it again.
Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 750 gp.

STANDARDS

Standards (sometimes called banners) fly in the companies of an army.
This type of wondrous item provides benefits to the unit that bears it.
Unless otherwise noted, all allies of the standard-bearer within 30 feet of the standard receive the indicated benefit for as long as they can see the standard.
A standard requires two hands to use, so a two-armed holder is unable to use a weapon or shield while carrying the banner.
In some cases the standard is mounted on a weapon, and that weapon can be used normally in combat.
A standard is an important part of a military force.
Even those that are not magical provide a sense of pride and loyalty to those marching under them.
They also can have important strategic value.
If a standard-bearer falls during combat, any magical benefits granted by the standard cease.
If the standard is not raised again by an ally within 1 round, all those who were benefiting from it must make a morale check (see page 72).
If the morale rules are not being used, then followers of a fallen banner become shaken if it is not raised by an ally within 1 round (Will DC 20 negates).

BANNER OF LAW

Order reigns supreme under this banner, and all nonchaotic allies within 30 feet are protected as if by a *protection from chaos* spell.
Similar banners protect against law, evil, or good.
Moderate abjuration; CL 6th; Craft Wondrous Item, *magic circle against chaos*; Price 8,000 gp.

BANNER OF THE GOBLIN'S BANE

Those with a mutual loathing of goblins march under this banner, which usually depicts the hated foe in some manner of death or dire injury.
Allies within 30 feet gain a +2 bonus on damage rolls against goblinoids.
Other banners exist that designate foes of a different type or subtype.
Common foes include orcs, giants, and undead.
Faint conjuration; CL 5th, Craft Wondrous Item, *summon monster* I; Price 8,000 gp.

BANNER OF THE UNLIVING

Depicting a bone-white skeleton on a field of midnight blue, this flag provides +2 turn resistance to any undead allies within 30 feet.
This turn resistance stacks with any turn resistance the undead might already have.
Moderate necromancy; CL 9th; Craft Wondrous Item, *desecrate*; Price 12,000 gp.

FORGEHOME STANDARD

Dwarves are the typical followers of this banner—particularly when they march to war against giantkind—but its benefits apply to all allies within 30 feet.
This banner grants a +2 dodge bonus to Armor Class against attacks made by giants; this bonus stacks with the dodge bonus all dwarves gain when fighting giants.
The banner also gives a +2 bonus to morale checks made when at least one enemy giant is visible.
Moderate enchantment; CL 7th; Craft Wondrous Item, creator must be a dwarf; Price 4,000 gp.

HEALER'S STANDARD

This flag denotes the noncombative nature of its bearer and her comrades, typically healers or combat medics.
The bearer and any unarmed allies within 30 feet receive the effects of a *sanctuary* spell (see *Player's Handbook* page 274); any opponent that attempts to attack them must make a DC 16 Will save or be unable to attack.
Moderate abjuration; CL 7th; Craft Wondrous Item, Heighten Spell, *sanctuary*; Price 14,000 gp.

SIGN OF THE FAVORED

This banner is of relatively simple design, usually in the colors of the nation or entity it represents and adorned with symbols for the gods of luck, valor, or war.
Three times per day, the standard-bearer can invoke a prayer to the depicted gods.
The prayer grants allies within 30 feet a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks for 5 rounds.
Faint enchantment; CL 5th; Craft Wondrous Item, *prayer*; Price 16,200 gp.

STANDARD OF THE GALLOPING STEED

This banner, emblazoned with the mark of a charging horse, is typically mounted on the end of a spear or lance; colorful streamers unfurl during a charge.
When charging, the bearer and any charging allies within 30 feet receive a +2 bonus on their attack rolls.
Moderate evocation; CL 8th; Craft Wondrous Item, *mount*; Price 8,000 gp.

HEROES OF HORROR (3.5)

ROD OF SANCTITY

Created by the ancient purifiers who learned at the feet of Kardol Erzai himself (see page 109), the *rod of sanctity* is both a weapon and a shield against taint.
It is unique to the organization not because they keep its construction secret—in fact, many purifiers would love to see the *rod* become more common—but because only a purifier of the Hallowed Doctrine can create one.
Rod of Sanctity: This rod, constructed of black iron inlaid with lapis lazuli, is a powerful tool against taint.
It functions as a +2 *bane light mace* against any creature with a taint score; against all other creatures it functions as a masterwork light mace.
It grants a +2 resistance bonus to any saves made to resist gaining taint.
If wielded by a purifier of the Hallowed Doctrine, it adds +4 to his effective purifier level and +2 to his effective

Charisma modifier for purposes of smiting tainted creatures or turning tainted creatures.
Strong abjuration; CL 11; Craft Wondrous Item, must be capable of channeling positive energy specifically against taint; Price 36,805 gp; Cost 18,250 + 1,460; Weight 8 lb.

LIBRIS MORTIS (3.5)

BAGPIPES OF THE DAMNED

When played, these bagpipes help bolster undead against turning.
The piper must make a DC 15 Perform (wind instruments) check.
If successful, all undead within 60 feet gain a +4 bonus on turn resistance for 10 rounds.
Moderate necromancy; CL 10th; Craft Wondrous Item, able to rebuke undead as a 10th-level cleric; Price 3,000 gp; Weight 4 lb.

CLOAK OF TURN RESISTANCE

This unholy item makes its wearer more difficult to turn by adding a +4 bonus on its turn resistance.
Moderate necromancy [evil]; CL 10th; Craft Wondrous Item, able to rebuke undead as a 10th-level cleric; Price 11,000 gp.

ECTOPLASMIC ICHOR

When this thick, translucent paste is spread onto a corporeal object (requiring a standard action), it allows incorporeal creatures to interact with that object as if they were corporeal (much like a ghost touch weapon).
A single vial coats one Medium or smaller weapon, shield, or suit of armor, or any other object of similar size.
The effect lasts for 1 hour.
Moderate transmutation; CL 7th; Craft Wondrous Item, *ghost touch*; Price 500 gp.

GHOST NET

This gossamer-thin netting is thrown like a net, except it only affects incorporeal creatures.
If the net hits an incorporeal target, the creature isn't entangled, but instead is treated as corporeal for the purpose of dealing damage to it with physical or magical attacks.
It can be hit with normal weapons (though the creature's normal damage reduction, if any, still applies) and there is no 50% chance that it ignores damage from corporeal sources.
A creature ensnared by a *ghost net* also can't turn ethereal (or, if snared on the Ethereal Plane, can't return to the Material Plane).
The creature retains all other special abilities, and can extract itself from the net with a DC 20 Escape Artist check (a full-round action).
The *ghost net* can't be burst by Strength.
Moderate transmutation; CL 7th; Craft Wondrous Item, *ghost trap*; Price 8,000 gp.

GHOUL GAUNTLETS

When worn by a living creature, these mottled gloves virtually meld with the wearer's own flesh, making his hands appear gaunt and rotting.
Once per round, the wearer can make a touch attack that paralyzes the target for 1d6+2 rounds (Fortitude DC 13 negates).
Elves are immune to this paralysis.
The wearer can also deliver this attack as part of an unarmed strike, slam, claw, or similar natural attack made with the hand, but in that case must attack normally (and not with a touch attack).
The *ghoul gauntlets* have no effect when worn by a construct or undead creature.
If the wearer dies, the gauntlets revert to their normal appearance.
Faint necromancy; CL 3rd; Craft Wondrous Item, *ghoul touch*; Price 10,000 gp.

GLOBE OF SUNLIGHT

This golden fist-sized orb can be hurled up to 50 feet.
When it arrives at the end of its trajectory, it detonates as a *sunburst* spell (Reflex DC 22 partial), except that the radius of the burst is only 40 feet.
Strong evocation; CL 15th; Craft Wondrous Item, *sunburst*; Price 6,000 gp; Weight 1 lb.

GOGGLES OF DAY

The lenses of this item are made of silvered crystal.
When placed over the eyes, the wearer can operate without penalty in preternaturally bright light, such as might result from a *flare*, *sunbeam*, or *sunburst* spell.
A bonus side effect allows vampires a full-round action prior to dissolution when confronted with sunlight, as opposed to just a partial action.
Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 4,500 gp; Weight 1 lb.

GOGGLES OF LIFESIGHT

The wearer of these goggles automatically knows whether any visible creature within 30 feet is alive, dead, undead, or neither alive nor dead (such as a construct).
Moderate divination; CL 9th; Craft Wondrous Item; *true seeing*; Price 2,000 gp.

HUSK GLOBE

The bodies of humanoid creatures sacrificed according to special rituals of necromancy can be placed in globes of glass or crystal, so they remain perfectly preserved and on display indefinitely.
Moreover, *husk globes* retain the imprinted knowledge once possessed by the corpse preserved within.
Anyone who runs a hand across the surface of the globe and commands the occupant to speak by their correct name can ask questions of it.
The questioner may ask up to ten questions once the corpse is activated.
The corpse answers telepathically, mentally audible to all within 30 feet of the globe.

The husk's knowledge is limited to what it knew during life, including the languages it spoke (if any).
Answers may be brief, cryptic, or repetitive.
The husk can be activated once per week.
The husk can learn new information if told while active, and that information may be retrieved later by different questioners.
Moderate necromancy; CL 10th; Craft Wondrous Item, *speak with dead*; Price 8,500 gp; Weight 700 lb.

LYRE OF THE RESTFUL SOUL

When played, this lyre weakens the ability of undead creatures to resist turning or rebuking.
The drummer makes a DC 15 Perform (string instruments) check.
If successful, all undead within 60 feet take a –4 penalty to turn resistance (which can lower their effective HD for turning to below their normal HD, but not lower than 1) for 10 rounds.
Moderate necromancy; CL 10th; Craft Wondrous Item, able to turn or rebuke undead as a 10th-level cleric; Price 3,000 gp; Weight 5 lb.

NIGHT CALLER

This whistle is transparent but weighty as if forged of iron, not glass.
The whistle resembles a small dragon curled up like a snail.
When blown over a grave containing a body in darkness or at night, one corpse below animates and claws its way to the surface.
The zombie serves the whistler faithfully until it is destroyed, as if it were created with *animate dead*.
The whistle can be used once per week; however, the whistler can acquire no more than two zombie followers at any one time using *night caller*.
Faint necromancy; CL 5th; Craft Wondrous Item, *animate dead*; Price 7,000 gp.

NYCOPTIC MANUSCRIPTS

These twin papyrus scrolls are inscribed with ancient tales and cryptic prophecies by an anonymous, almost-certainly insane author.
Despite their dubious accuracy, the manuscripts contain many useful descriptions of spells from the school of necromancy, and grant the possessor a +5 competence bonus on any Knowledge (arcana) check she makes that deals with necromantic topics as the long as the scrolls are in her possession and the character can take 1d4 rounds to find the proper reference.
Moderate necromancy; CL 10th; Craft Wondrous Item, Knowledge (arcana) 5 ranks; Price 2,500 gp; Weight 2 lb.

UNHOLY SHROUDS

These shrouds look like ordinary funerary wrappings for dead bodies and are often decorated with symbols and icons representing the dead rising.
If a dead body is wrapped in the shrouds, and the command word spoken, it returns as an undead creature.
The kind of undead it returns as is determined by the type of shrouds—*lesser shrouds* animate the corpse as a ghast, while *greater shrouds* turn the body into a wraith.
The undead creature is not under anyone's control when it rises, though it may be commanded or controlled by the normal means.
Wrapping a body takes 10 minutes.
The magic of the shrouds is usable once only, after which the wrappings turn to dust.
Strong necromancy; CL 12th (lesser) or 16th (greater); Craft Wondrous Item, *create undead* (lesser) or *create greater undead* (greater); Price 3,600 gp (lesser) or 6,400 gp (greater); Weight 10 lb.

LORDS OF DARKNESS (3.0)

DROW HOUSE INSIGNIA

These metal tokens are normally worn on a chain or in a pouch tied around the neck.
Each bears a symbol of a noble house from a particular drow city and requires a secret command word to activate.
An insignia has a single minor magical ability that can be used once per day, usually a spell of 3rd level or lower.
Those belonging to powerful drow often have multiple abilities of various power levels.
Typical spells for a house insignia are *blur*, *cat's grace*, *cloak of dark power*, *comprehend languages*, *feather fall*, *jump*, *read magic*, *scatterspray*, *shield*, *spider climb*, *unseen servant*, and *water breathing*.
Each insignia is slightly different, even those of the same noble house, so it is possible that a person aware of the unique shape of a person's insignia can magically locate that person.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, appropriate spell; *Market Price*: 360 gp (1st-level ability), 2,160 gp (2nd-level ability), or 5,400 gp (3rd-level ability); *Weight*: 1/2 lb.

FIRE ELEMENTAL GEM

Each of these red or orange gems contains a conjuration spell attuned to the Elemental Plane of Fire.
When the gem is crushed, smashed, or broken, a fire elemental appears as if summoned by a *summon monster* spell.
The elemental is under the control of the creature that broke the gem.
Breaking the gem is a standard action.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *summon monster* III (Small elemental), V (Medium-size), VI (Large), VII (Huge), VIII (greater), or IX (elder); *Market Price*: 750 gp (Small), 2,250 gp (Medium-size), 3,300 gp (Large), 4,550 gp (Huge), 6,000 gp (greater), or 7,650 gp (elder); Weight: —.

GREATER PIWAFWI

These dark-colored cloaks have all the abilities of a *cloak of elvenkind* and also provide the benefit of *endure elements* (*fire*), negating 5 points of fire damage per round.
(*Lesser piwafwi* are simply *cloaks of elvenkind*).

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *endure elements*, *invisibility*, creator must be a drow; *Market Price*: 6,100 gp; *Weight*: 1 lb.

LORDS OF MADNESS (3.5)

AMULET OF INVIOLATE FORM

This mystic amulet is set with seven red garnets.
Whenever the wearer is subjected to a spell or effect that would significantly change her bodily form or composition, she can expend one charge to negate the transformation.
She must decide whether to use the charge before she attempts a saving throw.
Effects that the amulet protects against include polymorph, petrification, gaseous form, and transformative attacks such as the touch of an aboleth's tentacle or a chaos beast.
The amulet has 7 charges, one for each garnet; the garnets turn dull black as charges are expended.
Moderate abjuration; CL 9th; Craft Wondrous Item, *break enchantment*; Price 11,000 gp.

BRAIN CANISTER

The ultimate goal of every mind flayer is to join the elder brain upon death.
To be denied this is the worst fate imaginable.
When illithids die far from home, their brains cannot be brought back to the elder brain before putrefaction begins.
Once a deceased illithid's brain begins to rot, the elder brain does not accept it.
This is viewed as a great waste.
To prevent such a tragedy, mind flayers developed the brain canister.
This metal urn is typically made from copper and filled with an alchemical solution.
A brain placed in the canister lives on indefinitely, although it is unconscious and insensible.
Removing a brain for storage in the canister requires a DC 25 Heal check (mind flayers gain a +5 circumstance bonus on this check due to their natural facility at the task).
The body must be living when removal begins, and the brain must be placed in the canister within 1 minute of removal, or it dies.
The creature whose brain is removed dies immediately and cannot be *raised* or *resurrected* unless the brain is recovered or destroyed.
Mind flayers sometimes use brain canisters to store meals for long journeys, when it might not be possible to feed as often as they like.
They also store the brains of particularly interesting humanoids, so they can perform terrible experiments or transplants on the brain or question these individuals through various psionic means.
Faint necromancy; CL 5th; Craft Wondrous Item, *gentle repose*; Price 30,000 gp; Weight 5 lb.

BRAINMATE

Mind flayers in the vicinity of an elder brain feel its presence constantly.
This is not an unpleasant sensation for them.
The never-ending hum of the elder brain's activity is a reassuring sensation for an illithid.
When a mind flayer travels outside the elder brain's range of influence, that comforting presence is lost.
An imperfect solution to this problem is the brainmate.
The brainmate consists of a tiny bud, about the size of a walnut, taken from an elder brain and encased in a crystal globe filled with mucus.
The brain matter itself might or might not be visible within the murky goo.
The globe can be worn on a chain around the neck or simply carried on the wearer's person.
A brainmate is nominally sentient.
It contains a tiny portion of the elder brain's knowledge, and it responds to direct telepathic questions.
Although a brainmate does not provide the comforting background hum of mental activity that illithids find so soothing, it is a useful companion to a far-ranging mind flayer.
If the wearer has the telepathy special ability, the ability to cast R*ary's telepathic bond*, or the *mindlink* psionic power, he can access the brainmate to make use of its knowledge.
A brainmate possesses 10 ranks in two specific Knowledge skills, allowing the wearer to make checks in those specific skills as if he possessed the same number of ranks.
The wearer uses his own Intelligence modifier on these checks Besides storing information from the elder brain, a brainmate also records everything its owner imparts to it.
If the brainmate is worn or carried by a telepathic user, it records everything the individual sees, hears, or experiences.
It is common, therefore, for illithid spies to be equipped with brainmates.
When a spy returns to its community, the elder brain has perfect access to everything the spy encountered, with no memory loss or room for misinterpretation.
Moderate divination; CL 11th; Craft Wondrous Item, R*ary's telepathic bond* or telepathy as a special ability; Price 10,000 gp.

CERULEAN SIGN

The ancient *cerulean sign* is a potent symbol against aberrations and their ilk.
Said to be an ancient glyph that captures and focuses the power of the natural world, an item of jewelry that bears a properly crafted cerulean sign becomes a potent ward against creatures from outside the natural order.
A *cerulean sign* is usually crafted as an amulet, but it can sometimes be found in the form of a mantle, medallion, periapt, or ring.
As long as a *cerulean sign* is carried (either in the hand or in a pocket or container you are wearing, excluding those that create extradimensional spaces, such as *bags of holding*), it grants the carrier a +1 resistance bonus on all Will saving throws made against effects that originate from aberrations.
If worn, a *cerulean sign* also grants a luck bonus to your Armor Class and on all saving throws against attacks from aberrations, as well as a luck bonus on level checks made to penetrate an aberration's spell resistance.
The magnitude of this luck bonus ranges from +1 to +5.
Moderate abjuration; CL 7th; Craft Wondrous Item, *invoke the cerulean sign*†; Price 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 60,000 gp (+4), 100,000 gp (+5).

† New spell described on page 211.

Chuulface Mask

This chitinous mask merges with its wearer's flesh when worn, but can be removed easily as a full-round action.
As long as the mask is worn, the wearer's lower face becomes transformed into a mass of long red tentacles within a chitinous mandible.
His upper face is a smooth shell with tiny beady eyes.
The user can still speak (albeit in a sloshing, gurgling voice), but any spell with a verbal component has a 10% spell failure chance.
As long as it is worn, the wearer can breathe water and has darkvision out to 60 feet.
If the user manages to establish a grapple on a creature, he can make a touch attack with the tentacles of the mask once per round as a free action.
A creature struck by these tentacles must make a DC 19 Fortitude saving throw or be paralyzed for 6 rounds.
Moderate transmutation; CL 7th; Craft Wondrous Item, *darkvision*, *hold monster*, *water breathing*; Price 65,000 gp; Weight 1 lb.

Darkrunner Emblem

This small brooch is worn by members of the Darkrunner Guild and signifies the wearer as an ally or member of the organization.
The emblem grants a +2 competence bonus on all Survival checks made in underground locations, as long as it is worn openly.
If the wearer possesses any levels in the darkrunner prestige class, the emblem can be used to produce *light* (as the spell) at will, and the emblem itself glows softly with pale blue magical fire (as the *continual flame* spell).
A character who has been exiled from the guild but still has levels in the darkrunner cannot use the emblem to produce *light*, and the emblem glows with pale red light instead of blue light.
Most darkrunners wear their emblems openly in the city but cover them with a patch of cloth when in the wild.
In this way, the light doesn't draw unwanted attention but can be quickly exposed to aid in smoothing over an unexpected encounter with an intelligent subterranean creature.
Faint evocation; CL 3rd; Craft Wondrous Item, creator must be a member of the darkrunner prestige class, *light*, *continual flame*; Price 1,200 gp.

Dust of Negation

This fine purple powder comes in a folded paper packet.
When cast into the air, the dust creates a cloud of faint violet sparkles in a 10-foot spread from the point of origin.
This cloud functions as an *antimagic field*, negating all magic effects within the area.
The cloud persists for 2 minutes (or 2 rounds in windy conditions).
Moderate abjuration; CL 11th; Craft Wondrous Item, *antimagic field*; Price 3,300 gp.

Lens of Ray Chaining

This small lens can be affixed over a beholder's eyestalk and held in place by suction and the creature's eyelid.
An eye ray shot from an eye wearing a *lens of ray chaining* is enhanced so that it jumps from the initial target to a second target within range of the user's actual location.
If the ray misses its initial target, it does not jump to a new target.
A spellcaster can use a *lens of ray chaining* as an additional focus component to chain a ray spell as long as he holds the lens in one hand.
A *lens of ray chaining* shatters into ruin after it is used nine times.
Strong universal; CL 15th; Craft Wondrous Item; Price 11,000 gp; Weight 1 lb.

Lens of Ray Doubling

This magic lens functions as a *lens of ray chaining*, except that it instead splits any ray shot through it into two rays.
The user can direct the rays at the same target (affecting it twice) or at two different targets, as long as the two targets are no more than 30 feet apart.
Strong universal; CL 15th; Craft Wondrous Item; Price 16,000 gp; Weight 1 lb.

Lens of Ray Extending

This magic lens functions as a *lens of ray chaining*, except that it instead doubles the range of any ray shot through it.
Strong universal; CL 15th; Craft Wondrous Item; Price 2,500 gp; Weight 1 lb.

Lens of Ray Widening

This magic lens functions as a *lens of ray chaining*, except that it instead widens any ray shot through it into a cone-shaped effect.
The user no longer rolls to hit a target with the ray.
Instead, any creatures caught in the cone-shaped area must make a DC 15 Reflex save to avoid the effect of the ray entirely.
Each target in the area that fails to save is affected as if struck fully by the ray.
This widening magic dilutes the original strength of the ray; creatures affected by the cone gain a +2 bonus on any saving throws made to resist or negate the actual effect of the ray.
When widened, rays that normally affect objects (such as a disintegrate ray) now affect only creatures, unless the ray deals some form of energy damage, in which case objects automatically make their saving throw against the damage caused by the attack.
Strong universal; CL 15th; Craft Wondrous Item; Price 32,000 gp; Weight 1 lb.

Resonance Stone of Despair

All creatures that come within 30 feet of this resonance stone must succeed on a DC 16 Will save or be affected as if by *crushing despair* for as long as they remain in the affected area.

Moderate enchantment; CL 7th; Craft Wondrous Item, *crushing despair* or telepathy special ability; Price 56,000 gp.

RESONANCE STONE OF FEAR

All creatures that come within 30 feet of this resonance stone must succeed on a DC 16 Will save or be affected as if by *fear*.
Moderate necromancy; CL 7th; Craft Wondrous Item, *fear* or telepathy special ability; Price 56,000 gp.

RESONANCE STONE OF DELIRIUM

All creatures that come within 30 feet of this resonance stone must succeed on a DC 14 Will save or be nauseated and blinded for 1 minute.
Moderate enchantment; CL 7th; Craft Wondrous Item, *major image* or telepathy special ability; Price 45,000 gp.

SPHERE MIRROR

This large pane of glass measures 10 feet tall by 5 feet wide.
The item's name, which seems at odds with its rectangular shape, actually refers to the spherical shape of a beholder's body.
The glass surface of the *mirror* does not reflect light, and, viewed under normal circumstances, it seems like little more than an empty metal frame.
The magic of the glass perfectly reflects the image of any beholder that looks into it, up to a range of 60 feet.
The image is so perfect that it is very likely to be mistaken for a live beholder; a DC 30 Spot check reveals the truth but offers no additional protection from the beholder's eye rays.
A beholder can reflect and amplify any of its eye rays off the surface of the *mirror*, effectively firing the ray from the location of the *mirror* rather than from its eye.
The beholder needs line of sight to the *mirror*, but not line of effect.
If it fires a ray at an object it cannot see from its actual location or the *mirror*'s location, the target gains the benefit of total concealment.
It is possible for a beholder to redirect its eye ray attacks around numerous corners if multiple *sphere mirrors* are used, as long as no two *mirrors* are more than 60 feet apart.
A beholder must use a standard action to focus on a *sphere mirror*, and can use only one eye ray per round when employing this magic item.
Attacks made against the beholder's reflected image do not harm the beholder, although they might damage the *mirror* itself, which has hardness 10 and 30 hit points.
A beholder cannot use a *sphere mirror* if its central eye is open.
Strong illusion; CL 13th; Craft Wondrous Item, *project image*; Price 91,000 gp; Weight 20 lb.

STRIATOR

This uniquely illithid stylus looks like nothing more than a nicely polished piece of wood or bone.
It typically is about a foot long, an inch wide, and a quarter to a half-inch thick.
More ornate versions have pleasantly sweeping curves that fit the hand or are decorated with intricate inked carvings.
The only universal distinguishing characteristics are four small, flattened nibs at one end.
When a creature grasps the stylus and draws it across a piece of parchment or paper, the striator reads the thoughts of the writer and causes a pattern of dashes and spaces to be raised up on the surface in four parallel lines.
This is Qualith, a system of tactile writing used by illithids (see Language, below).
The striator draws its information directly from the user's thoughts and transcribes the data into Qualith whether the writer understands Qualith or not.
Faint divination; CL 3rd; Craft Wondrous Item, *detect thoughts*; Price 1,500 gp.

THE CODEX ANATHEMA

This infamous book was written by the wizard Iphegor of the Ebon Mirror.
It has been copied on rare occasions since.
It records terrible knowledge of distant times, alien worlds, and various aberrations.
If anyone reads this book (a minimum of 48 hours over at least six days), she gains an inherent bonus of +2 to her Intelligence score, but loses 2 points from her Wisdom score.
In addition, she gains 5 ranks of Knowledge (dungeoneering), 2 ranks of Knowledge (arcana), and 2 ranks of Knowledge (the planes).
Once the book is read, the magic disappears from its pages and it becomes a normal book—still filled with disturbing and frightful images, but no longer capable of granting its reader any bonuses or penalties.
Strong divination; CL 17th; Craft Wondrous Item, *foresight*, *vision*, creator must have read another *Codex Anathema* (magical or discharged); Price 37,500 gp; Weight 5 lb.

THE TOPAZ DIADEM

All topaz guardians wear a magic headband known as a *topaz diadem*.
A diadem confers a +1 sacred bonus to AC and a +1 sacred bonus on saving throws against attacks made by or effects created by evil creatures.
It also blocks any attempt to possess the wearer or to exercise mental control over the wearer by means of enchantment (charm) or enchantment (compulsion) effects, as described in the spell *protection from evil*.
(Some enchantment spells, such as *hold person*, do not require the caster to actively exercise mental control, and therefore still work against the wearer of a diadem).
Unlike the spell, a diadem offers no protection against summoned creatures.
Diadems are created for members of the Topaz Order, and function only for characters of the topaz guardian prestige class.
As a wearer gains levels in the topaz guardian prestige class, his *topaz diadem* likewise grows more powerful; see the topaz guardian prestige class description.
Moderate abjuration; CL 9th; Craft Wondrous Item, *bless*, *magic circle against evil*, creator must be a member of the Topaz Order; Price 12,000 gp.

THOUGHT EXTRUDER

On occasion, a brain is more valuable to mind flayers if it's not eaten.
Prisoners, for example, might have important knowledge that the mind flayers need but cannot extract by brute force.
No matter how powerful a character's psionic or magic resistance to mind-reading might be, it can be overcome through the use of a thought extruder.
The device allows no saving throw and does not permit spell resistance.
This diabolical device is a collapsible cage of wires, mesh, and needles.
Once it's fitted around the head of a restrained subject (which takes 20 minutes), a mind flayer uses its biocorrosive enzyme to open a fist-sized hole in the prisoner's skull, exposing the brain.
Needles then drill into the gray matter, probing for active thought centers, pleasure and pain receptors, and repressed or shielded memories.
The operator must be able to establish telepathic communication with the subject by means of the telepathy special ability or a spell or psionic power serving the same purpose.
The needles are thought conductors made from an organic material specially developed by illithid alchemists.
They enable the operator to read whatever is in the subject's mind.
The process is slow; the operator can ask only one question per minute, but receives a complete, truthful answer.
With each question, the victim makes a DC 20 Fortitude save.
Each failure permanently drains its Intelligence, Wisdom, and Charisma scores by 1.
When the illithids are done asking questions, the victim makes a Will save using its current Wisdom modifier.
Failure leaves it permanently insane, as the spell *insanity*.
Moderate divination; CL 9th; Craft Wondrous Item, R*ary's telepathic bond* or telepathy special ability; Price 45,000 gp.

VEHICLE AUGMENTATIONS

SERIES SPELLJAMMING HELM

Hardness 10, hp 300, break DC 25.
The series helm is a powerful but unique magic item, though it is not an artifact.
It is vulnerable to regular damage just like any other object.
If the series helm is destroyed, the ship immediately loses gravity, and the air envelope dissipates in 3d10 rounds (see Power, above).
Power: A series spelljamming helm provides propulsion for the nautiloid.
This device also forms an air envelope around the ship that extends to a distance of 20 feet from the outer hull at all points.
In addition, the helm creates a gravity plane that runs along the bottom of the ship.
Any character or object that drops over the edge of the nautiloid falls until it crosses the gravity plane, then continues an equal distance on the opposite side.
The following round, the object repeats the process in the reverse direction, this time stopping 10 feet short of the position from which it originally fell.
This process continues until the object finally stops at the gravity plane.
If the helm is destroyed, all creatures aboard the ship move at one-half their normal speed.
The air envelope dissipates in 3d10 rounds, after which each creature still aboard the ship takes 1d12 points of damage per round until it either dies or finds a way off the ship.

LOST EMPIRES OF FAERÛN (3.5)

AOXAR'S HELM

Aoxar, the great dwarf hero of Ammarindar, crafted this open-faced, metal helmet to identify compatriots in dire need on the battlefield so that he could come to their aid.
It also enabled him to pass along the dying wishes of the fallen to their families.
The wearer of A*oxar's helm* can use *deathwatch* at will and *speak with dead* once per day.
Faint necromancy; CL 5th; Craft Wondrous Item; *deathwatch*, *speak with dead*; Price 15,400 gp; Weight 3 lb.

BATTLECLOAK OF VYCAENA

This voluminous, emerald-green cloak is trimmed with an intricate design done in gold thread.
Each of its two clasps is a golden disk engraved with the crest of a long-extinct Calishite noble family and set with a small emerald.
A *battlecloak of* Vycaena grants its wearer a +4 armor bonus to Armor Class and a +1 resistance bonus on all saving throws, but its most spectacular power comes from its clasps.
On command, each clasp can store one item in the same manner as a *glove of storing*.
By touching the clasps (a free action), the wearer can call the items to her hands instantly.
Faint transmutation; CL 8th; Craft Wondrous Item, *mage armor*, *resistance*, *shrink item*; Price 38,000 gp.

CHYLNOTH'S CORONET

Created in the early days of Cormanthyr by an aquatic elf wizard as a gift for his moon elf lover, this narrow circlet of silver is studded with small aquamarines.
Mounted at the center is a tiny platinum sea cat with a mane of pure gold.
Chylnoth's coronet functions as a *helm of underwater action* and allows the wearer to use *freedom of movement* for up to 1 hour per day, though this time need not be used consecutively.
In addition, the sea cat figurine animates on command as though it were a *figurine of wondrous power*.
The sea cat (page 220 of the *Monster Manual*) can be summoned twice a week and remains for up to 6 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object*, *freedom of movement*, *water breathing*; Price 100,000 gp; Weight 1 lb.

GIIRAEGISIR

These ivory cameos were popular among the wealthy citizens of Myth Drannor at the city's height.
Giiraegisirs vary considerably in appearance based on the house of the original owner and the aesthetics of the creator.
Each is basically an oval, ivory cameo with a metal pin on the back to secure it to the wearer's clothing.
The ivory surface is engraved with some sign or glyph (a house insignia, a portrait of a loved one, or the like), and hidden within the setting (Search DC 20) is a small compartment that can hold an item of up to 2 cubic inches in size.
The cameo is affixed to the setting via a small, sliding track. Pulling the ivory cameo down on its track (a free action) grants the wearer a +5 deflection bonus to AC for 1 minute.
This ability can be used once per day for the typical *giiraegisir*, but a few have a superior version of the effect that allows three uses per day of this function.
Moderate abjuration; CL 10th; Craft Wondrous Item, *shield of faith*; Price 10,800 gp (1/day) or 21,600 gp (3/day).

GOLDEN ORB OF SILUVANEDE

During the heady days of Siluvanede, sun elves from the greater noble houses crafted arcane orbs that offered protection against an enemy's initial magical assault.
These items, called *golden orbs of Siluvanede*, could be carried by their owners or suspended from delicate chains and worn like pendants.
Some were even enspelled to float around their owners in a manner similar to that of *ioun stones*.
Each orb is a 1-inch-diameter sphere of purest gold imprinted with the house symbol of a noble Siluvanedenn family.
These orbs were so expensive to make that each noble house possessed only one, which was traditionally carried by its eldest member.
A *golden orb of Siluvanede* contains a Siluvanedenn abjuration spell very similar to *Elminster's effulgent epuration*.
The protection offered is continuous, although the orb can absorb and negate only one spell or spell-like ability that targets its owner each day.
The wearer can choose whether or not to let the orb absorb a particular effect, although he gains no special knowledge or insight that allows him to identify an incoming spell before making this decision.
When Eaerlann and Sharrven conquered Siluvanede, most of the golden orbs were confiscated and placed within secure vaults.
Many of the newly released Siluvanedenn fey'ri now seek to reclaim their stolen ancestral treasures.
Strong abjuration; CL 17th; Craft Wondrous Item, *Elminster's effulgent epuration*; Price 30,600 gp.

HARNESS OF ARMOR

Created by wizards from the sweltering desert land of Calimshan, these simple crossed baldrics of leather and chainmail provide all the benefits of wearing armor with none of the problems that a metal shell can cause in the scorching sun.
A *harness of armor* functions like *bracers of armor* but occupies the same space on the body as a vest, thus freeing the wearer to use other types of magic bracers.
Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times the bonus placed in the harness; Price 1,500 gp (+1), 6,000 gp (+2), 12,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5), 54,000 (+6), 73,500 gp (+7), 96,000 gp (+8); Weight 1 lb.

ORB OF TEMPESTS

An *orb of tempests* is a scrying device made from a crystal sphere about 6 inches in diameter.
It functions like a *crystal ball* (see page 253 of the *Dungeon Master's Guide*), allowing the use of the spell *scrying* (Will DC 16 negates).
In addition, the viewer can produce a *control weather* effect once per day.
This effect is centered on the person or locale the viewer can see in the crystal ball at the time this ability is invoked.
The art of making an *orb of tempests* was a closely held secret of the Illuskan wizards, so only a handful of the devices exist today.
An *orb of tempests* is an especially potent defensive tool for the defenders of a port city, since the owner can detect hostile fleets long before they approach and sink them in a fierce gale that seems to spring from nowhere.
Strong transmutation; CL 13th; Craft Wondrous Item, *scrying*, *control weather*; Price 85,000 gp.

TELKIIRA

Telkiiras are powerful lore-gems worn by the leaders of the mightiest elf clans.
Each *telkiira* holds the knowledge, skills, and sometimes even a fragment of personality from each of the elves who previously wore it.
Only a few of these devices survived the destruction of Myth Drannor and the other fallen elven realms, and most of those that remain are jealously guarded by their houses. At least a few have made their way into the hands of other creatures over the millennia.
When placed on the forehead of an elf, a *telkiira* confers the following benefits.
• The wearer gains a +4 insight bonus on Will saves.
• The wearer gains a +4 enhancement bonus to Intelligence.
• A *telkiira* contains 10 ranks in each of four different Intelligence-, Wisdom-, or Charisma-based skills.
Among the most common skills available from a *telkiira* are Decipher Script, Knowledge (arcana), Knowledge (history), and Spellcraft.
When making a check involving one of the *telkiira*'s skills, the wearer can use either the device's ranks in that skill or his own, whichever is higher.
He uses his own ability modifier for any skill check using the *telkiira*'s ranks.
• A *telkiira* functions as a spellbook that can hold up to 200 pages of spells.
A wizard can "write" a spell into a *telkiira* without paying the usual material cost of 25 gp per page, although he still must take the normal time to do so.

A *telkiira* is fully erasable, so its owner can remove spells and replace them with new ones as he sees fit.
• A *telkiira* can hold up to ten distinct memories, each up to 1 hour in length, with perfect clarity.
A wearer who accesses one of these memories experiences it as if she were the person who recorded it.
Writing a memory requires 1 full round, regardless of its length.
Telkiiras often hold important or treasured memories of their previous owners.
Only an elf or a creature with elf blood (a half-elf, for example) can wear a *telkiira* safely.
Any other creature that places the gem on its forehead gains two negative levels and cannot use any of its abilities. These negative levels remain as long as the *telkiira* is worn and disappear as soon as it is removed.
Telkiiras are often locked to prevent unauthorized elves from enjoying their full benefits.
An elf wearing a locked *telkiira* gains none of the benefits described above except the bonuses to Intelligence and on Will saves.
Any member of the house, clan, or family that owns a given *telkiira* can lock or unlock it as a free action.
Any other wearer can attempt a Use Magic Device check or Charisma check (DC 20 for either) to open a locked *telkiira*. Failure means the wearer must wait until he attains his next level before trying again.
Strong transmutation; CL 20th; Craft Wondrous Item, *fox's cunning*, *protection from spells*, *limited wish*, *vision*, creator must be an elf; Price 100,000 gp; Cost 50,000 gp + 4,100 XP.

MAGIC OF FAERÛN (3.0)

AMBER AMULET OF VERMIN

This amber nugget on a gold chain holds a normal-size vermin within its yellow depths.
When broken, it releases the vermin, which instantly grows to enormous size (as noted below) as if you had cast *giant vermin* upon it.
Each amulet works only once.
Roll 1d8 to determine which type of amulet is found:

Roll	Vermin	Caster Level	Market Price
1	Giant bee	7th	500 gp
2	Giant ant, queen	10th	700 gp
3	Giant praying mantis	10th	700 gp
4	Huge monstrous centipede	10th	700 gp
5	Large monstrous scorpion	10th	700 gp
6	Large monstrous spider	10th	700 gp
7	Giant wasp	13th	800 gp
8	Giant stag beetle	19th	1,200 gp

Prerequisites: Craft Wondrous Item, *giant vermin*; *Weight*: —.

AMULET OF LAERAL'S TEARS

Named for the famous sorcerer Laeral, these soft, brittle, colorless fancy stone crystals tend to be large and to keep a glossy, magnificent finish.
The witches of Rashemen use these stones to create amulets that bestow 24 temporary hit points on the wearer.
The amulet must be worn next to the skin.
When the 24 temporary hit points are expended, the amulet crumbles into worthless dust.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *aid*, *shield other*, spellcaster 12th level; *Market Price*: 1,200 gp; *Weight*: —.

AQUAMARINE OF SPELL EXTENDING

This blue stone is mounted in the center of a gold and silver hourglass.
Once per day the owner can use the Extend Spell feat on any spell of 6th level or lower he casts.
The spell being extended uses its normal spell slot (not a slot one level higher as using the feat normally would require).
A bard or sorcerer still must pay the penalty of an extended casting time when using this item.
The item must be held in hand while the spell is cast to get this effect.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, Extend Spell; *Market Price*: 7,200 gp; *Weight*: 1 lb.

ARMBAND OF MAXIMIZED HEALING

This silver armband is set with many small diamonds.
It counts as a bracer for the purpose of wearing magic items.
Once per day the wearer of this item can use the Maximize Spell feat on any conjuration (healing) spell of 6th level or lower he casts.
The spell being maximized uses its normal spell slot (not a slot three levels higher as using the feat normally would require).
A bard or sorcerer still must pay the penalty of an extended casting time when using this item.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, Maximize Spell feat; *Market Price*: 7,200 gp; *Weight*: 1 lb.

ARVOREEN'S AMULET OF AID

This item is a three-inch-diameter gold disk with the holy symbol of Arvoreen inlaid in platinum.
It is a use-activated item, has six charges, and by command the wearer can use the following spells.
• *Aid* (1 charge)
• *Dimension door* (3 charges) Any evil creature wearing the amulet receives a negative level.
The negative level remains as long as the amulet is worn and disappears when it is no longer worn.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the amulet is worn.
If the wearer ever attacks a nonevil halfling, the amulet crumbles into dust.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, aid, dimension door, creator must be a good halfling; *Market Price*: 4,320 gp; *Weight*: —.

AZLAER'S HARP

When played, the harp acts as a *calm emotions* spell on all creatures within 100 feet.

Any *charm* effects upon creatures within this area are suppressed while the harp is played, and no new *charm* effects can be used on creatures in the area during the playing.
The strings of the harp glow with light equal to a *light* spell when played.
Use of this item requires at least 1 rank in Perform (harp).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *calm emotions*, *light*, *protection from evil*; *Market Price*: 16,000 gp; *Weight*: 3 lb.

BADGE OF THE SVIRFNEBLIN

This brooch is made of gray stone and studded with uncut dull gems and wrapped in tarnished metal wire.
The wearer is granted 60-foot darkvision and can use *blur* and *change self* (both self only) by command once per day.
The wearer gets a +10 circumstance bonus on all Hide checks in areas of stone.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *blur*, *change self*, *darkvision*, *invisibility*, creator must be a svirfneblin; *Market Price*: 17,480 gp; *Weight*: —.

BAG OF BOULDERS

When found, this pouch holds 1d4 stones the size of sling bullets.
(A newly created bag has four stones).
When thrown (range increment 10 feet), a stone from the *bag of boulders* instantly grows to the size of a light catapult stone and inflicts 3d6 points of damage.
If the attack misses, treat it as a grenade-like weapon attack.
Once all four stones are thrown, the magic of the bag is gone.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *shrink item*; *Market Price*: 1,200 gp (new) or 300 gp per stone (partial bag); *Weight*: —.

BATTLE BRIDLE

This fine leather bridle aids a rider and mount, giving the rider using the bridle a +10 competence bonus on all Ride checks and allowing him to fight as if he had the Mounted Combat feat.
If the rider already has the Mounted Combat, he can act as if he had the Ride-By Attack.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, Mounted Combat feat, Ride-By Attack feat, *calm animals*; *Market Price*: 9,000 gp; *Weight*: 1 lb.

BEHOLDER CROWN

This bizarre item is a crown of tarnished bronze with ten metal eyestalks sprouting upward, each eyestalk bearing a gem.
It counts as a headband for the purpose of determining what items can be worn together.
The crown has ten different powers that each function only once, each use burning out one of the gems.
The powers are *charm person*, *charm monster*, *disintegrate*, *eyebite* (*sleep*), *fear* (one creature only), *finger of death*, *flesh to stone*, *inflict moderate wounds* (20-foot range), *slow*, and *telekinesis* (violent thrust).
Effects that require a touch attack always use a ranged touch attack.
The crown's powers are not limited to a certain arc as a beholder's are.
When the last power is used, the crown crumbles to dust.
These items are greatly valued by members of beholder cults, and some sages believe that powerful beholders have their servants construct such items to reward valuable servants and slaves.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *charm person*, *charm monster*, *disintegrate*, *eyebite*, *fear*, *finger of death*, *flesh to stone*, *inflict moderate wounds*, *slow*, *telekinesis*; *Market Price*: 22,000 gp; *Weight*: 1 lb.

BELT OF LIONS

This leather belt allows its wearer to communicate with feline animals as the *speak with animals* spell.
The wearer gets low-light vision, a +4 competence bonus on all Charisma checks and Charisma-based skill checks related to dealing with felines, and a +10 competence bonus on Move Silently and Tumble checks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, low-light vision, *animal friendship*, *speak with animals*; *Market Price*: 20,000 gp; *Weight*: 1 lb.

BELT OF PRIESTLY MIGHT

These items first appeared in Halruaa at the end of the Time of Troubles, which the wizards took as a sign that Mystra had returned.
Each broad leather belt has a stamp of the holy symbol of a deity in the front, and followers of that deity or any of that deity's alignment can wear the belt safely.
(If this item is generated as part of a random treasure, select or randomly determine the deity to whom it is dedicated).
Any other creature receives one negative level for wearing the belt.
The negative level remains as long as the belt is worn and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the belt is worn.
Three varieties of this sort of belt exist.
The *belt of priestly might* grants its wearer a +2 natural armor bonus to Armor Class and a +4 enhancement bonus to Strength.
The *belt of priestly might and warding* grants all the powers of a *belt of priestly might*, and once per day with a (or *good*, if the belt is devoted to an evil deity).
The *belt of holy might* has all the powers of the *belt of priestly might and warding*, and its wearer may use a *word of recall* once per day (affecting only the wearer and his equipment) that transports him to the nearest temple devoted to the belt's deity.
Caster Level: 6th (*belt of priestly might*), 6th (*belt of priestly might and warding*), 11th (*belt of holy might*); *Prerequisites*: Craft Wondrous Item, *barkskin*, *bull's strength*, creator must be at least 6th level (*belt of priestly might*), as *belt of priestly might* plus *magic circle against evil* or *good* (*belt of priestly might and warding*), as *belt of priestly might and warding* plus *word of recall* (*belt of holy might*); *Market Price*: 40,000 gp (*belt of priestly might*), 52,800 gp (*belt of priestly might and warding*), or 104,000 gp (*belt of holy might*).

Weight: 1 lb.

BIRD FEATHER HEADDRESS

This gaudy headdress has six large plumes and many smaller ones.
The large plumes have magical powers if plucked from the headdress and thrown into the air.
The two green plumes each summon 1d3 hawks, the two blue ones each summon 1d3 eagles, and the two gold ones each summon a giant eagle or a giant owl (wearer's choice).
The summoned creatures serve you as if you had summoned them with a *summon nature's ally* spell.
Once used, a feather's power is expended.
The headdress uses the headband, hat, or helmet location on a character.
Caster Level: 7th; *Prerequisite*: Craft Wondrous Item, *summon nature's ally* II, *summon nature's ally* III, *summon nature's ally* IV; *Market Price*: 2,900 gp; *Weight*: —.

BLAST GLOBES

Although the secret to making these globes was known only to powerful members of the Zhentarim, the recent turmoil in that organization has allowed the process to become known to those outside the Black Network.
Rumors abound that Sememmon sold the secret to get sanctuary from his enemies, which is not unlikely given that he rose quickly through the ranks of the Zhentarim by trading information on the process.
A *blast globe* looks like a dozen transparent glass spheres clustered into an irregular mass.
Speaking the command word makes them glow, then separate and orbit each other.
One full round after they are activated, they can be directed by the person who spoke the command word as a free action to strike (as a group) any target or location within 400 feet.
Any target struck by the *blast globe* must make a Fortitude save (DC 19) or be disintegrated.
The globes then explode in a blast of sound and fire in a 20-foot-radius spread.
Any creature in the area takes 10d6 points of fire damage and 2d6 points of sonic damage, is deafened for 2d6 rounds, and is knocked 1d6×5 feet directly away from the center of the blast.
A successful Reflex save (DC 15) halves the fire damage (but not the sonic damage) and negates the knockback, while a successful Fortitude save (DC 15) negates the deafening.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *battering ram*, *disintegrate*, *fireball*, *shout*; *Market Price*: 8,000 gp; *Weight*: 1 lb.

BONE BRACERS OF THE DEATH DEITY

These *bracers of armor* +3 are carved from the bones of good dragons, each inlaid with flat onyx tiles forming a mosaic in the shape of a skull.
They allow the wearer to use *death ward*, *desecrate*, and *unholy blight* each once per day.
They bestow one negative level on any good creature that wears them.
The negative level remains as long as the bracers are worn and disappears when they are no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the bracers are worn.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *death ward*, *desecrate*, *unholy blight*, *mage armor*, creator must be at least 6th level; *Market Price*: 58,300 gp; *Weight*: 1 lb.

BOOK OF BLOOD

This vellum spellbook is bound in blood-red leather and bears a bronze clasp.
Once per day its wielder can use it to summon a yeth hound.
The wielder can also cast *finger of death* once per day, but each use in this manner permanently drains one hit point from the wielder.
The book must be held to utilize its powers.
The book is otherwise waterproof, fireproof, locked, and can contain up to forty-five spells of any level.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *finger of death*, *summon monster* V; *Market Price*: 21,300 gp; *Weight*: 3 lb.

BRACERS OF THE BLINDING STRIKE

These *bracers of armor* +6 give the wearer the benefits of the Improved Initiative feat and allow him an extra attack every round at his highest bonus as if he were using a speed weapon.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *haste*, *mage armor*; *Market Price*: 102,000 gp; *Weight*: 1 lb.

BRACERS OF STRIKING

The wearer of *bracers of striking* is considered armed even when unarmed (as if he had the Improved Unarmed Strike feat).
The bracers may be modified with special weapon abilities as if they were a blunt weapon (though they count as a double weapon, so double the cost of any ability).
Caster Level: Three times the magical bonus (minimum 5th level); *Prerequisites*: Craft Magic Arms and Armor, *magic fang* or *magic weapon*, plus any needed for additional special powers; *Market Price*: 1,310 gp plus an additional amount determined by the total bonus of the bracers (see Table 8–10, page 184 of the DUNGEON MASTER's *Guide*); *Weight*: 1 lb.

CAPE OF THE FIRE BATH

This *cloak of resistance* +2 is brilliant red and embroidered with images of flames.
The wearer withstands warm weather and fire damage as if he had *endure elements* (*fire*) cast upon him.
Caster Level: 5th; *Prerequisite*: Craft Wondrous Item, *endure elements*, *resistance*, creator must be at least 6th level; *Market Price*: 6,200 gp; *Weight*: 1 lb.

CAPE OF WINTER

This *cloak of resistance* +2 is white and trimmed with white fur.
The wearer withstands cold weather and cold damage as if she had *endure elements* (*cold*) cast upon her.
Caster Level: 5th; *Prerequisite*: Craft Wondrous Item, *endure elements*, *resistance*, creator must be at least 6th level; *Market Price*: 6,200 gp; *Weight*: 1 lb.

CLOAK OF BATTLE

This sturdy cloak is woven through with steel fibers that give it a subtle sheen.
The *cloak of battle* has three powers.
First, it provides a +4 armor bonus when worn.
Second, on command it can be transformed into an iron staff that functions as a *+1 quarterstaff* or back into cloak form.
Third, the wielder can command the cloak to make a disarm attempt against an adjacent opponent as a standard action, using the wielder's base attack bonus and as if it had the Improved Disarm feat (the cloak is considered to be the same size category as the wearer).
If the cloak succeeds at the disarm, it can fling the weapon up to 10 feet in any direction as a free action that does not provoke an attack of opportunity (the weapon cannot be thrown at a creature as an attack).
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *cat's grace*, *mage armor*, *magic weapon*, creator must be at least 8th level; *Market Price*: 22,600 gp; *Weight*: 1 lb.

CLOAK OF BLACKFLAME

This cloak resembles a tangle of thick, black cobwebs when not worn, but smooths into woven black cloak of coarse threads when donned.
It absorbs up to fourteen energy drain attacks (an attack that would bestow two negative levels counts as two attacks) before losing its magical properties.
Caster Level: 14th; *Prerequisite*: Craft Wondrous Item, *negative energy protection*; *Market Price*: 11,800 gp; *Weight*: 1 lb.

COWL OF WARDING

This headpiece of fine black cloth covers the wearer's upper face with a half-mask and hangs to the shoulders in the back.
It counts as a hat for the purpose of determining what items can be worn together.
The wearer of the cowl is protected by a *mind blank* spell and acts as if wearing a *ring of freedom of movement*.
It also turns six levels of spells per day as the *spell turning* spell.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *freedom of movement*, *mind blank*, *spell turning*; *Market Price*: 200,800 gp; *Weight*: —.

CRYSTAL SPHERE OF SINGING WATERS

This crystalline sphere was inspired by the Crystrum of Tranquility, a holy text of Eldath.
To use any of its powers, a flask of holy water must be poured over it.
Once activated, the sphere functions for 24 hours.
The activated sphere can glow with *faerie fire* and can cast *purify food and drink* as often as desired.
Once per day it can cast *neutralize poison* and *scrying*, with itself as the scrying device.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *faerie fire*, *neutralize poison*, *purify food and drink*, *scrying*; *Market Price*: 28,300 gp; *Weight*: 7 lb.

DOVE'S HARP

This type of item's original name has been lost, and its current name derives from Dove Falconhand, who owns such a harp.
This harp is a masterwork harp (grants a +2 circumstance bonus on Perform checks) that is triangular in shape and has from twenty to thirty-six strings.
When it is played, all within a 20-foot spread are temporarily cured of any insanity (as if a *greater restoration* were in effect) and are protected by a *calm emotions* spell.
Those who listen to it for 2 rounds or more receive a *cure light wounds* spell, although this power can only affect a being once per tenday.
While its magic is being invoked, the harp and harpist radiate light.
Use of the harp requires at least 1 rank of the Perform (harp) skill.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *calm emotions*, *greater restoration*, *healing circle*, *light*; *Market Price*: 45,100 gp; *Cost to Create*: 22,600 gp + 2,300 XP; *Weight*: 3 lb.

DRAGONSKULL TALISMAN

This metal amulet is shaped like a dragon's skull.
If the wearer speaks the command word, she and up to two other creatures touching the talisman are protected by an *invisibility to undead* spell for the next 30 minutes.
(The protection only lasts as long as the creatures are in contact with the amulet).
The Cult of the Dragon creates these amulets to allow nonspellcasting members to bypass minor undead guardians within their strongholds.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *invisibility to undead*; *Market Price*: 4,000 gp; *Weight*: 1 lb.

DRAGON'S DRAUGHT

This elixir comes in ten different varieties, one for each of the major subspecies of dragons.

d%	Potion	Market Price
01–10	Black (80-foot line of acid, 12d4 damage, DC 23)	2,300 gp
11–20	Blue (100-foot line of lightning, 12d8 damage, DC 25)	4,500 gp
21–30	Green (50-foot cone of acid, 12d6 damage, DC 25)	3,500 gp
31–40	Red (50-foot cone of fire, 12d10 damage, DC 25)	5,500 gp
41–50	White (40-foot cone of cold, 6d6 damage, DC 23)	1,200 gp
51–60	Brass (80-foot line of fire, 6d6 damage, DC 23)	1,200 gp
61–70	Bronze (100-foot line of lightning, 12d6 damage, DC 25)	3,500 gp
71–80	Copper (80-foot line of acid, 12d4 damage, DC 24)	2,400 gp
81–90	Gold (50-foot cone of fire, 12d10 damage, DC 26)	5,600 gp
91–100	Silver (50-foot cone of cold, 12d8 damage, DC 26)	4,600 gp

Any dragon who drinks a potion gets one use of the given type of breath weapon.
This breath weapon can be used any time between the drinker's next turn and 1 hour after the drinking.
If a second *dragon's draught* is consumed before the first is used, the effect of the first is lost.
Nondragons find the potion useless and horrible-tasting, but harmless.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, spellcaster level 12th+; *Weight*: —.

DUST OF DISPERSION

This fine powder resembles other types of magical dust.
A single handful of this substance flung into the air creates a cloud 10 feet high, 10 feet long, and 10 feet wide.
Ray attacks entering or passing through the cloud have a 50% miss chance.
The dust settles and becomes useless fairly quickly.
For each full round the dust has been in the air, the miss chance drops by 10% until it goes away after 5 full rounds.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *blur*, *glitterdust*; *Market Price*: 2,100 gp; *Weight*: —.

ELIXIR OF HORUS–RE

When consumed, this elixir causes the imbiber to glow with a *daylight* spell.
At any time before the *daylight* expires, the imbiber can release this light as a single *sunbeam*, which ends the *daylight*.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *daylight*, *sunbeam*; *Market Price*: 6,500 gp; *Weight*: —.

ENEMY SPIRIT POUCH

This leather pouch is worn around the neck like a necklace and contains token items keyed to a single type of creature (aberration, animal, beast, and so on).
A pouch keyed to humanoids or outsiders must follow the more narrow definition as described in the favored enemy ability for rangers in the *Player's Handbook*.
A creature wearing an *enemy spirit pouch* gains a +1 competence bonus to hit creatures of that type.
A ranger whose favored enemy matches that of the *enemy spirit pouch* is treated as five levels higher for purposes of determining his damage and skill check bonuses against that favored enemy (in effect, it increases those bonuses by +1).
If a creature of the type keyed to a pouch wears that pouch, it receives one negative level.
The negative level remains as long as the pouch is worn and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the pouch is worn.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect animals or plants*, creator must be a ranger whose favored enemy matches that of the pouch; *Market Price*: 2,100 gp; *Weight*: 1 lb.

ESHEEN'S HARP

This masterwork harp (+2 circumstance bonus on Perform checks) can be played so that it causes all glass and metal items within 30 feet to resonate with the harp's tones.
This does not harm the items but provides an interesting accompaniment to the harp itself.
Anyone attempting to locate a creature in the area gets a +5 circumstance bonus on Listen checks against targets carrying metal or glass items.
Three times per day, anyone playing the harp may cast a *shatter* spell.
Use of this item requires at least 1 rank in Perform (harp).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *ghost sound*, *shatter*; *Market Price*: 6,800 gp; *Weight*: 3 lb.

EYE OF THE DRUUTHBANE

This yellow crystal is the size of a human fist.
Originally created by a wizard who opposed a powerful druuth (a cabal of doppelgangers led by a mind flayer), but since then widely copied, it glows with a red light when a doppelganger is within 60 feet, blue when an illithid is within 60 feet, and violet if both are within that range.
If held in hand, the eye provides a +4 resistance bonus on all Will saves.
Once per day the crystal can fire a red ray (as a ranged touched attack) that forces a doppelganger back into its true shape for 1d4+1 rounds if it fails a Fortitude saving throw (DC 16).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *detect thoughts*, *polymorph other*, *resistance*; *Market Price*: 18,000 gp; *Weight*: 3 lb.

EYE OF WINKING

This coin-sized piece of polished bone can be worn around the neck as an amulet or pinned to clothing as a brooch.
The wearer is immune to *detect thoughts* and other forms of mind reading.
Charms and compulsions do not affect the wearer and instead are turned back on the caster as with the *spell*

turning spell but with an unlimited number of spell levels that can be turned.
The eye can be commanded to *wink* once per tenday.
The *wink* releases an instantaneous flash of white light as bright as a *daylight* spell.
The *wink* renders the wearer immune to all spells, spell-like effects, and supernatural effects for 1 round, as if the wearer were protected by a personal *antimagic field* for 1 round.
The wearer effectively has unbeatable spell resistance against spells and spell-like effects and a similar immunity to supernatural effects.
Caster Level: 15th; *Prerequisites*: Create Wondrous Item, *antimagic field*, *mind blank*, *spell turning*; *Market Price*: 120,000 gp; *Weight*: —.

FANGED MASK

This half-mask is like one worn to a masquerade party, but the bottom edge has numerous sharp-looking cat-like teeth.
The mask is effectively a +1 weapon that allows the wearer to make a bite attack for 1d4 points of damage (this damage doesn't stack with existing bite damage).
A bitten creature must make a Fortitude save (DC 13) or be stunned for 1 round.
A mask counts as a pair of lenses for the limitations on wearing multiple magic items of the same type.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *magic fang* or *magic weapon*; *Market Price*: 8,302 gp; *Weight*: 1 lb.

GAUNTLET OF FURY

This single wrought iron gauntlet grants its wearer the following benefits.
• An invisible but tangible field of force continuously surrounds the wearer, providing a +2 armor bonus to AC. This defense is otherwise similar to a *mage armor* spell.
• Once every three days, the wearer can cast a *magic missile* spell (as a 1st-level caster).
• Also once every three days, the wearer can make a battleblow.
This melee touch attack deals 2d8+2 points of force damage to the target.
The target must make a Reflex save (DC 22) to avoid being thrown to the ground and a Fortitude save (DC 22) to avoid being stunned for 1d4 rounds.
The wearer also can use the gauntlet once to automatically get a result of 50 on a single Strength check.
Using this power makes the gauntlet crumble to dust.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *mage armor*, *magic missile*, *Bigby's clenched fist*; *Market Price*: 22,000 gp; *Weight*: 2 lb.

GLOVES OF LIGHTNING

These flexible leather gloves are covered with small copper rivets.
Three times per day the wearer may make a ranged touch attack (range 30 feet) that deals 1d8+5 points of electrical damage.
The wearer gains a +3 bonus on the attack if the target is wearing metal armor (or made out of metal, carrying a lot of metal, and so on).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *shocking grasp*; *Market Price*: 8,000 gp; *Weight*: —.

GLOVES OF THE BALANCED HANDS

These fine leather gloves allow the wearer to fight as if she had the Two-Weapon Fighting and Ambidexterity feats.
If the wearer already has the Two-Weapon Fighting feat, she can make an additional attack with her off hand as if using the Improved Two-Weapon Fighting feat.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *righteous might* or *Tenser's transformation*; *Market Price*: 18,000 gp; *Weight*: —.

GOLDEN CHALICE OF LATHANDER

This pure gold chalice is finely worked and bears the symbol of a sun rising upon a blooming rose.
On command, it sheds light equal to a *daylight* spell.
The chalice can be commanded to create a *healing circle*, which uses one charge.
When all three of its charges have been used, the chalice retains its *daylight* ability.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *daylight*, *healing circle*; *Market Price*: 29,500 gp; *Weight*: 2 lb.

GWAERON'S BELT

This belt is made of long white human hair braided into a rope.
The wearer may use *wind walk* once per day and once per day can command his melee weapon to become a +1 flaming weapon for 12 rounds.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *weapon of the deity*, *wind walk*; *Market Price*: 60,500 gp; *Weight*: 1 lb.

GWAERON'S BOOTS

These boots make it nearly impossible to track the wearer.
They grant a continual *pass without trace* effect to the character wearing them.
In addition, the character leaves no scent whatsoever, so tracking by scent is also impossible.
These boots are sturdy and comfortable.
They have a hardness of 3 and 15 hit points.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *pass without trace*; *Market Price*: 6,000 gp; *Weight*: 1 lb.

HAIR SHIRT OF ILMATER

This thick shirt of coarse brown horsehair gives its wearer a –2 penalty to Dexterity while worn but provides a +3 natural armor bonus.
The wearer can invoke *cure serious wounds* once per day, but the spell can only be used on another creature, not the wearer of the hair shirt.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *barkskin*, *cure serious wounds*, creator must be at least 9th level; *Market Price*: 17,400 gp; *Weight*: —.

HALRUAAN SKYSHIP

Of all the wonders of Halruaa, the most famous is the skyship: a sailing vessel that floats on air instead of water.

The wizards of Halruaa guarded their secrets to creating these devices for centuries, leaving others to experiment (and fail) with various other methods.
Recently a renegade Halruaan wizard revealed the process to another spellcaster, and a couple of wealthy governments have commissioned their own skyships.
The magic of a skyship comes in multiple parts.
First is the control rod, a bar of silver with a cylinder of gold slid over each end.
The rod is linked to the ten levitation plates (theoretically a larger ship would require more) affixed to the underside of the ship, which are traditionally made from the shells of Halruaan sea turtles.
The plates allow the ship to rise into the air and prevent it from entering water as a normal ship would, and the broad beam allows it to land on large flat surfaces without listing.
The magic that suspends the vessel grows weaker with altitude, greatly decreasing its cargo capacity, so a skyship normally stays within 100 feet of the ground (at which point its cargo capacity is 15 tons, much less than a conventional sailing ship).
The ship's horizontal movement is at the mercy of the wind, although its sails and supplemental magic from the plates allow it to turn with clumsy maneuverability.
The vertical movement of the ship is controlled by the rod and allows it to rise or fall at a speed of 45 feet.
A skyship is in all other respects like a standard sailing ship with respect to crew and dimensions.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *fly*, *levitate*; *Market Price*: 700,000 gp; *Cost to Create*: 355,000 gp + 27,600 XP.
Weight: 20 tons.

HAMMER OF THE WEAPONSMITH

This masterwork tool gives the user a +10 circumstance bonus on Craft (weaponsmithing) checks.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, creator must be at least 6th level; *Market Price*: 2,055 gp; *Cost to Create*: 1,055 gp + 80 XP; *Weight*: 8 lb.

HAND OF THE OAKFATHER

This piece of oak bark is carved in the shape of a human hand and magically hardened (hardness 10).
Worn as a necklace on a cord of twine, it has the following abilities, each usable once per day: *Barkskin*, *entangle*, *goodberry*, *plant growth*, *speak with plants*, and *tree shape*.
The hand (but not the wearer) is protected by *resist elements*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *barkskin*, *endure elements*, *entangle*, *goodberry*, *plant growth*, *speak with plants*, and *tree shape*; *Market Price*: 41,400 gp; *Weight*: 1 lb.

HANDHARP

These small harps are very popular among the Harpers, and not just because of the name.
A *handharp* is a crescent-shaped wooden instrument, about the size of a human hand, with metal strings.
Anyone who can play a tune on a stringed instrument can use the harp.
Various tunes and chords produce the following sonic effects.
(A musician can discover all the powers in about 10 minutes of playing).
The user can generate only one effect each round.
The effects are sonic effects.
• *Dancing lights* as the spell.
• Undead creatures within 10 feet suffer a –2 luck penalty on their attack and damage rolls.
• All creatures within 10 feet receive a +2 luck bonus on saving throws against necromantic and compulsion effects for 1 round.
• Creatures within 10 feet are not subject to new *charm* effects.
Charmed creatures become dazed when within 10 feet.
Both effects last for 1 round.
• Once a day, the user can use *dimension door*.
Effects marked with an asterisk increase their range to 20 feet when a character with bardic music plays the harp.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *dancing lights*, *magic circle against evil*, *dimension door*; *Market Price*: 25,000 gp; *Weight*: 1 lb.

HARPER PIN

Two kinds of Harper pins exist, the lesser pin and the greater pin.
These pins act as brooches for the purposes of limitations on wearing multiple items of the same type.
The lesser Harper pin is normally fashioned of silver and given to new members of the Harpers.
It functions identically to a *ring of mind shielding*.
Greater Harper pins are fashioned from silver magically treated to give it the hardness of steel (see Creating Magic Items, below).
The following constant effects protect the wearer.
• immune to *magic missile*
• *nondetection*
• *resist elements* (*electricity*)
• *undetectable alignment*
• +5 resistance bonus on saves against mind-affecting effects
When worn by an evil being, a greater Harper pin turns black and makes discordant jangling sounds (a –10 penalty on Move Silently checks).
Caster Level: 3rd (lesser), 5th (greater); *Prerequisites*: Craft Wondrous Item, *nondetection* (lesser), Craft Wondrous Item, *detect evil*, *ghost sound*, *nondetection*, *protection from elements*, *resistance*, *shield*, *undetectable alignment* (greater); *Market Price*: 8,000 gp (lesser), 79,000 gp (greater); *Cost to Create*: Standard (lesser), 39,625 gp + 3,150 XP (greater); Weight: —.

HEADBAND OF THE BINDER

This circlet of blue-green metal is stamped with the blank-scroll symbol of Oghma.
In addition to allowing the wearer to use *read magic* three times per day, a bard who wears the headband gains a +4 sacred bonus on his bardic knowledge rolls.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *read magic*, creator must be a bard; *Market Price*: 2,600 gp; *Weight*: —.

HEART OF THE BEAST

Normally created by clerics of Malar, this item has begun to appear in the hands of others.
This item is the heart of a predatory animal, smoked and magically cured.
The heart confers the effects of a *divine power* spell upon the creature that eats it.
If the creature also has a base attack bonus of +10 or higher, it gains a +1 bonus on attacks.
Caster Level: 10th; *Prerequisite*: Craft Wondrous Item, *divine power*; *Market Price*: 2,000 gp; *Weight*: 1 lb.

HELM OF DARKNESS

This shadow magic item looks like a normal helmet.
Even when new, it seems worn or a little battered.
It takes its true form and manifests its powers when the user dons it.
Made of blackened silver and steel, a newly created *helm of darkness* is set with thirty-six black opals along its lower edge and a great black sapphire in the front.
The helm is self-identifying, though it does not reveal that it is a shadow item.
It has the following powers.
• With a command word, the wearer can bring forth a *deeper darkness* effect.
(The helm imparts the command word to the wearer).
The power issues from the sapphire, which can generate ninety-nine such effects before crumpling to useless dust.
• Whenever the wearer fails a saving throw against any death effect, one black opal crumbles and the effect is negated.
In addition, the helm negates energy drain attacks.
Each time the wearer would receive one or more negative levels, a black opal crumbles to dust, negating the negative level.
(An attack that bestows two negative levels consumes two opals).
• Each round, the helm absorbs the first 30 points of cold damage the wearer would otherwise take.
This protection does not stack with similar protection from other sources, such as *endure elements*.
As long as the helm contains at least one intact gem, the wearer is immune to fear effects and can see through any form of darkness as though it were daylight.
The wearer can use the following spell-like effects on command: *speak with dead* once per day, *chill metal* three times per day, and *pass without trace* at will.
(The helm provides the command words).
Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder.
Removing a jewel destroys it.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *chill metal*, *deeper darkness*, *emotion*, *pass without trace*, *negative energy protection*, *protection from elements*, *speak with dead*, *spell immunity*; *Market Price*: 157,000 gp; *Weight*: 3 lb.

HELM OF GAZES

This mirror-bright steel cap is set with five cats' eye gems.
The helmet automatically absorbs up to five gaze attacks the wearer is subjected to, rendering the wearer immune to the gaze.
Once the helmet reaches its capacity, however, the wearer is susceptible to all gaze attacks even if he averts his gaze or closes his eyes.
(The wearer is still allowed a saving throw against the gaze, if one is allowed).
As a standard action, the wearer can release one stored gaze effect harmlessly (not as an attack) with a command word.
A stored gaze effect fades after a tenday.
Caster Level: 12th; *Prerequisites*: Forge Ring, *eyebite*, *spell turning*; *Market Price*: 33,000 gp; *Weight*: 3 lb.

ICE NECKLACE OF THE ULUTIUN

Several of these necklaces of magically hardened and preserved ice were created by a half-mad sorcerer who wandered among the Ulutiun tribes of the Great Glacier.
Two of the acorn-sized ice crystals are opaque, four are transparent.
The wearer can detach a crystal and hurl it up to 80 feet.
When the crystal reaches the end of its trajectory, it explodes in a spell effect, either *ice storm* (transparent crystal) or *sleet storm* (opaque crystal).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *ice storm*, *sleet storm*; *Market Price*: 5,000 gp; *Weight*: 1 lb.

INSTRUMENTS OF THE BARDS

A wise and powerful bard in the Moonshaes named Falataer created the first of these instruments, using them to test and reward the students of his bardic college (which was divided into seven levels of skill).
Others have since copied the designs, keeping the names Falataer gave them to honor him.
Each instrument has its own set of unique powers that can be activated by anyone with sufficient ranks in the Perform skill without making a check.
Some of the instruments bestow one negative level on a character lacking the proper number of ranks in the Perform skill.
The negative level remains as long as the harp is carried and disappears when it is no longer carried.
This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the instrument is carried.

ANSTRUTH HARP

This masterwork harp (+2 circumstance bonus on Perform [harp] checks) bestows one negative level on any character who does not have at least 12 ranks in Perform (harp).
A character with 12 ranks in Perform (harp) can use the instrument to cast *control water*, *healing circle*, and *mind fog* once per day.
It gives a +6 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 14th; *Prerequisites*: Craft Wondrous Item, *control water*, *healing circle*, *mind fog*, creator must be a bard; *Market Price*: 60,000 gp; *Weight*: 3 lb.

CANAITH MANDOLIN

This eight-stringed masterwork mandolin (+2 circumstance bonus on Perform [mandolin] checks) bestows one

negative level on any character who does not have at least 8 ranks in Perform (mandolin).
A character with 8 ranks in Perform (mandolin) can use the instrument to cast *cure serious wounds*, *dispel magic*, or *summon monster* III once per day.
It gives a +4 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *cure serious wounds*, *dispel magic*, *summon monster* III, creator must be a bard; *Market Price*: 23,400 gp; *Weight*: 3 lb.

CLI LYRE

This masterwork lyre (+2 circumstance bonus on Perform [lyre] checks) bestows one negative level on any character who does not have at least 10 ranks in Perform (lyre).
A character with 10 ranks in Perform (lyre) can use the instrument to cast *break enchantment*, *dimension door*, and *shout* once per day.
It gives a +5 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *break enchantment*, *dimension door*, *shout*, creator must be a bard; *Market Price*: 37,600 gp; *Weight*: 3 lb.

DOSS LUTE

This masterwork lute (+2 circumstance bonus on Perform [lute] checks) bestows one negative level on any character who does not have at least 6 ranks in Perform (lute).
A character with 6 ranks in Perform (lute) can use the instrument to cast *delay poison*, *hold person*, and *mirror image* once per day.
It gives a +3 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *delay poison*, *hold person*, *mirror image*, creator must be a bard; *Market Price*: 9,800 gp; *Weight*: 3 lb.

FOCHLUCHAN BANDORE

This 3-stringed masterwork lute (+2 circumstance bonus on Perform [lute] checks) can be played by anyone to produce *light* once per day.
A character with 2 ranks in Perform (lute) can use the bandore to cast *flare*, *mending*, and *message* each once per day.
It gives a +1 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *flare*, *light*, *mending*, *message*, creator must be a bard; *Market Price*: 1,900 gp; *Weight*: 3 lb.

MAC–FUIRMIDH CITHERN

This pear-shaped masterwork lute (+2 circumstance bonus on Perform [lute] checks) can be played by a person with 4 ranks in Perform (lute) to cast *cure light wounds*, *mage armor*, and *sleep* each once per day.
It gives a +2 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, cure light wounds, mage armor, sleep, creator must be a bard; *Market Price*: 2,900 gp; *Weight*: 3 lb.

OLLAMH HARP

This masterwork harp (+2 circumstance bonus on Perform [harp] checks) bestows one negative level on any character who does not have at least 14 ranks in Perform (harp).
A character with 14 ranks in Perform (harp) can use the instrument to cast *control weather*, *eyebite*, and *repulsion* once per day.
It gives a +7 competence bonus on a bard's bardic music checks for countersong, *fascinate*, and *suggestion*.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *control weather*, *eyebite*, *repulsion*, creator must be a bard; *Market Price*: 83,600 gp; *Weight*: 3 lb.

INSTRUMENT OF THE WINDS

When the proper tune is played (which requires a DC 15 Perform [lute] check), this masterwork lute (+2 circumstance bonus on Perform [lute] checks) summons a large air elemental as with the *summon monster* VI spell.
Caster Level: 11th; Prerequisites: Craft Wondrous Item, *summon monster* VI; *Market Price*: 11,000 gp; *Weight*: 3 lb.

JANTHRA'S HARP

By playing this masterwork harp (+2 circumstance bonus on Perform [harp] checks) for a full round, the harpist can envelop all creatures within 10 feet of the harp in an *invisibility sphere* that also allows them to *pass without trace*. Unlike the spell, creatures made invisible by the harp can see each other.
The harpist must continue playing to maintain the effect, but the music seems distant and does not aid foes in detecting the location of the harpist.
If one of the invisible creatures attacks, the magic is ended for all participants.
If one creature leaves the area of the *invisibility sphere*, the harpist must end the song and play again for a full round to hide that creature again.
The harp may be used in this manner for up to 1 hour per day.
Use of this item requires at least 1 rank in Perform (harp).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *invisibility sphere*, *pass without trace*; *Market Price*: 12,000 gp; *Weight*: 3 lb.

JOYOUS STAR SONG

Devout worshipers of Lliira and Milil created the first of these items.
The object appears as a scroll made of beaten silver, stamped with the holy symbols of Milil (a harp made of leaves) and Lliira (three six-pointed stars).
The scroll also bears the musical notation and lyrics for an inspiring song.
When a bard sings the song, it allows him to use his bardic music one additional time per day, with a +5 sacred bonus on his Perform check for that use.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *enthrall*, *suggestion*, creator must be a bard of at least 10th level; *Market Price*: 5,800 gp; *Weight*: —.

KIIRA

These smooth hemispherical precious stones are known by their elven name, which means "lore gem".
While more powerful versions of these items known as *greater kiira* exist, those date to the empire of Cormanthor, can only be used by elves of particular families, and risk causing madness and feeblemindedness in those not of the proper bloodline and without the necessary intelligence.
The *kiira* that can be found in the world are weaker but safer versions of these devices.
The *kiira* is worn on the forehead (it affixes itself if placed there and can be removed easily by its wearer) and counts as a hat for the purpose of determining what items can be worn together.
It allows its wearer to better focus her mind and memory, allowing her to better remember information.
In game terms, this results in a +2 competence bonus on all Knowledge skill checks, though the wearer must spend a full round of contemplation to gain this bonus.
Furthermore, a *kiira* acts as a spellbook, allowing a wizard (or any other spellcaster who requires a spellbook) to record spells into and prepare spells from a *kiira* as if it were a spellbook (holding up to thirty spells of any levels), requiring the normal amount of time and expense.
While a newly created *kiira* is empty of spells, a *kiira* recovered as part of a treasure hoard is likely to have spells recorded within it at the DM's option.
If so, the value of the item should increase as if it were a spellbook.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *legend lore*, *secret page*; *Market Price*: 7,500 gp; *Weight*: —.

KNIFE OF THE BOWYER

This masterwork tool gives the user a +10 circumstance bonus on Craft (bowmaking) checks.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, creator must be at least 6th level; *Market Price*: 2,055 gp; *Cost to Create*: 1,055 gp + 80 XP; *Weight*: 1 lb.

LENSES OF DARKNESS

These two dark glass lenses fit over the user's eyes.
The wearer gains a +4 circumstance bonus on saving throws against light and illusion (pattern) spells, as well as any effects that cause blindness because of light (such as a *prismatic wall*).
Caster Level: 3rd; *Prerequisite*: Craft Wondrous Item, *darkness*, *resistance*; *Market Price*: 7,700 gp; *Weight*: —.

MASK OF BLOOD

This mask of red metal constantly weeps a blood-like liquid when worn.
Any NPC who sees a creature wearing the mask has his attitude toward the wearer shifted one category toward hostile.
The liquid is normally harmless, but once per day the wearer can spit it forth as a ranged touch attack with a range increment of 10 feet.
When used in this way, the fluid acts as a *poison* spell upon the creature it strikes.
If a barbarian wears the mask, the character's rages last 1 round longer than normal.
The mask counts as a pair of lenses for limitations on wearing multiple magic items.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *emotion*, *poison*; *Market Price*: 17,000 gp; *Weight*: 1 lb.

MIEREST'S STARLIT SPHERE

This item is said to have been created by the sorcerer Mierest and given to one of his visitors in reward for a great service.
The shining silver metal sphere is 4 inches in diameter and feels comfortably warm to the touch.
When held, it is lit with cold blue-white pinpoints of light, illuminating an area as a torch would.
This ability can be turned off or on as a free action.
The orb negates several spells by contact: *dancing lights*, *darkness*, *faerie fire*, *gust of wind*, *light*, and *wind wall*.
Objects within the area of its light are viewed as if with a *true seeing* spell.
If passed through an open flame, it chimes a soothing song for 4 minutes that can be heard up to 100 feet away and quiets shriekers.
Intelligent undead prefer to avoid the area it illuminates but are not prevented from entering.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *dispel magic*, *ghost sound*, *true seeing*; *Market Price*: 53,000 gp; *Weight*: 1 lb.

MIRROR MASK

This mask is circular, with dark lines radiating outward from the point between the eyes.
The wearer gains a +5 resistance bonus on all saves against gaze attacks and spells that work through sight (such as *flare*, illusion (pattern) spells, a vampire's *charm* ability, and so on).
Furthermore, any creature that views the wearer's face while the mask is worn sees its own face rather than the wearer's.
A mask counts as a pair of lenses for limitations on wearing multiple items of the same type.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *change self*, *resistance*; *Market Price*: 8,759 gp; *Weight*: 1 lb.

METHILD'S HARP

When played by a character with at least 1 rank in Perform (harp) for 1 full round, this masterwork harp (+2 circumstance bonus on Perform [harp] checks) sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open.
The device functions against normal bars, shackles, chains, bolts, and so on.
Methild's harp also automatically dispels a *hold portal* spell or even an *arcane lock* spell cast by a wizard of less than 15th level.
It also unties knots and bindings and frees targets from entanglement of any kind (including *web* spells).
Each round of playing opens only one form of locking or tying or frees a single target from its bonds or entanglement.

The harp doesn't function in an area of *silence*, nor can it affect a target in such an area.
Methild's harp has a range of 100 feet and may be played a maximum of 3 rounds per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *knock*; *Market Price*: 4,100 gp; *Weight*: 3 lb.

MITHRAL BELLS

This item is a series of eleven small mithral bells on a bracelet-sized chain of mithral.
The wearer can detach a bell and throw it up to 40 feet. When it reaches the end of its trajectory, it explodes in a *sound burst* spell.
As long as there are at least three bells on the chain, it provides a +2 circumstance bonus on all Perform checks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *sound burst*, creator must be a bard; *Market Price*: 3,700 gp; *Weight*: 1 lb.

MONK'S TATTOO

This tattoo is usually of an animal or beast considered important to the monks of a given monastery or school. Examples include tiger, dragon, snake, crane, monkey, and so on.
The tattoo improves the unarmed strike damage, speed, and AC of the monk recipient by four levels.
Thus, a 7th-level monk does damage, moves, and avoids being struck as would an 11th-level monk.
No other abilities are improved by this tattoo, including base attack.
The abilities of this tattoo do not stack with the abilities of another monk's tattoo, nor does the tattoo grant any abilities to a nonmonk character.
The tattoo does not take up an equipment space (see Limit on Magic Items Worn, page 176 of the DUNGEON MASTER's *Guide*).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, creator must be a monk of at least 10th level; *Market Price*: 80,000 gp; *Weight*: —.

MOON BRACERS

Covered in mother-of-pearl, these bracers are normally created by the manifestation of Selûne's *moonfire*, but spellcasters have learned how to create them.
They have the same abilities as *bracers of armor*, plus the wearer can use *dimension door* once per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *dimension door*, *mage armor*, creator's level must be twice that of the bonus placed in the bracers (minimum 7th level); *Market Price*: 12,100 gp (+1), 14,100 gp (+2), 19,100 gp (+3), 36,200 gp (+4), 45,200 gp (+5), 56,200 gp (+6), 69,160 gp (+7), 84,160 gp (+8); *Weight*: 1 lb.

MOON MOTE

This round, pale stone is one of the permanent manifestations of Selûne's *moonfire*.
Once per day it can be commanded to create *dancing lights* under the control of its bearer.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *dancing lights*; *Market Price*: 180 gp; *Weight*: —.

MOONCLOAK

This silvery-gray cloak is one of the items typically created by Selûne's *moonfire*, but has since been duplicated by spellcasters.
The cloak functions as a *cloak of resistance*, plus gives the wearer the ability to *levitate* and *water walk* (both self only) once per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *levitate*, *resistance*, *water walk*, creator's level must be three times that of the cloak's bonus (minimum 7th level); *Market Price*: 9,000 gp (+1), 13,800 gp (+2), 18,800 gp (+3), 25,800 gp (+4), 34,800 gp (+5); *Weight*: 1 lb.

MOONDRAUGHT

This potent liquid is the equivalent of four potions of *cure light wounds*.
It can be consumed all at once (for a total of 4d8+4) or in four separate uses (each curing 1d8+1 hit points of damage).
A lycanthrope who drinks this potion automatically gets the maximum effect for whatever amount is drank.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, Maximize spell, *cure critical wounds*, creator must have access to the Moon domain; *Market Price*: 1,500 gp; *Weight*: —.

MOONFIRE SALVE

Stored in a translucent white ceramic jar about the size of a flask, *moonfire salve* is the semisolid residue remaining after a manifestation of *moonfire* at a holy ritual of Selûne.
Depending upon how it is used, it has different magic effects.
An entire jar must be used to gain any of these benefits.
- When poured on an item or rubbed on a creature's forehead, it acts as a targeted *dispel magic*.
- When rubbed on the feet, it allows the recipient to use the *fly* spell.
- When rubbed on the eyelids, it grants *darkvision*.
- When rubbed on the back of a hand, it allows the use of *greater mage hand* spell.
- When eaten, it acts as a *cure serious wounds*.

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *cure serious wounds*, *darkvision*, *dispel magic*, *fly*, *greater mage hand*; *Market Price*: 2,500 gp; *Weight*: 1/2 lb.

MOONSTONE MASK

This silver mask is studded with many small moonstones.
It gives the wearer darkvision and a +5 circumstance bonus on Listen and Spot checks.
A mask counts as a pair of lenses for the limitations on wearing multiple magic items of the same type.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *clairaudience/clairvoyance*, *darkvision*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

NECKLACE OF ACID PEARLS

This magic item resembles a tight silver choker with a device bearing seven pale white pearls.
The wearer can detach any of the pearls and hurl it up to 50 feet away, where it creates an *acid storm*.

One of the pearls deals 9d6 points of damage, two deal 7d6, two deal 5d6, and the last two deal 3d6.
A Reflex save (DC 19) halves the damage from any pearl.
The more damage a pearl deals, the larger it is.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *acid storm*; *Market Price*: 10,700 gp; *Weight*: 1 lb.

NECKLACE OF COPPER DRAGON SCALES

This simple necklace consists of a copper chain with six coin-sized copper dragon scales affixed to it.
If the wearer touches a scale and issues a command word, he is protected by *endure elements* (*acid*) for 24 hours.
Once all six scales are used, the necklace grows dull and loses its magic.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *endure elements*; *Market Price*: 570 gp; *Weight*: 1 lb.

NECKLACE OF LIGHTNING

This necklace is a silver chain with seven brightly polished coils of copper wire.
The wearer can detach a coil and hurl it up to a 50-foot distance.
When the coil reaches the end of its trajectory, it explodes as a *scintillating sphere* spell (DC 14).
One of the coils deals 7d6 points of damage, two deal 5d6, and the other four deal 3d6.
The more damage a coil does, the larger it is.
If the necklace is being worn or carried by a character who fails her saving throw against a magical electricity attack, the necklace must make a saving throw as well (with a bonus of +7).
If the necklace fails to save, all its remaining coils detonate simultaneously.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *scintillating sphere*; *Market Price*: 4,350 gp; *Weight*: 1 lb.

NECKLACE OF NATURE'S TEETH

This leather cord is strung with the teeth or fangs of a wild animal.
When worn by a druid with the *wild shape* ability, this necklace allows the druid to assume (as *wild shape*) the form of the animal whose teeth are on the necklace once per day.
Roll 1d10 to determine what kind of necklace is found.

1d10	Animal
1	Bear, black
2	Boar
3	Crocodile
4	Leopard
5	Lizard, giant
6	Shark, Medium-size
7	Snake, constrictor
8	Snake, Medium-size viper
9	Wolf
10	Wolverine

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *polymorph self* or creator must be a druid of at least 7th level; *Market Price*: 2,900 gp; *Weight*: —.

NITHANALOR'S HARP

This masterwork harp (+2 circumstance bonus on Perform [harp] checks) is inlaid with several glassy gray gemstones of various types.
Once per day a character with at least 1 rank in Perform can play the harp to gain the benefits of a *stoneskin* spell.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *stoneskin*; *Market Price*: 22,300 gp; *Cost to Create*: 17,400 gp + 392 XP; *Weight*: 3 lb.

ORB OF HOLINESS

These glossy crystal spheres are about the size of an apple.
Each is inscribed with one good-aligned deity's symbol.
An orb is always neutral with respect to chaos and law.
An evil creature who touches an orb must make a Will save (DC 25).
If the save fails, the creature takes 4d6 points of damage and is struck with a *feeblemind* effect.
If the save succeeds, the creature still takes 2d6 points of damage and is dazed for 1d4 rounds.
A good-aligned creature can hold the orb and speak a command word to cast *hold monster* (DC 17) or *purify food and drink* each once per day.
In addition, any good-aligned creature who is a follower of the deity whose symbol appears on the orb (any creature who has chosen the orb's deity as their patron deity, in other words) can hold it and speak a command word to cast *cure serious wounds* (3/day) or *regenerate* (1/day).
An *orb of holiness* continually emits a *prayer* effect.
All good creatures are considered to be the orb's allies; all nongood creatures are its foes.
An orb automatically counters and dispels all fear effects within 60 feet of the orb (no action required).
Finally, a creature holding an orb can use it to make touch attacks against undead.
A successful touch deals 5d6 points of damage to an undead creature.

Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *cure serious wounds*, *daylight*, *detect evil* or *detect good*, *glyph of warding*, *prayer*, *purify food and drink*, *regenerate*, *remove fear*; *Market Price*: 178,700 gp; *Cost to Create*: 89,450 gp + 7,140 XP; *Weight*: 1 lb.

ORBAKH'S GLASS SKULL

Created by a Thayan inhabitant of Myth Drannor, this thick glass skull is hollow and suitable as a tankard.
It can cast *disrupt undead* three times per day, and can cast *enervation* and *shroud of undeath* each once per day.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *disrupt undead*, *enervation*, *shroud of undeath*; *Market Price*: 15,700 gp; *Weight*: 3 lb.

PHOENIX HELM

This helm is made of copper, gold, and electrum, stylized in the shape of a phoenix with its wings unfurled, its legs guarding the temples, and the head adorning the brow.
The wearer can use the following spells each once per day: *Feather fall*, *flame arrow*, *fly*, *resist elements*, and *speak with animals* (birds only).
The helm grants the wearer low-light vision.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *feather fall*, *flame arrow*, *fly*, *resist elements*, *speak with animals*; *Market Price*: 53,000 gp; *Weight*: 3 lb.

PHYLACTERY OF THE PRIESTHOOD

Two versions of this phylactery exist (lesser and greater); each is a small ivory box that contains holy scripture.
Each phylactery allows the wearer to maximize (as the Maximize Spell feat) any three divine spells he or she casts in a day, without using a higher-level spell slot.
The wearer chooses to maximize a spell at the time of casting.
The lesser phylactery can only affect spells of up to 3rd level, while the greater phylactery can affect spells of up to 6th level.
The phylactery of the priesthood is tied to the wearer's forehead (and counts as a headband) or arm (and counts as a bracer).
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, Maximize Spell; *Market Price*: 27,200 gp (lesser), 108,000 gp (greater); *Weight*: —.

PROTECTED SPELLBOOKS

Any wizard with the means to do so carefully protects her spellbooks against accidents, battle damage, or theft.
Arcanabula feature cheap and inexpensive protections, such as a simple *explosive runes* or *fire trap* spell.
Most wizards are willing to accept the loss of a workbook and do not expend a great amount of money in defending their traveling spellbooks.
Great books, on the other hand, are carefully guarded.
Hidden in trapped compartments (or even on other planes) and equipped with mechanical traps, loyal guardians, and deadly spells of defense, a great book is something that is never meant to be lost.
A wizard may conceal a great book in a compartment crawling with poisonous spiders or snakes that the owner can immobilize at will, trapped by bladders of paralyzing or sleep-inducing gases, and mechanical traps such as scything blades or poisoned needles hidden in the locks, lids, or frames of coffers or cabinets the books are hidden in.
These traps are seldom of a sort that can endanger the book itself, but may otherwise take almost any form.
Spell protections, of course, can add thousands of gold pieces to the cost of even the simplest tome.
The magical protections commonly employed to defend a spellbook include:

GLAMERED

The book looks and feels like something else of similar size and weight (no more than 25% different in any dimension, no less than half as heavy, and no more than twice as heavy).
Upon command the book resumes its normal appearance or takes on its glamered appearance.
Anyone who touches the book can make a Will save (DC 14) to disbelieve the glamer.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *major image*; *Market Price*: +2,000 gp.

LEVITATING

The book hovers in the air at whatever point it is placed, much like an *immovable rod* (although the book can only support its own weight).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *levitate*; *Market Price*: +2,000 gp.

PUNGENT

The book is infused with an acrid essence that repels damaging pests.
Any creature attempting to eat any portion of the book becomes ill and must attempt a Fortitude save (DC 14) or become nauseated as per the *stinking cloud* spell.
(The effects linger for 1d4+1 rounds after the creature tastes the book).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *stinking cloud*; *Market Price*: +2,000 gp.

RESISTANT (MAJOR)

The book has resistance 12 against acid, cold, electricity, and fire attacks.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: +3,000 gp.

RESISTANT (MINOR)

The book has resistance 5 against acid, cold, electricity, and fire attacks.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *endure elements*; *Market Price*: +1,000 gp.

SPELLTRAPPED

A magic trap has been incorporated into the book.
For example, a *shocking grasp* has been placed that strikes anyone handling the book except its owner.
The trap can be set to operate when the book is touched, when it is opened, or when a particular page is read.

Any spell appropriate for a trap may be used (see Table 4–7: Spells for Magic Traps, page 117 of the DUNGEON MASTER's *Guide*).
Caster Level: As per spell chosen, minimum 3rd; *Prerequisites*: Craft Wondrous Item, spell chosen; *Market Price*: Adds value equal to 500 gp × spell level × caster level, plus 100 gp × the cost of the trapped spell (in gp or XP), if any.

WATERPROOF

The book is impervious to damage caused by immersion in or exposure to water.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *endure elements*; *Market Price*: +1,000 gp.

RHINGALADE'S HARP

This masterwork harp (+2 circumstance bonus on Perform [harp] checks) is carved with images of a multitude of harpists playing in a chorus.
Once per day it can be played to invoke simultaneous *blink* and *mirror image* spells upon its wielder (both effects end after 6 rounds).
Use of this item requires at least 1 rank in Perform (harp).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *blink*, *mirror image*; *Market Price*: 5,400 gp; *Weight*: 3 lb.

SALVE OF MINOR SPELL RESISTANCE

This salve is based on a drow formula.
The user must take a full-round action to spread it on his skin, after which it grants spell resistance 17 for 5 minutes.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *spell resistance*; *Market Price*: 1,250 gp; *Weight*: 1/2 lb.

SCARAB OF SCINTILLATING AURAS

This multihued jewel creates a field of clashing visible auras in a 90-foot radius.
The multitude of auras blocks attempts to detect magic or alignment within the area.
Not even a *true seeing* spell can detect an alignment aura within the scarab's area unless cast at 16th level or higher.
Once a day, the wearer can become invisible on command as if using the *invisibility* spell (self only).
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *nondetection*, *misdirection*, *invisibility*; *Market Price*: 45,000 gp; *Weight*: —.

SENDING STONES

These items usually resemble lumps of unworked stone. They come in pairs.
Once a day, each stone in a pair can send a message (as the sending spell) to the bearer of the other stone.
If the stone's mate is not in a creature's possession, no message is sent and the user knows the communication has failed.
If either stone in the pair is destroyed, the mate becomes useless.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *sending*; *Market Price*: 15,000 gp (for a pair); *Weight*: 1 lb.

SHAUNDAKUL'S BOOTS

Originally a secret kept by the loyal followers of the deity of travel, the lore detailing the creation of these magical boots has recently become more widely available.
These boots increase the wearer's base speed by 10 feet.
Once per day the wearer may double his base speed (not counting the boots' effect) for 5 minutes.
Once per tenday, she can cast *find the path*.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *expeditious retreat*, *find the path*; *Market Price*: 6,300 gp; *Weight*: 1 lb.

SILENT PORTAL DISK

This small disk affixes itself to (or can be removed from) any surface with but a simple command word.
If that surface is a portal (door, window, box lid, curtain of beads, or any other such opening), it silences any sound of opening the portal, just as if the 0-level spell *silent portal* had been cast upon it.
The disk operates once per day.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *silent portal*; *Market Price*: 360 gp; *Weight*: —.

SKULL PLAQUE

This ivory disk is engraved with an image of a grinning skull and inlaid with black enamel to form a shield-shaped background.
Worn on a necklace of human finger bones, the plaque allows the wearer to cast *death knell* and *detect undead* once per day.
Undead suffer a –2 penalty on attack rolls against the wearer.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *death knell*, *detect undead*, *prayer*; *Market Price*: 9,200 gp; *Weight*: 2 lb.

SMOKEPOWDER

This magic alchemical substance is similar to gunpowder.
The substance burns rapidly, but is not explosive (though it can be used to construct grenades and bombs).
Burning *smokepowder* illuminates a 30-foot radius.
The fire lasts 1 round for every ounce of powder.
It takes an ounce of *smokepowder* to shoot a firearm once.
If *smokepowder* gets wet, it never again burns and cannot ever be used to fire a bullet.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, 9+ ranks of Alchemy; *Market Price*: 25 gp; *Weight*: 1 lb.

SPICE JAR

This relatively mundane item is highly prized among travelers.
It can produce any spice, even rare ones, as long as that spice is used immediately (within 1 round) to prepare food or drink.
Any spice thus created disappears if it is not used in that time.
The *spice jar* replenishes itself continually, so its wielder need not fear ever running out of spices.
The spices produced purify any food or drink exactly as if affected by a *purify food or drink* spell.

In addition, any food or drink prepared with the spices produced by the spice jar bestows some minor healing and disease prevention upon up to twelve people who eat the food or drink thus prepared.
Eating or drinking meals prepared with these spices cures 1 hit point per use and grants a +4 resistance bonus on saves against disease for next 4 hours.
The *spice jar* may produce sufficient spices to make up to three meals or drinks per day that bestow these curative and resistance properties.
The spices can affect any one person once per day.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *cure minor wounds*, *purify food and drink*; *Market Price*: 5,600 gp; *Weight*: 1 lb.

SUNITE SASH

This scarlet sash is woven of fine red thread and delicate gold wire.
It adds a +2 enhancement bonus to Charisma and a +2 deflection bonus to AC, and allows the wearer to create *handfire* once per day.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *enthrall*, *handfire*, *shield of faith*; *Market Price*: 19,600 gp; *Weight*: 1 lb.

TONGS OF THE ARMORER

This tool gives the user a +10 competence bonus on Craft (armorsmithing) checks when creating metal armor.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *mending*, creator must be at least 6th level; *Market Price*: 2,055 gp; *Cost to Create*: 1,055 gp + 80 XP; *Weight*: 5 lb.

TORQUE OF THE DEITY

These items come from the Moonshae Isles, where clerics of Chauntea create them.
Each bears the symbol of the deity.
The *torque of the deity* bestows immunity to lycanthropy upon its wearer, and also grants a +2 sacred bonus on attack and damage against lycanthropes.
In addition, a torque grants a +1 (or +2) resistance bonus on saving throws and a deflection bonus to AC of the same value.
A torque counts as a necklace for limitations on wearing multiple items of the same type.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *magic weapon*, *remove disease*, *shield of faith*; *Market Price*: 4,500 gp (*torque* +1), 16,500 gp (*torque* +2); *Weight*: 2 lb.

TORQUE OF THE TITANS

This thick, heavy, golden neck ring is nearly indestructible. It has a hardness of 20, 50 hit points, and a break DC of 50.
Five times per day, the torque's wearer can (as a free action) gain a +10 enhancement bonus to Strength that lasts for one round.
A torque counts as a necklace for limitations on wearing multiple items of the same type.
Caster Level: 20th; *Prerequisites*: Create Wondrous Item, *bull's strength*, *divine power*; *Market Price*: 72,000 gp; *Weight*: 3 lb.

TRAVEL CLOAK

This lightweight gray-green cloak protects the wearer against some of the hazards and discomforts of outdoor travel.
The wearer resists cold as if affected by an *endure elements* (*cold*) spell.
Furthermore, the cloak sheds precipitation, keeping dry the area of the body covered by the cloak (head to knees).
In addition, three times per day, the wearer can reach into one of the pockets of the cloak and pull out trail rations sufficient to feed himself.
From another pocket, the wearer may withdraw a stoppered 1-quart metal flask that produces either pure cool water or sugared hot tea.
The flask produces up to two gallons of liquid per day.
The flask only refills if placed back in the pocket of the cloak; if separated from the cloak or wearer, it has no magical properties.
Finally, when the wearer utters a command word, the *travel cloak* expands once per day to the size of a one-person tent.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *endure elements*, *create food and water*, *enlarge*; *Market Price*: 1,200 gp; *Weight*: 1 lb.

TROLL GUT ROPE

This braided 50-foot rope has a slightly pungent odor, feels rubbery, and bears a large, complex knot at one end.
Once per day the rope can be commanded to grow up to 350 feet in length.
Any length beyond the original 50 feet decays into nothingness after 7 hours.
If the large knot is ever untied or cut open, the rope's magic is destroyed.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *minor creation*; *Market Price*: 3,000 gp; *Weight*: 7 lb.

UNICORN PENDANT

This silver pendant bears the symbol of Lurue, unicorn deity of talking beasts.
The wearer can use *cure moderate wounds* and *neutralize poison* once per day.
A paladin wearing the pendant treats her Charisma as 4 points higher than normal for the purpose of her *lay on hands* ability.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *cure moderate wounds*, *enthrall*, *neutralize poison*; *Market Price*: 28,000 gp; *Weight*: 1 lb.

VALARDE'S HARP

This masterwork harp (+2 circumstance bonus on Perform [harp] checks) is often carved of driftwood and engraved with images of ships and clouds.
Three times per day it can be played for a full round to produce a *gust of wind* or a *wind wall* effect.
Use of this item requires at least 1 rank in Perform (harp).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *gust of wind*, *wind wall*; *Market Price*: 8,500 gp; *Weight*: 3 lb.

VESTMENTS OF POWER

These ceremonial clerical robes are usually cut and tailored to suit a particular deity's worshipers.
Two varieties exist: The *lesser vestments of power* and the *greater vestments of power*.
The *lesser vestments of power* grant the wearer a +3 deflection bonus to AC and a +4 resistance bonus on saving throws.
The robe also conveys a continuous *protection from arrows* effect (10/+1, no limit to points of damage prevented), grants fire resistance 15, and allows the wearer to use *feather fall* whenever he falls 10 feet or more.
The *greater vestments of power* have all the powers of *lesser vestments of power*.
In addition, the wearer may cast *dimension door* and *true seeing* at will.
Caster Level: 5th (lesser), 9th (greater); *Prerequisites*: Craft Wondrous Item, *dimension door* (greater only), *endure elements*, *feather fall*, *protection from arrows*, *resistance*, *shield of faith*, *true seeing* (greater only); *Market Price*: 88,000 gp (lesser), 200,000 gp (greater); *Cost to Create*: Standard (lesser), 112,500 gp + 7,000 XP (greater); *Weight*: —.

WAR WIZARD CLOAK

This full-cut black cloak (also called a weathercloak) hangs to mid-boot.
Cut to overlap on the chest and cover the wearer's arms, it has a high collar and a separate pullover hood.
It is embroidered with a white upraised human palm in a circle on the right collar, a purple dragon on the left collar, and another on the center point of the hood (so that it is displayed to the rear when the hood is pulled back).
The cloak constantly provides the wearer with the following benefits: *endure elements* (*cold*), *darkvision*, and *feather fall* (self only).
Once per day, the wearer may use *dimension door*, *lesser ironguard*, *protection from arrows*, and *sending*.
These cloaks are normally only worn by Cormyrian war wizards, nobles, or specially chosen agents, although with the troubles in Cormyr of late, it is likely that some have been looted from corpses and can be found in other hands.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *darkvision*, *dimension door*, *endure elements*, *feather fall*, *lesser ironguard*, *protection from arrows*, *sending*; *Market Price*: 30,375 gp; *Weight*: 1 lb.

WHITE CLOAK OF THE SPIDER

This white silk garment is embroidered with a large gray spider on the back and webs radiating across its surface.
The wearer can use *spider climb* at will and use *hold person* once per day.
She gains a +2 luck bonus on all Fortitude saves against poison from spiders and drow sleep poison.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *hold person*, *resistance*, *spider climb*, creator must be 6th level; *Market Price*: 8,200 gp; *Weight*: 1 lb.

WILD SHAPE AMULET

This small amulet is usually shaped as a miniature version of an animal.
It allows a druid to use her *wild shape* ability as if she were four levels higher.
If she has not yet acquired that ability, the amulet allows her the *wild shape* ability as a 5th-level druid.
The amulet does not improve a druid's *wild shape* ability beyond that possessed by a 20th-level druid.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, creator must be a druid of at least 15th level; *Market Price*: 40,000 gp; *Weight*: —.

WORD OF CHAOS'S POWER

This normally appears as a stone tablet graven with magical runes.
Any creature that spends 1 minute or more studying the runes understands the runes' purpose.
If the character studies them for an hour thereafter, the runes fade and the character has the ability to invoke the word of power as a supernatural ability.
Each time the word is invoked, it functions as a *rod of wonder*, and the user suffers 1 point of permanent Wisdom drain.
When the user reaches 0 Wisdom, he is totally insane and withdraws into a deep nightmare-filled sleep from which he cannot awaken.
A creature that knows the word cannot convey its meaning to another without investing the gp and XP to essentially create another copy of the written word.
The creature could also use a *wish* spell (or similar magic) to create knowledge of the rune directly in the mind of another willing creature.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *confusion*, creator must be chaotic; *Market Price*: 12,000 gp; *Weight*: 1 lb.

WHITE SKULL MASK

This bone-colored mask is shaped like a skull and painted black around the eyes.
When worn, it transforms the wearer's visage to look like an actual skull.
The wearer gains a +4 morale bonus on saving throws against disease, fear, and paralysis, and is immune to energy drain attacks.
The wearer immediately recognizes any creature seen as alive, dead, undead, or inanimate (never alive, such as a life-like statue).
A mask counts as a pair of lenses for limitations on wearing multiple magic items of the same type.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *deathwatch*, *detect undead*, *negative energy protection*, *remove fear*; *Market Price*: 50,000 gp; *Weight*: 1 lb.

WILDING CLASP

Appearing as a 3-inch long gold chain, this item only works when attached to an amulet (or similar item) or vest (or similar item).
The clasp prevents its attached item from melding into the wearer's new form when transforming magic (such as *polymorph self* or a druid's *wild shape* ability) is used, allowing the item to be used in the new form.
For example, a druid with a *wilding clasp* attached to her *periapt of wisdom* could take the shape of a wolf (which

normally doesn't use equipment) and have the periapt remain in its normal form, fully functional.
Some forms may be harmful to certain items (such as a fire elemental form when wearing a *necklace of missiles*).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *polymorph self* or creator must have *wild shape* ability; *Market Price*: 4,000 gp; *Weight*: —.

WINGED MASK

The edges of this full-face mask are made to resemble feathers or wings.
The wearer can use *fly* at will, but glows with white light (as a *light* spell) whenever this ability is used.
A mask counts as a pair of lenses for limitations on wearing multiple items of the same type.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*, *light*; *Market Price*: 13,000 gp; *Weight*: 1 lb.

WINGS OF PAIN

This drab cloak can project a blast of gray light three times per day against a single creature.
The light functions either as a *doom* spell or a *ray of enfeeblement* (wearer's choice).
The cloak acts as a *ring of feather falling*, but can only function in this manner if it can unfurl itself to its full 15-foot span (it does so automatically if there is room).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *doom*, *feather fall*, *ray of enfeeblement*; *Market Price*: 17,500 gp; *Weight*: 2 lb.

XVIM'S GREEN-EYED GAUNTLET

This black gauntlet of sturdy black leather has two large green gems mounted on the back that resemble staring eyes.
The wearer of the gauntlet has darkvision (60 feet), and each gem can glow with a *light* spell once per day.
The wearer can cast *phantasmal killer*, but this power functions only once (at which point the gauntlet maintains its other powers).
The gauntlet does not interfere with spellcasting.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *darkvision*, *light*, *phantasmal killer*; *Market Price*: 11,800 gp; *Weight*: 2 lb.

YORNAR'S CRESCENT

This piece of tooled leather appears very old and weather-worn.
Named for a famous ranger of Mielikki (whose name also graces one of her legendary holy texts), the crescent has been passed through many hands, and others have made many items with its powers.
By speaking the proper command word, the holder can use *detect poison* at will, can cause the crescent to shine with *faerie fire* at will, or use *greater magic fang* or *tree stride* each once per day.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *detect poison*, *faerie fire*, *greater magic fang*, *tree stride*; *Market Price*: 27,700 gp; *Weight*: 1 lb.

MAGIC OF INCARNUM (3.5)

AMULET OF INCARNUM SHIELDING

An *amulet of incarnum shielding* protects the wearer's soul energy from harmful effects.
Description: The *amulet of incarnum shielding* is a silver necklace set with a brilliant amethyst.
When the amulet activates, it shimmers briefly then grows slightly duller than it was before.
Activation: No activation is required to use the amulet—it functions automatically.
After seven uses, it crumbles into dust.
Effect: The wearer of an *amulet of incarnum shielding* is immune to any effect that would drain his incarnum or unshape a soulmeld.
Each effect protected against counts as one use of the amulet (see Activation, above).
Aura and Caster Level: Faint abjuration; CL 3rd.
Construction: Craft Wondrous Item, essentia pool; cost 1,050 gp, 84 XP, 3 days.
Weight: 1 lb.
Price: 2,100 gp.

CLOAK OF SOULBOUND RESISTANCE

The *cloak of soulbound resistance* allows its wearer to invest essentia to protect herself from harmful effects.
Description: A *cloak of soulbound resistance* is a finely crafted garment of dark blue or blue-black material.
Lesser cloaks bear a pair of matched blue quartz crystals where the cloak fastens around the wearer's neck, while greater cloaks sport two matched pairs of crystals at that location.
While essentia is invested in the cloak, the crystals glisten faintly (one crystal per point of essentia invested).
Prerequisite: Any character can gain the basic effect of the *cloak of soulbound resistance*, though only those with an essentia pool can benefit from the essentia investment feature.
Activation: Investing or reallocating essentia in the *cloak of soulbound resistance* is a swift action (and can be done as part of the normal swift action used for reallocating essentia).
Effect: A *cloak of soulbound resistance* grants a +1 resistance bonus on the wearer's saving throws.
In addition, it serves as a receptacle for the wearer's essentia, much like a soulmeld.
Every point of essentia invested in the cloak increases its resistance bonus by 1.
A *cloak of soulbound resistance* has an essentia capacity.
Lesser *cloaks of soulbound resistance* have a maximum essentia capacity of 2, while greater cloaks have a maximum essentia capacity of 4.
The maximum value of essentia that can be invested in the cloak is equal to this capacity or the character's normal essentia capacity (see Table 2–1: Essentia Capacity), whichever is less.
Chakra Bind (Shoulders): A *cloak of soulbound resistance* grants extra power if you bind it to your shoulders chakra.

The resistance bonus granted by the cloak is improved by 1, up to a maximum of +4 (lesser) or +6 (greater).
Aura and Caster Level: Moderate abjuration (lesser) or strong abjuration (greater); CL 6th (lesser) or 18th (greater).
Construction: Craft Wondrous Item, *resistance*; cost 2,500 gp (lesser) or 6,500 gp (greater), 200 XP (lesser) or 520 XP (greater), 5 days (lesser) or 13 days (greater).
Weight: 1 lb.
Price: 5,000 gp (lesser) or 13,000 gp (greater).

CRESCENT MOON CLASP

Upon acceptance into the Knights of the Crescent Moon, each new member receives a *crescent moon clasp* as a gift from Lady Illeera Suntower, the noble patron of the order.
This clasp is a silver brooch in the shape of a crescent moon partially obscured by clouds.
While wearing it, a character with an essentia pool gains a +1 sacred bonus on attack rolls against evil creatures.
The clasp uses the amulet, medallion, or brooch item slot.
Faint evocation; CL 6th; Craft Wondrous Item, *prayer*, creator must be good; Price 6,000 gp.

ESSENTIA JEWEL

An *essentia jewel* stores a small quantity of incarnum, which can be released into its owner's essentia pool with a mere thought.
Lore: E*ssentia jewels* are mined from enormous crystalline structures on the Positive Energy Plane (DC 15 Knowledge [the planes]).
These crystalline structures are actually fonts of unborn souls, where pure soul energy flows like water, imbuing the surrounding structure with echoes of incarnum (DC 25 Knowledge [the planes]).
Description: An *essentia jewel* appears as a small, translucent white crystal whose facets gleam with faint light.
When an *essentia jewel* is used, it shines briefly with blue light and then crumbles to dust.
Prerequisite: An *essentia jewel* can be activated by any character, though its benefit aids only those who are capable of investing essentia (in soulmelds, magic items, or the like).
Activation: An *essentia jewel* is activated with a free action.
Only one such jewel can be used each round.
Each jewel can be used only once.
An *essentia jewel* need not be held to be activated, but it must be kept somewhere on your body (in a pouch or backpack, for example).
Effect: When activated, an *essentia jewel* adds 1 point of essentia to your essentia pool for a single round.
This essentia can be invested as normal.
Aura and Caster Level: Faint conjuration; CL 3rd.
Construction: Craft Wondrous Item, *soul boon*; cost 200 gp, 16 XP, 4 days.
Price: 400 gp.

GLOVE OF INCARNUM THEFT

The wearer of a *glove of incarnum theft* can steal essentia from another character to use himself.
Lore: The first *glove of incarnum theft* was created by an arcane trickster named Hexandros who dabbled in incarnum use.
(DC 15 Knowledge [arcana]).
Description: This fine leather glove is dyed midnight blue.
A single ruby is set into the back of the glove.
When the glove successfully steals essentia from a target, the ruby flashes brightly for a moment.
Prerequisite: A wearer with no means of investing essentia gains no benefit from this glove's effect, though that doesn't stop it from functioning.
Activation: Making an attack with a *glove of incarnum theft* is a standard action.
Effect: By making a successful unarmed touch attack with the hand wearing the glove, the wearer gains 1 point of essentia while the target loses 1 point from his essentia pool.
A DC 15 Will save negates this effect.
(If the target has no essentia pool, there is no effect).
The stolen essentia can immediately be invested in any soulmeld, incarnum feat, or other essentia receptacle of the wearer (with no action required), even if essentia investment wouldn't normally be allowed at this time.
If the wearer has no means of using essentia, he gains no benefit, but the target still loses the point.
The stolen essentia remains in the wearer's essentia pool for 1 minute, and then it returns to the original owner.
Chakra Bind (Hands): A *glove of incarnum theft* grants extra power if you bind it to your hands chakra.
The save DC to resist the glove's effect increases by 2.
Aura and Caster Level: Moderate necromancy; CL 7th.
Construction: Craft Wondrous Item, *rend essentia*; cost 4,000 gp, 320 XP, 8 days.
Variants: Sometimes a matched pair of *gloves of incarnum theft* is created.
As a full-round action, the wearer of these gloves can make a melee touch attack with both gloves together to steal 2 points of essentia instead of 1 point.
A matched pair works only when both gloves are worn by the same person.
Such a set of gloves costs 12,000 gp and requires 6,000 gp, 480 XP, and 12 days to create.
Weight: 1 lb.
Price: 8,000 gp.

INCARNUM FOCUS

An *incarnum focus* concentrates its wearer's innate soul energy, allowing him to achieve greater effects with a single soulmeld.
Description: Every *incarnum focus* takes a different form, but regardless of the exact shape or size, all items bear a tiny star sapphire set into them in some fashion.
Prerequisite: Only a character capable of investing essentia in a soulmeld can benefit from an *incarnum focus.*
Activation: No action is required to use an *incarnum focus.*
Effect: While worn, an *incarnum focus* adds 1 to the essentia capacity of any soulmeld occupying or bound to the chakra it matches (up to a maximum capacity equal to the wearer's Constitution bonus).
Wearing an *incarnum focus* does not prevent you from binding a soulmeld to the corresponding chakra.
This is a specific exception to the normal rule against binding a soulmeld to the same chakra as a worn magic item.
Ten different kinds of *incarnum focus* exist, one for each chakra.

Chakra	Incarnum Focus
Arms	*Incarnum bracers*
Brow	*Incarnum goggles*
Crown	*Incarnum circlet*
Feet	*Incarnum boots*
Hands	*Incarnum gauntlets*
Heart	*Incarnum vestments*
Shoulders	*Incarnum cloak*
Soul	*Incarnum robe*
Throat	*Incarnum amulet*
Waist	*Incarnum belt*

Chakra Bind (Any): An *incarnum focus* grants extra power if you bind it to the matching chakra.
(You can bind an *incarnum focus* to a chakra even if it is already occupied by a shaped or bound soulmeld).
The effect is the same, regardless of the specific item or chakra.
Any soulmeld occupying or bound to this chakra can't be unshaped except by you, nor can any essentia invested in it be lost or drained (except as part of the normal reallocation process).
Aura and Caster Level: Moderate transmutation; CL 6th.
Construction: Craft Wondrous Item, Split Chakra, essentia pool; cost 12,500 gp, 1,000 XP, 25 days.
Weight: As normal for item.
Price: 25,000 gp.

SOULVOID ORB

A *soulvoid orb* temporarily banishes free-flowing soul energy from the immediate vicinity.
It is a useful first strike against meldshapers and other incarnum-wielding enemies.
Lore: *Soulvoid orbs* were first created by the githyanki for use in a struggle with a splinter group of githzerai, who had taken up the practice of meldshaping (DC 15 Knowledge [the planes]).
Description: A *soulvoid orb* appears as a black, fist-sized sphere with a faintly greasy feel.
When thrown, it bursts into a shower of orange sparks.
Activation: Activating a *soulvoid orb* is as simple as throwing it against a hard surface, which can be done as a standard action.
Each *soulvoid orb* functions only once and is totally consumed when used.
Effect: When a *soulvoid orb* strikes a hard surface, it explodes in a 10-foot-radius burst.
Any creature within that area is affected as if by a *divest essentia* spell (see page 101).
Aura and Caster Level: Faint necromancy; CL 3rd.
Construction: Craft Wondrous Item, *divest essentia*; cost 350 gp, 28 XP, 1 day.
Weight: 1 lb.
Price: 700 gp.

MANUAL OF THE PLANES (3.0)

DIMENSIONAL SEXTANT

A *dimensional sextant* is an 8-inch sphere (constructed out of any appropriate material) with arrows protruding out from it in all directions.
It leads the bearer to the nearest planar portal.
The *dimensional sextant* is held in both hands, and the shimmering arrows point in the correct direction.
It takes a Knowledge (the planes) check to operate a *dimensional sextant.*

Desired Direction	DC
To the nearest portal	15
To the nearest portal to a specific plane	20
To determine where a portal leads	17

In the case of temporary portals, such at those created by the *gate* spell, the sextant reveals the temporary nature of that gate.
It does not react to mere dimension extensions such as a *bag of holding* or a *rope trick* spell, or to extrusions from other dimensions such as shadow spells.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *discern location*; *Market Price*: 21,600 gp; *Weight*: 2 lb.

ETHEREAL TAPESTRY

An *ethereal tapestry* is a portable gateway to the Ethereal Plane.
It appears as a stout oak doorframe, carved with runes, from which hangs a heavy velvet tapestry stitched with metallic thread.
When it is assembled and the command word spoken, the tapestry becomes a shimmering band of colors that leads directly onto the Ethereal Plane.
The portal stays open until another command word is spoken to deactivate it.
While the tapestry is in operation, a portal is created between the Material Plane and the Ethereal Plane.
Anyone who passes through the *ethereal tapestry* becomes ethereal (as the *etherealness* spell).
They remain ethereal until they use a spell to return to the Material Plane, pass through the *ethereal tapestry* in the other direction, or use another portal.
The curtain from the tapestry is obvious from the Ethereal Plane side.
If the *ethereal tapestry is* deactivated, those on the Ethereal Plane must find another way back.
While activated, the *ethereal tapestry* may attract visitors seeking to pass through the portal and onto the Material Plane, including lost souls and planar monsters.
Roll encounters for the Ethereal Plane, and decide whether encountered creatures would pass through.
An ether cyclone has no direct effect on an *ethereal tapestry*, but it could prevent travelers from using it effectively.
The portal is about the size of a normal doorway (8 feet high and 3 feet wide).

When dismantled, an *ethereal tapestry* is 10 feet long, 1 foot wide, and 6 inches thick.
It takes one person 10 minutes to set up or take down an *ethereal tapestry*.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *etherealness*; *Market Price*: 47,520 gp; *Weight*: 87 lb.

MASTERS OF THE WILD (3.0)

BOOTS OF ENDURANCE

These boots grant the wearer a +4 circumstance bonus on checks for performing any physical action that extends over a period of time, such as running, swimming, or breath-holding.
The wearer also gains a +4 circumstance bonus on Fortitude saves to avoid subdual damage caused by exposure to heat or cold, and a +4 circumstance bonus on Constitution checks made to prevent subdual damage from thirst or starvation.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *endurance*; *Market Price*: 16,000 gp; *Weight*: 1 lb.

COLLAR OF CLEVERNESS

This animal collar expands to fit its wearer.
While wearing this item, an animal can perform one or more additional tricks over and above those it knows.
The creator of the collar must designate the specific trick or tricks it can grant.
An animal can wear only one collar at a time.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *animal trick* (see Chapter 6); *Market Price*: 700 gp (1 trick), 1,400 gp (2 tricks), or 2,100 gp (3 tricks); *Weight*: 1 lb.

COLLAR OF RESISTANCE

This animal collar expands to fit its wearer.
While wearing this item, an animal gains a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).
An animal can wear only one collar at a time.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*; *Market Price*: 490 gp (+1), 1,960 gp (+2), 4,410 gp (+3), 7,840 (+4).
or 12,250 gp (+5); *Weight*: 1 lb.

GOGGLES OF FOLLOWING

The lenses of these goggles are tinted with shades of green and yellow.
They grant the wearer a +10 competence bonus on Wilderness Lore checks made for tracking.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, Wilderness Lore 5 ranks; *Market Price*: 2,000 gp; *Weight*: —.

HELM OF BONDING

This helm of animal hide looks to be of poor quality.
Once per day, the wearer can bond telepathically with a single animal within his or her sight.
For the next hour, the wearer can communicate mentally with that animal, both sending and receiving messages.
The helm also bestows a *speak with animals* effect for the same period to ensure optimum communication.
If the distance between the animal and the helm's wearer ever exceeds one mile, the connection is suspended until either the duration expires or the animal is once again within range.
The user can select a different animal for each use.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *speak with animals*; *Market Price*: 7,200 gp; *Weight*: 2 lb.

NECKLACE OF FAVORED ENEMY DETECTION

This star-shaped necklace is made of pure silver.
When one of the wearer's favored enemies is within one mile, the necklace emits a low hum.
By concentrating, the wearer can detect the direction of the nearest favored enemy within that range.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item. *detect favored enemy*; *Market Price*: 34,000 gp; *Weight*: —.

STANDING STONE

This massive stone obelisk increases a druid's ability to cast a single spell when in contact with it.
The creator chooses a druid spell for the stone to affect and a specific sacrifice (such as a cow or a pile of gems) that activates it.
Thereafter, any druid can use the *meld into stone* spell to merge with the *standing stone* and discover those two pieces of information.
Once she has done so, she can activate the *standing stone* for herself only by making the designated sacrifice.
From that point forward, whenever the druid is in contact with the activated stone, she casts that spell as if it were affected by the feats Empower Spell, Enlarge Spell, and Extend Spell.
Because each *standing stone* affects only one spell, these items are typically arranged in circles with no more than 30 feet between any adjacent pair, so that a druid may move to a new stone to cast a new spell each round.
The caster level and market price (not including transportation) are determined by the level of the spell the stone affects, as follows.

Spell Level	Caster Level	Market Price	Cost to Create
0	3rd	10,676 gp	5,338 gp + 427 XP
1st	3rd	10,850 gp	5,425 gp + 434 XP
2nd	3rd	12,600 gp	6,300 gp + 504 XP
3rd	5th	15,750 gp	7,875 gp + 630 XP
4th	7th	20,300 gp	10,150 gp + 812 XP
5th	9th	26,250 gp	13,125 gp + 1,050 XP
6th	11th	33,600 gp	16,800 gp + 1,344 XP
7th	13th	42,350 gp	21,175 gp + 1,694 XP
8th	14th	49,700 gp	24,850 gp + 1,988 XP
9th	15th	57,750 gp	28,875 gp + 2,310 XP

Caster Level: 5th (or high enough to cast the chosen spell); *Prerequisites*: Craft Wondrous Item, *meld into stone*.
ability to cast the chosen spell; *Weight*: 8,000 lb.

TORE OF ANIMAL SPEECH

This beaten steel necklace is unadorned by pendant or ornament.
Its wearer can use a *speak with animals* effect at will.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *speak with animals*; *Market Price*: 12,000 gp; *Weight*: 1 lb.

WILDING CLASP

Appearing as a 3-inch-long gold chain, this item works only when attached to an amulet, vest, or similar item.
The clasp prevents both itself and the attached item from melding into the wearer's new form when transforming magic (such as *polymorph self or wild shape*) is used.
The item is still worn in the same manner it previously was and remains available for use in the new form.
For example, a druid with a *wilding clasp* attached to her *periapt of Wisdom* could use *wild shape* to become a wolf, but the periapt and the *wilding clasp* would remain in their normal forms, fully functional.
Some forms may be harmful to certain items; for instance, it would be unwise to take the form of a fire elemental while retaining a functional *necklace of fireballs*.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *polymorph self* or *wild shape* ability; *Market Price*: 4,000 gp; *Weight*: —.

MINIATURES HANDBOOK (3.5)

AMULET OF FORTUNE PREVAILING

Blessed by ancient gods of luck, this amulet allows its wearer to change his fortune.
Once per day, after the amulet's wearer attempts a saving throw (but before it's determined whether the save succeeded), he may choose to reroll the saving throw.
He must use the second result even if it's lower.
The wearer can't use this ability if he has already rerolled the saving throw because of another ability he possesses, nor can he use another ability he possesses to reroll the saving throw a second time.
The amulet can be used only after it is worn continuously for 24 hours.
If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.
Moderate divination; CL 9th; Craft Wondrous Item, *augury*; Price 8,000 gp.

BELT OF MAGNIFICENCE

This sparkling metal belt projects power and authority.
The belt adds a +2, +4 or +6 enhancement bonus to the wearer's Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma scores.
Strong transmutation; CL 18th; Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; Price 25,000 gp (+2), 100,000 gp (+4) or 200,000 gp (+6).

BELT OF ONE MIGHTY BLOW

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack.
A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage.
The belt can be used only after being worn continuously for 24 hours.
If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.
Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1,500 gp.

BOOTS OF BIG STEPPING

The spirit of the blink dog has been harnessed within these wolfhide boots.
Once per day, as a standard action, the wearer can use *dimension door*.
The boots can be used only after being worn continuously for 24 hours.
If they are taken off, they becomes inactive until they are again donned and worn for a full 24 hours.
Moderate conjuration; CL 7th; Craft Wondrous Item, *dimension door*; Price 11,200 gp.

BOOTS OF CHARGING

These boots give the wearer the Powerful Charge feat (see Chapter 1 of this book) as long as they are worn.
Faint transmutation; CL 5th; Craft Wondrous Item, *longstrider*; Price 5,000 gp.

BRACERS OF QUICK STRIKE

These bracers provide the benefit of incredible speed.
Once per day, when taking a full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding.
The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation.
(This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action).
The bracers can be used only after being worn continuously for 24 hours.
If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.
Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,200 gp.

CLOAK OF ELEMENTAL PROTECTION

This cloak, woven with threads of various colors, protects the wearer from energy attacks.
Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire, or sonic).
The wearer can activate the cloak when it is not his turn.

The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.
The cloak can be used only after being worn continuously for 24 hours.
If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.
Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp.

CLOAK OF THE SALAMANDER

This cloak, made of scales from a reptilian creature, wraps its wearer in a deep blue flame.
Any creature striking the cloak's wearer with a natural attack or a melee weapon deals normal damage but also takes 1d6+7 points of fire damage.
Moderate evocation; CL 7th; Craft Wondrous Item, *fire shield*; Price 56,000 gp.

CLOAK OF THORNS

This brown cloak seems to be composed entirely of long thorns.
The cloak grants its wearer a +2 natural armor bonus to AC.
Any creature striking the cloak's wearer with a natural attack or a melee weapon deals normal damage but also takes 1d4+3 points of piercing damage.
Moderate transmutation; CL 7th; Craft Wondrous Item; *barkskin*, *command plants*; Price 40,000 gp.

COLLAR OF COMMAND

When this collar is put on an animal, the animal is subject to the control of the collar's owner as if it is under a *dominate animal* effect.
The animal obeys the owner's silent mental commands.
Usually, the collar is placed on an animal that has been rendered unconscious, staggered by means of nonlethal damage, or grappled and pinned.
When using the skirmish or mass battle rules, this collar removes the animal's Difficult special ability.
Faint enchantment; CL 5th; Craft Wondrous Item, *dominate animal*; Price 30,000 gp.

EXPLODING SPIKE

Warm to the touch, this red spike pulses with stored energy.
The spike does nothing until it is planted firmly in the ground (a standard action).
One round later, the spike becomes invisible.
Any creature that thereafter comes within 10 feet of the spike causes it to explode in a *fireball* that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of the spike.
This blast destroys the spike.
Moderate evocation; CL 11th; Craft Wondrous Item, *fireball*; Price 1,500 gp.

FIELD PROVISIONS BOX

When opened, this well-crafted wooden box produces enough basic food and water to feed up to fifteen humans or five horses, providing a full day's sustenance.
It can be used once per day.
Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 2,000 gp.

GLOVES OF FORTUNATE STRIKING

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike at the enemy to a more accurate one.
Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again.
He must use the second result even if it's lower.
The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again as he uses the gloves.
The gloves can be used only after they are worn continuously for 24 hours.
If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.
Faint divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 2,000 gp.

HELM OF GLORIOUS RECOVERY

Once per day, the wearer of this helm can activate it by uttering the command word.
The helm instantaneously cures the wearer of 4d8+7 points of damage.
The helm can only be activated after being worn continuously for 24 hours.
If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.
Moderate conjuration; CL 7th; Craft Wondrous Item, *cure critical wounds*; Price 5,600 gp.

HORN OF VOLUME

This horn lets the user be heard up to twice as far as she normally would be when speaking, singing, or using an ability that affects creatures that can hear the user.
When using the skirmish or mass battle rules, the bearer can command creatures not in line of sight up to 12 squares away, instead of the normal 6.
This benefit does not increase the range of Commander Effects.
Faint illusion; CL 3rd; Craft Wondrous Item, *ghost sound*; Price 1,000 gp.

MAGIC SLEEPING BAG

This woolen sleeping bag grants the user a comfortable and peaceful night's sleep.
While the user lies within, it provides the benefit of *endure elements*.
With a night's rest, the user also recovers 1 hit point per character level (in addition to hit points recovered normally).

Getting into or out of a *magic sleeping bag* is a full-round action.
Faint conjuration and enchantment; CL 3rd; Craft Wondrous Item, *endure elements*, *cure light wounds*; Price 1,000 gp.

SANDALS OF SPRINTING

The fleeting speed of the cheetah has been imbued in these light sandals.
Once per day, as a swift action, the sandals' wearer can activate them to increase her land movement by 30 feet, to a maximum of twice her normal speed, until the start of her next turn.
This increase counts as an enhancement bonus, and it affects the wearer's jumping distance as normal for increased speed.
The sandals can be used only after being worn continuously for 24 hours.
If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.
Faint transmutation; CL 5th, Craft Wondrous Item, *longstrider*; Price 8,000 gp.

SCEPTER OF OBEDIENCE

This scepter grants a +5 competence bonus on the bearer's Charisma checks and Charisma-based skill checks.
When using the skirmish or mass battle rules, this benefit increases the Commander rating of the bearer by 1.
Faint enchantment; CL 5th; Craft Rod, *charm person*; Price 12,500 gp.

SHIRT OF BONE

This shirt grants the wearer damage reduction 5/bludgeoning.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 58,000 gp.

SHIRT OF CHAINS

This shirt grants the wearer damage reduction 5/piercing.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 58,000 gp.

SHIRT OF DEMONSKIN

This shirt, composed of bits of demon skin sewed together, grants the wearer damage reduction 5/good.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 76,000 gp.

SHIRT OF IRONSKIN

This shirt is made of plates of iron grants the wearer damage reduction 5/adamantine.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 90,000 gp.

SHIRT OF RESILIENCE

This sturdy leather shirt grants the wearer damage reduction 5/magic.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 58,000 gp.

SHIRT OF SLAADSKIN

This shirt of scaly slaad skin grants the wearer damage reduction 5/lawful.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 76,000 gp.

SHIRT OF THE ANGELS

This shirt seems durable despite being composed entirely of feathers (said to be taken from a living angel).
The shirt grants the wearer damage reduction 5/evil.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 76,000 gp.

SHIRT OF THE FEY

This light blue shirt fades, becoming almost impossible to see once worn, leaving only the faint scent of grass behind.
The item grants the wearer damage reduction 5/cold iron.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 76,000 gp.
Shirt of the Inevitable: This item is actually the metallic chestplate from a noble of the inevitable constructs of Mechanus, which grants the wearer damage reduction 5/chaos.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 76,000 gp.

SHIRT OF THE MOON

This gleaming silvery shirt grants the wearer damage reduction 5/silver.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 76,000 gp.

SHIRT OF THE TREANT

This leafy vest grants the wearer damage reduction 5/slashing.
Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Wondrous Item, *stoneskin*, *miracle* or *wish*; Price 58,000 gp.

SLEEPING SPIKE

This twisted ashen spike displays no magical properties until activated.
The spike does nothing until it is planted firmly in the ground (a standard action).

One round later, the spike becomes invisible.
Any creature that thereafter comes within 10 feet of the spike causes it to emit a *sleep* effect (Will DC 17 negates) in a 20-foot-radius burst, affecting all creatures with 10 Hit Dice or fewer.
This effect destroys the spike.
Moderate enchantment; CL 9th; Craft Wondrous Item, *symbol of sleep*; Price 3,250 gp.

STUNNING SPIKE

This bronze spike tingles the fingers with static electricity but demonstrates no magical properties until activated.
The spike does nothing until it is planted firmly in the ground (a standard action).
One round later, the spike becomes invisible.
Any creature that thereafter comes within 10 feet of the spike causes it to burst, stunning all creatures in a 20-foot radius for 1 round (Will DC 20 negates).
This effect destroys the spike.
Strong enchantment; CL 13th; Craft Wondrous Item, *symbol of stunning, guards and wards*; Price 9,550 gp.

MONSTER MANUAL 3 (3.5)

CORAL CIRCLET

A coral circlet is a simple headpiece that allows the wearer to control a single specific siege crab.
The wearer can give the crustacean commands whenever the crab is within 120 feet, which the crab carries out to the best of its ability.
By closing his or her eyes, the wearer can see through the crab's eyestalks, allowing him or her a clear view of the battlefield even if the wearer is entirely enclosed within the crab's hollow abdomen.
If the wearer of the circlet is located within the siege crab's shielded compartment, any spell he or she casts (except those with a range of personal or touch) can be targeted as if the spell was originating from the crab itself.
For example, a wizard within the compartment could cast a *meteor swarm* that originated from the crab's claw rather than the caster's own hand.
This does not require an action on the crab's part.
CL 20th; Craft Wondrous Item, *geas/quest, giant vermin, miracle, scrying*, must be 20th-level divine caster; Price 160,000 gp; Cost 80,000 gp + 6,400 XP.

MONSTER MANUAL 5 (3.5)

HOWLING HELM

Price (Item Level): 20,000 gp (15th)
Body Slot: Head
Caster Level: 15th
Aura: Strong; (DC 22) evocation
Activation: Standard (command)
Weight: 3 lb.
This shining mithral helm is shaped like a wolfs head.
Whenever desired, the wearer can whisper a command word to amplify his voice up to the level of twenty humans shouting, which can be heard from six miles away in an otherwise quiet area.
A second whispered command, which is not amplified, ends the effect.
The wearer can utter a different command word to use *greater shout*, as the spell, once per day.
Prerequisites: Craft Wondrous Item, *ghost sound*, *greater shout*.
Cost to Create: 10,000 gp, 800 XP, 20 days.

MYSTERIES OF THE MOONSEA (3.5)

CHAUNTEAN SPHERE

This wooden sphere is about 2 feet across, carved with Moonshaean geometric patterns and various kinds of plants.
Once activated, it sends out invisible pulses of energy that are soothing to nearby plants; plants that attempt to move more than 200 feet from the item must succeed on a DC 22 Will save; failure means the plant remains within 200 feet of the sphere.
Ambulatory plant creatures sown within its area of influence have a –5 penalty on their saving throws to resist the item.
Activating or deactivating the sphere requires a command word, which is carved on the sphere and disguised as an elaborate knot.
Aura/Caster Level: Moderate transmutation; CL 10th.
Construction: Craft Wondrous Item, *command plants* or *sympathy*, 2,500 gp, 100 XP.
Price: 5,000 gp.
Weight: 15 lb.

ORIENTAL ADVENTURES (3.0)

BIWA OF CALM

The biwa is a stringed instrument similar to a lute.
When played, the clear and dulcet tones of the instrument produce an air of dignified calm if the performer can succeed at a Perform check (DC 15).
This has the effect of a *calm emotions* spell within a 30-foot radius.
The effect lasts as long as the player continues playing: He must make one Perform check each minute.
On a die roll of a natural 1, the music is exceptionally poor and unharmonious, and the calming effect is immediately broken for the remainder of the encounter.
The instrument cannot be used effectively as long as hostile creatures are present who previously heard the musician's musical butchery.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *calm emotions*, Perform skill; *Market Price*: 7,500 gp; *Weight*: 3 lb.

Biwa of Kakita

This fine plucked lute confers a +2 enhancement bonus on its player's Perform checks, in addition to the +2 circumstance bonus conveyed by a masterwork musical instrument.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, creator must have 5 ranks of the Perform skill; *Market Price*: 4,000 gp; *Weight*: 3 lb.

Charm of Protection from Disease

This magic item is a long strip of yellow or red paper, inked with potent supplications to one of various major spirits. When hung in a house or similar building, it exerts its magical influence to protect the occupants of the building from disease.
Characters are immune to any disease that might be transmitted or contacted while within the building protected by the charm.
The charm is effective so long as it is hung in place, and wards an area up to a 30-foot radius, but never larger than a single building.
The charm is easily destroyed by fire and other disasters, and can be easily removed.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *remove disease*; *Market Price*: 30,000 gp; *Weight*: —.

Charm of Protection from Spirits

This charm, on yellow or red paper, is inked with powerful threats against spirits.
Any spirit attempting to enter a house warded by this charm must make a successful Will saving throw.
The DC is determined by the power of the *charm*, which comes in three varieties.
If the spirit fails the saving throw, it cannot enter the warded house, though it can use spells and ranged attacks to target those inside the building.
The *charm* must be pasted to the lintel of the door to be effective, and it cannot be touched by a spirit creature.
It wards an area up to a 50-foot radius, but never larger than a single building.
Caster Level: 3rd [DC 13], 7th [DC 16], or 11th [DC 19]; *Prerequisites*: Craft Wondrous Item, *protection from spirits*, Heighten Spell [for DCs above 13]; *Market Price*: 12,000 gp [DC 13], 56,000 gp [DC 16], or 132,000 gp [DC 19]; *Weight*: —.

Charm of Protection from Theft

This charm, on yellow or red paper, is written with supplications to various major spirits to protect the building from thievery.
All creatures within the building suffer a –10 penalty on all Hide, Move Silently, and Open Lock checks.
To be effective, the charm must be pasted to the lintel of the door, clearly showing to all that the house is protected.
Any person other than the owner of the building who attempts to remove the charm suffers a blast from a *glyph of warding* (2d8 points of electricity damage).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *see invisibility*, *arcane lock*, *glyph of warding*; *Market Price*: 36,000 gp; *Weight*: —.

Courtier's Obi

The wearer of this fine silk sash gains a +10 competence bonus on Diplomacy checks.
A magic obi occupies the same space as, and cannot be worn with, a magic belt.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, creator must have 5 ranks of the Diplomacy skill; *Market Price*: 2,000 gp; *Weight*: 1 lb.

Dhoti of Nonviolence

This white dhoti, a 5-foot length of unsewn cloth that is worn wrapped around the lower torso, can produce a *calm emotions* effect upon command when it is worn by a person as his only garment.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *calm emotions*; *Market Price*: 10,800 gp; *Weight*: —.

Diamond Rod

This item is a small iron rod topped with a large diamond. When a character points the rod and utters the command word, a *lightning bolt* spell discharges from the gem, as if cast by a 12th-level sorcerer.
Each use requires 1 charge, and the diamond rod has 30 charges when created.
When the charges are expended, the diamond itself is still worth 5,000 gp.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *lightning bolt*; *Market Price*: 24,440 gp; *Cost to Create*: 14,720 gp + 389 XP; *Weight*: 2 lb.

Drums of Thunder

This magic item is a small pair of drums, adorned with tassels and a harness to fasten it to the waist.
The drums have several uses requiring different numbers of charges.
Only one use of the drums can be called on per round.
When beat upon, they can cause the wearer to *fly* (one charge), summon a *cloud chariot* (two charges), create *fear* (2 charges), *control weather* (1 charge), or cast a *lightning bolt* (2 charges).
The save DC for the *fear* and *lightning bolt* effects is 16.
The drums have 20 charges when created.
Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, *cloud chariot*, *control weather*, *fear*, *fly*, *lightning bolt*; *Market Price*: 36,750 gp; *Weight*: 5 lb.

Dust of Immobility

This dust is typically found in a hollow blowpipe.
It can be blown 5 feet as a standard action that does not provoke an attack of opportunity.

If the character using the dust makes a successful ranged touch attack against an opponent within 5 feet, the target must make a successful Will saving throw (DC 13) or be affected by a *hold person* spell.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *hold person*; *Market Price*: 300 gp; *Weight*: —.

EIGHT DIAGRAM COINS

These coins are actually copper disks, each engraved with a specific symbol.
Eight are always in a set.
Both minor and major varieties are used the same: The user tosses the coins on the ground while asking a question aloud.
The minor variety grants the benefits of an *augury* spell regarding the question, while the major variety grants the benefits of *divination*.
Both kinds can be used only once per day.
Caster Level: 3rd [minor] or 7th [major]; *Prerequisites*: Craft Wondrous Item, *augury* [minor] or *divination* [major]; *Market Price*: 2,160 gp [minor] or 10,080 gp [major]; *Weight*: —.

EVERPRODUCING RICE MORTAR

This magic item appears to be a normal rice mortar and mallet.
The magic of the *everproducing rice mortar* is activated by turning the mallet in the mortar one direction, and deactivated by turning it in the other direction.
Once per day, the *rice mortar* can produce any type of food or drink for up to 100 people, as desired.
The food spews from the mortar hot and fresh—rice, buns, sake, candies, tea, salt, and other foodstuffs can all be produced.
The food is normal in all respects.
A few extraordinary *everproducing rice mortars* are also imbued with the ability to grant up to four *wishes*.
Once all the wishes have been granted, these mortars still function as the common variety.
Caster Level: 11th [common] or 17th [extraordinary]; *Prerequisites*: Craft Wondrous Item, *create food and water*, *wish* [extraordinary only]; *Market Price*: 59,400 gp [common] or 190,500 gp [extraordinary]; *Cost to Create* [*extraordinary*]: 45,250 gp + 23,620 XP; *Weight*: 1 lb.

FIGURINES OF WONDROUS POWER

These figurines work in the same manner as those detailed in the DUNGEON MASTER's *Guide*.

ASHOKA'S LION KINGS

These come in sets of four and grow into celestial lions that do not attack unless threatened.
Each lion has an Intelligence of 15, is lawful good, and is well versed in the art of oratory and the study of philosophy (Diplomacy +6, Knowledge (religion) +10).
In addition to providing enlightening discourse on kindness and justice, the lion kings can benefit their owner by serving as guards, obstacles, or messengers.
The lion kings remain in existence for up to a week, but they can be called only once a month.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *commune with greater spirit*; *Market Price*: 20,000 gp; *Weight*: — lb.

BANDICOOT MOUNT

This figurine appears as a Tiny rat when called, but if a character speaks a special command word, she gains the *minute form* effect, shrinking her to 3 inches tall (a Will save against DC 22 is allowed if the owner is unwilling).
The character may then ride the rat through areas too small for normal passage with little chance of detection.
Once a day for up to two hours, the owner can ride the bandicoot mount; if it is damaged, or if the rider dismounts, both rat and rider revert to their original state instantly.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *contingency*, *minute form*; *Market Price*: 45,000 gp; *Weight*: — lb.

WHITE BULL

When animated, this figurine turns into a large white bull (use the bison statistics in the *Monster Manual*).
It fights only in self-defense and can pull a plow.
The bull can haul up to 10,000 pounds at a speed of 30 feet.
The owner can use the bull once per day and then it transforms back into rock at sundown.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*; *Market Price*: 21,000 gp; *Weight*: — lb.

FLUTE OF THE SNAKE

This simple bamboo flute allows its player to summon venomous snakes that follow the character's mental commands.
The character must make a successful Perform check against DC 15, and the number of snakes summoned depends on the check result.
If the check result is 15–19, the flute summons one Small viper.
If the result is 20–24, the flute summons 1d3 Small vipers.
If the result is 25+, the flute summons 1d4+1 Small vipers or 1d3 Medium-size vipers, at the player's option.
The snakes appear anywhere within 40 feet of the player and remain for 7 rounds.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *summon nature's ally* IV; *Market Price*: 45,360 gp; *Weight*: 2 lb.

GEM OF WISHES

This large gem looks like any other fine gemstone, and is typically worth 1,000 gp on its own merit.
Its magic is far more valuable, however, for it holds four *wishes* when first created.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *wish*; *Market Price*: 131,600 gp; *Cost to Create*: 16,300 gp + 21,224 XP; *Weight*: —.

GONG OF DISPELLING

This magic item is a large gong, 3 feet in diameter.
When hung from a frame and struck, the gong has the effects of *dispel evil* and *dispel magic* within a 30-foot radius.
Each time the gong is sounded, 1 charge is used.

The gong has 50 charges when created.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *dispel evil*, *dispel magic*; *Market Price*: 84,375 gp; *Weight*: 10 lb.

KIMONO OF STORING

This fine silk kimono has large sleeves in a formal style.
On command, an item held in the wearer's hand disappears.
The item can weight no more than 20 pounds and must be able to be held in one hand.
With a snap of the fingers, the item reappears.
Storing or retrieving an item is a free action.
Each sleeve stores one item in stasis, shrunk down so small within the sleeve that it cannot be seen.
Many owners of *kimonos of storing* find them to be useful and dramatic ways to store weapons, wands, and—because items are stored in stasis—even lit lanterns.
If the effect is suppressed or dispelled, the stored item appears instantly.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *shrink item*; *Market Price*: 4,400 gp; *Weight*: 3 lb.

MEMPO OF PURE THOUGHT

The wearer of this iron face mask (usually worn with great armor) can use *discern lies*, as a standard action, up to three times per day.
A character wearing a *mempo of pure thought* cannot also wear a pair of eye lenses or goggles.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *discern lies*; *Market Price*: 30,240 gp; *Weight*: 2 lb.

MIRROR OF CURING

Looking like a normal mirror 5 feet tall by 2 feet wide, this item has special therapeutic properties.
When the command word is spoken, any creature viewing the mirror receives the benefit of a *heal* spell.
This requires the use of 1 charge; the mirror has 10 charges when created.
When all charges are spent, the mirror shatters.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *heal*; *Market Price*: 11,800 gp; *Weight*: 40 lb.

MIRROR OF ENLIGHTENMENT

This looks like a normal round mirror, 3 feet in diameter.
When a character speaks the command word, that character (only) can see a colored aura surrounding the reflection of any creature visible in the mirror.
By concentrating as a standard action, the character can use *detect chaos*, *detect evil*, *detect good*, *detect law*, or *know motivation* on any one creature visible in the mirror.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*, *know motivation*; *Market Price*: 14,850 gp; *Weight*: 45 lb.

MIRROR OF FEAR

This mirror looks the same as a *mirror of enlightenment*.
Any creature looking in the mirror sees a hideous and distorted reflection of itself.
The viewer must make a Will save (DC 15) or become panicked.
A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path.
In addition, the creature suffers a –2 morale penalty on saving throws.
If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *fear*; *Market Price*: 56,000 gp; *Weight*: 45 lb.

MIRROR OF SPIRIT SEEING

This small, round mirror, 1 foot in diameter, looks ordinary enough.
However, all spirits passing in front of it are revealed in it in their true forms, even if these forms are invisible, ethereal, polymorphed, or otherwise disguised.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *true seeing*; *Market Price*: 45,000 gp; *Weight*: 5 lb.

PAPER OF FORMS

This magic colored paper can be used by those with the Craft (origami) skill.
When such a character folds the paper to create an animal or object (making a successful Craft check against DC 20), then blows on the origami form and utters the command word, the paper transforms into a life-sized, real version of the form with all the normal properties of the item created.
The paper can only be used to make an animal (not any other kind of creature) up to size Large, or a nonmagical item up to 1,000 cubic feet large.
Whatever the object or animal created, it is highly susceptible to fire, taking double damage from fire unless it makes a successful saving throw.
The paper remains in its transformed state until the character who created it utters a second command word, causing it to revert back to its origami form.
This origami form can be transformed again into the same form as long as it is never unfolded; unfolding the origami shape ruins the paper and negates its magic.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *major creation*; Market Price: 10,000 gp; Weight: —.

PEARL OF PROTECTION FROM FIRE

When carried, this pearl protects its owner from damage from fire.
When the bearer would normally take damage from fire, subtract 15 points from the total to account for the pearl's effect.
Some pearls subtract 30 points instead.
Caster Level: 5th [minor] or 7th [major]; *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: 32,000 gp [minor] or 48,000 gp [major]; *Weight*: —.

PEARL OF THE TIDES

This pearl allows a character to cause water to recede or rise as if using the *control water* spell.

Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *control water*; *Market Price*: 50,400 gp; *Weight*: —.

PORCELAIN MASK

When placed on a corpse, this plain white porcelain mask animates the body as though with the *animate dead* spell.
The character who placed the mask on the corpse controls the new skeleton or zombie.
A character cannot control more than 2 HD of undead created with *porcelain masks* per character level.
Removing the mask from the animated undead ends the effect, though the same corpse can later be reanimated unless it is destroyed.
A character can remove the mask by winning an opposed grapple check after getting a hold on the undead creature.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *animate dead*; *Market Price*: 27,000 gp; *Weight*: 2 lb.

SACRED OFUDA

This small strip of paper has prayers written on it that are powerful against undead.
When touched to the forehead of an undead creature, the *sacred ofuda* adheres to the creature and immobilizes it, as the *halt undead* spell.
The user of the ofuda must make a successful melee touch attack against the creature.
This provokes an attack of opportunity from the undead.
If the attack of opportunity deals damage, the user fails to place the ofuda.
If the ofuda is successfully placed, the undead receives no saving throw.
The effect lasts as long as the ofuda remains attached, but even a moderate wind can cause the ofuda to fall off the creature's forehead.
Any attack on the undead creature causes the ofuda to fall and the effect to end.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *halt undead*; *Market Price*: 27,000 gp; *Weight*: —.

SPIRIT WHISK

This brush-like implement can clear an area of spirits.
A character can use the whisk to protect an area 10 feet square by brushing the whisk around the area as a full-round action.
In subsequent rounds, the character can extend the protected region to contiguous square areas.
The whisk creates the effects of a *protection from spirits* spell in the affected area, which remains in effect as long as the character holding the *spirit whisk* remains in the area.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *protection from spirits*; *Market Price*: 10,800 gp; *Weight*: 1 lb.

TWILIGHT LANTERN

This paper lantern contains a tiny fire that burns without fuel and brightens or dims in response to verbal commands (when a command word is used).
It sheds light in a radius from 5 feet to 30 feet, as commanded.
Normal conditions (wind or rain) cannot extinguish a *twilight lantern*, though immersion in water or the use of magic such as a *quench* spell ends the lantern's magic.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *animate fire*; *Market Price*: 2,000 gp; *Weight*: —.

VAJRA ARROW

This arrow becomes a 3d6 *lightning bolt* when fired from a bow (save DC 14).
In addition, it creates a loud clap of thunder.
Creatures that are within the effect of the *lightning bolt* must make Fortitude saves (DC 15) or be deafened.
Deaf creatures, in addition to the obvious effects, suffer a –4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.
The arrow is consumed in the attack.
Caster Level: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *lightning bolt*, 10 or more ranks in Alchemy; *Market Price*: 480 gp.

WILDING CLASP

Appearing as a 3-inch long gold chain, this item only works when attached to an amulet (or similar item) or vest (or similar item).
The clasp prevents its attached item from melding into the wearer's new form when transforming magic (such as *polymorph self* or a druid's *wild shape* ability) is used, allowing the item to be used in the new form.
For example, a druid with a *wilding clasp* attached to her *periapt of wisdom* could take the shape of a wolf (which normally doesn't use equipment) and have the periapt remain in its normal form, fully functional.
Note that some forms may be harmful to certain items (such as a fire elemental form when wearing a *necklace of missiles*).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *polymorph self* or creator must have wild shape ability; *Market Price*: 4,000 gp; *Weight*: —.

WRIST THREADS OF SPIRIT PROTECTION

These threads are worn about the wrists in various rituals, particularly in summer.
The threads create a permanent *protection from spirits* spell centered on the wearer with a range of personal.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *protection from spirits*; *Market Price*: 12,000 gp; *Weight*: —.

WONDROUS WRITING SET

This writing set comes in a fine lacquered box and contains a brush, inking stone, and inkwell with ink.
When used for writing, the set gives a +2 bonus on Craft (calligraphy) checks and a +10 bonus on Forgery checks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, creator must have at least 5 ranks in both Forgery and Craft (calligraphy); *Market Price*: 2,060 gp; *Weight*: 1 lb.

BOOTS OF GRAVITY

These leather boots allow the wearer to choose the direction of gravity's pull on him and his equipment.
The character can move normally on any solid surface by imagining "down" as being whatever is below the boots.
A character can make this decision once per round, as a free action.
If the wearer of the boots drops an item, it falls toward the ground as normal.
The wearer of the boots can carry another living being, and so long as the wearer does not let go of the second character, that character's gravity is the same as the wearer's.
However, as soon as the wearer releases the character, normal gravity takes over.
Technically, a character wearing *boots of gravity* can fly by choosing a solid surface and letting himself fall through the air toward it.
A character "flying" in this fashion moves at 60 feet per round.
He can turn once per round thereafter by choosing a new "down" and falling in that direction.
A falling character loses all "downward" momentum when he redefines his gravity.
Moderate conjuration; CL 7th; Craft Wondrous Item, *false gravity*; Price 50,400 gp; Weight 1 lb.

CLOAK OF SHADOW

This dark gray cloak appears to be made of diaphanous cloth that always seems to be fluttering slightly, as though in a breeze.
When worn with the hood up, a *cloak of shadow* gives the wearer a +5 competence bonus on Hide checks in areas of shadowy illumination, but applies a –5 penalty in brightly lit areas.
In addition, when the wearer is in complete darkness, he can become incorporeal once per day for up to 1 minute.
The cloak is actually a greater shadow (see page 221 of the *Monster Manual*), bound to the shape of a cloak by magic.
Once per day, the wearer can command the shadow to come forth, and it does the wearer's bidding until slain, or until the wearer commands it to return to its cloak form.
If the shadow is slain, it reverts to cloak form and can't be brought forth again for seven days (the cloak functions normally, but the shadow can't be activated during this time).
If the cloak is destroyed, the shadow is destroyed forever.
Should the wearer enter the Plane of Shadow, the greater shadow is free to act on its own—and may well attempt to slay its former master.
Strong conjuration; CL 15th; Craft Wondrous Item, *summon monster* VIII, *ethereal jaunt*; Price 75,000 gp; Weight 1 lb.

DECK OF ILLUSIONS, PLANAR

This set of parchment cards is usually found in an ivory, leather, or wooden box.
A full deck consists of thirty-four cards.
A *planar deck of illusions* appears identical to a regular *deck of illusions*.
As with a regular deck, when a card is drawn at random and thrown to the ground, a *major image* of a creature is formed.
The figment lasts until dispelled.
The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real.
At all times, it obeys the desires of the character who drew the card.
When the illusion is dispelled, the card becomes blank and cannot be used again.
If the card is picked up, the illusion is automatically and instantly dispelled.
A regular *deck of illusions* produces illusions of creatures suitable to the environment of the Material Plane.
The images of the creatures conjured with a *planar deck of illusions* have a significantly otherworldly focus.
The cards in a deck and the illusions they bring forth are summarized on the accompanying table.
(Use one of the first two columns to simulate the contents of a full deck, using either ordinary playing cards or tarot cards).

Playing Card	Tarot Card	Creature
A ♥	IV. The Emperor	Solar (angel)
K ♥	Knight of swords	Planetar (angel)
Q ♥	Queen of staves	Astral deva (angel)
J ♥	King of staves	Ghaele (eladrin)
10 ♥	VII. The Chariot	Avoral (guardinal)
9 ♥	Page of staves	Bralani (eladrin)
8 ♥	Ace of cups	Hound archon
2 ♥	Five of staves	Lantern archon
A ♦	III. The Empress	Elder fire elemental
K ♦	Two of cups	Greater earth elemental
Q ♦	Queen of swords	Huge air elemental
J ♦	XIV. Temperance	Large water elemental
10 ♦	Seven of staves	Medium fire elemental
9 ♦	Four of pentacles	Medium earth elemental
8 ♦	Ace of pentacles	Small air elemental
2 ♦	Six of pentacles	Small water elemental
A ♠	II. The High Priestess	Pit fiend (devil)
K ♠	Three of staves	Horned devil
Q ♠	Four of cups	Erinyes (devil)
J ♠	Knight of pentacles	Barbed devil
10 ♠	Seven of swords	Hellcat (devil)
9 ♠	Three of swords	Chain devil
8 ♠	Ace of swords	Bearded devil
2 ♠	Five of cups	Imp (devil)
A ♣	VIII. Strength	Balor (demon)
K ♣	Page of pentacles	Marilith (demon)
Q ♣	Ten of cups	Succubus (demon)
J ♣	Nine of pentacles	Hezrou (demon)
10 ♣	Nine of staves	Vrock (demon)
9 ♣	King of swords	Babau (demon)
8 ♣	Ace of staves	Dretch (demon)
2 ♣	Five of cups	Quasit (demon)
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (gender reversed)

A randomly generated deck is usually complete (roll of 11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing.
If cards are missing, reduce the price by a corresponding amount.
Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

GATE COMPASS

This item looks like an ordinary compass.
Instead of pointing to true north, a *gate compass* points to an area envisioned by the holder (or to the nearest portal leading to the area).
It has the same chance of being on target or off target as if it were casting a *teleport* spell.
Once the compass points to an area (either correctly or incorrectly), it will continue to point consistently to the area until it reaches the area or goes to another plane.
Faint divination; CL 5th; Craft Wondrous Item, *divination*; Price 2,500 gp; Weight 1 lb.

GATE COMPASS, GREATER

As a *gate compass*, except that it always points correctly to the desired destination.
Moderate divination; CL 11th; Craft Wondrous Item, *find the path*; Price 10,000 gp; Weight 1 lb.

RING GATES, PLANAR

Similar to *ring gates*, these items always come in pairs—two silver-etched iron rings, each about 5 feet in diameter.
The rings must be on different planes of existence to function.
Whatever is put through one ring comes out the other, and up to 10,000 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count).
This useful device allows for instantaneous transport of items or creatures.
A character can reach through to grab items near the other ring or even stab a weapon through if so desired.
Alternatively, a character could stick his head through to look around.
A spellcaster can cast a spell through a *planar ring gate*.
Creatures of Fine, Diminutive, Tiny, Small, or Medium size can pass through easily.
A Large creature can make a DC 15 Escape Artist check to slip through.
Each ring has an "entry side" and an "exit side", both marked with appropriate symbols.
Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 200,000 gp; Weight 20 lb.
each.

ROPE OF CROSSING

This seemingly ordinary rope enables planar travel across the layers of an Outer Plane.
While holding one end of the rope, the bearer can hurl the other end up into the air, where it remains magically suspended, or drop the other end down from a height, such as a cliff or a tree.
By moving up the rope, climbers can ascend to higher layers on their current plane; by moving down the rope, climbers can descend to lower layers of the plane.
The rope magically lengthens or shortens, depending on how many layers the plane has.
Crossing from one layer to the next is accomplished by climbing 10 feet on the rope.
When the climber reaches his destination, he merely steps off the rope, and he is on the new layer of the plane.
The rope remains in place until the last climber steps off, at which point the bearer can recoil the rope.
If the plane restricts exit or entry via *plane shift* or similar magic, this item fails to function.
Moderate conjuration; CL 9th; Craft Wondrous Item, *plane shift*; Price 90,000 gp; Weight 10 lb.

SEXTANT OF THE PLANES

A *sextant of the planes* analyzes the environment to give the user a planar bearing.
In essence, it determines what planar traits the plane exhibits.
When not in use, the *sextant* appears to be a brass sphere about 4 inches across, nestled into a round brass box about 8 inches in diameter, with designs inscribed over every surface.
When the brass sphere is pulled upward, the device "unfolds" to reveal the inner workings, including a series of crystal lenses and a myriad of control knobs and levers.
This unfolding process takes 1 full round; restoring the *sextant* to its portable form takes the same amount of time.
Using a *sextant of the planes* takes 1 minute and reveals the following information (see page 147 of the *Dungeon Master's Guide* for more information about planar traits).
• Whether the gravity is normal, heavy, light, objective ("down" is always a specific direction), subjective ("down" is defined by each individual), or nonexistent.
• Whether time passes at the normal rate, faster, slower, or erratically (randomly speeding up or slowing down), or whether time has any noticeable effect on the plane at all.
• Whether the plane is infinite, finite, or self-contained (the edges of the plane wrap around).
• ?Whether the plane's basic nature is alterable morphic (you can make changes by physical effort), static (the plane never changes), highly morphic (changing as a reaction to various stimuli), magically morphic (you can make changes by casting spells), divinely morphic (deities can change the plane), or sentient (the plane effects its own changes).
• ?Whether the element of air, earth, fire, or water is dominant on the plane, or whether the plane is dominated by positive or negative energy.
• ?Whether the plane is aligned with good or evil, law or chaos, or neutrality, and whether the alignment is mild or strong.
• ?Whether magic works normally on the plane, or is dead (nonexistent), wild (unpredictable in effect), impeded (spells are more difficult to cast), enhanced (cast as though with metamagic effects), or limited (only spells of certain schools, subschools, descriptors, or levels work).
• ?The location of any portals within 60 feet of the *sextant*.
A sextant does not reveal the name of the plane it is on, though its user can attempt a DC 18 Knowledge (the planes) check to determine which plane or planes this information corresponds to.

When used within 30 feet of a portal, a *sextant of the planes* can be instructed to provide the same information about the plane on the far side of the portal, as well as whether the portal is one-way or two-way.
Faint divination; CL 5th; Craft Wondrous Item, *analyze portal* (see *Manual of the Planes*); Price 54,000 gp; Weight 12 lb.

VESTMENTS OF STEADFAST SPELLCASTING

Versions of this item can vary greatly in appearance, depending on the race of the garment's creator and the plane upon which it was made.
Its appearance ranges from snowy white celestial robes to leaf-adorned, dirt-colored clothing suitable to the Beastlands.
Vestments of steadfast spellcasting enable the wearer to ignore the magic trait of a plane (except for dead magic planes) and cast spells normally.
Depending on the plane visited, the owner of the garment might find it to be of unparalleled utility or might choose to take it off to experience the enhanced spellcasting opportunities certain places afford.
Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *limited wish* or *miracle*; Price 25,000 gp; Weight 2 lb.

YETH HORN

This strangely shaped device is a musical instrument concocted of twisted tubes and miniature bellows.
When sounded properly (requiring a DC 15 Perform [wind instruments] check), it replicates a yeth hound's bay.
All creatures except evil outsiders within a 60-foot spread must succeed on a DC 16 Will save or become panicked for 2d6 rounds.
This is a sonic, mind-affecting fear effect.
Whether or not the save is successful, an affected creature cannot be affected by the same *yeth horn*'s sound for 24 hours.
Moderate enchantment; CL 7th; Craft Wondrous Item, *fear*, creator must have 5 ranks in Perform (wind instruments); Price 10,000 gp; Weight 1 lb.

PLAYER'S GUIDE TO FAERÛN (3.5)

AQUAMARINE OF SPELL EXTENDING

This blue stone is mounted in the center of a gold and silver hourglass.
Once per day, the owner can gain the benefits of the Extend Spell feat on any spell of 6th level or lower that she casts.
The affected spell uses its normal spell slot (not a slot one level higher, as use of the feat would require).
A caster who does not prepare spells still must pay the penalty of an extended casting time when using this item.
The item must be held in the caster's hand while the spell is cast to gain this benefit.
Strong (no school); CL 17th; Craft Wondrous Item, Extend Spell; Price 3,700 gp; Weight 1 lb.

GAUNTLETS OF WEAPONRY ARCANE

These heavy leather-and-silver gauntlets cover the wearer's hands and lower forearms.
Ornate silver stitching decorates the leather armguards and fingers, and each link of the silver chainmail that reinforces the palms is etched with intricate runes.
Any weapon (even a nonmetallic one such as a quarterstaff) that the wearer grasps while wearing the gauntlets overcomes damage reduction as if it were a magic silver weapon.
If the weapon is already magic and silver, the *gauntlets* have no additional effect.
Faint transmutation; CL 3rd; Craft Wondrous Item, *magic weapon*; Price 9,000 gp; Weight 1 lb.

GLOVE OF TAARNAHM THE VIGILANT

This chainmail gauntlet allows the wielder to hurl any melee weapon he carries as though it had the *throwing* and *returning* special abilities.
Moderate transmutation; CL 7th; Craft Wondrous Item, *magic stone*, *telekinesis*; Price 10,000 gp.

INSTRUMENT OF THE WINDS

This fine instrument is a masterwork lute (+2 circumstance bonus on Perform [string instruments] checks).
Once per day, the user can attempt to play a certain tune on the instrument.
If she succeeds on a DC 15 Perform (string instruments) check, the *instrument of the winds* summons a Large air elemental, as though with the *summon monster* VI spell.
Moderate Conjuration; CL 11th; Craft Wondrous Item, *summon monster* VI; Price 22,000 gp; Weight 3 lb.

KIIRA N'VAELAHR

These bright green gems, each about the size of a man's fist, were created for the most skilled spies serving the city of Myth Drannor before it fell.
When placed against the skin, a *kiira* N'V*aelahr* embeds itself painlessly into the flesh where it touches, fixing itself so firmly that it cannot be removed.
Traditionally, such a gem was placed over the heart, but it may be bonded anywhere the owner desires.
Once implanted, the gem may be moved along the user's body through mental concentration.
A bonded *kiira* N'V*aelahr* grants the following powers.
• The *kiira* N'V*aelahr* acts as a sort of recorder, storing the memories of its current owner automatically.
The stored memories can be replayed as a vision.
Such a review of the information is visible and audible only to the bearer of the *kiira* unless he uses another of its abilities (see below) to make it visible to others.
These memories encompass sight and sound only, and they are somewhat hazy and difficult to focus on.

(Attempts to see or hear a particular event in the vision take a –2 penalty on Spot and Listen checks).
The gem's owner may, as a standard action, will the gem to record memories in greater detail.
The gem can hold up to 10 hours of such detailed memories, which impose no skill penalties on later readings.
At the owner's option, these detailed memories may include his thoughts and feelings as well.
• The owner may use *detect thoughts* at will.
He may also send telepathic messages (including memories stored in his *kiira* N'V*aelahr*, if desired) to anyone whose thoughts he is currently reading.
• The bearer gains a +2 resistance bonus on Will saves.
• The gem's owner may use *major image* once per day.
Only memories stored in the *kiira* N'V*aelahr* may be projected in this manner.
• The gem's owner may use *overland flight* once per day.
Moderate divination, illusion, and transmutation; CL 7th; Craft Wondrous Item, *detect thoughts*, *major image*, *overland flight*; Price 75,040 gp.

Mantle Stone of Vhyridaan

This small gem resembles an *ioun stone* in most respects.
It floats in a loose orbit 1d3 feet from its user's head and can be separated from its owner only by snatching or netting it.
The *mantle stone of Vhyridaan* has AC 26, 10 hit points, and a hardness of 5.
Three times per day, the user may speak a command word to gain protection from spells.
This effect functions like the *spell turning* spell, except that a *mantle stone* always absorbs five spell levels before being discharged rather than the usual 1d4+6.
Additionally, the owner of the *mantle stone* may imbue it with up to three spell levels each day, as if it were a *vibrant purple ioun stone* (as described on page 260 of the *Dungeon Master's Guide*).
Strong abjuration; CL 13th; Craft Wondrous Item, *imbue with spell ability*, *spell turning*, Quicken Spell; Price 232,560 gp.

Najjar's Cloak of Weaponry

Created by a Calishite fighter/wizard to aid him in battle against his rival Vycaena, this gauzy-looking cloak of white linen is lined with the tanned pelt of a displacer beast.
Once per round, the wearer may reach into the cloak's folds and withdraw a single weapon that has been stored there.
Najjar's cloak of weaponry functions like a *bag of holding*, except that it stores only 25 pounds of nonliving material of a volume that would reasonably fit beneath a 6-foot-long cloak.
Most two-handed weapons do not fit, unless they can be coiled or folded in some way, but the cloak can easily hold light or one-handed weapons or other items of comparable size.
Since the cloak was designed to hold weapons, it does not suffer the ill effects from puncturing that a *bag of holding* does.
Moderate conjuration; CL 9th; Craft Wondrous Item, *Leomund's secret chest*; Price 2,500 gp.

Pegasus Helm of Kloeth Ironstar

This magnificent winged helmet allows its wearer to summon a celestial pegasus twice per day to serve as a mount or aid in battle.
Each summoning requires a command word, and the creature summoned remains for up to 3 hours, though the wearer may cut the duration short if desired.
Moderate conjuration; CL 7th; Craft Wondrous Item, *summon monster* IV; Price 20,160 gp.

Ruehar's Flute

This finely crafted silver flute resembles a rolled-up spell scroll, with its holes lining the edge of the "parchment".
It has seldom been seen outside the possession of the descendants of Ruehar, a green elf wizard who lived during the days of Myth Drannor.
When two short notes in any key are played on the flute, it emanates *light*, as the spell, and automatically dispels any of the following effects within the *light* effect's radius: *acid fog*, *cloudkill*, *fog cloud*, *obscuring mist*, *solid fog*, and *stinking cloud*.
The *flute's* second ability is activated by a command word known only to Ruehar's descendants.
When this word is spoken, the flute unrolls like a scroll, revealing a small spellbook capable of holding twenty spell levels.
The original *Ruehar's flute* contains the following spells: 1st—*color spray*, *magic missile*, *Tenser's floating disk*, *ventriloquism*; 2nd—*daze monster*, *glitterdust*, *lively step*; 3rd—*Leomund's tiny hut*, *phantom steed*; 4th—*polymorph*.
Ruehar's descendants may, however, have manufactured more flutes since his death, and those spellbooks may contain different spells or simply remain blank.
Any wizard who has deciphered the spellbook within *Ruehar's flute* (see pages 178 and 179 of the *Player's Handbook*) may study and prepare these spells normally.
Faint transmutation; CL 3rd; Craft Wondrous Item, *gust of wind*, *light*; Price 15,000 gp.

Shroudcrown

This agate-studded bronze circlet holds considerable power over undead.
The wearer of the *shroudcrown* can turn undead as a 10th-level cleric, and she gains a +2 resistance bonus on all saving throws against spells and spell-like abilities of undead creatures.
Furthermore, the wearer is constantly affected as if by a *hide from undead* spell.
Though the *shroudcrown* is not actually cursed in any way, its owners have an unfortunate tendency to meet messy ends at the claws of the very undead creatures against which it protects.
Moderate abjuration; CL 10th; Craft Wondrous Item, *hide from undead*, *resistance*, creator must be a cleric of at least 10th level; Price 113,600 gp.

Symrustar's Choker

This ornate choker, sized and designed for an elf woman's throat, functions as a spellbook.

As long as a wizard character wears it, she may study and prepare any spell "scribed" in the item.
Symrustar's choker may store a total of thirty-six spells, but no more than four of each level.
The choker is treated like a wizard's spellbook for the purpose of deciphering spells contained therein, "scribing" new spells, and so forth.
To determine randomly how many spells are stored in a given choker, roll 1d4–1 for each spell level, then roll randomly as if generating a scroll to find the exact spells.
Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 15,000 gp.

TASMIA'S HEART

T his elaborate, high-necked bustier is laced and lined with black silk and adorned with sapphires and beljurils.
It functions as both a *helm of underwater action* and a *ring of freedom of movement*.
It also extends the wearer's life span, doubling the number of years in each remaining age category of the character's life, as well as her maximum age.
For example, a human adult who dons *Tasmia's heart* would reach middle age at 70, old age at 106, venerable age at 140, and maximum age 2d20×2 years after that.
Tasmia's heart counts as a shirt for the purpose of magic item limitations (see page 214 of the *Dungeon Master's Guide*).
Moderate transmutation; CL 7th; Craft Wondrous Item, *freedom of movement*, *water breathing*, creator must be at least 10th level; Price 127,000 gp.

WEIRDSTONE

These innocuous-looking, fist-sized pieces of faceted glass are among the most highly sought-after items in all of Faerûn.
Mages who like their privacy and evil beings who prefer to keep their plans secret are particularly fond of these items, and they often dispatch minions or adventurers to retrieve them.
When placed upon a flat surface and activated by mental command, a *weirdstone* floats about 3 feet into the air, glowing and chiming softly.
While active, it blocks out all of the following within a 6-mile radius (including into the air above and the ground below).
• All astral and ethereal travel.
• All divination (scrying) spells.
• All conjuration (teleportation) spells.
• Any spell-like, supernatural, or extraordinary abilities, psionic powers, or the like that mimic these effects.
The *weirdstone* hampers only effects that manifest within its area.
Spells or abilities activated within the *weirdstone's* area that target an area outside its 6-mile radius are unaffected.
For example, a wizard standing right next to a *weirdstone* could cast a *scrying* spell to spy on a creature more than 6 miles away, but she could not *teleport* across the room because the *weirdstone* blocks teleportation magic within its radius.
Strong abjuration; CL 20th; Craft Wondrous Item, *dimensional lock*, *nondetection*, creator must be at least 20th level; Price 250,000 gp.

YNLOETH'S BRACER

Owned by Coronal Ynloeth of Shantel Othreier, this single silver bracer, made to fit the left arm, functions as *bracers of armor +8*.
In addition, the wearer of this bracer is immune to the death effect of the *shattering swords of Coronal Ynloeth* (see below).
Strong abjuration; CL 16th; Craft Wondrous Item, *mage armor*, *death ward*, creator must be at least 16th level; Price 70,000 gp.

PLAYER'S HANDBOOK 2 (3.5)

TALISMAN OF TRANSFERENCE

A *talisman of transference* is a conduit through which XP can be transferred for the purposes of constructing an agreed upon magic item.
Lore: These devices were designed to protect creatures that commissioned magic items from creators who spent their transferred XP and did not finish the contract or disappeared with the completed product (Gather Information DC 20 or Knowledge [arcana] DC 10).
Description: A *talisman of transference* typically takes the shape of a bracer, periapt, or some other form of jewelry worn against the skin.
Activation: As a standard action, a worn *talisman of transference* is brought into contact with the raw material of an agreed upon magic item (for example, a cloak, sword, or wand) before construction begins, with the wearer speaking the word "attach" to create a link.
The worn *talisman of transference* is then brought into contact with the creator after at least one day (8 hours) has been spent working on the magic item (but usually upon completion), speaking the word "infuse" to complete the effect.
A *talisman of transference* can only form a connection with one raw material at a time.
Speaking the word "attach" while in contact with a new raw material erases the old link.
Effect: A *talisman of transference* transfers XP from the wearer to the person who constructed the magic item, so long as the magic item was made from the original raw material to which this device was linked.
The wearer can transfer the entire or partial amount, though the wearer cannot transfer more XP than was needed to construct the magic item.
All the requirements for transferring XP, compensating for XP, and sharing XP costs apply to using this device.
If the wearer refuses to transfer XP for the magic item, the creator can destroy the magic item, thereby regaining any XP that was invested.
The monetary investment, however, is still lost.
Aura/Caster Level: Faint universal. CL 1st.
Construction: Requires Craft Wondrous Item, *transference* spell, 100 gp, 16 XP, 1 day.
Weight: 1/2 lb.
Price: 200 gp.

RACES OF FAERÛN (3.0)

ANKH OF ASCENSION

The bearer of this magic item can cast her divine spells at +4 caster level (with respect to range, duration, and other numeric effects).
The ankh does not grant a +4 bonus on checks to overcome spell resistance, however, nor otherwise increase the caster's effective level.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 60,000 gp; *Weight*: 3 lb.

CATSEYE BROOCH

Fashioned from silver set with a green chrysoberyl, a *catseye brooch* is a good luck charm that provides a +1 luck bonus on all saving throws and a +4 resistance bonus on saving throws versus disease.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, *remove disease*; *Market Price*: 9,000 gp; *Weight*: —.

DROW HOUSE INSIGNIA

These metal tokens are normally worn on a chain or in a pouch tied around the neck.
Each bears a symbol of a noble house from a particular drow city and requires a secret command word to activate.
An insignia has a single minor magical ability that can be used once per day, usually a 1st, 2nd, or 3rd-level spell.
Those of powerful drow often have multiple abilities of various power levels.
Typical spells for a house insignia are *blur*, *cat's grace*, *cloak of dark power*, *comprehend languages*, *feather fall*, *jump*, *levitate*, *read magic*, *scatterspray*, *shield*, *spider climb*, *unseen servant*, and *water breathing*.
Each insignia is slightly different, even those of the same noble house, so it is possible that a person aware of the unique shape of a person's insignia can magically locate that person.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, appropriate spell; *Market Price*: 360 gp (1st-level ability), 2,160 (2nd-level ability), or 5,400 (3rd-level ability); *Weight*: 1 lb.

FIGURINE OF WONDROUS POWER

These figurines were crafted by some of the more creative spellcasters of Faerûn's races.

BLUE QUARTZ EAGLE

A blue quartz eagle becomes an eagle on command, but with vision akin to that granted by *eyes of the eagle* (+5 circumstance bonus on Spot checks).
Another command sends it aloft.
It will not attack, even to defend itself, but it will obey the telepathic commands of its owner as long as it remains within one mile of her.
If forced to move beyond that distance, a blue quartz eagle will immediately revert to statuette form (usually shattering if it falls a great distance to the ground).
While the figurine is transformed, its owner can mentally view everything the eagle can see, although the owner must use a standard action to observe what the eagle sees in that round.
It can maintain its nonfigurine status for only 24 hours per tenday, but the duration need not be continuous.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *clairaudience/clairvoyance*; *Market Price*: 5,400 gp; *Weight*: —.

CORAL DOLPHIN

Made by a water genasi mage, this finely carved dolphin of white coral can transform into a living dolphin, except that it possesses an Intelligence of 8 and the ability to speak and understand Common and Aquan.
The dolphin is treated as a magical beast when in its living form.
It may be used twice per tenday for up to 4 hours each use.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate objects*, *water breathing*; *Market Price*: 10,000 gp; *Weight*: —.

GOGONDY

This ruby wine, fermented by the deep gnomes, gives visions to those who drink it.
Anyone who consumes a glass of Gogondy should roll on the following table:

d%	Result	Side effect
01–15	Nothing happens	1d3 temporary Dex, 1d3 temporary Int
16–30	*Divination* spell (10th-level caster)	1d6 temporary Dex, 1d3 temporary Int
31–60	*Vision* spell on tangential topic	1d6 temporary Dex, 1d6 temporary Int
61–80	*Contact other plane* (elemental plane of earth; 10th-level caster)	as spell
81–90	*Vision* spell on topic you specify	2d6 temporary Dex, 2d6 temporary Int
91–00	*Contact other plane* (outer plane/intermediate; 10th-level caster)	as spell

A full bottle of *Gogondy* holds enough wine for six glasses.
Caster Level: 14th; *Prerequisites*: Craft Wondrous Item, *divination*, *contact other plane*, creator must be a deep gnome; *Market Price*: 3,000 gp; *Weight*: 5 lb.

GREATER PIWAFWI

These dark-colored cloaks have all the abilities of a *cloak of elvenkind* and also provide the benefit of *endure elements* (*fire*), negating 5 points of fire damage per round.
(*Lesser piwafwi* are simply *cloaks of elvenkind*).

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *endure elements*, *invisibility*, creator must be a drow; *Market Price*: 6,100 gp; *Weight*: 1 lb.

HAMMER OF THE WEAPONSMITH

This masterwork tool gives the user a +10 circumstance bonus on Craft (weaponsmithing) checks.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, creator must be at least 6th level; *Market Price*: 2,055 gp; *Cost to Create*: 1,055 gp + 80 XP; *Weight*: 8 lb.

MASK OF THE IMPLACABLE

This ceramic, painted mask makes its wearer into a dangerous, if singularly focused, warrior.
The wearer of the mask has fast healing 3 as long the mask is worn.
In addition, he gains a +4 bonus on attack and damage rolls against any foe who deals the mask-wearer more than 50% of his full normal hit point total in damage.
The bonus lasts until the mask-wearer attacks someone who hasn't dealt him more than 50% of his hit point total in damage.
When that happens, the bonus ends and the fast healing aspect of the mask is suppressed for 1 hour.
A mask counts as a pair of lenses for limitations on wearing multiple items of the same type.
Prerequisites: Craft Wondrous Item, *regeneration*, *mark of justice*; *Market Price*: 65,000 gp; *Weight*: 5 lb.

TANGLEPATCH

These magical balls of tangled vines are used by the wild dwarves, particularly in their battles against the Batiri goblins of the Chultan forests.
The ball is thrown at a target and has a 20 ft. range increment.
Upon hitting a target or landing, it creates an *entangle* spell centered on the point of impact.
It is good for only one use.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *entangle*; *Market Price*: 100 gp; *Weight*: 1 lb.

TONGS OF THE ARMORER

This tool gives the user a +10 competence bonus on Craft (armorsmithing) checks.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *mending*, creator must be at least 6th level; *Market Price*: 2,055 gp; *Cost to Create*: 1,055 gp + 80 XP; *Weight*: 5 lb.

RACES OF STONE (3.5)

MAGIC FORGES

FORGE OF SUSTENANCE

A dwarf using this forge for any purpose need not eat, sleep, or even breathe while he continues to work at the forge, and he can work indefinitely without tiring.
When using the forge to craft an item, the user multiplies his check result by the item's DC and then by 3 to determine his progress on a weekly (in sp) or daily (in cp) basis.
Strong conjuration; CL 15th; Craft Wondrous Item, *create food and water*, *regenerate*, creator must be a dwarf; Price 8,000 gp.

FORGE OF THAUTAM

A dwarf using this forge can create magic weapons and armor as if he had the Craft Magic Arms and Armor feat.
Strong conjuration; CL 12th; Craft Wondrous Item, *permanency*, creator must be a dwarf; Price 15,000 gp.

FORGE OF THE ARMORSMITH

This magic forge grants a dwarf who uses it a +20 competence bonus on Craft (armorsmithing) checks made using the forge.
In conjunction with voluntarily increasing the DC by 20, a smith working at this forge can craft expensive armor in a dramatically reduced time.
Strong conjuration; CL 18th; Craft Wondrous Item, *fabricate*, creator must be a dwarf with 20 ranks in Craft (armorsmithing); Price 10,000 gp.

FORGE OF THE WEAPONSMITH

This magic forge grants a dwarf who uses it a +20 competence bonus on Craft (weaponsmithing) checks made using the forge.
In conjunction with voluntarily increasing the DC by 20, a smith working at this forge can craft expensive weapons in a dramatically reduced time.
Strong conjuration; CL 18th; Craft Wondrous Item, *fabricate*, creator must be a dwarf with 20 ranks in Craft (weaponsmithing); Price 10,000 gp.

FURNACE OF FLAMES

This magical forge provides spell prerequisites for a dwarf who uses it to craft magic items.
The forge allows its user to create magic items as if he were able to cast any spell with the fire descriptor, using his character level as the caster level.
The forge does not replace any other prerequisites or costs, including item creation feats, minimum caster level, and gold and XP costs.
Strong evocation; CL 12th; Craft Wondrous Item, *fireball*, *flame blade*, or *flame strike*, creator must be a dwarf; Price 20,000 gp.

RACES OF THE DRAGON (3.5)

AMULET OF WARMTH

Amulets of warmth are personal devices designed to keep humanoids comfortable in any environment.

Lore: These devices were originally crafted for kobolds whose search for new mining locations kept them away from their warm lairs.
(Knowledge [geography] DC 10 or Knowledge [dungeoneering] DC 20).
Description: An *amulet of warmth* typically takes the form of a simple amulet or brooch, though it can be fashioned into some other form of personal jewelry.
Activation: As a free action, tapping an *amulet of health* turns the item on.
Tapping it again turns the item off.
Effect: An *amulet of warmth* produces an ambient cocoon of 70°F, protecting the wearer and his equipment from both cold and heat.
If an *amulet* takes any amount of cold damage, however, it ceases to function for 24 hours.
Aura/Caster Level: Faint abjuration; CL 3rd.
Construction: Craft Wondrous Item, *endure elements*, 500 gp, 40 XP, 1 day.
Weight: 1/2 lb.
Price: 1,000 gp.

ANGRIZ'S CHEST

This container keeps meat fresh and wholesome.
Lore: Angriz Ulhargix is a half-dragon wizard, a gourmet cook, and a voracious carnivore.
His monstrous nature makes it difficult for him to shop for food frequently in the normal fashion, so he crafted this box to keep large quantities of meat indefinitely.
In this way, he could order an entire haunch of game once in a while and consume it at his leisure.
The item has since become popular with those who can afford it, especially the proprietors of large eating establishments and the managers of nobles' kitchens.
It has come to be known as *Angriz's chest*, though its creator simply called it a "preserving box".
(Knowledge [arcana] DC 20).
Description: An *Angriz's chest* is a box, about 4 feet on a side, made of stout wood (usually oak) and lined with oilcloth to prevent leakage.
Effect: Any dead flesh kept within the box remains fresh and palatable indefinitely.
Once removed, the flesh begins to decay at the normal rate.
Putting partly decayed meat into the box arrests further rot but does not reverse previous effects.
Aura/Caster Level: Faint necromancy; CL 1st.
Construction: Craft Wondrous Item, *gentle repose*, 500 gp, 40 XP, 1 day.
Weight: 50 lb.
Price: 1,000 gp.

FOLDING TRAP

Folding traps were invented by a master kobold trapmaker to aid in timely retreats.
Lore: These devices are usually constructed by kobolds to provide quick installation of traps, as well as to easily carry along useful traps when they are retreating from their lair.
(Knowledge [arcana] DC 15 or Knowledge [history] DC 25).
Description: A *folding trap* is a small wooden ball the size of a large apple, every square inch of which has been etched with symmetrical Draconic runes.
These carvings contain a hidden code that reveals the *folding trap*'s command words.
(Decipher Script DC 20).
Activation: As a standard action, speaking the word "expand" in Draconic (*turalisjth*) causes the wooden ball to unfold into a trap that attaches itself to the available supporting framework (floor, ground, trees, walls).
Speaking the word "shrink" in Draconic (*kosjth*), another standard action, while within 30 feet of the trap causes it to fold into a wooden ball once again.
Effect: Several varieties of *folding trap* exist, each based on one of the sample traps presented in the *Dungeon Master's Guide* beginning on page 70.
The known variations on this item include the *scything blade folding trap* (CR 1), the *wall blade folding trap* (CR 1), the *tripping chain folding trap* (CR 2), the *ceiling pendulum folding trap* (CR 3), and the *wall scythe folding trap* (CR 4).
Once activated, a *folding trap* is indistinguishable from a normal trap of its kind except for the trap's magical aura (see below).
Aura/Caster Level: Faint transmutation; CL 5th.
Construction: Craft Wondrous Item, *create trap**, *shrink item*, creator must have 5 ranks of Craft (trapmaking); 1,700 gp, 136 XP, 4 days (scything blade); 2,500 gp, 200 XP, 5 days (wall blade); 3,800 gp, 304 XP, 8 days (tripping chain); 14,100 gp, 1,128 XP, 29 days (ceiling pendulum); 17,200 gp, 1,376 XP, 35 days (wall scythe).
* New spell described on page 112.
Variants: Other varieties of *folding trap* might also exist, but they all must involve the use of mechanical traps that have an automatic reset (no arrow traps), don't represent a significant change to the physical environment (no pits or flooding chambers), and don't incorporate poison, magic, or living organisms (no toxic blades or brown mold).
Weight: 1 lb.
Price: 3,400 gp (scything blade); 5,000 gp (wall blade); 7,600 gp (tripping chain); 28,200 gp (ceiling pendulum); 34,400 gp (wall scythe).

MEMENTO MAGICA

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.
Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.
Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls (see *Complete Divine* page 6), much as a *pearl of power* is to casters who prepare spells.
Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day.
The spell slot is available just as if a spell had not been cast.
A *memento magica* can only recall a spell slot of the level it was created to hold.
Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.
Aura/Caster Level: Strong transmutation; CL 17th.
Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160

XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750 gp, 4,860 XP, 122 days (9th).
Weight: —
Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 gp (3rd); 24,000 gp (4th); 37,500 gp (5th), 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Necklace of Dragon's Teeth

A *necklace of dragon's teeth* summons a troop of loyal draconic warriors to your aid.
Lore: Legends say that in the early days of the world, nearly all human life was wiped out in a great catastrophe.
Sphenos, the Great Wyrm of the Earth, took pity on the few survivors and gave a bag filled with his own teeth to the farmer Imguten, telling him to sow them behind him in the earth as he walked.
From the scattered teeth arose new people, the children of earth.
(Knowledge [religion] DC 15) Imguten saved some of the teeth against future need.
Generations later, when his descendants were being threatened by barbarians, they found the sack and planted the remaining teeth.
These teeth then sprang up into fierce warriors who drove back the invading horde.
These strings are made in remembrance of that miracle.
(Knowledge [religion] DC 20).
Description: A *necklace of dragon's teeth* is a simple leather cord strung with pierced fangs, each about 2 inches long. Sometimes the ends are loosely tied so that it can be worn around the neck.
(It does not count as an item worn around the neck for the purpose of determining which of a character's magic items are effective).
A strand initially has twelve fangs, though it can be discovered with fewer fangs than this (reduce the price proportionately).
Activation: As a standard action, you remove a fang from the string and throw it onto the ground.
Effect: A thrown fang grows into a draconic myrmidon that acts on your turn on the following round (see the statistics block below).
The myrmidon remains for 10 rounds or until it is slain, and either defends you loyally or attacks a target of your choice.
The myrmidon understands your spoken commands regardless of the language you speak.
Aura/Caster Level: Moderate conjuration; CL 10th.
Construction: Craft Wondrous Item, *summon monster* IV, 12,000 gp, 960 XP, 24 days.
Weight: —
Price: 24,000 gp.

Draconic Myrmidon **CR 4**
Draconic human warrior 4
LN Medium humanoid
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +5
Language Common

AC 18, touch 10, flat-footed 18
hp 26 (4 HD)
Immune normal disease
Fort +6, **Ref** +1, **Will** +2; +4 against magic sleep and paralysis

Speed 20 ft. (4 squares)
Melee mwk longsword +9 (1d8+3/19–20) or
Melee 2 claws +7 (1d3+3)
Base Atk +4; **Grp** +7
Atk Options Blind-Fight

Abilities Str 16, Dex 11, Con 14, Int 10, Wis 9, Cha 10
Feats Blind-Fight, Iron Will[B], Weapon Focus (longsword)
Skills Intimidate +8, Listen +3, Spot +5
Possessions breastplate, heavy steel shield, masterwork longsword

Medallions of Io

These are plain, burnished metal disks that grant some of the strength of the Concordant Dragon to their users.
Lore: Io's holy symbol is a featureless metal disk with a sheen of many colors, symbolizing the common heritage of all dragons as well as the spinning disk of the Blending (see page 66).
In honor of that creative act, the Singers of Concordance created the *medallions of Io* to aid the Ninefold Dragon's children throughout the world.
(Knowledge [arcana] DC 20).
Description: Each *medallion of Io* is an unremarkable coin-sized disk made from an alloy of precious and base metals. The exact mixture of metals produces a colored sheen that corresponds to one of the ten standard dragon varieties.
Activation: As a standard action, you press a disk into the center of your brow, where it remains magically attached and active for 1 hour.
It does not count as an item worn on the head for the purpose of determining which of a character's magic items are effective.
At the end of the hour, the medallion loses its magic and falls to the ground.
Effect: Each of the ten disks has a different benefit according to its sheen, as given below.
Black: Resistance to acid 10 and a +4 bonus on Handle Animal checks when dealing with reptiles.
Blue: Resistance to electricity 10 and a +4 bonus on Bluff checks.
Green: Resistance to acid 10 and the ability to make untrained Diplomacy checks to affect the attitude of plant creatures.
The DC of these checks is increased by 5.
Red: Resistance to fire 10 and a +4 bonus on Will saves against illusion spells and effects.
White: Resistance to cold 10 and a +4 bonus on Balance checks.
Brass: Resistance to fire 10 and a +4 bonus on Handle Animal checks.
Bronze: Resistance to electricity 10 and a +4 bonus on Sense Motive checks.

Copper: Resistance to acid 10 and a +4 bonus on Perform checks.
Gold: Resistance to fire 10 and a +4 bonus on Fortitude saves against effects that damage, drain, or apply a penalty to the wearer's ability scores.
Silver: Resistance to cold 10 and a +4 bonus on checks to resist being knocked down by wind, overrun and trip attempts, and similar effects.
Aura/Caster Level: Faint abjuration; CL 6th.
Construction: Craft Wondrous Item, *resist energy*, creator must be a Singer of Concordance (see page 91); 500 gp, 40 XP, 1 day.
Weight: —
Price: 1,000 gp.

SOFTHANDS GLOVES

Softhands gloves help disguise your draconic pedigree without drawing attention to you.
Description: These cloth gloves are made of a stretchy material that allows them to fit over the hands of human-shaped creatures from Small to Large size.
Effect: As long as you are wearing the gloves, your skin, hair, and eyes lose overtly draconic features such as scales, horns, slit pupils, and so forth.
You resemble an ordinary member of your nondraconic race, negating any penalty on Disguise checks you would ordinarily take when disguising yourself as a different race.
While wearing the gloves, you lose any natural claw attacks you might have.
Your hands appear ordinary.
The gloves themselves are no longer visible once worn but blend with the wearer's apparent skin.
Aura/Caster Level: Faint transmutation; CL 3rd.
Construction: Craft Wondrous Item, *alter self*, 1,000 gp, 80 XP, 2 days.
Weight: —
Price: 2,000 gp.

SPELLFLINGING SPEAR

A *spellflinging spear* is a potent weapon highly prized by kobold sorcerers.
Lore: These spears are awarded to kobold sorcerers for consistently protecting their lair without ever needing to be protected themselves.
(Knowledge [history] DC 10 or Knowledge [local] DC 20)
The ore that goes into making *spellflinging spears* is an amalgam of red copper and steel.
(Profession [miner] DC 15 or Craft [armorsmithing, blacksmithing, or weaponsmithing] DC 25).
Description: A *spellflinging spear* is a Small *+1 returning spell storing spear*, the piercing blade of which is tinted with ruby red metal and has a shaft of light steel.
Activation: As a swift action (see page 122), speaking the word "expand" in Draconic (*turalisjth*) elongates the weapon, speaking the word "shrink" in Draconic (*kosjth*) shortens the weapon, and speaking the word "normal" in Draconic (*munth*) returns a *spellflinging spear* to normal size.
Effect: Once elongated, a *spellflinging spear* has all the characteristics of a longspear.
Once shortened, a *spellflinging spear* has all the characteristics of a shortspear.
A *spellflinging spear* always weighs as much as a spear and has hardness 12 and 20 hit points, regardless of its shape.
Aura/Caster Level: Strong evocation (plus the aura of the stored spell, if not already present) and transmutation; CL 12th.
Construction: Craft Magic Arms and Armor, *shrink item*, *telekinesis*, CL 12th, 10,802 gp, 840 XP, 11 days.
Variants: More powerful versions of the *spellflinging spear* often add the distance and/or the gnome bane weapon special abilities (DMG 224).
Adding one of these abilities increases the weapon's price by 14,000 gp; adding both increases it by 32,000 gp.
Weight: 3 lb.
Price: 21,300 gp.

RACES OF THE WILD (3.5)

BELT OF HIDDEN POUCHES

This item might be made of silk or soft leather, but it's always fairly wide and with a big buckle (usually brass or silver).
Hidden inside the belt are ten small pockets, each of which seems big enough to hold only a few coins.
Each pocket actually functions as a small *bag of holding* and can hold up to 1/2 cubic foot or 5 pounds of nonliving material.
No object with any dimension exceeding 6 inches can be placed in a pocket.
Anything placed inside a pocket effectively has only one-tenth of its normal weight, so a full pocket weighs only half a pound at most.
In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all.
The hidden pockets can be accessed only through a command word.
A *true seeing* spell reveals the presence of the hidden pockets but not the command needed to open them.
Even when a pocket is full, it never bulges, so a *belt of hidden pouches* stuffed with 150 pounds of items looks like an ordinary belt.
Accessing any pocket (including the hidden ones) is a move action that does not provoke attacks of opportunity.
To place any object in the belt, the wearer merely presses the object into the belt.
Doing so while speaking the command word places the object in one of the hidden pockets (if one of them is empty).
Naming a stored object and speaking a second command word draws the named object out of the belt and places it in the wearer's hand (though he could also simply reach into one of the ten regular pockets and draw it forth, just as if retrieving a stored object (a move action that provokes attacks of opportunity; see page 141 of the *Player's Handbook*.
Simply frisking the wearer won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets.
It is possible to use a Sleight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding the belt can access the hidden pockets, and then only with the correct command word.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 5,000 gp; Weight 1 lb.

SAFEWING EMBLEM

This small feathered token can be worn or carried.
If the owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a *feather fall* effect to descend safely from any height up to 180 feet.
The emblem requires no activation.
When the owner lands, the token disappears, its magic expended.
Faint transmutation; CL 3rd; Craft Wondrous Item, *feather fall*; Price 250 gp.

SURVIVAL POUCH

This mundane-looking leather belt pouch can literally save its user's life in the wilderness.
Five times per day, the user of a *survival pouch* can reach into the bag and retrieve his choice of one of the items listed below.
The user can draw out the same item five times in one day, draw out five different items, or produce any other combination of up to five items.
Drawing an item from the bag is a standard action that does not provoke attacks of opportunity.
Each item lasts for 8 hours unless otherwise indicated.
• Trail rations for one Medium creature for one day.
• Two gallons of water stored in a waterskin.
The bag disappears if it is emptied completely.
• A tent and two bedrolls sized for Medium creatures.
• A 50-foot coil of hempen rope, which disappears after 4 hours.
• A shovel.
• A campfire (about 2 feet square).
The fire can be left to burn, or it can be pulled apart to produce eight lit torches.
Each torch removed reduces the remaining burning time by 1 hour.
If the fire is extinguished, any unburnt portion vanishes.
• A composite shortbow (+1 Str bonus) and a quiver of 20 arrows.
The bow disappears 1 round after the last arrow has been drawn from the quiver.
• A mule with bit, bridle, saddle, and saddlebags.
The bit, bridle, saddle, and saddlebags vanish if removed from the mule.
Moderate conjuration; CL 9th; Craft Wondrous Item, *major creation*, *mount*; Price 5,000 gp; Weight 5 lb.

SANDSTORM (3.5)

ASHWORM PELLET

This item is a roughly spherical bead of volcanic scoria, about 1 inch across.
When thrown upon the ground, the pellet grows into an ashworm (see page 140).
This action consumes the pellet and takes 1 full round to fully form.
Disintegrating the pellet or dealing it at least 50 points of damage during that time prevents the ashworm from appearing.
The ashworm remains for 10 minutes.
It is an average specimen in all regards.
It serves the user until it is slain or the duration ends (it can obey only simple commands).
Strong conjuration; CL 13th; Craft Wondrous Item, *summon nature's ally* VII; Price 6,825 gp.

BOTTLE OF ENDLESS SAND

If the stopper is removed from this opaque glass bottle and a command word spoken, an amount of fine, dry sand flows out.
Separate command words determine the type as well as the volume and velocity.
• "Heap" pours out 1 cubic foot per round.
• "Dune" produces a 20-cubic-foot pile at 5 cubic feet per round.
• "Sandblast" produces a spray of sand dealing 1d6 points of damage per round.
This effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked prone.
A sandblast can affect only one target per round.
The command word must be spoken to stop the flow of sand.
Moderate conjuration; CL 9th; Craft Wondrous Item, *blast of sand*; Price 21,600 gp; Weight 2 lb.

BURNOOSE OF MOONLESS NIGHTS

This black burnoose seems like an ordinary desert robe.
Three times per day, in darkness or shadowy illumination, the wearer can draw up the hood to gain total concealment.
Unlike ordinary invisibility, the wearer can attack without revealing her location.
The burnoose does not work in bright light, and such light reveals a wearer within its area.
Each use of the burnoose lasts for 10 rounds.
Moderate illusion; CL 10th; Craft Wondrous Item, *greater invisibility*; Price 33,000 gp.

BURNOOSE OF 1,001 THORNS

Once per day, the wearer of this robe can utter a command word, causing the burnoose to harden and sprout hundreds of sharp thorns.
For 70 minutes thereafter, the wearer is the subject of a *skin of the cactus* spell.
Moderate abjuration; CL 7th; Craft Wondrous Item, *skin of the cactus*; Price 10,080 gp.

CANOPIC JARS

To become a dry lich, a walker in the waste who has reached 10th level in that prestige class must undergo the Sere Rite.
This ritual requires the participation of at least one other dry lich, and the prospective dry lich must also craft a set of five canopic jars in which to preserve his internal organs.
Each canopic jar has a specific likeness, as given below.

Organ	Canopic Jar
Lungs	Baboon
Stomach	Jackal
Liver	Vulture
Intestines	Falcon
Heart	Human

These jars retain the dry lich's life force, and unless they are destroyed, a slain dry lich resurrects within 1d6 weeks after its destruction.
The jars are Tiny objects, made of magically hardened clay or ceramic having 40 hit points, hardness 20, and a break DC of 40.
Strong necromancy; CL 14th; Craft Wondrous Item, 9th-level walker in the waste; Price 20,000 gp.

CAPE OF THE WASTES

This bizarre garment appears to be made of sand, although it is soft and light.
Its wearer remains comfortably cool in hot weather up to extreme heat, making no Fortitude saves or Constitution checks to resist natural heat effects.
The cape keeps its wearer comfortably warm, as the *endure elements* spell, similarly negating the need for saves or checks against natural cold effects.
Finally, the wearer gains the benefit of the Sand Camouflage feat (see page 51).
Faint abjuration; CL 5th; Craft Wondrous Item, Sand Camouflage, *endure elements*; Price 30,000 gp.

CLOAK OF GARDEN SHADE

The wearer of this deep green cloak is treated as if under the effect of a *cloak of shade* spell.
Faint abjuration; CL 5th; Craft Wondrous Item, *cloak of shade*; Price 10,000 gp.

CLOAK OF SANDSWIMMING

This rust-red cloak is made of slick satin.
The wearer's body becomes smooth and slick like an asherati's, granting a +2 enhancement bonus to natural armor.
The wearer can also use the sandswim ability of the asheratis (see page 38).
Faint transmutation; CL 3rd; Craft Wondrous Item, *barkskin*, creator must be an asherati; Price 15,000 gp; Weight 1 lb.

EVERFRESH BOTTLE

Any water contained in this ornate glass bottle is always pure and perfectly suitable for drinking.
Even poisons and holy (or unholy) water become ordinary drinking water when placed within.
Magic potions are unaffected.
Faint transmutation; CL 5th; Craft Wondrous Item, *purify food and drink*; Price 10,000 gp.

FIGURINES OF WONDROUS POWER

Inhabitants of the waste craft these figurines from inspiration they get from the desert and its trials.

GOLD BEETLE

When activated, a *gold beetle* grows, gaining the statistics of a giant stag beetle (see page 285 of the *Monster Manual*) with some exceptions.
Its Intelligence is 6, it is able to understand Common and Terran, and it is able to move across any waste terrain at normal speed.
The beetle is treated as a magical beast when in its living form.
The item can be used for up to 24 hours per week, but the duration need not be continuous.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *levitate*; Price 11,500 gp.

IVORY CAMEL

When commanded, this statuette changes into a creature with the same properties as a dromedary camel (see page 192), except that it has an Intelligence of 8, can communicate in Common, and is exceptionally heat-tolerant.
It has a +4 bonus on saves to resist heat and dehydration, and it is unaffected by sun glare.
The item can be used for up to 12 hours per week, but the duration need not be continuous.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 8,500 gp.

FOLDING SAND VESSEL

This fine, wooden box is 12 inches long, 6 inches wide, and 6 inches deep.
It can hold items like any other box.
If a command word is spoken, the box unfolds itself to form a sand skiff (see page 104) over the course of 1 round.
Items in the box are deposited, unharmed, on the ground.
A second command word causes it to unfold into a sand schooner (see page 104) over the course of 5 rounds.
A third word of command causes the vessel to fold itself into a box again, taking the same amount of time as unfolding.
Strong transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*, creator must have 5 ranks in the Craft (shipbuilding) skill; Price 100,000; Weight 4 lb.

GLASS OF DISTANCE

This fine spyglass can be used to see up to ten miles away.
While looking into the distance, a user can speak a command word to instantly transport to an adjacent square of an object or creature he can see.
If the spyglass is reversed, a user looking through the large end can speak a command word to transport an adjacent creature or object to a distance of up to ten miles away.
More than one object or creature can be transported, so long as each is in physical contact with another.
A *spyglass of distance* can be used to teleport a creature only once per day, regardless of direction.

Moderate conjuration and divination; CL 9th; Craft Wondrous Item, *teleport*, *scrying*; Price 52,200 gp; Weight 1 lb.

Glove of Choking Sands

This seemingly ordinary leather glove allows the wearer to choke a target, as with the *choking sands* spell, on command, once per day.
Moderate necromancy; CL 9th; Craft Wondrous Item, *choking sands*; Price 16,200 gp.

Gloves of Sand Shaping

These lizardskin gloves confer sand shaping ability as if the wearer possessed the Sand domain's granted power (see page 107).
Moderate transmutation; CL 10th; Craft Wondrous Item, creator must have access to the Sand domain; Price 15,000 gp.

Goggles of the Desert

The lenses of these goggles are all black, except for thin horizontal strips just over the wearer's eyes.
They protect a wearer from the effects of glare (see page 18) and grant a +4 bonus on saving throws against dazzling effects, such as *flare*.
The goggles enable the wearer to see up to 60 feet without penalty in duststorm conditions.
Faint Transmutation; CL 3rd; Craft Wondrous Item, *cloak of shade*, *darkvision*; Price 8,250 gp.

Jug of Whirlwinds

This item is a beaten silver amphora, stoppered by a silver plug engraved with runes of protection.
Once per day, when the user speaks a command word and opens the jug, a *whirlwind* (as the spell) emerges.
The user directs the *whirlwind*, which lasts for 15 rounds unless dismissed.
Strong evocation; CL 15th; Craft Wondrous Item, *whirlwind*; Price 64,800 gp; Weight 5 lb.

Lamp of Stars

This item appears to be an ordinary oil lamp, decorated with a pattern of tiny stars.
Once per day, the bearer of the lamp can utter a command word, causing the flame to flicker out and be replaced by magical starlight.
The lamp then sheds blue-white light in a 30-foot radius (and shadowy light for an additional 30 feet).
Creatures with low-light vision can see three times as far in this light, instead of just twice as far.
The starlight lasts until the lamp runs out of oil after 6 hours, at which point both the starlight and the lamplight are extinguished.
Refilling the lamp with oil allows the magic to be used once again.
Faint evocation; CL 3rd; Craft Wondrous Item, *light*; Price 1,100 gp.

Lens of the Desert

This magnifying glass, its gold frame worked with a sunburst motif, can be commanded to create a beam of focused sunlight.
Three times per day, on command, the lens emits a single beam like that produced by a *sunbeam* spell.
Strong evocation; CL 13th; Craft Wondrous Item, *sunbeam*; Price 66,000 gp.

Mask of Sweet Air

This clear crystal mask fits snugly over the mouth and nose. Its wearer can breathe freely in air fouled by smoke, dust, and fumes without fear of suffocation.
The wearer gains immunity to airborne stench attacks or poisons, such as the stench of a troglodyte or the effect of *cloudkill*.
In addition, a *mask of sweet air* grants continuous *water breathing*.
Moderate abjuration, conjuration, and transmutation; CL 7th; Craft Wondrous Item, *freedom of breath*, *neutralize poison*, *water breathing*; Price 147,000 gp.

Opal of Tunneling

This black opal bead is about the size of a large pearl.
When thrown against a surface, the bead explodes in a red flash and melts a hole into the material, forming a lava tube 10 feet wide and up to 30 feet long.
The hot tunnel walls deal 1d6 points of fire damage per round of contact.
Edges of the lava tube glow with this heat for 1 minute, after which time the new tunnel is safe for unprotected creatures to enter.
An *opal of tunneling* works only on rock and similar materials (such as crystal, salt, and so on).
It does not damage a living creature, nor does it penetrate wood.
However, a creature within the 10-foot-diameter sphere of the bead's explosion takes 2d6 points of fire damage from the blast.
Strong conjuration and transmutation; CL 13th; Craft Wondrous Item, *disintegrate*, *wall of magma*; Price 6,350 gp.

Personal Oasis

Once per day, when this 10-foot-by-10-foot blanket is unrolled, and the command word spoken, a 5-foot-by-10-foot tent springs from the blanket, along with a campfire, a bowl of dates, and a gallon of cool water.
The tent functions in all ways, aside from its dimensions, as *Leomund's tiny hut*.
The campfire burns continuously, never needing fuel, and the dates are enough to sustain one person for a day.
Upon speaking the command word again, the oasis rolls back up into blanket form.
Faint conjuration and evocation; CL 5th; Craft Wondrous Item, *create food and water*, *Leomund's tiny hut*, *produce flame*; Price 18,600 gp.

PORTABLE FOUNTAIN

When it is placed on the ground and a command word spoken, this palm-sized, jade chrysanthemum expands to become a fountain, gushing fresh water from its center into a spacious basin.
The fountain occupies a 5-foot square.
It can be used once per day, producing 10 gallons of water.
The fountain reverts to its portable form when all the water has been removed from its basin.
Faint conjuration; CL 5th; Craft Wondrous Item, *create water*; Price 1,800 gp.

PORTABLE SHADE

This circle of black silk is 3 feet in diameter, but it can be folded up into the size of a handkerchief.
When unfolded, a *portable shade* floats into the air and hovers over the user's head, moving as the user does but no more than 30 feet per round.
It automatically tilts to block the sun's rays, providing all the benefits of a parasol (see page 100), but leaving the user's hands free for combat or spellcasting.
Folding up a *portable shade* (a move action) ends its effect.
Faint evocation; CL 1st; Craft Wondrous Item, *Tenser's floating disk*; Price 2,000 gp.

REPLENISHING SKIN

This unremarkable waterskin is made from the hide of a camel.
Whenever the skin becomes empty, it slowly refills with pure water over a period of 1d4 hours.
Smaller quantities of water can be drained from the skin after a shorter time.
Faint conjuration; CL 1st; Craft Wondrous Item, *create water*; Price 1,000 gp.

SAND PAINTING

These clear glass bottles of varying shapes contain layers of colored sand that form patterns when poured onto the ground or on a floor.
A DC 15 Craft (painting) or Craft (sculpture) check is required to produce the effect successfully.
Pouring the sand provokes attacks of opportunity.
If the sand is disturbed while being poured, the effect is spoiled and that bottle is wasted.
Once a sand painting has been poured from its bottle, it cannot be used again.

MANDALA OF PEACE

This conical bottle contains swirling, rainbow-colored sand.
As a full-round action, the user can pour the sand into an ornate circular pattern with a 10-foot radius, producing a *lesser globe of invulnerability* and an area of *silence* within that area.
The *lesser globe of invulnerability* lasts for 12 rounds, and the *silence* lasts for 12 minutes.
Strong abjuration and illusion; CL 12th; Craft Wondrous Item, *lesser globe of invulnerability*, *silence*; Price 2,880 gp; Weight 2 lb.

TRAVELERS' OASIS

This spherical bottle is filled with a layer of green sand on top of a layer of blue sand.
It takes 5 minutes to pour out the sand, over an area of up to 400 square feet, in the shape desired.
When the pattern is complete, the marked area becomes a shaded oasis containing small date palms and a spring of pure water.
The oasis persists for 24 hours and supplies enough food and water for up to thirty-six Medium creatures or twelve Large creatures.
Strong conjuration; CL 12th; Craft Wondrous Item, *create food and water*, *major creation*; Price 4,000 gp; Weight 2 lb.

SANDALS OF THE SHIFTING SANDS

These plain sandals enable the wearer to travel across sand and sand crust at his normal speed, without breaking through sand crust and leaving no tracks.
The wearer is also cooled as if protected by *endure elements*.
Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

SLASHING SAND

This handful of glittering dark sand is typically stored in a small sack.
When flung on the ground, it covers an area of up to 200 square feet with razor-sharp obsidian shards that produce a *spike stones* effect that lasts for 10 hours.
Moderate transmutation; CL 10th; Craft Wondrous Item, *spike stones*; Price 2,000 gp.

THIRSTY SAND

This sand looks like gritty volcanic ash.
When sprinkled on a body of water (or a solution in water), *thirsty sand* soaks up the liquid and stores it.
Each grain can absorb up to 1 gallon of water, thereafter covering a 1-foot cube and weighing about 24 pounds.
When a command word is spoken, the water is released again and the sand becomes nonmagical.
An area of water-laden *thirsty sand* is a mud bog.
It costs 2 squares of movement to enter a square containing the mud, and the DC of Tumble checks in that area increases by 2.
If the water is not released from the sand within 4 hours, it cannot be released and the material dries into normal, sandy soil over a period of days.
Releasing the water can be hazardous, depending on the volume absorbed.
It rapidly fills a depression or pit and might be deep enough to present a drowning hazard, depending on the dimensions of the volume filled.
Releasing 10,000 gallons or more at once produces a *flashflood* effect that lasts for 1 round per 10,000 gallons.
Thirsty sand is usually packaged in a vial containing 1,000 grains.
Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*, *transmute rock to mud*; Price 3,000 gp.

TOVAR'S INSTANT WELL

This item is a foot-long copper pipe that, when set into the ground and activated with a command word, transforms into a well that produces potable water.
The lower end of the tube widens and lengthens, probing into the ground until it finds a reliable water source.
The protruding end becomes a pump.
The pump springs up in just 1 round, but it might be several minutes before water begins to flow, depending on the distance of the source.
Speaking a second command word deactivates the well, returning the item to its pipe form.
Strong transmutation and divination; CL 15th; Craft Wondrous Item, *locate water*, *polymorph any object*; Price 23,500 gp.

VEIL OF ALLURE

This diaphanous veil has two effects.
The DC to resist the wearer's enchantment spells increases by 2.
Also, the DC to resist Charisma-based supernatural abilities used by the wearer also increases by 2.
Faint enchantment; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 14,000 gp.

WATERSKIN OF DELUGE

Once per week, the bearer of this blue leather waterskin can remove the stopper and squeeze the container, releasing a deluge of water identical to a *flashflood* spell.
Removing the stopper at any other time produces no effect at all, though the skin can be used to store water.
If a *waterskin of deluge* is destroyed, it releases one last *flashflood*, in the direction from which the damage that destroyed it came.
Strong conjuration; CL 15th; Craft Wondrous Item, *flashflood*; Price 12,350 gp.

SAVAGE SPECIES (3.0)

ARMS OF THE NAGA

These beautiful, silver arms hang from a harness made from top-grade leather.
The arms are proportioned as if for a Medium-size humanoid.
They have two "fingers" and an opposable "thumb" on each hand.
The magic that gives life to the arms when worn duplicates the Strength and Dexterity of the character wearing them.
In a stressful or demanding situation, such as combat, the wearer must make a Will save (DC 19) or take a –2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes.
Magic armor shifts to accommodate the new arms.
Arms of the naga do not allow additional attacks or the performance of several simultaneous physical tasks.
They do not increase the wearer's reach.
However, they do allow the wearer to use items designed for creatures with humanoid hands and arms.
If the wearer already has arms, *arms of the naga* allow the use of a two-handed weapon plus another piece of equipment. For instance, a wearer could wield a greatsword while still using a shield.
Arms of the naga have hardness 10 and 30 hit points each.
A character cannot remove *arms of the naga* from an opponent by succeeding on a disarm attempt.
The arms are donned or removed like medium armor and are subject to attacks that target armor, such as a bebelith's armor damage attack, but require no proficiency to use.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *polymorph other*; *Market Price*: 56,000 gp.
Weight: 8 lb.

BABBLING WHEEL

An elaborately carved wooden drum set at one end of a intricately engraved rod made of the same material, the babbling wheel activates when the wielder spins the drum around the handle.
The irregular noise emitted is a sonic, mind-affecting compulsion similar to an allip's babble.
All sane creatures within 30 feet of the babbling wheel must succeed on a Will save (DC 11) or be affected as though by a *hypnotism* spell for 2d4 rounds.
Opponents who successfully save cannot be affected by the same babbling wheel for one day.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *hypnotism*; *Market Price*: 2,000 gp.

CIRCLET OF REST

Three interwoven rings make up this beautiful silver headband.
When worn, it provides a +10 resistance bonus against *nightmare* and *dream casting* (see Chapter 6) and also makes the wearer immune to dream.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *dream*, *nightmare*, or *dream casting* (see Chapter 6: Spells); *Market Price*: 12,500 gp.
Weight: —.

CLOAK OF CHARMS

This cloak allows the wearer to cast *animal friendship*, *charm person or animal*, or *command plants* as a 15th-level druid.
This cloak does not allow you to exceed the maximum number of animals befriended to you.
Each ability can be used once per day.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *animal friendship*, *charm person or animal*, *command plants*; *Market Price*: 54,000 gp.
Weight: 1 lb.

CLOAK OF QUILLS

This brown cloak has a layer of quills on the outside.
The quills are 1 to 2 feet long and have bands of tan, black, and brown.
When grappling, the wearer may thrash about, striking with 1d4 quills every time he or she makes a successful grapple check.
An opponent hit by a quill attack must make a Reflex save (DC 16) or have the quill break off in his or her flesh.

A lodged quill imposes a –1 circumstance penalty on attacks, saves, and checks.
Removing the quill deals 1d6 additional points of damage.
A cloak has 5d6 quills when found; when it is donned, it grows 2d4 new quills every 24 hours until reaching the maximum of 30 quills.
Because the quills rustle and rattle against each other, anyone wearing the cloak takes a –10 penalty on Move Silently checks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item; *Market Price*: 2,500 gp.
Weight: 1 lb.

CLOAKER FLUTE

This woodwind instrument is crafted to resemble the throat of a living creature.
Rumor has it that a cloaker taught an evil bard how to make the first one.
When played by a creature who has the Perform (flute) skill, a *cloaker flute* produces one of four effects (the user chooses the effect each time).
Cloakers are immune to these sonic, mind-affecting attacks.
Unless noted otherwise, creatures that successfully save against these effects cannot be affected by the same *cloaker flute* for one day.
All saving throw DCs are equal to 10 + the user's ranks in Perform.
Fear: All those within a 30-foot spread must succeed on a Will save or flee in terror for 2 rounds.
Nausea: Everyone in a 30-foot cone must succeed on a Fortitude save or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.
Stupor: A single creature within 30 feet of the cloaker flute must succeed on a Fortitude save or be affected as though by a *hold person* spell for 5 rounds.
Even after a successful save, the creature remains vulnerable if the *cloaker flute* produces this effect again.
Unnerve: All within an 80-foot spread automatically take a –2 morale penalty on attack and damage rolls.
Those forced to hear the sound for more than 6 consecutive rounds must succeed on a Will save or enter a trance, unable to attack or defend themselves until the sound stops.
Even after a successful save, they must repeat the save in each round thereafter that the sound continues.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *cause fear*, *hold person*, *stinking cloud*; *Market Price*: 27,225 gp.
Weight: 3 lb.

DRAGON MASK

This mask allows the wearer to see invisibility, as the spell cast by a 6th-level wizard.
The mask functions automatically when donned, for as much as 1 hour per day.
The time need not be continuous.
When the mask is active, the wearer is not subject to a rogue's sneak attack unless the rogue is at least 10th level.
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *see invisibility*; *Market Price*: 44,000 gp.
Weight: 2 lb.

FAIRY GOLD

This is a bag containing dried leaves that, for 8 hours after it is found, appear to be d% gold coins.
Fey creatures automatically see through the illusion, but all others must make Will saves when they interact with the bag of coins (DC 19).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *persistent image*, creator must be fey; *Market Price*: 4,950 gp.
Weight: 2 lb.

FINGERBONE NECKLACE

This crude necklace appears to be made from the fingerbones of humanoids strung on a leather thong.
A goblin wearing this necklace gains a +2 competence bonus on Handle Animal and Ride (worg) checks.
If the goblin does not have the Mounted Combat feat, it may fight as if it does while wearing the *fingerbone necklace*.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item; *Market Price*: 7,620 gp.
Weight: —.

GAZEBLIND GOGGLES

These goggles have dark lenses that appear opaque until worn.
Leather cups house the lenses and surround the wearer's eyes.
Leather straps secure the cups and lenses to the wearer's head.
When worn, the lenses appear clear to the wearer, and the cups do not block peripheral vision.
The goggles block the wearer's gaze attacks.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item; *Market Price*: 6,000 gp.
Weight: —.

GEAS ACORN

Fey leave silver acorns like this one lying in the open for foolish and unwary people to pick up.
In this way, the fey gain cheap labor.
Once per day, when picked up, a *geas acorn* can place a *lesser geas* on the creature touching it unless that creature succeeds on a Will save (DC 16).
The effect remains until the creature discharges one task set by the placer of the acorn, or until seven days pass.
If the character remains in contact with the acorn after the effect ends, it is subject to the effect again unless it succeeds on another save.
The acorn has no effect unless placed by a fey.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *lesser geas*, creator must be fey; *Market Price*: 8,400 gp.
Weight: —.

GLOVES OF MAN

These magic gloves provide humanoid fingers and thumbs for the wearer.
Any creature may wear them, provided the creature has tentacles or paws over which to slip them.
While wearing the gloves, the creature may manipulate items as if it had fully functional hands.

The wearer can use her full Strength and Dexterity with her new "hands".
Creatures with hands gain no benefit from the gloves, but creatures missing a thumb, a finger, or even an entire hand can use the gloves as a way to replace the loss.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *polymorph other*; *Market Price*: 42,000 gp.
Weight: —.

GRIG FIDDLE

Grigs are sprites known for lively fiddle music.
When playing their fiddles, grigs force any nonsprite within 30 feet of the instrument to succeed on a Will save (DC 15) or be affected as though by *Otto's irresistible dance* as long as the playing continues.
This is a sonic effect.
Anyone capable of playing the instrument (which is of Diminutive size) can produce the effect.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *Otto's irresistible dance*, creator must be a grig; *Market Price*: 14,400 gp.
Weight: —.

HAG EYE

Coveys of hags create these magic gems.
A *hag eye* appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye.
Often, a *hag eye* is worn as a ring, brooch, or other adornment.
Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane as the hag.
Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and blinds the one who sustained the greatest damage for 24 hours.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *clairvoyance*, creators must be a covey of hags; *Market Price*: 22,500 gp.
Weight: —.

HEARTSTONE

All night hags carry this periapt, which instantly cures any disease contracted by the holder.
In addition, a *heartstone* provides a +2 resistance bonus on all saving throws.
A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month).
Other creatures, including those of good alignments, can also benefit from the *heartstone*'s powers, but the periapt shatters after ten uses and does not bestow *etherealness*.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, creator must be a night hag; *Market Price*: 1,800 gp.
Weight: —.

HORSESHOES OF FLAME

An ordinary horse wearing these horseshoes may transform up to three times per day, for up to 7 hours each time, into a creature resembling a nightmare.
The transformation happens when the owner of the horseshoes speaks the command word.
Another command word transforms the horse back to its normal form.
Speaking the command is a free action, but the transformation takes a standard action.
When transformed, the horse gains a fly speed of 90 feet (good), +1d4 points of fire damage on each successful hoof attack, +2 Dexterity, +10 Intelligence, and +6 Charisma.
A blow from the transformed horse's hooves sets combustible materials alight.
Caster Level: 7th; Prerequisites: Craft Wondrous Item, *polymorph other*; *Market Price*: 30,240 gp.
Weight: 2 lb.
each.

LIQUID VORTEX

When a flask of this magical substance is poured into a pool of water or similar fluid, *liquid vortex* creates a whirlpool similar to the vortex created by a Large water elemental.
The vortex lasts for 4 rounds.
It is 5 feet wide at the base, up to 30 feet wide at the top, and 10 to 40 feet tall depending on the depth of the pool.
Pouring the contents of the flask into a pool of fluid less than 10 feet deep produces no effect.
Medium-size and smaller creatures might take damage when caught in the vortex and may be swept up by it.
An affected creature must succeed on a Reflex save (DC 19) when it comes into contact with the vortex or take 2d6 points of damage.
It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round.
A creature that can swim is allowed a Reflex save (DC 19) each round to escape the vortex.
The creature still takes damage, but can leave if the save is successful.
If the vortex's base touches the bottom of the body of water, it creates a swirling cloud of debris.
This cloud is centered wherever the wielder threw or poured the liquid and has a diameter equal to half the vortex's height.
The cloud obscures all vision, including darkvision, beyond 5 feet.
Creatures 5 feet away have one-half concealment, while those farther away have total concealment (see Concealment in Chapter 8 of the *Player's Handbook*).
Those caught in the cloud must succeed on a Concentration check (DC 19) to cast a spell.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *summon monster* VI; *Market Price*: 3,300 gp.
Weight: —.

MASK OF FANGS

Wearing this mask allows the owner to dominate and direct animals with simple commands such as "Attack", "Run", and "Fetch".
Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animals) are simply ignored.
The wearer may simultaneously dominate and direct up to 12 HD of animals.

The mask establishes a mental link between the wearer and the subject creatures.
The creatures can be directed by silent mental command as long as they remain within 150 feet of the wearer.
The wearer need not see the creatures to control them.
The wearer does not receive direct sensory input from the creatures, but knows what they experience, and which one has which experience.
Because the wearer directs the creatures with his own intelligence, the creatures may be able to undertake actions normally beyond their comprehension, such as manipulating objects with their paws and mouths.
The wearer need not concentrate exclusively on controlling the creatures unless trying to direct them to do something they normally could not do.
Domination lasts for 6 rounds, after which the creatures return to their normal, uncontrolled behavior.
They have no bond toward the wearer of the mask, but their attitude is friendly.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *dominate animal*; *Market Price*: 30,000 gp.
Weight: 2 lb.

MASTER FIDDLE

Sized for a Tiny creature, this exceptional fiddle produces beautiful music when played.
In the hands of a grig, however, it replaces the normal effects of a grig fiddle with the bardic music abilities inspire courage, countersong, *fascinate*, *suggestion*, or inspire greatness as if it were being played by a 9th-level bard.
See the bard class features in Chapter 3 of the *Player's Handbook* for descriptions of bardic music.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, creator must be a bard or a grig; *Market Price*: 18,000 gp.
Weight: —.

NECKLACE OF NATURAL WEAPONS

The enhancement bonuses on this necklace are applied to attack and damage rolls involving one or more of the wearer's natural weapons.
In addition, any weapon special quality may be applied to this necklace, and the quality then applies to those natural weapons as well.
For instance, a *+1 throwing returning necklace of natural weapons* would apply its enhancement bonus and the throwing and returning special abilities to one or more of the wearer's natural weapons.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, Craft Magic Arms and Armor; *Market Price*: 600 gp, plus the cost of the enhancement bonuses, multiplied by the number of natural weapons affected.
A *+1 necklace of natural weapons* that affects one natural weapon costs 2,600 gp; if the same necklace affects six natural weapons, it costs 15,600 gp.
Weight: —.

RENDER BAIT

This amulet causes a gray render within 50 feet to regard the wearer as a trusted friend and ally, as if its attitude were helpful, unless it succeeds on a Will save (DC 19).
This is a mind-affecting charm effect.
Some renders develop a bond with the wearer, as described in their *Monster Manual* entry.
The wearer may bond with a number of renders that fail their save equal to his Charisma bonus (if any).
They remain fairly close to the wearer, leaving only to hunt for food and find water.
Once per day each affected gray render brings the wearer an offering of enough meat to feed a Medium-size humanoid for one day.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *charm monster*; *Market Price*: 35,640 gp.
Weight: —.

SATYR PIPES

Any creature with the appropriate Perform (pan pipes) skill can play these beautiful pan pipes.
In the hands of a satyr, however, the pipes can produce the performer's choice of three magical effects.
When the pipes are played, all creatures within a 60-foot spread (except satyrs) must succeed on a Will save (DC 14) or be affected by *charm person*, *sleep*, or *fear*, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect).
A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes again for one day.
A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, creator must be a satyr; *Market Price*: 3,000 gp.
Weight: 3 lb.

SCENTBLINDER

This small pouch comes suspended on a leather thong and is worn around the neck.
While worn, a *scentblinder* masks the wearer's scent.
This effect increases the DC to track the wearer by scent by +30.
It also masks the effect of extraordinary, spell-like, and supernatural powers of the wearer based on scent, such as a troglodyte's stench.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *persistent image*; *Market Price*: 33,000 gp.
Weight: —.

SERPENT KINGDOMS (3.5)

CIRCLET OF SEVEN SERPENTS

Fashioned by a bard from a single piece of serpentine stone, a *circlet of seven serpents* is carved to resemble a septet of intertwined snakes, each devouring the tail of another.
The serpents' eyes are tiny emeralds, and silver filigree sets off each snake's individual scales.
Thought to be originally of Jhaamdathan origin, such *circlets* have been employed by the nagas of the Eastern Heartlands since the founding of Sembia.
A *circlet of seven serpents* reveals its powers to anyone who places it upon her brow.

It is considered a headband, hat, or helmet for the purpose of limitations on magic items worn.
The wearer of the circlet can use *charm monster* and *true strike* once per day each, and *mage hand* and *open/close* at will (range 25 feet for both).
Moderate enchantment; CL 7th; Craft Wondrous Item, *charm monster*, *mage hand*, *open/close*, *true strike*; Price 14,400 gp.

EYE OF SSETH

This yuan-ti device resembles a thick, heavy gold coin about 2 inches in diameter.
One side of it is usually graven with numerals and a device such as a crown, a monarch's head, or the arms or badge of a country.
The other side, however, is a jet-black, glossy serpent's eye.
When handled by any Scaled One, an *eye of Sseth* has no effect—but any other creature that touches it is immediately dosed with poison (contact, Fortitude DC 20, initial and secondary damage 1d6 Con).
The poison is gone after one creature handles the coin.
If the last yuan-ti who touched that particular eye of Sseth is still alive, he instantly becomes aware when the *eye* is first handled by a creature other than a Scaled One, even if it is on another plane.
Furthermore, he knows the approximate distance and direction to the spot where the handling occurred and receives a mental vision of the specific creature that touched the *eye of Sseth* (but not its companions or surroundings).
If an *eye of Sseth* is seized by human adventurers, passed from hand to hand, and then spent in town, the yuan-ti who placed it receives impressions of only the first adventurer who touched it.
Eyes of Sseth a re commonly placed with scatterings of real coins as "warning lures" inside the entrances of yuan-ti temples, to warn the inhabitants of intrusion.
Moderate necromancy; CL 7th; Craft Wondrous Item; *poison*.
Price 1,500 gp; Weight 1/10 lb.

FANG BEAD

The surface of this small, lusterless black sphere is graven with a pair of fangs.
The user can throw it up to 60 feet with no range penalties.
If both fangs are touched simultaneously (a free action) just before the bead is hurled, it bursts upon sharp impact, transforming into eight Tiny vipers (see *Monster Manual*) that wriggle to attack the nearest living creatures other than the thrower.
The snakes fight until slain or until no living creatures other than the thrower remain within 120 feet of the bead's impact point.
Producing the vipers destroys the bead, though it can be thrown or struck any number of times without effect if the fangs aren't triggered.
Faint conjuration; CL 1st; Craft Wondrous Item; *summon monster* I.
Price 300 gp.

SHINING SOUTH (3.5)

AMULET OF PROOF AGAINST PETRIFICATION

This amulet gives its wearer immunity to any petrifying attack.
Strong transmutation; CL 11th; Craft Wondrous Item, *stone to flesh*; Price 66,000 gp.

BELT OF PRIESTLY MIGHT

Many of these items first appeared in Halruaa at the end of the Time of Troubles, which the wizards took as a sign that Mystra had returned.
Each broad leather belt has a stamp of the holy symbol of a deity in the front, and followers of that deity or anyone of the deity's alignment can wear the belt safely.
(If this item is placed as treasure, select or randomly determine the deity to whom it is dedicated).
Any other creature gains one negative level from wearing the belt.
The negative level remains as long as the belt is worn.
This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the belt is worn.
Three varieties of this sort of belt exist.

BELT OF HOLY MIGHT

This version has all the abilities of a *belt of priestly might and warding.*
Its *magic circle against evil* (or *magic circle against good*) ability lasts for 110 minutes, plus its wearer may use a word of recall once per day, affecting only himself and his equipment, that transports him to the nearest temple devoted to the belt's deity.
Moderate transmutation; CL 11th; Craft Wondrous Item, barkskin, *bull's strength*, *magic circle against evil* (or *magic circle against good*), *word of recall*; Price 70,000 gp; Weight 1 lb.

BELT OF PRIESTLY MIGHT

This version grants its wearer a +2 natural armor bonus to Armor Class and a +4 enhancement bonus to Strength.
Moderate transmutation; CL 8th; Craft Wondrous Item, *barkskin*, *bull's strength*; Price 28,000 gp; Weight 1 lb.

BELT OF PRIESTLY MIGHT AND WARDING

This version has all the abilities of a *belt of priestly might*, plus once per day, on command, it can create a *magic circle against evil* (or a *magic circle against good*, if the belt is devoted to an evil deity) that lasts for 80 minutes.
Moderate transmutation; CL 8th; Craft Wondrous Item, *barkskin*, *bull's strength*, *magic circle against evil* (or *magic circle against good*); Price 41,000 gp; Weight 1 lb.

DWEOMERED DOORS

A wide variety of these magic doors exist in the Shining South, serving both beneficial and baleful purposes.

Such doorways are widespread in Halruaa, where wizards install them in their sanctums.
These doors might come in odd shapes, be crafted of unusual materials, and possibly have other features (locks, traps, additional spells) set on them as well.
The doors are often masterfully crafted, with highly stylized motifs, but just as many are unremarkable.
Some guard valuable prizes, some block a means of escape, and some open onto blank walls, nothing more than a trap for the overly curious.
Eight examples follow.

ANIMATING DOOR

Any dead creature that falls or is carried through a doorway of this type is temporarily animated (as the *animate dead* spell) for 1d6+4 rounds.
The animated creatures function in all ways as either zombies or skeletons, depending on the state of decomposition (DM's discretion) and attack any other living creatures in the area.
Moderate necromancy; CL 7th; Craft Wondrous Item, *animate dead*; Price 15,000 gp.

DOOR OF BEASTS

This door is always found shut, locked, and adorned with an elaborate knocker or doorknob in the shape of a beast-head decorated with gems for eyes.
Any time the gems are disturbed, the door flies open and emits monsters (as the *summon monster* IV spell) that immediately attack.
The same happens if the door is opened from the side of the knocker.
Summoned creatures disappear 7 rounds after they appear, but the door has no limit to the number of creatures it can summon.
Moderate conjuration; CL 7th; Craft Wondrous Item, *summon monster* IV; Price 56,000 gp.

DOOR OF DERANGEMENT

Typically, this doorway affects only every third creature that passes through it, though variations are not uncommon.
The affected creature must make a DC 17 Will save or be blinded, deafened, and feebleminded (as the respective spells) for 1d4+1 minutes.
Moderate enchantment; CL 9th; Craft Wondrous Item, *blindness/deafness*, *feeblemind*; Price 40,500 gp.

DOOR OF MIRRORS

This type of doorway usually functions sporadically—one creature in four, once per day, or randomly (20% chance).
Those affected by the door are surrounded by 1d4+2 exact images of themselves, which duplicate their every move for 1d6+1 minutes.
After that time the images remerge with the affected creature, dealing it 1d6 points of electricity damage and subjecting the victim to a confusion effect for 1 round per image.
Moderate varies; CL 7th; Craft Wondrous Item, *confusion*, *mirror image*, *shocking grasp*; Price 22,000 gp.

DOOR OF NEGATION

This powerful doorway suppresses the spell and spell-like functions of magic items.
The door makes a dispel check (1d20+20) against the caster level of any magic item that passes through it.
If the dispel check equals or exceeds the 11 + the item's caster level, its functions are suppressed for 1d4 rounds.
Artifacts are immune to this effect.
Strong abjuration; CL 20th; Craft Wondrous Item, *greater dispel magic*; Price 80,000 gp.

DOOR OF VISIONS

Each creature passing through this doorway sees a very distinct and clear image (determined at the time of the door's creation) such as that created by a *silent image* spell.
Faint illusion; CL 3rd; Craft Wondrous Item, *silent image*; Price 8,000 gp.

HOLDING DOOR

Doors of this type are often constructed as an exit from a particularly dangerous area to give those fleeing from danger a false sense of impending escape.
When they pass through such a door, living creatures vulnerable to mind-affecting spells and abilities must succeed on a DC 17 Will save or be held immobile for 9 rounds.
Immobilized creatures get a new saving throw to end the effect each round.
Moderate enchantment; CL 9th; Craft Wondrous Item, *hold monster*; Price 90,000 gp.

SILENCING DOOR

This type of door is crafted so that it shuts automatically when left unattended.
When it shuts, a *silence* spell is cast upon the door itself, affecting those nearby.
Doors of this type are frequently made with passwords or special keys that temporarily negate the effect.
Faint illusion; CL 3rd; Craft Wondrous Item, *silence*; Price 12,000 gp.

HALRUAAN SKYSHIP

Of all the wonders of Halruaa, the most famous is the skyship—a sailing vessel that floats on air instead of water.
Halruaa's elders guarded their methods of creating these devices for centuries, leaving others to experiment (and fail) with various methods.
Recently, a renegade Halruaan wizard let the secret out, and a couple of wealthy governments have commissioned their own skyships.
A skyship is much like a standard sailing vessel in appearance and crew needs.
The typical Halruaan skyship has three masts, square sails, two panels that can be swung out on each side for guidance, and a broad beam that allows it to land on flat surfaces without listing.
Ten plates are affixed to the underside of the ship, which are traditionally made from the shells of Halruaan sea turtles.
The magic of a skyship comes in multiple parts.

Essential is the control rod, a narrow cylinder of silver with a tube of gold slipped over each end, which is linked to the plates on the ship's belly.
These ten plates contain the magic that causes the vessel to rise into the air (a larger ship requires more plates).
The rod amplifies the will of the ship's helms person and there by controls the vertical movement of the ship, allowing the vessel to rise and fall at a speed of 45 feet.
While most of the ship's horizontal movement is at the mercy of the wind, its sails, steering panels, and supplemental magic from the plates allow it to turn with clumsy maneuverability.
A skyship can also enter and sail in water and cannot be sunk so long as its magic remains intact.
Strong transmutation; CL 15th; Craft Wondrous Item, *fly*, *suspension*; Price 400,000 gp; Weight 20 tons.

POUCH OF WINDS

This item looks like an ordinary leather pouch, tied shut and bulging at the seams with its contents.
It weighs no more than the leather it is made of.
Once per day, when the pouch is opened, the user can select one of two effects: a favorable wind or a contrary wind.
If the user chooses a favorable wind, then the prevailing wind conditions shift so that a strong wind (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*) turns to blow in the direction the user wishes.
If a contrary wind is called from the bag, a strong wind blows directly opposite the current heading of a single ship within sight of the user.
Either of these conditions last for 2d12 hours before the wind shifts back to its original course.
Moderate evocation; CL 10th; Craft Wondrous Item, *wind wall*; Price 12,000 gp; Weight —.

SOLUTION OF STILLNESS

This stoppered bottle contains a thick, oily substance that, when poured into a storm-tossed ocean, calms the waters (winds become light/moderate) in a 100-foot radius for 2d12 hours.
The solution negates magically created waves and also acts as an *antipathy* spell against any creatures from the Elemental Plane of Water.
Strong varies; CL 15th; Craft Wondrous Item, *antipathy*, *control weather*; Price 9,500 gp; Weight 1 lb.

VAPOR BOTTLE

This item looks like a simple silver flask with a silver stopper.
It functions exactly like an *eversmoking bottle*, except that fog billows forth rather than smoke.
Faint transmutation; CL 3rd; Craft Wondrous Item, fog cloud; Price 5,400 gp; Weight 1 lb.

SILVER MARCHES (3.0)

COMMON SWORD PENDANT

This battered and plain-looking steel pendant is shaped like a sword or possibly a simple holy symbol of Tempus or another deity whose symbol is a sword.
On command, it transforms into a masterwork longsword or back into pendant form.
These pendants are favored by people who have to travel into dangerous areas but do not want to risk carrying obvious weapons.
Some of these items are designed to look like a brooch instead of an amulet, and others may turn into a weapon other than a longsword.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *shrink item*; *Market Price*: 1,315 gp; *Cost to Create*: 802 gp + 40 XP.

GREATER SWORD PENDANT

As the *common sword pendant*, but the item transforms into a *+1 longsword*.
Caster Level: 5th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *shrink item*; *Market Price*: 4,315 gp; *Cost to Create*: 2,315 gp + 160 XP.

KLEN'S GARGOYLE SKULL

Created by the sorcerer Klen when he planned to investigate the gargoyle-infested stronghold in Fell Pass, this actual skull-like gargoyle head is coated in a thick layer of transparent hardened blue resin (a common feature of many items Klen created).
When the user holds and concentrates upon the item, it detects gargoyles within 60 feet by becoming unnaturally cold to the touch.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *locate creature*; *Market Price*: 3,000 gp.

ROSE MASK

This "mask", made of a hard rose-colored crystal, is shaped like the front of an open-faced helm rather than a traditional mask.
At the brow is etched the symbol of Lathander.
The wearer of the mask gains a +4 morale bonus to saves against fear effects and a +4 enhancement bonus to Constitution.
Certain members of the clergy believe this item to be the "rightful sign" of Lathander's favor described in the Rhyester's Matins (temple) entry in the Silverymoon section of *The Silver Marches*.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, *heal*, *plane shift*; *Market Price*: 21,000 gp.

STASIS SPHERE

This device is a glowing, greenish sphere of crystal about 8 feet in diameter.
When touched by its owner and commanded, one creature within 30 feet of the sphere may be placed in *temporal stasis* and imprisoned inside the sphere.

The target is entitled to a Will saving throw (DC 23) to resist the effect.
The sphere contains an extradimensional space in which as many as fifty creatures of any size may be imprisoned.
By a second command, one imprisoned creature may be released.
If the sphere's master does not specify by name, type, or accurate physical description which creature is to be released, the sphere releases one imprisoned creature at random.
If the *stasis sphere* is breached (hardness 20, 50 hp), all trapped creatures are immediately.
Once the *stasis sphere* has been used fifty times to imprison creatures (each time using up one of the item's charges), it can no longer imprison new creatures.
However, creatures inside can be held in *temporal stasis* indefinitely.
When the last prisoner is released and the sphere is out of charges, the device collapses into a burned-out husk of smoky glass.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *imprisonment*, *temporal stasis*; *Market Price*: 137,700 gp; *Weight*: 1,000 lb.

TOME OF TWELVE SEALS

This strange book has a cover made of red dragon hide and 12 pages made of thick black leather.
Each leather page has one rune-inscribed metal disk attached to it, like a seal on an urn, door, or drawer.
Although all 12 seals were originally shiny gold, now seven have turned to dull, charred lead, their magic spent.
Each seal contains a summoning spell tied to a different creature, and the runes on the seal are the command words to activate the seal.
An activated seal summons the appropriate creature, which serves for 17 rounds as if conjured by a *summon monster* spell.
Once used, a seal's gold turns into lead and loses its power.
Although only one tome of 12 seals has been found, other forms of this book may exist with different creatures bound into its seals or with a different cover.
Some versions may even contain normal spellbook pages or maps to old treasures.
The remaining five seals of the one known tome summon the following creatures: huge air elemental, large fire elemental, huge earth elemental, gibbering mouther, janni.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, Extend Spell, *summon monster* V, *summon monster* VI, *summon monster* VII, *summon monster* VIII; *Market Price*: 25,500 gp.

SONG AND SILENCE (3.0)

BREAKER BOTTLE

Potion bottles have an unfortunate tendency to break at the wrong times.
A *breaker bottle*.
however, is designed to break only upon command.
It looks like an ordinary bottle of wood, metal, or very heavy glass, but its outside is inscribed with an attractive latticework design.
The bottle has been imbued with a *shatter* spell that activates by spell trigger.
Thus, when dropped, it simply bounces.
When thrown across a room, it typically survives intact.
But when the proper trigger word is spoken, it flies apart into shards along the inscribed lines, scattering its contents.
Breaker bottles protect potions and other liquids from harm, yet they can also serve as excellent grenade-like weapons, or even trap components.
For example, a character could simply line up a row of *breaker bottles* filled with acid or alchemist's fire atop a high shelf, wait for a foe to pass near them, speak the trigger word, and watch the contents rain down upon the unfortunate target's head.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *shatter*; *Market Price*: 150 gp; *Weight*: 1/10 lb.

EYES OF DARK AURA

When placed over the eyes, these ebony lenses allow normal vision and reveal the state of health of all creatures visible to the wearer within 25 feet.
The *eyes of dark aura* indicate whether each is dead, fragile (3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (a construct, for example).
Members of the Lamenters' Order (see Chapter 4) are particularly fond of this item.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *deathwatch*; *Market Price*: 2,000 gp.

FANG SCARAB

A fang-shaped crystal dangles from a loop of finely wrought silver chain in the center of this spiderweb medallion.
When the chain is used to wrap the *fang scarab* around the juncture of a monstrous spider's cephalothorax (head) and abdomen, the creature can hear Lolth's dark whispers in its subconscious.
This gives it an instinctive knowledge of what the next moment will bring, which manifests as a +1 insight bonus on attack rolls.
Because the *fang scarab* is designed for spiders, it's not useful to most adventurers.
A nonspider can make a fang scarab function with a successful Use Magic Device check (DC 25), but this also fuses it permanently to its user's neck, near the throat.
Nothing short of the wearer's death can then remove it.
Though the *fang scarab* grants its wearer the same attack bonus that it would to a spider, it also initiates a terrible metamorphosis that changes the wearer into a half-spider abomination over time.
When the scarab first attaches itself, the wearer's canine teeth enlarge, and coarse black hair appears on the back of her neck.
No further changes occur until she attains levels in the fang of Lolth prestige class (see Physical Changes, at right).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *divination*; *Market Price*: 3,500 gp; *Weight*: —.

FLUTE OF THE SNAKE

The music of this flute, which is made from an exotic type of dark wood, affects snakes of all kinds.
This is a sonic, mind-affecting compulsion effect that works like an *animal trance* spell, except that it affects only snakes.
By playing a droning sequence of notes for 1 full round.
a musician with at least 5 ranks in Perform can summon 1d4+1 Medium-size vipers.
These snakes appear wherever the flutist designates, within a radius of 30 feet from the flute.
They fight on the musician's behalf, attacking on his or her turn, and remain for 9 rounds or until killed The flute can put snakes into a trance three times per day and summon snakes once per day.
Caster *Level*: 9th; *Prerequisites*: Craft Wondrous Item. *animal trance*, *summon nature's ally* V; *Market Price*: 15,400 gp; *Weight*: 1 lb.

GLORIOUS HAND

This grisly item is the severed left hand of a human male, with a candle affixed to each of the fingers and the thumb.
Upon command, the candles light, providing illumination as per a *light* spell.
If rapped on a locked door or other locked item, it produces a *knock* effect.
Finally, upon command, it produces a *hold person* effect (Will save DC 17) against any designated target.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *hold person*, *knock*, *light*; *Market Price*: 39,900 gp; *Weight*: 1 lb.

HARP OF THE IMMORTAL MAESTRO

This pinnacle of instrument design functions best in the hands of a musician with at least 15 ranks in Perform.
Such a user can, simply by strumming the harp, generate the following effects once per day each: *cure critical wounds*, *displacement* and *summon monster* V.
The harp also grants its owner a +6 enhancement bonus on Perform checks made while using it.
In addition, the *harp of the immortal maestro* has the following command-word abilities, each usable once per day: *levitate*, *magic circle against evil*, and *fortissimo* (see Chapter 6).
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *fortissimo*, *cure critical wounds*, *displacement*, *levitate*, *magic circle against evil*, *summon monster* V; *Market Price*: 69,580 gp; *Weight*: 3 lb.

HORN OF TRIUMPH

This silver trumpet is prized on the battlefield, for its music can significantly improve soldiers' combat prowess.
When a character with the bardic music ability plays the *horn of triumph*, each willing ally within 15 feet receives a +2 morale bonus on all saving throws, attack rolls, ability and skill checks, and weapon damage rolls.
Furthermore, every affected creature gains a +2 morale bonus to both Strength and Constitution (which improves attack bonuses and Fortitude saves accordingly) but suffers a –1 morale penalty to AC.
The instrument compels all affected creatures to fight, heedless of danger.
The effects of the horn last as long as the musician continues to play and the affected creatures remain within 15 feet.
Moving out of range ends the effect for the creature that did so, but others still within the radius retain the benefits.
The horn can produce this magical fanfare twice a day.
It functions as a normal trumpet if its user does not have the bardic music ability.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, emotion; *Market Price*: 35,380 gp; *Weight*: 3 lb.

JUMPING CALTROPS

These unusual items are actually Diminutive animated objects.
When released from their bag, they begin hopping around the 5-foot square in which they land.
When someone tries to move into, through, or within the square on foot, the *jumping caltrops* immediately try to scurry under the interloper's feet.
They can move at a speed of up to 50 feet, though they cannot leave their square.
The number of caltrop attacks a creature suffers while within the affected area depends on its speed: four for normal speed, two for half speed, and none for one-quarter speed.
(One-quarter-speed movement assumes that the creature is shuffling forward without picking up its feet at all).
The target's shield, armor, and deflection bonuses don't count against these attacks.
A target that is wearing shoes or other footwear, however, gets a +2 armor bonus to AC.
The speed of any target that takes damage from a caltrop attack is reduced by one-half because of the foot injury until the victim receives one successful Heal check, any *cure* spell, or any other form of magical healing.
Jumping caltrops continue to move for 11 rounds, though the owner can order them back into the bag before the duration expires if desired.
However, they can move only on their first use; thereafter, they become normal caltrops.
Jumping Caltrop: CR 1/4; Diminutive construct; HD 1/4 d10; hp 1: Init +3; Spd 50 ft.; AC 17 (touch 17, flat-footed 14); Atk +7 melee (1, impale); Face/Reach 1/2 ft. by 1/2 ft./0 ft.; SQ Construct traits, use Dex instead of Str for melee attacks; AL N; SV Fort +0, Ref +3, Will –5; Str 6, Dex 16, Con -, Int -, Wis 1, Cha 1.
Construct Traits: Immune to mind-influencing effects and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 or fewer hit points; cannot be raised or resurrected; darkvision 60 ft.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate object*; *Market Price*: 150 gp; *Weight*: 2 lb.

LUTE OF THE WANDERING MINSTREL

This finely wrought instrument functions as a masterwork lute with minor magical effects in the hands of someone with fewer than 10 ranks in Perform.
By speaking the correct command words, such a musician can utilize *fortissimo* (see Chapter 6), *levitate*, and *magic circle against evil* once per day each A musician with 10 or more ranks in Perform, however, can coax even greater magical effects from this instrument.
By playing single chord on the lute, such a performer can generate an *expeditious retreat*, *haste*, or *phantom steed* effect. Each of these spells is usable once per day.
Furthermore, the *lute of the wandering minstrel* grants its owner a +2 enhancement bonus on any Perform checks made while playing it.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fortissimo*, *expeditious retreat*, *haste*, *levitate*, *magic circle against evil*, *phantom steed*; *Market Price*: 39,500 gp; *Weight*: 3 lb.

MANDOLIN OF THE INSPIRING MUSE

Bards and other musicians prize this carefully crafted mandolin.
An owner with at least 15 ranks in Perform can use *crescendo* (see Chapter 6), *emotion*, and *dominate person*, each once per day, by playing the correct notes.
The musician also gains a +4 enhancement bonus on any Perform checks made while playing the *mandolin of the inspiring muse*.
The mandolin also has the following command-word abilities, each usable once per day: *Levitate*, *magic circle against evil*, and *fortissimo* (see Chapter 6).
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *fortissimo*, *crescendo*, *dominate person*, *emotion*, *levitate*, *magic circle against evil*; *Market Price*: 53,920 gp; *Weight*: 3 lb.

NONDESCRIPT BOX

A *nondescript box* is perfectly ordinary in appearance, and it always seems to fit in with its surroundings.
In fact, it fits in so well that it is very difficult to notice. The eye seems to skip over it, and the mind forgets its presence immediately.
Characters walk around a *nondescript box* without even realizing they have done so, and observers find nothing strange about such detours.
Search attempts always fail to locate this item, and it radiates no magic.
However, a successful Spot check (DC 25) enables the mind to pierce the box's protections and see it clearly. Once someone has pointed it out, others can see it as well. So well is it protected, however, that a character who does find it must make a successful Will save (DC 25) or forget to take it along upon departure.
The *nondescript box* becomes a normal box in every way once its contents are removed.
Those who can afford *nondescript boxes* typically use them to stash valuables, incriminating documents, or other items that they wish to keep others from finding.
A typical *nondescript box* is about the size of a small coffer—18 inches long by 1 foot deep by 1 foot high.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *sequester*; *Market Price*: 4,552 gp; *Weight*: 10 lb.

POSSUM POUCH

Also known as a false stomach, a *possum pouch* is a small, flat, circular bag about 10–12 inches in diameter and up to 2 inches thick.
When placed against a humanoid's abdomen and sealed there with a command word, it blends in unobtrusively with the surrounding skin, requiring a successful Search check (DC 30) to detect.
Spies and couriers find these items useful as hidden diplomatic pouches, while nobles and wealthy merchants sometimes use them as superior money belts.
Assassins and sneak-thieves love *possum pouches* because they make it easy to smuggle poisons and small valuables into or out of well-guarded houses.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *change self*; *Market Price*: 1,800 gp; *Weight*: 1 lb.

SAFE BOX

This reinforced box keeps anything inside it safe from damage by most outside forces.
Made of 2-inch-thick adamantine, it has a hardness of 40 and has 80 hit points.
In addition, it ignores the first 12 points of damage from fire and acid, and any direct attack against it has a 50% miss chance.
Safe boxes can come in a range of sizes and shapes, from scroll cases to large boxes.
Though they are very expensive, people with irreplaceable items to protect consider them well worth the price.
Bards in particular prize *safe boxes* highly as instrument cases.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *displacement*, *protection from elements*; *Market Price*: 77,500 gp; Weight: 10 lb.

SPOOL OF ENDLESS ROPE

Some adventurers never seem to have enough rope.
The spool *of endless rope* contains 300 feet of the finest silk rope, yet the whole weighs only 10 pounds.
The spool comes with a belt loop so that it can hang conveniently at an adventurer's side.
One end of the rope is attached so firmly inside the spool that a sharp tug would pull the owner over before it would break the connection.
To use it, the owner feeds out as little or as much rope as desired, up to a maximum of 300 feet.
When finished with the rope, the owner can simply wind it back onto the spool.
(Rewinding requires 1 round per 50 feet fed out, rounded up).
If some of the rope is cut off, the rest remains attached to the spool and works as before, though its total length is shortened by the amount removed.
Extra lengths can be tied onto the rope to extend its length beyond 300 feet, but that extra length cannot be wound into the spool.

Some owners of spools *of endless rope* like to use them in conjunction with grapple-firing crossbows (see New Weapons, page 51).
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *Leomund's secret chest*, 5 ranks of Use Rope; *Market Price*: 2,000 gp; *Weight*: 10 lb.

STRINGS OF SPELL STORING

This set of six catgut strings for a lute, mandolin, or other stringed instrument has up to six levels of spells stored within it.
By playing the proper sequence of notes (a standard action) on an instrument strung with these and making a successful Perform check (DC 10), a musician can unleash the desired spell.
As with a wand, the user need not provide any material components or focus and pays no XP cost to cast the spell.
No arcane spell failure chance exists because the musician doesn't need to gesture.
A spellcaster with at least one rank in Perform can cast any spells into the strings, as long as the total spell levels do not add up to more than six.
To store each spell, the caster must make a successful Perform check (DC 10 + spell level).
Failure causes the spell to fizzle.
For example, a bard could cast *protection from good* and *cure moderate wounds* into the strings, then give them to a wizard with the Perform skill, who could cast *fireball* into them.
Any character with the Perform skill could then cast all three spells from the strings.
Treat a randomly generated set of strings *of spell storing* as a scroll to determine what spells are stored within it.
If you roll a spell that would put the set over its six-level limit, ignore that roll; those strings have no more spells in them (not every newly discovered set of strings is fully charged).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *imbue with spell ability*; *Market Price*: 48,600 gp; *Weight*: 1/2 lb.

THIEF CATCHER (HUNGRY BOOK)

This insidious item is the bane of thieves everywhere.
It appears to be an ordinary book, but, in fact, it is a trap.
A successful Search check by a rogue or other character with the traps ability reveals the presence of a magic trap.
Detect magic used in conjunction with a successful Spellcraft check (DC 15) reveals only abjuration magic.
The book is locked with an *arcane lock* spell, so it refuses to open until that is bypassed, suppressed, or negated by any of the usual means (see the spell description in the *Player's Handbook*).
The owner of the book can freely bypass the lock.
Any other attempt works as it normally would, but also primes the trap.
A Search check (DC 30) made by a character with the traps ability after an attempt to bypass the *arcane lock* reveals that a trap is still in place.
Once the trap is primed, the first character who opens the *thief catcher* is sucked into the book, which promptly slams shut.
It then holds that prisoner indefinitely in stasis—the victim is conscious of his or her surroundings but unable to move, speak, or activate any powers or abilities.
Once it has a prisoner, the book becomes harmless to others, and Search checks reveal no more traps.
Anyone else who opens the book sees a life-like illustration of the prisoner as its frontispiece.
The text is a series of stories about thieves who came to bad ends, and the prisoner's name appears in red as the unfortunate protagonist of each tale.
Each of these stories ends with a pious moral about the virtue of leaving others' property alone.
When the book is in this state, *detect magic* used in conjunction with a successful Spellcraft check (DC 15) reveals transmutation magic.
The trapped character can be retrieved only with a *limited wish* or a spell of equivalent power.
If the book is burned, any prisoner inside dies, leaving behind lifesized bones among the ashes.
A *thief catcher can* be used only once; if a trapped character is freed, the text remains, but the frontispiece is gone, and the book is no longer magical.
Thief catchers are extremely rare.
It is rumored that their creator was an archwizard who had lost one too many precious magic items to daring rogues.
Because this item is not stationary like the typical magic device trap, it is treated as a wondrous item.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *arcane lock*, *Nystul's magic aura*, *trap the soul*; *Market Price*: 32,250 gp; Weight: 3 lb.

STORMWRACK (3.5)

ADMIRAL'S BICORNE

This elaborately braided headgear is made of rich blue felt, embroidered with golden thread.
It often has a showy badge called a cockade, proclaiming nationality, faith, family crest, and the like.
A humanoid or monstrous humanoid who dons the *admiral's bicorne* gains a +5 bonus on Profession (sailor) checks and all Charisma-based checks (including Leadership) as long as it is worn.
The wearer's voice is magically amplified, so that it can be heard clearly by anyone within 100 feet; class features and effects that depend on hearing the speaker benefit from the increased range.
Finally, the *admiral's bicorne* grants a +2 morale bonus on attack rolls, saves, and skill checks to allies within sound of the wearer's voice (including the wearer).
Strong conjuration; CL 10th; Craft Wondrous Item, *eagle's splendor*, *heroism*, *owl's wisdom*, *ventriloquism*.
Price 51,000 gp; Weight 1 lb.

BAG OF TEETH

This small sack is made of fish skin and contains a handful of piranha teeth.
By opening the bag and scattering its contents in a body of water, the user creates a piranha swarm (see page 162).
The swarm is average in all regards and remains for 10 minutes.
The swarm moves toward and attacks the closest living creature in the water, and the user has no control over its target or direction of travel.

If no other creature is available, the swarm remains where it was summoned and attacks the first creature that approaches.
Strong conjuration; CL 13th; Craft Wondrous Item, *summon swarm*; Price 2,000 gp; Weight 1 lb.

CAPTAIN'S LANTERN

This exquisite brass and green-glass lantern constantly protects the ship to which it is attuned with an *alarm* effect.
The captain of the ship can speak a command word while touching a copper coin to the underside of the lantern to create a lantern token.
Those who possess a lantern token do not set off the *alarm*.
The captain can turn the *alarm* on or off with a command word.
The captain can, at any time, negate all the current lantern tokens, turning them back into nonmagical copper coins.
Tokens radiate a very minor abjuration effect.
Faint abjuration; CL 3rd; Craft Wondrous Items, *alarm*; Price 12,000 gp; Weight 2 lb.

EVERFULL SAILS

Sails crafted of a sky-blue canvas with strange silver flecking, these magical sails are always filled with a strong wind when fully unfurled.
The wind created behind the sails is sufficient to drive the ship forward at its full normal speed, and the sails ignore any other winds that might be blowing contrary to that generated by the sails themselves.
The winds stop when the sails are furled or otherwise pulled down.
A ship requires one set of *everfull sails* per mast, or the magic does not function (although the sails work as normal sails).
Moderate evocation [air]; CL 3rd; Craft Wondrous Item, *gust of wind*; Price 12,000 gp; Weight 500 lb.

FIGURINE OF WONDROUS POWER

PEARLSTEEL TURTLE

This miniature statuette of a sea turtle is about the size of a human hand.
Tossing down the figurine and uttering the command word causes it to transform into a giant sea turtle.
The creature obeys and serves its owner; it understands Common but does not speak.
The giant sea turtle described here is a Huge version of a common sea turtle and is not aggressive.
It serves only as a transport and does not obey orders to attack, although it will defend itself if threatened.
Giant Turtle: CR 3; Huge magical beast (aquatic); HD 8d10+32, hp 87; Init +0; Speed 20 ft., swim 30 ft.; AC 25, touch 8, flat-footed 25; Base Atk +8; Grp +23; Atk or Full Atk +13 melee (1d8+3, bite)*; Space/Reach 15 ft./10 ft.(bite 10 ft.); SQ darkvision 60 ft., hold breath, low-light vision; AL N; SV Fort +10, Ref +6, Will +6; Str 25, Dex 10, Con 19, Int 6, Wis 14, Cha 6.
* A giant turtle's bite is treated as a secondary attack and adds only half the creature's Strength bonus to the damage roll.
Skills and Feats: Listen +10, Spot +9, Swim +12; Alertness, Iron Will.
Languages: Common (does not speak).
Hold Breath (ex): A giant turtle can hold its breath for 1 hour before it risks drowning.
Skills: A giant turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard.
It can always choose to take 10 on a Swim check, even if distracted or endangered.
It can use the run action while swimming, provided it swims in a straight line.
This creature can be harnessed to pull a boat or raft at up to one-half its swim speed.
It is possible to ride on the turtle's shell, but doing so requires a harness or rope or improvising handholds.
Hanging onto the slick shell while the animal moves is extremely difficult, requiring a DC 20 Ride check each minute of travel.
The *pearlsteel turtle* can be used up to three times per week for up to 6 hours at a time.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp; Weight 5 lb.

FINNED GAUNTLETS

These sharkskin gauntlets are adorned with sweeping fins.
The wearer gains a natural swim speed of 30 feet, with a +8 competence bonus on Swim checks to perform some special action or avoid a hazard.
The wearer can always take 10 on a Swim check, even if distracted or endangered, and can use the run action while swimming.
Both gloves must be worn for the magic to be effective.
Faint transmutation; CL 5th; Craft Wondrous Item, *alter self*; Price 10,000 gp; Weight 1 lb.

LIVING FIGUREHEADS

Each of the several kinds of *living figureheads* is carved from fine wood and resembles an ordinary figurehead.
When a command word is spoken, the figurehead animates and is able to use special powers as described below.
The *living figurehead* obeys and serves the ship's master (usually the captain).
Unless stated otherwise, it can speak Common and communicate telepathically with its master, provided it is within 100 feet.
If a *living figurehead* is broken or destroyed in its carving form, it is forever ruined.
If destroyed while animated, it simply reverts to a wooden carving that can be used again at a later time.
An animated *living figurehead* is a construct of the same size as the object (see Animated Object on page 13 of the *Monster Manual*), but it has the Intelligence, Wisdom, and Charisma scores given in its entry.
Special abilities whose save DCs depend on Constitution use the animated figurehead's Charisma score instead.

DRAGON HEAD

This Large dragon's head and neck are carved from cedar or spruce and painted as a chromatic or metallic dragon, with gaping mouth and fierce eyes.

When animated, this *living figurehead* gains a breath weapon appropriate to the kind of dragon.
It also confers on its ship immunity to a type of energy damage according to the kind of dragon.
☐ Dragon Head:
As Large animated object, with the following changes: Speed 0 ft.; Atk or Full Atk +5 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SA breath weapon; SQ hardness 5, immunity to energy, telepathy; AL N; SV Will HD/3 + Wis modifier; Int, Wis, Cha as dragon type.
Languages: Common and Draconic.
Breath Weapon (su): As dragon type; see below.
The breath weapon can be used once every 1d4 rounds.
The save DC is Charisma-based.

Dragon Variety	Breath Weapon	Damage	Save DC
Black	80-foot line of acid	10d4	13
Blue	40-foot cone of lightning	10d8	14
Green	40-foot cone of corrosive (acid) gas	10d6	14
Red	40-foot cone of fire	10d10	14
White	40-foot cone of cold	10d4	12
Brass	80-foot line of fire	10d6	14
Bronze	80-foot line of lightning	10d6	16
Copper	80-foot line of acid	10d4	15
Gold	40-foot cone of fire	10d10	16
Silver	40-foot cone of cold	10d8	16

Immunity to Energy (ex): The ship gains immunity to a specific type of energy according to dragon type; see the following table.

Dragon Variety	Immunity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

The animated dragon head has the mental statistics of a young adult dragon of its kind (see pages 68–88 of the *Monster Manual*).
The item can be used once per week for up to 10 minutes at a time.
Strong transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *protection from energy*, and one of the following: *acid fog* or *water to acid* (acid), *cone of cold* (cold), *lightning bolt* (electricity), *fireball* or *scorching ray* (fire); Price 40,000 gp (black or white), 44,000 gp (green, brass, or copper), 49,000 gp (blue or bronze), gp (red or silver), or 56,000 gp (gold); Weight 500 lb.

EBONY PORPOISE

This *living figurehead* is carved from ebony, waxed and polished to a high gloss.
When animated, this *living figurehead* grants its ship swift movement through the water, doubling its ordinary speed.
Alternatively, the *ebony porpoise* can move a becalmed sailing ship as though it were propelled by a strong wind.
The ebony porpoise also allows its ship to clear aquatic hazards, such as reefs, shipwreck debris, and the like, by making long leaps.
The ship is briefly airborne, its keel clearing the water by up to 10 feet, for up to 15 rounds per day.
The duration of these leaps need not be consecutive rounds.
The animated figurehead is treated as a Large animated object.
Its increased speed ability can be used three times per week for up to 6 hours at a time.
Strong transmutation; CL 15th; Craft Wondrous Item, *levitate*, *quickswim*; Price 100,000 gp; Weight 400 lb.

GOLDEN SHEDU

This *living figurehead* is carved into a likeness of the forequarters of a shedu, a creature with the head of a bearded man and the body of a winged bull (see page 153 of *Fiend Folio* for more on this being).
It is crafted of mahogany and overlaid with gold leaf.
When animated, this *living figurehead* grants its ship a fly speed of 60 feet with poor maneuverability.
In addition, the *golden shedu* allows its ship and crew to shift briefly from the Material Plane to the Ethereal Plane as the *etherealness* spell.
The animated figurehead has a Charisma score of 16 but is otherwise treated as a Large animated object.
Its flight ability can be used twice per week for up to 1 hour at a time.
It can transport the ship to the Ethereal Plane for up to 10 minutes each week; the duration of the *etherealness* effect need not be consecutive periods.
Strong transmutation; CL 17th; Craft Wondrous Item, *etherealness*, *fly*; Price 100,000 gp; Weight 350 lb.

PURPLEHEART KRAKEN

This *living figurehead* is a (much) smaller-than-life rendition of a kraken.
It carved from the wood of the amaranth tree, which has a rich purple-brown color, and has tourmaline gems inlaid for its eyes.
When animated, the tentacles of the *purpleheart kraken* reach out to grab opponents or to hold fast an enemy ship.
In addition, the figurehead can produce a *control winds* effect as a 15th-level caster.
The item can be used once per week for up to 10 minutes at a time.
The animated figurehead is treated as a Large animated object, except that instead of a single slam attack, it has 8 slams that each deal 1d8+3 points of damage.
It also has the improved grab ability, allowing it to attempt to start a grapple as a free action without provoking attacks of opportunity.
It can constrict, dealing automatic slam damage against a held creature or object.

The tentacles can grab creatures of up to Large size and can hold multiple Small or smaller creatures.
The tentacles have a reach of 30 feet.
While animated, the master's ship gains a +8 bonus on any Profession (sailor) checks made to start a ship-to-ship grapple.
Strong transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *control winds*, *entangle*; Price 45,000 gp; Weight 500 lb.

MAGNIFICENT CAPTAIN'S COAT

This heavy woolen coat prevents the wearer from becoming wet in rain and sea spray.
The wearer also gains the benefit of an *endure elements* spell against cold (but not hot) extremes of weather.
Additionally, the effects from powerful winds (see page 95 of the *Dungeon Master's Guide*) are reduced by one step on the wearer.
Thus, when the wearer of this coat is standing in windstorm-speed winds, she receives only the penalties associated with severe winds; if the wearer is standing in a strong wind, she receives only moderate wind penalties.
Finally, this coat grants its wearer a +5 competence bonus on both Profession (sailor) and Balance checks.
Threat the coat as a shirt or vestment for determining whether it can be worn with other magic items.
Moderate abjuration, transmutation [air]; CL 5th; Feat, *control winds*, *endure elements*, other requirements; Price 11,000 gp; Weight 4 lb.

OARS OF SPEED

Carved of lightweight yet durable wood, this pair of oars can be fitted on a rowboat or used to paddle a canoe or other small watercraft.
They grant an enhancement bonus of +10 feet to the vessel's speed.
This bonus does not improve with the addition of more *oars of speed*.
Boats requiring more than two oars can benefit from *oars of speed*, but all the vessel's oars must be *oars of speed* to gain the speed bonus.
Faint transmutation; CL 5th; Craft Wondrous Item, *quickswim*, creator must have 5 ranks in the Craft (boatbuilding) skill; Price 2,500 gp per pair; Weight 15 lb. each.

PLANAR HELM

This ship's wheel, crafted of silver and ebony, is made to be mounted at a ship's helm.
Once this has been done, the *planar helm* operates just as any other ship's wheel.
Additionally, twice per day anyone who knows the proper phrase can use the helm to produce a *planar navigation* effect on the ship.
Strong conjuration; CL 13th; Craft Wondrous Items, *planar navigation*; Price 65,520 gp; Weight 25 lb.

SAILS OF DISPLACEMENT, MINOR

Sails of displacement are crafted of a misty gray-blue canvas-like material, the edges of which seem to be slightly blurred in the sea breeze.
This grants a 20% miss chance to ship-to-ship attacks against the ship fitted with them, functioning continually.
Moderate illusion; CL 5th; Craft Wondrous Item, *displacement*; Price 120,000 gp; Weight 500 lb.

SEA–STEED'S BRIDLE

Crafted of leather with silver bits shaped as shells, this bridle can transform any animal or magical beast trained to accept riders into an aquatic form, as though it were the target of a *steed of the seas* spell.
Doing so requires the use of a command word to shift into the altered form, and a second use to return to normal form.
The item will shrink or enlarge to fit any size creature.
Creatures affected by this bridle need not actually be paladin's special mounts.
Moderate transmutation; CL 8th; Craft Wondrous Item, *steed of the seas*; Price 28,800 gp; Weight 1 lb.

SECURE LINES

This thick, tarred rope comes in 50-foot lengths and weighs twice as much as normal rope.
Its magical enhancement grants it hardness 2 and 5 hp, and it requires a DC 25 Strength check to burst.
Designated creatures moving over lines and rigging fashioned from this rope gain a +5 enhancement bonus on Balance and Climb checks.
In addition, should a crew member fall from the rigging, the lines snake out and grab him in midair, preventing a fall and gently setting the creature to the deck of the ship.
The master of a vessel designates crew members for the *secure lines*, adding or removing individuals as the ship's complement changes.
Adding or removing a crew member requires a command word.
Moderate conjuration and transmutation; CL 9th; Craft Wondrous Item, *animate rope*, *fabricate*; Price 10,800 gp; Weight 20 lb.

SOVEREIGN SEALANT

This thick, colorless spread makes ships and watertight containers less susceptible to damage and leaks.
One drum of *sovereign sealant* is sufficient to treat a boat or container of Huge size, or two hull sections of a larger craft.
A treated wooden item gains +2 hardness and is completely waterproof.
A ship treated with *sovereign sealant* can lose one more hull section than normal before sinking.
Moderate conjuration; CL 8th; Craft Wondrous Item, *minor creation*; Price 8,000 gp per drum; Weight 60 lb.

STORMRIDER CLOAK

A cloak crafted of water-resistant storm-gray wool and accented with gold lightning-pattern embroidery, the *stormrider cloak* allows the user to use a *fly* effect three times per day, for up to 5 minutes each time.

Additionally, the user gains resistance to electricity 10.
Moderate abjuration and transmutation; CL 5th; Craft Wondrous Item, *fly*, *resist energy*; Price 30,000 gp; Weight 1 lb.

WATER WHEELS

This set of four wooden wheels fits most wheeled vehicles, allowing one so equipped to float in water, regardless of its size or composition (although a vehicle with large openings will quickly become waterlogged).
A vehicle so equipped has no independent mode of propulsion once afloat but must be rowed or fitted with sails unless it has magical propulsion or dray creatures capable of swimming.
Faint transmutation; CL 5th; Craft Wondrous Item, *wave blessing*; Price 10,000 gp; Weight 20 lb. each.

WIND PIPE

A device built for pumping air into submerged or otherwise enclosed spaces, this is a 2-foot-long brass tube, threaded so that additional lengths of ordinary tubing can be attached.
The *wind pipe* has a diameter of 3 inches.
When activated, a flow of air equivalent to a moderate wind blows through the pipe.
The intake end must be surrounded by air for the magic to work.
Even if the space the air moves into has no outlet, the wind pipe provides circulation of the air magically.
Moderate evocation; CL 10th; Craft Wondrous Item, *favorable wind*; Price 7,000 gp; Weight 10 lb.

STRONGHOLD BUILDER'S GUIDEBOOK (3.0)

WALL AUGMENTATIONS

You can augment walls by adding these effects to them.
Unlike the wall materials above, they don't support weight by themselves.
You can't build a castle of "magically treated", for example.
It must be magically treated something.
Some augmentations only affect exterior or freestanding walls.
In this case, even though you pay for an entire stronghold space to be augmented, the augmentation does not affect any interior walls.
Unless otherwise stated, any wall's augmentation also applies to any doors, windows, or other accessways through that wall.
You can leave such items out of its effects, though their area still counts toward the limit of the augmentation's effect.
In other words, you can't increase the augmentation's effective area by leaving out doors or windows.
Unless specified otherwise, you can apply more than one augmentation to your walls.
For augmentations that only affect a single side of the wall, you can augment both sides by purchasing the augmentation
twice.
As magic items, augmented walls gain a saving throw against any spells that could affect them, with the save bonus equaling 2 + half the caster level of the magic reinforcing the wall.
In the case of a wall with multiple augmentations, use the highest caster level to determine the save bonus.
Disabling Wall Augmentations
Remember that augmentations are essentially magic items, and magic exists through which their effects can be temporarily suppressed (such as *dispel magic*) or permanently disjoined (such as *Mordenkainen's disjunction*).
Treat each stronghold space of augmented wall (or each 800 square feet, for freestanding walls) as a separate magic item for this purpose.
As stationary magic items (see Wondrous Architecture, below), wall augmentations can be discovered by a rogue (or other character capable of finding traps) and deactivated with a Disable Device check.
The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used in the creation of the wall augmentation.
If a wall has multiple augmentations, each one must be discovered and disabled separately.
A successful Disable Device check against a wall augmentation suppresses the magic properties (just as if you had successfully cast *dispel magic* against the item)of a 5-foot-by-5-foot section of the wall for 1d4 rounds.
If you beat the DC by 10 or more, you suppress the magic properties for 1d4 minutes instead.

AIRTIGHT

Assuming it can hold air and be sealed, the stronghold space becomes airtight.
This means that it is impervious to gasses that originated outside of the space.
In addition, it prevents water from getting into the room except through an open window or door (although this renders the space no longer airtight).
This does not protect against the pressure of submerging underwater (see the submersible mobility function, below).
This augmentation is usually necessary for strongholds that sail beneath the surface of water or beyond the limits of the atmosphere.
In that case, you need only apply this augmentation to any stronghold spaces that make up the stronghold's exterior (though it may be wise to apply it to all spaces in case of a breach).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *water walk*; *Market Price*: 7,500 gp.

ASTRAL

The stronghold can shift into the Astral Plane and back again.
Without locomotion (see Table 2–12: Stronghold Locomotion), it cannot move once in the Astral Plane (though its occupants may exit and move about the plane).
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 15,000 gp.

BLADED

When creating this augmentation, choose one face of the wall.

Whirling blades cover the chosen side of the wall.
Any creature touching the bladed wall suffers 11d6 points of damage per round (Reflex save DC 19 halves).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *blade barrier*; *Market Price*: 33,000 gp.

BURROWING

This mobility function allows the stronghold to pass through earth and rock much like an earth elemental or phasing creature.
The entire stronghold and every stronghold space must have this mobility function to allow movement through the normally solid substance.
Unless it has immunity to fire, the stronghold cannot pass through magma or lava, and so it is limited to about fifty miles in depth and must avoid volcanic rifts.
Without locomotion (see Table 2–12: Stronghold Locomotion), this mobility function has no effect.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *phase door*; *Market Price*: 10,000 gp.

CHAOTIC GUARDING

When creating this augmentation, choose one face of the wall.
Any chaotic character on the chosen side of the wall (or standing atop the wall) gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also gain spell resistance 25 against lawful spells and spells cast by lawful creatures.
Furthermore, they are protected from possession and mental influence as per *protection from law*.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *cloak of chaos*; *Market Price*: 50,000 gp.

CRAWLING

Strongholds that creep across the ground, sliding along rock and paving through forests, use this mobility function.
A crawling stronghold can also move along a seafloor or continental shelf as long as the depth does not exceed 50 feet; in this case, making it airtight may be necessary to ensure the survival of its occupants.
This cost notes the price of securing the stronghold components and reinforcing them.
Without locomotion (see Table 2–12: Stronghold Locomotion), this mobility function has no effect.
The speed of a crawling stronghold is subject to the modifiers for terrain.
See Table 9–5 in Chapter 9 of the *Player's Handbook*.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *augment object*; *Market Price*: 1,000 gp.

ELEMENTAL PROTECTION

This magic augmentation causes the wall to absorb the first 60 points of damage from a specific energy type (acid, cold, electricity, fire, or sonic) per day.
If all 60 points of protection are expended, they return 24 hours later, if the wall is still there.
The improved version of this augmentation absorbs the first 120 points of damage from a specific energy type (acid, cold, electricity, fire, or sonic) per day.
Caster Level: 5th (elemental protection), 10th (improved elemental protection); *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: 7,500 gp (elemental protection), 15,000 gp (improved elemental protection).

ETHEREAL

The stronghold can shift into the Ethereal Plane and back again.
Without locomotion (see Table 2–12: Stronghold Locomotion), it cannot move once in the Ethereal Plane (though its occupants may exit and move about the plane).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *etherealness*; *Market Price*: 7,500 gp.

ETHEREAL SOLID

The Ethereal Plane is mostly an insubstantial mirror of the Material Plane, but some solids exist there that have no reality on the Material Plane.
If a sufficiently large ethereal solid coexists with the part of the plane where your stronghold stands, ethereal intruders can't sneak inside (any more than they could pass through a huge rock on the Material Plane).
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *ethereal jaunt*; *Market Price*: 12,000 gp.

FIERY

A blazing curtain of magic fire covers one side of the wall, emanating heat in that direction.
This augmentation deals damage to those nearby or touching it as a *wall of fire*.
Any 5-foot-by-5-foot section of wall that takes 20 or more points of cold damage in 1 round is extinguished for 24 hours (do not divide cold damage by 4, as normal for objects).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *wall of fire*; *Market Price*: 14,000 gp.

FLYING

This function allows the stronghold to float adrift in the air, immune to the call of gravity.
Without locomotion (see Table 2–12: Stronghold Locomotion), the stronghold floats and does not truly fly—in this case, the designer must, during construction, choose a fixed height from 10 feet to ten miles in altitude.
If this mobility function is dispelled or destroyed somehow, the fortress slowly drops down to whatever surface lies below (as if under the effect of *feather fall*).
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *reverse gravity*; *Market Price*: 15,000 gp.

FOG VEIL

When creating this augmentation, choose one face of the wall.
A 10-foot-thick cloud of mist extends out from this side of the wall.
The fog obscures all sight, including darkvision, beyond 5 feet.
A creature within 5 feet gets one-half concealment (20% miss chance for attacks).

Creatures farther away have full concealment (50% miss chance, and sight can't be used to locate the target).
The *fog veil* disperses in a moderate wind (11+ mph) in 4 rounds.
A strong wind (21+ mph) has the same effect in a single round.
Once the winds die down, however, the fog returns within 1d4 rounds.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *fog cloud*; *Market Price*: 3,000 gp.

FOG VEIL, KILLING

This augmentation works like *fog veil*, except that the fog is sickly green and poisonous.
Any living creature in the *killing fog veil* with 3 or less HD dies instantly (no save).
Creatures of 4–6 HD must make Fortitude saves (DC 17) or die.
Those that survive (including all creatures above 6 HD) take 1d10 points of poison damage each round, whether they breathe or not.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *cloudkill*; *Market Price*: 22,500 gp.

FOG VEIL, SOLID

This augmentation works like *fog veil*, but the thick fog reduces movement through it to 10% of normal.
Also, all melee attack and melee damage rolls suffer a –2 penalty.
Except for magic rays and the like, ranged attacks are not permitted through the *solid fog veil*.
A creature falling or leaping into the *solid fog veil* takes 1d6 less falling damage for each 10 feet of the fog he passes through before hitting the ground.
Only a severe wind (31+ mph) can disperse this fog, and it does so in 1 round.
Once the winds die down, however, the fog returns within 1d4 rounds.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *solid fog*; *Market Price*: 14,000 gp.

FOG VEIL, STINKING

This augmentation works like *fog veil*, except that any living creature in the *stinking fog veil* must make a Fortitude save (DC 14) every round or be overcome by nausea, unable to attack, cast spells, concentrate on spells, and so on.
A nauseated creature may only make a single move each turn.
This effect lasts 1d4+1 rounds after the subject leaves the affected area.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *stinking cloud*; *Market Price*: 7,500 gp.

FROSTWALL

A wall with this augmentation appears normal, though it is cold to the touch.
If the wall is shattered or broken, anyone passing through the plane where the wall existed suffers damage as if it were a *wall of ice* (1d6+7 points of cold damage).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *wall of ice*; *Market Price*: 7,000 gp.

HOLY GUARDING

When creating this augmentation, choose one face of the wall.
Any good character on the chosen side of the wall (or standing atop the wall) gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also gain spell resistance 25 against evil spells and spells cast by evil creatures.
Furthermore, they are protected from possession and mental influence as per *protection from evil*.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *holy aura*; *Market Price*: 50,000 gp.

INCENDIARY VEIL

This augmentation works like *fog veil*, except that a 10-foot-thick cloud of burning smoke extends out from the chosen side.
Any creature in the smoke takes 4d6 points of fire damage every round.
(Reflex save DC 22 halves).
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *incendiary cloud*; *Market Price*: 60,000 gp.

INNER PLANE–LINKED

The stronghold can shift to a specific location in one of the Inner Planes, determined at the time of the stronghold's construction, and back again.
Without locomotion (see Table 2–12: Stronghold Locomotion), it cannot move once in the Inner Plane (though its occupants may exit and move about the plane).
In addition, this provides the stronghold with protection against any dangers posed by conditions within the plane, though this doesn't extend to other, similar effects.
For instance, while a stronghold linked to the Elemental Plane of Fire won't suffer any damage from that plane's conditions, it would suffer normal damage from a *fireball* or any other source of flame.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 15,000 gp.

LAWFUL GUARDING

When creating this augmentation, choose one face of the wall.
Any lawful character on the chosen side of the wall (or standing atop the wall) gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also gain spell resistance 25 against chaotic spells and spells cast by chaotic creatures.
Furthermore, they are protected from possession and mental influence as per *protection from chaos*.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *shield of law*; *Market Price*: 50,000 gp.

MAGIC WARDING

When creating this augmentation, choose one face of the wall.
Anyone within 5 feet of the chosen side of the wall (including those standing atop the wall) gains spell resistance 21 (or spell resistance 32 for improved magic

warding) or against any spells cast from the other side of the wall.
If the caster's line of sight to a target does not pass through the plane of the wall, the spell is unaffected.
Caster Level: 9th (magic warding), 20th (improved magic warding); *Prerequisites*: Craft Wondrous Item, *spell resistance*; *Market Price*: 22,500 gp (magic warding), 50,000 gp (improved magic warding).

MAGICALLY TREATED

This augmentation adds +20 to the Break DC of the wall's material and doubles its hardness and hit points (or increases the hit points to 50, whichever is greater).
This augmentation is identical to the "magically treated wall" described in Chapter 4 of the DUNGEON MASTER's *Guide*.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *augment object*; *Market Price*: 12,000 gp.

OUTER PLANE–LINKED

The stronghold can shift to a specific location in one of the Outer Planes, determined at the time of the stronghold's construction, and back again.
Without locomotion (see Table 2–12: Stronghold Locomotion), it cannot move once in the Outer Plane (though its occupants may exit and move about the plane).
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *gate*; *Market Price*: 15,000 gp.

PLANE–SHIFTING

The stronghold can shift from one plane to another as per the *plane shift* spell.
As noted under the spell description, exact location within the target plane is impossible, and the stronghold appears 5–500 (5d%) miles from its intended destination.
Without locomotion (see Table 2–12: Stronghold Locomotion), it cannot move once on the new plane (though its occupants may exit and move into the plane).
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *plane shift*; *Market Price*: 25,000 gp.

PRISMATIC SCREEN

When creating this augmentation, choose one face of the wall.
A *prismatic wall* covers the chosen side.
It can be destroyed by the same laborious process as a *prismatic wall*; however, note that any layer destroyed automatically reforms 24 hours later.
The creator of the *prismatic screen* is immune to its effects.
When creating this augmentation, the creator can add up to 1 additional person per caster level to the list of those who are immune to its effects.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *prismatic wall*; *Market Price*: 60,000 gp.

SAILING

The stronghold floats as if naturally buoyant, and no natural force can bring the castle beneath the sea's surface.
Without locomotion (see Table 2–12: Stronghold Locomotion), the stronghold simply floats and does not actually sail under its own power (though currents will move it about).
If this mobility function is dispelled or destroyed somehow, the fortress slowly sinks to the bottom of whatever body of water it sails upon.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *water walk*; *Market Price*: 3,000 gp.

SHADOW–SHIFTING

By infusing the walls with umbral ichor (found in pools on the Plane of Shadow), you can create a stronghold that shifts between the Material Plane and the Plane of Shadow. The price below assumes a single dose of umbral ichor and allows the stronghold to exist on the Plane of Shadow for 1 hour (set at the time of construction) each day.
For example, if you mix 12 doses of umbral ichor into the mortar of your stronghold, it can remain on the Plane of Shadow for 12 hours and the Material Plane for 12 hours each day.
Which hours are spent on the Plane of Shadow is set during construction, but night on the Material Plane is common.
Every space in your stronghold must have umbral ichor for it to be effective.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *shadow walk*; *Market Price*: 5,000 gp.

SLICK

Add +10 to the DC of any Climb check made to scale the chosen side of the wall.
When creating this augmentation, you may choose for it to affect only one side of a wall.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *grease*; *Market Price*: 1,500 gp.

SPIDERWALK

Anyone scaling this wall can climb as if under the effect of a *spider climb* spell (though you need not have bare hands and feet to use it).
When creating this augmentation, you may choose for it to affect only one side of a wall.
For instance, you might place it on the inner side of a freestanding wall to obviate the need for stairwells or ladders to reach the top of a defensive placement.
Some builders place many arrow slits backed with small platforms all along the inside of such a wall to maximize its utility.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *spider climb*; *Market Price*: 1,500 gp.

SUBMERSING

The stronghold can withstand the pressures of the deep sea, able to travel to depths as great as twenty miles below the sea.
If the inhabitants need to breathe air, the stronghold must have the airtight augmentation.
Without locomotion (see Table 2–12: Stronghold Locomotion), the stronghold sits on the seafloor and does not move.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *water walk*, *augment object*; *Market Price*: 7,500 gp.

TANGLEWOOD

This augmentation can only be added to walls of wood or living wood.
The wall animates and *entangles* (as the entangle spell) anyone approaching within 5 feet of the outside of a *tanglewood* wall.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *entangle*; *Market Price*: 2,500 gp.

TELEPORTING

The stronghold can teleport without error as a whole once or more per day.
In a single round, it disappears from one location and appears in another.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *teleport without error*; *Market Price*: 50,000 gp.

THORNWOOD

This augmentation can only be added to walls of wood or living wood.
Creatures who attempt to climb or are forced into *thornwood* suffer damage as if it were a *wall of thorns*.
This augmentation does not allow creatures to force their way through the wall (unlike *wall of thorns*).
Magical fire burns away the *thornwood* augmentation, though it naturally grows back in 24 hours.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *wall of thorns*; *Market Price*: 15,000 gp.

TRANSPARENT

This augmentation makes the wall transparent (though not actually invisible).
Viewers on either side of the wall can see through it as if it were a window.
This does not affect any other properties of the wall, nor does it affect anything hanging from the wall or painted, drawn, or scribed onto it.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *invisibility*; *Market Price*: 3,000 gp.

UNHOLY GUARDING

When creating this augmentation, choose one face of the wall.
Any evil character on the chosen side of the wall (or standing atop the wall) gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also gain spell resistance 25 against good spells and spells cast by good creatures.
Furthermore, they are protected from possession and mental influence as per *protection from good*.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *unholy aura*; *Market Price*: 50,000 gp.

WEBBED

When creating this augmentation, choose one face of the wall.
A 10-foot-thick *web* (as the spell) extends out from the chosen side.
Any damaged or burned section of webs automatically reforms 24 hours later.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *web*; *Market Price*: 3,000 gp.

WINDGUARD

When creating this augmentation, choose one face of the wall.
A *wind wall* protects that side of the wall.
When creating the augmentation, you can choose to include the first 10 feet above a wall of stronghold space in the augmentation (for instance, to protect your wall-mounted guards from arrows).
Remember that the *windguard* works against objects going in either direction.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *wind wall*; *Market Price*: 3,000 gp.

WOODBANE

When creating this augmentation, choose one face of the wall.
No wooden objects can come within 10 feet of the chosen side of the wall.
Fixed wooden objects with a circumference greater than 3 inches—such as most trees—are unaffected.
When creating the augmentation, you can choose to include the first 10 feet above a wall of stronghold space in the augmentation (for instance, to protect your wall-mounted guards from arrows).
You cannot apply this augmentation to walls of wood or living wood.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *repulsion*; *Market Price*: 33,000 gp.

WONDROUS ARCHITECTURE

Chapter 3: Strongholds in the Campaign discusses how best to use existing magic items—as described in the DUNGEON MASTER's *Guide*—in a stronghold.
In this section, we introduce a number of new magic items of special interest to the builder or owner of a stronghold.
Wondrous architecture are essentially immobile (or largely immobile) magic items, and follow all the normal rules for using such items.
Remember that dungeons are a form of stronghold.
Even when you're not building strongholds for characters, you can use the wondrous architecture presented here to spice up your dungeons.
Add some surprises to your next dungeon-crawl adventure.
If you want to have a continuing magic effect in use in your stronghold, and it's not something you can find in the *Player's Handbook* or the DUNGEON MASTER's *Guide*, then you should build it yourself.
For this, use the rules on creating magic items in Chapter 8 of the DUNGEON MASTER's *Guide*.
Creating Wondrous Architecture
To create wondrous architecture (stationary or bulky versions of wondrous items), the character needs the proper tools and equipment to work on the item in question, whatever it may be.
She also needs a supply of certain materials.
The first and foremost of these is the item to be enchanted.
Unlike with other magic items, the cost of an architectural item is not subsumed into the cost of creating the item.

Any other materials needed are covered in this basic cost, but the item itself must be purchased or obtained separately.
If the item has a permanent spell effect, the costs are simple to determine.
They depend only on one factor: whether the item in question is removable or an embedded part of the stronghold.
If the item is bulky but technically removable—like a statue, a tapestry, or a rug—the cost to imbue it with a permanent spell effect is 1,000 gp × the spell level × the caster level.
For example, a *guardian statue* is a normal statue that has had the *alarm* spell permanently infused into it.
Since *alarm* is a 1st-level spell and can be cast by a 1st-level caster, the cost for giving the statue this ability is (1,000 × 1 × 1) = 1,000 gp.
The cost of the statue is entirely separate.
In this way, the character can give this magic ability to any statue that she likes, no matter how artistic or mundane, and pay the original cost.
If the item is not movable at all—if it's actually a part of the stronghold and would be damaged or destroyed if removed—then the cost is 500 gp × the spell level × the caster level.
For example, an *ambassador's chamber* is a room in which everyone inside is affected by *friendship*, as listed under the *emotion* spell.
Since *emotion* is a 3rd-level bard spell and can be cast by a 7th-level bard, the cost for giving the room this ability is (500 × 3 × 7 =) 10,500 gp.
Building the room, of course, is paid for normally.
If the prerequisites for making the item include one or more spells, the creator must have the spells prepared ahead of time or, in the case of a sorcerer or a bard, at least know the spells.
She does not have to provide any material components or focuses the spell requires, nor are any XP costs inherent in any of these spells incurred in the creation of the item.
The act of working on the spell triggers the prepared spells, making them unavailable for casting on any of the days that the creator is working on the item.
Those spell slots are expended from the creator's currently prepared or known spells, just as if they had been cast in the course of an adventure.
Creating some items may involve meeting other prerequisites than simply being able and available to cast the spells in question.
See the individual descriptions of the various magic items for full details.
Crafting wondrous architecture requires one day for each 1,000 gp of the worth of the created item.
Creating the *ambassador's chamber* described above, for instance, would require eleven days of work on the part of the creator.
Disabling Wondrous Architecture
As a stationary magic item, wondrous architecture is essentially identical to a magic trap (even though some have beneficial rather than harmful effects), such items can be discovered by a rogue (or other character capable of finding traps) and deactivated with a Disable Device skill check.
The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used in the construction of the wondrous architecture.
A successful Disable Device check against an item of wondrous architecture suppresses its magic properties for 1d4 rounds (just as if you had successfully cast *dispel magic* against the item).
If you beat the check by 10 or more, you suppress its magic properties for 1d4 minutes instead.

AMBASSADOR'S CHAMBER

This stronghold space shifts the attitude of any creature entering to the next most favorable reaction on Table 5–4: Influencing NPC Attitude in the DUNGEON MASTER's *Guide*, as if affected by an *emotion* spell of the *friendship* variety (Will save DC 14 negates).
Creatures involved in combat continue to fight normally.
If a wizard creates this chamber, the DC is 16 and the market price is 14,000 gp.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *emotion*; *Market Price*: 10,500 gp.

BED OF REGENERATION

Any subject missing a limb or other extremity can lie in this bed and find his body restored to its original state.
If the severed parts are available and touching the subject, this healing takes place in 4 full rounds.
Otherwise, it takes 2d10+3 rounds.
The subject also regains 1d8+13 lost hit points.
If the subject does not want to be healed, he can make a Fortitude save (DC 20) to negate the effect.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *regeneration*; *Market Price*: 91,000 gp.

BED OF RESTORATION

This bed works like a *lesser bed of restoration*, but it instead casts *restoration* on the user.
If the subject does not want to be affected, he can make a Will save (DC 16) to negate the effect.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *restoration*; *Market Price*: 38,000 gp.

BED OF RESTORATION, LESSER

This bed casts *lesser restoration* on any person who lies on it for 3 consecutive rounds.
It can function only on a single target at once, so if more than one creature lies on the bed, nothing happens.
If the subject does not want to be healed, he can make a Will save (DC 13) to negate the effect.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *lesser restoration*; *Market Price*: 6,000 gp.

BED OF WELLNESS (REMOVE BLINDNESS/DEAFNESS)

This bed works like a *lesser bed of restoration*, but it instead casts *remove blindness/deafness* (one effect per use) on the user.
If the subject does not want to be affected, he can make a Fortitude save (DC 14) to negate the effect.

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *remove blindness/deafness*; *Market Price*: 15,000 gp.

BED OF WELLNESS (REMOVE CURSE)

This bed works like a *lesser bed of restoration*, but it instead casts *remove curse* on the user.
If the subject does not want to be affected, he can make a Fortitude save (DC 14) to negate the effect.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *remove curse*; *Market Price*: 15,000 gp.

BED OF WELLNESS (REMOVE DISEASE)

This bed works like a *lesser bed of restoration*, but it instead casts *remove disease* on the user.
If the subject does not want to be affected, he can make a Fortitude save (DC 14) to negate the effect.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *remove disease*; *Market Price*: 15,000 gp.

BIER OF INQUISITION

This large stone platform casts *speak with dead* on any corpse lain upon it.
This lasts for 5 minutes, and in this time the corpse can be asked up to two questions, and it answers as best it can.
This does not work on undead.
If the corpse's alignment differs from that of the person asking the question, the corpse gets a Will save (DC 14).
After the effect expires, the *bier of inquisition* will not work on that same corpse for a full week, nor will a standard *speak with dead* spell.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *speak with dead*; *Market Price*: 7,500 gp.

BIER OF INQUISITION, GREATER

This works like the standard *bier of inquisition*, but the effect lasts for up to 15 minutes and the corpse can be asked up to seven questions.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *speak with dead*; *Market Price*: 22,500 gp.

BIER OF LIFE

This large stone platform casts *raise dead* on any corpse laid upon it, but only if you also place a diamond worth at least 500 gp over the corpse's heart.
The activation of the magic consumes the diamond.
The *raise dead* spell only works upon corpses less than nine days dead and if the subject's soul is free and willing to return.
A raised subject loses a level when raised—or 1 point of Constitution if she's at 1st level.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *raise dead*; *Market Price*: 22,500 gp.

BIER OF RESURRECTION

This large stone platform casts *resurrection* on any corpse laid upon it, but only if you also place a diamond worth at least 500 gp over the corpse's heart.
The activation of the magic consumes the diamond.
The *resurrection* spell only works upon remains less than 90 years dead.
The revived subject is restored to full hit points, vigor, and health.
However, he loses a level—or 1 point of Constitution if he's at 1st level.
This effect even works on those killed by a death effect or who have become undead.
It cannot, however, help someone dead of old age.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *resurrection*; *Market Price*: 44,500 gp.

BLACK LUMINARY

This large (3-foot-wide) steel half-orb sheds *darkness* in a 20-foot radius around itself.
The creator of the orb can choose to include a shutter that will block the darkness when closed.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *darkness*; *Market Price*: 6,000 gp.

BLACK LUMINARY, PITCH

This large (4-foot-wide) steel half-orb sheds *deeper darkness* in a 60-foot radius around itself.
The creator of the orb can choose to include a shutter that will block the darkness when closed.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *deeper darkness*; *Market Price*: 15,000 gp.

BRAZIER OF AURA REVEALING (CHAOS)

This works like a *brazier of aura revealing (evil)*, except that it detects chaos instead and you can be overwhelmed only if you're lawful.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect chaos*; *Market Price*: 3,000 gp.

BRAZIER OF AURA REVEALING (EVIL)

When lit, this massive (5-foot-wide) brazier outlines any evil creature within 60 feet in a faint greasy, gray illumination.
If such a creature remains in the area for more than 2 rounds, the strength of its aura (dim, faint, moderate, strong, or overwhelming, as per the *detect evil* spell in the *Player's Handbook*) becomes apparent to all who can see the creature.
This item can't reveal creatures who aren't visible (whether by concealment, cover, or sheer invisibility), though anyone within 60 feet of the brazier can sense the presence (and direction) of the evil creature, though not its exact location.
If the evil power is "overwhelming" and twice the character level of a good-aligned viewer, the viewer is stunned for 1 round.
This can actually make having such a brazier around a liability if some truly nasty things invade your stronghold.
Of course, if the creature entering is that powerfully evil, anyone who is overwhelmed by its presence probably wouldn't be much good against it anyhow.
It's up to you to gauge the risk-benefit ratio for installing such an item.
See *detect evil* in the *Player's Handbook* for details on aura strength and how long an aura lingers.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect evil*; *Market Price*: 3,000 gp.

BRAZIER OF AURA REVEALING (GOOD)

This works like a *brazier of aura revealing* (*evil*), except that it detects good instead and you can only be overwhelmed if you're evil.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect good*; *Market Price*: 3,000 gp.

BRAZIER OF AURA REVEALING (LAW)

This works like a *brazier of aura revealing* (*evil*), except that it detects law instead and you can only be overwhelmed if you're chaotic.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect law*; *Market Price*: 3,000 gp.

BRAZIER OF AURA REVEALING (MAGIC)

This works like a *brazier of aura revealing* (*evil*), except that it detects magic instead (and an overwhelming aura strength has no dangerous effect).
The brazier does not reveal its own magic power.
For particulars about aura strengths and the length than an aura lingers, see the *Player's Handbook*.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *detect magic*; *Market Price*: 1,000 gp.

BRAZIER OF AURA REVEALING (UNDEAD)

This works like a *brazier of aura revealing* (*evil*), except that it detects undead instead.
As with such a brazier, those of good alignment can be overwhelmed if they detect extremely powerful undead.
For particulars about aura strengths and the length than an aura lingers, see the *Player's Handbook*.
Caster Level: 1st; *Prerequisites*: Craft Wondrous Item, *detect law*; *Market Price*: 1,000 gp.

BRAZIER OF BRIGHT BURSTS

While lit, this massive brazier (5 feet wide) can cause the *fireworks* version of *pyrotechnics* with but a word from its user.
All those who can see the brazier, who are within 120 feet of it, and who fail to make a Will save (DC 13) are blinded by the fireworks blasting out of the brazier.
This effect lasts 1d4+1 rounds.
Those who know that the brazier's power is about to be activated gain a +10 circumstance bonus on their saving throws against this effect.
Many guardhouses keep a *brazier of bright bursts* nearby, for two key purposes.
First and most obvious, guards can use it to blind intruders, and it works against all of them within range, no matter the number.
This can give the guards valuable, needed time to shut the gates and secure the stronghold.
Second, the fireworks serve as a signal to everyone else in the castle of brewing trouble.
The fireworks make a great deal of noise as well as light.
Anyone within 200 feet of the brazier can hear this easily.
Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each interposing substantial wall.
In quiet conditions, the blasts can be heard 300 feet away.
The fire in the brazier is not itself magical, although the brazier is.
The fire is extinguished by the activation of the brazier.
Relighting a *brazier of bright bursts* requires a full action, assuming there sufficient fuel exist.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *pyrotechnics*; *Market Price*: 6,000 gp.

BRIGHT LUMINARY

This large (4-foot-wide) steel half-orb sheds *daylight* in a 60-foot radius around itself.
The creator of the orb can choose to include a shutter that will block the light when closed.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *daylight*; *Market Price*: 6,000 gp.

CABINET OF STASIS

This cabinet stands 8 feet tall by 3 feet deep by 4 feet wide.
Any creature placed fully within it is immediately placed into a state of suspended animation (no save), slowing its life functions to the point where they essentially halt.
Once inside, the creature feels the passage of one day for every decade that actually passes, although it spends the time in a dreamless sleep.
Creatures inside the cabinet only awaken if pulled from the cabinet by someone outside; it's possible to starve to death.
A *cabinet of stasis* can be used to keep a prisoner "on ice".
Sometimes the creators of heavily trapped strongholds retreat into *cabinets of stasis* for centuries rather than face some outer calamity.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *temporal stasis*; *Market Price*: 66,000 gp.

CACOPHONOUS CHAMBER

Whenever someone enters this stronghold space, the very walls scream at him at an eardrum-bursting volume.
The creature must make a Fortitude save (DC 16) or be or be deafened for 2d6 rounds and take 2d6 points of damage.
A successful save avoids the deafness and halves the damage.
Brittle or crystalline objects or crystalline creatures take 7d6 points of damage.
Crystalline creatures get a Fortitude save (DC 16) to halve this damage, while creatures holding an endangered object can negate the damage with a Reflex save (DC 16).
This effect cannot penetrate magical silence.
The *hall of noise* is extremely loud and so works effectively as an alarm.
Anyone within 200 feet of the place can hear the noise easily.
Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each interposing substantial wall.
In quiet conditions, the noise can be heard 300 feet away.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *shout*; *Market Price*: 14,000 gp.

CHAMBER OF AIRY WATER

Anyone in this stronghold space can breathe water as if it were air.
Those that can breathe water are unaffected.

If a subject doesn't wish to be affected, it can make a Will save (DC 14) to negate the effect.
Just about every underwater stronghold has at least one such chamber in which to entertain surface-dwelling guests.
More ambitious underwater builders use this feature in as much of their stronghold as possible, leaving only the most private areas alone.
Some air-breathing builders even use this feature to create underwater portions of their airy strongholds.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *water breathing*; *Market Price*: 8,500 gp.

CHAMBER OF CLIMBING

Anyone who enters this stronghold space can suddenly traverse walls and ceilings as if a *spider climb* spell had been cast on her.
This effect only lasts on any particular subject as long as she is actually in the room.
This extra is often added to rooms with trapdoors in the ceiling or secret doors placed high in the wall.
The *chamber of climbing* isn't obvious, so only the stronghold residents will walk up to the trapdoor.
Intruders probably won't think to try walking up a wall.
A subject can make a Will save (DC 13) to prevent being affected by the spell.
A creature with a Strength score of 23 or better can pull the subject off the wall.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *spider climb*; *Market Price*: 1,500 gp.

CHAMBER OF COMFORT

The temperature in this stronghold space is always a cozy 70°F.
Additionally, the room magically circulates fresh air in and out of the room.
The smoke from a fire lit in the room draws directly into the ceiling and then disappears.
The place is never stuffy, always feeling like a soft breeze is flowing through the place, even if it's airtight.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *Leomund's tiny hut*; *Market Price*: 7,500 gp.

CHAMBER OF COURAGE

Any creature in this stronghold space gains a +4 morale bonus against *fear* effects while in the room.
This also lasts for 10 minutes after the subject leaves the room.
If a subject suffering from a *fear* effect enters the room, she gets a new saving throw with the +4 morale bonus.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *remove fear*; *Market Price*: 1,500 gp.

CHAMBER OF GUIDANCE

Anyone who speaks the proper command word (usually engraved on a wall) while in this chamber receives a +1 competence bonus on a single attack roll, saving throw, or skill check made in the next hour.
Each user can only take advantage of this effect once per day.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *guidance*; *Market Price*: 750 gp.

CHAMBER OF HIDDEN CHARACTER

The alignment of anyone in this stronghold space is undetectable.
Evil characters who do not wish for those around them to know their true alignment often use this feature.
Caster Level: 2nd; *Prerequisites*: Craft Wondrous Item, *undetectable alignment*; *Market Price*: 3,000 gp.

CHAMBER OF SAFETY

This extra provides anything in this stronghold space damage reduction against ranged weapons, akin to that of a *protection from arrows* spell.
Anything in the area of effect, including the stronghold space itself, gains DR 10/+1 against ranged weapons.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *protection from arrows*; *Market Price*: 9,000 gp.

CHAMBER OF SAFETY, GREATER

This wondrous architecture is identical to the standard *chamber of safety*, except that ranged ammunition that misses a target within this stronghold space is reversed in midair. It then flies back to the original attacker, making a ranged attack with an attack bonus of +0 as if someone standing in the location of the original target had fired it.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *protection from arrows*, *repel wood*; *Market Price*: 50,000 gp.

CHAMBER OF SEEING

Any invisible creature that enters this stronghold space instantly becomes visible.
Only creatures with no visible form, such as invisible stalkers, remain unseen.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *invisibility purge*; *Market Price*: 7,500 gp.

CHAMBER OF SLOTH

Any creature entering this stronghold space falls under the influence of a *slow* spell (Will save DC 14 negates).
Since this potential trap affects all creatures within the space, stronghold defenders wishing to best utilize it must equip themselves with ranged weapons that they can use from outside the chamber.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *slow*; *Market Price*: 7,500 gp.

CHAMBER OF SPEED

Any creature entering this room acts as if under the influence of a *haste* spell.
The main reason for having a room such as this is so that you can get things done more quickly.
Those extra partial actions add up after a while.
Most tasks can be completed in about half the normal time.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *haste*; *Market Price*: 15,000 gp.

CHAMBER OF THE EARTHBOUND

Within the walls of this chamber, the *fly* spell does not function, nor does the flight function of any magic item that has *fly* as a prerequisite.
Characters flying before entering the chamber float to the ground as if the spell's duration had expired.
Upon leaving the chamber, any *fly* spells or effects whose duration has not expired returns to normal efficacy.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *spell immunity*; *Market Price*: 14,000 gp.

CHAMBER OF THE UNLIVING

The entire stronghold space is under the influence of an *antilife shell*.
Most living creatures cannot enter the space.
The exceptions are constructs, elementals, outsiders, or undead.
No saving throw is allowed to permit other types of creatures to enter the space affected.
The *chamber of the unliving* is most often found in the stronghold of a necromancer, because the spellcaster's minions can move through the space freely, even if she cannot.
Such places are often also encountered in an extraplanar stronghold, because the outsiders that live there can move about without pause, while most visitors from the Material Plane cannot.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *antilife shell*; *Market Price*: 33,000 gp.

CHAMBER OF WEAK-MINDEDNESS

Anyone who enters this mist-filled stronghold space must make a Will save (DC 17) or fall victim to a *mind fog* spell.
While the fog doesn't significantly affect vision in the area, those who fall victim to its magical effects suffer a –10 competence penalty on all Wisdom checks and Will saves.
This effect lasts while the target is in the chamber, as well as for another 2d6 rounds after she leaves.
Anyone who makes the original Will save once need not make another save against the chamber's effects while she remains in the chamber.
If she leaves and comes back in, though, she must make a new saving throw.
This magic item is best used in conjunction with other effects, such as *inscriptions of urgency*, or in the sanctum of a bard or enchanter.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *mind fog*; *Market Price*: 22,500 gp.

CLOUDGATHERING ORB

This large (4-foot-wide) crystal orb keeps the weather nasty (thunderstorms in spring, torrential rain in summer, sleet in autumn, and blizzards in winter) around the stronghold for a two-mile radius.
Anyone attempting to magically alter the weather in this area must make an opposed level check against the *cloudgathering orb's* power to succeed.
See the DUNGEON MASTER's *Guide* for weather effects.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *control weather*; *Market Price*: 33,000 gp.

CONSECRATED CHAPEL

The entire stronghold space is *consecrated*, as per the spell.
All Charisma checks to turn undead gain a +6 sacred bonus.
Undead in the space suffer a –2 sacred penalty on attack and damage rolls and saves.
Undead cannot be created within nor summoned into this space.
The *consecrated chapel* must contain an altar, shrine, or other permanent fixture dedicated to the creator's chosen deity.
A *desecrate* spell negates the effect of the *consecrated chapel* for the duration of the *desecrate* spell.
After that, the effects of the *consecrated chapel* return.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, fixture dedicated to chosen higher power, *consecrate*; *Market Price*: 5,500 gp.

DESECRATED SHRINE

The entire stronghold space is *desecrated*, as per the spell.
All Charisma checks to turn undead suffer a –6 penalty.
Undead in the space gain a profane +2 bonus on attack and damage rolls and saves.
Undead cannot be created within nor summoned into this space.
Undead summoned or created in this space gain +2 hit points per HD.
The *desecrated shrine* must contain an altar, shrine, or other permanent fixture dedicated to the creator's chosen higher power.
A *consecrate* spell negates the effect of the *desecrated shrine* for the duration of the *consecrate* spell.
After that, the effects of the *desecrated shrine* return.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, fixture dedicated to chosen higher power, *desecrate*; *Market Price*: 3,000 gp.

DISHONEST CHAMBER

Whenever anyone uses a Divination spell to detect an aura within this chamber, the spell instead randomly indicates that some other person or object radiates the aura searched for.
If nothing in the chamber radiates the aura detected for, the chamber has no effect.
If the caster of the Divination spell makes a Will save (DC 13), his spell works normally.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *misdirection*; *Market Price*: 3,000 gp.

ENGRAVED CIRCLE OF PROTECTION (CHAOS)

This addition is identical to an *engraved circle of protection (evil)*, except that it provides protection from chaotic creatures.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *magic circle against chaos*; *Market Price*: 7,500 gp.

ENGRAVED CIRCLE OF PROTECTION (EVIL)

This work is a permanent form of a *magic circle against evil*.
It is engraved into the floor of the stronghold space that encloses it.
It can be any size from 3 feet wide up to a full 20 feet across, taking up most of a stronghold space.

Once engraved, the size cannot be changed.
Anyone within the engraved circle of protection (evil) gains the effects of a *protection from evil* spell.
Alternatively, the *engraved circle of protection* can be created to serve as a magical prison for a called creature (as *magic circle against evil*, except that the effect is permanent).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *magic circle against evil*; *Market Price*: 7,500 gp.

ENGRAVED CIRCLE OF PROTECTION (GOOD)

This addition is identical to an *engraved circle of protection (evil)*, except that it provides protection from good creatures.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *magic circle against good*; *Market Price*: 7,500 gp.

ENGRAVED CIRCLE OF PROTECTION (LAW)

This work is identical to an *engraved circle of protection (evil)*, except that it provides protection from lawful creatures.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *magic circle against law*; *Market Price*: 7,500 gp.

EVERFUL BASIN

This enchanted basin always has six gallons of water in it, no matter how many times it might be dipped into.
However, if the *everful basin* is ever emptied completely, such as by tipping it over, it ceases to work forever, the magic spilling away with the last of the water.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *create water*; *Market Price*: 4,500 gp.

EVERFUL LARDER

Whenever opened, this magical larder produces simple, nourishing food for five people.
If removed from the larder and not immediately consumed, the food becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *create food and water*; *Market Price*: 15,000 gp.

FORBIDDING SIGILS

These inscriptions guard a stronghold space from unwanted visitors—extraplanar or otherwise.
A *sigil* has two effects: First, the area is sealed from extradimensional travel into it, including *dimension door*, *teleport*, *plane shift*, and summoning spells.
Second, creatures with alignments different from the caster's cannot enter the area.
Creatures whose alignments differ in one aspect (lawful evil vs.
chaotic evil, for example), suffer 3d6 points of damage and are hedged out.
Creatures whose alignments differ in two aspects (chaotic good vs.
lawful neutral) suffer 6d6 points of damage.
A successful Will save (DC 19) negates both effects, but if a character fails the save once, future attempts automatically fail.
Dispel magic automatically fails against *forbidding sigils* unless the dispeller is 11th level or higher.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *forbiddance*; *Market Price*: 12,200 gp.

FRIGHTFUL TAPESTRY

This huge tapestry takes up an entire wall in a stronghold space.
Any creature of less than 6 HD who enters becomes frightened for 5 rounds (Will save DC 13 negates).
A frightened creature flees the stronghold by the shortest possible path.
If unable to flee the subject can still fight, but a frightened creature suffers a –2 morale penalty on attack rolls, damage rolls, and saving throws.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *scare*; *Market Price*: 10,000 gp.

GARDEN OF UNDERSTANDING

Any character that enters this stronghold space can understand and communicate with all plants (including plant creatures) in the space.
This works like a *speak with plants* spell, although the effect ends as soon as either the character or the plant leaves the space.
While this bit of wondrous architecture is most often created as part of a garden—all the better to find plants in—it can just as easily be worked into any other place in which the owner might wish to communicate with plants.
Some stronghold owners have this effect placed upon any space and then place potted plants about the area.
Later, the owner can go back and converse with the plants to see if they have learned or simply overheard anything while she was away.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *speak with plants*; *Market Price*: 7,500 gp.

GHASTLY CHAMBER

Any person entering this space is immediately paralyzed for 1d6+2 rounds (as if affected by a *ghoul touch* spell), and exudes a nauseating stench that deals a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks to all within 10 feet.
This stench (and effect) lasts as long as the person remains paralyzed.
A successful Fortitude save (DC 13) by the person entering negates the paralysis and stench, while the same save negates the nausea.
This effect is best used in conjunction with either a number of guards or some kind of alarm.
Otherwise, the victims may be able to simply suffer through the paralyzation and walk away.
The creator may make the area of effect for this chamber smaller than the standard 400 square feet (as small as a 5-foot-by-5-foot square).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *ghoul touch*; *Market Price*: 3,000 gp.

GUARDIAN STATUE

This item looks like nothing more than a standard piece of statuary.

However, if someone comes within 5 feet without giving the password, it lets out with an alarming hue and cry.
The creator can make this either a mental *alarm* or an audible *alarm*, as per the spell.
When found, this is a mental alarm 25% of the time and an audible alarm 75% of the time.
If the *alarm* is audible, anyone within 60 feet can hear it clearly.
Each interposing closed door reduces that distance by 10 feet.
Each interposing substantial wall reduces the distance by 20 feet.
In quiet conditions, the *alarm* can be heard faintly up to 180 feet away.
A *silence* spell on either the *guardian statue* or the listener defeats the audible *alarm*.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *alarm*; *Market Price*: 3,000 gp.

HALL OF BABBLE

Anyone who enters this stronghold space must make a Will save (DC 14) or have any words that she speaks come out as an unintelligible mess.
The creator of this magic item determines the exact nature of the transmuted sounds at the time of creation.
This makes it impossible for anyone in the room to communicate verbally with anyone else.
Additionally, it prevents a spellcaster from casting a spell that requires a verbal component.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *sculpt sound*; *Market Price*: 7,500 gp.

HALL OF CHAOS

An aura of randomly patterned colors surrounds all chaotic characters in this stronghold space.
This grants them a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also get spell resistance 25 against lawful spells and those cast by lawful creatures.
They are also protected from possession and mental influence as per *protection from chaos*.
If a lawful creature hits a protected character in melee, the attacker is *confused* for 1 round, as per the *confusion* spell.
A Will save (DC 22) negates this.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *cloak of chaos*; *Market Price*: 60,000 gp.

HALL OF DESPAIR

Any creature that enters this stronghold space suffers a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls as long as he remains within the chamber (as if affected by an *emotion* spell of the *despair* variety; Will save DC 14 negates).
If a wizard creates this chamber, the DC is 16 and the market price is 14,000 gp.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *emotion*; *Market Price*: 10,500 gp.

HALL OF FEAR

Any creature that enters this stronghold space must immediately flee from the area (as if affected by an *emotion* spell of the *fear* variety; Will save DC 14 negates).
If a wizard creates this chamber, the DC is 16 and the market price is 14,000 gp.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *emotion*; *Market Price*: 10,500 gp.

HALL OF FRIENDSHIP

Any humanoid entering this stronghold space while the owner is also within the space becomes *charmed* by the stronghold's owner (as if by the *charm person* spell; Will save DC 22 negates).
This lasts as long as the *charmed* person remains within the stronghold space.
The *hall of friendship*'s effect can function on a maximum of 30 HD of creatures at any given time.
If more potential targets exist than the room can affect, the owner may select potential targets one at a time until he reaches the limit (any target whose HD would put the total over 30 is not affected).
Many throne rooms or negotiation chambers include this wondrous architecture.
Tread carefully, though, since the effect fades as soon as the target leaves the affected area.
Those who realize that they have been *charmed* may not be happy about it.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *mass charm*; *Market Price*: 60,000 gp.

HOLE OF HIDING

This addition is effectively a permanent *rope trick* set into the ceiling of a stronghold space.
Alternatively, if there is no ceiling, it leads up to 30 feet above the space.
The *hole of hiding* is an extradimensional space with a rope attached to its entry.
You climb up the rope (Climb check, DC 15) to enter the space.
Up to seven people and the rope can fit in the space, or eight people if you let the rope hang out.
Once you pull up the rope, the space is undetectable.
Inside the *hole of hiding* you can see out into the real world as if you are looking out a 3-foot-by-5-foot window centered on the rope.
Spells cannot cross this window, nor can area effects work across it.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *rope trick*; *Market Price*: 3,000 gp.

HALL OF HOLINESS

A brilliant divine radiance surrounds all good characters in this stronghold space.
This grants them a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also get spell resistance 25 against evil spells and those cast by evil creatures.
They are also protected from possession and mental influence as per *protection from evil*.

If an evil creature hits a protected character in melee, the attacker is blinded.
A Fortitude save (DC 22) negates this.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *holy aura*; *Market Price*: 60,000 gp.

HALL OF HOPE

Any creature that enters this stronghold space gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls while in the stronghold space (as if affected by an *emotion* spell of the *hate* variety; Will save DC 14 negates, though most creatures aware of the effect voluntarily forego the save).
If a wizard creates this chamber, the DC is 16 and the market price is 14,000 gp.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *emotion*; *Market Price*: 10,500 gp.

HALL OF LAW

A dim blue glow surrounds all lawful characters in this stronghold space.
This grants them a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also get spell resistance 25 against chaotic spells and those cast by chaotic creatures.
They are also protected from possession and mental influence as per *protection from chaos*.
If a chaotic creature hits a protected character in melee, the attacker is *slowed*, as per the *slow* spell.
A Will save (DC 22) negates this.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *shield of law*; *Market Price*: 60,000 gp.

HALL OF SILENCE

All sounds made within this stronghold space are negated (as if by a *silence* spell).
A Will save (DC 13) allows a character to speak normally (including casting spells with vocal components), though other sounds remain dampened.
This doesn't affect sounds created outside this stronghold space, so you can hear the noise from other rooms normally.
Stronghold builders often use this wondrous architecture in libraries and sometimes even bedchambers.
It can also quiet extremely noisy places in a stronghold—such as a smithy—so that those nearby can hear themselves think.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *silence*; *Market Price*: 3,000 gp.

HALL OF SPEECH

Anyone who enters this stronghold space can understand any spoken words heard, no matter the language.
Similarly, the subject can speak in any language, although he can only use one at a time.
This wondrous architecture can be especially useful when used in conjunction with scrying magic.
Often a character can spy on someone else magically but not be able to understand what is being said.
When the scrying character is in this hall, such a situation is not a problem.
Caster Level: 4th; *Prerequisites*: Craft Wondrous Item, *tongues*; *Market Price*: 4,000 gp.

HALL OF STRIFE

Any creature that enters this stronghold space gains a +2 morale bonus to Strength and Constitution scores, and a +1 morale bonus on Will saves, but suffers a –1 penalty to AC and must fight regardless of danger (as if affected by an *emotion* spell of the *rage* variety; Will save DC 14 negates, though many creatures aware of the effect voluntarily forego the save).
This effect does not stack with barbarian rage.
If a wizard creates this chamber, the DC is 16 and the market price is 14,000 gp.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *emotion*; *Market Price*: 10,500 gp.

HALL OF TRUTH

Those who enter this stronghold space are unable to speak deliberate and intentional lies unless they make a Will save (DC 13).
Those affected by the enchantment are aware of it, so they cannot be tricked into saying something they would rather not.
This effect only lasts as long as the subject is in the space.
If a subject leaves the space and reenters it later, he must make another saving throw.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *zone of truth*; *Market Price*: 3,000 gp.

HURRICANE'S EYE

This large (5-foot-wide) crystal orb maintains hurricane-force winds (see Chapter 3 of the DUNGEON MASTER's *Guide*) around the outside your stronghold at all times.
Properly placed within a stronghold, the eye of the hurricane (the safe, calm part) can encompass up to twelve stronghold spaces clustered around the orb.
If your stronghold is larger than this, you can purchase multiple orbs and link them together by overlapping the eyes.
Any section surrounded by eyes on all sides automatically becomes a part of the eye, turning the whole region into one massive, continuous eye, leaving the raging winds entirely outside the affected regions.
Any single *hurricane's eye* can be calibrated to create an eye in a smaller number of spaces too.
The only caveat is that these spaces must all be clustered tightly together.
The winds circle the eye in a clockwise or counter-clockwise fashion, as you prefer.
However, if there are more orbs than one, they must all force the wind to circle in the same direction.
If you join this item with a *tornado's eye* or a *windstorm's eye*, they can each only function at the level of the weakest item.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *control winds*; *Market Price*: 75,000 gp.

ILLUSORY LANDSCAPE

The creator designs a permanent *illusory terrain* capable of changing the terrain around a stronghold.

This can make a foreboding or dangerous land look friendly and peaceful, or vice versa.
Some stronghold owners put an *illusory landscape* into place before they even break ground.
This helps prevent later visitors from knowing the true nature of the surrounding terrain.
A single *illusory landscape* covers up to forty-seven contiguous stronghold spaces, and you can overlap multiple illusory landscapes to cover more area.
Note, however, that the spell only affects natural terrain.
Structures, equipment and creatures within the area cannot be hidden by the *illusory landscape* or have their appearance changed.
An *illusory landscape* can cover up the existence of a river or a moat.
It could even make a floating stronghold look as though it sits on the ground, or make a regular stronghold look as though it hovers over the open land.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *hallucinatory terrain*; *Market Price*: 14,000 gp.

INSCRIPTIONS OF CONCEALMENT

Every object within this stronghold space (except for the walls, floor, and ceiling) becomes undetectable to any kind of divination spells and even invisible to normal vision.
Living creatures (and any objects they wear or carry) are not affected by this effect.
The spell does not prevent items in the room from being discovered by touch.
Most stronghold builders who include this wondrous architecture use it to disguise the nature and contents of a treasure or trophy room.
A determined effort can get around the effects, but for most purposes, the room seems empty.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *sequester*; *Market Price*: 45,500 gp.

INSCRIPTIONS OF FALSEHOOD

Every creature within this stronghold space becomes undetectable to scrying and even normal vision.
When the *inscriptions of falsehood* are created, the creator specifies what appears to be going on in the room instead.
You must state this in general terms, and once you set the conditions, you cannot change them.
Attempts to scry the area automatically see the *programmed illusion*.
Direct observation can allow a save (Will save DC 22) if there's a reason to disbelieve the image.
Even entering the space doesn't necessarily allow this, as long as the image is well-constructed and any hidden people take pains to avoid detection.
Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *screen*; *Market Price*: 45,500 gp.

INSCRIPTIONS OF PRIVACY

This wondrous architecture places arcane sigils throughout the walls and ceiling of a room.
They can be as subtle or outlandish as the creator likes.
However, when anyone tries to spy upon anyone in the room by means of *clairaudience/clairvoyance*, *scrying*, a *crystal ball*, or any other method of scrying, the inscriptions glow softly.
If the scrying attempt originates within the stronghold space, the person attempting it begins glowing as well.
Anyone scried upon can make an opposed Scry check.
If the target of the scrying attempt wins the roll, she immediately gets a mental image of the scrier, along with a sense of the direction and distance of the scrier, accurate to within 10%.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *detect scrying*; *Market Price*: 14,000 gp.

INSCRIPTIONS OF URGENCY

Any creature who enters this stronghold space immediately becomes the subject of a *suggestion* spell (Will save DC 19 negates).
The suggested action must be chosen when the inscriptions are created, and cannot be changed afterward.
The *suggestion* cannot be more than one or two sentences long, and it must seem reasonable in nature (as the spell).
The *suggestion* lasts up to 11 hours after the target leaves the room or until the suggested course of action is completed.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *mass suggestion*; *Market Price*: 35,000 gp.

INSCRIPTIONS OF VACANCY

Everyone within this stronghold space becomes undetectable to scrying.
In fact, to them it appears as if the room is entirely empty of people and devoid of activity, no matter how many people are in it or what they are doing.
These inscriptions are often used on areas that need to remain secure, such as throne rooms or war counsel rooms.
No decent kingdom is without at least one such room in its leader's stronghold.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *false vision*; *Market Price*: 22,500 gp.

INVISIBLE HELPER

This permanent *unseen servant* is anchored to a single stronghold space and cannot leave that space.
If it takes enough damage to be destroyed (6 hit points), it disappears forever.
Many stronghold owners use one or more *invisible helpers* to supplement their more traditional servants.
They never tire and can work endlessly, but due to their lack of smarts, they are a poor substitute for the real thing when it comes to complex tasks or real responsibility.
In general, an *invisible helper* can replace any servant whose role is typically filled by a commoner (as opposed to an expert or other class).
Anyone in the space can command the *invisible helper*.
If the helper receives conflicting commands, the helper obeys the owner of the stronghold; otherwise, would-be controllers can make opposed Wisdom checks to see who wins command.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *unseen servant*; *Market Price*: 1,500 gp.

JESTER'S THEATER

Upon entering this stronghold space, a subject must make a Will save (DC 13) or fall into a fit of uncontrollable laughter for 3 rounds.

The subject can take no actions while laughing.
Creatures with Intelligence of 2 or lower are unaffected.
At the end of the duration, or if the save succeeds, the target is immune to the effect as long as she remains within the space.
If she leaves and reenters, she must make the save again.
The name of this space is somewhat misleading, as no honest performer—serious or otherwise—would ever stoop to using magic to get a laugh.
This wondrous architecture is most often used as either a trap (with guards nearby to overhear the laughter) or a form of torture.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *Tasha's hideous laughter*; *Market Price*: 3,000 gp.

LEOMUND'S LASTING SHELTER

This stronghold space is essentially a permanent version of *Leomund's secure shelter*.
The *Player's Handbook* has a diagram of this spell's effect.
It's usually cheaper to simply build a place instead of creating a *Leomund's lasting shelter*, but there are times and locations in which it's not so easy to get materials or workers into place.
Some builders have created a quick stronghold by putting up four or five of these shelters and then connecting them together with simple stone or wooden walls.
In addition to the structure, *Leomund's lasting shelter* comes with a decent security system.
The doors and windows are fitted with *arcane locks*, and the chimney has an iron grate atop it.
In addition, an *unseen servant* is there to meet your every need.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *Leomund's secure shelter*; *Market Price*: 14,000 gp.

LEOMUND'S TEMPERATE HUT

This wondrous architecture is at its heart a permanent version of *Leomund's tiny hut*.
Despite the name of the original spell, the hemisphere of force it creates is actually large enough to fill nearly four full stronghold spaces (a 20-footradius hemisphere).
The *temperate hut* maintains a nice, steady temperature in all but the most extreme climates.
It provides solid protection from the elements and can withstand up to a hurricane-force wind (75+ mph) before it is blown away.
The dome of the hut is opaque from the outside, but people and creatures can pass through it easily.
Ranged weapons can be fired into the hut as well, but since the shell is opaque from that direction, those inside have total concealment.
Those inside the hut can see out clearly.
In addition, the hut can be illuminated or darkened from within with but a word.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *Leomund's tiny hut*; *Market Price*: 7,500 gp.

MAP OF GUIDANCE

When created, this magic item is keyed specifically to a certain stronghold.
As long as it hangs in that stronghold, it depicts the layout of that stronghold.
The map can be as crude or ornate as the creator desires.
The map will faithfully depict all areas and elements of the stronghold on the same plane as the map (even additions made after the map is created), though the creator can designate certain areas not to be shown on the map (such as secret vaults).
Whenever the user touches a room on the map, she instantly knows the shortest, most direct route to get from where she is to the location touched on the map.
The creator can also choose for the *map of guidance* to instill knowledge of how to bypass any traps or dangerous locations (such as passwords or trap bypasses).
The map must be carved into stone, steel, or some other durable substance, and measures at least 4 feet ×3 feet.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *find the path*; *Market Price*: 18,000 gp.

MAP OF TACTICS

This table (at least 5 feet ×5 feet) features a topographical map of the stronghold and the outlying area to a distance of one mile from the stronghold.
When a person touches the map, a glowing icon representing her appears at the appropriate location on the map (Will save DC 16 negates).
The person can then leave the room and wander as she likes.
As long as she stays within the region represented on the *map of tactics*, the map shows where she is.
If she leaves the area and then returns, the map immediately picks up her presence again.
The map can track up to three people at a time for up to 9 hours each.
The icon gives more than just location data on the tracked subjects.
It also renders their status: unharmed, wounded, dying, disabled, unconscious, stunned, dead, and so on.
Anyone within 5 feet of the map instantly understands how to read these icons properly.
If the maximum number of people are already being tracked, no additional people can be tracked until the time limit one or more of the current subjects expires or unless one of the current subjects returns to the map and touches it again.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *status*; *Market Price*: 18,000 gp.

MAP OF TACTICS, GREATER

This item works like the *map of tactics*, except that it can track up to six subjects at a time and for up to 18 hours each.
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *status*; *Market Price*: 36,000 gp.

MISSING CHAMBER

This stronghold space—and everyone and everything inside it—is difficult to detect by divination spells, *detect* spells, and magic items that mimic these effects.
For such a spell or item to work, the caster or item must succeed at a caster level check (1d20 + caster level) against a DC of 16.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *nondetection*; *Market Price*: 7,500 gp.

PANTRY OF PRESERVATION

This stronghold space is enchanted with a permanent version of *gentle repose*.
This prevents the remains of dead creatures from decaying, making for the ultimate in meat preservation.
No fine kitchen goes without it.
When used to store the bodies of deceased humans and humanoids, such a place is called a *morgue of preservation*.
While these spaces are sometimes used to keep many bodies in perfect storage, they are just as often used to keep fresh the body of a notable person that is lying in state.
Often these bodies are placed in a glass case to prevent other damage, then put out (usually under heavy guard) where people can visit the place to pay their respects to the dead.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *gentle repose*; *Market Price*: 3,000 gp.

OAKEN GUARDIAN

This magic item is a large oak tree that can transform into a treant (see the *Monster Manual*).
The creator of an *oaken guardian* gives it an 11-word trigger phrase that tells the treant what to do and when.
You must create the *oaken guardian* within 300 feet of something it is meant to protect.
A druid can create multiple *oaken guardians* if she likes, but they must each be near something that needs protecting.
The *oaken guardian* returns to its tree-like state when it has accomplished its objective.
If it is killed, it is no more.
However, if it is only damaged, it can heal normally—as a treant would, not a tree—even in its tree-like state.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *liveoak*; *Market Price*: 33,000 gp.

ORB OF PLEASANT BREEZES

This large (4-foot-wide) crystal orb keeps the weather in a two-mile radius around the stronghold mild and pleasant no matter the time of year.
Anyone attempting to magically alter the weather in this area must make an opposed level check against the orb's power to succeed.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *control weather*; *Market Price*: 33,000 gp.

PATH OF WATERY SOLIDITY

This effect covers up to eight contiguous 5-foot-by-5-foot squares on the surface of a liquid.
Any creature that walks on the enchanted area treats the liquid as if it were entirely solid, as per a *water walk* spell.
Creatures that wish to avoid this effect must make a Will save (DC 14).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *water walk*; *Market Price*: 7,500 gp.

PLATFORM OF JAUNTING

By stepping on this 10-footround platform—which is affixed to the floor—the user is immediately transported to any other locale within 680 feet, as per the spell *dimension door*.
You always arrive at exactly the right spot, whether you're able to actually visualize the area or simply give relative coordinates by stating a direction and a distance from your current position.
As with *dimension door*, you can risk the chance of reappearing inside of something solid.
If that happens, you remain stuck in the Astral Plane until you make a Will save (DC 25), which you can try each round.
A successful save allows you to move up to 100 feet into an open spot.
If no open spot exists within that range, you can make a similar Will save (DC 25) once each minute to move up to 1,000 feet to an open area.
If no such space exists, you remain trapped in the Astral Plane unless you can escape in some other manner.
When using the *platform of jaunting*, you can bring up to 350 pounds of material you touch.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *dimension door*; *Market Price*: 14,000 gp.

PLATFORM OF JAUNTING, GREATER

This fixture is similar to the *platform of jaunting*, except that it has limitless range on the same plane and you have no chance of becoming stuck on the Astral Plane.
You need only a reliable description of the destination.
If your information proves unreliable, you disappear and then reappear on the platform.
When using the *greater platform of jaunting*, you can bring up to 850 pounds of material you touch.
Since the *greater platform of jaunting* provides only one-way transport, some stronghold builders construct a network of devices to allow for round trips.
This works particularly well when you collaborate with other owners so that you can visit each other at will.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *teleport without error*; *Market Price*: 76,500 gp.

PLATFORM OF HEALING

This 10-foot-diameter platform, which must be affixed to the floor when created, casts *heal* on any living creature that steps onto it.
If an undead creature steps onto the platform, treat it as if a *harm* spell had been cast upon it instead, removing all but 1d4 hit points from it.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *heal*; *Market Price*: 30,000 gp.

PLATFORM OF LEVITATION

Anyone standing upon this square platform can cause it to *levitate* up or down at a rate of 20 feet per round.
If more than one person attempts to direct the *platform of levitation* at once, the winner of an opposed Wisdom check gains control for that round.
In the case of a tie, the platform stays remains in place for 1 round.
When not in use, the platform levitates in place.
The *lesser platform of levitation* measures 5 feet on a side and can lift up to 250 pounds of material in addition to the platform itself, while the *greater platform* (10 feet by 10 feet) can lift a full 2000 pounds in addition to itself.

A *lesser platform of levitation* usually serves used as a magic elevator, bringing beings and light goods from one level of a stronghold to another.
Greater platforms of levitation often serve as freight elevators, used to haul heavy things up and down between levels in a stronghold.
They can even move large weaponry into place at the top of a tower.
Some stronghold owners use the *platform of levitation* to travel between floors.
When the platform is in place, it serves as both ceiling and floor, sealing the room from unwanted visitors.
Caster Level: 3rd (lesser), 20th (greater); *Prerequisites*: Craft Wondrous Item, *levitate*; *Market Price*: 6,000 gp (lesser), 40,000 (greater).

PLATFORM OF TELEKINESIS

This addition is similar to the *platform of levitation*, except that the platform can move in any direction at up to 20 feet per round.
Though most commonly used as a versatile elevator, this item functions admirably outside strongholds as well (even as a mobile weapons platform).
Since it doesn't fit well through a standard doorway, you must plan your stronghold layout carefully to make maximum use of the platform.
Caster Level: 9th (lesser), 20th (greater); *Prerequisites*: Craft Wondrous Item, *telekinesis*; *Market Price*: 20,000 gp (lesser), 100,000 gp (greater).

POOL OF SCRYING

This shallow pool forms a reflective surface in which the user can scry on others.
This works like the standard *scrying* spell.
Spellcasters can cast certain spells through the *pool of scrying* at creatures or things they are scrying upon, as per the *scrying* spell.
While the pool can be shallow, it must be at least 2 feet ×4 feet.
It can be formed into the top of a large pedestal, but these items are just as often found in a room's floor.
If the water is ever entirely emptied from the pool, the item loses its magic.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *scrying*; *Market Price*: 12,000 gp.

POOL OF SCRYING, GREATER

This magic item works like the standard *pool of scrying*, with one exception.
You can reliably cast any spells through it that you could use with the *greater scrying* spell.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *greater scrying*; *Market Price*: 50,000 gp.

PRISMATIC PRISON

A *prismatic wall* surrounds the entire stronghold space, lining the exterior of the walls, ceiling, and floor.
The effect of the walls face outward, which blinds anyone with fewer than 8 HD coming within 20 feet (Fortitude save DC 22 negates).
Only the prison's creator can pass through harmlessly; anyone else passing through the wall suffers its effects.
Most builders who include this item place the space it guards some distance from well-traveled areas of the stronghold.
Caster Level: 15; *Prerequisites*: Craft Wondrous Item, *prismatic wall*; *Market Price*: 60,000 gp.

PRISON OF BLADES

A continuously spinning *blade barrier* lines every inch of this stronghold space's outer walls, ceiling, and floor.
Any creature passing into or out of the *prison of blades* automatically takes 11d6 points of slashing damage.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *blade barrier*; *Market Price*: 33,000 gp.

PRISON OF FIRE

A permanent *wall of fire* lines every inch of this stronghold space's outer walls, ceiling, and floor.
A *prison of fire* takes normal damage from cold (not one-quarter as most objects).
If any 5-foot length of the *prison of fire* takes 20 or more points of cold damage in a single round, the flames go out in that section for 1d4 minutes.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *wall of fire*; *Market Price*: 14,000 gp.

PRISON OF ICE

A permanent 7-inch-thick *wall of ice* lines every inch of this stronghold space's outer walls, ceiling, and floor.
Each 10-foot-square section of the bulwark has 21 hit points, and requires a Strength check (DC 17) to breach with a single attack.
If a section of the *prison of ice* is breached, it repairs itself in 1d4 minutes.
Fire deals full damage to the *prison of ice*, instead of the normal half damage for objects.
Suddenly melting a portion of the prison creates a cloud of steamy fog that lasts for 10 minutes, after which the ice reforms instantly.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *wall of ice*; *Market Price*: 14,000 gp.

PRISON OF THE MIND

Anyone who enters this stronghold space must make a Will save (DC 17) or fall victim to a *feeblemind* spell.
Those who cast arcane spells, such as bards, sorcerers, and wizards, suffer a –4 penalty on their saving throws.
Most owners keep such stronghold spaces locked up tight, as the *prison of the mind* doesn't distinguish between friend or foe.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *feeblemind*; *Market Price*: 22,500 gp.

PRISON OF THORNS

A permanent *wall of thorns* lines every inch of this stronghold space's outer walls, ceiling, and floor.
Any creature passing through the thorns automatically takes 25 points of damage, minus 1 point for each point of the creature's AC, each round.

Dexterity bonuses to AC and dodge bonuses do not count for this calculation.
Ten minutes of chopping with slashing weapons can create a 1-foot-deep safe passage into a *prison of thorns*.
Of course, even after passing through the thorns the intruder still has the stronghold's normal walls to deal with.
Normal fire cannot harm the *prison of thorns*, but magical fire ignites it and burns away any affected section in 10 minutes.
A damaged (but not destroyed) *prison of thorns* regrows completely within 1d4 hours.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *wall of thorns*; *Market Price*: 22,500 gp.

PROOF AGAINST VERMIN

This stronghold space cannot be entered by vermin with 2 or fewer HD.
Vermin with 3 or more HD can only enter the space if they make a Will save (DC 16).
Even if the vermin makes the save, it takes 2d6 points of damage.
Pressing against the barrier causes enough pain to drive away nonaggressive vermin.
Builders often employ this wondrous architecture in the lower levels of a stronghold, which tend to be more vulnerable to invasion by vermin.
Some stronghold owners include this on their bedchambers and their kitchens as well.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *repel vermin*; *Market Price*: 14,000 gp.

RAINBOW TAPESTRY

This tapestry is covered with a glowing, rainbow-hued pattern of colors.
This captivates all who see it (Will save DC 16 negates), just as if they were looking at a *rainbow pattern*.
The *rainbow tapestry* can only affect up to 24 HD of creatures at a time, starting with the targets with the fewest HD.
Among those with equal HD, the creatures closest to the tapestry are affected first.
Captivated creatures cannot move away from the tapestry nor take actions other than to defend themselves.
Any attack upon a captivated creature frees it immediately.
This item cannot affect sightless creatures.
It is most often used as a trap inside certain stronghold spaces.
Sometimes, it is kept furled over the guard-house or atop a stronghold wall, then unfurled when danger approaches.
Those who know that it is there receive a +10 circumstance bonus on their saving throws.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *rainbow pattern*; *Market Price*: 28,000 gp.

ROOM OF READING

Any literate creature in this stronghold space can automatically read magical inscriptions, as per a *read magic* spell.
This effect is most often found in libraries, particularly those owned by spellcasters.
It saves them the trouble of having to cast the *read magic* spell every time they want to puzzle out a bit of magical writing.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *read magic*; *Market Price*: 750 gp.

ROOM OF RENDING

All magic items (not including artifacts) and magical effects entering this stronghold space are affected as if by *Mordenkainen's disjunction*.
Permanent magic items must make a Will save (DC 23) or be turned into normal items.
An item in a creature's possession uses its own Will save bonus or that of its possessor, whichever is higher.
An *antimagic field* has only a 17% chance of being affected.
Caster Level: 17th; *Prerequisites*: Craft Wondrous Item, *Mordenkainen's disjunction*; *Market Price*: 76,500 gp.

SANCTUM SANCTORUM

Each creature entering this stronghold space becomes protected by a *sanctuary* spell.
Anyone trying to attack such a target (including with targeted spells, but not with area or effect spells) must make a Will save (DC 11) to do so.
Otherwise, that action of the attacker is wasted, and the attacker cannot attack that target again until the target leaves the room.
If the target reenters the room, the attacker may attempt a new Will save.
If someone protected by the *sanctum*'s effects attacks, he loses the benefits of the *sanctum* and can be attacked normally.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *sanctuary*; *Market Price*: 1,500 gp.

SECURE CHAMBER

The entire stronghold space is affected by a *mind blank* spell.
No one in the chamber can be affected by devices and spells that detect, influence, or read emotions and thoughts, up to and including *miracle* or *wish*.
Even a scrying that scans an area does not work.
Most throne rooms of mighty rulers use this effect.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *mind blank*; *Market Price*: 60,000 gp.

SIGILS OF ANTIMAGIC

An *antimagic field* fills the entire stronghold space, as indicated by the arcane sigils inscribed upon the walls.
No magical effects, including spells, spell-like abilities, or supernatural abilities, work within this space, nor do any other magic items.
Elementals, outsiders, corporeal undead, golems, and other magical constructs all function normally within the space, although many of their abilities are suppressed.
If a summoned or conjured creature enters the space, it winks out.
Certain spells such as *wall of force*, *prismatic sphere*, and *prismatic wall* are unaffected in this space.

This means that it's possible to have a permanent *wall of force* in an area affected by *sigils of antimagic* without having the place come tumbling down.
The *sigils of antimagic* have no effect on artifacts and creatures of demigod or higher status.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *antimagic field*; *Market Price*: 66,000 gp.

SIGILS OF SUPPRESSION

A *globe of invulnerability* fills the entire stronghold space, as represented by the arcane sigils that are inscribed upon the walls.
No spell effects of 4th level or lower function within this space.
Such spells cannot be cast within the space, nor can their effects extend to within the space (though a targeted *dispel magic* can suppress the effect as with any other magic item).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *globe of invulnerability*; *Market Price*: 33,000 gp.

SIGILS OF SUPPRESSION, LESSER

These are identical to the *sigils of suppression*, except that they only block spell effects of 3rd level or lower (as per *minor globe of invulnerability*).
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *minor globe of invulnerability*; *Market Price*: 14,000 gp.

SPEAKING STONES

Any character that enters this stronghold space can understand and communicate with the stone and rock in the space, whether natural or worked.
This functions like a *stone tell* spell.
While this bit of wondrous architecture is most often created as part of an open courtyard lined with rocks or floored with stones, you can just as easily work it into an any other place in which you might wish to speak with rocks.
Some stronghold owners place this upon a vault or other important room, allowing them to question the walls themselves about intruders.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *stone tell*; *Market Price*: 33,000 gp.

STABLE OF UNDERSTANDING

Any character in this stronghold space can understand and communicate with animals in the space (not including beasts, magical beasts, and vermin).
This works like a *speak with animals* spell, although the effect ends as soon as either the character or the animal leave the space.
While most builders who include this wondrous architecture create it as part of a stable, you can just as easily work it into an aviary, a menagerie, or any other place in which you might wish to communicate with animals.
Some stronghold owners include this on the roof of their stronghold so that they can chat with any local fauna—mostly birds—brave enough to enter the space.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *speak with animals*; *Market Price*: 3,000 gp.

SUMMONING STONE

When any creature comes within 30 feet of one of these menhir-like stones, the stone summons a creature from another plane (as *summon monster*).
Summoned creatures will attack anything coming within 30 feet of the stone.
A *summoning stone* functions three times a day.
The creature summoned is set at the time of the stone's creation.
The table below indicates some typical creatures, though you may select any appropriate creature from the *summon monster* tables in the *Player's Handbook*.
When creating a summoning stone, you may set a password or passphrase that allows characters to approach it without activating it.
Summoning stones come in nine varieties:

Stone Type	Typical Creature(s)	Market Price
I	Celestial dog Fiendish hawk	1,500 gp
II	Celestial eagle Fiendish wolf 1d3 fiendish dire rats	3,000 gp
III	Small elemental Fiendish dire bat 1d3 fiendish hyenas	4,500 gp
IV	Lantern archon Hell hound 1d3 juvenile salamanders	8,400 gp
V	Formian warrior Adult salamander 1d3 vargouilles	13,500 gp
VI	Large elemental Belker 1d3 hound archons	19,800 gp
VII	Invisible stalker Blue slaad 1d3 barbazus	27,300 gp
VIII	Greater elemental Elder salamander 1d3 djinn	36,000 gp
IX	Couatl Vrock 1d3 formian taskmasters	45,900 gp

Caster Level: 5th (I, II, III), 7th (IV), 9th (V), 11th (VI), 13th (VII), 15th (VIII), 17th (IX); *Prerequisites*: Craft Wondrous Item, *summon monster* I–IX (same as level of item); *Market Price*: See table above.

TABLE OF FEASTING

This banquet table seats twelve and magically delivers three fantastic meals per day, each of which works as a *heroes' feast*. Each feast requires an hour to eat, and any interruption of the feast ruins the effects.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *heroes' feast*; *Market Price*: 43,200 gp.

TABLE OF FRESHNESS

This table (which seats up to 12 people) automatically purifies any food or drink put upon it (as the *purify food and drink* spell).

This makes it safe to consume, no matter how spoiled or poisonous.
If left on the table, the substance rots again naturally. However, if taken from the table and returned, the table again purifies it.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *purify food and drink*; *Market Price*: 3,000 gp.

TABLE OF SAFE MEALS

Any poisoned food or drink placed on this table immediately begins glowing with a faint black illumination.
Anyone seated at the table may make a Wisdom check (DC 20) to determine the exact kind of poison.
Such a table can seat up to twelve people.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *detect poison*; *Market Price*: 1,500 gp.

TOUCHSTONE OF FAITH

The 5-foot-square touchstone grants a deflection bonus to AC to any single creature standing upon it.
Stronghold builders often add this to key guard posts or other areas important to the defense of a stronghold.
If more than one creature attempts to use this simultaneously (for instance, if two grappling creatures stand atop it), the item grants no AC bonus.
The *touchstone of faith* comes in four varieties: Type I grants a +2 bonus, type II a +3 bonus, type III a +4 bonus, and type IV a +5 bonus.
Caster Level: 3rd (I), 6th (II), 12th (III), 18th (IV); *Prerequisites*: Craft Wondrous Item, *shield of faith*; *Market Price*: 1,500 gp (I), 3,000 gp (II), 6,000 gp (III), 9,000 gp (IV).

TOUCHSTONE OF SAFETY

The 5-foot-square touchstone grants damage reduction against ranged weapons (as the *protection from arrows* spell) to any single creature standing upon it.
Stronghold builders often add this to key guard posts or other areas important to the defense of a stronghold.
If more than one creature attempts to use this simultaneously (for instance, if two grappling creatures stand atop it), the item grants no damage reduction.
The *touchstone of safety* comes in five varieties: Type I grants DR 10/+1, type II DR 10/+2, type III DR 10/+3, type IV DR 10/+4, and type V DR 10/+5.
Caster Level: 3rd (I), 5th (II), 10th (III), 15th (IV), 20th (V); *Prerequisites*: Craft Wondrous Item, *protection from arrows*; *Market Price*: 3,000 gp (I); 5,000 gp (II), 10,000 gp (III), 15,000 gp (IV), 20,000 gp (V).

TORNADO'S EYE

This large (6-foot-wide) crystal orb maintains tornado-force winds (see the DUNGEON MASTER's *Guide*) around the outside your stronghold at all times.
See the description of the *hurricane's eye* for how this works.
If you join this item with a *hurricane's eye* or a *windstorm's eye*, they can each only function at the level of the weakest item.
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *control winds*; *Market Price*: 90,000 gp.

TREE OF JAUNTING

This tree looks like an ordinary member of its species.
When you enter this tree, you may immediately teleport to a nearby tree of the same species as if you had cast *tree stride*.
The tree you enter and the tree you appear in must be wider around than you are for this to work.
Some stronghold owners set up several such trees around their stronghold to allow people to move around easily.
Sometimes they place one tree at an outpost and another in a central courtyard.
Since an intruder can use this tree as easily as a trusted guard, avoid leaving them unprotected.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *tree stride*; *Market Price*: 22,500 gp.

TREE OF JAUNTING, GREATER

This Medium-size or larger tree looks like an ordinary member of its species.
However, a user can step into the tree and instantly teleport to another tree of the same species, regardless of the distance between the two.
You need only specify a direction and distance or location as you enter the *greater tree of jaunting*, and it brings you to the closest possible tree of the same species.
You can't teleport into a dead tree, nor can you use a tree-like plant creature (such as a treant).
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *transport via plants*; *Market Price*: 33,000 gp.

UNHOLY HALL

An aura of malevolent darkness surrounds all evil characters in this stronghold space.
This grants them a +4 deflection bonus to AC and a +4 resistance bonus on saves.
They also get spell resistance 25 against good spells and those cast by good creatures.
They are also protected from possession and mental influence as per *protection from good*.
If a good creature hits a protected character in melee, the attacker suffers 1d6 points of temporary Strength damage. A Fortitude save (DC 22) negates this.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *unholy aura*; *Market Price*: 60,000 gp.

UPSIDE–DOWN ROOM

Anyone entering this stronghold space immediately falls upward, to a maximum of 30 feet above the floor.
Cunning builders plant spikes along the ceiling to increase damage (this functions identically to a pit).
If no ceiling exists (or if the ceiling is more than 30 above the floor), victims merely hang in space at a height of 30 feet.
In a tall enough room, this can create multiple directions of gravity (allowing guards standing on high ledges to pick off helpless floating targets).
A ceiling-level entrance to the room can allow those who enter to simply flip about and stand on the ceiling, though visitors unaware of the effect must make a Reflex save (DC 10) to avoid falling to the ceiling (this deals no damage either way).

Caster Level: 13th; *Prerequisites*: Craft Wondrous Item, *reverse gravity*; *Market Price*: 45,500 gp.

VEGETATIVE TRAP

The plant material in this stronghold space reaches up to snare anyone who enters the area, much like an *entangle* spell.
Any creature within the *vegetative trap* must make a Reflex save (DC 11).
If it succeeds, it can move at only half normal speed through the area, but suffers no other ill effects.
Those who fail the save become entangled.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *entangle*; *Market Price*: 1,500 gp.

VEIL OF OBSCURITY

This wondrous architecture disguises up to twenty contiguous stronghold spaces (or two levels of ten contiguous stronghold spaces each) with a *mirage arcana* effect, making the structure appear as something other than it is.
It includes audible, visual, tactile, and olfactory elements, though it can't disguise, conceal, or add creatures.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *mirage arcana*; *Market Price*: 25,000 gp.

WARDING BELL

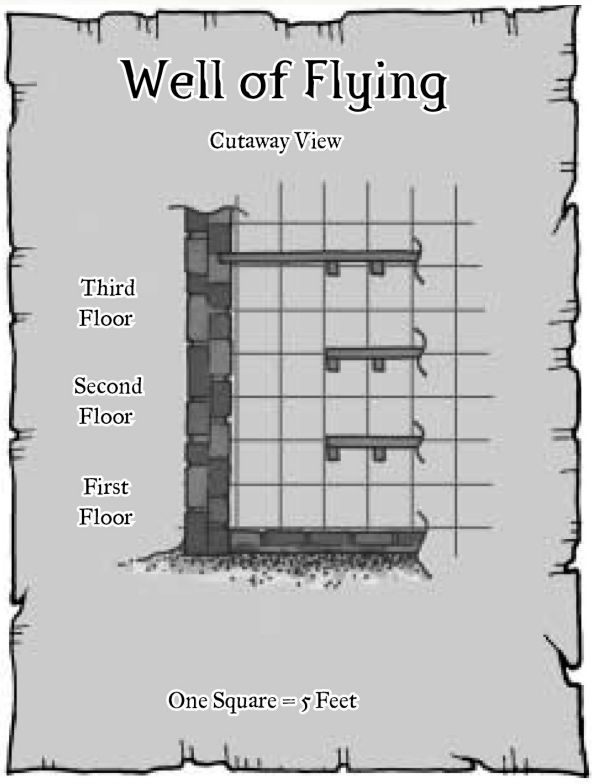
When this enormous bell is rung (requiring a standard action), it immediately activates a *guards and wards* spell.
The *warding bell* must be somewhere in the area to be warded.
The fog and *web* effects work normally.
The *arcane lock* effect allows the stronghold's owner to open the doors normally, but no one else.
The *confusion* part affects all intruders—as defined by the stronghold's owner at the time of the creation of the *warding bell*.
This means that the owner must list the people who would not be considered an intruder.
The longer and less specific the criteria are, the more easily this portion of the *warding bell*'s security can be breached.
Up to 12 doors can be "lost".
These doors must be specified at the creation of the device.
Similarly, the other extra effect granted by the *guards and wards* spell must be chosen at item creation.
Any locations or programming required for these effects must be defined at that time as well.
Some stronghold owners place a *warding bell* at the stronghold's front gate.
In this way, the guards at the gate can activate the security system at a moment's notice.
A single *warding bell* can protect up to six contiguous stronghold spaces, although the warded area is up to 20 feet high.
This means that a cunning creator could cover up to twelve stronghold spaces (six apiece on two levels).
To protect larger strongholds, you must include multiple *warding bells* (each within the area they protect).
The *warding bell* only functions once per day, and the effects last 24 hours or until the stronghold owner voluntarily dismisses them (you can't dismiss individual effects, only the whole spell).
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *guards and wards*; *Market Price*: 7,200 gp.

WELL OF FALLING

This fixture is not actually a well so much as a sneaky way to get from one part of a multilevel stronghold to another.
It looks like an open well at the top, but at the bottom, the well opens out into another room.
Anyone passing through the stone rim of the well (up to 10 feet in diameter) falls slowly to the bottom, as if under the effect of a *feather fall* spell.
This makes the fall the equivalent to jumping off a table, no matter how long the fall.
You can make the *well of falling* up to 100 feet deep (pay for multiple *wells* if you need a deeper one).
Most stronghold builders use a *well of falling* as a way to get from one part of a stronghold to another safely and quickly.
Many builders choose to conceal the door into the bottom of the well (treat as a secret door).
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *feather fall*; *Market Price*: 1,500 gp.

WELL OF FLYING

As with the *well of falling*, this is not a well so much as a sneaky way to get from one part of a multilevel stronghold to another.
Unlike the *well of falling*, the *well of flying* can (and usually does) include multiple entrances to the shaft.
Anyone entering the *well* can fly at a speed of 90 (or 60 if wearing medium or heavy armor) while in the well.
If 10 feet wide, the *well of flying* can be up to 50 feet deep.
If only 5 feet wide, it can be up to 100 feet deep.
You can link multiple *wells of flying* to create a deeper shaft.
Most builders construct the *well of flying* to extend all the way to the ceiling of its top level, allowing you to exit without pulling yourself up from the lip (since the effect extends only to the rim of the *well*).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *fly*; *Market Price*: 7,500 gp.



WINDSTORM'S EYE

This large (4-foot-wide) crystal orb maintains tornado-force winds (see Chapter 3 of the DUNGEON MASTER's *Guide*) around the outside your stronghold at all times.
See the description of the *hurricane's eye* for details.
If you use this item in conjunction with a *hurricane's eye* or a *tornado's eye*, they can each only function at the level of the weakest item.
Caster Level: 12th; *Prerequisites*: Craft Wondrous Item, *control winds*; *Market Price*: 60,000 gp.

WONDROUS ABSENCE

This conceals all magical auras in a single stronghold space.
This works like *Nystul's undetectable aura*.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *Nystul's undetectable aura*; *Market Price*: 3,000 gp.

WONDROUS WHISPERER

This 5-foot-wide concave cone is carved into an exterior wall of the stronghold.
The wide end of the cone opens into the stronghold, while the tip is actually a small hole into the outside.
Any message (of up to twenty-five words) spoken at the open end travels through the wind to any known location within three miles (as the *whispering wind* spell).
The location must be reachable by a wind.
The wind covers one mile every 10 minutes.
When the wind reaches its objective, it swirls about, leaves its message, and then dissipates.
Many outposts use this item to deliver messages to the main stronghold.
In addition, in open and airy strongholds, it provides a fine way to communicate with others throughout the place.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *whispering wind*; *Market Price*: 3,000 gp.

ZONE OF ELEMENTAL IMMUNITY

The stronghold space is immune to damage from a specific energy type (acid, cold, electricity, fire, or sonic).
Anyone within the stronghold space shares this immunity, but only if the damage comes from a source outside the stronghold.
For instance, while the stronghold floats on a lake of lava, those within suffer no damage, but a *fireball* cast from within the space affects all creatures within normally.
Unless you have some specific reason to protect only a section of your stronghold, this effect is generally placed on the entire stronghold.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *protection from elements*; *Market Price*: 10,000 gp.

SWORD AND FIST (3.0)

AMULET OF MIGHTY FISTS

This amulet grants an enhancement bonus of +1 to +5 to attack and damage rolls with unarmed attacks.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *magic fang*, caster must be of a level three times that of the bonus of the amulet; *Market Price*: 6,000 gp (amulet +1); 24,000 gp (amulet +2); 54,000 gp (amulet +3); 96,000 gp (amulet +4); or 150,000 gp (amulet +5).

BELT OF MIGHTY PROWESS

This wide, adamantine-studded leather belt grants the wearer a +6 enhancement bonus to Strength and Constitution.
Caster Level: 15th; *Prerequisites*: Craft Wondrous Item, *bull's strength*, *endurance*; *Market Price*: 108,000 gp.

GLOVES OF FEARSOME GRIP

These flexible leather gloves increase the strength of the wearer's grip.
They grant the wearer a +5 enhancement bonus to Climb checks, grapple checks, and opposed attack rolls made during a disarm attempt (either offensively or defensively).
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *bull's strength*; *Market Price*: 15,000 gp.

HEADBAND OF FEROCITY

This headband made of wild boar leather lets the wearer keep going when she would normally collapse from her wounds.
She can act normally at 0 hp (though taking strenuous actions still damages her), if she's at negative hp (as low as –9), she acts normally, although she still risks losing 1 hp each round, as normal.
At –10 hp, she dies.
Likewise, the wearer is harder to stop with subdual damage.

Subdual damage does not stagger her, and she falls unconscious only when her subdual damage exceeds her hp by 10 or more.
Caster Level: 8th; *Prerequisites*: Craft Wondrous Item, *endurance*; *Market Price*: 2,000 gp.

HEADBAND OF PERFECT EXCELLENCE

This pure silk cloth is worn as a headband.
It grants the wearer a +6 enhancement bonus to Strength, Dexterity, and Wisdom.
Caster Level: 18th; *Prerequisites*: Craft Wondrous Item, *bull's strength*, *cat's grace*, and either *commune* or *legend lore*; *Market Price*: 180,000 gp.

KI STRAPS

These leather straps, when wrapped around both hands, grant the wearer a +5 enhancement bonus to her DC with a monk's stunning attack or the Stunning Fist feat.
Wearing the straps is like wearing gloves; they take up the "gloves" slot on the character's body.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, monk level 3rd+; *Market Price*: 5,000 gp.

SANDALS OF THE TIGER'S LEAP

These sandals allow the wearer to make devastating flying kicks.
The wearer must have 5 ranks of Jump or Tumble to use them.
On a charge, she can perform a flying kick.
Treat this as an unarmed attack that deals double normal damage.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *jump*; Market Price: 3,500 gp.

VEST OF FALSE LIFE

While wearing the vest, a character gains +10 hp.
When he takes it off, he loses 10 hp.
(They are not temporary hp in the normal sense).
Caster Level: 6th; *Prerequisites*: Craft Wondrous Item, *endurance*; *Market Price*: 12,000 gp.

TOME AND BLOOD (3.0)

BELT OF MANY POCKETS

This broad belt seems to be nothing more than a well-made article of clothing, but closer examination reveals eight small pouches on its inner front surface.
In fact, a total of sixty-four magical pouches exist in the belt, seven others «behind» each of the eight readily apparent ones.
Each of these pouches is similar to a miniature *bag of holding*, able to contain up to 1 cubic foot of material weighing as much as 10 pounds.
One of these pouches can hold the wearer's familiar, no matter what its size.
The familiar has access to food, air, and water while inside the pouch.
Anything stored in the pockets is effectively weightless and does not affect the wearer's encumbrance, so long as the belt is worn around the waist.
It can be rolled up and stored away, but in that case it weighs one-tenth of the total weight of all stored items.
When worn around the waist, the belt responds to the thoughts of its wearer by opening a full pouch (to extract something from) or an empty one (to put something in) as desired.
Naturally, this item is greatly prized by spellcasters, for it can hold components for many spells and make them readily available.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *familiar pocket* (see Chapter 5: Spells), *Leomund's secret chest*, *locate object*; *Market Price*: 11,000 gp; *Weight*: 1 lb.

BELT OF SPELL RESISTANCE

This intricately embroidered sash is worn around the waist.
It grants the wearer spell resistance of 21.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *spell resistance*; *Market Price*: 90,000 gp; *Weight*: —.

ESCRIER'S BROOCH

This magic brooch of metal and glass allows its wearer to contact any other creature wearing a similar brooch as the *sending* spell twice per day.
This spell-like ability requires a standard action that does not draw an attack of opportunity.
Creatures not wearing an *Escrier's brooch* cannot be contacted using this item.
The brooch does not work in dead-magic areas or across planes.
it has an AC of 13, 1 hit point, a hardness of 5, and a break DC of 18.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *sending*; *Market Price*: 20,000 gp; *Weight*: —.

GOLEM MANUAL

This book is a treatise on the construction and animation of golems.
It contains all the information and incantations necessary to make one of the four sorts of golems described in the *Monster Manual*.
The spells included in a golem manual require a spell trigger and can be activated only when building a golem.
Once the golem is finished, the writing fades and the book is consumed in flames.
When the ashes are sprinkled upon the golem, it becomes fully animated.

CLAY GOLEM MANUAL

The book contains *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *animate objects*, *bless*, *commune*, *prayer*, *resurrection*; *Market Price*: 24,000 gp; *Cost to create*: 9,250 gp +5,575 XP; *Weight*: 5 lb.

FLESH GOLEM MANUAL

The book contains *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, and *protection from arrows*.
Caster Level: 14th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, and *protection from arrows*; *Market Price*: 24,000 gp; *Cost to Create*: 8,750 gp +5,675 XP; *Weight*: 5 lb.

IRON GOLEM MANUAL

The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.
Market Price: 32,250 gp; *Cost to Create*: 10,500 gp +7,500 XP; *Weight*: 5 lb.

STONE GOLEM MANUAL

The book *contains geas/quest*, *limited wish*, *polymorph any object*, and *slow*.
Caster Level: 16th; *Prerequisites*: Craft Magic Arms and Armor, Craft Wondrous Item, *geas/quest*, *limited wish*, *polymorph any object*, and *slow*; *Market Price*: 28,750 gp; *Cost to Create*: 9,500 gp +6,700 XP; *Weight*: 5 lb.

RUG OF WELCOME

This finely crafted rug looks like a normal floor covering, 5 feet wide and 10 feet long.
It can be commanded to guard an area, and when so activated it animates and grapples creatures of up to Large size that step on it.
If desired, the owner can set a password to avoid activating the rug's effect.
The owner need not be present for the rug to attack.
The rug can attack one creature at a time.
Once it grabs a creature, it holds on until commanded to release the foe.
The owner can command the rug from up to 30 feet away.
Caster Level: 11th; *Prerequisites*: Craft Wondrous Item, *animate object* or *Bigby's grasping hand*; *Market Price*: 30,000 gp; *Weight*: 15 lb.
Animated Rug: CR 5; Large construct; HD 13d10; hp 71; Init +0; Spd 0 ft.; AC 20 (touch 9, flat-footed 20); Atk +23 melee (no damage, grab); Face/Reach: 5 ft. by 10 ft./5 ft.; SA Improved grab, +4 modifier on grab attacks; SQ Construct; AL N; SV Fort +4, Ref +4, Will +4; Str 31, Dex 10, Con -.
Int -.
Wis 11, Cha 1.
Skills and Feats: None.
Improved Grab (ex): If the rug hits a creature of Large size or smaller with its grab attack, it attempts to start a grapple as a free action without provoking an attack of opportunity.
The rug's attack bonus for establishing or maintaining a hold is +28.
Construct: Immune to mind-influencing effects, poison, disease, and similar effects.
Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

VEST OF RESISTANCE

These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will).
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, caster level must be three times that of the cloak's bonus; *Market Price*: 1,000 gp (+1),4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5); *Weight*: 1 lb.

TOME OF BATTLE (3.5)

CROWN OF WHITE RAVENS

A *crown of White Ravens* is one of several items that grants its wearer the use of a maneuver.
The crown's wearer need not be a martial adept, but knowledge of other maneuvers and ranks in the discipline's key skill give the wearer access to more powerful maneuvers.
Lore: Elf scholars insist that members of their race were the first to create *crowns of White Ravens*, and all other similar items, such as *Desert cloaks* and *slippers of the Setting Sun*, are copies of the concept created by martial adepts of other races.
This assessment seems plausible not only because all *crowns of White Ravens* seem to be fashioned in the elven style, but also because the crowns have the longest recorded history.
Description: Three types of *crowns of White Ravens* exist: novice, scholar, and master.
Each looks like a crown of white alabaster, carved with delicate fluting and spindles that rise from it like castle towers.
N*ovice crowns of White Ravens* have the simplest appearance and the fewest spires, while a *master crown of White Ravens* bears more than a dozen towers and some highly ornate carvings.
Prerequisite: Anyone can wear a *crown of White Ravens*, but to gain any benefit from it, a wearer must meet the prerequisite of the desired maneuver.
Activation: A *crown of White Ravens* requires a day to attune to its wearer once it is donned.
After wearing it continually for 24 hours, the wearer must choose one of the White Raven maneuvers that the item can grant for which he meets the prerequisite.
He then gains knowledge of that maneuver and can use it as long as the crown is worn.
Should the crown be removed and then replaced, it requires another day to attune itself to the wearer before it can grant knowledge of any maneuvers.
Effect: A person who has worn a *crown of White Ravens* for 24 hours gains the use of a single White Raven maneuver for which he meets the prerequisite.
The maneuver can be of a martial adept level up to the highest level the *item* grants.
A *novice crown of White Ravens* grants a maneuver of up to 3rd level, a *scholar crown of White Ravens* grants a maneuver of up to 6th level, and a *master crown of White Ravens* grants a maneuver of up to 9th level.
Aura/Caster Level: Faint divination (novice), moderate divination (scholar), or strong divination (master). CL 5th (novice), 10th (scholar), or 15th (master).

Construction (Novice): Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline; 1,500 gp, 120 XP, 3 days.
Construction (Scholar): Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline; 7,500 gp, 600 XP, 15 days.
Construction (Master): Craft Wondrous Item, knowledge of a maneuver from the White Raven discipline; 22,500 gp, 1,800 XP, 45 days.
Variants: Eight variants of the *crown of While Ravens* exist, one for each of the other martial disciplines.
Like the *crown of White Ravens*, each has a novice, scholar, and master version.
In all respects, they function in the same manner as the *crown of White Ravens* does, except that each grants access to a maneuver from a different discipline and occupies a different place on the wearer's body.
Desert Wind Cloak: *Desert Wind cloaks* are the color of windblown sand, and they always shift and flutter as if disturbed by a breeze, even indoors and on calm days. Most bear decorative stitching around the edges in gold and red thread depicting flaming scimitars, picks that trail smoke, and maces that shine like the sun.
Devoted Spirit Amulet: The appearance of these amulets varies considerably, since each is constructed to serve a particular axis of alignment: chaos, evil, good, or law. Some even double as holy symbols.
A Devoted Spirit amulet does not function for someone who doesn't share its alignment.
Iron Heart Vest: These heavy, leather vests are run through with tiny slivers of iron, which give them a dull sparkle. The iron resists rust, but *Iron Heart vests* can eventually rake on an orange hue because the iron slivers degrade and stain the vest's material.
Ring of the Diamond Mind: Unlike similar items devoted to different disciplines, a *ring of the Diamond Mind* requires its creator to have the Forge Ring feat instead of Craft Wondrous Item.
A ring of the Diamond Mind looks like a simple gold band set with a diamond, but anyone peering closely into the stone can see the visage of the wearer, or of the last person to wear the ring if no one currently wears it.
Shadow Hands: *Shadow Hands* look like hands carved of jet The carvings are incredibly detailed, depicting every mark of a humanoid hand, down to fingerprints and every crack in the palm and knuckle.
When someone places both hands over the *Shadow Hands* so that his shadow falls over them, the carved hands vanish, and a pair of black silk gloves appears on the person's hands.
These gloves can be removed normally, whereupon they become hands carved of jet that look exactly like the wearer's hands.
Slippers of the Setting Sun: Each of these beautifully crafted red silk slippers bears an emblem of the setting sun upon the toe.
The sun is stitched in gold thread, and its rays are bronze and copper.
Stone Dragon Belt: A *Stone Dragon belt* looks like a wide belt made from expertly broken slabs of slate.
Surprisingly, it weighs almost nothing and doesn't inhibit movement at all.
Tiger Claw Bracers: These bracers bear a tiger's stripes, but all in metal, with copper for orange, iron for black, and silver for white.
Upon donning the bracers, the wearer hears a tiger's roar and feels the pain of sharp claws in his back for fleeting moment.
Weight: 1 lb. (*Desert Wind cloak*, *crown of White Ravens*, *Iron Heart vest*, *Stone Dragon belt*, *Tiger Claw bracers*); 1/2 lb. (*slippers of the Setting Sun*), or — (*Devoted Spirit amulet*, *ring of the Diamond Mind*, *Shadow Hands*).
Price: 3,000 gp (novice), 15,000 gp (scholar), or 45,000 gp (master).

TOME OF MAGIC (3.5)

AMULET OF THE SILVER TONGUE

An *amulet of the silver tongue* makes its wearer better able To pronounce words clearly and correctly—a key aspect of the art of the truenamer.
Description: An *amulet of the silver tongue* depicts a grinning face with an open mouth.
Naturally, most are fashioned from silver.
Many have a pin on the back and are used As a cloak-clasp.
An *amulet*'s functions are subtle, although wearers seem to enunciate their words more clearly, whether they're uttering truenames or conversing normally.
Prerequisite: This item functions for any creature, but only those with the Truespeak skill benefit from wearing it.
Activation: An *amulet of the silver tongue* provides its bonus as long as it's worn.
Effect: The lesser version of the *amulet* grants a +5 enhancement bonus on Truespeak checks.
A greater *amulet of the silver tongue* grants a +10 enhancement bonus.
Aura/Caster Level: Moderate transmutation. CL 7th.
Construction: Craft Wondrous Item, *glibness*, Truespeak 5 ranks (lesser) or Truespeak 10 ranks (greater), 1,250 gp (lesser) or 5,000 gp (greater), 100 XP (lesser) or 400 XP (greater), 3 days (lesser) or 10 days (greater).
Variants: Divine spellcasters sometimes use *vestments of the silver tongue* (+625 gp for lesser and +5,000 gp for greater). Amulets are problematic for clerics and druids because so many wear *periapts of Wisdom*.
Weight: —.
Price: 2,500 gp (lesser), 10,000 gp (greater).

CHIME OF SUPPRESSION

A *chime of suppression* helps you gain control of an unruly vestige.
Lore: During the time of Syfal.
binders created and used these items to conceal the vestiges they bound while they were hunted by the Seropaeneans. (Knowledge [religion] DC 25).
Description: This triangular brass instrument is inscribed with strange runes and feels unusually light.
One end features a hinged handle made of rosewood and a chain, also brass, that ends in a metal striker.
The runes are the confounding seals of the vestiges, reinforced with additional markings that suggest control and power.

When struck, the instrument produces an unsettling, echoing chime that can be heard only by the wielder.
Prerequisite: This item functions only if the wielder is bound to a vestige.
Activation: As a standard action, you touch the striker to the chime.
You can use a chime three times per day, and its effects last for 1 minute.
You can only target a vestige within yourself with a *chime of suppression*.
Effect: A *chime of suppression* temporarily stifles one of your bound vestiges (chosen by you at the lime of use), forcing its will into the dark corners of your mind.
For the duration of the effect, you lose access to all the abilities granted by the spirit, but it has no influence over you, and you do not show its sign.
Aura/Caster Level: Moderate abjuration. CL 7th.
Construction: Craft Wondrous Item, soul binding ability, *dismissal*, 1,900 gp, 152 XP, 2 days.
Weight: 1/2 lb.
Price: 3,800 gp.

COLLAR OF UMBRAL METAMORPHOSIS

This collar temporarily transforms you into a creature of shadow.
Description: A *collar of umbral metamorphosis* is a thick collar of black leather studded with onyx spikes and closed with a tarnished silver clasp.
When activated, it seems to disappear into your shadowy flesh.
Activation: A command word, such as "fade" or darken", both activates and deactivates the collar.
This requires a standard action.
A collar functions for up to 10 minutes per day, divided up as you see fit (but each use counts as 1 minute, Minimum).
Effect: This item transforms you into a being of shadow. bestowing the dark creature template.
Aura/Caster Level: Moderate transmutation. CL 11th.
Construction: Craft Wondrous Item, *shadow investiture*, 5,400 gp, 432 XP, 11 days.
Variants: While some mystery users appreciate the cost savings associated with a command word item, others prefer a continuous *collar of umbral metamorphosis*.
These items have a market price of 22,000 gp.
Weight: 1 lb.
Price: 10,800 gp.

DARK LANTERN

Designed by shadowcasters, a *dark lantern* sheds a mystical light in the form of shadowy illumination.
Description: This item is a hood lantern, constructed of black iron with mithral filigree.
Its crystalline panels are tinted bright gold.
When lit.
the lantern radiates shadowy illumination out to 60 feet.
The light flickers more slowly than normal fire, and the crackle of the flames sounds more like plodding footsteps.
Activation: You strike a light within, just as if it were a normal lantern.
The lantern must have oil or other fuel.
You also speak a command word, such as "shadows" or "darkness".
The activating process requires a full-round action.
You can deactivate the lantern by opening it and blowing out the flame within (altogether a standard action).
Effect: A *dark lantern* sheds a mystic light that creates shadowy illumination, modifying the brightness of ambient light as well as spells of equal or lower level with the light or darkness descriptor.
Aura/Caster Level: Moderate evocation. CL 9th.
Construction: Craft Wondrous Item, *dusk and dawn*, 1,000 gp, 80 XP, 2 days.
Weight: 2 lb.
Price: 2,000 gp.

GEM OF NIGHT

A *gem of night* is essentially a piece of solid shadow that can grow into a shadow elemental.
Description: The item appears to be a reflective black gemstone.
It is a rough globe, covered in hundreds of tiny facets.
It is vaguely cold to the touch and seems to absorb rather than reflect light.
Prerequisite: Anyone can benefit from a *gem of night*.
Activation: The gem must be crushed, smashed, or broken (a standard action).
Effect: The gem conjures a Large shadow elemental under the control of the creature that broke the gem.
The elemental is banished back to the Plane of Shadow after 13 rounds.
Aura/Caster Level: Moderate conjuration. CL 13th.
Construction: Craft Wondrous Item, *summon umbral servant*, caster must begin with a gem mined or found on the Plane of Shadow, 750 gp, 60 XP.
2 days.
Weight: —.
Price: 1,500 gp.

IMPLEMENTS OF BINDING

I*mplements of binding* enhance your ability to bind and control vestiges.
They help to focus your concern during the binding process and provide incentive for the spirit to be amenable to your will.
Description: Inside an intricately carved leak box, a set of unusual objects rests upon a red velvet cushion.
The items are an ivory chalice, a bronze serpentine knife, and three perfectly spherical crystals.
When you use *implements of binding*, the knife vibrates and the chalice creates a soft ringing sound, while three stones glow with the brightness of candles.
Prerequisite: Only characters with the soul binding class feature can use this item.
Activation: As part of the time it lakes to draw a vestige's seal properly (see page 17), you can use *implements of binding* to aid the process of pact making.
You must begin by placing the three crystals around the seal to form an inverted triangle Then you use the knife to cut a small incision in each of your palms, dealing a total of 1 point of damage, and squeeze the blood into the chalice.
Effect: I*mplements of binding* provide a +2 competence bonus on your bind check to make a pact with a summoned

vestige, in combat, the knife functions as a nonmagical masterwork dagger.
Aura/Caster Level: Faint transmutation. CL 3rd.
Construction: Craft Wondrous Item, soul binding ability, *eagle's splendor*, 1,130 gp.
32 XP, 2 days.
Variants: –1 on binding checks (–600 gp), +4 on binding checks (+2,400 gp), +6 on binding checks (+6,400 gp), +8 on binding checks (+12,000 gp).
Weight: 10 lb.
Price: 1,530 gp.

ORB OF SHADOW

Mystery users prize *orb of shadow* as wizards do *pearls of power*.
Description: An *orb of shadow* appears to be a black pearl of average size and unusual luster.
Activation: Once per day.
you can speak a command word as a standard action to activate an orb.
You must have the orb in your hand; drawing it out is a move action.
Effect: Like a *pearl of power*, this item allows a single extra use of a mystery, regardless of whether that mystery functions as a spell, spell-like ability, or supernatural ability. The mystery must be of a particular level, depending on the orb.
Different orbs exist for recalling one mystery per day of each level from 1st through 9th and for the recall of two mysteries per day (each of a different level, 6th or lower).
Aura/Caster Level: Strong transmutation. CL 17th.
Construction: Craft Wondrous Item, creator must be able to cast mysteries of the mystery level to be recalled; 500 gp, 40 XP, 1 day (1st); 2,000 gp, 160 XP, 4 days (2nd); 4,500 gp, 360 XP, 9 days (3rd); 8,000 gp, 640 XP, 16 days (4th); 12,500 gp, 1,000 XP, 25 days (5th); 18,000 gp, 1,440 XP, 36 days (6th); 24,500 gp, 1,960 XP, 49 days (7th); 32,000 gp, 2,560 XP, 64 days (8th); 40,500 gp, 3,240 XP, 81 days (9th); or 35,000 gp, 2,800 XP, 70 days (two mysteries).
Variants: Some mystery users prefer to set an *orb of shadow* into a ring.
In case, you need never draw out the orb, but it occupies space on your body as a ring.
Weight: —.
Price: 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two mysteries).

SEAL OF THE SPIRIT

A *seal of the spirit* provides a permanent and reusable seal for summoning a particular vestige.
Lore: Each seal is keyed to a specific spirit.
Knowledge [arcana] or Knowledge [religion] DC 25; Knowledge [the planes] DC 30).
The Seropaenean Order is desperate to acquire and destroy these items.
(Knowledge [religion] DC 35).
Description: This silky black bundle of cloth unfolds into a square 5 feet across.
A wide circle with peculiar lines inside it is embroidered on the fabric with gold thread.
When activated, a *seal of the spirit* binds itself to a surface and remains fixed until the binding process is finished. Throughout the entire binding process, the seal emits a pulsing and flickering red light with the brightness of a torch.
Prerequisite: Only characters with the soul binding class feature can use this item.
Activation: As a standard action, you activate A *seal of the spirit* by speaking its command word (usually the name of the spirit keyed to it) and placing it on a flat and steady surface.
Once activated, the seal functions until either you bind the vestige or it leaves of its own accord.
You can use a particular *seal of the spirit* once per day.
Effect: Once activated, a *seal of the spirit* serves as the seal you would otherwise draw during the ritual required to contact a vestige.
Since you need not draw the seal to contact the spirit, the item considerably reduces the time it takes to conjure the entity.
The seal does not negate any other requirements for summoning a particular vestige.
For more information on binding vestiges, see the binder class description (page 9).
Aura/Caster Level: Moderate conjuration. CL 7th.
Construction: Craft Wondrous Item, soul binding ability, *minor creation*, 3,000 gp, 240 XP, 3 days.
Weight: —.
Price: 6,000 gp.

SHROUD OF NIGHT

A *shroud of night* grants you a number of shadow-oriented defenses.
Description: A *shroud of night* is a very lightweight cloth, made of a thin, gossamer material.
It is always black or dark gray.
When worn, it ripples slightly even in the absence of any wind or movement.
The shroud wraps about the shoulders but occupies space on the body as a vest, not as a cloak.
Activation: The deflection bonus is active constantly while the shroud is worn.
Using *dancing shadows* or *shallow skin* requires a command word, such as "nightfall" or "obfuscate".
Effect: A *shroud of night* grants you a +2 deflection bonus to AC.
It can also cast the mysteries *dancing shadows* and *shadow skin* each once per day, on you only.
Aura/Caster Level: Fatal abjuration, illusion. CL 5th.
Greater shroud: Moderate abjuration, illusion (shadow). CL 11th.
Construction: Craft Wondrous Item, *dancing shadows*, *shadow skin*, *caul of shadow*, 5,080 gp, 407 XP, 11 days.
Greater shroud: Craft Wondrous Item, *dancing shadows*, *shadow skin*, *caul of shadow*, *voyage into shadow*, 18,315 gp. 1,466 XP.
37 days.
Variants: A *greater shroud of night* grants a +3 deflection bonus, and also enables you to use *voyage into shadow* once per day (self only).
To do so, you must utter a command word (such as "vanish") and wrap the shroud about yourself.
Weight: 1 lb.

Price: 10,160 gp.
Greater shroud: 36,630 gp.

SOUL LENS

A *soul lens* refines and augments the abilities granted by a vestige.
Description: A soul lens is a sapphire monocle held inside a gold ring.
Whenever the wearer uses a supernatural ability granted by a vestige and augments it with this item, the lens flashes with a soft blue light.
Prerequisite: You must be bound to a vestige to use this item.
Activation: Using a *soul lens* is not an action: you simply wear the item.
It fills the goggle slot.
Effect: While you wear a *soul lens*, the save DC of any supernatural ability bestowed upon you by a vestige increases by 1.
Aura/Caster Level: Faint transmutation. CL 3rd.
Construction: Craft Wondrous Item, soul binding ability, *eagle's splendor*.
6,000 gp, 480 XP, 6 days.
Weight: —
Price: 12,000 gp.

TEETH OF DAHLVER–NAR

The strange and wondrous *teeth of Dahlver-Nar* give you a physical link to the vestiges and their power.
Lore: The *teeth of Dahlver-Nar* bear the name of the first human to use them.
Rumor among the ignorant holds that the teeth tie your soul to fiendish forces, granting them control over your body and even your thoughts.
(Knowledge [history] DC 30).
No one knows who created the teeth, or even how it was done.
Binder scholars debate whether the items can be created at all—many contend that a new one simply comes into being when a soul transforms into a vestige.
(Knowledge [arcana] DC 30).
Individual *teeth of Dahlver-Nar* have occasionally been destroyed, but a new version of a destroyed tooth always crops up at some later date.
However, no more than one version of a particular tooth ever exists at any given time.
(Knowledge[history]DC 35).
Several versions of the story about the origin of the *teeth of Dahlver-Nar* exist, but one aspect of it remains constant: Dahlver-Nar.
a human cleric, discovered the teeth and made them known through his use of their powers.
(Knowledge history] DC 30).
Legend says that using the teeth too often or using too many of them at once can drive the user mad or.
turn her into a tooth beast (see page 88).
How much of this tale is truth and how much is fiction remains to be seen.
Marry binders have attempted to find out by collecting all the teeth, but as yet no one has managed to obtain all of them at once.
(Knowledge [history] DC 30).
Description: *Teeth of Dahlver-Nar* differ in appearance according to their associated vestiges.
Many look like the teeth of various humanoids; others appear more unusual.
Eurynome's tooth, for example, is a molar as big as 3 dwarf's fist, Acererak's tooth is a ruby shaped like a cuspid, and Zagan's tooth is a snake fang the length of an elf's hand.
Each tooth is inscribed with the seal of a vestige—though it is unbound by the outer circle common to vestige seals.
The teeth change size to fit the user's mouth, but only just.
Chupoclops's tooth juts out of the user's mouth in the form of a tusk, beside the two created by his sign.
Activation: To employ one of these items, you must remove one of your own teeth and put the *tooth of Dahlver-Nar* in its place.
This bloody process requires a full-round action and deals 1 point of damage.
Afterward, your tooth is permanently gone; you cannot later replace it after removing the *tooth of Dahlver-Nar*.
A regenerate spell replaces lost teeth, so long as no *teeth of Dahlver-Nar* occupy the spaces of missing teeth at the time of casting.
Replacing your teeth with *teeth of Dahlver-Nar* does not affect bite damage or give you a bite attack if you normally lack one.
You must have a *tooth of Dahlver-Nar* in your mouth for one full day before you can use its ability.
During that time, you show the sign of the associated vestige and are under its influence, as described in the Effect section below.
After the tooth has been in your mouth for 24 hours, you can activate or deactivate any continuous abilities it grants as a standard action.
Other abilities require a standard action to use.
Use of an ability granted by this item never provokes an attack of opportunity, but effects produced by a *tooth of Dahlver-Nar* are not supernatural; they can be dispelled and suppressed in the same way as those of other magic items.
A creature cannot target a tooth in your mouth for the purpose of sundering or magic effects other than dispel magic.
The only way a foe can get your tooth is to render you helpless and physically remove it.
Such a removal deals no damage.
Using *teeth of Dahlver-Nar* does not give you the ability to bind a vestige for the purpose of meeting the prerequisites of a feat or a prestige class.
Teeth of Dahlver-Nar do not occupy a magic item body slot.
Effect: Placing a *tooth of Dahlver-Nar* in your mouth grants you a special magical ability, but it also links your soul and body to the vestige with which the tooth is associated.
When the tooth is in your mouth, you show the sign of the associated vestige, just as you would if you had actually bound it.
In addition, you are automatically under its influence, as though you were a binder who had failed a binding check.
If you choose to ignore the vestige's influence, you take the normal penalty for doing so.
The penalty lasts until the tooth is removed, but you can still use its power.
As normal, the penalties of ignoring the influences of multiple vestiges stack.

These effects of a *tooth of Dahlver-Nar* cannot be avoided by making a binding check, or by using the suppress sign ability.
If you have access to multiple *teeth of Dahlver-Nar*, you can use as many as you wish simultaneously, but you show the signs and are under the influence of all of them.
Although some vestiges grant natural attacks associated with their signs, you do not gain those attacks—even though you show the same sign—unless the tooth actually grants that power.
Each *tooth of Dahlver-Nar* grants an ability similar to one granted by the associated vestige.
The effects of the teeth are not supernatural.
They are Spell-like effects and follow all the normal rules for such—they can be suppressed by a targeted dispel magic, for example.
A *tooth of Dahlver-Nar* is activated by a command word—specifically, the name of the associated vestige.
The effects of the specific teeth are given below, along with their saving throw DCs.
Acererak: You can use *command undead* three times per day (Will DC 14 negates).
Faint necromancy; CL 5th; Price 10,800 gp.
Agares: You can use *earthquake* once per day.
Strong evocation; CL 15th; Price 43,200 gp.
Amon: You can use *burning hands* at will (5d4 fire; Reflex DC 11 half).
Faint evocation; CL 5th; Price 9,000 gp.
Andras: You can use *magic circle against evil* or *magic circle against good* (chosen when expending the use) once per day.
Faint abjuration; CL 5th; Price 5,400 gp.
Andromalius: You can use *discern location* once per day.
Strong divination; CL 15th; Price 43,000 gp.
Aym: You can use *produce flame* once per day.
Faint evocation; CL 5th; Price 9,000 gp.
Balam: You can use *polar ray* once per day.
Strong evocation; CL 15th; Price 5,400 gp.
Buer: You can use *neutralize poison* once per day.
Faint conjuration; CL 5th; Price 5,400 gp.
Chupoclops: You can use *ethereal jaunt* once per day.
Strong evocation; CL 13th; Price 32,760 gp.
Dahlver-Nar: You gain a +2 enhancement bonus to natural armor.
Faint transmutation; CL 5th; Price 8,000 gp.
Dantalion: You can use *command* three limes per day (Will DC 13 negates).
Faint enchantment; CL 5th; Price 5,400 gp.
Eligor: You gain a +4 enhancement bonus to Strength.
Moderate transmutation; CL 10th; Price 16,000 gp.
Eurynome: You can use *water walk* once per day.
Faint transmutation; CL 5th; Price 5,400 gp.
Focalor: You can use *call lightning* once per day (Reflex DC 11 half).
Faint evocation; CL 5th; Price 5,400 gp.
Geryon: You can use *fly* once per day.
Faint transmutation; CL 5th; Price 5,400 gp.
Haagenti: You can use *lesser confusion* at will (Will DC 11 negates).
Faint enchantment; CL 5th; Price 9,000 gp.
Halphax: You can use *imprisonment* once per day (Will DC 23 negates).
Strong abjuration; CL 17th; Price 55,000 gp.
Haures: You can use *phantasmal killer* three times per day (Will/Fortitude DC 16 negates/partial).
Moderate Illusion; CL 7th; Price 30,240 gp.
Ipsos: You gain a +4 enhancement bonus to Intelligence.
Moderate transmutation; CL 10th; Price 16,000 gp.
Karsus: You can use *dispel magic* three times per day.
Faint abjuration; CL 5th; Price 16,200 gp.
Leraje: You can use *greater magic weapon* once per day to grant your weapon a +5 enhancement bonus.
Strong transmutation; CL 20th; Price 21,600 gp.
Malphas: You can use *greater invisibility* once per day.
Moderate illusion; CL 7th; Price 10,080 gp.
Marchosias: You gain a +4 enhancement bonus to Charisma.
Moderate transmutation; CL 10th; Price 16,000 gp.
Naberius: You can use *lesser restoration* three times per day.
Faint conjuration; CL 5th; Price 10,800 gp.
Orthos: You can use *displacement* once per day.
Faint illusion; CL 5th; Price 5,400 gp.
Otiax: You can use *fog cloud* three rimes per day.
Faint conjuration; CL 5th; Price 10,800 gp.
Paimon: You gain a +4 enhancement bonus to Dexterity.
Moderate transmutation; CL 10th; Price 16,000 gp.
Ronove: You can use *expeditious retreat* at will.
Faint transmutation; CL 5th; Price 9,000 gp.
Savnok: You move at your normal speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
Faint transmutation; CL 5th; Price 2,000 gp.
Shax: You can use *freedom of movement* once per day.
Moderate abjuration; CL 7th; Price 10,080 gp.
Tenebrous: You can use *deeper darkness* once per day.
Faint evocation; CL 5th; Price 5,400 gp.
Zagan: You can use *poison* three limes per day (Fortitude DC 14 negates).
Faint necromancy; CL 5th; Price 16,200 gp.
Aura/Caster Level: See each tooth for details.
Construction: The means of constructing *teeth of Dahlver-Nar*, if it was ever known, is lost.
Each *tooth of Dahlver-Nar* is a unique magic item.
Weight: —.
Price: See the description of each tooth for details.

VESTIGE PHYLACTERY

A *vestige phylactery* allows you to bind an alternate vestige so that you can swap one spirit for another without having to go through a second ritual.
Vestige phylacteries are always found empty.
Lore: Vestige phylacteries were the last magic items crafted by the first followers of Syfal.
They were designed to give binders better tools with which to combat their enemies.
(Knowledge [history] DC 35).
Description: A *vestige phylactery* is an ornately carved jade cube measuring about 6 inches on a side.
Runes of power and magical inscriptions of binding cover every surface.
The box has no apparent means of opening.
When a phylactery houses a vestige, it shakes and moves as if alive Whenever you exchange a bound vestige for the one in the box, it flares brightly and turns translucent.
Diminutive figments of the vestiges momentary grapple as they cross paths going to and from the phylactery.
Prerequisite: You must have the soul binding ability to use this magic item.

Activation: As a full-round action, you can call forth a vestige you have previously bound into the box, willing it to leave the phylactery and enter your body.
To bind a vestige into the box, resolve the binding as normal, except that the binding DC increases by 10.
You can bind a spirit into a *vestige phylactery* once per day, and you can call a spirit from it once per day.
The box does not occupy an item slot, but you must hold it in one hand to activate it.
Effect: Upon activating the phylactery, you immediately bind to the vestige inside it.
If doing so would cause the number of vestiges bound to you to exceed your normal limit, you expel a vestige of your choice (prematurely ending its binding) releasing it to make room for the one from the phylactery.
The released vestige does not automatically enter the phylactery.
You can only call a vestige from the phylactery if you bound the vestige yourself.
If you have not bound a vestige into the phylactery when you activate this item, you gain no benefit and instead are stunned for 1d4 rounds.
Once the exchange is complete, you lose all the abilities granted by the departed vestige and gain those granted by the new vestige.
You show the vestige's sign (or not) as normal.
You are influenced by the new vestige if you failed your binding check when you placed it into the phylactery.
You remain bound to the vestige from the phylactery based on the time you bound it into the phylactery.
A vestige can only be bound into a phylactery for a maximum of 24 hours, after which time it is automatically released.
Aura/Caster Level: Moderate conjuration. CL 10th.
Construction: Craft Wondrous Item, *planar binding* or *planar ally*, 7,500 gp, 600 XP, 8 days
Weight: 5 lb.
Price: 15,000 gp.

UNAPPROACHABLE EAST (3.5)

BREACHSTONE

A smooth stone token carved with runes on both sides, the *breachstone* need only be touched to a wall or barrier to create a *passwall* as cast by a 10th-level sorcerer.
The *breachstone*'s tunnel is 5 feet wide, 8 feet tall, and up to 10 feet long.
The tunnel remains in existence as long as the *breachstone* remains in the passage, and it closes 1 round after the *breachstone* is removed.
As with *passwall*, the *breachstone* can only create an opening in stone, wood, or plaster walls, not through metal or magical walls.
(A *wall of stone* is not magical after it has been created).
The *breachstone* operates five times and then crumbles into dust.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *passwall*; *Market Price*: 10,000 gp; *Weight*: —.

CIRCLET OF THE WILDERNESS

When placed on the head of a ranger, this band of braided strands of wood grants the wearer a number of spell-like abilities.
Each function requires a different command word.
At will—*calm animals* (DC 11), *pass without trace*, *speak with animals*; 3/day—*summon nature's ally* I, *cure light wounds* (DC 11); 1/day—*summon nature's ally* II, *cure serious wounds* (DC 16).
These abilities are as the spells cast by a 7th-level druid.
The wearer of the *circlet of the wilderness* can also predict all naturally occurring weather within fifty miles of his current location for the next 24 hours, at will.
He cannot predict the use of weather-altering magic by someone else.
The Simbul sometimes awards these wondrous items to Aglarondan rangers who have proven their loyalty to her and their country through some great act of heroism.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *animal friendship*, *cure light wounds*, *cure serious wounds*, *pass without trace*, *speak with animals*, *summon nature's ally* I, *summon nature's ally* II; *Market Price*: 50,000 gp.
Weight —.

HATHRAN MASKS

The hathrans of Rashemen are known for traveling and fighting wearing elaborate masks.
Often these masks are magical, and some of the more common types of *hathran masks* are listed here.
A mask counts as a pair of lenses for limitations on wearing multiple magic items.

MASK OF DISGUISE

In its normal form, this mask is usually decorated with carved wavy lines and small, plain bird feathers.
It functions as a *hat of disguise*, although it changes only the wearer's face (the mask also adjusts to accommodate the disguise, appearing as a circlet, comb, hat, or similar item worn on the face or head).
Caster Level: 2nd; *Prerequisites*: Craft Wondrous Item, *change self*; *Market Price*: 1,000 gp; *Weight*: —.

MASK OF FLAME

This mask is red with flames drawn in black or orange.
The wearer is protected by *endure elements* (fire) and may invoke a *burning hands* spell (caster level 5, DC 11) once per day.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *burning hands*, *endure elements*; *Market Price*: 5,700 gp; *Weight*: —.

MASK OF LANGUAGE

This mask is covered with tiny letters in many languages and with pictures of strange creatures.
A *mask of language* is created with three languages, and the wearer can speak, understand, read, and write those languages.
The most common languages used are Chondathan, Shaaran, and Thayan Mulhorandi.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *tongues*; *Market Price*: 4,000 gp; *Weight*: —.

MASK OF MENTAL ARMOR

This mask is painted with broad lines radiating from the eyes, each of which ends in a protective spiral.
The wearer gains a +4 resistance bonus on all saving throws against mind-affecting effects.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *spell resistance*; *Market Price*: 4,000 gp; *Weight*: —.

MASK OF NIGHTSEEING

These dark gray masks are usually decorated with owl's feathers and stylized eye markings around the eye holes.
They function exactly like *goggles of night*, granting the wearer 60-foot darkvision.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *darkvision*; *Market Price*: 8,000 gp; *Weight*: —.

MASK OF PROTECTION AND RESISTANCE

These powerful masks are decorated with powerful abjurative symbols and the feathers of rare birds.
Each acts as a combined *ring of protection* and a *cloak of resistance*, and normally the protective bonus of each of these powers is the same.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, *shield of faith*, caster level must be three times that of the mask's bonus; *Market Price*: 4,000 gp (*mask +1*), 16,000 gp (*mask +2*), 36,000 gp (*mask +3*), 64,000 gp (*mask +4*), 100,000 gp (*mask +5*); *Weight*: —.

MASK OF TRUE SEEING

These masks are white with red markings under the eyes and on the forehead.
They allow the wearer to view things with *true seeing*.
Caster Level: 10th; *Prerequisites*: Craft Wondrous Item, *true seeing*; *Market Price*: 75,000 gp; *Weight*: —.

MASK OF WATER BREATHING

This mask is decorated with blue and green waves or fish scale patterns.
It allows the wearer to breathe water as if under the effects of a *water breathing* spell.
Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *water breathing*; *Market Price*: 3,000 gp; *Weight*: —.

ROBE OF RUKHYON

This fine gold-trimmed robe of red brocade confers *nondetection* upon its wearer and also functions as a *robe of resistance +3*.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *nondetection*, *resistance*; *Market Price*: 48,000 gp; *Weight*: 2 lb.

SHAPORYL'S MASK

This very rare *hathran mask* is decorated with tiny fancy stones and painted with elaborate patterns.
Its wearer can use *charm person* three times per day, *confusion* once per day, and *dominate person* once per day.
The mask can also scintillate in a multicolored pattern for 1 round three times per day, which works like a gaze attack with a range of 30 feet.
Creatures that succumb to the gaze attack (Will negates DC 14) are dazed for 1d4+1 rounds.
The gaze attack is a mind-affecting pattern.
Caster Level: 9th; *Prerequisites*: Craft Wondrous Item, *charm person*, *confusion*, *dominate person*, *hypnotic pattern*; *Market Price*: 65,000 gp; *Weight*: —.

WITCHBOAT

One of these rowboat-sized wooden boats can hold three people.
They move through the water effortlessly at a speed of 30 feet upstream or downstream and are guided by verbal commands from a person who knows the activation command word.
A *witchboat* can even be ordered to return to a previous location without a pilot or passengers, and the sight of such empty boats is common in Rashemen.
Crafted by the Witches and Old Ones, these boats do not work outside the boundaries of Rashemen.
A larger variety of the *witchboat*, called a *warboat*, is made by applying the same spells to a well-crafted felucca (a two-masted Rashemi sailing vessel), giving it a speed of 20 feet.
Caster Level: 7th; *Prerequisites*: Craft Wondrous Item, *freedom of movement*, *fly*, *permanency*; *Market Price*: 20,000 gp (*witchboat*), 40,000 gp (*warboat*); *Weight*: —.

UNDERDARK (3.5)

ANTIMAGIC TORC

By speaking a command word, the wearer of this necklace can create an *antimagic field*, as the spell, centered on himself.
This function is usable once per day.
Moderate abjuration; CL 11th; Craft Wondrous Item, *antimagic field*; Price 25,000 gp.

BOOTS OF TREMORSENSE

The wearer can automatically sense the location of any creature or object within 30 feet that is in contact with the ground.
Faint transmutation; CL 5th; Craft Wondrous Item, *tremorsense*; Price 45,000 gp; Weight 1 lb.

BRAINCAP

This metal cap fits closely over the wearer's head (taking the head slot for magic items).
The wearer gains a +4 resistance bonus on saving throws against enchantment effects and immunity to psionic *mind blast* attacks.
Moderate abjuration; CL 12th; Craft Wondrous Item, *spell immunity*; Price 22,000 gp.

CEPHALOMETER (ILLITHID)

This psionically empowered caliper measures a creature's head size via two inwardly curved, iron projections.
These projections are connected at one end with a bolt that allows them to open or close.

In addition, the caliper wielder can use *dominate person* and *feeblemind* (DC 17) each once per day on any willing or subdued creature whose head is between the projections. Fitting the calipers to a subject's head provokes an attack of opportunity.
In addition to the two powers noted above, a cephalometer applied to the head of a willing or subdued subject can conduct a mind probe once per day for up to 10 minutes. All the subject's memories and knowledge are accessible, from memories deep below the surface to those that are easily called to mind.
The wielder can telepathically pose one question, and the caliper extracts the answer from the subject's brain and relays it directly to the wielder's mind.
These answers are to the best of the subject's knowledge. The wielder and the subject do not need to speak the same language, though less intelligent creatures may yield only appropriate visual images in answer to questions.
The cephalometer may be used to probe a sleeping subject, though the subject may attempt a DC 17 Will save to wake after each question.
Creatures protected by *mind blank* or those that are not affected by mind-affecting effects are immune to this mind probing.
Moderate enchantment and divination; CL 9th; Craft Wondrous Item or Craft Universal Item, *dominate person*, *feeblemind*; Price 36,450 gp; Weight 1 lb.

CLOAK OF STONE

This mottled gray cloak grants the wearer a +5 circumstance bonus on Hide and Move Silently checks.
In addition, by speaking a command word, the wearer can merge with stone as though using the *meld into stone* spell twice a day.
Faint transmutation; CL 5th; Craft Wondrous Item, *meld into stone*; Price 20,800 gp; Weight 2 lb.

DAYLIGHT PELLET

This nasty weapon was devised by drow for use against other drow, but it is equally useful against any light-sensitive creature.
Daylight pellets are simply small pieces of glass, rock crystal, or igneous rock coated with grease and covered with clay, then baked until hard.
When thrown (a standard action), a *daylight pellet* shatters on impact and activates a *daylight* spell.
Daylight pellets are usually found in pouches in quantities of 3d4 pellets.
Faint evocation; CL 5th; Craft Wondrous Item, *daylight*; Price 750 gp per pellet.

DRIFTDISC

Drow matrons and other prominent drow use animated, 6-foot-diameter stone disks to travel in state for important ceremonies or occasions.
Every so often an eccentric drow may even use a *driftdisc* as a bed.
The disc can carry up to 300 pounds and fly at a speed of 30 feet with perfect maneuverability.
Unattended *driftdiscs* customarily float 3 feet above a horizontal surface.
Each *driftdisc* is activated by a different command word. If the device is within voice range, the command word activates it, whether the speaker is on the disk or not. The disk can then be controlled telepathically by the creature that spoke the command word.
Mentally commanding the disk is a free action, and the user can do so at a range of up to 120 feet.
The user retains control of the disc until he uses another command word to deactivate it.
At that point, another creature could speak the activating command word and take control of the *driftdisc*.
Once per day, the user can animate the *driftdisc* as though with an *animate objects* spell.
The animated disc is a Large animated object (see *Monster Manual*) with a fly speed of 90 feet and perfect maneuverability.
As an animated object, it fights and moves as directed by its user.
Moderate evocation and transmutation; CL 11th; Craft Wondrous Item, *animate objects*, *detect thoughts*, *overland flight*; Price 113,760 gp; Weight 1,500 lb.

FIGURINES OF ILLUSORY ESCORT

In the Underdark, looking too tough to challenge is often the best way to win a fight.
Each of these figurines appears to be a miniature humanoid about 1 inch high.
To activate it, the user must speak the correct command word and specify a humanoid or monstrous humanoid race and a gender of each figurine, as well as whether it should appear to be a slave in leg chains or a guard with armor and weapons typical for the race.
The figurine then produces a *major image* of the specified creature, which cannot move more than 30 feet away from the figurine.
The figment lasts for 8 hours, after which the figurine cannot be used again for 1 day.
Slave figures can be commanded to march, do chores, or mine.
Guard figures can be commanded to either march or stand guard.
The illusion cloaking these figures randomizes and varies their movements, so that each figure appears to act as an individual.
These figures act in their programmed manner, regardless of circumstance, so they are usable only as a preventive measure.
The ruse can work well enough in a calm situation, but if a combat does occur, the figures continue to do their chores or stand guard—inappropriate actions under the circumstances.
Moderate illusion; CL 6th; Craft Wondrous Item, *major image*; Price 6,500 gp per figurine.

FIGURINES OF WONDROUS POWER

Each *figurine of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception).
When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below).
The creature obeys and serves its owner.

Unless stated otherwise, the creature understands Common but does not speak.
If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined.
All magic is lost, its power departed.
If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Jasper Spider

When animated, a *jasper spider* has all the statistics of a Large monstrous spider (Hit Dice, AC, carrying capacity, speed, and so on).
It can make no attacks, but a Medium or smaller creature can ride it.
The spider remains for up to 12 hours per use.
After 12 hours have passed, or when the command word is spoken, the *jasper spider* again becomes a statuette and cannot be activated again for 24 hours.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 5,000 gp.

Sardonyx Stone Flyer

This statuette becomes a normal adult stone flyer (see Chapter 6) that can be used as a mount when the command word is spoken.
It can make no attacks, but a Medium or smaller creature can ride it.
If slain in combat, the stone flyer cannot be brought back from statuette form for one full tenday.
Otherwise, it can be used once per day for up to 1 hour at a time.
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

Gauntlet of Disintegration

The simple appearance of this single leather glove belies its power.
Once per day, it can affect a target as though with the *disintegrate* spell (DC 19).
In addition, a +2 luck bonus applies to any saving throw the wearer makes against a *disintegration* spell or effect.
Moderate transmutation; CL 11th; Craft Wondrous Item, *disintegration*; Price 27,650 gp.

Glove of Venom

The wielder of this snakeskin or spiderfur glove can speak a command word to envenom it, as though with the *poison* spell, up to three times per day.
A successful touch attack with the envenomed glove delivers the poison (Fort DC 16).
The initial and secondary damage is 1d10 points of Constitution damage.
Moderate necromancy; CL 7th; Craft Wondrous Item, *poison*; Price 31,500 gp.

Gloves of Burrowing

These gloves appear ordinary, but when the correct command word is spoken, they stiffen and allow the wearer to burrow as if affected by a *burrow* spell.
This effect lasts for up to 10 minutes each day.
Faint transmutation; CL 3rd; Craft Wondrous Item, *burrow*; Price 14,400 gp.

Gorothir's Girdle

The inside of this black leather corset contains the sacred tale of how the mythical Shar worshiper Gorothir felled an empire with only a lie and a secret.
The text also contains a spellbook entry for the *false sending* spell.
The corset grants its wearer a +5 deflection bonus and grants her the following spell-like abilities: 1/day—*aberrate*, *damning darkness*, *fiendish clarity*, *slow consumption* (see the *Book of Vile Darkness*).
A creature of good alignment takes 3d6 points of damage for each round that it remains in contact with the girdle.
Moderate transmutation; CL 14th; Craft Wondrous Item, *armor of darkness*; Price 120,500 gp; Weight 3 pounds.

Headband of Idiocy

A *headband of idiocy* appears to be a headband of another sort, and detection spells reveal nothing more than the fact that it has a magical aura.
Upon donning this item, the wearer takes an immediate –10 penalty (to a minimum of 3) to her Intelligence and Wisdom scores, forgetting all spells and magical knowledge derived from either ability score.
The headband can be removed only through a *remove curse* spell.
Strong transmutation; CL 13th; Craft Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp.

Lenses of Clarity

The wearer of these lenses gains a +4 insight bonus on saving throws against all spells with the charm, compulsion, or glamer descriptors.
The lenses also reduce any miss chance the target might have when attacking an opponent with concealment from a glamer spell (such as *blur* and *displacement*) by 10%.
For example, a creature wearing *lenses of clarity* that attacks an opponent protected by a *displacement* spell suffers only a 40% miss chance instead of the customary 50%.
Faint abjuration; CL 3rd; Craft Wondrous Item, *clarity of mind*; Price 12,000 gp; Weight—.

Lurker Cloak

This mottled gray cloak strongly resembles stone.
Upon speaking the correct command word, the wearer is transformed into a lurker (see Chapter 6) as though with the *polymorph* spell, for 7 minutes.
The cloak can be used twice per day.
Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph*; Price 10,000 gp; Weight 1 lb.

Mantle of Energy Resistance

This garment is made of silky, smooth cloth woven through with strands of colored thread.

The color of the thread corresponds to the type of energy the cloak resists: green for acid, white or blue for cold, yellow for electricity, red for fire, and black or iridescent for sonic.
The cloak grants the wearer energy resistance 10 against the indicated type of energy.
A basic *mantle of energy resistance* protects against only one type of energy, but more expensive ones that protect against multiple energy types are also popular.
Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price 18,000 gp (one energy type), 54,000 gp (two energy types), 90,000 gp (three energy types), 126,000 gp (four energy types), 162,000 gp (all five energy types); Weight 1 lb.

MESSENGER MEDALLION

A *messenger medallion* resembles a small, metal cone on a slender chain and can be worn as a necklace.
Once per day, the wearer can speak a command word to send a message and receive a brief reply, as though with the *sending* spell.
Moderate evocation; CL 7th; Craft Wondrous Item, *sending*; Price 10,000 gp.

ROPE OF CLIMBING, SUPERIOR

This item functions exactly like a *rope of climbing*, as described in the *Dungeon Master's Guide*, except that it also grants the climber a +5 enhancement bonus on Climb checks.
Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 5,500 gp; Weight 3 lb.

SPIDER MASK

Four spider-like, jointed, wire legs protrude from either side of this black velvet mask.
The wearer of a *spider mask* gains darkvision out to 60 feet and a +5 bonus on Fortitude saving throws against any sort of spiderkind poison.
The wearer is also immune to entrapment by *web* spells or webs of any sort—in fact, she can actually move in webs at one-half her normal speed.
Faint conjuration and transmutation; CL 5th; Craft Wondrous Item, *darkvision*, *neutralize poison*; Price 16,000 gp; Weight 1 lb.

SUN FLASH PELLET

Like *daylight pellets*, *sun flash pellets* are simply small pieces of glass, rock crystal, or igneous rock coated with grease and covered with clay, then baked until hard.
When thrown (a standard action), a *sun flash pellet* shatters on impact and activates a *sunburst* spell.
These items are especially useful against creatures vulnerable to sunlight, such as vampires.
Due to the high cost of these items, it is rare to find more than a single pellet at a time.
Strong evocation; CL 15th; Craft Wondrous Item, *sunburst*; Price 6,000 gp per pellet.

TENTACLE EXTENSION (ILLITHID)

This item is designed for use by illithids, though any tentacled creature may use one.
A single *tentacle extension* appears as a flexible, 5-foot length of iron composed of many thin iron threads.
A razor-sharp blade is attached to the end, and a small duct runs throughout the length of the extension to convey an illithid's natural flesh-dissolving enzymes to the tip.
A *tentacle extension* grants a tentacled wearer a +2 enhancement bonus on attack and damage rolls made for that tentacle and increases its base damage die by one step. For illithids, this means that a tentacle attack with a *tentacle extension* deals base damage of 1d6 instead of 1d4 points.
A tentacle extension increases its wearer's reach by 5 feet.
A creature with multiple tentacles can wear multiple extensions, if desired.
Strong evocation and transmutation; CL 12th; Craft Magic Arms and Armor or Craft Psionic Arms and Armor, tentacled creature; Price 32,000 gp; Weight 2 lb.

USKURA

Worn by most adult deep Imaskar, these magic items contain a more powerful version of the *unseen servant* spell.
Nearly any object can be an *uskura*, although amulets and *ioun stones* are favored.
A typical *uskura* produces an effect identical to that of an *unseen servant* spell (caster level 10th), except that it has an effective Strength score of 6 and moves at a speed of 30 feet.
An *uskura* may be activated for a total of 100 minutes per day, although this duration need not be consecutive.
Many Imaskari either have multiple *uskuras* or create them at higher caster levels to provide them with around-the-clock service.
Moderate conjuration; CL 10th; Craft Wondrous Item, *unseen servant*; Price 36,000 gp.

WEB CHOKER (DROW)

Strung of barbs and black webbing, with nine gray spheres depending from it, this choker is considered high fashion for drow priestesses.
The wearer (and only the wearer) can detach and hurl the spheres up to 70 feet.
When a sphere arrives at the end of its trajectory, it bursts, generating a *web* effect (DC 14).
Once all nine spheres have been used, the *web choker* is nothing other than a simple choker.
Faint conjuration; CL 5th; Craft Wondrous Item, *web*; Price 2,700 gp.

WEAPONS OF LEGACY (3.5)

AMULET OF DEATH'S CALLING

This amulet is made of pale alabaster, carved into the likeness of a small gong or bell with a skull motif sculpted on the face.
It is usually worn on a fine chain of steel that has been blackened as though by a tremendous fire.

Once per day on command, it allows the wearer to use *death knell* as the spell.
Faint necromancy; CL 3rd; Craft Wondrous item, *death knell*; Price 2,160 gp; Weight 1 lb.