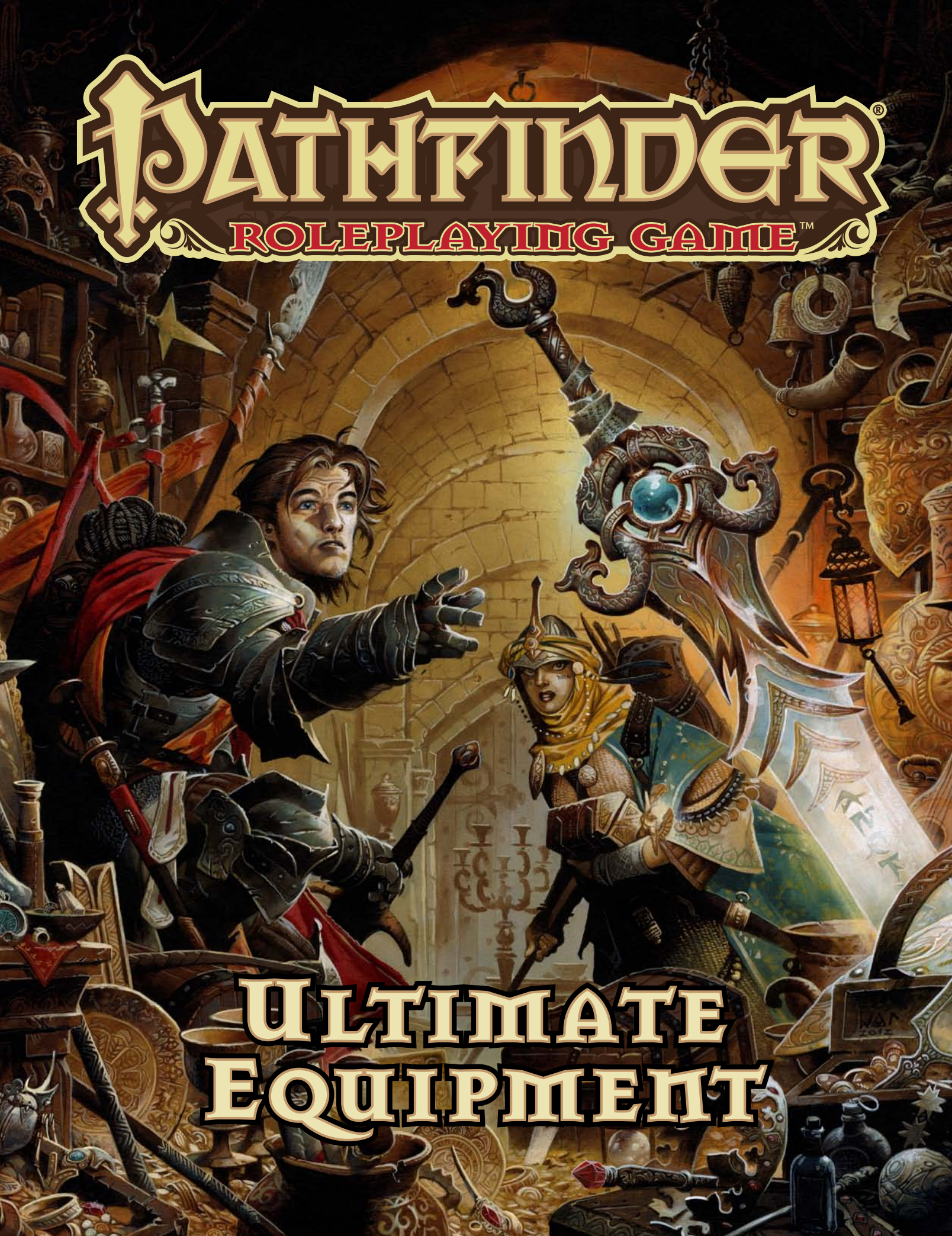
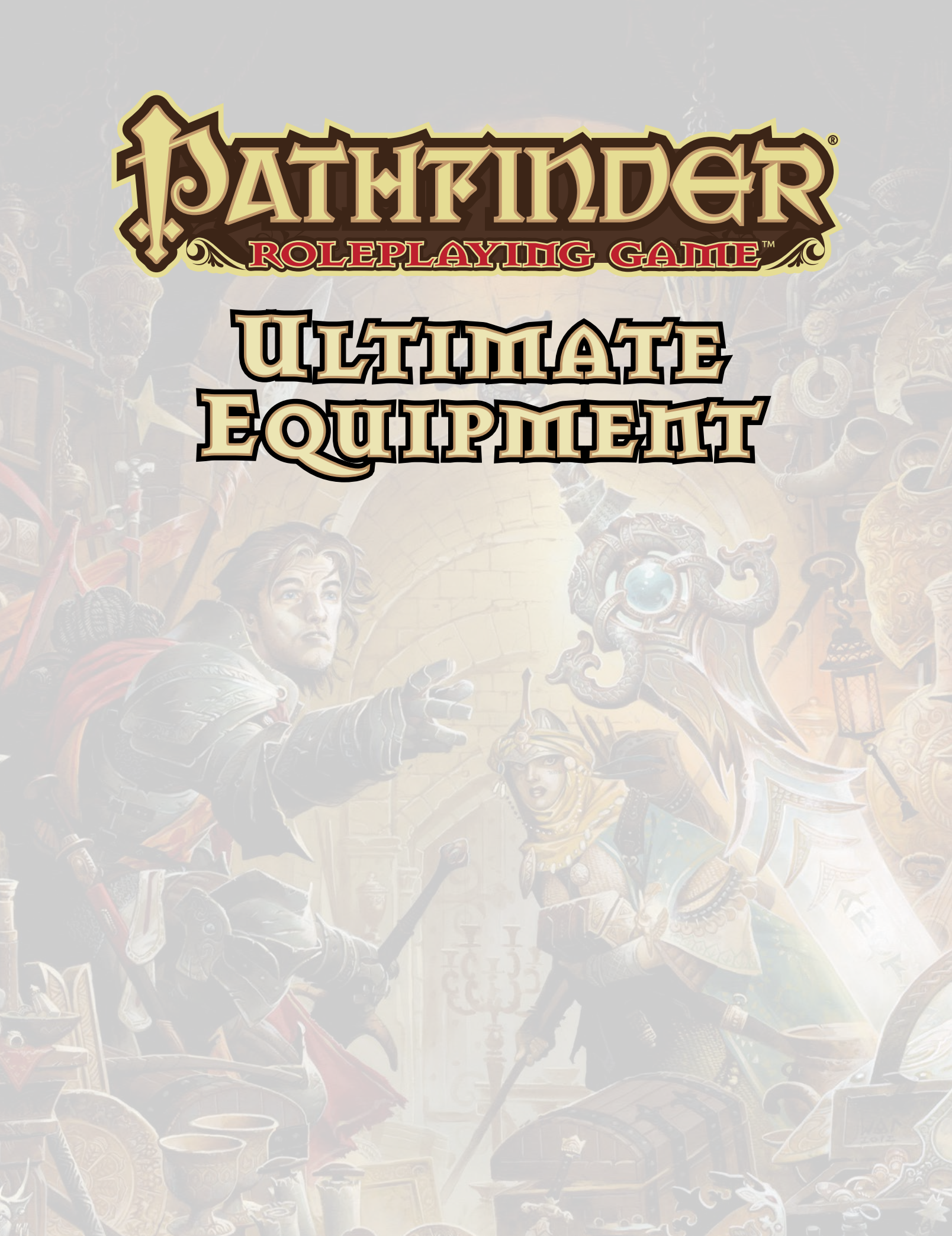

Pathfinder®
Roleplaying Game™
Ultimate Equipment

Pathfinder® Roleplaying Game™

Ultimate Equipment





Ultimate Equipment

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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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Introduction

Gear is the great equalizer. Whether it's the sword that makes the pint-sized halfling suddenly the deadliest warrior in a fight, or the armor that lets a human shrug off a giant's blow, the things we own protect us, help us advance our aims, and allow us to distinguish ourselves from the crowd. The items we use define us—for isn't tool use one of the great markers of sentient creatures?

Equipment is especially important to adventurers. A wizard may laugh at a warrior for encasing herself in armor and relying on sharpened steel to solve her problems—but where would that same wizard be without his staff and magic rings? From the alchemist's alembics to the rogue's lockpicks, all characters in the Pathfinder Roleplaying Game rely on equipment and magic items. But with items strewn across various sourcebooks and adventures, it can be difficult to know where to start.

Pathfinder RPG Ultimate Equipment is your one-stop shopping experience for fantasy roleplaying. Inside this book you'll find all the gear and magic items previously printed in the Pathfinder RPG line—the *Core Rulebook*, *Advanced Player's Guide*, *Ultimate Combat*, and *Ultimate Magic*—as well as the cream of the crop from items presented in the *Advanced Race Guide*, *Adventurer's Armory*, the Pathfinder Campaign Setting line, Paizo's annual RPG Superstar design contest, and more. Mixed in with these are a hoard of brand new items, both magical and mundane, crafted to help you customize your character or stock a dungeon with treasures your players have never imagined, but desperately need. So go on—turn the page, open up the treasure chest, and see what wonders lie in store.

And remember: when the going gets tough, the tough buy better swords.

Navigating This Book

This book is organized according to equipment type. Within each chapter, the types are divided even further, helping you quickly narrow in on precisely what you need. Presented here is a brief overview of each chapter.

Chapter 1: Arms and Armor



Start off by girding yourself for battle with this extensive selection of armors and shields, from familiar favorites like leather armor and plate mail to exotic kikko armor and the horned madu shield. Also presented for your convenience are rules for getting into and out of armor, masterwork armor, armor for unusual creatures, and more.

Next, choose your weapon with page upon page of weapon tables and descriptions. Swords and bows, polearms and firearms—they're all here, as well as rules for expanded fighter weapon groups, weapon qualities, and damage for weapons of unusual sizes.

Lastly, eight pages of special materials ensure that your weapons and armor have mechanics as unique as their appearances. Will your armor be made from dragonhide or adamantine? Angelskin or blood crystal? Perhaps your primitive character carries only stone weapons, or bronze? The choice is yours.

Chapter 2: Gear



There's more to adventuring than just weapons and armor, and this chapter breaks down the rest of the necessities. First comes the adventuring gear—a smorgasbord of mundane items used every day by adventurers of all stripes. Whether it's simple things like a backpack or crowbar, or more esoteric items like a scabbard with hidden compartments or fake shoes for laying down false footprints, this chapter has everything you need to stock your pack, baggage train, or general store. After this comes specialized gear, including tools and kits to help you with all manner of skills and professions. This is followed by mounts and transportation, ranging from carriages to barding for your riding bat.

Next comes the clothing section, which in addition to keeping your character from running naked into battle contains useful items such as skis, masks, and wigs. Entertainment items offers such things as marked cards and loaded dice, and trade goods details the livestock, foodstuffs, and other items you can sell to pay off any resulting gambling debts. The food and drink section and the lodging and services section present viands to feast on

and places to stay when you return from your adventures, as well as rates for folks like doctors and lawyers.

After that, things get more exotic. Alchemical remedies offer more than just antitoxins—who wants to go adventuring without troll oil or vermin repellent? Alchemical tools range from glues and solvents to defoliants, smoke pellets, and glowing ink. Alchemical weapons include bottled lightning, fireworks, grenades, and more, and the chapter finishes of with a wide selection of poisons.

CHAPTER 3: MAGIC ARMS AND ARMOR



This chapter begins with a huge selection of magical special abilities that can be applied to armor and shields. Magically store your animal companion, familiar, or mount in *hosteling* armor, or protect against your most hated creature type with *defiant* armor. This section is followed by an extensive catalog of specific magical armor and shields. After these, it's weapon time, again starting with special abilities. Why settle for a simple *+1 longsword* when you can have a *heartseeker* weapon capable of cutting through concealment? Last comes an assortment of specific magic weapons.

CHAPTER 4: RINGS, RODS, AND STAVES



This chapter presents nearly 50 pages of specific magic rings, rods, and staves, organized by type and presented alongside handy tables organizing them by monetary value, allowing you to find gear in your price range at a glance. Whether you're a monk looking for a magic ring to protect you as you charge unarmored into battle, or a spellcaster eager to dominate the battlefield with a mighty *staff of power*, this section is for you.

CHAPTER 5: WONDROUS ITEMS



More than 100 pages of useful and sometimes bizarre magic items fill this chapter, arranged by magic item slot to help you ensure you're wearing as much magic as possible. From belts and headbands to *dryad sandals* and *nightmare boots*, this section has all the magic you can wear to become a figure of might and myth, as well as a huge section of non-wearable magic items, all organized both alphabetically and by price.

CHAPTER 6: ARTIFACTS AND OTHER ITEMS



Why settle for generic magic items any caster can craft? This chapter covers rare and precious items with histories spun into legends, such as the *monkey's paw*, the *philosopher's stone*, and the *deck of many things*. Yet not every artifact or magic item is the boon it first appears to be—this chapter also presents a wide array of cursed items that a crooked shopkeeper (or devious GM) might pass off to player characters as priceless wonders. Finally, this chapter covers those treasures that talk back: intelligent items. This last section includes the rules for creating and using such items, dedicated powers, personality quirks, and of course a wide selection of specific intelligent items ready to be dropped in players' paths.

APPENDICES

Wrapping up this book is an innovative new system for random treasure generation, designed to help GMs give their players useful items while tightly regulating treasure's value. Following this is a section on valuable art objects, a thorough discussion of gems, and a detailed index to help you quickly locate specific topics and items.



1 Arms and Armor



Didn't I tell you not to touch it?" Sajan yelled.

"Who makes a sword that fancy, puts it on a pedestal, and then expects no one to touch it?" Lini replied.

Sajan jerked a thumb back over his shoulder. "Him!"

Behind them, the fire yai roared and smashed its way through the narrow alley, its footsteps shaking the ground behind the fleeing adventurers. A spiked club the size of a horse carriage bit deep into the earth at their heels, sending broken stones careening off into the surrounding forest.

"I still think—" Lini began.

"Think later!" Sajan shouted. "Run now!"







Armor

For most, armor is the simplest way to protect themselves in a world of rampant threats and dangers. Many characters can wear only the simplest of armors, and only some can use shields.

The armor entries on Table 1–1: Armor and Shields contain the following information.

Cost: The cost in gold pieces of the armor for Small or Medium humanoid creatures. See Table 1–2: Armor for Unusual Creatures for armor prices for other creatures.

Armor/Shield Bonus: Each type of armor grants an armor bonus to armor class (AC), while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus. In each armor category (light, medium, or heavy), the armors are listed in order from worst AC bonus to highest AC bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Dexterity bonuses in excess of this number are reduced to this number for the purposes of determining the wearer's AC. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities. A dash indicates the armor does not affect a character's maximum Dexterity bonus.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing his Dexterity bonus to AC.

A character's encumbrance (the amount of gear carried, including armor) may also restrict the maximum Dexterity bonus that can be applied to his Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus, except for tower shields.

Armor Check Penalty: Any armor heavier than leather, as well as any shield, applies an armor check penalty to all Dexterity- and Strength-based skill checks. A character's encumbrance may also incur an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls as well as on all Dexterity- and Strength-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for shields.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. He takes a –2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure Chance: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards, magi, and summoners have class features which allow them to wear certain armors or even shields without incurring any arcane spell failure chance for casting spells from their class spell list.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure check. The number in the Arcane Spell Failure Chance column on Table 1–1: Armor and Shields is the percentage chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two arcane spell failure chances together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table 1–1: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor Special Features

Some armors, particularly those made out of primitive materials (see pages 52–53), are inferior compared to standard equipment. These armors have the fragile special feature.

Fragile: Armor with the fragile quality falls apart when hit with heavy blows. If an attacker hits a creature wearing fragile armor with an attack roll of a natural 20 and confirms the critical hit (even if the creature is immune to critical hits), the armor gains the broken condition. If already broken, the armor is destroyed instead. Fragile armor is broken or destroyed by only critical threats that are generated by natural 20s.

Masterwork and magical fragile armor lack these flaws unless otherwise noted in the item description or the special material description.

If armor gains the broken condition in this way, that armor is considered to have taken damage equal to half its hit points +1. This damage is repaired either by something that addresses the effect that granted the armor the broken condition (like the Field Repair feat from *Ultimate Combat*) or the repair methods described in the broken condition (*Core Rulebook* 566). When an effect that grants the broken condition is removed, the armor regains the hit points it lost when the broken condition was applied. Damage done by an attack against armor (such as from a sunder combat maneuver) cannot be repaired by an effect that removes the broken condition.

Table 1-1: Armor and Shields

LIGHT ARMOR	PRICE	ARMOR/SHIELD BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE CHANCE	SPEED 30 FT.	SPEED 20 FT.	WEIGHT[1]
Haramaki	3 gp	+1	—	0	0%	30 ft.	20 ft.	1 lb.
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lbs.
Quilted cloth	100 gp	+1	+8	0	10%	30 ft.	20 ft.	15 lbs.
Silken ceremonial	30 gp	+1	—	0	0%	30 ft.	20 ft.	4 lbs.
Lamellar cuirass	15 gp	+2	+4	0	5%	30 ft.	20 ft.	8 lbs.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Parade	25 gp	+3	+5	−1	15%	30 ft.	20 ft.	20 lbs.
Studded leather	25 gp	+3	+5	−1	15%	30 ft.	20 ft.	20 lbs
Wooden	20 gp	+3	+3	−1	15%	30 ft.	20 ft.	25 lbs.
Chain shirt	100 gp	+4	+4	−2	20%	30 ft.	20 ft.	25 lbs.
Lamellar (leather)	60 gp	+4	+3	−2	20%	30 ft.	20 ft.	25 lbs.
MEDIUM ARMOR								
Armored coat	50 gp	+4	+3	−2	20%	20 ft.	15 ft.	20 lbs.
Hide	15 gp	+4	+4	−3	20%	20 ft.	15 ft.	25 lbs.
Do-maru	200 gp	+5	+4	−4	25%	20 ft.	15 ft.	30 lbs.
Kikko	250 gp	+5	+4	−3	20%	20 ft.	15 ft.	25 lbs.
Lamellar (horn)	100 gp	+5	+3	−4	25%	20 ft.	15 ft.	30 lbs.
Scale mail	50 gp	+5	+3	−4	25%	20 ft.	15 ft.	30 lbs.
Agile breastplate	400 gp	+6	+3	−4	25%	20 ft.	15 ft.	25 lbs.
Breastplate	200 gp	+6	+3	−4	25%	20 ft.	15 ft.	30 lbs.
Chainmail	150 gp	+6	+2	−5	30%	20 ft.	15 ft.	40 lbs.
Four-mirror	125 gp	+6	+2	−5	30%	20 ft.	15 ft.	45 lbs.
Lamellar (steel)	150 gp	+6	+3	−5	25%	20 ft.	15 ft.	35 lbs.
Mountain pattern	250 gp	+6	+3	−4	30%	20 ft.	15 ft.	40 lbs.
HEAVY ARMOR								
Banded mail	250 gp	+7	+1	−6	35%	20 ft.[2]	15 ft.[2]	35 lbs.
Kusari gusoku	350 gp	+7	+1	−7	35%	20 ft.[2]	15 ft.[2]	45 lbs.
Lamellar (iron)	200 gp	+7	+0	−7	40%	20 ft.[2]	15 ft.[2]	50 lbs.
Splint mail	200 gp	+7	+0	−7	40%	20 ft.[2]	15 ft.[2]	45 lbs.
Tatami-do	1,000 gp	+7	+3	−6	35%	20 ft.[2]	15 ft.[2]	45 lbs.
Agile half-plate	850 gp	+8	+0	−7	40%	20 ft.[3]	15 ft.[3]	55 lbs.
Half-plate	600 gp	+8	+0	−7	40%	20 ft.[2]	15 ft.[2]	50 lbs.
Lamellar (stone)	500 gp	+8	+0	−7	40%	20 ft.[2]	15 ft.[2]	45 lbs.
O-yoroi	1,700 gp	+8	+2	−6	35%	20 ft.[2]	15 ft.[2]	45 lbs.
Full plate	1,500 gp	+9	+1	−6	35%	20 ft.[2]	15 ft.[2]	50 lbs.
Stoneplate	1,800 gp	+9	+1	−6	35%	15 ft.[2]	10 ft.[2]	75 lbs.
SHIELDS								
Buckler	5 gp	+1	—	−1	5%	—	—	5 lbs.
Klar	12 gp	+1	—	−1	5%	—	—	6 lbs.
Light steel quickdraw	59 gp	+1	—	−2	5%	—	—	7 lbs.
Light steel	9 gp	+1	—	−1	5%	—	—	6 lbs.
Light wooden quickdraw	53 gp	+1	—	−2	5%	—	—	6 lbs.
Light wooden	3 gp	+1	—	−1	5%	—	—	5 lbs.
Madu (leather)	40 gp	+1	—	−2	5%	—	—	5 lbs.
Madu (steel)	50 gp	+1	—	−2	5%	—	—	6 lbs.
Heavy steel	20 gp	+2	—	−2	15%	—	—	15 lbs.
Heavy wooden	7 gp	+2	—	−2	15%	—	—	10 lbs.
Tower	30 gp	+4[4]	+2	−10	50%	—	—	45 lbs.
EXTRAS								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lbs.
Locked gauntlet	+8 gp	—	—	Special	N/A[5]	—	—	+5 lbs.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lbs.

[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] When running in agile half-plate, you can still move quadruple your speed, instead of the normal triple speed for heavy armor.
[4] A tower shield can instead grant you cover. See the description.
[5] Hand not free to cast spells.

ARMOR DESCRIPTIONS

Any special benefits or accessories to the types of armor found on Table 1–1: Armor and Shields are described below.

AGILE BREASTPLATE

PRICE 400 GP
ARMOR BONUS +6

This breastplate is specially crafted in a manner that allows extra maneuverability for some physical activities. The armor check penalty for Climb checks and Acrobatics checks made to jump is only –1 (masterwork and mithral versions of this armor reduce this penalty as well as the normal penalty).

AGILE HALF-PLATE

PRICE 850 GP
ARMOR BONUS +8



This style of half-plate is specially crafted in a manner that allows extra maneuverability for some physical activities. The armor check penalty for Climb checks and jump checks is only –4 (masterwork and mithral versions of this armor reduce this penalty as well as the normal penalty). In addition, unlike with most heavy armors, the wearer can still run at quadruple speed instead of triple speed.

ARMOR SPIKES

PRICE +50 GP
ARMOR BONUS —

You can have spikes added to your armor, which allow you to deal extra piercing damage on a successful grapple attack (see "spiked armor" on Table 1–5: Martial Weapons). 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.

ARMORED COAT

PRICE 50 GP
ARMOR BONUS +4



This sturdy leather coat is reinforced with metal plates sewn into the lining. An armored coat is more cumbersome than light armor but less effective than most medium armors. The advantage of it is that a person can don it or remove it as a move action (there is no "don hastily" option for an armored coat). If worn over other armor, use the better AC bonus and worse value in all other categories; an armored coat has no effect if worn with heavy armor. The only magic effects that apply are those of armor, clothing, or items worn on top.

BANDED MAIL

PRICE 250 GP
ARMOR BONUS +7



Banded mail is made up of overlapping strips of metal, fastened to a sturdy backing of leather and chain. The size of the metal plates, interconnected metal bands, and layers of underlying armor make it a more significant defense than similar armors, like scale mail or splint mail.

BREASTPLATE

PRICE 200 GP
ARMOR BONUS +6



A breastplate protects a wearer's torso with a single piece of sculpted metal, similar to the core piece of a suit of full plate. Despite its sturdiness, its inflexibility and open back make it inferior to complete suits of metal armor, but still an improvement over most non-metal armors.

BUCKLER

PRICE 5 GP
SHIELD BONUS +1



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. 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 lose the buckler's AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's AC bonus until your next turn. You can't make a shield bash with a buckler.

CHAIN SHIRT

PRICE 100 GP
ARMOR BONUS +4

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

CHAINMAIL

PRICE 150 GP
ARMOR BONUS +6



Unlike a chain shirt, which covers only the chest, chainmail protects the wearer with a complete mesh of chain links that cover the torso and arms, and extends below the waist. Multiple interconnected pieces offer additional protection over vital areas. The suit includes gauntlets.

DO-MARU

PRICE 200 GP
ARMOR BONUS +5



The lightest of armors typically favored by samurai, do-maru wraps around the wearer's body like a short armored coat. It consists primarily of lamellar and lacks a solid breastplate or sleeves, leaving the shoulders and upper body somewhat exposed, but permitting the wearer greater flexibility than do the majority of heavier armors.

FOUR-MIRROR

PRICE 125 GP
ARMOR BONUS +6



This armor consists of four plates harnessed together with leather shoulder straps. Two round plates protect your front and back, while two smaller rectangular plates cover the sides of the torso. Four-mirror armor is worn over chainmail to provide added protection, and comes with a spiked helmet with a chainmail hood.

FULL PLATE

PRICE 1,500 GP
ARMOR BONUS +9



This metal suit comprises multiple pieces of interconnected and overlaying metal plates, incorporating the benefits of numerous types of lesser armor. A complete suit of full plate (or platemail, as it is often called) includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. 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.

HALF-PLATE

PRICE 600 GP
ARMOR BONUS +8



Half-plate armor combines elements of full plate and chainmail, incorporating several sizable plates of sculpted metal with an underlying mesh of chain links. While this suit protects vital areas with several layers of armor, it is not sculpted to a single individual's frame, reducing its wearer's mobility even more than a suit of full plate. Half-plate armor includes gauntlets and a helm.

HARAMAKI

PRICE 3 GP
ARMOR BONUS +1

Also called a belly-warmer, a haramaki is a simple silken sash lined with chainmail or articulated metal plates and tied about the stomach to protect it.

HEAVY STEEL SHIELD

PRICE 20 GP
SHIELD BONUS +2



You strap a heavy steel shield to your forearm and grip it with your hand. A heavy steel shield is so heavy that you can't use your shield hand for anything else. Whether wooden or steel, a heavy shield offers the same basic protection and attack benefits, though the two versions respond differently to some spells and effects (such as *rusting grasp*). A druid can use a heavy wooden shield, but not a heavy steel shield.

Shield Bash Attacks: You can bash an opponent with a heavy shield. See "heavy shield" on Table 1–5: Martial Weapons for the damage dealt by a shield bash with a heavy shield. 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 turn. 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.

HEAVY WOODEN SHIELD

PRICE 7 GP
SHIELD BONUS +2



A heavy wooden shield is essentially the same as a heavy steel shield, except that it responds differently to some spells and effects (such as *rusting grasp*). A druid can use a heavy wooden shield, but not a heavy steel shield.

HIDE

PRICE 15 GP
ARMOR BONUS +4



Hide armor is made from the tanned skin of particularly thick-hided beasts, stitched with either multiple overlapping layers of crude leather or exterior pieces of leather stuffed with padding or fur. Damage to the armor is typically repaired by restitching gashes or adding new pieces of hide, giving the most heavily used suits a distinctively patchwork quality.

KIKKO

PRICE 250 GP
ARMOR BONUS +5



Kikko armor consists of a clever arrangement of hexagonal plates made from iron and sewn to cloth, granting the wearer greater flexibility than that provided by many armors that afford similar defense. The plates may be left exposed or hidden by a layer of cloth.

KLAR

PRICE 12 GP
SHIELD BONUS +1



The traditional form of this tribal weapon is a short blade bound to the skull of a large horned lizard, but a skilled smith can craft one entirely out of metal. A traditional klar counts as a light wooden shield with armor spikes; a metal klar counts as a light steel shield with shield spikes.

KUSARI GUSOKU

PRICE 350 GP
ARMOR BONUS +7

Kusari gusoku is similar to tatami-do armor; however, a katabira—a type of chain jacket—is worn in place of the chest armor.

LAMELLAR

		PRICE VARIES
Leather	**ARMOR BONUS** +4	60 GP
Horn	**ARMOR BONUS** +5	100 GP
Steel	**ARMOR BONUS** +6	150 GP
Iron	**ARMOR BONUS** +7	200 GP
Stone	**ARMOR BONUS** +8	500 GP

Lamellar is a type of armor in which small plates of various types of materials are strung together in parallel rows using fine cord. Lamellar plates can be constructed from lacquered leather, horn, or even stone, though suits of iron and steel are the most common. Lamellar armor can be crafted into various shapes, including partial pieces such as breastplates, greaves, or even entire coats, and it comes with a set of gauntlets. The properties of specific suits and pieces of lamellar armor are determined by their material.

LAMELLAR CUIRASS

PRICE 15 GP
ARMOR BONUS +2

This armor consists of a light breastplate and shoulder guards made from lacquered leather plates bound together and fitted over a silk shirt.

LEATHER

PRICE 10 GP
ARMOR BONUS +2



Leather armor is made up of multiple overlapping pieces of leather, boiled to increase their natural toughness and then deliberately stitched together. Although not as sturdy as metal armor, the flexibility it allows wearers makes it among the most widely used types of armor.

LIGHT STEEL QUICKDRAW SHIELD

PRICE 59 GP
SHIELD BONUS +1

This light steel shield is specially crafted with a series of straps to allow a character proficient in shields to ready or stow it on her back quickly and easily. If you have a base attack bonus of +1 or higher, you may don or put away a quickdraw shield as a swift action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw a light or one-handed weapon with one hand and a quickdraw shield with the other in the time it would normally take you to draw one weapon. If you have the Quick Draw feat, you may don or put away a quickdraw shield as a free action.

LIGHT STEEL SHIELD

PRICE 9 GP
SHIELD BONUS +1

You strap a light steel shield to your forearm and grip it with your hand. A light steel shield's weight lets you carry other items in that hand, although you cannot use weapons with it. Whether wooden or steel, a light shield offers the same basic protection and attack benefits, though the two varieties respond differently to some spells and effects (such as *rusting grasp*). A druid can use a light wooden shield, but not a light steel shield.

Shield Bash Attacks: You can bash an opponent with a light shield. See "light shield" on Table 1–5: Martial Weapons for the damage dealt by a shield bash with a light shield. 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 turn. 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.

LIGHT WOODEN QUICKDRAW SHIELD

PRICE 53 GP
SHIELD BONUS +1



A wooden quickdraw shield is essentially the same as a steel quickdraw shield, except it responds differently to some spells and effects (such as *rusting grasp*). A druid can use a heavy wooden quickdraw shield, but not a steel quickdraw shield.

LIGHT WOODEN SHIELD

PRICE 3 GP
SHIELD BONUS +1

A light wooden shield is essentially the same as a light steel shield, except it responds differently to some spells and effects (such as *rusting grasp*). A druid can use a light wooden shield, but not a light steel shield.

LOCKED GAUNTLET

PRICE +8 GP
ARMOR BONUS —



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 to your Combat Maneuver Defense 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.

MADU

PRICE VARIES

Leather	**SHIELD BONUS** +1	40 GP
Steel	**SHIELD BONUS** +1	50 GP

The madu is a round, light leather shield with two animal horns—usually from an antelope—extending from opposite edges of the shield. If you are proficient with the madu, you may use it to fight defensively with a –2 penalty instead of the normal –4, and your attack penalty for using Combat Expertise improves by +1 (minimum –1 penalty). You cannot hold anything else in the hand that bears a madu. If you are not proficient with the madu, treat it as a light spiked shield. A madu can't be disarmed. While traditional madus are crafted from leather and animal horn, they can be made entirely out of metal. Whether leather or steel, a madu offers the same basic protection and attack benefits, though the two varieties respond differently to some spells and effects (such as *rusting grasp*). A druid can use a leather madu, but not a steel madu.

MOUNTAIN PATTERN

PRICE 250 GP
ARMOR BONUS +6



This medium armor consists of hundreds of small, interlocking pieces of steel shaped to resemble an ancient symbol for the word "mountain." The mail is then riveted to a cloth or leather backing. It is worn like a mail coat and covers your torso, shoulders, and thighs.

O-YOROI

PRICE 1,700 GP
ARMOR BONUS +8



Worn almost exclusively by high-ranking samurai, o-yoroi—or "great armor"—is a heavy combat armor that consists of various supplementary components that include both plate and lamellar elements. Each suit is crafted for a specific individual and displays the owner's aesthetic. Upon completion, the suit is colored and sealed with a final lacquer finish. The centerpiece of o-yoroi is a cuirass consisting of two parts—a separate reinforcement for the right side called a waidate, and a kikko cuirass. The upper part of the waidate consists of a leather-covered iron plate. The cuirass's leather shoulder straps—called watagami—are likewise armored with metal plates. Affixed to the cuirass are a number of supplementary pieces, including wide lamellar shoulder guards, a kikko sleeve for the shield arm, lacquered iron greaves worn over padded silk leggings, a set of gauntlets, and a groin protector. The signature component of each suit of armor is the tiered kabuto helmet and its accompanying ho-ate mask. Ho-ate masks can be made of hardened leather or metal and are fashioned into fearsome visages such as oni, dragons, or other mythical beings.

PADDED

PRICE 5 GP
ARMOR BONUS +1



More than simple clothing, padded armor combines heavy, quilted cloth and layers of densely packed stuffing to create a cheap and basic protection. It is typically worn by those not intending to face lethal combat or those who wish their maneuverability to be impacted as little as possible.

PARADE

PRICE 25 GP
ARMOR BONUS +3

Most wealthy countries with standing armies have a different uniform for use in showy noncombat situations such as parades, coronation ceremonies, and so on. The appearance of this armor varies by the country of origin and the branch of the military, but still provides some protection in case the soldier needs to fight while in parade dress. For example, one country's parade armor may be a chain shirt, tabard, leather greaves, and a winged helm. If you're wearing a country's parade armor, you gain a +2 circumstance bonus on Diplomacy and Intimidate checks to influence a person from that country. Depending on the country, parade armor may be crafted from leather, metal, or a mixture of both.

QUILTED CLOTH

PRICE 100 GP
ARMOR BONUS +1



This enhanced form of padded armor has internal layers specifically designed to trap arrows, bolts, darts, shuriken, thrown daggers, and other small ranged piercing weapons. When these kinds of weapons strike you, they tend to become snagged in these layers and fail to harm you. Wearing quilted cloth armor gives you DR 3/— against attacks of this kind. The special layers of the armor have no effect on other kinds of weapons.

SCALE MAIL

PRICE 50 GP
ARMOR BONUS +5



Scale mail is made up of dozens of small, overlapping metal plates. Similar to both splint mail and banded mail, scalemail has a flexible arrangement of scales in an attempt to avoid hindering the wearer's mobility, but at the expose of omitting additional protective layers of armor. A suit of scale mail includes gauntlets.

SHIELD SPIKES

PRICE +10 GP
SHIELD BONUS —

Deadly spikes and bladed projections extend from some shields, transforming such pieces of armor into weapons in their own right. Shield spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger (see "spiked light shield" and "spiked heavy shield" on Table 1–5: Martial Weapons). 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.

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.

SILKEN CEREMONIAL

PRICE 30 GP
ARMOR BONUS +1



Used for ceremonial displays or occasionally worn (albeit with no additional benefit) over heavier armor, these robes consist of several layers of cloth and an outer layer of silk intricately woven with gold brocade designs and covered with metal studs.

SPLINT MAIL

PRICE 200 GP
ARMOR BONUS +7



Splint mail is made up of overlapping layers of metal strips attached to a backing of leather or sturdy fabric. These splints are of greater size and durability than those that compose a suit of scale mail, improving the protection they afford the wearer, but at the cost of flexibility. A suit of splint mail includes gauntlets.

STONEPLATE

PRICE 1,800 GP
ARMOR BONUS +9

This armor is crafted by dwarven stonesmiths from alchemically strengthened plates of basalt. Stoneplate is heavy and unwieldy, but offers incredible protection to its wearer. It is primarily used by dwarven druids who cannot wear metal armor.

STUDDED LEATHER

PRICE 25 GP
ARMOR BONUS +3



An improved form of leather armor, studded leather armor is covered with dozens of metal protuberances. While these rounded studs offer little defense individually, in the numbers they are arrayed in upon such armor, they help catch lethal edges and channel them away from vital spots. The rigidity caused by the additional metal does, however, result in less mobility than is afforded by a suit of normal leather armor.

TATAMI-DO

PRICE 1,000 GP
ARMOR BONUS +7

Worn by samurai as a lighter-weight alternative to o-yoroi, tatami-do is a full-body field armor that combines both metal lamellar and kikko components into a suit of mail with a cloth backing. It typically includes a collapsible kabuto helmet or an armored hood, a set of gauntlets, and arm, shoulder, and thigh guards.

TOWER SHIELD

PRICE 30 GP
SHIELD BONUS +4



This massive wooden shield is nearly as tall as its user. In most situations, it provides the indicated shield bonus to your AC. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge (see cover, *Core Rulebook* 195). 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.

WOODEN

PRICE 20 GP
ARMOR BONUS +3



This suit of leather armor has plates of fire-treated wood sewn over vital areas. Though not as effective as metal armor, it offers better protection than leather alone. Unlike metal armor, the wood is slightly buoyant, and the armor check penalty for swimming in this armor is 0.

MASTERWORK ARMOR

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

The *masterwork transformation* spell (*Ultimate Magic* 228) transforms a non-masterwork armor into a masterwork armor. Without using magic, you can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item (see the Craft skill on page 91 of the *Core Rulebook*).

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal price for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. However, you can create masterwork armor spikes and shield spikes, which do confer their enhancement bonus on attack rolls to attacks made with the spikes.

VARIANT RULE: ARMOR AS DR

The armor and Armor Class system is an abstraction where an attack roll that "misses" represents actual misses as well as attacks that fail to hit the target hard or accurately enough to cause harm. Some players and GMs may prefer a different system where a failed attack roll is an actual miss, and armor absorbs points of damage from successful attacks.

A variant set of rules for this game mechanic is presented on page 191 of *Ultimate Combat*. In this system, a creature has a Defense score instead of an Armor Class (representing how easy or difficult it is to hit a creature), and the armor's Armor Class value indicates how many points of DR it grants against incoming attacks. This increases the bookkeeping burden for creatures with armor, but may give more satisfying results.

For further information on how this system affects shields, critical hits, natural armor, creatures with other forms of DR (such as DR/bludgeoning), see *Ultimate Combat*.

VARIANT RULE: PIECEMEAL ARMOR

All armor in the Pathfinder Roleplaying Game assumes you're dealing with a full suit of armor that you're either wearing in its entirety or not wearing at all. However, sometimes you don't have time to put on an entire suit of armor or don't have access to a complete suit, and must make do with wearing only part of a complete set. A variant set of rules for this option is presented on page 198 of *Ultimate Combat*.

ARMOR FOR UNUSUAL CREATURES

Armor and shields for unusually big creatures, unusually little creatures, and non-humanoid creatures (such as horses) have different prices and weights from those given on Table 1–1: Armor and Shields. Refer to the appropriate line on Table 1–2: Armor for Unusual Creatures and apply the multipliers to price and weight for the armor type in question.

TABLE 1–2: ARMOR FOR UNUSUAL CREATURES

	HUMANOID		NON-HUMANOID	
SIZE	PRICE	WEIGHT	PRICE	WEIGHT
Tiny or smaller*	×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

*Divide armor bonus by 2.

GETTING INTO AND OUT OF ARMOR

Putting on or taking off armor is a sometimes complicated procedure. The time required to don armor depends on its type; see Table 1–3: Donning Armor.

DON: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is only a move action.

DON HASTILY: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

REMOVE: This column tells how long it takes to get the armor off. Removing a shield from your arm and dropping it is only a move action.

TABLE 1–3: DONNING ARMOR

ARMOR TYPE	DON	DON HASTILY	REMOVE
Shield (any)	1 move action	N/A	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute[1]
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes[1]	1 minute	1 minute[1]
Half-plate or full plate	4 minutes[2]	4 minutes[1]	1d4+1 minutes[1]

[1] If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

[2] The wearer must have help to don this armor. Without help, it can only be donned hastily.

Weapons

Without a doubt, weapons number among adventurers' most coveted possessions. Whether weapons are used as tools to lay foul monsters low, as the medium for magical enhancements, or as outlets for a host of fundamental class abilities, few heroes head into the field without their favorite—or perhaps even a whole arsenal of their favorites. This section presents all manner of nonmagical weapons for PCs to purchase and put to use, whatever their adventures might entail. The weapons presented here should be relatively easy to find and purchase in most towns and cities, although GMs might wish to restrict the availability of some of the more expensive and exotic items.

All weapons deal hit point damage. This damage is subtracted from the current hit points of any creature struck by the weapon. When the result of the die roll to make an attack is a natural 20 (that is, the die actually shows a 20), this is known as a critical threat (although some weapons can score a critical threat on a roll of less than 20). If a critical threat is scored, another attack roll is made, using the same modifiers as the original attack roll. If this second attack roll equals or exceeds the target's AC, the hit becomes a critical hit, dealing additional damage.

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

SIMPLE, MARTIAL, AND EXOTIC WEAPONS: Most character classes are proficient with all simple weapons. Combat-oriented classes such as barbarians, cavaliers, and fighters are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of simple weapons and possibly some martial or even exotic weapons. All characters are proficient with unarmed strikes and any natural weapons they gain from their race. A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls with that weapon.

MELEE AND RANGED WEAPONS: Melee weapons are used for making melee attacks, though some can be thrown as well. Ranged weapons include thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, and whips are examples of reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, gnome hooked hammers, and two-bladed swords are examples of double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two-handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons: Daggers, darts, javelins, throwing axes, light hammers, and nets are examples of thrown weapons. The wielder applies his Strength modifier to damage dealt by thrown weapons (except for splash weapons).

It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range column on the following weapon tables), and a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Blowguns, crossbows, shortbows, slings, longbows, and halfling sling staves are examples of projectile weapons—weapons that launch ammunition at a target. Most projectile weapons require two hands to use (see specific weapon descriptions). A character cannot apply his Strength modifier on damage rolls with a projectile weapon unless it's a sling or a specially built composite shortbow or composite longbow. If the character has a penalty for low Strength, apply it to damage rolls when she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition, such as arrows for bows, bolts for crossbows, darts for blowguns, or sling bullets for slings and halfling sling staves. When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading (as noted in their descriptions). Generally speaking, ammunition that hits its target is destroyed or rendered useless, while ammunition that misses has a 50% chance of being destroyed or lost.

Although shuriken are thrown weapons, they are treated as ammunition for the purposes of drawing them and crafting masterwork or otherwise special versions of them, and of what happens to them after they are thrown.

LIGHT, ONE-HANDED, AND TWO-HANDED MELEE WEAPONS: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's

Table 1-4: Simple Weapons

Unarmed Attacks	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Unarmed strike	—	1d2	1d3	×2	—	—	B	Nonlethal
Light Melee Weapons								
Battle aspergillum	5 gp	1d4	1d6	×2	—	4 lbs.	B	See text
Brass knuckles	1 gp	1d2	1d3	×2	—	1 lb.	B	Monk, see text
Cestus	5 gp	1d3	1d4	19–20/×2	—	1 lb.	B or P	Monk, see text
Dagger	2 gp	1d3	1d4	19–20/×2	10 ft.	1 lb.	P or S	—
Gauntlet	2 gp	1d2	1d3	×2	—	1 lb.	B	—
Light mace	5 gp	1d4	1d6	×2	—	4 lbs.	B	—
Punching dagger	2 gp	1d3	1d4	×3	—	1 lb.	P	—
Sickle	6 gp	1d4	1d6	×2	—	2 lbs.	S	Trip
Spiked gauntlet	5 gp	1d3	1d4	×2	—	1 lb.	P	—
Wooden stake	—	1d3	1d4	×2	10 ft.	1 lb.	P	—
One-Handed Melee Weapons								
Club	—	1d4	1d6	×2	10 ft.	3 lbs.	B	—
Heavy mace	12 gp	1d6	1d8	×2	—	8 lbs.	B	—
Mere club	2 gp	1d3	1d4	×2	—	2 lbs.	B or P	Fragile
Morningstar	8 gp	1d6	1d8	×2	—	6 lbs.	B and P	—
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lbs.	P	—
Two-Handed Melee Weapons								
Bayonet	5 gp	1d4	1d6	×2	—	1 lb.	P	—
Boar spear	5 gp	1d6	1d8	×2	—	8 lbs.	P	Brace, see text
Longspear	5 gp	1d6	1d8	×3	—	9 lbs.	P	Brace, reach
Quarterstaff	—	1d4/1d4	1d6/1d6	×2	—	4 lbs.	B	Double, monk
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lbs.	P	Brace
Ranged Weapons								
Blowgun	2 gp	1	1d2	×2	20 ft.	1 lb.	P	—
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	P	—
Heavy crossbow	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lbs.	P	—
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lbs.	P	—
Light crossbow	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lbs.	P	—
Sling	—	1d3	1d4	×2	50 ft.	—	B	—
Underwater heavy crossbow	100 gp	1d8	1d10	19–20/×2	120 ft.	8 lbs.	P	—
Underwater light crossbow	70 gp	1d6	1d8	19–20/×2	80 ft.	4 lbs.	P	—

size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is used in one hand. It is easier to use in one's off hand than a one-handed weapon is, and can be used while grappling. Add the wielder's Strength modifier to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or half the wielder's Strength modifier if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength modifier applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength modifier to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or half his Strength modifier if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength modifier to damage rolls made with that weapon.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength modifier to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed. A weapon's size category isn't the same as its size as an object. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller

Table 1-5: Martial Weapons

LIGHT MELEE WEAPONS	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Butterfly sword (2)	20 gp	1d3	1d4	19–20/×2	—	1 lb.	S	Monk
Dogslicer	8 gp	1d4	1d6	19–20/×2	—	1 lb.	S	Fragile
Gladius	15 gp	1d4	1d6	19–20/×2	—	3 lbs.	P or S	Performance
Handaxe	6 gp	1d4	1d6	×3	—	3 lbs.	S	—
Iron brush	2 gp	1d2	1d3	×2	10 ft.	—	P	—
Jutte	8 gp	1d4	1d6	×2	—	1 lb.	B	Disarm, monk
Kerambit	2 gp	1d2	1d3	×3	—	—	S	—
Kukri	8 gp	1d3	1d4	18–20/×2	—	2 lbs.	S	—
Light hammer	1 gp	1d3	1d4	×2	20 ft.	2 lbs.	B	—
Light pick	4 gp	1d3	1d4	×4	—	3 lbs.	P	—
Light shield	3 gp/9 gp	1d2	1d3	×2	—	Special	B	—
Lungchuan tamo	5 gp	1d3	1d4	×2	10 ft.	1 lb.	P or S	Monk
Sap	1 gp	1d4	1d6	×2	—	2 lbs.	B	Nonlethal
Shang gou	6 gp	1d3	1d4	×2	—	1 lb.	S	Disarm or trip, monk
Shortsword	10 gp	1d4	1d6	19–20/×2	—	2 lbs.	P	—
Spiked armor	+50 gp	1d4	1d6	×2	—	Special	P	—
Spiked light shield	13 gp/19 gp	1d3	1d4	×2	—	Special	P	—
Starknife	24 gp	1d3	1d4	×3	20 ft.	3 lbs.	P	—
Throwing axe	8 gp	1d4	1d6	×2	10 ft.	2 lbs.	S	—
Tonfa	1 gp	1d4	1d6	×2	—	1 lb.	B	Blocking, monk
Wushu dart	2 sp	1d2	1d3	×2	10 ft.	—	P	Monk
ONE-HANDED MELEE WEAPONS								
Battleaxe	10 gp	1d6	1d8	×3	—	6 lbs.	S	—
Double chicken saber	12 gp	1d4	1d6	19–20/×2	—	3 lbs.	S	Disarm, monk
Heavy pick	8 gp	1d4	1d6	×4	—	6 lbs.	P	—
Heavy shield	7 gp/20 gp	1d3	1d4	×2	—	Special	B	—
Klar	12 gp	1d4	1d6	×2	—	6 lbs.	S	See text
Light flail	8 gp	1d6	1d8	×2	—	5 lbs.	B	Disarm, trip
Longsword	15 gp	1d6	1d8	19–20/×2	—	4 lbs.	S	—
Nine-ring broadsword	15 gp	1d6	1d8	×3	—	4 lbs.	S	Monk
Rapier	20 gp	1d4	1d6	18–20/×2	—	2 lbs.	P	—
Scimitar	15 gp	1d4	1d6	18–20/×2	—	4 lbs.	S	—
Scizore	20 gp	1d8	1d10	×2	—	3 lbs.	P	Performance
Sibat	2 gp	1d4	1d6	×3	10 ft.	2 lbs.	P or S	Grapple
Spiked heavy shield	17 gp/30 gp	1d4	1d6	×2	—	Special	P	—
Sword cane	45 gp	1d4	1d6	×2	—	4 lbs.	P	—
Terbutje	5 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	Fragile
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lbs.	P	Brace
Warhammer	12 gp	1d6	1d8	×3	—	5 lbs.	B	—
TWO-HANDED MELEE WEAPONS								
Bardiche	13 gp	1d8	1d10	19–20/×2	—	14 lbs.	S	Brace, reach, see text
Bec de corbin	15 gp	1d8	1d10	×3	—	12 lbs.	B or P	Brace, reach, see text
Bill	11 gp	1d6	1d8	×3	—	11 lbs.	S	Brace, disarm, reach, see text
Earth breaker	40 gp	1d10	2d6	×3	—	14 lbs.	B	—
Falchion	75 gp	1d6	2d4	18–20/×2	—	8 lbs.	S	—
Glaive	8 gp	1d8	1d10	×3	—	10 lbs.	S	Reach
Glaive-guisarme	12 gp	1d8	1d10	×3	—	10 lbs.	S	Brace, reach, see text
Greataxe	20 gp	1d10	1d12	×3	—	12 lbs.	S	—
Greatclub	5 gp	1d8	1d10	×2	—	8 lbs.	B	—
Greatsword	50 gp	1d10	2d6	19–20/×2	—	8 lbs.	S	—

TWO-HANDED MELEE WEAPONS (CONT.)	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Guisarme	9 gp	1d6	2d4	×3	—	12 lbs.	S	Reach, trip
Halberd	10 gp	1d8	1d10	×3	—	12 lbs.	P or S	Brace, trip
Heavy flail	15 gp	1d8	1d10	19–20/×2	—	10 lbs.	B	Disarm, trip
Hooked lance	3 gp	1d6	1d8	×4	—	10 lbs.	P	Reach, trip
Horsechopper	10 gp	1d8	1d10	×3	—	12 lbs.	P or S	Reach, trip
Lance	10 gp	1d6	1d8	×3	—	10 lbs.	P	Reach
Lucerne hammer	15 gp	1d10	1d12	×2	—	12 lbs.	B or P	Brace, reach, see text
Mattock	12 gp	1d6	2d4	×4	—	12 lbs.	P	Fragile
Monk's spade	20 gp	1d4/1d4	1d6/1d6	×2	—	12 lbs.	B or P or S	Double, monk
Naginata	35 gp	1d6	1d8	×4	—	9 lbs.	S	Reach
Nodachi	60 gp	1d8	1d10	18–20/×2	—	8 lbs.	S or P	Brace
Ogre hook	24 gp	1d8	1d10	×3	—	10 lbs.	P	Trip
Ranseur	10 gp	1d6	2d4	×3	—	12 lbs.	P	Disarm, reach
Rhomphaia	15 gp	1d6	2d4	×3	—	10 lbs.	P or S	Brace, fragile, reach
Sansetsukon	8 gp	1d8	1d10	19–20/×2	—	3 lbs.	B	Blocking, disarm, monk
Scythe	18 gp	1d6	2d4	×4	—	10 lbs.	P or S	Trip
Tepoztopilli	8 gp	1d8	1d10	19–20/×2	—	8 lbs.	P or S	Fragile, reach
Tiger fork	5 gp	1d6	1d8	×2	—	8 lbs.	P	Brace, monk
Tri-point double-edged sword	12 gp	1d8	1d10	×3	—	14 lbs.	P	Reach

RANGED WEAPONS								
Amentum	—	1d4	1d6	×2	50 ft.	1 lb.	P	Performance
Atlatl	2 gp	1d4	1d6	×2	50 ft.	2 lbs.	P	—
Chakram	1 gp	1d6	1d8	×2	30 ft.	1 lb.	S	—
Composite longbow	100 gp	1d6	1d8	×3	110 ft.	3 lbs.	P	—
Composite shortbow	75 gp	1d4	1d6	×3	70 ft.	2 lbs.	P	—
Hunga munga	4 gp	1d4	1d6	×2	15 ft.	3 lbs.	P	—
Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lbs.	P	—
Pilum	5 gp	1d6	1d8	×2	20 ft.	4 lbs.	P	See text
Poisoned sand tube	1 gp	Special	Special	—	—	1 lb.	—	See text
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lbs.	P	—
Tube arrow shooter	3 gp	1d3	1d4	×2	40 ft.	1/2 lb.	P	—

than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon, a –4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a Small creature wields a Medium one-handed weapon as a two-handed weapon (it still takes the –2 penalty for using an inappropriately sized weapon). If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

IMPROVISED WEAPONS: Sometimes objects not crafted to be weapons nonetheless see use in combat—commonly bottles, chair legs, stray femurs, and that sort of thing. Because such objects are not designed for this use, any creature that uses an improvised weapon in combat is considered to be nonproficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a critical threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

WEAPON QUALITIES

Here is the format for weapon entries (given as column headings on Tables 1–4 through 1–6 and Table 1–10).

PRICE: This value is the weapon's price in gold pieces (gp) or silver pieces (sp). The price includes miscellaneous gear that goes with the weapon, such as a scabbard or quiver.

Table 1-6: Exotic Weapons

LIGHT MELEE WEAPONS	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Aklys	5 gp	1d4	1d6	×2	20 ft.	2 lbs.	B	Performance, trip
Dan bong	1 sp	1d2	1d3	19–20/×2	10 ft.	—	B	Blocking, monk, see text
Emei piercer	3 gp	1d2	1d3	19–20/×2	—	—	P	See text
Fighting fan	5 gp	1d3	1d4	×3	—	—	P	Distracting, monk
Kama	2 gp	1d4	1d6	×2	—	2 lbs.	S	Monk, trip
Knuckle axe	9 gp	1d4	1d6	×3	—	2 lbs.	S	Monk, performance
Madu (leather/steel)	40 gp/50 gp	1d3	1d4	×2	—	5 lbs./6 lbs.	P	Performance
Nunchaku	2 gp	1d4	1d6	×2	—	2 lbs.	B	Disarm, monk
Pata	14 gp	1d4	1d6	×3	—	3 lbs.	P	Performance
Quadrens	8 gp	1d4	1d6	19–20/×2	—	2 lbs.	P	Performance
Sai	1 gp	1d3	1d4	×2	—	1 lb.	B	Disarm, monk
Scorpion whip	5 gp	1d3	1d4	×2	—	3 lbs.	S	Performance
Siangham	3 gp	1d4	1d6	×2	—	1 lb.	P	Monk
Sica	10 gp	1d4	1d6	×2	—	2 lbs.	S	Performance
Swordbreaker dagger	10 gp	1d3	1d4	×2	—	3 lbs.	S	Disarm, see text
Tekko-kagi	2 gp	1d2	1d3	×2	—	—	P	Disarm, see text
Wakizashi	35 gp	1d4	1d6	18–20/×2	—	2 lbs.	P or S	Deadly
ONE-HANDED MELEE WEAPONS								
Bastard sword	35 gp	1d8	1d10	19–20/×2	—	6 lbs.	S	—
Dwarven waraxe	30 gp	1d8	1d10	×3	—	8 lbs.	S	—
Falcata	18 gp	1d6	1d8	19–20/×3	—	4 lbs.	S	—
Great terbutje	12 gp	1d8	1d10	19–20/×2	—	4 lbs.	S	Fragile
Hooked axe	20 gp	1d6	1d8	×3	—	7 lbs.	S	Disarm, performance, trip
Katana	50 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	Deadly
Khopesh	20 gp	1d6	1d8	19–20/×2	—	8 lbs.	S	Trip
Nine-section whip	8 gp	1d6	1d8	19–20/×2	—	3 lbs.	B	Blocking, distracting, monk, trip
Rhoka sword	25 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	—
Sawtooth sabre	35 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	—
Shotel	30 gp	1d6	1d8	×3	—	3 lbs.	P	Performance
Taiaha	10 gp	1d8/1d4	1d10/1d6	×2/×3	—	8 lbs.	B or P	Double
Temple sword	30 gp	1d6	1d8	19–20/×2	—	3 lbs.	S	Monk, trip
Urumi	30 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	Distracting
Wahaika	3 gp	1d4	1d6	×2	10 ft.	3 lbs.	B	Disarm
Whip	1 gp	1d2	1d3	×2	—	2 lbs.	S	Disarm, nonlethal, reach, trip
TWO-HANDED MELEE WEAPONS								
Bo staff	1 gp	1d4/1d4	1d6/1d6	×2	—	3 lbs.	B	Blocking, double, monk
Chain spear	15 gp	1d4/1d4	1d6/1d6	×2	—	13 lbs.	P and S	Double, trip
Dire flail	90 gp	1d6/1d6	1d8/1d8	×2	—	10 lbs.	B	Disarm, double, trip
Double walking stick katana	50 gp	1d4	1d6	19–20/×2	—	6 lbs.	S	—
Double-chained kama	8 gp	1d4/1d4	1d6/1d6	×2	—	4 lbs.	S	Double, monk, reach, trip
Dwarven urgrosh	50 gp	1d6/1d4	1d8/1d6	×3	—	12 lbs.	P or S	Brace, double
Elven curve blade	80 gp	1d8	1d10	18–20/×2	—	7 lbs.	S	—
Flying blade	40 gp	1d10	1d12	×3	—	12 lbs.	S	Performance, reach
Gnome hooked hammer	20 gp	1d6/1d4	1d8/1d6	×3/×4	—	6 lbs.	B or P	Double, trip
Harpoon	5 gp	1d6	1d8	×3	10 ft.	16 lbs.	P	Grapple, see text
Kusarigama	12 gp	1d2/1d4	1d3/1d6	×2	—	3 lbs.	S or B	Double, grapple, monk, reach, trip

TWO-HANDED MELEE WEAPONS (CONT.)	PRICE	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Kyoketsu shoge	6 gp	1d3	1d4	×2	20 ft.	1 lb.	B, S, or P	Disarm, grapple, monk, reach
Mancatcher	15 gp	1	1d2	—	—	10 lbs.	P	Reach, see text
Meteor hammer	10 gp	1d6	1d8	×2	—	10 lbs.	B	Reach, trip
Orc double axe	60 gp	1d6/1d6	1d8/1d8	×3	—	15 lbs.	S	Double
Seven-branched sword	50 gp	1d8	1d10	×3	—	7 lbs.	S	Disarm, monk
Spiked chain	25 gp	1d6	2d4	×2	—	10 lbs.	P	Disarm, trip
Tetsubo	20 gp	1d8	1d10	×4	—	10 lbs.	B	—
Two-bladed sword	100 gp	1d6/1d6	1d8/1d8	19–20/×2	—	10 lbs.	S	Double
RANGED WEAPONS								
Bolas	5 gp	1d3	1d4	×2	10 ft.	2 lbs.	B	Nonlethal, trip
Boomerang	3 gp	1d4	1d6	×2	30 ft.	3 lbs.	B	See text
Double crossbow	300 gp	1d6	1d8	19–20/×2	80 ft.	18 lbs.	P	See text
Halfling sling staff	20 gp	1d6	1d8	×3	80 ft.	3 lbs.	B	—
Hand crossbow	100 gp	1d3	1d4	19–20/×2	30 ft.	2 lbs.	P	—
Kestros	1 gp	1d6	1d8	×3	50 ft.	1 lb.	P	—
Lasso	1 sp	—	—	—	—	5 lbs.	—	See text
Net	20 gp	—	—	—	10 ft.	6 lbs.	—	See text
Repeating hand crossbow	800 gp	1d3	1d4	19–20/×2	30 ft.	4 lbs.	P	—
Repeating heavy crossbow	400 gp	1d8	1d10	19–20/×2	120 ft.	12 lbs.	P	—
Repeating light crossbow	250 gp	1d6	1d8	19–20/×2	80 ft.	6 lbs.	P	—
Rope dart	1 gp	1d3	1d4	×2	20 ft.	—	P	Blocking, distracting, monk
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	1/2 lb.	P	Monk
Snag net	30 gp	—	—	—	10 ft.	10 lbs.	P	Trip, see text
Throwing shield	+50 gp	1d4	1d6	×2	20 ft.	—	B	Performance, trip

This price is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

DMG: These columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given in the same column, then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table 1–8: Tiny and Large Weapon Damage gives weapon damage values for Tiny and Large weapons.

CRITICAL: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Extra damage over and above a weapon's normal damage (such as sneak attack damage or bonus damage from the *flaming* weapon quality) is not multiplied when you score a critical hit.

×2: The weapon deals double damage on a critical hit. Some weapons deal triple or quadruple damage.

×2/×3: One head of this double weapon deals double damage on a critical hit. The other head deals triple damage. Some double weapons' heads deal triple and quadruple damage on a critical hit.

19–20/×2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. Some weapons score a threat on a natural 18 as well, or deal triple instead of double damage on a critical hit.

RANGE: Any attack at more than this distance is penalized for range. Beyond this range, the attack takes a cumulative –2 penalty for each full range increment (or fraction thereof) of distance to the target. For example, a dagger (with a range of 10 feet) thrown at a target that is 25 feet away would incur a –4 penalty. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot up to 10 range increments.

WEIGHT: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons; double it for Large weapons. Some weapons have a special weight. See the weapon's description for details.

TYPE: Weapons are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Table 1-7: Ammunition

Item	Price	Weight
Arrows (20)	1 gp	3 lbs.
Atlatl dart	1 gp	2 lbs.
Bamboo shaft arrows (10)	1 gp	1/2 lb.
Blowgun darts (10)	5 sp	—
Blunt arrows (20)	2 gp	3 lbs.
Crossbow bolts (10)	1 gp	1 lb.
Flight arrows (20)	2 gp	3 lbs.
Kestros dart (10)	5 gp	5 lbs.
Repeating crossbow bolts (5)	1 gp	1 lb.
Sling bullets (10)	1 sp	5 lbs.
Smoke arrow	10 gp	—
Whistling arrows (20)	2 gp	3 lbs.

Table 1-8: Tiny and Large Weapon Damage

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Some weapons deal damage of multiple types. If a weapon causes two types of damage, the type it deals is not half one type and half another; rather, all damage caused is considered to be of both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage caused by such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation where the damage type is significant, the wielder can choose which type of damage to deal with such a weapon. For example, the damage caused by a dagger depends on whether the wielder is thrusting to deal piercing damage or slicing to deal slashing damage.

Special: Some weapons have special features in addition to those noted in their descriptions.

Blocking: When you use this weapon to fight defensively, you gain a +1 shield bonus to AC.

Brace: If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging creature (*Core Rulebook* 203).

Deadly: When you use this weapon to deliver a coup de grace, it gains a +4 bonus to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

Disarm: When you use this weapon, you get a +2 bonus on combat maneuver checks to disarm an enemy.

Distracting: You gain a +2 bonus on Bluff skill checks to feint in combat while wielding this weapon.

Double: You can use a double weapon to fight 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. You can choose to wield one end of a double weapon two-handed, but it cannot be used as a double weapon when wielded in this way—only one end of the weapon can be used in any given round.

Fragile: Fragile weapons cannot take the beating that sturdier weapons can. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, the roll of a natural 1 destroys it instead. Masterwork and magical fragile weapons lack these flaws unless otherwise noted in the item description.

If a weapon gains the broken condition in this way, that weapon is considered to have taken damage equal to half its hit points +1. This damage is repaired either by something that addresses the effect that granted the weapon the broken condition (like quick clear in the case of firearm misfires or the Field Repair feat from *Ultimate Combat*) or by the repair methods described in the broken condition (*Core Rulebook* 566). When an effect that grants the broken condition is removed, the weapon regains the hit points it lost when the broken condition was applied. Damage done by an attack against a weapon (such as from a sunder combat maneuver) cannot be repaired by an effect that removes the broken condition.

Grapple: On a successful critical hit with a weapon of this type, you can attempt a combat maneuver check to grapple your opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the creature using a grappling weapon, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away that the creature you're grappling is no longer within the weapon's reach, you end the grapple with that action.

Monk: A monk weapon can be used by a monk to perform a flurry of blows (see Monk, *Core Rulebook* 56).

Nonlethal: These weapons deal nonlethal damage (*Core Rulebook* 191).

Performance: When wielding this weapon, if an attack or combat maneuver made with this weapon prompts a performance combat check (*Ultimate Combat* 154), you gain a +2 bonus on that check.

Reach: You can use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe.

Trip: When you use a trip weapon to make a trip attack, if you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

WEAPON DESCRIPTIONS

The weapons found on Tables 1–4, 1–5, and 1–6 are described below. Splash weapons are described under Alchemical Weapons in Chapter Two.

Weapons in this book are listed alphabetically by their full names. In some cases, this may mean the weapon is listed in a different way than it was in the *Core Rulebook*. For example, the orc double axe is listed alphabetically in this book as "orc double axe" rather than "axe, orc double" as in the *Core Rulebook*. This should help make finding weapons easier, especially for weapons with complex names like "bamboo shaft arrow" and "tri-point double-edged sword."

A few weapons had their names altered to be consistent with how other weapons are named; for example, the *Core Rulebook* has "flail" and "heavy flail," but in this book they're called "light flail" and "heavy flail."

AKLYS

PRICE 5 GP
TYPE exotic



The aklys is a hooked throwing club with a 20-foot-long cord, usually of woven leather; you can retrieve the aklys after throwing it as a move action. The hook allows you to make trip attacks at range. Some aklyses have holes drilled through them and whistle when flung.

AMENTUM

PRICE —
TYPE martial

An amentum is a long leather thong that attaches to a standard javelin. Before throwing, the amentum is wound about the javelin's shaft. You then throw the javelin while gripping the amentum, imparting spin on the weapon and greatly improving its range. Attaching an amentum to a javelin is a move action, and winding it is a full-round action. Javelins can be stored with amenta already wound about them. A javelin wound with an amentum is considered a martial weapon.

ARROWS

PRICE 1 GP (20)
TYPE ammunition

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.

ATLATL

PRICE 2 GP
TYPE martial

This Stone Age weapon is a thin piece of wood or antler used as a lever to hurl a specially fitted dart. An atlatl gives much greater range to a dart, but must be loaded like a projectile weapon. Your Strength modifier applies to damage rolls when you use an atlatl, just as it does for thrown weapons. You can fire—but not load—an atlatl with one hand. Loading an atlatl is a move action that requires two hands and provokes attacks of opportunity. The Rapid Reload feat can be taken for atlatls, allowing you to load a dart as a free action.

ATLATL DART

PRICE 1 GP
TYPE ammunition

An atlatl dart is the equivalent of a javelin except it has fletching. If thrown without an atlatl, treat it as a javelin.

BAMBOO SHAFT ARROW

PRICE 1 GP (10)
TYPE ammunition

These foot-long arrows are used as ammunition for arrow tubes. As an improvised melee weapon, they deal damage equivalent to that of a spiked gauntlet. They come in a bamboo tube that holds 10 shafts.

BARDICHE

PRICE 13 GP
TYPE martial



The crescent axe-blade of this polearm is attached to the haft at two points: the center of the blade attaches to a socket at the top of the haft, and the lower point of the blade attaches to a secondary mount point. The blade is often very long, sometimes almost as long as the haft. You gain a +2 bonus to your CMD to resist sunder attempts made against a bardiche.

BASTARD SWORD

PRICE 35 GP
TYPE exotic



A bastard sword is about 4 feet in length, making it too large to use in one hand without special training; thus, it is an exotic weapon. You can use a bastard sword two-handed as a martial weapon.

BATTLE ASPERGILLUM

PRICE 5 GP
TYPE simple

Named for the common aspergillum, a macelike tool used by priests to sprinkle holy water, this light mace has a hollow head and a metal plug closing off the hole through which the head is filled. When the mace strikes a creature, holy water sprinkles out through tiny holes throughout the weapon's head; creatures subject to damage from holy water take 1 point of damage in addition to the normal effect of being struck by the mace (a nonmagical aspergillum can deal holy water damage to an incorporeal creature in this manner, even if the mace itself deals no damage). After 5 hits, the battle aspergillum is empty and needs to be refilled. Filling it with holy water is a standard action that provokes attacks of opportunity (like drinking a potion). A filled aspergillum is normally carried upright, to prevent the holy water from leaking out as the weapon moves.

Battleaxe

Price 10 GP
Type martial



The handle of this axe is long enough that you can wield it one-handed or two-handed. The head may have one blade or two, with blade shapes ranging from half-moons to squared edges like narrower versions of woodcutting axes. The wooden haft may be protected and strengthened with metal bands called langets.

Bayonet

Price 5 GP
Type simple



Bayonets are close combat weapons designed to fit into the grooves or muzzles of crossbows and firearms. They allow you to make melee attacks with these weapons but render them temporarily useless as ranged weapons. Attaching or removing a bayonet is a move action.

Bec de Corbin

Price 15 GP
Type martial

The bec de corbin is a polearm very similar to the lucerne hammer, but the hammer head is slightly blunter and the spike is stouter and more hooked. You primarily attack with the spike. You gain a +2 bonus on combat maneuver checks to sunder medium or heavy armor with a bec de corbin.

Bill

Price 11 GP
Type martial



The blade of this polearm is a curved or hooked chopping blade with a spiked projection on the back of the blade. The spike is commonly used to block and parry. When fighting defensively or with total defense, this weapon gives you a +1 shield bonus to AC. A mounted opponent hit by a bill takes a –1 penalty on his Ride check to stay mounted.

Blowgun

Price 2 GP
Type simple



Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired. For a list of appropriate poisons, see Poisons on page 110.

Blowgun Darts

Price 5 SP (10)
Type ammunition

The thin, light darts used in a blowgun are usually made of hardwood with a stabilizing fletching of down or fur. A dart is usually loaded from the back end just before firing.

Blunt Arrows

Price 2 GP (20)
Type ammunition

These arrows have rounded wooden tips that deal bludgeoning damage rather than piercing. An archer can use a blunt arrow to deal nonlethal damage (at the normal –4 attack penalty for using a lethal weapon to deal nonlethal damage).

Bo Staff

Price 1 GP
Type exotic

Similar to a quarterstaff, only more slender and tapered at one end, the bo staff is both a defensive device and a weapon.

Boar Spear

Price 5 GP
Type simple



This spear has a metal crossbar to protect you against onrushing attackers. If you ready a boar spear against a charge and your attack hits, you gain a +2 shield bonus to your AC against that creature until your next turn.

Bolas

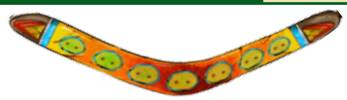
Price 5 GP
Type exotic



A bolas is a pair of wooden, stone, or metal weights connected by a thin rope or cord. You can whirl and throw this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas.

Boomerang

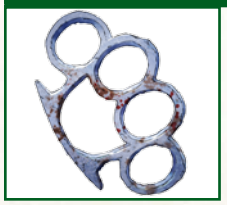
Price 3 GP
Type exotic



The boomerang is primarily a hunting tool, but it is not uncommon for these versatile thrown weapons to be carried into battle. A boomerang is made of wood and is flat, with a long haft, a pronounced forward curve, and a sharp backward bend at the head. A hunting boomerang does not fly in a returning path.

Brass Knuckles

Price 1 GP
Type simple



These weapons fit snugly around the knuckles and allow you to deal lethal damage with an unarmed strike. You may hold, but not wield, a weapon or other object in a hand wearing brass knuckles. You may cast a spell with a somatic component while wearing brass knuckles if you make a successful concentration check (DC 10 + the level of the spell you're casting). Monks are proficient with brass knuckles. Brass knuckles can't be disarmed.

BUTTERFLY SWORD

PRICE 20 GP (2)
TYPE martial



These short matching swords come in pairs, cleverly nested together to appear as a single blade. Both weapons can be drawn at the same time, and they can be separated as a free action and wielded in both hands to make wickedly effective chops and slashes. Their thin, broad blades extend just 1 foot in length. A butterfly sword has a hardwood grip covered with braided cord, and a metal D-shaped guard to protect the wielder's hand. The listed price is for a pair of butterfly swords. Masterwork butterfly swords cost 320 gp for the pair. If you add magical enhancement bonuses or properties to a butterfly sword, treat each sword in the pair as a separate weapon (for example, adding a +1 magical enhancement bonus to a pair of masterwork butterfly swords costs 4,000 gp).

CESTUS

PRICE 5 GP
TYPE simple



The cestus is a glove of leather or thick cloth that covers the wielder from mid-finger to mid-forearm. The close combat weapon is reinforced with metal plates over the fingers and often lined with wicked spikes along the backs of the hands and wrists. While wearing a cestus, you are considered armed and your unarmed attacks deal lethal damage. If you are proficient with a cestus, you can have your unarmed strikes deal bludgeoning or piercing damage. Monks are proficient with the cestus. When using a cestus, your fingers are mostly exposed, allowing you to wield or carry items in that hand, but the constriction of the weapon at your knuckles gives you a –2 penalty on all precision-based tasks involving that hand (such as opening locks). A cestus can't be disarmed.

CHAIN SPEAR

PRICE 15 GP
TYPE exotic



This weapon is often used in gladiatorial events due to its versatility. The body of the weapon is a short spear, primarily used for thrusting. The butt of the spear is fitted with a length of chain, often spiked, with a hook at the end. The hook and chain may be used to make trip attacks. If your trip attack fails by 10 or more, you may drop the chain spear to avoid being knocked prone.

CHAKRAM

PRICE 1 GP
TYPE martial



The chakram is a simple, elegant, and highly portable thrown weapon. It is a flat, open-centered metal discus with a sharpened edge. You can wield the chakram as a melee weapon, but it is not designed for such use; you take a –1 penalty on your attack roll with the weapon and must succeed at a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save if wearing heavy armor.

CLUB

PRICE —
TYPE simple



This weapon is usually just a shaped piece of wood, sometimes with a few nails or studs embedded in it.

COMPOSITE LONGBOW

PRICE 100 GP
TYPE martial



You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier 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 to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

COMPOSITE SHORTBOW

PRICE 75 GP
TYPE martial



You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. 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 modifier 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 modifier on damage rolls, up to the maximum bonus indicated for the bow.

Each point of Strength bonus granted by the bow adds 75 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite shortbow. A composite shortbow fires arrows.

For the purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite shortbow is treated as if it were a shortbow.

Crossbow Bolts

Price 1 GP (10)
Type ammunition



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 (critical multiplier ×2). Bolts come in a case or quiver that holds 10 bolts. All crossbows except repeating crossbows use these kinds of crossbow bolts, which are sometimes called "quarrels."

Dagger

Price 2 GP
Type simple



A dagger is a fighting knife. Its blade is usually less than 1 foot long, and can be curved or straight, with one edge or two. Dagger designs vary widely, and can have many different names (such as a thrusting dagger being called a "dirk"). You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body.

Dan Bong

Price 1 SP
Type exotic



These short, blunt sticks are held in the hands to enhance unarmed martial techniques and secured by a cord looped over the thumb. They provide the wielder with the ability to lock an opponent and target pressure points, granting you a +2 bonus on combat maneuver checks to grapple.

Dart

Price 5 SP
Type simple

This thrown weapon is larger than an arrow and shorter than a javelin, with a weighted tip and a shorter range than a javelin. Most darts are wooden shafts with a thick metal point.

Dire Flail

Price 90 GP
Type exotic

A dire flail consists of two spheres of spiked iron dangling from chains at opposite ends of a long haft. This weapon excels at short but powerful strikes, and is typically swung in a constant churning motion. The wielder of a dire flail must have great strength, both to use the weapon effectively and to keep from tiring out.

Dogslicer

Price 8 GP
Type martial



This short, curved blade was created by goblins, who often drill numerous holes into it in an attempt to reduce its weight. Most dogslicers are sized for Small creatures.

Double Chicken Saber

Price 12 GP
Type martial



The tip of this 3-foot-long, straight-bladed sword is bent into two staggered, opposing sharpened spurs that can be used to pull weapons from an opponent's hands.

Double Crossbow

Price 300 GP
Type exotic



This heavy weapon fires a pair of iron-tipped bolts with a single squeeze of the trigger. Because of its size and weight, you take a –4 penalty on your attack roll if you're proficient with it, or –8 if you're not. If the attack hits, the target takes damage from both bolts. Critical hits, sneak attack damage, and other precision-based damage apply to only the first bolt. Reloading one bolt is a standard action; the Rapid Reload feat reduces this to a move action. Crossbow Mastery (*Advanced Player's Guide*) allows you to reload both bolts as a move action. A double crossbow fires crossbow bolts.

Double Walking Stick Katana

Price 50 GP
Type exotic

This single case conceals a pair of matched fighting swords perfectly balanced to be wielded as a pair. Despite their name, the blades more closely resemble the shorter wakizashi. When drawn, the blades use the statistics listed on the table. When the blades are concealed in their case, this weapon can be used as a quarterstaff.

Double-Chained Kama

Price 8 GP
Type exotic

This weapon comprises a pair of kama connected with an 8-foot length of chain. The wielder can attack as if armed with a single kama in each hand or extend the chain to make a single reach attack. By swinging the chain, the wielder can whip the kama about to disarm or trip opponents. Furthermore, if one of the weapons is dropped, the wielder can retrieve it as a free action by pulling on the chain.

DWARVEN URGROSH

PRICE 50 GP
TYPE exotic



A dwarven urgrosh is a double weapon—an axe head and a spear point on opposite ends of a long haft. 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 becomes the off-hand weapon. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage. Dwarves treat dwarven urgroshes as martial weapons.

DWARVEN WARAXE

PRICE 30 GP
TYPE exotic



A dwarven waraxe has a large, ornate head mounted on a thick handle, making it 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.

EARTH BREAKER

PRICE 40 GP
TYPE martial



The crude metal of this massive hammer's head ends in multiple blunt spikes that help concentrate the force of a powerful swing down into a smaller, more focused area, allowing it to smash through armor with greater ease. Due to the tremendous size and weight of its head, an earth breaker is poorly balanced, and requires two hands to properly lift and control.

ELVEN CURVE BLADE

PRICE 80 GP
TYPE exotic

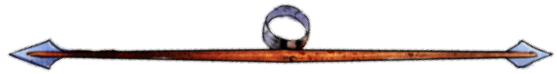


Essentially a longer version of a scimitar, but with a thinner blade, the elven curve blade is exceptionally rare. You receive a +2 circumstance bonus to your CMD whenever a foe attempts to sunder your elven curve blade because of its flexible metal.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with an elven curve blade that is sized for you, even though it isn't a light weapon.

EMEI PIERCER

PRICE 3 GP
TYPE exotic



This weapon is used to augment unarmed martial techniques. It consists of an 8- to 10-inch-long, dual-pointed steel spike set on swivels and mounted on a ring, so that it can be spun around at high speeds when slipped over the wielder's ring finger. The ring prevents the wielder from being disarmed and turns unarmed strikes into piercing attacks.

FALCATA

PRICE 18 GP
TYPE exotic



This heavy blade has a single sharp edge, concave at the bottom and convex at the top, with a hook-shaped hilt. Its shape distributes the weight to give it the momentum of an axe with the cutting edge of a sword, much like a larger version of a kukri. The hooked hilt is sometimes carved to resemble the head of a horse or bird of prey, and may have a thin chain stretched across its opening, acting as a partial guard for the hand and fingers.

FALCHION

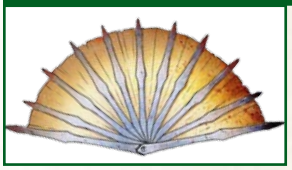
PRICE 75 GP
TYPE martial



This sword has one curved, sharp edge like a scimitar, with the back edge unsharpened and either flat or slightly curved. Its weight is greater toward the end, making it better for chopping rather than stabbing.

FIGHTING FAN

PRICE 5 GP
TYPE exotic



Made to resemble a courtier's fan, this device consists of silk paper stretched and folded over a folding frame of hardened steel. Fighting fans are typically wielded in pairs using a technique that distracts the opponent. The fans sport sharp tips, which can be poisoned. For a list of appropriate poisons, see Poisons on page 110.

FLIGHT ARROWS

PRICE 2 GP (20)
TYPE ammunition



These arrows have light shafts and special fletching to give them greater range. A flight arrow's range increment is 20 feet greater with longbows and 10 feet greater with shortbows. They deal damage as if one size category smaller.

FLYING BLADE

PRICE 40 GP
TYPE exotic

A flying blade is a large, crescent-shaped blade anchored to a 10-foot chain. You fight with a flying blade by spinning it about your head or by snapping it toward an opponent. Because the flying blade is a clumsy weapon, you receive a –2 penalty on attack rolls with it, but when you make attacks of opportunity provoked by movement, you receive a +2 bonus on attack rolls instead of the penalty.

GAUNTLET

PRICE 2 GP
TYPE simple



This metal glove 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 breastplates) come with gauntlets. Your opponent cannot use a disarm action to disarm you of gauntlets.

GLADIUS

PRICE 15 GP
TYPE martial

The gladius is the favorite sword of gladiators, with a heavier blade than the standard shortsword. Feats and abilities that affect shortswords apply to the gladius.

GLAIVE

PRICE 8 GP
TYPE martial



A glaive is composed of a simple blade mounted on the end of a pole about 7 feet in length.

GLAIVE-GUISARME

PRICE 12 GP
TYPE martial



This polearm combines the blade of a glaive with a wicked hook. A mounted opponent hit by a glaive-guisarme takes a –2 penalty on her Ride check to stay mounted.

GNOME HOOKED HAMMER

PRICE 20 GP
TYPE exotic



A gnome hooked hammer is a double weapon—an ingenious tool with a hammer head at one end of its haft and a long, curved pick at the other. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (critical multiplier ×3). Its hook is a piercing weapon that deals 1d4 points of damage (critical multiplier ×4). You can use either head as the primary weapon. Gnomes treat hooked hammers as martial weapons.

GREAT TERBUTJE

PRICE 12 GP
TYPE exotic

This Stone Age weapon is a 4-foot-long version of the terbutje. It is too large to use in one hand without special training; thus, it is an exotic weapon. You can use a great terbutje two-handed as a martial weapon.

GREATAXE

PRICE 20 GP
TYPE martial



This two-handed battle axe is heavy enough that you can't wield it with one hand. The head may have one blade or two, and may be "bearded" (meaning hooked or trailing at the bottom) to increase cleaving power and help pull down enemy shields. The haft is usually 3 to 4 feet long.

GREATCLUB

PRICE 5 GP
TYPE martial



This larger, bulkier version of the common club is heavy enough that you can't wield it with one hand. It may be ornate and carved, reinforced with metal, or a simple branch from a tree. Like simple clubs, greatclubs have many names, such as cudgels, bludgeons, shillelaghs, and more.

GREATSWORD

PRICE 50 GP
TYPE martial



This immense two-handed sword is about 5 feet in length. A greatsword may have a dulled lower blade that can be gripped.

GUISARME

PRICE 9 GP
TYPE martial



A guisarme is an 8-foot-long shaft with a blade and a hook mounted at the tip.

HALBERD

PRICE 10 GP
TYPE martial



A halberd is similar to a 5-foot-long spear, but it also has a small, axelike head mounted near the tip.

HALFLING SLING STAFF

PRICE 20 GP
TYPE exotic



Made from a specially designed sling attached to a short club, a halfling sling staff can be used by a proficient wielder to devastating effect. Your Strength modifier applies to damage rolls when you use a halfling sling staff, just as it does for thrown weapons. You can fire, but not load, a halfling sling staff with one hand. Loading a halfling sling staff is a move action that requires two hands and provokes attacks of opportunity.

A halfling sling staff fires bullets. You can hurl ordinary stones with a halfling sling staff, 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 and you take a –1 penalty on attack rolls.

A halfling sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size. Halflings treat halfling sling staves as martial weapons.

HAND CROSSBOW

PRICE 100 GP
TYPE exotic



You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

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.

HANDAXE

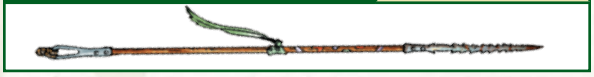
PRICE 6 GP
TYPE martial



This one-handed axe is short (roughly 1 foot long) and designed for use with one hand. Unlike throwing axes, it is not well balanced for a graceful tumbling motion, and is instead heavier at its head. Tomahawks, war hatchets, and other such names usually refer to hand axes.

HARPOON

PRICE 5 GP
TYPE exotic



A harpoon is a barbed spear with an attached rope 50 feet or less in length. Most harpoons have metal points, but some use ivory or are made entirely of wood. If you are proficient with the harpoon, it is a grappling weapon. A harpoon's weight includes 10 pounds for the weight of 50 feet of hemp rope. The weight can be reduced by using shorter or lighter rope. If you are not proficient with a harpoon, treat it like a spear.

HEAVY CROSSBOW

PRICE 50 GP
TYPE simple



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. A heavy crossbow fires crossbow bolts.

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. This penalty is cumulative with the penalty for one-handed firing.

HEAVY FLAIL

PRICE 15 GP
TYPE martial

Similar to a light flail, a heavy flail has a larger metal ball and a longer handle.

HEAVY MACE

PRICE 12 GP
TYPE simple

A heavy mace has a larger head and a longer handle than a light mace.

HEAVY PICK

PRICE 8 GP
TYPE martial



This variant of the light pick has a longer handle and can be used with one or two hands. It is a common, inexpensive weapon for mounted soldiers since it can be used effectively from horseback.

HEAVY SHIELD

PRICE 7 GP/20 GP
TYPE martial

You can bash with a heavy shield instead of using it for defense. The shield entries for heavy shields appear on page 11.

HOOKED AXE

PRICE 20 GP
TYPE exotic

The hooked end of this axe's blade can be used to disarm foes or pull them off balance. A hooked axe can be used as a martial weapon (in which case it functions like a battleaxe).

HOOKED LANCE

PRICE 3 GP
TYPE martial



This slender, 10-foot-long polearm has an added hook protruding from the head that is used to snag the clothing and armor of opponents. A hooked lance, unlike a lance, can't be wielded in one hand while mounted and doesn't deal extra damage if used while mounted.

HORSECHOPPER

PRICE 10 GP
TYPE martial



Crafted by goblins for battling horses, this weapon is essentially a long-handled halberd with an enlarged hook on the blade. Most horsechoppers are sized for Small creatures.

HUNGA MUNGA

PRICE 4 GP
TYPE martial



Also called a mambele, danisco, goleyo, njiga, or any of many lesser-known names, this three-bladed dagger is intended for throwing but can be used as a melee weapon. Though the basic three-blade design is most common, hunga mungas can take a wide variety of forms.

IRON BRUSH

PRICE 2 GP
TYPE martial



This is an iron-handled version of a scholar's brush with a sharpened handle. Though it does little damage, it is easily concealed (you gain a +2 bonus on Sleight of Hand checks made to conceal an iron brush on your body) and can be thrown short distances, or used to jab at key nerve clusters and acupuncture points to surprisingly devastating effect.

JAVELIN

PRICE 1 GP
TYPE simple



A javelin is a thin throwing spear. 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.

JUTTE

PRICE 8 GP
TYPE martial



This batonlike weapon is fitted with a metal hook that can be used to block and pin an opponent's weapon. Some variations are tipped with a sharpened metal spike or blade.

KAMA

PRICE 2 GP
TYPE exotic

Similar to a sickle—and in some regions still used to reap grain—a kama is a short, curved blade attached to a simple handle, usually made of wood. It is sometimes also referred to as a kai, and is frequently used in pairs by martial artists.

KATANA

PRICE 50 GP
TYPE exotic



Specifically constructed for samurai, katanas employ multiple types of steel combined in a distinctive forging process. The result are swords noted for their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master. Characters can use a katana two-handed as a martial weapon, but must take the Exotic Weapon Proficiency (katana) feat to use it one-handed.

KERAMBIT

PRICE 2 GP
TYPE martial



This small, curved pull dagger has a metal loop at the base of its handle, allowing it to be secured with a pinky or worn on a string tied in the hair. While relatively small, the curved blade can create brutal wounds. Easily concealed (you gain a +2 bonus on Sleight of Hand checks made to conceal a kerambit on your body), it is a favorite weapon of ninja and assassins.

KESTROS

PRICE 1 GP
TYPE exotic

The kestros is an oddly shaped Bronze Age sling used for launching kestros darts. Your Strength modifier applies on damage rolls when you use a kestros, just as it does for thrown weapons. You can fire—but not load—a kestros with one hand. Loading a kestros is a move action that requires two hands and provokes attacks of opportunity. Halflings treat the kestros as a martial weapon.

KESTROS DART

PRICE 5 GP (10)
TYPE ammunition

This dart, meant to be thrown using a kestros, consists of a heavy metal point about 9 inches long attached to a shaft of wood about 12 inches long, fletched with feathers for stability. If used as a melee weapon, it is a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier ×2). Kestros darts come in a quiver that holds 10 darts.

KHOPESH

PRICE 20 GP
TYPE exotic



This heavy blade has a convex curve near the end, making its shape similar to that of a battleaxe. A typical khopesh is 20 to 24 inches in length. Its curved shape allows the wielder to hook around defenses and trip foes. The elegant shape of a khopesh leads some artisans to cover them in ornate decorations.

KLAR

PRICE 12 GP
TYPE martial

The traditional form of this tribal weapon is a short metal blade bound to the skull of a large horned lizard, but a skilled smith can craft one entirely out of metal. A traditional klar counts as a light wooden shield with shield spikes; a metal klar counts as a light steel shield with shield spikes. The klar's shield entry appears on page 12.

KNUCKLE AXE

PRICE 9 GP
TYPE exotic

Knuckle axes, usually used in pairs, resemble axe blades mounted on brass knuckles. You may hold, but not wield, a weapon or other object in a hand wearing a knuckle axe. Unlike when wearing brass knuckles, you cannot use a hand wearing a knuckle axe for spellcasting.

KUKRI

PRICE 8 GP
TYPE martial



A kukri is a curved blade, about 1 foot in length.

KUSARIGAMA

PRICE 12 GP
TYPE exotic



This weapon has a single kama or sickle held in the off hand, attached by 10 feet of fine chain to a weighted metal ball. The sickle can be used to make trip attacks, jabs, and blocks, while the ball is whipped around at high speeds and then smashed into the opponent, or used to tangle an opponent's sword or spear, allowing the wielder to then attack with the sickle. For a Medium kusarigama, the sickle end deals 1d6 points of slashing damage, and the chain end deals 1d3 points of bludgeoning damage

KYOKETSU SHOGE

PRICE 6 GP
TYPE exotic



This weapon consists of a foot-long double-edged blade, with another smaller, curved hook-blade sticking out the side like a rooster's spur. The blade is strung to a large iron hoop with a 10-foot length of rope. The blade can be used as an off-handed melee weapon or thrown like a dagger, while the rope and circlet can be whipped around and swung at opponents as a bludgeoning reach weapon.

LANCE

PRICE 10 GP
TYPE martial

A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

LASSO

PRICE 1 SP
TYPE exotic

This thrown weapon is a length of rope with a simple open knot on one end that allows you to entangle a foe like you would using a net. The DC to cast a spell while entangled with a lasso is 10 + the spell level being cast. An entangled creature can slip free with a successful DC 15 Escape Artist check as a full-round action. The lasso has 2 hit points and AC 10, and requires a DC 23 Strength check to break. On a successful hit, the lasso tightens; to use it again you must spend a standard action sliding the knot to enlarge the loop.

LIGHT CROSSBOW

PRICE 35 GP
TYPE simple



You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. A light crossbow fires crossbow bolts.

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. This penalty is cumulative with the penalty for one-handed firing.

LIGHT FLAIL

PRICE 8 GP
TYPE martial



A light flail consists of a weighted striking end connected to a handle by a sturdy chain. Though often imagined as a ball, sometimes spiked like the head of a morningstar, the head of a light flail can actually take many different shapes, such as short bars. Military flails are sturdier evolutions of agricultural flails, which are used for threshing—beating stacks of grains to separate the useful grains from their husks.

LIGHT HAMMER

PRICE 1 GP
TYPE martial

A lighter version of a warhammer, this weapon usually has a sleek metal head with one striking surface.

LIGHT MACE

PRICE 5 GP
TYPE simple



A mace is made up of an ornate metal head attached to a simple wooden or metal shaft. The mace's head is usually flanged to cause more pain or damage. Some more primitive maces are made with stone bound to a wooden haft with leather straps.

LIGHT PICK

PRICE 4 GP
TYPE martial



This weapon, adapted from the pickaxe tool, has a head with a slightly curved, armor-piercing spike and a hammerlike counterweight.

LIGHT SHIELD

PRICE varies
TYPE martial

You can bash with a light shield instead of using it for defense. The shield entries for light shields appear on page 12.

LONGBOW

PRICE 75 GP
TYPE martial



At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need two hands to use a bow, regardless of its size. A longbow can't be used while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. You can apply your Strength modifier to damage rolls when you use a composite longbow, but not a regular longbow. A longbow fires arrows.

LONGSPEAR

PRICE 5 GP
TYPE simple



A longspear is about 8 feet in length.

LONGSWORD

PRICE 15 GP
TYPE martial



This sword is about 3-1/2 feet in length.

LUCERNE HAMMER

PRICE 15 GP
TYPE martial



This polearm has both a pronged hammer head for crushing blows and a spiked head for piercing and peeling armor. The long haft allows the wielder to put amazing force behind the head of this weapon. You gain a +2 bonus on combat maneuver checks to sunder medium or heavy armor with a lucerne hammer.

LUNGCHUAN TAMO

PRICE 5 GP
TYPE martial

What seems to be an ordinary baton sheaths a pair of matching slender-bladed daggers—perfectly balanced throwing blades.

MADU

PRICE 40 GP/50 GP
TYPE exotic



The madu is a round, light leather shield with two animal horns—usually from an antelope—extending from opposite sides. If you are proficient with the madu, you may use it to fight defensively with a –2 penalty instead of the normal –4, and your attack penalty for using Combat Expertise improves by +1 (minimum –1 penalty). You cannot hold anything else in the hand that bears a madu. If you are not proficient with the it, treat it as a light spiked shield. A madu can't be disarmed. It can be crafted entirely out of metal, but both versions offer the same basic protection and attack benefits, though they respond differently to some spells and effects. A druid can use a leather madu, but not a steel madu.

MANCATCHER

PRICE 15 GP
TYPE exotic



This polearm consists of two curved metal bands that close around a target when you attack, allowing you to bind an opponent. A mancatcher is built to capture a creature of a particular size category (such as Small or Medium) and doesn't work on creatures of the wrong size. Make a touch attack to hit an opponent and a combat maneuver check to grapple him (without the –4 penalty for not having two hands free); success means you and the target are grappled. Once the target is grappled, you can perform a move or damage grapple action against him. The mancatcher has hardness 10 and 5 hit points; breaking it requires a DC 26 Strength check. If you drop the mancatcher, the target can free himself as a standard action.

MATTOCK

PRICE 12 GP
TYPE martial

A mattock resembles a two-handed pick, but with a chisel-like blade instead of a point.

MERE CLUB

PRICE 2 GP
TYPE simple

A Stone Age weapon traditionally made of carved stone, a mere (MEH-reh) is a short, flat-sided, sharp-pointed club.

METEOR HAMMER

PRICE 10 GP
TYPE exotic

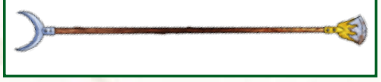


This weapon consists of one or two spherical weights attached by a 10-foot chain. You whirl the weights and wrap them around an opponent's body. If you succeed at a trip attempt with a meteor hammer, you can drag your opponent 5 feet closer to you rather than

knocking her prone. You may use this weapon in two different ways: In meteor mode you use it as a double weapon, while in fortress mode you cannot use it as a double weapon but gain reach and a +1 shield bonus to AC. Switching between these two modes is a free action decided at the start of your turn.

MONK'S SPADE

PRICE 20 GP
TYPE martial



This polearm is a double weapon. One side is fitted with a broad, shovel-like sharpened blade, while the opposite side is fitted with a crescent blade that juts out like a pair of bull's horns. The monk's spade does many types of damage. The type of damage it deals depends on how it is wielded, with the spade side able to bludgeon and slash and the crescent side able to slash and pierce.

MORNINGSTAR

PRICE 8 GP
TYPE simple



A morningstar is a spiked metal ball affixed to a handle.

NAGINATA

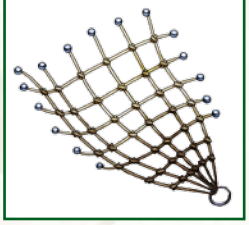
PRICE 35 GP
TYPE martial



The naginata consists of a 6-foot staff affixed to a 2-foot-long, slightly curved, swordlike blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons.

NET

PRICE 20 GP
TYPE exotic



A net is used 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 to Dexterity, can move 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 entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a concentration check with a DC of 15 + the spell's level or be unable to cast the spell.

An entangled creature can escape with a successful DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a successful DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

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.

NINE-RING BROADSWORD

PRICE 15 GP
TYPE martial



This broad-bladed weapon has nine heavy rings threaded through its spine, providing additional weight to add to the force of its impressive chopping power.

NINE-SECTION WHIP

PRICE 8 GP
TYPE exotic



The nine-section whip consists of steel bars linked together. The final bar is a 6-inch weighted spike. This weapon can be wielded as a single-handed weapon, a two-handed weapon, or in pairs. Nine-section whips often have colored cloth flags attached to the ends to make them easier to control.

NODACHI

PRICE 60 GP
TYPE martial



This very long, two-handed weapon has a slender but wickedly sharp 4-foot-long blade at one end. It is predominantly used by ground troops to attack mounted warriors, and can be used to hack riders from their mounts or set to receive a charge.

NUNCHAKU

PRICE 2 GP
TYPE exotic



A nunchaku is made up of two wooden or metal bars connected by a short length of rope or chain.

OGRE HOOK

PRICE 24 GP
TYPE martial



This large crook of sharpened metal makes it easy to trip and catch fleeing opponents. Invented by ogres, most ogre hooks are Large and crudely fashioned—often from metal torn from previous victims' weapons and armor. Despite their poor workmanship, the rarity and peril involved in getting ogre hooks make such items quite valuable.

ORC DOUBLE AXE

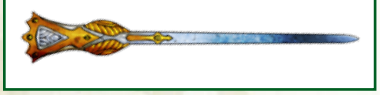
PRICE 60 GP
TYPE exotic



A cruel weapon with blades placed at opposite ends of a long haft, an orc double axe is a double weapon. Though invented by and traditionally associated with orcs, the double axe can be crafted and wielded by other races as well, though many disdain it for its extreme weight and clumsiness. Because of the blades at either end of the axe, the wielder must hold an orc double axe in the middle of its haft, and utilize a weaving, slashing fighting style more akin to that of a quarterstaff than to that of a greataxe or battleaxe.

PATA

PRICE 14 GP
TYPE exotic



An evolution of the punching dagger, the pata is a short sword that ends in a full, fingerless gauntlet hilt. You punch rather than stab with the weapon, allowing you to put more force behind each strike. While wearing a pata, you cannot use that hand for anything else. A pata provides a +10 bonus to your CMD against disarm attempts.

PILUM

PRICE 5 GP
TYPE martial



The tip of this heavy javelin is designed to break off and embed itself into a shield once it hits. Like ammunition, a thrown pilum that hits its target is destroyed. If you hit a shield-bearing opponent with a pilum, he loses the AC bonuses from that shield until he takes a standard action to pry the remnants of the pilum from his shield.

POISONED SAND TUBE

PRICE 1 GP
TYPE martial



Resembling a slim scroll case made of bamboo or metal, this tube is filled with fine sand that is soaked or coated with inhaled or contact poison. When loaded with 3 doses of these types of poison, you can blow into the tube to disperse the poisoned sand into your enemies' faces in a 15-foot cone. Each creature in the cone is affected as if afflicted with 1 dose of the poison. Even when loaded with unpoisoned sand, the tube lets loose a powerful irritant, and an opponent struck must succeed at a DC 12 Fortitude saving throw or be dazzled for 1 round. Once expended, the tube must be repacked before it can be used again. Repacking a tube requires a full-round action, or a standard action if you have the Rapid Reload feat.

PUNCHING DAGGER

PRICE 2 GP
TYPE simple



A punching dagger's blade is attached to a horizontal handle that projects out from the fist when held.

QUADRENS

PRICE 8 GP
TYPE exotic



A quadrens looks similar to a sturdy dagger, but with four spikes mounted in a square pattern in place of a blade. When you score a critical hit with a quadrens, the resulting gaping wound causes 1 point of bleed damage. In addition to punching through hide and armor, the spikes can also be used to snag opponents' blades and twist them out of their grips.

QUARTERSTAFF

PRICE —
TYPE simple



A quarterstaff is a simple piece of wood, about 5 feet in length. In battle, it's held with one hand at the butt and the other a quarter of the way up the staff, allowing it to block blows and make quick strikes.

RANSEUR

PRICE 10 GP
TYPE martial



Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.

RAPIER

PRICE 20 GP
TYPE martial



You can use the Weapon Finesse feat 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. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength modifier to its damage.

REPEATING CROSSBOW BOLTS

PRICE 1 GP (5)
TYPE ammunition

Bolts for a repeating crossbow are designed to fit the bolt case of a repeating crossbow. They are slightly more expensive than regular crossbow bolts and sold in increments of 5 instead of 10 (to match the capacity of the bolt case).

REPEATING HAND CROSSBOW

PRICE 800 GP
TYPE exotic

This weapon functions identically to a repeating heavy crossbow, except its damage, critical, and range values are equivalent to those of a hand crossbow instead.

REPEATING HEAVY CROSSBOW

PRICE 400 GP
TYPE exotic

The repeating heavy crossbow holds 5 repeating 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.

REPEATING LIGHT CROSSBOW

PRICE 250 GP
TYPE exotic



This weapon functions identically to a repeating heavy crossbow, except that its damage, critical, and range values are equivalent to those of a light crossbow instead of a heavy crossbow. Its significantly lighter construction and pull make it both more portable and more useful to those who rely on stealth or speed.

RHOKA SWORD

PRICE 25 GP
TYPE exotic



This sword is used almost exclusively by the life-hating urdefhans (*Bestiary 2* 276). The sword is the size of a longsword but consists of two serrated blades placed side by side.
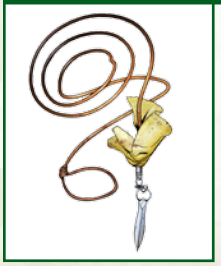
RHOMPHAIA

PRICE 15 GP
TYPE martial

This Bronze Age weapon is an early polearm consisting of a long, single-edged blade attached to a sturdy staff, sometimes slightly curved. It serves as both a cutting and a thrusting weapon.

ROPE DART

PRICE 1 GP
TYPE exotic



This deceptively complex weapon appears to be nothing more than a 12-foot rope attached to a 6-inch-long, conical metal spike. Similar to a meteor hammer, it can be whirled at great speeds, then aimed to strike and pierce opponents with great reach. Once it strikes, the wielder can quickly retrieve the weapon with a tug of the rope as a free action.

SAI

PRICE 1 GP
TYPE exotic



A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. When wielding a sai, you get a +2 bonus on combat maneuver checks to sunder an enemy's weapon. Though pointed, a sai is not usually used for stabbing. Instead, it is used primarily to bludgeon foes, punching with the hilt, or else to catch and disarm weapons between its tines. Sais are often wielded in pairs.

SANSETSUKON

PRICE 8 GP
TYPE martial



Also called a three-section staff, this weapon is divided into three 2-foot-long segments chained together, allowing the wielder greater flexibility than a normal staff and allowing the weapon to be swung rapidly to create a defensive block, wrap and catch weapons, or harness momentum via a whipping motion for powerful strikes.

SAP

PRICE 1 GP
TYPE martial



This weapon consists of a soft wrapping around a hard, dense core, typically a leather sheath around a lead rod. The head is wider than the handle and designed to spread out the force of the blow, making it less likely to draw blood or break bones.

SAWTOOTH SABRE

PRICE 35 GP
TYPE exotic



The signature weapon of certain assassin cults, the sawtooth sabre is a cruelly efficient weapon. You may use a sawtooth sabre as a Martial Weapon (in which case it functions identically to a longsword). If you have the Exotic Weapon Proficiency (sawtooth sabre) feat, for the purpose of two-weapon fighting you can treat it as a light melee weapon; for all other purposes it is one-handed melee weapon.

SCIMITAR

PRICE 15 GP
TYPE martial



This curved sword is shorter than a longsword and longer than a shortsword. Only the outer edge is sharp, and the back is flat, giving the blade a triangular cross-section.

Scizore

Price 20 GP
Type martial



The scizore is a hardened tube that fits over the forearm, ending in a semicircular blade. The scizore grants a +1 shield bonus to AC, but if you attack with the blade, you lose the AC bonus that round and take a –1 penalty on attack rolls with it. While wearing a scizore, you cannot use that hand for anything else. A scizore provides a +10 bonus to your CMD against being disarmed of your scizore. Donning a scizore is a full-round action.

Scorpion Whip

Price 5 GP
Type exotic

This whip has a series of razor-sharp blades inset along its tip. It deals lethal damage, even to creatures with armor bonuses. If you are proficient with both the scorpion whip and whip, you can use a scorpion whip in either the normal way (as a light performance weapon) or as a whip. When you use a scorpion whip as a whip, it is equivalent to a whip, but deals lethal damage and can harm creatures regardless of their armor bonus.

Scythe

Price 18 GP
Type martial



This weapon consists of a long wooden shaft with protruding handles and a sharp curved blade set at a right angle. Derived from a farm tool used to mow down crops, a scythe requires two hands to use, and is unwieldy but capable of inflicting grievous wounds. Its connotations as a symbol of death make it an intimidating weapon.

Seven-Branched Sword

Price 50 GP
Type exotic



This sword has a straight 2-foot-long blade with six shorter L-shaped blades protruding from it, three on each side. The shorter blades can be used to snag opponents' clothing or armor, or can target weapons in order to disarm them. To snag armor or clothing, the attacker makes a trip attempt. If successful, the victim doesn't fall prone, but stumbles forward, and is flat-footed for the remainder of the round.

Shang Gou

Price 6 GP
Type martial



Forged in pairs, these solid metal blades end in curved hooks, while the hand guards are hammered into outward-facing spiked crescents. Both the crescent and the tip of the hilt are sharpened for combat. They can be wielded as single weapons or with two-weapon fighting styles. These weapons gain the disarm special feature when they are used individually. A pair of shang gou can also be formed into a single one-handed weapon to gain the trip special feature.

Shortbow

Price 30 GP
Type martial



A shortbow is made up of one piece of wood about 3 feet in length. You need 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, but not a regular shortbow. A shortbow fires arrows.

Shortspear

Price 1 GP
Type simple



A shortspear is about 3 feet in length, making it a suitable thrown weapon.

Shortsword

Price 10 GP
Type martial



Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

Shotel

Price 30 GP
Type exotic



The shotel is a downward-curving sword designed to reach over or around an opponent's shield. You gain a +1 bonus on attack rolls with a shotel against opponents using bucklers, light shields, or heavy shields. The curve of a shotel's blade varies from sword to sword, and some models are double-edged, while others are single-edged, with the back edge able to be braced against a shield for additional power. Shotels are particularly useful for hooking mounted combatants and ripping them from their steeds.

SHURIKEN

PRICE 1 GP (5)
TYPE exotic



A shuriken is a small piece of metal with sharpened edges, designed for throwing. 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 and crafting masterwork or otherwise special versions of them, and of what happens to them after they are thrown.

SIANGHAM

PRICE 3 GP
TYPE exotic



This weapon is a handheld shaft fitted with a pointed tip for stabbing foes. It resembles a (much sturdier) arrow with a grip designed for melee combat.

SIBAT

PRICE 2 GP
TYPE martial

This weapon is similar to a shortspear with a flexible rattan or bamboo shaft and an elaborately barbed head. The barbs can snag flesh, clothing, or armor to ensnare an enemy.

SICA

PRICE 10 GP
TYPE exotic

This blade is a smaller, lighter version of the shotel. You gain a +1 bonus on attack rolls with a sica against opponents using bucklers, light shields, or heavy shields.

SICKLE

PRICE 6 GP
TYPE simple



Originating as a farming tool used for reaping grain, this one-handed weapon has a blade with a strong curve that can easily catch an opponent's limb or armor. Its blade can be either smooth or serrated, and some fighting sickles are sharpened on both sides near the point, making it easier to hook into an opponent's flesh.

SLING

PRICE —
TYPE simple

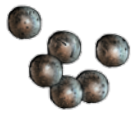


A sling is little more than a leather cup attached to a pair of strings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

A sling fires sling bullets. 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 and you take a –1 penalty on attack rolls.

SLING BULLETS

PRICE 1 SP (10)
TYPE ammunition



Sling bullets are shaped metal balls, designed to be used by a sling or halfling sling staff. Bullets come in a leather pouch that holds 10 bullets.

SMOKE ARROW

PRICE 10 GP
TYPE ammunition



This arrow is actually a specially-shaped smokestick that can be fired from a bow. It trails smoke as it flies, and creates a 5-foot cube of smoke where it strikes. It otherwise functions like a normal arrow in terms of damage, range, and so on.

SNAG NET

PRICE 30 GP
TYPE exotic

This short, wide net is covered in barbed loops and slipknots. It works like a typical net, except it has the trip weapon special feature. If you entangle an opponent and hold the trailing rope, on your turn in place of a melee attack you may make a combat maneuver check to trip against that opponent; if you succeed, you may trip your opponent or deal 1 point of piercing damage to it. The concentration DC to cast while entangled in a snag net is 17 + the spell's level. The Escape Artist DC to escape a snag net is 22.

SPEAR

PRICE 2 GP
TYPE simple



A spear is 5 feet in length and can be thrown.

SPIKED ARMOR

PRICE +50 GP
TYPE martial

You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See the armor spikes entry on page 10 for details. Armor spikes can't be disarmed.

SPIKED CHAIN

PRICE 25 GP
TYPE exotic



A spiked chain is about 4 feet in length and covered in wicked barbs. Some have metal hoops to use as handgrips. You can use the Weapon Finesse feat 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.

Spiked Gauntlet

Price 5 GP
Type simple



This is a gauntlet of thick leather or metal with blades or spikes protruding from above the knuckles, allowing the wearer to stab with the force of a punch. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. Your opponent cannot disarm you of spiked gauntlets.

Spiked Heavy Shield

Price 17 GP/30 GP
Type martial

Spiked shields are intimidating weapons, and can have a single protruding central spike, razored shield edges, or a whole forest of deadly protrusions. You can bash with a spiked heavy shield instead of using it for defense. A spiked heavy shield can't be disarmed. See the armor spikes entry on page 10 for details.

Spiked Light Shield

Price 13 GP/19 GP
Type martial

You can bash with a spiked light shield instead of using it for defense. A spiked light shield can't be disarmed. See the armor spikes entry on page 10 for details.

Starknife

Price 24 GP
Type martial



From a central metal ring, four tapering metal blades extend from this weapon like points on a compass rose. By gripping the crossbar that runs through the weapon's open middle, a wielder can strike with it as a deadly melee weapon. Alternatively, by gripping it by the outer rim, a starknife's light, aerodynamic design allows it to be thrown short distances in a manner similar to a chakram.

Sword Cane

Price 45 GP
Type martial



This slender light blade lies within a wooden container that serves as both its scabbard and hiding place. You can draw the blade as a swift action (or a free action if you have the Quick Draw feat). An observer must succeed at a DC 20 Perception check to realize an undrawn sword cane is a weapon rather than a walking stick; the DC decreases to 10 if the observer is able to handle the weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a sword cane sized for you, even though it isn't a light weapon. You can't wield a sword cane in two hands in order to apply 1-1/2 times your Strength modifier to damage.

Swordbreaker Dagger

Price 10 GP
Type exotic



You can use this dagger to disarm or sunder enemy blades by catching them in the grooves on the back of the blade and using your weapon as a lever. If you are proficient with this weapon, add a +4 bonus on combat maneuver checks to disarm or sunder bladed weapons while using it.

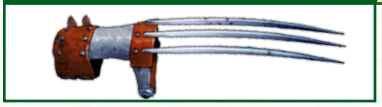
Taiaha

Price 10 GP
Type exotic

The Stone Age taiaha is a long, heavy stick, club-shaped at one end and tipped with a wooden or metal spear point at the other. You wield it with a combination of solid strikes with the club and fending motions with the spear. A taiaha can be wielded as a martial weapon that deals 1d8 points of bludgeoning damage (1d6 if Small) and has a ×2 critical.

Tekko-kagi

Price 2 GP
Type exotic



Also known as an iron claw, this device consists of a fanlike structure of three or more 10-inch blades secured to a sturdy handle strapped to the forearm of the off hand. It can be used as an offensive weapon or defensively like a buckler, or used to disarm an opponent without provoking an attack of opportunity. It provides its owner with a +2 circumstance bonus on attempts to disarm or sunder swords or other slender-bladed weapons.

Temple Sword

Price 30 GP
Type exotic



Heavy blades typically used by guardians of religious sites, temple swords have distinctive crescent-shaped blades, which appear to be an amalgam of sickle and sword. Many have holes drilled into the blade or the pommel so that charms, bells, or other holy trinkets can be attached to reflect the owner's devotion or to serve as foci for prayer or meditation. Monks are proficient with the temple sword.

Tepoztopilli

Price 8 GP
Type martial

The head of this wooden Stone Age polearm is edged with jagged bits of obsidian, glass, teeth, or similar materials. The wide head serves well for both piercing and slashing attacks.

Terbutje

Price 5 GP
Type martial

This Stone Age weapon, also called a macuahuitl, is made from a length of tempered wood. It has bits of shark teeth, obsidian, glass, or similar materials studded all along its length.

TETSUBO

PRICE 20 GP
TYPE exotic



A slight improvement over the greatclub, this weapon consists of a long, slender length of wood or metal whose upper half is shod with a thick sheet of studded iron. The iron gives added weight and strength to the club, while the studs are designed to crack helmets and armor.

THROWING AXE

PRICE 8 GP
TYPE martial



This one-handed axe is small and perfectly balanced for throwing, and can be used as a melee weapon. Throwing axes have a variety of alternative names, including franciscas, tomahawks, and more. The axe is normally gripped by the haft and thrown overhand, making one complete rotation in the air before biting into the target with the axe head.

THROWING SHIELD

PRICE +50 GP
TYPE exotic

This shield is designed for throwing and has specially designed straps that allow you to unclasp and throw it as a free action. Tower shields cannot be throwing shields. Neither a shield's enhancement bonus to AC nor its shield spikes apply on your attack or damage rolls. A throwing shield can't be disarmed.

TIGER FORK

PRICE 5 GP
TYPE martial

This long, tridentlike weapon consists of a three-pronged metal fork set upon an 8-foot-long shaft. It is wielded much like a staff, with the wielder grasping the shaft from the center and jabbing with its forked end. A tiger fork can be set to receive a charge.

TONFA

PRICE 1 GP
TYPE martial



These L-shaped fighting batons are good for striking and blocking. The wielder holds the handle and either spins the stick or strikes with the stick covering the forearm.

TRIDENT

PRICE 15 GP
TYPE martial



A trident has three metal prongs at the end of a 4-foot-long shaft. This weapon can be thrown.

TRI-POINT DOUBLE-EDGED SWORD

PRICE 12 GP
TYPE martial



Topping the head of this 5-foot-long shaft are three long, backward-curved blades fashioned in the appearance of a blossoming lotus. The unusually large head is designed to land heavy blows and cause multiple wounds that open away from each other.

TUBE ARROW SHOOTER

PRICE 3 GP
TYPE martial



This weapon consists of a small metal tube hidden within a sleeve; the tube holds a short, spring-loaded bamboo shaft. You gain a +2 bonus on Sleight of Hand checks made to conceal a tube arrow shooter on your body. Releasing the fastener allows the spring to force the arrow out. Once a shaft is fired, the tube must be reloaded before it can be used again. Reloading a tube is a full-round action, or a standard action if the wielder has the Rapid Reload feat.

TWO-BLADED SWORD

PRICE 100 GP
TYPE exotic



A two-bladed sword is a double weapon—twin blades extend from either side of a central, short haft, allowing the wielder to attack with graceful but deadly flourishes.

UNARMED STRIKE

PRICE —
TYPE simple

An unarmed strike is an attack such as a punch or a kick where the attacker is not using a weapon to make the attack. A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. 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 his discretion. 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 to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike. Unarmed strikes do not count as natural weapons (*Core Rulebook* 182). An unarmed strike can't be disarmed.

UNDERWATER HEAVY CROSSBOW

PRICE 100 GP
TYPE simple

Above water, this weapon is identical to a heavy crossbow. You may use it underwater, where it has a range increment

of 20 feet. It counts as a heavy crossbow for the purposes of proficiencies and special abilities.

UNDERWATER LIGHT CROSSBOW

PRICE 70 GP
TYPE simple

An underwater light crossbow functions like its normal counterpart above water, and can be used underwater. When fired underwater, the crossbow has a range increment of 20 feet. Anyone proficient with a normal light crossbow can use an underwater light crossbow.

URUMI

PRICE 30 GP
TYPE exotic



Commonly known as a whip sword, this deadly weapon is fashioned from one to four 5-foot-long, razor-sharp blades of flexible steel, almost like a metal cat-o'-nine-tails. The weapon is wielded by whipping the blades at one's opponent. The coiled blade is fine and flexible enough to be worn as a belt, and its wielders often carry the blades wrapped around themselves in this fashion.

WAHAIKA

PRICE 3 GP
TYPE exotic

This short and broad Stone Age club is made of hardened wood or bone. It has a notch on one side that is used for catching weapons. If you are proficient with the weapon, you can use the notch in the wahaika to disarm your foes. Otherwise, treat this weapon as a club. Feats and abilities that affect clubs apply to the wahaika.

WAKIZASHI

PRICE 35 GP
TYPE exotic



These short, slender blades are between 1 to 2 feet long. They are primarily used as back-up weapons, to decapitate defeated enemies, or to commit seppuku (ritual suicide) as a matter of honor. These blades are specifically worn by samurai and are intended to be paired with a katana. Together, this set of blades is referred to as a daisho.

WARHAMMER

PRICE 12 GP
TYPE martial



This weapon consists of a wooden haft and a heavy, metal head. The head may be single (like a carpenter's hammer) or double (like a sledgehammer). The haft is long enough that you may wield it one- or two-handed. Though heavy and relatively slow to wield, warhammers are capable of delivering immense blows, crushing armor and flesh alike.

WHIP

PRICE 1 GP
TYPE exotic



A whip 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 a 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.

You can use the Weapon Finesse feat 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. You can't wield a whip in two hands in order to apply 1-1/2 times your Strength modifier to damage rolls.

WHISTLING ARROW

PRICE 2 GP (20)
TYPE ammunition

These arrows come with specially designed grooves and fletching that cause them to emit a loud keening sound audible within 500 feet of their flight path. They are sold in quantities of 20.

WOODEN STAKE

PRICE —
TYPE simple



This close combat weapon is just a sharpened piece of wood. Iron spikes that are used as weapons deal damage as wooden stakes.

WUSHU DART

PRICE 1 SP
TYPE martial

This sharpened wooden spike can be used as a punching weapon, but it is also perfectly balanced for throwing.

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

Without using magic, you can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill on page 93 of the *Core Rulebook*). The *masterwork transformation* spell (*Ultimate Magic*) transforms a non-masterwork weapon into a masterwork weapon.

The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (and effectively destroyed) when used. The enhancement bonus of masterwork

ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

Firearms

This section presents an anachronistic collection of hand-held black powder weapons suitable for a wide variety of fantasy adventure campaigns. Most of them are single-shot muzzle-loaders with highly inefficient triggering mechanisms—traditional sword and sorcery firearms. More advanced firearms are also presented for those brave enough to mix their fantasy with a technology much closer to that of the Old West than the slow and unstable weapons that gave musketeers their name. Of course, it is the GM's decision whether or not guns of any type are allowed in a campaign.

What follows are additional rules for using firearms. This section refers to firearm feats in *Ultimate Combat*.

FIREARM PROFICIENCY: The Exotic Weapon Proficiency (firearms) feat allows you to use all firearms without penalty. A nonproficient character takes the standard –4 penalty on attack rolls with firearms, and a nonproficient character who loads a firearm increases all misfire values by 4 for the shots he loads.

Even though the Exotic Weapon Proficiency (firearms) feat grants you proficiency with all firearms, anytime you take a feat that modifies a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one specific type of firearm (such as musket, axe musket, blunderbuss, pistol, or double pistol) for that feat to affect.

All firearms are part of the same weapon group for the purposes of the fighter's weapon training class feature.

FIREARM CATEGORIES: The firearms in this chapter fall into one of two categories: early or advanced firearms.

Early Firearms: Early firearms are typically matchlock, wheellock, or flintlock weapons, and require more finesse and care to use than advanced firearms. Early firearms are muzzle-loaded, requiring a bullet and powder (or other special alchemical substances) to be shoved down the barrel before the weapon is fired. Early firearm ammunition can be loaded from a cartridge, but that cartridge is made of soft material (like paper or cloth) that is torn open so that the contents may be shoved down the barrel.

Advanced Firearms: Advanced firearms are more reliable and accurate than early firearms. The ammunition for an advanced firearm takes the form of metal (usually brass) cartridges that are loaded into a chamber rather than shoved down the muzzle.

Table 1-9: Firearm Ammunition

Item	Price	Weight
Alchemical cartridge (dragon's breath)	40 gp	—
Alchemical cartridge (entangling shot)	40 gp	—
Alchemical cartridge (flare)	10 gp	—
Alchemical cartridge (paper, bullet or pellet)	12 gp	—
Alchemical cartridge (salt shot)	12 gp	—
Black powder (dose)	10 gp	—
Black powder (keg)	1,000 gp	5 lbs.
Firearm bullet (1)	1 gp	—
Metal cartridge	15 gp	—
Pellets (handful)	1 gp	—
Pitted bullet	5 gp	—

CAPACITY: A firearm's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full-attack action. In the case of early firearms, capacity often indicates the number of barrels a firearm has. In the case of advanced firearms, it typically indicates the number of chambers the weapon has.

RANGE AND PENETRATION: Armor, whether manufactured or natural, provides little protection against the force of a bullet at short range.

Early Firearms: When firing an early firearm, the attack resolves against the target's touch AC when the target is within the first range increment of the weapon, but this type of attack is not considered a touch attack for the purposes of feats and abilities such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full range increment. Unlike other projectile weapons, early firearms have a maximum range of five range increments.

Advanced Firearms: Advanced firearms resolve their attacks against touch AC when the target is within the first five range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full-range increment. Advanced firearms have a maximum range of 10 range increments.

LOADING A FIREARM: You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm.

The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms. Loading any firearm provokes attacks of opportunity. Other rules for loading a firearm depend on whether the firearm is an early firearm or an advanced firearm.

Early Firearms: Early firearms are all muzzle-loaded, requiring bullets or pellets and black powder to be rammed down the muzzle. If an early firearm has multiple barrels, each barrel must be loaded separately. It is a standard action to load each barrel of a one-handed early firearm and a full-round action to load each barrel of a two-handed early firearm.

Advanced Firearms: Advanced firearms are chamber-loaded. It is a move action to load a one-handed or two-handed advanced firearm to its full capacity. The Rapid Reload feat reduces this to a free action.

MISFIRES: If the natural result of your attack roll with a firearm is equal to or less than the firearm's misfire value, that shot misses, even if you would have otherwise hit the target. When a firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases by 4 unless the wielder has gun training in the particular type of firearm. In that case, the misfire value increases by 2 instead of 4.

Early Firearms: If an early firearm with the broken condition misfires again, it explodes. When a nonmagical firearm explodes, the weapon is destroyed. Magical firearms are wrecked, which means they can't fire until they are fully restored (which requires either the *make whole* spell or the Gunsmithing feat from *Ultimate Combat*). When a gun explodes, pick one corner of your square—the explosion creates a burst from that point of origin. Each early firearm has a burst size noted in parentheses after its misfire value. Any creature within this burst (including the firearm's wielder) takes damage as if it had been hit by the weapon—a DC 12 Reflex save halves this damage.

Advanced Firearms: Advanced firearms can misfire, but when they do, they only gain the broken condition. A subsequent misfire does not cause them to explode.

AMMUNITION: Firearm ammunition takes two forms: either black powder and shot (either bullets or pellets) or cartridges. Firearm ammunition is destroyed when it is used. Unlike other types of ammunition, there is no chance to retrieve firearm ammunition that misses. No part of a cartridge can be reused to create new cartridges. Firearm ammunition cannot be treated with poison, unless you are using a pitted bullet.

CONCEALING FIREARMS: Like light weapons and hand crossbows, one-handed firearms are easy to conceal on your person. Some smaller firearms (like the coat pistol) can grant bonuses to conceal a weapon on your person.

BUCKLERS: You can use a one-handed or two-handed firearm without penalty while carrying a buckler.

FIRE WHILE PRONE: Firearms, like crossbows, can be fired while their wielders are prone.

FIREARMS, BLACK POWDER, AND WATER: Black powder becomes useless when exposed to water, but powder horns and cartridges protect black powder from exposure. You cannot normally load an early firearm underwater or fire any firearm underwater without magical aid.

DEFLECTING AND SNATCHING BULLETS: The Deflect Arrows feat and the Snatch Arrows feat can be used to deflect bullets, but not pellets shot from a scatter weapon.

SCATTER (WEAPON QUALITY): A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. Cannons with the scatter weapon quality only fire grapeshot, unless their descriptions state otherwise. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls are misfires. If a scatter weapon explodes on a misfire, it deals triple its damage to all creatures within the misfire radius.

ALCHEMICAL CARTRIDGE	**PRICE** varies **WEIGHT** —
Dragon's breath	40 GP
Entangling shot	40 GP
Flare	10 GP
Paper	12 GP
Salt shot	12 GP

An alchemical cartridge is a prepared bundle of black powder with a bullet or pellets, sometimes with more exotic material added, which is then wrapped in paper or cloth and sealed with beeswax, lard, or tallow. There are many types of alchemical cartridges, the simplest being the paper cartridge—a simple mix of black powder and either pellets or a bullet. Alchemical cartridges make loading a firearm easier, reducing the time to load a firearm by one step (a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action), but they tend to be unstable. The misfire value of a weapon firing an alchemical cartridge increases as listed in each entry.

Dragon's Breath Cartridge: This cartridge contains alchemical compounds that, when fired, produce a cone of fire instead of the normal attack of a one-handed or two-handed firearm with the scatter weapon quality. The nonmagical flame deals 2d6 points of fire damage to all targets within the cone of the scatter firearm (DC 15 Reflex save for half). These cartridges cannot be used in firearms that don't have the scatter weapon quality. Because this ammunition forces a saving throw instead of making an attack roll, the misfire rules are slightly different. If you roll a 1 with either of the damage dice, the firearm misfires.

Entangling Shot Cartridge: This mix of black powder and an alchemically treated resin strong enough to survive the

Table 1-10: Firearms

One-Handed Ranged Weapons (Early Firearms)	Price	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Buckler gun	750 gp	1d4	1d6	×4	10 ft.	1 (5 ft.)	2	6 lbs.	B and P	—
Coat pistol	750 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Dagger pistol	740 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Double-barreled pistol	1,750 gp	1d6	1d8	×4	20 ft.	1–2 (5 ft.)	2	5 lbs.	B and P	—
Dragon pistol	1,000 gp	1d4	1d6	×4	special	1–2 (5 ft.)	1	3 lbs.	B and P	Scatter
Pepperbox	3,000 gp	1d6	1d8	×4	20 ft.	1–2 (5 ft.)	6	5 lbs.	B and P	—
Pistol	1,000 gp	1d6	1d8	×4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	—
Sword cane pistol	775 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Two-Handed Ranged Weapons (Early Firearms)										
Axe musket	1,600 gp	1d6	1d8	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	—
Blunderbuss	2,000 gp	1d6	1d8	×2	Special	1–2 (10 ft.)	1	8 lbs.	B and P	Scatter
Culverin	4,000 gp	2d6	2d8	×4	30 ft.	1 (10 ft.)	1	40 lbs.	B and P	Scatter
Double hackbut	4,000 gp	2d10	2d12	×4	50 ft.	1–2 (5 ft.)	2	18 lbs.	B and P	—
Double-barreled musket	2,500 gp	1d10	1d12	×4	10 ft.	1–3 (5 ft.)	2	11 lbs.	B and P	—
Fire lance	25 gp	1d4	1d6	×4	10 ft.	1–4 (5 ft.)	1	4 lbs.	P	—
Musket	1,500 gp	1d10	1d12	×4	40 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	—
Warhammer musket	1,600 gp	1d6	1d8	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	—
One-Handed Ranged Weapons (Advanced Firearms)										
Revolver	4,000 gp	1d6	1d8	×4	20 ft.	1	6	4 lbs.	B and P	—
Two-Handed Ranged Weapons (Advanced Firearms)										
Double-barreled shotgun	7,000 gp	1d6	1d8	×2	20 ft.	1–2	2	15 lbs.	B and P	Scatter
Pepperbox rifle	7,000 gp	1d8	1d10	×4	80 ft.	1–2	4	15 lbs.	B and P	—
Rifle	5,000 gp	1d8	1d10	×4	80 ft.	1	1	12 lbs.	B and P	—
Shotgun	5,000 gp	1d6	1d8	×2	20 ft.	1–2	1	12 lbs.	B and P	Scatter

shot can only be loaded into a blunderbuss, a dragon pistol, or another scatter weapon. It deals half damage to those hit by a cone attack made with this weapon, but any creature hit by the shot must succeed at a DC 15 Reflex saving throw or become entangled for 2d4 rounds. An entangling shot cartridge increases the firearm's misfire value by 2.

Flare Cartridge: When a flare cartridge hits its target, it deals only half the normal damage, but the creature struck is blinded for 1 round (Fortitude DC 15 reduces this to dazzled), and creatures within a 20-foot burst are dazzled for 1 round (Fortitude DC 15 negates the effect). Flare cartridges are also useful for sending up signal flares. Firing a flare cartridge increases the firearm's misfire value by 2 unless it is fired from a blunderbuss or a dragon pistol, in which case doing so only increases the firearm's misfire value by 1. Flares can be used only to attack single creatures; they do not work as a shot for a scatter weapon's cone attack.

Paper Cartridge: This simple mix of black powder and either pellets or a bullet increases the misfire value by 1.

Salt Shot Cartridge: This mix of black powder and rock salt can only be loaded into a blunderbuss, a dragon pistol, or other scatter weapon. It deals nonlethal instead of lethal damage, and increases the misfire value by 1. You can use it only with a scatter weapon's cone attack.

Axe Musket

PRICE 1,600 GP
TYPE early



This short musket features an axe blade at the end of its barrel. It can be used as both a musket and a battleaxe. It is considered a double weapon for the purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the axe are considered broken. An axe musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition. This is an early firearm.

Black Powder

PRICE varies
TYPE ammunition

1 dose	**WEIGHT** —	**PRICE** 10 GP
1 keg	**WEIGHT** 5 lbs.	**PRICE** 1,000 GP

Black powder is the key explosive component within a firearm that enables it to function, but in larger amounts this alchemical material can be quite destructive on its own as well. A single dose of black powder is enough to power a single shot from most one-handed and two-handed firearms, while 10 doses are required to fire a cannon. Black powder is

often stored and transported in kegs (which hold 100 doses), but in this quantity the powder itself becomes dangerous. Exposure to fire, electricity, or a misfire explosion causes black powder to explode—a single keg that explodes in this manner deals 5d6 points of fire damage to anyone within a 20-foot burst (DC 15 Reflex half). Storing black powder in a powder horn protects the powder from explosion.

BLUNDERBUSS

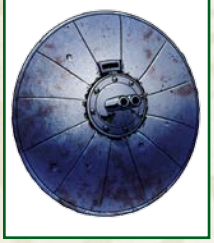
PRICE 2,000 GP
TYPE early



This weapon fires pellets or a bullet from its trumpet-shaped barrel, making it an effective fowling weapon or close-fighting personal defense weapon. The blunderbuss fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A blunderbuss uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

BUCKLER GUN

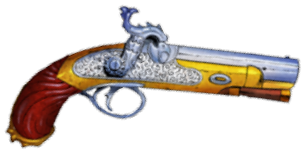
PRICE 750 GP
TYPE early



The front of this buckler is fitted with a small, double-barreled gun that can be shot while wearing the buckler. Unlike with a double-barreled pistol, you can shoot only one barrel at a time. You must remove the buckler to reload the gun. Each barrel of a buckler gun uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. Because of its awkward construction, a buckler gun is always considered an off-handed weapon. This is an early firearm.

COAT PISTOL

PRICE 750 GP
TYPE early



Though less powerful than other, larger firearms, this pistol is small enough to be easily concealed in a jacket or coat. You get a +2 bonus on Sleight of Hand checks made to conceal a coat pistol on your body. A coat pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

CULVERIN

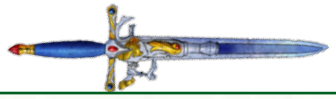
PRICE 4,000 GP
TYPE early



The culverin, also known as a hand bombard, consists of a simple smoothbore tube, sealed at one end except for a small hole used to ignite a gunpowder charge. A wooden stock partially encases the barrel, allowing you to carry it under your arm with ease. Firing a culverin without support (such as a wall, a window, or a stand) imposes a –4 penalty on attack rolls, and knocks you prone. A culverin uses 4 doses of black powder and grapeshot (a handful of pellets) as ammunition. These statistics simulate only the original, hand-held culverins—their larger descendants are considered cannons and are dealt with in the siege weapon section of *Ultimate Combat*. This is an early firearm.

DAGGER PISTOL

PRICE 740 GP
TYPE early



A combination of a coat pistol and a blade, the dagger pistol can be used as both weapons. The awkwardness of the configuration means you do not gain the bonus on Sleight of Hand checks that either of those stand-alone weapons grants. The dagger pistol is considered a double weapon for the purpose of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the dagger component are considered broken. A dagger pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

DOUBLE HACKBUT

PRICE 4,000 GP
TYPE early



This double-length rifle uses a pair of trunnions to mount its barrel into a swiveling mechanism fastened to the top of a lightweight, two-wheeled carriage. It takes a full-round action to set up the carriage. The carriage has a hind leg, allowing the wielder to wheel the device about and immediately prop it for stability during combat. Unlike other two-handed firearms, you must fire the double hackbut while it is mounted, or else firing it imparts a –4 penalty on attack rolls and the recoil knocks you prone. A Large or larger creature can fire a double hackbut one size smaller than itself without the gun's mounting as a normal two-handed weapon and without the danger of being knocked prone, but takes the normal penalty for firing an inappropriately sized weapon. A double hackbut uses a bullet and 6 doses of black powder. This is an early firearm.

DOUBLE-BARRELED MUSKET

PRICE 2,500 GP
TYPE early

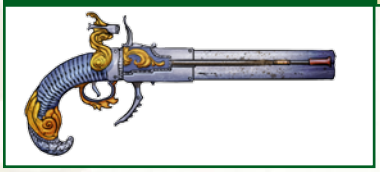


This musket has two parallel barrels; each barrel can be shot independently as separate attacks, or both can be fired at once as a standard action (the attack action). If both barrels are fired at once, they must both target the same creature or object, and the gun becomes wildly inaccurate, taking a –4 penalty on

each shot. Each barrel of a double-barreled musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

DOUBLE-BARRELED PISTOL

PRICE 1,750 GP
TYPE early



This pistol has two parallel barrels; each barrel can be fired independently as separate attacks, or both can be fired at once as a standard action (the attack action). If both barrels are shot at once, they must both target the same creature or object, and the pistol becomes wildly inaccurate, imposing a –4 penalty on each shot. This is an early firearm.

DOUBLE-BARRELED SHOTGUN

PRICE 7,000 GP
TYPE advanced



This twin-barreled shotgun's barrels can be fired independently as separate attacks, or both can be fired at once as a standard action (the attack action). A double shot that fires bullets is inaccurate, and takes a –4 penalty on both attacks. A double shot that fires bullets targets only a single creature and increases the damage of each barrel to 2d6 points (Small) or 2d8 points (Medium) for a total of 4d6 or 4d8 points of damage. A double-barreled shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition. This is an advanced firearm.

DRAGON PISTOL

PRICE 1,000 GP
TYPE early



Like a miniature blunderbuss, the dragon pistol fires pellets or a bullet from its flared barrel. It fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A dragon pistol uses either a bullet or group of pellets and 1 dose of black powder, or a single alchemical cartridge (with either bullets or pellets) as ammunition. This is an early firearm.

FIRE LANCE

PRICE 25 GP
TYPE early



This primitive firearm is merely a long tube that, when ignited, propels forth a short gout of flame and a javelin. Unlike other firearms, the fire lance is wildly imprecise, and targets AC rather than touch AC. A fire lance is always treated as having the broken condition for the purpose of determining the effects of a misfire. A fire lance uses a javelin and 2 doses of black powder as ammunition. This is an early firearm.

FIREARM BULLET

PRICE 1 GP
TYPE ammunition

The ammunition of most one-handed and two-handed firearms, firearm bullets typically take the form of small balls of lead or some other metal. Thirty bullets weigh half a pound.

METAL CARTRIDGE

PRICE 15 GP
TYPE ammunition

These sturdier versions of alchemical cartridges serve as the ammunition for advanced firearms. They can hold either bullets or pellets.

MUSKET

PRICE 1,500 GP
TYPE early



This long-barreled firearm has a much greater range than a pistol. A musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as its ammunition. This is an early firearm.

PELLETS

PRICE 1 GP
TYPE ammunition

A handful of pellets, along with 1 dose of black powder, is commonly used as ammunition for one-handed and two-handed firearms with the scatter weapon quality, though rocks or other small bits of hard material can be used in the pellets' place. Using anything other than pellets or alchemical cartridges when firing off a cone attack with a scatter weapon increases the weapon's misfire range by 1 (though this increase can be removed by switching back to standard ammunition). Thirty handfuls of pellets weigh half a pound.

PEPPERBOX

PRICE 3,000 GP
TYPE early



This pistol has six barrels instead of one. The entire barrel housing can be quickly rotated by hand between shots (a free action requiring one free hand), allowing all six bullets to be fired before the weapon must be reloaded. Each barrel of a pepperbox uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

PEPPERBOX RIFLE

PRICE 7,000 GP
TYPE advanced



The four barrels of this rifle are set into a turnable housing that can be quickly rotated by hand (a free action) between shots. A pepperbox rifle uses metal cartridges as ammunition. This is an advanced firearm.

Pistol

Price 1,000 GP
Type early



The basic single-shot pistol is one of the most common firearms, although in most campaigns it is still rare enough to be an object of envy or curiosity to most. As such, it can take a variety of different forms, from wildly ornate masterpieces in the shape of fire-breathing dragons to the more common wood-handled pistols, or nothing more than a simple metal tube with a triggering device.

A pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

Pitted Bullet

Price 5 GP
Type ammunition

This ammunition is pitted with a pattern of small pocks into which specially formulated poison compounds can be applied. A poison compound is a derivative of a standard toxin that is alchemically reduced to a solid form. These can be made from any standard injury or contact poison with a successful Craft (poison) check equal to the poison's DC + 4. The cost of purchasing an already prepared poison compound for the purpose of treating pitted bullets is equal to the poison's base cost + 20 gp. Once crafted, the compound can be pasted into the ammunition's pitted design and allowed to harden. Upon completion, the bullet can be fired from an appropriate firearm, releasing the poison compound into its target upon impact, but the poison's DC is reduced by 2. A pitted bullet cannot be used with an alchemical cartridge. The listed cost does not include the cost of poison.

Revolver

Price 4,000 GP
Type advanced



A revolver is a pistol with a revolving cylinder containing six chambers. Each chamber can hold a metal cartridge, and when one cartridge is fired, the cylinder automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver uses metal cartridges as ammunition. This is an advanced firearm.

Rifle

Price 5,000 GP
Type advanced



This improvement on the musket features a grooved barrel that imparts a twisting, spiral motion to the bullet as it exits, stabilizing it and preventing the end-over-end tumbling common to projectiles from simpler firearms. As a result, a rifle can fire significantly farther and with more accuracy than early long-bore firearms.

A rifle uses metal cartridges as ammunition. This is an advanced firearm.

Shotgun

Price 5,000 GP
Type advanced



This advanced version of the blunderbuss shoots in a 30-foot cone when firing pellets, and has a 20-foot range increment when firing a bullet (often called a slug). Shotguns can either be simple and functional, or art pieces in their own right, with engravings and inlay on the stocks and breeches. Those used by the upper class are often emblazoned with images of game animals, family crests, or elaborate maker's marks.

A shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition. This is an advanced firearm.

Sword Cane Pistol

Price 775 GP
Type early



A combination weapon, this gun mixes a coat pistol with a sword cane. The sword cane pistol is considered a double weapon for the purpose of creating masterwork or magical versions of this weapon. The pistol attachment makes the nature of the weapon a little more difficult to hide. An observer must succeed at a DC 15 Perception check to realize that an undrawn sword cane pistol is a weapon rather than a simple walking stick; the DC decreases to 5 if the observer is able to handle the weapon. A sword cane pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. The sword part of the weapon must be drawn in order to load the pistol part of the weapon. This is an early firearm.

Warhammer Musket

Price 1,600 GP
Type early



This musket has a warhammer head at the end of its barrel, which allows it to be used as both a musket and a warhammer. It is considered a double weapon for the purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the warhammer are considered broken. A warhammer musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm.

Fighter Weapon Groups

For the purpose of the fighter class's weapon training ability, weapon groups are defined as follows.

Axes

Bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, light pick, mattock, orc double axe, pata, and throwing axe

Blades, Heavy

Bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, falcata, falchion, great terbutje, greatsword, katana, khopesh, longsword, nine-ring broadsword, nodachi, rhoka sword, sawtooth sabre, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword

Blades, Light

Bayonet, butterfly sword, dagger, dogslicer, gladius, hunga munga, kama, kerambit, kukri, pata, quadrens, rapier, short sword, sica, sickle, starknife, sword cane, swordbreaker dagger, and wakizashi

Bows

Composite longbow, composite shortbow, longbow, and shortbow

Close

Armor spikes, bayonet, brass knuckles, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, klar, light shield, madu, mere club, punching dagger, sap, scizore, shield spikes, spiked gauntlet, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart

Crossbows

Double crossbow, hand crossbow, heavy crossbow, light crossbow, repeating hand crossbow, repeating heavy crossbow, repeating light crossbow, tube arrow shooter, underwater light crossbow, and underwater heavy crossbow

Double

Bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, monk's spade, orc double axe, quarterstaff, taiaha, and two-bladed sword

Firearms

All one-handed, two-handed, and siege firearms

Flails

flail), flying blade, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip

Hammers

Aklys, battle aspergillum, club, earth breaker, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, and warhammer

Monk

Bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, jutte, kama, kusarigama, kyoketsu shoge, lungchuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart

Natural

Unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing

Polearms

Bardiche, bec de corbin, bill, glaive, glaive-guisarme, guisarme, halberd, hooked lance, horsechopper, lucerne hammer, mancatcher, monk's spade, ogre hook, naginata, nodachi, ranseur, and tiger fork

Siege Engines

Ballista, bombard, catapult, corvus, firedrake, firewyrm, gallery, ram, siege tower, springal, trebuchet, and all other siege engines (see *Ultimate Combat* for more details)

Spears

Amentum, boar spear, javelin, harpoon, lance, longspear, pilum, shortspear, sibat, spear, tiger fork, and trident

Thrown

Aklys, amentum, atlatl, blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, harpoon, hunga munga, javelin, lasso, kestros, light hammer, net, pilum, poisoned sand tube, rope dart, shortspear, shuriken, sibat, sling, snag net, spear, starknife, throwing axe, throwing shield, trident, and wushu dart

Special Materials

Weapons and armor can be crafted using materials that have innate special properties. If you make a suit of armor or a weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Each of the special materials described below has a definite game effect. Some creatures have damage reduction that makes them resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the types of creatures they most commonly encounter.

ADAMANTINE



Mined from rocks that fell from the heavens, 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.

Weapons and armor normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

TYPE OF ADAMANTINE ITEM	ITEM PRICE MODIFIER
Ammunition	+60 gp per item
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

ALCHEMICAL SILVER



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 slashing or piercing weapon, the wielder takes a –1 penalty on the damage roll (with a 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 PRICE MODIFIER
Ammunition	+2 gp per item
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

ANGELSKIN

The preserved skin of an angel retains a portion of celestial grace and can be crafted into leather, hide, or studded leather armor. Angelskin radiates a moderate good aura that masks malign auras. Any evil aura radiated by the wearer is reduced in strength by 10 Hit Dice. Auras reduced below 1 Hit Die can't be detected by means such as *detect evil*; the creature doesn't detect as evil, though this has no effect on other aspects of the creature's alignment. For example, a weak chaotic creature wearing angelskin armor detects as chaotic, but not evil.

Spells and supernatural abilities that have special effects when cast on or used against creatures with evil alignments (even beneficial effects) have a 20% chance of treating an evil wearer as neutral instead. Ongoing effects such as smite evil make this roll the first time they are used against the creature; if the effect treats the target as neutral, it does so for the remainder of the effect's duration. If the ongoing effect applies to an area and the wearer leaves that area, the percentage chance should be rolled again. Permanent magic items such as *holy* weapons always treat the wearer as evil. Armor constructed from angelskin is always of masterwork quality; the masterwork cost is included in the prices given below.

Angelskin has 5 hit points per inch of thickness and hardness 5.

TYPE OF ANGELSKIN ITEM	ITEM PRICE MODIFIER
Light armor	+1,000 gp
Medium armor	+2,000 gp

BLOOD CRYSTAL



Mysterious radiation deep below the surface of the earth warps once-ordinary quartz into blood-craving stone. If an attack with a piercing or slashing blood crystal weapon hits a target suffering from a bleed effect, the creature takes 1 additional point of damage from the attack as the blood crystal drains blood from the wound. This applies even if the creature was taking bleed damage

before the attack with the blood crystal weapon. This does not increase the amount of the bleed effect.

Unfed blood crystal has a pale pink hue, darkening toward deep crimson as it becomes saturated with blood. Piercing or slashing weapons composed entirely or partially of metal can be made from blood crystal. Unworked blood crystal has a value of 500 gp per pound. Weapons made with blood crystal have one-half the normal hit points. Armor and shields cannot be made of blood crystal, as they would feed on the wearer's own wounds.

Blood crystal has 10 hit points per inch of thickness and hardness 10.

TYPE OF BLOOD CRYSTAL ITEM	ITEM PRICE MODIFIER
Ammunition	+30 gp per item
Weapon	+1,500 gp

COLD IRON



This iron, mined deep underground and known for its effectiveness against demons and 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, adding any magical enhancements to a cold iron weapon increases its price by 2,000 gp. This increase is applied the first time the item is enhanced, not once per ability added.

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 with one cold iron half costs 50% more than normal.

Cold iron has 30 hit points per inch of thickness and hardness 10.

DARKLEAF CLOTH

Darkleaf cloth is a special form of flexible material made by weaving together leaves and thin strips of bark from darkwood trees, then treating the resulting fabric with special alchemical processes. The resulting material is tough as cured hide but much lighter, making it an excellent material from which to create armor. Spell failure chances for armors made from darkleaf cloth decrease by 10% (to a minimum of 5%), maximum Dexterity bonuses increase by 2, and armor check penalties decrease by 3 (to a minimum of 0).

An item made from darkleaf cloth weighs half as much as the same item made from leather, furs, or hides. Items not primarily constructed of leather, fur, or hide are not meaningfully affected by being partially made of darkleaf cloth. As such, padded armor, leather armor, studded leather armor, and hide armor can be made out of darkleaf cloth (although other types of armor made of leather or hide might be possible). Because darkleaf cloth remains flexible, it cannot be used to construct rigid items such as shields or metal armors. Armors fashioned from darkleaf cloth are always masterwork items; the masterwork cost is included in the listed prices.

Darkleaf cloth has 20 hit points per inch of thickness and hardness 10.

TYPE OF DARKLEAF CLOTH ITEM	ITEM PRICE MODIFIER
Clothing	+500 gp
Light armor	+750 gp
Medium armor	+1,500 gp
Other items	+375 gp/lb.

DARKWOOD



This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or 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 to make 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 light or heavy masterwork shield in addition to the armor, provided that the dragon is Large or larger. If the dragonhide comes from a dragon that had immunity to an energy type, the armor is also immune to that energy type, although this does not confer any protection to the wearer. If the armor or shield is later given the ability to protect the wearer against that energy type, the cost to add such protection is reduced by 25%.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide armor costs twice as much as masterwork armor of that type, but it takes no longer to make than ordinary armor of that type (double all Craft results).

Dragonhide has 10 hit points per inch of thickness and hardness 10. The hide of a dragon is typically between 1/2 inch and 1 inch thick.

EEL HIDE

This supple material offers as much protection as leather, but is more flexible and resistant to electricity. Leather, hide, or studded leather armor can be produced with eel hide. The armor check penalty of such armor is reduced by 1 (to a minimum of 0) and the maximum Dexterity bonus of the armor is increased by 1. Additionally, wearing eel hide grants the wearer electricity resistance 2. Armor crafted from eel hide is always considered masterwork, and the masterwork costs are included in the listed prices.

Eel hide has the same hit points and hardness as leather.

TYPE OF EEL HIDE ITEM	ITEM PRICE MODIFIER
Light armor	+1,200 gp
Medium armor	+1,800 gp

ELYSIAN BRONZE

First crafted in the deeps of time by the titans and bestowed as gifts to monster-slaying heroes among the lesser races, Elysian bronze retains the brazen coloration of its namesake but is as hard as steel. A weapon made of Elysian bronze adds a +1 bonus on weapon damage rolls against magical beasts and monstrous humanoids; this damage is multiplied on a critical hit. After a creature uses an Elysian bronze weapon to deal damage to a magical beast or monstrous humanoid, the wielder gains a +1 bonus on attack rolls against that specific creature type (for example, against chimeras, not all magical beasts) for the next 24 hours, or until the weapon deals damage to a different kind of magical beast or monstrous humanoid.

Armor made of Elysian bronze also protects its wearer against the natural weapons or unarmed strikes of magical beasts and monstrous humanoids, providing damage reduction as if it were adamantine (1/— for light armor, 2/— for medium armor, or 3/— for heavy armor). It does not provide this protection against creatures of other types.

Elysian bronze has the same hit points and hardness as steel.

TYPE OF ELYSIAN BRONZE ITEM	ITEM PRICE MODIFIER
Ammunition	+20 gp per item
Light armor	+1,000 gp
Medium armor	+2,000 gp
Heavy armor	+3,000 gp
Weapon	+1,000 gp

FIRE-FORGED STEEL

Dwarves stumbled across the secret of crafting fire-forged steel in an effort to make forge-friendly tools. It didn't take them long to adapt its unique properties to arms and armor. Fire-forged steel channels heat in one direction to protect its wearer or wielder. When it is crafted into armor, heat is channeled away from the wearer, offering some limited protection. Armor crafted from fire-forged steel grants the wearer fire resistance 2.

Weapons crafted from fire-forged steel similarly channel heat away from the wearer; this does not grant the wielder energy resistance. Instead, the blade absorbs and channels heat to the parts of the weapon that contact enemies. If the weapon is exposed to 10 points or more of fire damage (such as from an opponent's *fireball* or by holding it in a campfire for 1 full round), the weapon adds +1d4 points of fire damage to its attacks for the next 2 rounds. If the wielder is wearing fire-forged armor and using a fire-forged weapon, this bonus damage increases to 1d6 points of fire damage and lasts for 4 rounds. This bonus damage does not stack with fire damage from weapon enhancements such as *flaming*.

Armor or weapons made from fire-forged steel are always considered masterwork, and the masterwork costs are included in the listed prices.

Fire-forged steel has the same hit points and hardness as steel.

TYPE OF FIRE-FORGED STEEL ITEM	ITEM PRICE MODIFIER
Ammunition	+15 gp per item
Light armor	+1,000 gp
Medium armor	+2,500 gp
Heavy armor	+3,000 gp
Weapon	+600 gp

FROST-FORGED STEEL

This material is the same substance as fire-forged steel with a subtle difference in the alignment of the metal during crafting. Instead of channeling heat away from the wearer, it channels heat toward the wearer. Frost-forged steel works similarly to fire-forged steel, except its effects apply to cold damage rather than fire damage. This means frost-forged steel weapons are less useful than their fire-forged counterparts, as there are few nonmagical sources of cold that can quickly imbue it with enough cold energy to deal bonus damage.

Armor and weapons made from frost-forged steel are always considered masterwork, and the masterwork costs are included in the listed prices.

Frost-forged steel has the same hit points and hardness as steel. Frost-forged steel costs the same as fire-forged steel.

GREENWOOD

The secret of greenwood lies in its harvesting. Each length is taken, with leaves still attached, from a tree animated by a treant and cut with care to avoid the death of the tree. A dryad then speaks to and shapes the wood, coaxing the living green of the leaves into the grain of the wood itself. The resulting wood remains alive as long as it is doused with at least one gallon of water (plus 1 gallon for every 10 pounds of the item's weight) once per week and allowed to rest for an hour in contact with fertile soil. Any wooden or mostly wooden item (such as a bow or spear) made from greenwood is

considered a masterwork item. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from greenwood or do not gain any special benefit from being made of greenwood.

When damp and in contact with fertile soil, living greenwood heals damage to itself at a rate of 1 hit point per hour, even repairing breaks and regrowing missing pieces. If the weapon has the broken condition, it is repaired during the first hour of contact with fertile soil. Greenwood items take only one-quarter damage from fire.

Greenwood can be altered or enhanced with wood-shaping magic such as *ironwood*, *shape wood*, and *warp wood*. The duration of any such effect on a greenwood item is doubled.

To determine the price of a greenwood item, use the original weight but add 50 gp per pound to the price of a masterwork version of that item. Items made from darkwood cannot be made into greenwood.

Greenwood has the same hit points and hardness as wood.

GRIFFON MANE

This rough-spun cloth, ranging in color from golden-brown to brown-black, is woven from the mane of leonine magical beasts, primarily griffons but also chimeras and manticores, and is exceptionally strong and light. Wearing a cloak, robe, clothing outfit, or padded or quilted armor made from griffon mane grants a +2 competence bonus on Fly checks. If an item made of griffon mane is magically given the ability to fly, the cost to add that specific magical property is reduced by 10%, though this does not reduce the cost of any other abilities the item has.

Griffon mane has twice the number of hit points of normal cloth and hardness 1.

TYPE OF GRIFFON MANE ITEM	ITEM PRICE MODIFIER
Light armor	+200 gp
Other items	+50 gp/lb.

LIVING STEEL



Some trees suck up potent minerals through their roots the same way others draw water from the ground. Though these trees blunt saws and axes used to hew them and shrug off fire, they eventually succumb to time or the elements. When properly harvested, these fallen trees produce nuggets of a metal called living steel. This glossy green metal slowly repairs itself. An item made from living steel repairs damage to itself at a rate of 2 hit points per day, or 1 hit point per day if it has the broken condition. Items not primarily of metal are not meaningfully affected by being partially made of living steel.

Armor and shields made from living steel can damage metal weapons that strike them. Whenever the wielder of a metal weapon rolls a natural 1 on an attack roll against a creature wearing living steel armor or wielding a living steel shield, the item must make a DC 20 Fortitude save or gain the broken condition. If the weapon already has the broken condition, it is instead destroyed. Living steel cannot damage adamantine weapons in this way.

Living steel has 35 hit points per inch of thickness and hardness 15.

TYPE OF LIVING STEEL ITEM	ITEM PRICE MODIFIER
Ammunition	+10 gp per item
Light armor	+500 gp
Medium armor	+1,000 gp
Heavy armor	+1,500 gp
Weapon	+500 gp
Shield	+100 gp
Other items	+250 gp/lb.

MITHRAL



Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing 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. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and ability checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased 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 quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and 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 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.

Viridium



This deep green volcanic glass is similar to obsidian but is formed when molten rock is tainted with anomalous trace minerals from deep beneath the earth whose emanations are toxic to living things. It can be fragmented to razor sharpness, but even a tiny amount of viridium contacting the bloodstream can pass on a wasting sickness.

Any successful hit with a viridium weapon causes the target to contract leprosy (Fortitude DC 12 negates). On a successful critical hit, a tiny fragment of viridium breaks off within the target, affecting it as though with greenblood oil (Fortitude DC 13 negates).

A creature carrying a viridium weapon must save every 24 hours or contract leprosy unless the weapon is kept inside an extradimensional space (such as an *efficient quiver*) or a scabbard lined with lead.

Oozes, plants, and outsiders are immune to the deadly emanations of viridium.

Viridium weapons have half the hardness of their base weapon and have the fragile quality. Viridium can be magically strengthened at an additional cost of +1,000 gp for a weapon or +20 gp for ammunition. This removes the fragile quality from the item but does not otherwise affect its abilities.

Type of Viridium Item	Item Price Modifier
Ammunition	+20 gp per item
Weapon	+200 gp

Whipwood

Vanara woodworkers craft this extremely flexible material in a time-consuming process. Whipwood is actually a composite of several bendable wooden fibers woven and fused together to form a flexible but sturdy unit. Only wooden weapons or weapons with wooden hafts (such as axes and spears) can be made out of whipwood. A creature wielding a whipwood weapon gains a +2 bonus to its CMD when defending against sunder attempts against the weapon. A whipwood weapon's hit points increase by +5. Whipwood loses its special qualities if under the effect of an *ironwood* spell. Whipwood weapons cost 500 gp more than normal weapons of their type.

Wyroot

The root of the wyrwood tree has a peculiar quality. When a weapon constructed of wyroot confirms a critical hit, it absorbs some of the life force of the creature hit. The creature hit is unharmed and the wyroot weapon gains 1 life point. As a swift action, a wielder with a ki pool or an arcane pool can absorb 1 life point from the wyrwood weapon and convert it into either 1 ki point or 1 arcane pool point. A wyroot weapon can gain at most 1 life point per day and hold up to 1 life point at a time. More powerful wyroot weapons can gain up to 3 life points per day and hold up to 3 life points at a time. Any unspent life points dissipate at dusk. A creature can convert life points from only one wyroot weapon per day.

Wyroot can be used to construct any melee weapon made entirely of wood or with a wooden haft. Constructing a weapon that can hold 1 life point increases the cost by 1,000 gp, constructing one that can hold up to 2 life points increases the cost by 2,000 gp, and constructing one that can hold up to 3 life points increases the cost by 4,000 gp.

Primitive Materials

The standard Pathfinder Roleplaying Game campaign takes place in a time period similar to the medieval and early Renaissance age of iron and steel. But even in fantasy campaigns set in this era, some cultures lack steel, and some lack metalworking entirely. Sometimes this deficit is due to geographical remoteness, lack of resources, repression by a strong overlord, or societal taboos. Other campaigns might be set before the medieval era, or in a dark future where apocalypse survivors eke out livings with the best tools they can scavenge. Some might even choose a lower level of technology as a point of pride, for religious reasons, as an assertion of superior martial prowess, or even to honor ancestral warriors by using their bones to make weapons, allowing them to symbolically keep fighting for their tribe or family from beyond the grave.

Primitive campaigns can be broken into two broad categories based on the level of technology. The first is the Stone Age, where worked metals are all but unknown. The second is the Bronze Age, where metal weapons appear but iron and steel have not been mastered or are rare.

The following section presents general rules for armor and weapons made of bone, bronze, gold, obsidian, and stone. Most of these materials aren't as strong as steel and refer to the fragile quality for weapons and armor (see page 22).

Items made from these materials can be magically strengthened at an additional cost of 100 gp per pound. See the individual material descriptions for the effect this has on the material's properties.

Bone



Bone can be used in place of wood and steel in weapons and armor. Other animal-based materials like horn, shell, and ivory also use the rules for bone weapon and armor. The cost of a bone weapon or bone armor is half the price of a normal weapon or armor of its type.

Light and one-handed melee weapons, as well as two-handed weapons that deal bludgeoning damage only, can be crafted from bone. Hafted two-handed weapons such as spears can be crafted with bone tips, as can arrowheads. Other two-handed weapons cannot be constructed of bone.

Bone weapons have half the hardness of their base weapons and have the fragile weapon quality. Masterwork bone weapons also have the fragile quality, but magic bone weapons do not. Bone weapons take a –2 penalty on damage rolls (minimum 1 damage).

Studded leather, scale mail, breastplates, and wooden shields can all be constructed using bone. Bone either replaces the metal components of the armor, or in the case of wooden shields, large pieces of bone or shell replace the wood.

Bone armor has hardness 5 and has the fragile armor quality. Masterwork bone armor also has the fragile quality, but magic bone armor does not. The armor/shield bonus of bone armor is reduced by 1, but in the case of studded leather, the armor check penalty is also reduced by 1 (to 0). Magically strengthened bone does not have the fragile quality or reduced armor/shield bonus.

BRONZE



Before the advent of iron and steel, bronze ruled the world. This easily worked metal can be used in place of steel for both weapons and armor. For simplicity's sake, similar or component metals such as brass, copper, or even tin can use the following rules, even though in reality bronze is both harder and more reliable than those metals.

Light and one-handed weapons can be crafted from bronze. Likewise, spear points, arrowheads, and axe heads can be crafted from bronze, even those that are parts of two-handed weapons. Bronze is too weak to be used for two-handed weapons made entirely out of metal, and cannot typically be used to craft polearms, with the exception of the rhomphaia (see page 35).

Bronze weapons have the hardness of their base weapons but also have the fragile quality. Bronze weapons deal the same damage as steel weapons of the same type, and have the same cost and weight.

Bronze can be used to create any medium or light armor that is made entirely of metal or that has metal components. Bronze armor protects a creature as well as steel armor does, but it has the fragile quality. Bronze armor has the same cost and weight as normal steel armor of its type. Bronze armor has hardness 9. Magically strengthened bronze does not have the fragile quality and can be made into heavy armor.

GOLD



Typically only used for ceremonial weapons and armor and for display, metal equipment made from gold is fragile, heavy, and expensive.

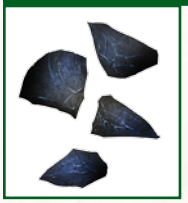
Often golden armor is gold-plated rather than constructed entirely from gold. Gold-plated items triple the base price of weapons and armor and have the same properties as the item the gold is plating. Items constructed purely of gold cost 10 times the normal price for items of their type. Gold items weigh 50% more than typical weapons or armor of their type.

Gold is often too soft to hold a decent edge, but light weapons that deal piercing or slashing damage can be constructed of gold or some nearly gold alloy. They take a –2 penalty on damage rolls (minimum 1 damage).

Gold weapons have half the hardness of their base weapons and also have the fragile quality.

Gold can be fashioned into light or medium metal armor. The softness and the weight of the metal decrease the armor/shield bonus by 2, and increase the armor check penalty by 2. Gold armor has hardness 5 and the fragile quality. Magically strengthened gold is the equivalent of steel and can be made into any armor or weapon that can be made of steel.

OBSIDIAN



This black volcanic glass is extremely sharp, and can be shaped into a variety of weapons that deal piercing and slashing damage. Bits of obsidian inserted into a length of tempered wood create effective swords called terbutjes (see page 38).

Obsidian weapons cost half as much as base items of their type, and weigh 75% of what base items of their type do.

Obsidian can be used to craft light and one-handed weapons that deal piercing or slashing damage, as well as spear tips and arrowheads.

Obsidian weapons have half the hardness of their base weapons and have the fragile quality.

The fragile glass nature of obsidian is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. Armor cannot be constructed from obsidian. Magically strengthened obsidian does not have the fragile quality, and can be made into any armor or weapon that can be made of stone.

STONE

Stone Age weapons almost always utilize stone in some way. From rocks lashed to wooden hafts to create early maces and axes, to flint knives and stone arrowheads, these primitive weapons are still deadly.

Stone weapons cost a quarter as much as base items of their type, and weigh 75% of what base items of their type do.

Light and one-handed bludgeoning weapons, spears, axes, daggers, and arrowheads can all be made of stone.

Weapons made of stone have half the hardness of their base weapons, and have the fragile condition. With a few exceptions (such as stoneplate, see page 14), armor cannot usually be constructed from stone. Magically strengthened stone does not have the fragile quality.

2 Gear









The zombie tide pressed forward, maggoty limbs raised high. One lurched up the side of the tumbled stones, and Damiel kicked it in the jaw, sending it tumbling away in a spray of rotted teeth.

"Do something, elf!" Valeros skewered another of the creatures with his sword, then tugged it close and removed its head with his dagger. "I'm not taking a half-share to do all the work!"

Damiel finished mixing his concoction and threw. The beaker arced out into the horde and shattered. Spears of frost leapt in every direction, freezing the foremost zombies into ice-covered statues.

Damiel laughed grimly. "Who's pulling his weight now, Valeros?" He paused. "Valeros?"

Beside him, the warrior stood perfectly still, his skin pale and cold...







Adventuring Gear

The items found on Table 2–1: Adventuring Gear are described below, along with any special benefits they confer on the user ("you").

Kits: This section includes several kits of preselected gear for each character class or for specific adventuring purposes (dungeoneering, spelunking, and so on). GMs can use these kits to quickly round out an NPC's gear. Players can use them to equip new PCs in a hurry or as a shorthand for providing gear for cohorts, followers, minions, and hirelings. The listed price includes a small discount for purchasing these items as a group. Items in a kit that are used up, destroyed, or lost cost the full price to replace.

Table 2–1: Adventuring Gear

ITEM	PRICE	WEIGHT
Air bladder	1 sp	1/2 lb.
Alchemist's kit	40 gp	24 lbs.[2]
Animal glue	5 sp	1/2 lb.
Area map	50 gp	2 lbs.
Astrolabe	1,000 gp	6 lbs.
Backpack, common	2 gp	2 lbs.[1]
Backpack, masterwork	50 gp	4 lbs.[1]
Bandolier	5 sp	—
Banner	1–20 gp	2 lbs.
Barbarian's kit	9 gp	26 lbs.[2]
Barbed vest	10 gp	4 lbs.
Bard's kit	41 gp	33-1/2 lbs.[2]
Barrel	2 gp	30 lbs.
Basket	4 sp	1 lb.
Bedroll	1 sp	5 lbs.[1]
Bell	1 gp	—
Bell net	2 gp	2 lbs.
Belt pouch	1 gp	1/2 lb.[1]
Blanket	5 sp	3 lbs.[1]
Block and tackle	5 gp	5 lbs.
Blue book	5 gp	1 lb.
Book of letters	50 gp	3 lbs.
Bottle	2 gp	1 lb.
Breakaway chains	65 gp	2 lbs.
Bucket	5 sp	2 lbs.
Bullseye lantern	12 gp	3 lbs.
Buoy, common	5 sp	16 lbs.
Buoy, superior	10 gp	30 lbs.
Butterfly net	5 gp	2 lbs.[1]
Caltrops	1 gp	2 lbs.
Camouflage netting	20 gp	5 lbs.
Campsite kit	12 gp	80 lbs.
Candle	1 cp	—
Candle lamp	5 gp	1 lb.
Candlestick	1 cp	1/2 lb.
Canteen	2 gp	1 lb.
Canvas (sq. yd.)	1 sp	1 lb.
Cauldron	1 gp	5 lbs.
Cauldron, mithral	2,501 gp	2-1/2 lbs.
Cavalier's kit	23 gp	112 lbs.[2]
Chain (10 ft.)	30 gp	2 lbs.
Chalk	1 cp	—
Chalkboard	1 gp	2 lbs.
Chest, small	2 gp	25 lbs.
Chest, medium	5 gp	50 lbs.
Chest, large	10 gp	100 lbs.
Chest, huge	25 gp	250 lbs.
Chirurgeon's kit	400 gp	4 lbs.
Chronicler's kit	40 gp	4-1/2 lbs.
Clay	1 sp	1 lb.
Cleric's kit	16 gp	32 lbs.[2]
Coffee pot	3 gp	4 lbs.
Coffin, common	10 gp	30 lbs.[1]
Coffin, ornate	100 gp	50 lbs.[1]
Collapsible bathtub	15 gp	20 lbs.[1]
Collapsible plank	4 sp	10 lbs.
Compass	10 gp	1/2 lb.
Cooking kit	3 gp	16 lbs.
Copy of a key	1 gp	—
Cot	1 gp	30 lbs.[1]
Crowbar	2 gp	5 lbs.
Cypher books	150 gp	2 lbs.
Dragonslayer's kit	485 gp	64 lbs.
Drill	5 sp	1 lb.
Druid's kit	14 gp	44 lbs.[2]
Dungeoneering kit, common	15 gp	25 lbs.
Dungeoneering kit, deluxe	130 gp	15 lbs.
Ear trumpet	5 gp	2 lbs.
Earplugs	3 cp	—
Entertainer's kit	5 sp	3 lbs.
Everburning torch	110 gp	1 lb.
Fake footprint shoes	5 gp	2 lbs.
False manacles	65 gp	2 lbs.
False-bottomed chest	52 gp	25 lbs.
False-bottomed cup	1 gp	—
False-bottomed scabbard	45 gp	1 lb.
Familiar satchel	25 gp	6 lbs.
Fighter's kit	9 gp	29 lbs.[2]
Filter hood	10 gp	4 lbs.[1]
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	—
Fishing kit	5 sp	3 lbs.
Fishing net	4 gp	5 lbs.
Flask	3 cp	1-1/2 lbs.
Flint and steel	1 gp	—
Folding chair	2 gp	10 lbs.[1]
Folding ladder	2 gp	16 lbs.
Folding pole	2 sp	10 lbs.
Folding table	10 gp	20 lbs.
Gambler's kit, common	75 gp	5 lbs.
Gambler's kit, cheating	300 gp	5 lbs.
Gear maintenance kit	5 gp	2 lbs.
Glass cutter	5 gp	—
Glue paper	1 sp	—
Grappling arrow	1 gp	1/2 lb.

ITEM	PRICE	WEIGHT
Grappling hook, common	1 gp	4 lbs.
Grappling hook, mithral	2,001 gp	2 lbs.
Grooming kit	1 gp	2 lbs.[1]
Gunslinger's kit	26 gp	31 lbs.[2]
Gunsmith's kit	15 gp	2 lbs.
Hammer	5 sp	2 lbs.
Hammock	1 sp	3 lbs.[1]
Harrow deck	100 gp	—
Helmet candle	2 gp	4 lbs
Heritage book	50 gp	2 lbs.
Hip flask	1 gp	1/2 lb.[1]
Hollowed pommel	5 gp	—
Holy symbol, wooden	1 gp	—
Holy symbol, iron	5 gp	1 lb.
Holy symbol, silver	25 gp	1 lb.
Holy symbol, gold	100 gp	1 lb.
Holy symbol, platinum	500 gp	1 lb.
Holy symbol, compartment	+5 gp	—
Holy symbol, flask	+10 gp	—
Holy symbol, tattoo	100 gp	—
Holy text	1–100 gp	1–20 lbs.
Hooded lantern	7 gp	2 lbs.
Hourglass (6 seconds)	10 gp	—
Hourglass (1 minute)	20 gp	1/2 lb.
Hourglass (1 hour)	25 gp	1 lb.
Ink	8 gp	—
Inkpen	1 sp	—
Inquisitor's kit	30 gp	34 lbs.[2]
Iron spike	5 cp	1 lb.
Iron vial	1 sp	1 lb.
Journal	10 gp	1 lb.
Jug	3 cp	9 lbs.
Ladder	2 sp	20 lbs.
Lamp	1 sp	1 lb.
Lock, simple	20 gp	1 lb.
Lock, average	40 gp	1 lb.
Lock, good	80 gp	1 lb.
Lock, superior	150 gp	1 lb.
Magnet	5 sp	1/2 lb.
Magnifying glass	100 gp	—
Magus's kit	22 gp	31 lbs.[2]
Manacles, common	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
Manacles, mithral	2,015 gp	2 lbs.
Marbles	1 sp	2 lbs.
Mess kit	2 sp	1 lb.
Miner's pick	3 gp	10 lbs.
Mirror	10 gp	1/2 lb.
Mock armor	90 gp	10 lbs.[1]
Monk's kit	8 gp	22 lbs.[2]
Mug/tankard	2 cp	1 lb.
Oil	1 sp	1 lb.
Oracle's kit	9 gp	29 lbs.[2]
Paladin's kit	11 gp	30 lbs.[2]

ITEM	PRICE	WEIGHT
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pathfinder's kit	12 gp	22 lbs.
Perfume/cologne	5 gp	—
Periscope	20 gp	4 lbs.
Pitcher	2 cp	5 lbs.
Piton	1 sp	1/2 lb.
Poison pill ring	+20 gp	—
Poisoning sheath	50 gp	1 lb.[1]
Pole	5 cp	8 lbs.
Portable bridge	200 gp	60 lbs.
Portable ram	10 gp	20 lbs.
Pot, common	8 sp	4 lbs.
Pot, mithral	2,001 gp	2 lbs.
Powder	1 cp	1/2 lb.
Powder horn	3 gp	1 lb.
Prosthetic (arm)	10 gp	3 lbs.[1]
Prosthetic (foot)	1 gp	2 lbs.[1]
Prosthetic (hand)	1 gp	1 lb.[1]
Prosthetic (leg)	20 gp	6 lbs.[1]
Pyrography kit	1 gp	2 lbs.
Ranger's kit	9 gp	28 lbs.[2]
Rice paper (sheet)	5 cp	—
Riding kit, common	16 gp	54 lbs.
Riding kit, exotic mount	36 gp	59 lbs.
Rogue's kit	50 gp	37 lbs.[2]
Rope (50 ft.)	1 gp	10 lbs.
Sack	1 sp	1/2 lb.[1]
Saw	4 cp	2 lbs.
Sawback sword	+5 gp	—
Scrivener's kit	2 gp	1 lb.
Scroll box	5 gp	1 lb.
Scroll case	1 gp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sentry mannequin	30 gp	35 lbs.[1]
Sewing needle	5 sp	—
Sextant	500 gp	2 lbs.
Shaving kit	15 sp	1/2 lb.
Shield sconce	1 gp	1/2 lb.
Shovel, common	2 gp	8 lbs.
Shovel, folding	10 gp	12 lbs.
Signal horn	1 gp	2 lbs.[1]
Signal whistle	8 sp	—
Signet ring	5 gp	—
Silent whistle	9 sp	—
Silk rope (50 ft.)	10 gp	5 lbs.
Skeleton key	85 gp	—
Skillet, common	8 sp	4 lbs.
Skillet, mithral	2,001 gp	2 lbs.
Sledge	1 gp	10 lbs.
Smoked goggles	10 gp	—
Snorkel, common	5 sp	—
Snorkel, masterwork	5 gp	—
Soap	1 cp	1/2 lb.
Sorcerer's kit	8 gp	19 lbs.[2]
Spelunking kit	174 gp	32 lbs.

ITEM	PRICE	WEIGHT
Spider's silk rope (50 ft.)	100 gp	4 lbs.
Spyglass	1,000 gp	1 lb.
Stationery	1 gp	—
Stilts, common	2 sp	10 lbs.[1]
Stilts, masterwork	5 gp	10 lbs.[1]
Stove can	10 gp	1 lb.
String or twine (50 ft.)	1 cp	1/2 lb.
Summoner's kit	8 gp	19 lbs.[2]
Survival kit, common	5 gp	4 lbs.
Survival kit, masterwork	50 gp	5 lbs.
Swarmsuit	20 gp	10 lbs.[1]
Tattoo	1 cp–20 gp	—
Teapot	1 sp	1 lb.
Tent, small	10 gp	20 lbs.[1]
Tent, medium	15 gp	30 lbs.[1]
Tent, large	30 gp	40 lbs.[1]
Tent, pavilion	100 gp	50 lbs.[1]
Thurible	50 gp	3 lbs.
Torch	1 cp	1 lb.
Traveler's dictionary	50 gp	2 lbs.
Troll slayer's kit	30 gp	17 lbs.
Undead slayer's kit	402 gp	7 lbs.
Vial	1 gp	—
Waffle iron, common	1 gp	5 lbs.
Waffle iron, mithral	2,501 gp	2-1/2 lbs.
Water clock	1,000 gp	200 lbs.
Waterproof bag	5 sp	1/2 lb.
Waterproof lantern	+5 gp	—
Waterskin	1 gp	4 lbs.[1]
Wax key blank	15 gp	1/2 lb.
Weapon cord	1 sp	—
Whetstone	2 cp	1 lb.
Wire	5 gp	1/2 lb.
Wire saw, common	30 gp	—
Wire saw, adamantine	150 gp	—
Witch's kit	21 gp	21 lbs.[2]
Wizard's kit	21 gp	21 lbs.[2]
Wrist sheath	1 gp	1 lb.[1]

[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] These items weigh approximately three-quarters this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

AIR BLADDER

PRICE 1 SP
WEIGHT 1/2 lb.

Used by swimmers for longer dives, this bladder is similar to a waterskin, but is relatively airtight. If inflated, it holds enough air to sustain a Medium creature for 1 round or a Small creature for 2 rounds.

ALCHEMIST'S KIT

PRICE 40 GP
WEIGHT 24 lbs.

This kit includes an alchemy crafting kit, a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin. The kit does not contain a formula book because an alchemist begins play with a formula book and does not need to purchase one.

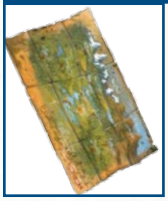
ANIMAL GLUE

PRICE 5 SP
WEIGHT 1/2 lb.

This simple glue is created by boiling animal skin, bones, hooves, horn, and tendons until they turn into an ochre syrup that cools when it hardens. Before you use animal glue, you must heat it until it liquefies. You normally apply it with a brush and hold the pieces together for a minute, at which point it is cooled and hardened. The glue is sufficient to coat 1 square foot of surface, or (because of waste and spills) up to 40 smaller applications of approximately 2 square inches each. Pulling apart a large glued surface (at least 1 square foot) requires a DC 15 Strength check. Pulling apart a small glued surface (anything less than 1 square foot) requires a DC 10 Strength check. Animal glue slowly dissolves in water, reducing the Strength DC needed to break it by 1 per 10 minutes. It softens if heated, even with steam, reducing the Strength DC needed to break it by 1 per minute.

AREA MAP

PRICE 50 GP
WEIGHT 2 lbs.



A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

ASTROLABE

PRICE 1,000 GP
WEIGHT 6 lbs.

This device consists of a flat disc upon which two other discs are mounted. The mounted discs can rotate on a central axis, allowing them to spin and move as days pass. The bottom disc represents the latitude of the user; an astrolabe is useless if the user is outside the preset latitude. The upper disc represents the sky, and is filled with astronomical features. Anyone can be shown how to use an astrolabe at night to determine the date and time (which takes 1 minute). When using an astrolabe, you can make a Survival check using your Intelligence modifier instead of your Wisdom modifier to avoid becoming lost.

BACKPACK

Common	**WEIGHT** 2 lbs.	**PRICE** 2 GP
Masterwork	**WEIGHT** 4 lbs.	**PRICE** 50 GP



This leather knapsack has one large pocket that closes with a buckled strap and holds about 2 cubic feet of material. Some may have one or more smaller pockets on the sides.

Masterwork Backpack: This backpack has numerous pockets for storing items that might be needed while adventuring. Hooks are included for attaching items such as canteens, pouches, or even a rolled-up blanket. It has padded bands that strap across the chest and the waist to distribute its weight more evenly. Like a common backpack, it can hold about 2 cubic feet of material in its main container. When wearing a masterwork backpack, treat your Strength score as +1 higher than normal when calculating your carrying capacity.

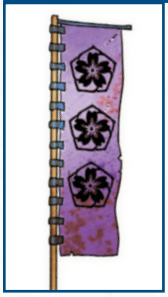
BANDOLIER

PRICE 5 SP
WEIGHT —

This leather belt is worn over one shoulder and runs diagonally across the chest and back. It has small loops or pouches for holding eight objects the size of a flask or small dagger. You can use the "retrieve a stored item" action to take an item from a bandolier. You can wear up to two bandoliers at the same time (any more than this and they get in each other's way and restrict your movement).

BANNER

PRICE 1–20 GP
WEIGHT 2 lbs.



This is a banner, flag, or pennant. You tie it to a pole, lance, or polearm. Most are woven, dyed, or painted with a pattern or symbol, such as a knight's crest or a country's flag. A simple banner with one field color and a simple insignia such as a weapon or shield costs 1 gp. A banner with two to four field colors and a complex insignia such as a lion or dragon costs 5 gp. A detailed banner with four or more field colors and a very complex insignia, such as a heraldic device with eight or more sections, costs 20 gp.

BARBARIAN'S KIT

PRICE 9 GP
WEIGHT 26 lbs.

This kit includes a backpack, a belt pouch, a blanket, a flint and steel, an iron pot, rope, soap, torches (10), trail rations (5 days), and a waterskin.

BARBED VEST

PRICE 10 GP
WEIGHT 4 lbs.

Thin leather flaps keep the hundreds of tiny, fishhook-like needles dotting the surface of this black vest from harming you while you wear it. However, any creature that injures you with a natural or unarmed attack must make a DC 15 Reflex save or take 1 point of damage. If a creature swallows you, it takes 1 point of damage each round until it either spits you up, you escape, or you die (at which point the vest has sustained enough damage that it no longer serves as a threat). The vest can only be worn over light armor or no armor.

BARD'S KIT

PRICE 41 GP
WEIGHT 33-1/2 lbs.

This includes a backpack, a bedroll, a belt pouch, a common musical instrument, a flint and steel, ink, an inkpen, an iron pot, a journal, a mess kit, a mirror, rope, soap, torches (10), trail rations (5 days), and a waterskin.

BARREL

PRICE 2 GP
WEIGHT 30 lbs.

This is a sturdy wooden barrel with a tight-fitting lid, banded with metal.

BASKET

PRICE 4 SP
WEIGHT 1 lb.

This large basket has a lid and holds about 2 cubic feet.

BEDROLL

PRICE 1 SP
WEIGHT 5 lbs.



This consists of two woolen sheets sewn together along the bottom and one side to create a bag for sleeping in. Some have cloth straps along the open side so the bedroll can be tied closed while you are sleeping. It can be rolled and tied into a tight coil for storage or transport. Most people use a blanket with the bedroll to stay warm or provide a ground cushion.

BELL

PRICE 1 GP
WEIGHT —

This handbell can produce only one loud note.

BELL NET

PRICE 2 GP
WEIGHT 2 lbs.

Copper bells hang at each the corners of this 5-foot-by-5-foot wire net. A bell net is designed to blanket gear while you sleep, hunt, cook, or otherwise can't give it your full attention, rasing an alarm if your possessions are disturbed. Creatures attempting to access gear protected by a bell net must succeed at a DC 25 Sleight of Hand check to avoid chiming the bells. Hearing the chiming bells of a bell net requires a DC 0 Perception check. Because the many bells chime when you move, traveling with a bell net gives you a –2 penalty on Stealth checks.

BELT POUCH

PRICE 1 GP
WEIGHT 1/2 lb.



A typical leather or cloth belt pouch has a leather cord to cinch it shut and another to tie it to your belt. It is large enough to hold 100–200 coins or two apples.

BLANKET

PRICE 5 SP
WEIGHT 3 lbs.



This warm, woven blanket has straps so it can be rolled up and tied. Blankets are often used in conjunction with bedrolls to provide additional warmth or a ground cushion.

Block and Tackle

Price 5 GP
Weight 5 lbs.



Whether it is used to hoist treasure from a pit or move supplies, a simple block-and-tackle pulley, when it is properly secured, adds a +5 circumstance bonus on Strength checks to lift heavy objects. Securing the pulley requires 1 minute.

Blue Book

Price 5 GP
Weight 1 lb.

This book details the seedier entertainment establishments in one major city. It contains the names of brothels, burlesque houses, and gambling halls in that city. By consulting the book for 1 hour, for the next 24 hours you gain a +2 circumstance bonus on Knowledge (local), Bluff, and Diplomacy checks to gather or use information in that city. At the GM's discretion, you can use it in settlements near that city for a +1 bonus.

Book of Letters

Price 50 GP
Weight 3 lbs.

This portfolio contains examples of official letters along with proper forms of address, etiquette, and turns of phrase. Used by bureaucrats, diplomats, and clerks, it's also useful for counterfeiting official correspondence. It provides a +2 circumstance bonus on Diplomacy checks when dealing with city officials and a +2 circumstance bonus on Linguistics checks when creating forgeries. A book of letters is only accurate for a particular region, such as a country or even a town, and only provides its bonus relating to that region.

Bottle

Price 2 GP
Weight 1 lb.

This glass bottle holds about a pint and includes a cork.

Breakaway Chains

Price 65 GP
Weight 2 lbs.

These masterwork chains are easy to break, even though they look like normal chains (Perception DC 25 to notice the difference). A DC 10 Strength check breaks them instantly.

Bucket

Price 5 SP
Weight 2 lbs.

A typical bucket has a rope handle and can hold 1–2 gallons of liquid.

Bullseye Lantern

Price 12 GP
Weight 3 lbs.

A bullseye lantern provides normal light in a 60-foot cone and increases the light level by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light). A bullseye lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on 1 pint of oil. You can carry a lantern in one hand.

Buoy

Common	**Weight** 16 lbs.	**Price** 5 GP
Superior	**Weight** 30 lbs.	**Price** 10 GP

A buoy is used to mark a specific spot in a lake, river, or similar body of water, making it possible for you to return to that location at a later date. A common buoy includes a float (typically an air-filled bladder or sealed gourd), a 200-foot length of twine, and a 15-pound stone used as an anchor. The float is usually painted a vivid color, and may have a small flag to attract attention. Though anchor buoys prove quite resilient to normal weather and tides, they offer little challenge to intelligent creatures determined to sabotage them. A superior buoy has a spherical or ovoid hollow metal float (typically copper), a length of chain rather than twine, and a metal anchor rather than a weight.

Butterfly Net

Price 5 GP
Weight 2 lbs.

One end of this 6-foot-long pole supports a wide metal hoop covered by a thin mesh net. You can use this to sift objects from material capable of passing through the net, such as sand or water. You can also use a butterfly net to capture Fine or Diminutive creatures as if it were a net (weapon), though you don't need to re-fold the butterfly net if you miss, and you use the handle of the butterfly net like you would the rope of a net weapon.

Caltrops

Price 1 GP
Weight 2 lbs.



A caltrop is a four-pronged metal spike crafted so that one prong always 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 runs the risk of stepping on one. Make an attack roll for the caltrops (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the attack succeeds, the creature has stepped on a caltrop. The caltrop deals 1 point of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. 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.

Caltrops may not work against unusual opponents.

CAMOUFLAGE NETTING

PRICE 20 GP
WEIGHT 5 lbs.

This loose mesh of twine and varicolored cloth is used to disguise the presence of creatures or large objects. Camouflage netting must be manufactured to provide camouflage in a single type of terrain, such as snow, sand, forest, grass, swamp, urban, or water. When you hide under the netting in the appropriate terrain, you gain a +4 circumstance bonus on Stealth checks as long as you remain immobile and prone. Covering up with camouflage netting is a full-round action requiring a DC 10 Survival check (failure means you do not cover yourself correctly with the netting and do not gain its bonus on Stealth checks). You have the entangled condition when using the netting, except your Dexterity penalty does not affect your initiative or Stealth checks. Taking off camouflage netting is a move action, or a swift action if combined with a move action to stand up from a prone position.

You may spend 1 minute covering an object with camouflage netting. Make a Survival check with a –10 penalty and use the total as the Stealth check result for the object. Creatures who fail a Perception check against this Stealth DC do not recognize what the object is and usually treat it as a natural part of the terrain. For example, you can conceal a wagon as a rock or patch of brush. Covering a Large object requires two nets. Covering a Huge or Gargantuan object requires five nets and takes 10 minutes of work, and the Survival check penalty is –20 instead of –10. Camouflaging a Colossal object depends on its shape but generally requires at least 10 camouflage nets and takes 1 hour of work, and the Survival check penalty is –30 instead of –10.

A creature with the scent ability ignores the effect of camouflage netting and makes checks against your actual Stealth roll when in scent range. Any creature within 10 feet of a Large or larger object hidden by camouflage netting automatically recognizes it as an object covered in camouflage.

CAMPSITE KIT

PRICE 12 GP
WEIGHT 80 lbs.

This kit is actually four bundles of gear, designed so four individuals can share the load. It consists of four bedrolls, four blankets, a day's worth of firewood, a flint and steel, a tindertwig, four mess kits, a cooking kit, and 8 days of trail rations (with the expectation that adventurers will supplement the rations with a little hunting as they travel). Adventurers expecting inclement weather should also purchase one or more tents.

CANDLE

PRICE 1 CP
WEIGHT —



A candle dimly illuminates a small area, increasing the light level in a 5-foot radius by one step (darkness becomes dim light and dim light becomes normal light). A candle cannot increase the light level above normal light. A candle burns for 1 hour.

CANDLE LAMP

PRICE 5 GP
WEIGHT 1 lb.

A candle lamp is a small lanternlike device with glass panels and a slot to hold a candle. It protects the candle from drafts and catches wax drippings. It provides the same light as a candle, but can be shuttered such that it only illuminates 1 to 3 adjacent squares. You can use a candle lamp to keep your hands warm.

CANDLESTICK

PRICE 1 CP
WEIGHT 1/2 lb.

This saucerlike object has a flat bottom, a handle, and a spike on top. You can affix a candle onto the spike (up to 3 inches in diameter) and hold the candlestick by the handle. The flat bottom means you're able to set it down and not worry about the candle falling over and extinguishing itself. A typical candlestick is crafted from baked clay or a cheap metal such as copper, but elaborate and expensive ones exist.

CANTEEN

PRICE 2 GP
WEIGHT 1 lb.

This hollow container is made of wood, a gourd, or metal, and carries liquid like a waterskin, but is more resistant to punctures and cuts.

CANVAS (SQ. YD.)

PRICE 1 SP
WEIGHT 1 lb.

This square yard of heavy cloth is suitable for painting, for covering items in a rainstorm, for creating a sail, or as an improvised bag. It is not waterproof but can be treated with oil, wax, or resin to make it water-resistant.

CAULDRON

Common	**WEIGHT** 5 lbs.	**PRICE** 1 GP
Mithral	**WEIGHT** 2-1/2 lbs.	**PRICE** 2,501 GP

This larger version of an iron pot holds approximately 1 gallon—enough to fill the bellies of four hungry humans for one meal. It can also be used for potion-making and similar activities. A mithral cauldron is lighter, and food rarely sticks to it.

CAVALIER'S KIT

PRICE 23 GP
WEIGHT 112 lbs.

This includes animal feed (5 days), a backpack, a bedroll, a belt pouch, a bit and bridle, a flint and steel, an iron pot, a mess kit, a riding saddle, rope, saddlebags, soap, torches (10), trail rations (5 days), and a waterskin.

CHAIN (10 FT.)

PRICE 30 GP
WEIGHT 2 lbs.



This chain is made of interlocking metal links roughly an inch long, and thick enough to bear large amounts of weight. It has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

CHALK

PRICE 1 CP
WEIGHT —



This fat piece of white chalk easily marks wood, metal, or stone. You can write with it for about 24 hours before it is expended. Chalk also comes in other colors, but these are rarer and can be more expensive.

CHALKBOARD

PRICE 1 GP
WEIGHT 2 lbs.



A wooden frame approximately the same size as a large book surrounds this thinly sliced piece of polished black stone. Rubbing a damp cloth over the slate erases anything scribed with chalk on its surface.

CHEST

Small	**WEIGHT** 25 lbs.	**PRICE** 2 GP
Medium	**WEIGHT** 50 lbs.	**PRICE** 5 GP
Large	**WEIGHT** 100 lbs.	**PRICE** 10 GP
Huge	**WEIGHT** 250 lbs.	**PRICE** 25 GP



The common wooden chest comes in several sizes, including small (2 cubic feet, 1 hit point, break DC 17), medium (4 cubic feet, 15 hp, break DC 23), large (6 cubic feet, 30 hit points, break DC 29), and huge (8 cubic feet, 50 hit points, break DC 35). Most include a simple inset lock.

CHIRURGEON'S KIT

PRICE 400 GP
WEIGHT 4 lbs.

This sturdy leather case straps to the waist or thigh, or can be slung over a shoulder. It consists of a belt pouch, a healer's kit, a bottle of strong brandy, a *potion of cure light wounds*, a vial of smelling salts, and 2 doses each of alchemist's kindness, antiplague, antitoxin, bloodblock, and soothe syrup.

CHRONICLER'S KIT

PRICE 40 GP
WEIGHT 4-1/2 lbs.

This bundle contains a map case, two vials of ink, two inkpens, 10 sheets of paper, two blank journals, a pound of fine powder for drying ink, and a 20-foot measuring cord. The supplies usually suffice for chronicling a single expedition of not more than 2 months' duration.

CLAY

PRICE 1 SP
WEIGHT 1 lb.

This pound of clay is sold in a watertight container to keep it soft, can be hardened by sunlight, baking, or any heat source.

CLERIC'S KIT

PRICE 16 GP
WEIGHT 32 lbs.

This includes a backpack, a bedroll, a belt pouch, candles (10), a cheap holy text, a flint and steel, an iron pot, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

COFFEE POT

PRICE 3 GP
WEIGHT 4 lbs.

This tall, teapotlike device contains a small chamber for coffee grounds and a large chamber for water, connected by a small tube. Heating the pot forces boiling water through the tube and into the grounds. A glass knob at the top of the tube allows you to see the color of the brew and stop when it is sufficiently strong. It can brew up to 4 cups of coffee at a time. It can also be used to make tea, steep medicinal herbs, or just boil water.

COFFIN

Common	**WEIGHT** 30 lbs.	**PRICE** 10 GP
Ornate	**WEIGHT** 50 lbs.	**PRICE** 100 GP



A plain coffin is made of simple wood and has a loose, flat lid that can be nailed onto it. Ornate coffins are favored by aristocratic families for displaying their dead, and include upholstered cloth liners and a hinged lid.

COLLAPSIBLE BATHTUB

PRICE 15 GP
WEIGHT 20 lbs.

After 10 minutes of assembly, this collection of wooden slats provides support for a cylindrical watertight canvas cloth. It can hold enough water to allow 1 Medium creature to bathe in comfort without any of the risks that might come from entering lakes, rivers, or other bodies of water.

COLLAPSIBLE PLANK

PRICE 4 SP
WEIGHT 10 lbs.

Hinged in two places, collapsible planks can hold 250 pounds before breaking. The 10-foot-long plank folds down into a 3-foot-by-1-foot-by-6-inch bundle. Folding or unfolding it is a standard action.

COMPASS

PRICE 10 GP
WEIGHT 1/2 lb.



An ordinary compass that points to the magnetic north pole grants you a +2 circumstance bonus on Survival checks made to avoid becoming lost. You can also use it to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

COOKING KIT

PRICE 3 GP
WEIGHT 16 lbs.

This kit contains an iron pot, an iron skillet, a ladle, a skewer, a wooden cutting board, a cutting knife, an iron tripod for

the pot, a packet of tinder, and a small selection of local or otherwise easy to find seasonings. You can attach the skewer to the tripod for roasting small game animals. All the component pieces (except the skillet) fit within the pot for easy storage and transport.

COPY OF A KEY

PRICE 1 GP
WEIGHT —

An artisan can make a working copy of a key in an hour (making a duplicate that looks exactly like the original requires a skilled smith, a DC 25 Craft check, and 1 day).

COT

PRICE 1 GP
WEIGHT 30 lbs.

This elevated camp bed is made of wood and canvas, and is particularly useful when the ground is wet or rocky. It is large enough for a full-grown human, but folds down into a 4-foot-by-9-inch cylindrical bag.

CROWBAR

PRICE 2 GP
WEIGHT 5 lbs.



This versatile tool is designed to help pry open whatever the user desires. A crowbar grants a +2 circumstance bonus on Strength checks made to force open a door or chest. If it is used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

CYPHER BOOKS

PRICE 150 GP
WEIGHT 2 lbs.

These books, always sold in identical pairs, contain numbered grids on each page which simply and easily catalog random lists of words. This allows a user to write messages which substitute letters and numbers that reference the page, row, and column of a particular word found within the cypher book. A creature without access to the appropriate cypher book takes a –10 penalty on Linguistic checks made to decipher each page of a coded message. Writing a message using the cipher takes 10 times as long as writing an uncoded message, and decoding it with the cipher book takes as much time as writing the original coded message.

DRAGONSLAYER'S KIT

PRICE 485 GP
WEIGHT 64 lbs.

Aimed more at hired blades than seasoned adventurers, this kit provides supplemental equipment for outfitting hirelings to hunt dragons. It includes a *potion of cure moderate wounds*, *oil of bless weapon* (1 application), a longspear, a backpack, three large sacks, a sunrod, a tower shield, and 5 vials of alchemist's fire. For hunting dragons that are immune to fire, the alchemist's fire can be replaced with acid at the time of purchase, for a savings of 50 gp.

DRILL

PRICE 5 SP
WEIGHT 1 lb.



A drill can create a 1-inch-diameter hole in stone, wood, or metal as a standard action. Harder materials wear down or break the drill more quickly. Hearing the sound of drilling requires a DC 15 Perception check.

DRUID'S KIT

PRICE 14 GP
WEIGHT 44 lbs.

This includes animal feed (5 days), a backpack, a belt pouch, a blanket, a flint and steel, holly, mistletoe, an iron pot, a mess kit, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.

DUNGEONEERING KIT

Common	**WEIGHT** 25 lbs.	**PRICE** 15 GP
Deluxe	**WEIGHT** 15 lbs.	**PRICE** 130 GP

This bundle of essential supplies for exploring ruins and abandoned cities includes two candles, chalk, a hammer and four pitons, 50 feet of hemp rope, a hooded lantern with 5 flasks of oil, two sacks, two torches, and four tindertwigs. A deluxe dungeoneering kit contains two candles, chalk, a hammer and four pitons, 50 feet of silk rope, two sacks, three sunrods, four tindertwigs, and an everburning torch.

EAR TRUMPET

PRICE 5 GP
WEIGHT 2 lbs.

By holding this specially crafted ear trumpet to your ear and placing the other end against a door or wall, you reduce the DC penalty for listening through a door or wall by 5.

EARPLUGS

PRICE 3 CP
WEIGHT —

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing, but also cause a –5 penalty on hearing-based Perception checks.

ENTERTAINER'S KIT

PRICE 5 SP
WEIGHT 3 lbs.

This kit includes juggling balls, colored handkerchiefs, playing cards, clownish makeup, and other simple props for stage magicians and other street entertainers.

EVERBURNING TORCH

PRICE 110 GP
WEIGHT 1 lb.

This otherwise normal torch has a *continual flame* spell cast on it. This causes it to shed light like an ordinary torch, but it does not emit heat or deal fire damage if used as a weapon.

FAKE FOOTPRINT SHOES

PRICE 5 GP
WEIGHT 2 lbs.

These oversized shoes are worn over normal footwear. They create footprints or bootprints that look like those left by another creature. Each pair creates a specific type of footprint, such as tiger, orc, goblin, or ogre. When walking with these shoes, you may make a Survival check; the check result is the Survival DC for anyone trying to determine whether the tracks are what they appear to be.

FALSE MANACLES

PRICE 65 GP
WEIGHT 2 lbs.

These manacles are nearly indistinguishable from standard manacles upon inspection (Perception DC 25). A wearer who knows the location of the secret catch can open them as a standard action; otherwise they act like masterwork manacles. Some appear to be of common quality, though false manacles are always masterwork.

FALSE-BOTTOMED CHEST

PRICE 52 GP
WEIGHT 25 lbs.

These chests are typically used by smugglers transporting contraband or those with treasures they would prefer to keep hidden. The secret compartment in this chest is approximately 1 inch deep. Different styles open from the inside, from the underside, or through the back. Detecting the compartment requires a DC 20 Perception check.

FALSE-BOTTOMED CUP

PRICE 1 GP
WEIGHT —

The tiny compartment in the thick bottom of this cup is an excellent place to store a small item or substance. The most insidious are designed with a weighted catch that opens when the cup is tilted back, releasing the hidden substance into the contents of the cup. Spotting the secret compartment in an empty cup requires a DC 15 Perception check.

FALSE-BOTTOMED SCABBARD

PRICE 45 GP
WEIGHT 1 lb.

The space at the bottom of this sword scabbard is just large enough to hold a potion flask. Some are accessed from the outside; others open on the inside with a secret catch at the top end. Finding the secret compartment requires a DC 25 Perception check, or DC 20 if you can compare the sword's length to that of the scabbard.

FAMILIAR SATCHEL

PRICE 25 GP
WEIGHT 6 lbs.

This armored case provides total cover to any Tiny or smaller creature contained within it. It includes air holes (which can be plugged with cork stoppers if you need to go underwater) and two receptacles for food and water.

FIGHTER'S KIT

PRICE 9 GP
WEIGHT 29 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.

FILTER HOOD

PRICE 10 GP
WEIGHT 4 lbs.

This snug leather hood has built-in goggles and a filtration tube containing sponges. A filter hood uses your head slot and imposes a –2 penalty on hearing- and sight-based Perception checks. While the sponges are moist, the hood grants you a +2 resistance bonus on saving throws against inhaled poisons and other airborne attacks that require you to breathe them. Moistening the sponges with water is a standard action. The sponges dry out after 1d4 × 10 minutes and should be thoroughly rinsed after each use.

FIREWOOD (PER DAY)

PRICE 1 CP
WEIGHT 20 lbs.

This bundle of dry wood includes twigs and logs.

FISHHOOK

PRICE 1 SP
WEIGHT —

This metal hook is little more than a stiff, bent needle.

FISHING KIT

PRICE 5 SP
WEIGHT 3 lbs.



This kit includes a simple fishing pole and a small box that contains fishing tackle (hooks, lines, sinkers, floats, and lures).

FISHING NET

PRICE 4 GP
WEIGHT 5 lbs.

This net measures 5 feet by 5 feet, and can be used to cover a pit or to block Tiny or larger creatures from entering an area.

FLASK

PRICE 3 CP
WEIGHT 1-1/2 lbs.



This glass bottle holds 1 pint. It is relatively fragile and breaks if thrown at a creature or hard surface. Flasks may be simple blown glass, or they may be elaborate affairs embossed with family crests and other artwork.

FLINT AND STEEL

PRICE 1 GP
WEIGHT —



Lighting a torch with a flint and steel is a full-round action. Lighting any other fire with them takes at least that long.

FOLDING CHAIR

PRICE 2 GP
WEIGHT 10 lbs.

This simple folding chair has a wooden frame and canvas seat and back, making it easy to transport and set up wherever you wish. It folds up easily and fits in a handy carrying bag. The chair can support up to 250 pounds with ease.

FOLDING LADDER

PRICE 2 GP
WEIGHT 16 lbs.

The hook, pole, and rungs of this 10-foot ladder are hinged, allowing you to fold it into a 3-foot-by-1-foot-by-1-foot bundle. Folding or unfolding it is a standard action.

FOLDING POLE

PRICE 2 SP
WEIGHT 10 lbs.

This hinged pole can be unfolded and locked in place with sliding pins, creating a 10-foot pole. When collapsed, it is only 3 feet long. Assembling or collapsing the pole is a full-round action. The hinges and pins mean it is not as strong as a one-piece pole, and is best used for probing rather than vaulting or climbing.

FOLDING TABLE

PRICE 10 GP
WEIGHT 20 lbs.

This wooden table has jointed legs and a hinge down the middle. When fully extended, it is a 2-foot-by-4-foot table, but collapses down to 2 feet by 2 feet by 2 inches. Setting up the table is a full-round action; collapsing it is 2 full-round actions.

GAMBLER'S KIT

Common	**WEIGHT** 5 lbs.	**PRICE** 75 GP
Cheating	**WEIGHT** 5 lbs.	**PRICE** 300 GP

Particularly useful for travelers moving through areas too small or remote to support a full-time place for gambling, this small, tightly packed suitcase holds decks of cards, a betting wheel, numbered cloths, colored wooden chips, and a wide variety of other sorts of specialized equipment necessary for many different games of chance. A cheating gambler's kit is very similar, except its cards are marked and its games are rigged, giving a knowledgeable user a +4 circumstance bonus on Profession (gambler) checks when using these materials. A DC 25 Perception or DC 20 Profession (gambler) check exposes the ruse.

GEAR MAINTENANCE KIT

PRICE 5 GP
WEIGHT 2 lbs.

This kit contains metal polish, a small file, a leather paring knife, conditioning oil for leather, two soft cloths, extra leather straps, a sewing needle, and a few buttons.

GLASS CUTTER

PRICE 5 GP
WEIGHT —



This small metal rod has a tiny sharp wheel on one end and a bulb on the other. You score the glass with the wheel and tap it with the bulb to break it. If you succeed at a DC 15 Sleight of Hand check, you can break the glass very quietly (DC 15 Perception check to hear). Most thieves use glue paper with a glass cutter to reduce noise and capture glass fragments.

GLUE PAPER

PRICE 1 SP
WEIGHT —

This 1-foot-square piece of paper is coated on one side with a weak glue or sticky material such as tree sap or even honey. It is stored folded in half. If you apply glue paper to a window before you break it, the broken pieces stick to the glue rather than noisily falling to the ground. Glue paper is good for a single use.

GRAPPLING ARROW

PRICE 1 GP
WEIGHT 1/2 lb.

This small grappling hook is designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet. An equivalent item exists for crossbows.

GRAPPLING HOOK

Common	**WEIGHT** 4 lbs.	**PRICE** 1 GP
Mithral	**WEIGHT** 2 lbs.	**PRICE** 2,001 GP



Throwing a grappling hook requires a ranged attack roll, treating the hook as a thrown weapon with a range increment of 10 feet. Objects with ample places to catch the hook have an AC of 5.

GROOMING KIT

PRICE 1 GP
WEIGHT 2 lbs.

This pouch of toiletries includes a comb, scissors, a nail file, a sponge, a hairbrush, a miniature mirror, soap, a chewing stick, and tooth powder.

GUNSLINGER'S KIT

PRICE 26 GP
WEIGHT 31 lbs.

This includes a backpack, a bedroll, a belt pouch, a flint and steel, a gunsmith's kit, an iron pot, a mess kit, a powder horn, rope, torches (10), trail rations (5 days), and a waterskin.

GUNSMITH'S KIT

PRICE 15 GP
WEIGHT 2 lbs.

This small kit has all the tools a person needs to create, repair, and restore firearms, except for the necessary raw materials. Without such a kit, you cannot properly construct or provide upkeep for firearms.

HAMMER

PRICE 5 SP
WEIGHT 2 lbs.



If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

HAMMOCK

PRICE 1 SP
WEIGHT 3 lbs.

This blanket or net is attached to strong ropes, allowing you to hang it from a heavy branch or two trees and sleep above the ground. Climbing into or out of a hammock

is a full-round action. A successful DC 5 Dexterity check reduces this to a move action.

Harrow Deck

Price 100 GP
Weight —



This is a traditional fortune-telling deck of cards used by soothsayers and seers. Some harrow decks are elaborately illustrated, but most are parchment or paper cards with hand-painted images. Harrow decks are often handed down through generations and treated with utmost care by their users as a result.

Helmet Candle

Price 2 GP
Weight 4 lbs.

This device consists of a helmet with a short, thin spike on top upon which a candle is stuck, freeing your hands for other tasks.

Heritage Book

Price 50 GP
Weight 2 lbs.

This collection of genealogical tables, descriptions of common traits found in particular noble families, heraldry, scurrilous rumors, and ancestral deeds provides readers with a great deal of insight into the aristocracy. Consulting this book grants a +2 circumstance bonus on Knowledge (nobility) checks.

Hip Flask

Price 1 GP
Weight 1/2 lb.



This metal canteen has a flattened, curved shape so you can easily conceal it in a pocket or against your body. A typical hip flask holds 8 ounces, and like a regular flask may be little more than a plain canteen or a decorative work of art.

Hollowed Pommel

Price 5 GP
Weight —

Depending on the weapon, a hollow pommel may hold something as large as a flask or as small as a rolled piece of paper. Detecting a hollow pommel requires a DC 15 Perception check.

Holy Symbol

Wooden	**Weight** —	**Price** 1 GP
Iron	**Weight** 1 lb.	**Price** 5 GP
Silver	**Weight** 1 lb.	**Price** 25 GP
Gold	**Weight** 1 lb.	**Price** 100 GP
Platinum	**Weight** 1 lb.	**Price** 500 GP

A holy symbol focuses positive energy and is used by good clerics and paladins (or by neutral clerics who want to cast good spells or channel positive energy). Each religion has its own holy symbol. The material used to make the holy symbol has no effect on its powers, though a religion may place special significance on a particular material.

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 channel negative energy).

Holy Symbol, Compartment

Price +5 GP
Weight —

Designed and approved by a member of the appropriate religion, this modification to a holy symbol creates a secret compartment large enough to hold a potion vial. Detecting the compartment requires a DC 20 Perception check.

Holy Symbol, Flask

Price +10 GP
Weight —

This version of a standard holy symbol is oversized and has a watertight compartment that can hold 1 pint (the same volume as a flask of holy water). Adventurers normally use the compartment to hold holy water or alcohol. A holy symbol flask is not meant for you to throw at enemies and is not fragile like a flask or vial. Like using holy water on an incorporeal opponent, you unstopper the flask and pour the contents onto an adjacent target. Detecting the compartment requires a successful DC 10 Perception check.

Holy Symbol, Tattoo

Price 100 GP
Weight —

In some religions, you are allowed to tattoo or brand your deity's holy symbol onto your skin (typically the palm, back of the hand, or forearm) in a special ceremony. Thereafter, it functions like an actual holy symbol of your faith, and you may use it as a divine focus for spellcasting, channeling energy, and so on. The tattoo must be fully visible to use it in this way (it cannot be covered with a glove, gauntlet, or any other material). The listed price includes the cost of a simple brand or non-fading black tattoo; add appropriate tattoo costs if you want something more elaborate. Specifically damaging or erasing the tattoo or brand negates its use as an actual holy symbol.

Holy Text

Price 1–100 GP
Weight 1–20 lbs.



This is the religious text of a particular religion, with a title, text, and detailed rites specific to that faith. The cheap variety is a small, light book with no illustrations, printed or written on thin paper, and with a cover made of canvas or thin leather. A typical holy text for an experienced adventuring priest is durable, with a leather cover, chapter illustrations, quality paper; it costs 25 gp and weighs 2 pounds. The most expensive versions have detailed illustrations, gilded initials and border decorations, covers made of fine leather, wood, or even metal, and are often oversized and difficult to carry around.

HOODED LANTERN

PRICE 7 GP
WEIGHT 2 lbs.



A hooded lantern sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A hooded lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on 1 pint of oil. You can carry a lantern in one hand.

HOURGLASS

6 seconds	**WEIGHT** —	**PRICE** 10 GP
1 minute	**WEIGHT** 1/2 lb.	**PRICE** 20 GP
1 hour	**WEIGHT** 1 lb.	**PRICE** 25 GP



The standard hourglass takes 1 hour to empty the sand from the upper chamber; smaller ones that mark time more precisely are also readily available, in 1-minute and 6-second sizes. Hourglasses tracking more than an hour are rare.

INK

PRICE 8 GP
WEIGHT —



This vial contains 1 ounce of ink. Ink in colors other than black costs twice as much.

INKPEN

PRICE 1 SP
WEIGHT —

This is a wooden stylus with a metal tip that retains a small amount of ink after you dip it in a vial of ink.

INQUISITOR'S KIT

PRICE 30 GP
WEIGHT 34 lbs.

This kit includes a backpack, a bedroll, a belt pouch, candles (10), a cheap holy text, a flint and steel, an iron pot, manacles, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

IRON SPIKE

PRICE 5 CP
WEIGHT 1 lb.

This foot-long iron spike is used to keep doors open or closed and to secure ropes for climbing. Hearing a spike being hammered in requires a DC 5 Perception check.

IRON VIAL

PRICE 1 SP
WEIGHT 1 lb.

This metal potion bottle has hardness 5, 3 hit points, and a break DC of 14.

JOURNAL

PRICE 10 GP
WEIGHT 1 lb.

This is a blank, lightweight book with an oilskin cover. It has 50 paper pages.

JUG

PRICE 3 CP
WEIGHT 9 lbs.

This basic clay jug is fitted with a stopper and holds 1 gallon of liquid. The listed weight is for a jug filled with water, wine, or ale; when empty, it weighs about 1/2 pound.

LADDER

PRICE 2 SP
WEIGHT 20 lbs.

This simple 10-foot ladder consists of two long boards with wooden steps nailed into them at 1-foot increments.

LAMP

PRICE 1 SP
WEIGHT 1 lb.



A common lamp illuminates a small area, providing normal light in a 15-foot radius and increasing the light level by one step for an additional 15 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A lamp does not increase the light level in normal light or bright light. A lamp burns for 6 hours on 1 pint of oil. You can carry a lamp in one hand.

LOCK

Simple	**WEIGHT** 1 lb.	**PRICE** 20 GP
Average	**WEIGHT** 1 lb.	**PRICE** 40 GP
Good	**WEIGHT** 1 lb.	**PRICE** 80 GP
Superior	**WEIGHT** 1 lb.	**PRICE** 150 GP



This can be a padlock, an inset lock in a door or chest, or any other type of keyed lock. The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

MAGNET

PRICE 5 SP
WEIGHT 1/2 lb.



Handheld magnets are relatively weak and are mainly used to detect or pull iron, mithral, or adamantine at a short range. They are not powerful enough to tug metal over significant distances or aid in disarming creatures wielding metal weapons. This hand-sized horseshoe magnet can lift up to a 3-pound iron weight.

MAGNIFYING GLASS

PRICE 100 GP
WEIGHT —



This simple lens allows a closer look at small objects. It is also useful as a substitute for a flint and steel when starting fires. Lighting a fire with a magnifying glass requires bright light, such 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.

Magus's Kit

Price 22 GP
Weight 31 lbs.

This includes a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin. The kit does not contain a spellbook because a magus begins play with a spellbook.

Manacles

Common	**Weight** 2 lbs.	**Price** 15 GP
Masterwork	**Weight** 2 lbs.	**Price** 50 GP
Mithral	**Weight** 2 lbs.	**Price** 2,015 GP



Manacles 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 price of the manacles.

For the same price, you can buy manacles for a Small creature. For a Large creature, manacles cost 10 times the indicated amount, and for a Huge creature, 100 times the indicated amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles, which cost at least 100 times the indicated amount.

Mithral Manacles: These bindings are more difficult to break than standard manacles and are particularly useful against lycanthropes. They have hardness 15, 30 hit points, and a break DC of 30. They are otherwise treated as masterwork manacles

Marbles

Price 1 SP
Weight 2 lbs.



Marbles can be used to slow opponents. One 2-pound bag of marbles covers an area 5 feet square. A creature entering a square with marbles scattered on it must succeed at a DC 10 Reflex save or fall prone (the creature's stability bonus to trip applies to this save). Any creature moving at half speed or slower can pick its way through a square of marbles with no trouble.

Mess Kit

Price 2 SP
Weight 1 lb.

This kit includes a plate, bowl, cup, fork, knife, and spoon, made of wood, horn, or tin. Each item has a handle or small hole, and can be tied together using the included leather cord.

Miner's Pick

Price 3 GP
Weight 10 lbs.

If a miner's pick is used in combat, treat it as a two-handed improvised weapon that deals piercing damage equal to that of a heavy pick of its size.

Mirror

Price 10 GP
Weight 1/2 lb.



This hand-held mirror is about a foot across. Unlike many higher-quality glass mirrors, this one is made out of polished steel and sturdy enough that you can drop it without risk of breakage.

Mock Armor

Price 90 GP
Weight 10 lbs.



When an arcane caster needs a disguise, she might don a suit of mock armor. Made from leather or thin wood such as balsa or bamboo and painted to look like metal, a suit of mock armor passes as full plate under all but the closest scrutiny. A character inspecting someone in mock armor must succeed at a DC 20 Perception check to identify it as fake. Mock armor gives you no Armor Class bonus, doesn't affect your maximum Dexterity bonus, and has no armor check penalty, arcane spell failure chance, or speed reduction. It cannot be given magical armor abilities, whether enhancement bonuses or properties like *fortification* or *ghost touch*. When wearing mock armor, you gain a +4 circumstance bonus on Bluff checks to conceal your identity or allegiance as a spellcaster (for example, in cities where arcane spellcasting is illegal). The Craft (carpentry) or Craft (leather) DC to create mock armor is 25.

Monk's Kit

Price 8 GP
Weight 22 lbs.

This kit includes a backpack, a belt pouch, a blanket, rope, soap, torches (10), trail rations (5 days), and a waterskin.

Mug/Tankard

Price 2 CP
Weight 1 lbs.



Whether it is a simple pottery cup or an elaborate drinking stein with a handle and decorative lid that flips up, this cup may be used to hold any sort of beverage. Tankards are commonly made out of clay or tin.

Oil

Price 1 SP
Weight 1 lbs.



A 1-pint flask of oil burns for 6 hours in a lantern or lamp. You can also use a flask of oil as a splash weapon. 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.

ORACLE'S KIT

PRICE 9 GP
WEIGHT 29 lbs.

This kit includes a backpack, a bedroll, a belt pouch, candles (10), a flint and steel, an iron pot, mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.

PALADIN'S KIT

PRICE 11 GP
WEIGHT 30 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a cheap holy text, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

PAPER (SHEET)

PRICE 4 SP
WEIGHT —

A sheet of ordinary paper typically measures 9 inches by 6 inches and is unsuitable for making magical scrolls. It has hardness 0, 1 hit point, and a break DC of 5.

PARCHMENT (SHEET)

PRICE 2 SP
WEIGHT —



This sheet of thin, treated animal skin is a durable writing surface and is suitable for making magic scrolls. It has hardness 0, 2 hit points, and a break DC of 5.

PATHFINDER'S KIT

PRICE 12 GP
WEIGHT 22 lbs.

This kit consists of a backpack, a bedroll, a belt pouch, a clay mug, a dagger, two fishhooks, a flint and steel, a sewing needle, a signal whistle, 50 feet of string, 50 feet of thread, a waterskin, a week's worth of trail rations, and a whetstone. For Small creatures, the weight of a Pathfinder's kit is 7-1/2 pounds. Leaving the bedroll and rations at camp or on a mount reduces the weight by 12 pounds for Medium creatures and by 3 pounds for Small creatures.

PERFUME/COLOGNE

PRICE 5 GP
WEIGHT —



Most perfumes and colognes are derived from the essential oils of flowers. Perfume or cologne may (at the GM's discretion) provide a +1 circumstance bonus on several Charisma-based skill checks.

PERISCOPE

PRICE 20 GP
WEIGHT 4 lbs.

This 2-foot-long metal tube has right angles at each end with mirrors inside; if you look in one end, you can see out the other end, allowing you to safely peer over obstacles, around corners, or into small spaces where your head wouldn't fit. When using a periscope, the end of the tube counts as a Diminutive object, making it much less likely that an observed creature notices you; if you have total concealment from the creature except for the end of the periscope, use the tube's Diminutive size modifier on your Stealth check instead of your own size modifier. Distortion from the mirrors gives you a –4 penalty on Perception checks while looking through the periscope. Though the tube is fairly sturdy (hardness 5, 2 hit points), the mirrors inside are fragile (hardness 1, 1 hit point), and any damage that gets through the tube's hardness applies to the tube and the mirrors.

PITCHER

PRICE 2 CP
WEIGHT 5 lbs.

This basic clay pitcher has a handle and an open top with a groove for easy pouring. It holds 1/2 gallon of liquid. The listed weight is for a pitcher filled with water, wine, or ale; empty, it weighs about 1/2 pound.

PITON

PRICE 1 SP
WEIGHT 1/2 lb.



A piton is an iron spike with a loop or ring on the end so you can tie a rope to it.

POISON PILL RING

PRICE +20 GP
WEIGHT —



This ring has a tiny compartment under the setting, typically used to hold poison. Opening and closing a ring is a move action; doing so unseen requires a DC 20 Sleight of Hand check.

POISONING SHEATH

PRICE 50 GP
WEIGHT 1 lb.

This scabbard contains strips of natural sea sponges on its interior. By carefully pouring a dose of poison into the empty scabbard (a full-round action), you saturate the sponges with the toxin, which keeps it viable and wet for up to 4 hours. Preparing the scabbard carries the normal risk of poisoning yourself, just like poisoning a weapon. The next weapon you draw from the scabbard is automatically poisoned as if you had directly applied poison to it (but does not risk poisoning you); this consumes the poison in the scabbard. A scabbard only fits one type of bladed weapon, such as a dagger, shortsword, or longsword. This kind of item is usually illegal in areas that outlaw poison.

POLE

PRICE 5 CP
WEIGHT 8 lbs.



This 10-foot length of wood is useful for probing pits, flagstones, and murky liquids from a safe distance.

Portable Bridge

Price 200 GP
Weight 60 lbs.

When staked down with eight pitons (four on each side of the gap), this rope and slat bridge can support up to 1,500 pounds and span a 30-foot gap. It rolls up into a parcel that can be carried slung over the back or by a pack animal. Convincing an animal to cross a portable bridge requires the come or heel trick.

Portable Ram

Price 10 GP
Weight 20 lbs.



This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and allows a second person to help, automatically increasing your bonus by +2.

Pot

Common	**Weight** 4 lbs.	**Price** 8 SP
Mithral	**Weight** 2 lbs.	**Price** 2,001 GP



This 8-inch-diameter iron pot is sturdy and has feet, a lid, and a rounded handle. It can hold enough stew to feed one hungry human for one meal. A mithral pot is lighter and food rarely sticks to it.

Powder

Price 1 CP
Weight 1/2 lb.

Powdered chalk, flour, and similar materials are popular with adventurers for their utility in pinpointing invisible creatures. Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there. A much more effective method is to spread powder on a surface (which takes 1 full round) and look for footprints.

Powder Horn

Price 3 GP
Weight 1 lb.

Typically crafted from hollowed-out animal horn, but increasingly crafted from metal in a wide variety of shapes, a powder horn can hold up to 10 doses of black powder. A powder horn protects black powder stored within in it from exposure to fire, electricity, firearm misfires, and water, and the narrow end of the horn is useful in funneling the expensive powder carefully into the barrel of a firearm.

Prosthetic

Arm	**Weight** 3 lbs.	**Price** 10 GP
Foot	**Weight** 2 lbs.	**Price** 1 GP
Hand	**Weight** 1 lbs.	**Price** 1 GP
Leg	**Weight** 6 lbs.	**Price** 20 GP

People who lose hands, arms, legs, or feet in combat sometimes replace them with prosthetics: realistic simulations of their missing limbs. Usually carved of wood and painted to match the wearer's skin tone, these items have limited functionality, allowing a legless person to walk at half speed, or enabling an armless person to hold a shield in a fixed position, but little more. Clever individuals have been known to create small compartments in their prosthetics, just large enough to hold very small objects. A prosthetic hand or foot can hold an item with negligible weight, while a prosthetic limb can hold up to 1 or 2 pounds.

Pyrography Kit

Price 1 GP
Weight 2 lbs.

Also called a "woodburning kit," this set of metal needles, styluses, and brands is used to draw on leather or wood by burning it. Using the kit requires a fire source; the needle or stylus is heated in the fire and held in a thick leather handle, then used like a pen.

Ranger's Kit

Price 9 GP
Weight 28 lbs.

This includes a backpack, a bedroll, a belt pouch, a flint and steel, iron pot, mess kit, rope, torches (10), trail rations (5 days), and a waterskin.

Rice Paper (Sheet)

Price 5 CP
Weight —

This sheet of paper is made of rice, straw, or tree bark. It has hardness 0, 1 hit point, and a break DC of 2.

Riding Kit

Common	**Weight** 54 lbs.	**Price** 16 GP
Exotic mount	**Weight** 59 lbs.	**Price** 36 GP

This kit includes a bit and bridle, a saddle, a saddle blanket, saddlebags, and 2 days' worth of feed for a mount. The weight can be lightened 10 pounds by discarding the feed.

Rogue's Kit

Price 50 GP
Weight 37 lbs.

This kit includes a backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a waterskin.

Rope

Price 1 GP
Weight 10 lbs.

This 50-foot length of hemp rope has 2 hit points and can be burst with a DC 23 Strength check.

Sack

Price 1 SP
Weight 1/2 lb.



This heavy canvas sack, useful for carrying adventuring gear and other supplies, holds about 4 cubic feet. A leather thong threaded through loops at the bag's end allows it to be tied shut easily.

SAW

PRICE 4 CP
WEIGHT 2 lbs.



Saws can take many different shapes, from small carpentry saws to the long, two-handled saws used by lumberjacks. You can insert a saw between a door and its frame to cut through wooden bolts or bars, dealing 5 hit points per round plus your Strength modifier to the sawed object as a full-round action. Hearing the sawing requires a successful DC 10 Perception check. Saws used to cut ice on rivers have a point on the end to break through the ice before cutting.

SAWBACK SWORD

PRICE +5 GP
WEIGHT —

This is a modification to any light or heavy blade rather than a unique weapon type. The saw blade on the back of the sword lets you use it to perform crude carpentry.

SCRIVENER'S KIT

PRICE 2 GP
WEIGHT 1 lb.

This soft leather case contains a vial for holding ink, an ink pen, spare pen nibs, a small container of pigment for making ink, a tiny knife for cutting quills into pens, a blotter, and a small ruler.

SCROLL BOX

PRICE 5 GP
WEIGHT 1 lb.

This wooden box easily holds 10 scrolls and has small clips or bookmarks for easier indexing. Retrieving a scroll from a held scroll box is a move action. A scroll box has hardness 5, 5 hit points, a break DC of 20. A scroll box is water-tight.

SCROLL CASE

PRICE 1 GP
WEIGHT 1/2 lb.



A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action. You must destroy the scroll case to damage its contents (hardness 2 for leather or 5 for wood, 2 hit points, break DC 15). A scroll case is not watertight, and must still be protected from the elements.

SEALING WAX

PRICE 1 GP
WEIGHT 1 lb.

This stick of red wax is used to seal envelopes, often using an impression from a signet ring as proof they were sent by you.

SENTRY MANNEQUIN

PRICE 30 GP
WEIGHT 35 lbs.

After 5 minutes of assembly and coverage with the included loose hood and baggy clothing, this wooden frame looks like a vigilant humanoid figure. Creatures more than 30 feet distant from it must succeed at a DC 10 Perception check in order to realize it is not someone standing watch.

SEWING NEEDLE

PRICE 5 SP
WEIGHT —

This needle allows you to stitch together cloth, canvas, or thin leather.

SEXTANT

PRICE 500 GP
WEIGHT 2 lbs.



A sextant is used to determine your latitude. Using a sextant with an astrolabe gives you a +4 circumstance bonus on Survival checks made to prevent getting lost.

SHAVING KIT

PRICE 15 GP
WEIGHT 1/2 lb.

A shaving kit contains a straight razor, a whetstone, a small mirror, a brush, a cup, and enough shaving powder to last a Medium humanoid 50 shaves.

SHIELD SCONCE

PRICE 1 GP
WEIGHT 1/2 lb.



This metal frame holds a torch and is designed to be strapped to the front of a light, heavy, or tower shield, allowing you to carry a torch without giving up your shield or occupying your weapon hand.

SHOVEL

Common	**WEIGHT** 8 lbs.	**PRICE** 2 GP
Folding	**WEIGHT** 12 lbs.	**PRICE** 12 GP

This tool lets you dig a pit at a rate of 2 cubic feet per minute. If a shovel is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Folding Shovel: A folding shovel is a full-sized shovel with a sturdy sectional handle that folds into pieces no longer than the shovel blade, allowing it to fit in a smaller space such as a backpack. Converting the shovel from its folded state to usable (or vice versa) is 2 full-round actions.

SIGNAL HORN

PRICE 1 GP
WEIGHT 2 lbs.

Sounding a horn requires a DC 10 Perform (wind instruments) check and can convey concepts such as "Attack!", "Help!", "Advance!", "Retreat!", "Fire!", and "Alarm!" The report of a signal horn can be clearly heard (Perception DC 0) up to a half-mile distant. For each quarter-mile beyond, Perception checks to hear the horn take a –1 penalty.

SIGNAL WHISTLE

PRICE 8 SP
WEIGHT —



With a DC 5 Perform (wind instruments) check, you can use a whistle to signal the same sorts

of situations as signal horns. A whistle's piercing report can be clearly heard (Perception DC 0) up to a quarter-mile away. For each quarter-mile beyond, Perception checks to hear a whistle take a –2 penalty. Silent whistles that only animals and other creatures with keen hearing can hear also exist.

Signet Ring

Price 5 GP
Weight —

This ring has an embossed design, typically a family crest or official icon. You press a signet ring into softened wax to leave an impression of this symbol.

Silent Whistle

Price 9 SP
Weight —

Only animals and other creatures with keen hearing can hear this whistle.

Silk Rope

Price 10 GP
Weight 5 lbs.



This 50-foot length of silk rope has 4 hit points and can be broken with a DC 24 Strength check.

Skeleton Key

Price 85 GP
Weight —

Many door locks have a similar design and thus can be unlocked by a similar key. A skeleton key may be tried on any standard door lock that uses a key, even if you don't have the Disable Device skill. You use the key's Disable Device bonus of +10 rather than your own total; you cannot take 10 when using a skeleton key. The key only gets one roll for any particular lock. If the roll fails, the key is unable to open or close that lock. Inferior skeleton keys may only have a +5 bonus.

Skillet

Common	**Weight** 4 lbs.	**Price** 8 SP
Mithral	**Weight** 2 lbs.	**Price** 2,001 GP

This 8-inch-diameter skillet has a long handle and feet so you can rest it on a fire or hot coals. Adventurers prefer models with a hinged handle that folds over the top of the skillet for easier storage and transport. A mithral skillet is lighter and food rarely sticks to it.

Sledge

Price 1 GP
Weight 10 lbs.

This heavy, two-handed hammer is normally used in carpentry and other construction tasks, and is also useful for driving in tent stakes to help secure campsites in areas with strong winds. If used in combat, treat it as an improvised earth breaker (see page 27).

Smoked Goggles

Price 10 GP
Weight —



These spectacles have lenses made of smoked glass that help protect against creatures with gaze attacks. You are always treated as averting your gaze when dealing with gaze attacks, and you gain a +8 circumstance bonus on saving throws against visual-based attacks (any attack that a blind creature would be immune to). You take a –4 penalty on Perception checks while wearing the goggles, and all opponents are treated as having concealment (20% miss chance).

Snorkel

Common	**Weight** —	**Price** 5 SP
Masterwork	**Weight** —	**Price** 5 GP

This waterproof wooden tube has a curved end with a mouthpiece. When you hold the mouthpiece in your mouth, the tube extends past your face and toward the back of your head, allowing you to breathe indefinitely when swimming facedown or barely submerged. If you submerge the tip of the snorkel, it floods with water and can't be used to breathe until you clear the water from it (requiring a move action and full access to air). A typical snorkel's length is about 15 inches; any shorter than this and it tends to fill with water when you swim, but any longer and you're not moving enough fresh air through the snorkel to be effective.

Masterwork Snorkel: This snorkel has a valve at the top to keep out of the water, keeping it from being flooded from splashes or when you submerge. It also has a sump and valve near your mouth, preventing water from reaching your mouth and automatically draining excess water when you surface.

Soap

Price 1 CP
Weight 1/2 lb.



Most soap is made from animal fat and lye derived from ashes. You can use this thick block of soap to scrub clothes, pots, linens, adventurers, or anything else that might be dirty. A bar of soap has approximately 50 uses.

Sorcerer's Kit

Price 8 GP
Weight 19 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.

Spelunking Kit

Price 174 GP
Weight 32 lbs.

This kit holds equipment for exploring underground, consisting of a lantern with 4 flasks of oil, a hammer and 8 pitons, 100 feet of silk rope, a grappling hook, and a climber's kit.

SPIDER'S SILK ROPE

PRICE 100 GP
WEIGHT 4 lbs.



This 50-foot length of rope is woven of strands of silk from monstrous spiders. Rare to virtually nonexistent on the surface world, it is commonly used by the dark elves, though shorter spider's silk rope scraps (generally no more than 10 feet long) occasionally appear among goblins. Spider's silk rope has 6 hit points and can be broken with a DC 25 Strength check.

SPYGLASS

PRICE 1,000 GP
WEIGHT 1 lb.



Objects viewed through a spyglass are magnified to twice their size. Characters using a spyglass take a –1 penalty on Perception skill checks per 20 feet of distance to the target, if the target is visible.

STATIONERY

PRICE 1 GP
WEIGHT —

Generally used only by the wealthy, fancy stationery is a finer-quality 9-inch-by-6-inch paper, often embossed or engraved with the owner's personal seal.

STILTS

Common	**WEIGHT** 10 lbs.	**PRICE** 2 SP
Masterwork	**WEIGHT** 10 lbs.	**PRICE** 5 GP

This item consists of a pair of wooden poles with a footrest halfway up. By standing on the footrests and holding the tops of the poles you can avoid certain ground-based threats to your feet. For example, you can use stilts to cross water without getting wet, but you would still activate a trap that triggers when you walk in a certain area. Using stilts reduces your base speed from 30 feet to 20 feet, or from 20 feet to 15 feet. You can hop off your stilts as a move action, or as a free action with a successful DC 10 Acrobatics check.

You must use both your hands to walk with stilts. Walking with stilts requires a DC 5 Acrobatics check for each move. Failing this check means you do not move for that move action; failing by 5 or more means you fall off the stilts. If you want to use one hand for something else while standing on stilts, you must succeed at a DC 10 Acrobatics check or lose the action; if you want to use two hands, the DC increases to 20.

Stilts for a Medium creature raise you 2 feet above the ground; stilts for a Small creature raise you 1 foot from the ground. You can use taller stilts, but each additional foot of elevation increases the Acrobatics DCs of using stilts by +5. A stilt has hardness 5 and 10 hit points. If you only have one stilt, your speed drops to 5 feet because you can only hop rather than walk.

Masterwork Stilts: These stilts strap to your feet and legs, allowing you to use your hands for other tasks without penalty. Walking on masterwork stilts requires a DC 10 Acrobatics check. Attaching or removing a masterwork stilt is a full-round action.

STOVE CAN

PRICE 10 GP
WEIGHT 1 lb.



This little metal container holds a waxy fuel that creates enough heat to cook with but only as much light as a candle. To snuff the flame, close the metal lid on the container; it cools enough that it can be carried in a few minutes. Each lasts 5 hours (enough to cook about 10 meals).

STRING OR TWINE

PRICE 1 CP
WEIGHT 1/2 lb.



Sold in balls or spools of 50 feet, string and twine are useful for rigging traps and alarms and are a vital component of grappling bolts and arrows. String or twine has hardness 0, 1 hit point, and a break DC of 14.

SUMMONER'S KIT

PRICE 8 GP
WEIGHT 19 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.

SURVIVAL KIT

Common	**WEIGHT** 4 lbs.	**PRICE** 5 GP
Masterwork	**WEIGHT** 5 lbs.	**PRICE** 50 GP

A survival kit provides the necessary tools for day-to-day existence in a temperate wilderness. It typically contains a flint and steel, a mess kit, two waterskins (enough to hold water for 1 person for 1 day), very basic maps showing major landmarks, and a small utility knife.

A masterwork survival kit contains higher quality gear and a guide to identifying flora and fauna. It grants you a +2 circumstance bonus on Survival checks to get along in the wild, deal with severe weather, keep from getting lost, avoid natural hazards such as quicksand, and predict the weather.

SWARMSUIT

PRICE 20 GP
WEIGHT 10 lbs.

These heavy and overlapping layers of clothing, coupled with a wide hat outfitted with a dense, veil-like netting around its brim, makes it all but impossible for Diminutive and Fine creatures to make physical contact with your body. Wearing a swarmsuit cuts your speed in half, but gives you DR 10/— against swarms of Fine creatures and DR 5/— against swarms of Diminutive creatures.

Tattoo

Price 1 CP – 20 GP
Weight —

The price of a tattoo depends on the quality, size, and number of colors used. A coin-sized tattoo in blue ink that will blur over a decade costs 1 cp, a hand-sized one in black ink that won't fade costs 1 sp, and a tattoo covering an entire back takes several sessions and costs 10 gp. Each additional color costs as much as a single tattoo of its size. While these prices represent the baseline, tattoos—like any other artwork—can be worth far more depending on the prestige of the artist.

Teapot

Price 1 SP
Weight 1 lb.

This is a small spouted pot for cooking tea. It includes a lid and a strainer, and can make four cups of tea at a time.

Tent

Small	**Weight** 20 lbs.	**Price** 10 GP
Medium	**Weight** 30 lbs.	**Price** 15 GP
Large	**Weight** 40 lbs.	**Price** 30 GP
Pavilion	**Weight** 50 lbs.	**Price** 100 GP



Tents come in a variety of sizes and accommodate between one and 10 people. A small tent holds one Medium creature and takes 20 minutes to assemble, a medium tent holds two creatures and takes 30 minutes, a large tent holds four creatures and takes 45 minutes, and a pavilion holds 10 creatures and takes 90 minutes (two Small creatures count as a Medium creature, and one Large creature counts as two Medium creatures). Pavilion tents are large enough to accommodate a small fire in the center. Packing up a tent takes half as long as assembling it.

Thurible

Price 50 GP
Weight 3 lbs.

When filled with coal and common herbs worth 2 sp, this miniature brazier fills an area 30 feet in diameter with light smoke for 1 hour. Any creature in the area of this smoke gains a +2 circumstance bonus on Fortitude saves to resist inhaled diseases.

Torch

Price 1 CP
Weight 1 lb.



A torch burns for 1 hour, shedding normal light in a 20-foot radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A torch does not increase the light level in normal light or bright light. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Traveler's Dictionary

Price 50 GP
Weight 2 lbs.



Each of these books references a specific language and has two sections. The first presents a wide variety of useful phrases and words in Common (arranged by category) followed by a phonetic representation of the same in the language that the book deals with. The second section provides an alphabetical (by phonetic spelling) collection of words and phrases in the second language and their approximate Common translation. Using this book does not grant a bonus on rolls to communicate, but at the GM's discretion it can negate or reduce a penalty if the other creature is patient enough to wait for the translation.

Troll Slayer's Kit

Price 30 GP
Weight 17 lbs.

This kit includes 1 vial of alchemist's fire, 1 flask of acid, 10 torches, one tindertwig, and 5 flasks of oil.

Undead Slayer's Kit

Price 402 GP
Weight 7 lbs.

This kit includes a wooden holy symbol, a necklace of garlic bulbs, a hammer, a wooden stake, 2 flasks of holy water, one sunrod, a *potion of lesser restoration*, and a *potion of protection from evil*.

Vial

Price 1 GP
Weight —

A vial is made out of glass or steel and holds 1 ounce of liquid.

Waffle Iron

Common	**Weight** 5 lbs.	**Price** 1 GP
Mithral	**Weight** 2-1/2 lbs.	**Price** 2,501 GP

This pair of hinged metal plates is decorated with studs to add texture to the pastry cakes you cook with it. You pour batter on it, close it, and place it on a fire or stove to cook. Some waffle irons have plates that imprint the waffle with a noble's coat of arms, a religious symbol, or a country's flag. A mithral waffle iron almost always bears a specific insignia rather than the generic waffle pattern. As with other mithral cookware, food rarely sticks to a mithral waffle iron.

Water Clock

Price 1,000 GP
Weight 200 lbs.

This large, bulky contrivance gives the time accurately 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.

Waterproof Bag

Price 5 SP
Weight 1/2 lb.

This leather sack sealed with tar or pitch keeps delicate items from being ruined by water. Items kept inside remain

relatively dry, making the bag ideal for carrying maps, scrolls, spellbooks, and the like, although the bag is not impervious and can only be completely immersed for 10 rounds before enough water seeps in to ruin such items.

WATERPROOF LANTERN

PRICE +5 GP
WEIGHT —

Meant to shelter its flame from both water and wind, this lantern treats severe winds as strong winds, windstorms as severe winds, and hurricanes as windstorms for the purpose of determining whether they extinguish its flame. It holds enough air to burn underwater for 5 rounds before going dark.

WATERSKIN

PRICE 1 GP
WEIGHT 4 lbs.



This bag is made of an animal bladder or treated leather. It is watertight and holds about 1/2 gallon of liquid. The listed weight is for a waterskin full of water; empty, it weighs about 2 pounds.

WAX KEY BLANK

PRICE 15 GP
WEIGHT 1/2 lb.



This two-sided case contains a soft wax that readily takes and keeps an impression of an object pressed between the two halves, creating an excellent mold of the item. A skilled artisan may then make a copy of the item from the mold (destroying the mold in the process). Making an impression surreptitiously requires a DC 25 Sleight of Hand check.

WEAPON CORD

PRICE 1 SP
WEIGHT —

Weapon cords are 2-foot-long leather straps that attach your weapon to your wrist. If you drop your weapon or are disarmed, you can recover it as a move action, and it never moves any farther away from you than an adjacent square. However, you cannot switch to a different weapon without first untying the cord (a full-round action) or cutting it (a move action or an attack, hardness 0, 1 hit point). Unlike with a locked gauntlet, you can still use a hand with a weapon cord, though a dangling weapon may interfere with finer actions.

WHETSTONE

PRICE 2 CP
WEIGHT 1 lb.



A whetstone allows you to sharpen a blade by sliding it against the stone at a precise angle. Honing a blade with a whetstone requires about 15 minutes of work and grants the weapon a +1 bonus on your damage roll the first time you hit with it. This only works on nonmagical blades.

WIRE

PRICE 5 GP
WEIGHT 1/2 lb.

This 6-foot length of copper wire is strong and flexible. By attaching it to two pitons or iron spikes across an area, you can create a simple tripwire trap.

TRIPWIRE TRAP CR 1/3

Type mechanical; **Perception** DC 15; **Disable Device** DC 10

EFFECTS

Trigger location; **Reset** automatic
Effect trip combat maneuver +5 (+10 if the target is running)

WIRE SAW

Common	**WEIGHT** —	**PRICE** 30 GP
Adamantine	**WEIGHT** —	**PRICE** 150 GP

This flexible saw consists of an abrasive wire hooked to two metal rings. By feeding the wire around a deadbolt or small door bar, you can use the rings to quietly saw through the obstruction. The saw takes 10 minutes to cut through a 2-inch piece of wood or a 1-inch iron bar. A wire saw can cut through items with hardness 10 or less. After five uses, the abrasive wire is worn smooth and must be replaced (costing 25 gp).

Adamantine Wire Saw: This works twice as fast as a normal saw when cutting materials with hardness 10 or less, or at normal speed when cutting materials with hardness 11–20. Replacing an adamantine wire saw's wire costs 145 gp.

WITCH'S KIT

PRICE 21 GP
WEIGHT 21 lbs.

This kit includes a backpack, a bedroll, a belt pouch, candles (10), chalk (10), a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.

WIZARD'S KIT

PRICE 21 GP
WEIGHT 21 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin. The kit does not contain a spellbook because a wizard begins play with a spellbook and does not need to purchase one.

WRIST SHEATH

PRICE 1 GP
WEIGHT 1 lb.

This is a sheath designed to be strapped to your forearm and hidden under a long sleeve. The sheath can hold one forearm-length item, such as a dagger, dart, or wand, or up to five arrows or crossbow bolts. As a move action, you can bend your wrist to cause some or all of these items to drop into your hand (provoking attacks of opportunity as normal). You have a +2 bonus on Sleight of Hand checks made to oppose the Perception check of someone observing or frisking you to determine items in the sheath. You can only wear one wrist sheath per arm.

Tools and Skill Kits

These items are particularly useful to characters with certain skills and class abilities.

Abacus

PRICE 2 GP
WEIGHT 2 lbs.

This device helps you perform mathematical calculations.

Alchemist's Lab

PRICE 200 GP
WEIGHT 40 lbs.



This lab is used for making alchemical items, and provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. 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.

Alchemy Crafting Kit

PRICE 25 GP
WEIGHT 5 lbs.

An alchemist with an alchemy crafting kit is assumed to have all the material components needed for his extracts, mutagens, and bombs, except for those components that have a specific cost. An alchemy crafting kit provides no bonuses on Craft (alchemy) checks. (This item was called an "alchemist's kit" in the *Advanced Player's Guide*, and was renamed to avoid confusion with this book's pre-selected set of adventuring gear called an "alchemist's kit.")

Antidote Kit

PRICE 100 GP
WEIGHT 3 lbs.

This small box contains a wide variety of remedies and treatments against not only specific poisons but also their most common methods of delivery, including such things as purgatives to eliminate ingested toxins. It grants a +3 circumstance bonus on Heal checks made to treat poison. An antidote kit is exhausted after 10 uses.

Anvil

PRICE 5 GP
WEIGHT 10–100 lbs.

While anvil sizes vary depending on the type of smithing for which they are used, all anvils have the same basic shape and construction. Blacksmith anvils are much heavier and larger (100 pounds) than farrier anvils (50 pounds), which in turn are much bigger than silver- or goldsmith anvils (10 pounds). Many metalworking tasks are impossible without the proper anvil.

Artisan's Tools

Common	**WEIGHT** 5 lbs.	**PRICE** 5 GP
Masterwork	**WEIGHT** 5 lbs.	**PRICE** 55 GP

These special tools include the items needed to pursue any single craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Masterwork Artisan's Tools: These tools serve the same purpose as artisan's tools, 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.

Balancing Pole

PRICE 8 SP
WEIGHT 12 lbs.

This flexible pole can be anywhere from 15 to 30 feet in length. When used properly, it helps you keep your balance when crossing narrow walkways. Using a balancing pole grants you a +1 circumstance bonus on Acrobatics checks made to traverse a narrow surface.

Bear Trap

PRICE 2 GP
WEIGHT 10 lbs.

Although intended for trapping large animals, bear traps work as well for trapping humanoids or monsters. The hinged jaws of the trap are attached to a chain, which in turn is secured to a spike driven into the ground to ensure that the victim cannot simply crawl away. Prying open the jaws or pulling the spike from the ground requires a DC 20 Strength check.

BEAR TRAP **CR 1**

Type mechanical; **Perception** DC 15; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check.

Bellows

PRICE 1 GP
WEIGHT 3 lbs.

Bellows are useful for starting fires, providing a +1 circumstance bonus on Survival checks to start or maintain fires.

Climber's Kit

PRICE 80 GP
WEIGHT 5 lbs.

These crampons, pitons, ropes, and other tools give you a +2 circumstance bonus on Climb checks.

Disguise Kit

PRICE 50 GP
WEIGHT 8 lbs.

This kit contains tools like makeup and fake facial hair, and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after 10 uses.

Footprint Book

PRICE 50 GP
WEIGHT 3 lbs.

This 50-page tome contains accurate drawings of common animal, humanoid, and monster tracks, as well as notes on stride length, tread depth, and similarly useful information. The book gives you a +2 circumstance bonus to identify a creature by its tracks, though the use of shoes makes identifying many humanoids difficult or impossible. Though the book can't help you identify unique individuals, it can help you tell an ogre's

footprint from a troll's footprint, or an elf's track from an orc's. Books sold in different areas may have different footprints, depending on what creatures are common to that location.

FORGER'S KIT

PRICE 200 GP
WEIGHT 6 lbs.

These inks, pens, papers, templates for certificates, and tools for modifying or copying official seals facilitates the creation of counterfeit documents. It grants a +2 circumstance bonus on Linguistic checks made for the purpose of making forgeries.

FORMULA BOOK

PRICE 15 GP
WEIGHT 3 lbs.

A formula book has 100 pages of parchment, and each alchemical extract formula takes up one page per extract level. A newly purchased formula book contains no extract formulas. An alchemist character begins play with a formula book containing the extract formulae he knows (*Advanced Player's Guide* 32). This is the alchemist equivalent of a spellbook for wizards (a spellbook and a formula book are essentially the same item).

FORTUNE-TELLER'S DECK

Common	**WEIGHT** 1/2 lb.	**PRICE** 1 GP
Quality	**WEIGHT** 1 lb.	**PRICE** 25 GP
Masterwork	**WEIGHT** 1 lb.	**PRICE** 50 GP



This deck of illustrated cards is used by those in tune with the spirit world to predict the future—and by charlatans to take money from the gullible. A common deck only has simple drawings on simple wooden plaques. A quality fortune-teller's deck usually consists of wooden plaques with painted color images; it is suitable as a focus for the *augury* spell, and provides a +1 circumstance bonus on Profession (fortune-teller), Profession (medium), and similar Profession checks. A masterwork fortune-teller's deck may be wood, ivory, or even metal, with painted or carved images, and is often highlighted with gold inlays or tiny gems; it has all the benefits of a quality deck, except it provides a +2 circumstance bonus on the listed skill checks.

HEALER'S KIT

PRICE 50 GP
WEIGHT 1 lb.



This collection of bandages and herbs provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after 10 uses.

JUGGLER'S KIT

PRICE 15 GP
WEIGHT 10 lbs.

This kit includes multiple sets of well-balanced objects, such as balls, clubs, knives, rings, and torches. It provides a +1 bonus on Perform (act or comedy) checks and checks involving juggling.

TABLE 2-2: TOOLS AND SKILL KITS

ITEM	PRICE	WEIGHT
Abacus	2 gp	2 lbs.
Alchemist's lab	200 gp	40 lbs.
Alchemy crafting kit	25 gp	50 lbs.
Antidote kit	100 gp	3 lbs.
Anvil	5 gp	10–100 lbs.
Artisan's tools, common	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Balancing pole	8 sp	12 lbs.
Bear trap	2 gp	10 lbs.
Bellows	1 gp	3 lbs.
Climber's kit	80 gp	5 lbs.*
Disguise kit	50 gp	8 lbs.*
Footprint book	50 gp	3 lbs.
Forger's Kit	200 gp	6 lbs.
Formula book	15 gp	3 lbs.
Fortune-teller's deck, common	1 gp	1/2 lb.
Fortune-teller's deck, quality	25 gp	1 lb.
Fortune-teller's deck, masterwork	50 gp	1 lb.
Healer's kit	50 gp	1 lb.
Juggler's kit	15 gp	10 lbs.*
Leeching kit	5 gp	5 lbs.
Mapmaker's kit	10 gp	2 lbs.
Masterwork tool	50 gp	1 lb.
Merchant's scale	2 gp	1 lb.
Midwife's kit	10 gp	2 lbs.
Musical instrument, common	5 gp	3 lbs.*
Musical instrument, masterwork	100 gp	3 lbs.*
Parasol	1 gp	2 lbs.
Parasol (umbrella)	2 gp	3 lbs.
Portable alchemist's lab	75 gp	20 lbs.
Portable altar	250 gp	40 lbs.
Portrait book	10 gp	3 lbs.
Spell component pouch	5 gp	2 lbs.
Spellbook	15 gp	3 lbs.
Stretcher	1 gp	10 lbs.
Surgeon's tools	20 gp	5 lbs.*
Symptom kit	25 gp	5 lbs.
Thieves' tools, common	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Traveling formula book	10 gp	1 lb.
Traveling spellbook	10 gp	1 lb.
Veterinarian's kit	25 gp	1 lb.

* These items weigh one-quarter this amount when made for Small characters.

LEECHING KIT

PRICE 5 GP
WEIGHT 5 lbs.



This sturdy ceramic jar has a heavy lid with a few tiny holes to let air in. It is normally half-filled with water and contains four adult leeches, each about 6 inches long. A leeching kit grants you a +2 circumstance bonus on Heal checks to treat poison. Used for medicinal bloodletting, a leech can survive for 6 months between feedings.

Mapmaker's Kit

Price 10 GP
Weight 2 lbs.

This small kit contains a simple slate with a grid carved into its surface and a number of differently colored pieces of chalk. If you use this kit to draw a map as you travel, you receive a +2 circumstance bonus on Survival skill checks to avoid becoming lost.

Masterwork Tool

Price 50 GP
Weight 1 lb.



This tool is perfect for its intended job. It grants a +2 circumstance bonus on a related skill check (if any). The bonuses provided by multiple masterwork items do not stack.

Several common items already count as masterwork tools for particular skills. These are the alchemist's lab, climber's kit, disguise kit, healer's kit, masterwork musical instrument, and masterwork thieves' tools. Therefore, there is no masterwork climber's kit, masterwork healer's kit, and so on—those items are already the best available for general checks with the relevant skill.

Some skills have no appropriate tool or masterwork tool—no nonmagical item exists that grants a bonus for all uses of that skill. For example, just because a certain perfume is favored by local nobles (granting a +2 circumstance bonus on Diplomacy checks to influence them) doesn't mean that perfume has the same effect on a member of the thieves' guild, a foreign berserker, or a medusa. Likewise, just because a fake beard woven by dwarves out of the beards of famous dwarves may grant a +2 circumstance bonus on Use Magic Device checks to emulate the dwarven race doesn't mean the beard has any effect on using that skill to activate elven items or paladin items, or to decipher a written spell.

Individual GMs may want to allow masterwork tools for other skills at the listed cost. The circumstance bonus for such a tool should never be more than +2. The tool should either have a limited number of uses (such as the disguise and healer's kits) or only apply to certain aspects of the skill (such as the balancing pole's bonus on Acrobatics checks to traverse a narrow surface or the magnifying glass's bonus on Appraise checks for detailed items).

Merchant's Scale

Price 2 GP
Weight 1 lb.



A merchant's scale is a simple lever on a fulcrum, from which two trays hang. It grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Midwife's Kit

Price 10 GP
Weight 2 lbs.

This kit is used by midwives to care for pregnant women and to deliver babies. Each kit contains herbs to treat common conditions during pregnancy, salves for aches and distended skin, swaddling cloths, a small but sharp knife for cutting an umbilical cord, powder for cleaning the newborn, bandages, a needle, and thread. Using the kit gives you a +4 circumstance bonus on Heal checks when dealing with humanoid pregnancy or birth. You may use it for other kinds of pregnant or birthing creatures (such as animals or monstrous humanoids), but it only gives a +2 bonus on such Heal checks. A midwife's kit is exhausted after 10 uses.

Musical Instrument

Common	**Weight** 3 lbs.	**Price** 5 GP
Masterwork	**Weight** 3 lbs.	**Price** 100 GP



If you want to perform using a Perform skill associated with a musical instrument (keyboard, percussion, string, or wind), you must have an appropriate musical instrument; otherwise you can't use the skill. The listed cost and weight is for a typical small instrument you could carry by hand, such as a drum, lyre, bell, harp, or flute; larger instruments such as a cello or piano are of course larger and more expensive.

Masterwork Musical Instrument: This high-quality instrument grants a +2 circumstance bonus on Perform checks made to perform with the instrument.

Parasol

Parasol	**Weight** 2 lbs.	**Price** 1 GP
Umbrella	**Weight** 3 lbs.	**Price** 2 GP



This folding umbrella is translucent and not waterproof. It cuts down on the heat from direct sunlight. In very hot conditions where the sun is a factor (such as a desert), it gives you a +1 circumstance bonus on your hourly Fortitude saves against heat, and reduces the damage from a failed save by 1 hit point (minimum 1). It provides insufficient protection in conditions of severe or extreme heat. You must hold a parasol in one hand and use it to shade yourself from the sun. Alternatively, you can hold the parasol and use it to shade another creature of your size or smaller. The listed price is for a simple, functional parasol made of fabric or lacquered paper. A parasol used as a fashion accessory can be far more expensive, depending on the materials used, and can cost from 1 gp to 10 gp.

Umbrella: An umbrella is a heavier, waterproof parasol made of oiled or waxed cloth. It is intended to keep you dry in the rain or snow, but can still protect against sunlight just like a standard parasol.

PORTABLE ALCHEMIST'S LAB

PRICE 75 GP
WEIGHT 20 lbs.



This compact version of a full-sized alchemist's lab provides a +1 circumstance bonus on Craft (alchemy) checks.

PORTABLE ALTAR

PRICE 250 GP
WEIGHT 40 lbs.

Portable altars are typically made of wood and are ornately carved and decorated with the religious iconography of a specific religion. The top of the altar lifts up, and items such as candles, incense, and oil can be stored within. These altars are modest, but give traveling priests a center from which to say their daily prayers, perform minor rituals, or preach to an assembled crowd.

PORTRAIT BOOK

PRICE 10 GP
WEIGHT 3 lbs.

This 100-page book contains face drawings of male and female dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans. By selecting an appropriate drawing and adding hair, a beard, or other small features such as moles or scars, even a poor artist can quickly create a reasonable likeness of a specific person—for example, an inquisitor making wanted posters of a half-elven witch.

SPELL COMPONENT POUCH

PRICE 5 GP
WEIGHT 2 lbs.



A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch. Most spell component pouches are waterproof and can be strung onto a belt or bandolier.

SPELLBOOK

PRICE 15 GP
WEIGHT 3 lbs.



A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells). A newly purchased spellbook contains no spells. A wizard character begins play with a spellbook containing the spells he knows (*Core Rulebook* 79).

STRETCHER

PRICE 1 GP
WEIGHT 10 lbs.

A stretcher allows two people to share the burden of carrying one heavy object. You can also use it to drag a load you couldn't carry on your own. A stretcher holds up to 300 pounds.

SURGEON'S TOOLS

PRICE 20 GP
WEIGHT 5 lbs.

When used in conjunction with a healer's kit, surgeon's tools raise the kit's bonus to a +3 circumstance bonus on Heal checks to treat wounds or deadly wounds.

SYMPTOM KIT

PRICE 25 GP
WEIGHT 5 lbs.

This small wooden box has many tiny compartments filled with items useful if you want to feign a sickness, as well as a handy reference book outlining common indicators for some of the more feared virulent diseases. The kit includes such things as false pustules, pills that cause the person chewing them to foam at the mouth, and herbal concoctions designed to induce fevers or vomiting. Using a symptom kit grants you a +5 circumstances bonus on Disguise checks made for the purpose of simulating illness. A symptom kit is exhausted after 10 uses.

THIEVES' TOOLS

Common	**WEIGHT** 1 lb.	**PRICE** 30 GP
Masterwork	**WEIGHT** 2 lbs.	**PRICE** 100 GP



This kit contains lockpicks and other tools you need to use the Disable Device skill. Without these tools, you must use improvised tools, and you take a –2 circumstance penalty on Disable Device checks.

Masterwork Thieves' Tools: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device checks.

TRAVELING FORMULA BOOK

PRICE 10 GP
WEIGHT 1 lb.

This is the alchemist equivalent of a traveling spellbook for wizards (a traveling formula book and a traveling spellbook are essentially the same item).

TRAVELING SPELLBOOK

PRICE 10 GP
WEIGHT 1 lb.

A traveling spellbook is less cumbersome than a normal one, but holds fewer spells. It has 50 pages. Some wizards prefer to travel with a smaller spellbook, omitting specialized spells that are rarely used on adventures. Others hide a traveling spellbook containing their most important spells, just in case.

VETERINARIAN'S KIT

PRICE 25 GP
WEIGHT 1 lb.



This item is the equivalent of a healer's kit, except its materials are especially suitable for treating common animals (cats, dogs, goats, oxen, sheep, and so on). It provides a +3 circumstance bonus on Heal checks to treat animals, but only a +1 circumstance bonus on Heal checks on other creatures. A veterinarian's kit is exhausted after 10 uses.

Animals, Mounts, and Related Gear

The following animals, mounts, and related gear can be found in most large cities. Based on its location, a settlement might not have all of these animals or related gear available at a given time (as the GM deems fit).

The tables for this section are split up into five categories: Pets and Familiars, Guard and Hunting Animals, Farm and Work Animals, Mounts, and Animal-Related Gear. Animals that fit into more than one category appear on multiple lists.

Animal Harness

PRICE 2 GP
WEIGHT 2 lbs.

This leather or hemp harness allows a holder to restrain and control a domesticated animal. A harness is standard equipment for anyone trying to teach an animal tricks with the Handle Animal skill. Ready-made harnesses are available in most markets for common domesticated animals such as cats, dogs, horses, and oxen, but harnesses can be made for nearly any creature.

Axe Beak (Combat Trained)

PRICE 1,500 GP
WEIGHT 500 lbs.

These Large avian predators are sometimes used as hunting animals but are prized as mounts. More information on these creatures can be found in *Bestiary 3*.

Axe Beak Egg

PRICE 1,000 GP
WEIGHT 10 lbs.

Axe beaks raised from eggs are easily trained as mounts or used as livestock.

Badger

PRICE 15 GP
WEIGHT 20 lbs.

These fierce, burrowing creatures are only rarely kept as pets. More information on badgers can be found in *Bestiary 2*.

Barding

PRICE varies
WEIGHT varies



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 1–1: Armor and Shields.

Armor for a horse (a Large non-humanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much (see Table 1–2: Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the price 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.

Flying mounts can't fly in medium or heavy barding.

Table 2–3: Pets and Familiars

Animal	Price	Weight
Badger	15 gp	20 lbs.
Bat	5 gp	1 lb.
Cat	3 cp	8 lbs.
Cat, hunting	100 gp	100 lbs.
Centipede, house	1 cp	3 oz.
Crab	20 gp	5–7 lbs.
Dog, lap	15 gp	5 lbs.
Donkey rat	1 gp	50 lbs
Fox	8 gp	12 lbs.
Goat	1–6 gp	50 lbs.
Hedgehog	5 gp	3 lbs.
Lizard	5 cp	2 oz.
Monkey	3 gp	5 lbs.
Octopus	25 gp	2 lbs.
Otter	20 gp	10 lbs.
Owl	20 gp	1–3 lbs.
Parrot	50 gp	4 lbs.
Pig	3–10 gp	100–300 lbs.
Pseudodragon	200 gp	7 lbs.
Rabbit	2 gp	3 lbs.
Raccoon	5 gp	7 lbs.
Rat	1 cp	1 lb.
Rat, dire	5 gp	50 lbs.
Raven	2 gp	3 lbs.
Scorpion, greensting	15 gp	9 oz.
Skunk	10 gp	10 lbs.
Snake, constrictor	5 gp	60 lbs.
Snake, viper	5 gp	10 oz.
Squirrel, common	1 gp	2 lbs.
Squirrel, flying	20 gp	1 lb.
Spider	25 gp	8 oz.
Stirge	20 gp	1 lb.
Thrush	1 sp	7 oz.
Toad	2 cp	7 oz.
Turtle	3 gp	4 lbs.
Weasel	2 gp	8 oz.

Removing and fitting barding takes five times as long as the figures given on Table 1–3: Donning Armor. A barded animal cannot be used to carry any load other than a rider, and normal saddlebags.

Barding	Base Speed (40 ft.)	Base Speed (50 ft.)	Base Speed (60 ft.)
Medium armor	30 ft.	35 ft.	40 ft.
Heavy armor	30 ft.*	35 ft.*	40 ft.*

* A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Bat

PRICE 5 GP
WEIGHT 1 lb.

These Diminutive rodents are nocturnal fliers that eat insects and fruit. They rely primarily on sound to navigate rather than sight. They are absent only in desert and arctic regions. Some

Table 2-4: Guard and Hunting Animals

Animal	Price	Weight
Axe beak (combat trained)	1,500 gp	500 lbs.
Axe beak egg	1,000 gp	10 lbs.
Cat, hunting	100 gp	100 lbs.
Dog, guard	25 gp	25 lbs.
Falcon	40 gp	2 lbs.
Hawk	18 gp	2 lbs.
Owl	20 gp	1–3 lbs.
Pseudodragon	200 gp	7 lbs.
Stirge	20 gp	1 lb.

Table 2-5: Farm and Work Animals

Animal	Price	Weight
Camel	150 gp	1,000 lbs.
Cattle	10–50 gp	1,500 lbs.
Chicken	1 gp	6 lbs.
Donkey or mule	8 gp	600–800 lbs.
Duck	2 gp	3 lbs.
Elephant	1,000 gp	5 tons
Goat	1–6 gp	50 lbs.
Pig	3–10 gp	100–300 lbs.
Sheep	2–20 gp	150 lbs.
Yak	24 gp	1,000 lbs.

Table 2-6: Mounts

Animal	Price	Weight
Axe beak (combat trained)	1,500 gp	500 lbs.
Axe beak egg	1,000 gp	10 lbs.
Camel	150 gp	1,500 lbs
Dire bat, riding	300 gp	400 lbs.
Dire bat, riding (combat trained)	450 gp	450 lbs.
Dog, riding	150 gp	50 lbs.
Elephant	1,000 gp	5 tons
Gecko, riding	300 gp	1,200 lbs.
Gecko, riding (combat trained)	400 gp	1,500 lbs.
Griffon (combat trained)	8,000 gp	500 lbs.
Griffon egg	3,500 gp	10 lbs.
Hippogriff (combat trained)	5,000 gp	500 lbs.
Hippogriff egg	200 gp	10 lbs.
Horse		
Horse, heavy	200 gp	2,000 lbs.
Horse, heavy (combat trained)	300 gp	3,000 lbs.
Horse, light	75 gp	900 lbs.
Horse, light (combat trained)	110 gp	1,200 lbs.
Pony	30 gp	800 lbs.
Pony (combat trained)	45 gp	900 lbs.
Mastodon	2,000 gp	8 tons

Table 2-7: Animal-Related Gear

Item	Price	Weight
Animal harness	2 gp	2 lbs.
Barding		
Medium creature	×2*	×1*
Large creature	×4*	×2*
Bit and bridle	2 gp	1 lb.
Cage		
Diminutive or Fine	10 gp	2 lbs.
Tiny	2 gp	5 lbs.
Small or Medium	15 gp	60 lbs.
Large	30 gp	240 lbs.
Huge	60 gp	960 lbs.
Falconry gauntlet	10 gp	1 lb.
Feed (per day)	5 cp	10 lbs.
Saddle		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddle (exotic)		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (per day)	5 sp	—

* Relative to similar armor for a Medium humanoid.

cultures keep bat houses near towns and villages to control insect problems. More information on bats can be found in the *Bestiary*.

Bit and Bridle

Price 2 gp
Weight 1 lb.

This is headgear used by a rider to control a mount. Bit and bridles for horses, ponies, and riding dogs can be readily purchased in most settlements and bits and bridles can be crafted for any creature that serves as a mount.

Cage

Price varies
Weight varies

This secure, portable enclosure is used to hold creatures—generally animals, but a large enough cage can hold anything. Cages are made from iron, wood, or bamboo, depending on local customs and available materials. One cage holds one animal of that size, or five animals of a smaller size. The weight of the creature adds to the weight of the cage. Cages come in the following sizes: Diminutive or Fine, Tiny, Small, Medium, Large, and Huge. Cages for aquatic creatures cost twice as much, and weigh four times the normal weight when filled with water.

Camel

Price 150 gp
Weight 1,500 lbs.



Due to their incredible endurance, these Large animals are the preferred mounts of desert-dwelling people. They tend to be ill-tempered beasts. More information on camels can be found in *Bestiary 2*.

CAT

PRICE 3 CP
WEIGHT 8 lbs.



These Tiny animals are often kept as pets or familiars. Though small, they are excellent hunters. Grain farmers usually keep cats for pest control in crop storage areas, but cats can be found in most regions and strays occupy many cities. More information on cats can be found in the *Bestiary*.

CAT, HUNTING

PRICE 100 GP
WEIGHT 100 lbs.

Rarely, Medium cats such as cheetahs and leopards are trained to hunt for humanoid masters.

CATTLE

PRICE 10–50 GP
WEIGHT 1,500 lbs.

Cattle are kept for milk and meat, and used as beasts of burden. A bull is used primarily for mating. Other males are castrated and become oxen, which are used to carry loads and plow fields.

CENTIPEDE, HOUSE

PRICE 1 CP
WEIGHT 3 oz.

These creatures come in many forms, from the lighter-colored 20-legged variety to the darker 300-legged variety. Typically, these arthropods are what pass for pets in the slums, but the young and eccentric often search for the best specimens to serve as familiars. Centipedes employed as familiars have an Intelligence score and lose the mindless trait. More information on house centipedes can be found in *Ultimate Magic*.

CHICKEN

PRICE 1 GP
WEIGHT 6 lbs.

These domesticated birds are not capable of long distance flights, and are raised for their eggs and meat. Male chickens are kept for mating and occasionally blood sport.

CRAB

PRICE 20 GP
WEIGHT 5–7 lbs.

Aquatic spellcasters often find large ocean crabs to be agreeable familiars. Without the bond of a familiar, however, these crustaceans' lack of intelligence makes them dull pets. More information on king crabs can be found in *Ultimate Magic*.

DIRE BAT, RIDING

Common	**WEIGHT** 400 lbs.	**PRICE** 300 GP
Combat trained	**WEIGHT** 450 lbs.	**PRICE** 450 GP

Considered to be the fastest nonmagical transport in cavernous underground realms, dire bats (*Bestiary* 30) are domesticated in captivity to serve as riding animals. Stables that accommodate these massive creatures are only commonly found in cities built in larger underground caverns, owing to the greater space required for training and exercise, though the outriders of some subterranean races fly them almost to the surface. These creatures require exotic saddles to ride.

Dire Bat, Riding (Combat Trained): These animals are used by scouts and militaries for war.

DOG

Guard	**WEIGHT** 25 lbs.	**PRICE** 25 GP
Lap	**WEIGHT** 5 lbs.	**PRICE** 15 GP
Riding	**WEIGHT** 50 lbs.	**PRICE** 150 GP

Most dogs fall into one of the following categories.

Guard Dog: This Small, combat-trained dog is bred for battle; breeders favor strength, a thick body, and a low center of gravity. Guard dogs are sold in most large cities and some cultures use them for sport fighting or in some armies' special infantry. More information on dogs can be found in the *Bestiary*.

Lap Dog: These tiny dogs are commonly kept as pets. They cannot be combat trained, but can serve as noisy-but-skittish watch creatures. Lap dogs have the same statistics as foxes (see *Bestiary 3*).

Riding Dog: This Medium dog is bred for carrying Small riders, and is combat trained. Breeders select dogs with strong backs, endurance, and loyal dispositions and train them for riding and combat before sale. Reputable breeders can be found in major cities. More information on riding dogs can be found in the *Bestiary*.

DONKEY OR MULE

PRICE 8 GP
WEIGHT 600–800 lbs.

Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or mule is willing (though not eager) to enter dungeons and other strange or threatening places. Donkeys and mules have the same statistics as ponies (see the *Bestiary*).

DONKEY RAT

PRICE 1 GP
WEIGHT 50 lbs.

These Tiny capybara-like white rodents are native to temperate swamps and coasts. They are common pets and livestock in some lands. More information on donkey rats can be found in *Ultimate Magic*.

DUCK

PRICE 2 GP
WEIGHT 3 lbs.

Farm ducks are used for eggs, meat, and down, while wild ducks are hunted for meat. Ducks have the same statistics as ravens (see the *Bestiary*).

ELEPHANT

PRICE 1,000 GP
WEIGHT 5 tons

These Huge animals are exceptionally strong and are quick learners. Some cultures train them for battle or labor. Most known elephants come from savannas or vast rainforest regions. They eat so much that housing them outside of their native environment is expensive. More information on elephants can be found in the *Bestiary*.

FALCON

PRICE 40 GP
WEIGHT 2 lbs.

This Tiny, long-winged hawk is a popular hunting bird among many aristocracies. Falcons are technically a subset of hawks but are considered more "noble" in many cultures. Ownership of these birds is denied to commoners in many nations with hierarchical monarchies.

FALCONRY GAUNTLET

PRICE 10 GP
WEIGHT 1 lb.



This gauntlet, made from layers of thick leather, is worn on a falconer's off hand to give a falcon a place to stand before and after the hunt. The gauntlet also has a tassel and a ring to attach to a falcon's tether.

FEED (PER DAY)

PRICE 5 CP
WEIGHT 10 lbs.

Horses, donkeys, mules, and ponies can graze in some regions to sustain themselves, but feed provides more reliable nourishment. Riding dogs and other carnivores can be fed meat for the same cost. Except for horses, other Large creatures need to eat twice the feed of other animals each day. Huge creatures need four times the feed.

FOX

PRICE 8 GP
WEIGHT 12 lbs.

These quick and wily carnivores can be difficult to train, but often make excellent familiars. Many humanoid communities see these canines as a menace to their farming fowl, and some use dogs to track them during recreational hunts. More information on foxes can be found in *Bestiary 3*.

GECKO, RIDING

Common	**WEIGHT** 1,200 lbs.	**PRICE** 300 GP
Combat trained	**WEIGHT** 1,500 lbs.	**PRICE** 400 GP

Larger than even giant geckos, these mammoth lizards have been specifically bred to be used as mounts. Prized for their ability to run along cave ceilings and sheer walls, they require exotic saddles to ride. A riding gecko has the same statistics as a giant gecko with the giant template (see *Bestiary 3*).

GOAT

PRICE 1–6 GP
WEIGHT 50 lbs.

As an agricultural animal, goats provide milk, meat, hair, and hide, and they are sometimes used to clear fields of weeds and shrubbery. Some spellcasters bond with them as familiars. More information on goats can be found in *Bestiary 3*.

GRIFFON (COMBAT TRAINED)

PRICE 8,000 GP
WEIGHT 500 lbs.

These deadly but majestic fliers are the favored aerial cavalry of many kingdoms. While griffons can be trained, some good deities consider doing so akin to enacting slavery, insisting that a griffon must come to its rider on its own free will. The price listed is for a trained griffon; free will is bought with different currency (determined by the GM). More information on griffons can be found in the *Bestiary*.

GRIFFON EGG

PRICE 3,500 GP
WEIGHT 10 lbs.

Unscrupulous adventurers and the desperate sometimes steal eggs from griffon nests, as trainers find it easier to raise a griffon from a hatchling than trying to train a spirited adult.

HAWK

PRICE 18 GP
WEIGHT 2 lbs.

This Tiny, short-winged raptor is a popular hunting bird, but is utilized more often by lower nobility than by commoners without titles. Hawks are known for their sharp eyesight and powerful aerial dives. More information on hawks can be found in the *Bestiary*.

HEDGEHOG

PRICE 5 GP
WEIGHT 3 lbs.

These spiny mammals roll into a ball when threatened. They are sometimes kept as pets and are favored by some wizards as familiars. More information on hedgehogs can be found in *Ultimate Magic*.

HIPPOGRIFF (COMBAT TRAINED)

PRICE 5,000 GP
WEIGHT 500 lbs.

Less intelligent and easier to train than griffons, hippogriffs make reliable winged mounts. More information about hippogriffs can be found in *Bestiary 2*.

HIPPOGRIFF EGG

PRICE 200 GP
WEIGHT 10 lbs.

While it is easier to train a full-grown hippogriff than a griffon, the eggs of these creatures are still prized by breeders.

HORSE

Heavy	**WEIGHT** 2,000 lbs.	**PRICE** 200 GP
Heavy, combat trained	**WEIGHT** 3,000 lbs.	**PRICE** 300 GP
Light	**WEIGHT** 900 lbs.	**PRICE** 75 GP
Light, combat trained	**WEIGHT** 1,200 lbs.	**PRICE** 110 GP
Pony	**WEIGHT** 800 lbs.	**PRICE** 30 GP
Pony, combat trained	**WEIGHT** 900 lbs.	**PRICE** 45 GP



This Large quadruped is used as a mount and pack animal. Horses can be trained for war but otherwise are skittish around battle. Many cultures support breeding programs and often consider their horse the best at whatever task they breed it to perform. More information on horses and ponies can be found in the *Bestiary*.

Heavy Horse: These horses are often used as portage animals, pulling significant loads across great distances.

Heavy Horse (Combat Trained): Heavy warhorses are bred and trained for war. They are often outfitted with heavy barding, but fight just as fiercely even without the armor.

Light Horse: These horses can be ridden, but often serve as porters or carriage horses.

Light Horse (Combat Trained): These light warhorses are bred for war and are favored by fast and light cavalry, scouts, and daredevil knights.

Pony: These creatures are typically used for carting goods along narrow mountain trails or as steeds for young or Small riders.

Pony (Combat Trained): Ponies can be trained for war just as effectively as their larger, more mature brethren. Such steeds often serve Small riders that expect to face battle.

LIZARD

PRICE 5 CP
WEIGHT 2 oz.

These Tiny cold-blooded animals can be found in all warm regions and are often quite colorful. They eat insects and have the ability to walk up walls and hang upside down. Varieties of more intelligent lizards are often selected by wizards as familiars. More information on lizards can be found in the *Bestiary*.

MASTODON

PRICE 2,000 GP
WEIGHT 8 tons

These cousins to elephants are larger and more powerfully built. There is a nearly hairless version that dwells in southern climates and a woolly variety adapted to cold. More temperamental than elephants, they are used primarily as mounts. For more information, see the *Bestiary*.

MONKEY

PRICE 3 GP
WEIGHT 5 lbs.



These Tiny herbivorous primates can be found in a variety of habitats, but typically favor warm forests and jungles. They can grasp and carry objects that weigh under a pound. They are sometimes used as familiars. More information on monkeys can be found in the *Bestiary*.

OCTOPUS

PRICE 25 GP
WEIGHT 2 lbs.

These cunning animals can be employed as familiars by aquatic spellcasters. If they are kept as pets, they must be kept in water, as they cannot survive out of it. More information on blue ringed octopuses can be found in *Ultimate Magic*.

OTTER

PRICE 20 GP
WEIGHT 10 lbs.

These playful water mammals are either used as familiars or trained to perform tricks as pets. They are surprisingly intelligent, and have been known to use rocks as simple tools, such as for opening the shells of mollusks. More information on otters can be found in *Bestiary 3*.

OWL

PRICE 20 GP
WEIGHT 1–3 lbs.

These Tiny birds of prey are mainly nocturnal and are known for their keen eyes and near-silent flight. Owls eat small animals and insects, and can be found in nearly any environment. Some farmers create owl homes near fields and barns to control rodent populations. The smartest owls make excellent familiars. More information on owls can be found in the *Bestiary*.

PARROT

PRICE 50 GP
WEIGHT 4 lbs.



These colorful and intelligent birds can be trained to mimic humanoid voices. They are often kept as pets by the wealthy and those who live in the tropical climates they favor. Parrots have the same statistics as ravens (see the *Bestiary*).

PIG

PRICE 3–10 GP
WEIGHT 100–300 lbs.

Domesticated pigs are the descendents of wild boars, and are raised for their meat and hide, being among the most versatile and common farm animals. More information on pigs can be found in *Bestiary 3*.

PSEUDODRAGON

PRICE 200 GP
WEIGHT 7 lbs.

Found primarily in temperate forests, pseudodragons are intelligent enough that some consider their sale slavery. A handful of pseudodragons offer themselves for hire to adventurers, typically for half their listed price per week of work. For more information, see the *Bestiary*.

RABBIT

PRICE 2 GP
WEIGHT 3 lbs.

Rabbits are often raised or hunted for their meat and skins, though some people keep the skittish mammals as pets. Though they are often confused with hares, rabbits are distinctly different in that they make their homes in burrows beneath the ground, and they are usually smaller than hares. Rabbits have the same statistics as rats (see the *Bestiary*).

RACCOON

PRICE 5 GP
WEIGHT 7 lbs.

These nocturnal hunter-scavengers are found primarily in forested terrains, and are noted for their domino mask-like visages, highly dextrous forepaws (which they rely on for their hyper-sensitive sense of touch), and the strangely anthropomorphic tendency to "wash" their food in water

before eating it. Raccoons are sometimes kept as pets and used by some spellcasters as familiars. More information on raccoons can be found in *Bestiary 3*.

RAT

PRICE 1 CP
WEIGHT 1 lb.

These Tiny rodents live everywhere and eat nearly anything. Despite having a reputation as disease-ridden scavengers, domesticated rats are clean, loyal creatures that make excellent familiars. More information on rats can be found in the *Bestiary*.

RAT, DIRE

PRICE 5 GP
WEIGHT 50 lbs.

These Small animals are vicious scavengers in the wild. However, dire rats raised in captivity can be trained as loyal pets and protectors. Pet dire rats do not have filth fever. More information on dire rats can be found in the *Bestiary*.

RAVEN

PRICE 2 GP
WEIGHT 3 lbs.

These Tiny birds are known for their intelligence, and even play games with each other in the wild. They eat insects and can be found in surprisingly varied habitats. More information on ravens can be found in the *Bestiary*.

SADDLE

PRICE varies
WEIGHT varies



Saddles are used to support a rider or supplies on a mount.

Military Saddle: This saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If the rider is knocked unconscious while in a military saddle, he has a 75% chance to stay in the saddle.

Pack Saddle: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Riding Saddle: These saddles are the most pervasive type of riding equipment. If the rider is knocked unconscious while in a riding saddle, he has a 50% chance to stay in the saddle.

Exotic Saddle: These saddles are designed for a variety of unusual mounts, each customized for a specific type of beast. Exotic saddles come in military, pack, and riding styles, just as normal saddles do, and have the same traits.

SADDLEBAGS

PRICE 4 GP
WEIGHT 8 lbs.



These sturdy, weatherproof bags are draped over a saddle to add extra carrying capacity. Each side of a saddlebag can typically carry 20 pound of items that can fit in the bags. Saddlebags do not increase the amount of weight a mount can carry; they merely give riders a place to stow their equipment.

SCORPION, GREENSTING

PRICE 15 GP
WEIGHT 9 oz.

Typically found in forested areas, these Tiny scorpions sport pincers too small to be dangerous to anything larger than an insect, but they still possess a poisonous stinger. Sometimes they are kept as pets or serve as familiars. Greensting scorpions employed as familiars have an Intelligence score and lose the mindless trait. More information on greensting scorpions can be found in *Ultimate Magic*.

SHEEP

PRICE 2–20 GP
WEIGHT 150 lbs.

These livestock animals are kept for their fur, meat, and hide, and can be found in virtually any civilized settlement. They are especially prized in colder environs, where their wool and hide can be used to make durable and highly insulated clothing. Sheep have the same statistics as goats (see *Bestiary 3*).

SKUNK

PRICE 10 GP
WEIGHT 10 lbs.

These creatures are infamous for the overwhelmingly foul odor they produce to ward off predators. Skunks are sometimes kept as pets, though usually only after their scent glands have been removed. More information on skunks can be found in *Bestiary 3*.

SNAKE, CONSTRICTOR

PRICE 5 GP
WEIGHT 60 lbs.

These Medium reptiles are found chiefly in warm climates. Somewhat aggressive, constrictors squeeze their prey to death before consuming it. Due to their size, these snakes are less popular for traveling spellcasters, but they can be quite helpful in a laboratory. More information on constrictor snakes can be found in the *Bestiary*.

SNAKE, VIPER

PRICE 5 GP
WEIGHT 10 oz.

This tiny reptile eats small animals and can be found in most temperate and warm environments. The bite is painful but not especially dangerous to the average adventurer. More information on vipers can be found in the *Bestiary*.

SQUIRREL

Common	**WEIGHT** 2 lbs.	**PRICE** 1 GP
Flying	**WEIGHT** 1 lbs.	**PRICE** 20 GP

These tiny rodents are as common in the wild as rats are in cities. They typically eat nuts, seeds, and vegetation. Squirrels have the same statistics as rats (see the *Bestiary*).

Flying squirrel: These Tiny squirrels use a membrane of skin between their front and hind legs to glide. They sometimes serve spellcasters as familiars. More information on flying squirrels can be found in the *Bestiary 3*.

SPIDER

PRICE 25 GP
WEIGHT 8 oz.

These Tiny spiders have red bodies and black legs. They are hunting spiders, so they do not cast webs, though they are poisonous. For more information, see *Ultimate Magic*.

STABLING (PER DAY)
PRICE 5 SP
WEIGHT —

This is the amount it costs to stable a single creature that is Large or smaller for one day, at a typical stable or hostler. Particularly fancy stables may cost more, and larger or more exotic creatures cost double.

STIRGE
PRICE 20 GP
WEIGHT 1 lb.

These Tiny beasts are allegedly sold for indoor defense to rich clients, but often wind up in exotic blood sports. Despite the popular misconception that stirges are untameable vermin, such creatures are trainable, but they must be fed fresh blood daily to dissuade them from turning on their handlers. More information about stirges can be found in the *Bestiary*.

THRUSH
PRICE 1 SP
WEIGHT 7 oz.

These small plump birds are sometimes kept as pets, but are more often used as familiars for spellcasters. They are known for their beautiful song and their potential for actual speech. More information on thrushes can be found in *Ultimate Magic*.

TOAD
PRICE 2 CP
WEIGHT 7 oz.

This Diminutive amphibian is primarily kept as a familiar by spellcasters. Toads live in most temperate and warm environments, and eat insects. More information on toads can be found in *Bestiary*.

TURTLE
PRICE 3 GP
WEIGHT 4 lbs.

These reptiles have bony shells that they can retreat into. They are sometimes kept as pets and used as familiars, and in some places their flesh is eaten or used as an ingredient in medicines. More information on turtles can be found in *Ultimate Magic*.

WEASEL
PRICE 2 GP
WEIGHT 8 oz.

These Tiny animals eat smaller animals and can be found in nearly any environment. They are clever and curious, traits that are magnified when they are kept as familiars. Many varieties of weasel exude a strong musky odor. This description also applies to similar animals, such as ferrets, minks, polecats, and stoats. More information on weasels can be found in the *Bestiary*.

YAK
PRICE 24 GP
WEIGHT 1,000 lbs.

These shaggy-haired relatives to cows are more at home in mountainous terrain where they are frequently used as pack animals and to pull plows. Yaks have the same statistics as bison (see the *Bestiary*).

TRANSPORT

Transport vehicles can be purchased or hired to provide passage. The following are a number of vehicles, both common and exotic, that can be purchased or hired. The table sorts the vehicles by Land Transport and Sea Transport and includes costs to buy these vehicles or rent passage on them.

CARRIAGE
PRICE 100 GP
PASSAGE 3 CP



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
PRICE 15 GP
PASSAGE 1 CP

This two-wheeled vehicle can be drawn by a single horse or other beast of burden, and is often used to transport goods across short distances. It comes with a harness.

CHARIOT
PRICE varies
PASSAGE 2 CP



This two-wheeled vehicle is drawn by a horse. There are three varieties of chariots.

Light Chariots: These chariots are often used for racing or as the platform for a single archer charging across the battlefield at high speed.

Medium Chariots: These chariots are used in battle to break apart infantry formations or as fast-moving fighting platforms.

Heavy Chariots: This type of chariot is typically used as a fighting platform or for transporting material quickly onto the battlefield.

DOG SLED
PRICE 20 GP
PASSAGE 3 CP

This sled is designed to be pulled over snow and ice by a team of trained riding dogs. Most sleds have runners at the back for a musher to stand on. A dog sled can carry up to the capacity of all the dogs that pull it.

GALLEY
PRICE 30,000 GP
PASSAGE 1 SP

This three-masted ship has 70 oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks close to the coast. It moves about 4 miles per hour when being rowed or under sail.

JUNK

PRICE 15,000 GP
PASSAGE 1 SP

This flat-bottomed sailing ship has two or three masts with junk-rigged sails, allowing it to be easily sailed by small crews. Junks typically have a high poop deck and no keel.

KEELBOAT

PRICE 3,000 GP
PASSAGE 1 SP

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a dozen oars to supplement its single mast with a square sail. It requires a crew of 8 to 15 to sail 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.

LONGSHIP

PRICE 10,000 GP
PASSAGE 5 CP

This 75-foot-long ship with 40 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.

RAFT

PRICE —
PASSAGE 1 CP

The most basic and primitive type of watercraft, a raft is a simple, flat boat with no hull, often made of logs lashed together. It typically uses two to four oars for propulsion.

ROWBOAT

PRICE 50 GP
PASSAGE 2 CP

This 8- to 12-foot-long boat with two oars holds two or three Medium passengers, and is either carried on the deck of a larger ship or moored to a dock onshore. A rowboat moves about 1-1/2 miles per hour.

SAILING SHIP

PRICE 10,000 GP
PASSAGE 2 SP

This large, seaworthy ship is 75 to 90 feet long, 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.

SHIP'S BOAT

PRICE 500 GP
PASSAGE 2 CP

Ship's boats are usually carried on the decks of larger ships to ferry passengers and cargo.

SLEIGH

PRICE 100 GP
PASSAGE 2 CP

This wagon has runners, making it an ideal conveyance for snow and ice travel. In general, two horses (or other beasts of burden) are needed to draw it. A sled comes with the harness required to pull it.

WAGON

PRICE varies
PASSAGE varies

TABLE 2-8: TRANSPORT

LAND TRANSPORT	PRICE	PRICE OF PASSAGE (PER MILE)
Carriage	100 gp	3 cp
Cart	15 gp	1 cp
Chariot		
Chariot, light	50 gp	2 cp
Chariot, medium	100 gp	2 cp
Chariot, heavy	200 gp	2 cp
Dog sled	20 gp	3 cp
Sleigh	100 gp	2 cp
Wagon		
Wagon, light	50 gp	2 cp
Wagon, medium	75 gp	2 cp
Wagon, heavy	100 gp	3 cp
SEA TRANSPORT		
Galley	30,000 gp	1 sp
Junk	15,000 gp	1 sp
Keelboat	3,000 gp	1 sp
Longship	10,000 gp	5 cp
Raft	—	1 cp
Rowboat	50 gp	2 cp
Sailing ship	10,000 gp	2 sp
Ship's boat	500 gp	2 cp
Warship	25,000 gp	2 sp

This four-wheeled open vehicle is used for transporting heavy loads. It includes the harness needed to pull it. There are three common varieties of wagon.

Light Wagon: Wagons of this type are most commonly employed by farmers and craftsmen transporting their goods short distances or by venders in and around cities. A light wagon carries up to 1,000 pounds of cargo and requires two Medium creatures or one Large creature to pull it.

Medium Wagon: Wagons of this type are typically employed for heavy duty work, often in agricultural, mining, or construction settings. A medium wagon can carry up to 2,000 pounds of cargo and requires four Medium or two Large creatures to pull it.

Heavy Wagon: Wagons of this type are large, four-wheeled vehicles primarily used in caravans to transport goods over long stretches of territory. A heavy wagon carries up to 4,000 pounds of cargo, and is pulled by either eight Medium creatures or four Large creatures.

WARSHIP

PRICE 25,000 GP
PASSAGE 2 SP

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. A 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.

Clothing

The following clothes and outfits can be useful to PCs and NPCs who want to dress for special occasions, such as braving an arctic wasteland, attending a gala, sleuthing around an urban setting, or any other situation where specific garb might be beneficial or fitting.

All characters begin play with one outfit valued at 10 gp or less. Additional outfits can be purchased normally.

Artisan's Outfit

PRICE 1 GP
WEIGHT 4 lbs.



Artisan's clothing is well made from simple but durable cloth, appropriate for those who must work in various specialized and often manual trades, such as baking, carpentry, and other middle-class professions. 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.

Brooch

PRICE varies
WEIGHT —

This is a small ornament used to hold an element of clothing, such as a cloak or cape, in place. Many organizations provide special brooches as a symbol of membership or to honor a special achievement.

Caul

PRICE varies
WEIGHT —

This ornate hairnet, fashioned from silk, cloth of gold, and jewels, is most commonly worn by royal or aristocratic women.

Cleats

PRICE 5 GP
WEIGHT 2 lbs.

Cleats reduce the penalty for walking over slick surfaces by 50%. For example, walking across ice normally costs 2 squares of movement (1 square plus a 1 square penalty) for every square of movement, but with cleats it costs only 1.5 squares for every square. Cleats cause damage to any type of finished flooring. They may supplement another outfit.

Cleric's Vestments

PRICE 5 GP
WEIGHT 6 lbs.



These ceremonial clothes are worn when performing priestly functions within a church or temple, and aren't well suited to adventuring. A cleric's vestments typically include a cassock, stole, and surplice. The colors usually correspond to the deity worshiped, and while some priests may choose elaborate embroidery with ecclesiastical themes, others find merit in humble simplicity.

Cold-Weather Outfit

PRICE 8 GP
WEIGHT 7 lbs.



This outfit is designed for mountaineering or hunting and traveling in icy climates. It includes a coat of wool or thick animal fur, a linen shirt, a wool cap, a heavy cloak, a heavy skirt or pants, and waterproof leather boots. In some regions, the outfit may be composed primarily of fur and animal pelts. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit

PRICE 30 GP
WEIGHT 6 lbs.



This outfit includes tailored clothes in whatever fashion happens to be current in noble courts of that region. 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.

Decorative Trim

PRICE varies
WEIGHT —

This decorative set of collars, cuffs, and trim pieces attaches to otherwise plain clothes. Frequent travelers, such as merchants or entertainers, use trim to blend in with the local styles without buying a new wardrobe. A traveling noble keeps extra sets for use by temporary staff and loaned guards.

Diving Suit

PRICE 10 GP
WEIGHT 2 lbs.

This one-piece suit of clothing reduces one's drag in the water, making swimming easier. It provides a +1 circumstance bonus on Swim checks. The suit only grants this bonus if it is the outermost garment, and has no effect if worn over bulky clothes or armor or with cumbersome gear (such as a backpack, large weapons, and so on). Damage to the suit (such as from several rounds of combat against slashing and piercing attacks) negates the suit's bonus until it is repaired.

Entertainer's Outfit

PRICE 3 GP
WEIGHT 4 lbs.



This set of flashy—perhaps even gaudy—clothes is meant for entertaining. Entertainer's outfits come in a wide range of styles, from scandalous to flattering to absurd. While the outfit looks whimsical, its practical design does nothing to inhibit your ability to tumble, dance, walk a tightrope, or run (if the audience turns ugly).

EXPLORER'S OUTFIT

PRICE 10 GP
WEIGHT 8 lbs.



This set of clothes is 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 accessories you might need, such as a scarf or a wide-brimmed hat.

FIRE-RESISTANT BOOTS

PRICE 20 GP
WEIGHT 2 lbs.

These heavy leather boots contain a layer of brick dust that protects your feet from heat. You gain fire resistance 2 against fire attacks directed at or under your feet, such as walking across hot coals. Repeat or prolonged exposure to fire damage eventually burns the outer leather of the boots, ruining them (typically after about 1d10+20 rounds of exposure).

FURS

PRICE 12 GP
WEIGHT 5 lbs.

The most basic of cold-weather gear, animal furs serve to keep their wearers warm. Wearing enough fur to cover the body provides a +2 circumstance bonus on Fortitude saves to resist cold weather. This does not stack with any bonuses gained from the Survival skill. Furs may supplement another outfit.

HAT

PRICE varies
WEIGHT 1/2 lb.–2 lbs.

Hats of various styles appear in all cultures. Ranging from the turban to the tricorne to the furred cap, a hat can be a simple covering for the head. Particular hats are sometimes mandatory for social or religious sects. A utilitarian hat such as a tricorne typically costs 2 sp.

HENNIN

PRICE varies
WEIGHT 1 lb.

This high conical headpiece ends in a tip that usually has a piece of silk or similar diaphanous material dangling from it. Women of noble birth sometimes wear a hennin to formal or social occasions as a signal of their eligibility, and give the silk part of the headpiece as a token to suitors they favor.

HOT WEATHER OUTFIT

PRICE 8 GP
WEIGHT 4 lbs.

Covering your body from head to foot in light, airy cloth keeps you cooler than baring your skin to the sun. This outfit typically consists of a loose linen robe and either a turban or loose head covering and veil. The outfit provides a +2 circumstance bonus on Fortitude saves to resist warm or hot weather. This does not stack with any bonuses gained from the Survival skill.

TABLE 2-9: CLOTHING

ITEM	PRICE	WEIGHT
Artisan's outfit	1 gp	4 lbs.*
Brooch	Varies	—
Caul	10–100 gp	—
Cleats	5 gp	2 lbs.*
Cleric's vestments	5 gp	6 lbs.*
Cold-weather outfit	8 gp	7 lbs.*
Courtier's outfit	30 gp	6 lbs.*
Decorative trim	1 sp–50 gp	—
Diving suit	10 gp	2 lbs.*
Entertainer's outfit	3 gp	4 lbs.*
Explorer's outfit	10 gp	8 lbs.*
Fire-resistant boots	20 gp	2 lbs.*
Furs	12 gp	5 lbs.*
Hat	1 sp–50 gp	1/2 lb.–2 lbs.*
Hennin	10–100 gp	1 lb.*
Hot weather outfit	8 gp	4 lbs.*
Ice skates	1 gp	2 lbs.*
Jewelry	Varies	Varies
Kilt	2 sp	1 lb.*
Mask	1 sp–50 gp	1 lb.*
Monk's outfit	5 gp	2 lbs.*
Monster mask	5–10 gp	1 lb.*
Noble's outfit	75 gp	10 lbs.*
Patchwork cloak	5 gp	1/2 lb.*
Peasant's outfit	1 sp	2 lbs.*
Pickpocket's outfit	5 gp	3 lbs.*
Pocketed scarf	8 gp	1/2 lb.*
Poncho	5 sp	2 lbs.*
Reinforced scarf	10 gp	1 lb.*
Reversible cloak	2 sp–100 gp	1 lb.*
Royal outfit	200 gp	15 lbs.*
Scarf	1 sp–5 gp	1/2 lb.*
Scholar's outfit	5 gp	6 lbs.*
Skis	5 gp	20 lbs.*
Snowshoes	5 gp	4 lbs.*
Soldier's uniform	1 gp	5 lbs.*
Tabard	5 gp	1 lb.*
Tear-away clothing	+5 gp	—
Traveler's outfit	1 gp	5 lbs.*
Wig	5 gp–500 gp	1/2 lb.–4 lbs.*

* These items weigh one-quarter this amount when made for Small characters.

ICE SKATES

PRICE 1 GP
WEIGHT 2 lbs.

Each of these calf-high boots bears a horizontal blade on the bottom, allowing you to travel swiftly on ice. Wearing ice skates allows you to move on ice at normal speed with a successful DC 5 Acrobatics check (including running and charging), but your movement is reduced to half speed on all other terrain. Donning or removing an ice skate is a full-round action. Skating with only one is possible, but the DC of the Acrobatics check rises to 15.

Jewelry

Price varies
Weight varies



The price of jewelry varies wildly by its quality. Many cultures, particularly nomads, consciously use jewelry as a form of portable wealth, most notably with belts and bangles made from coins. A commoner's ornaments may only be worth a few copper pieces, an artisan's a few silver pieces, and a merchant's a few gold pieces, while nobles rarely wear jewelry worth less than 100 gp.

Kilt

Price 2 SP
Weight 1 lb.

This heavy pleated skirt is usually worn by men. Most have a specific design or pattern that represents allegiance to a particular clan or other social group.

Mask

Price varies
Weight 1 lb.

The gala events of decadent nobles are where one might see the most outlandish and stylish of masks, but simpler masks might be found wherever local customs permit. They range from small bits of fabric that cover only a portion of the face to elaborate constructions that cover the entire face or head.

Monk's Outfit

Price 5 GP
Weight 2 lbs.



This simple outfit includes sandals, loose breeches, and a loose shirt, and is bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can conceal small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Monster Mask

Price varies
Weight 1 lb.

This articulated mask resembles a specific type of humanoid monster, such as a bugbear, goblin, orc, or hobgoblin. The mouth opens and closes when you move your jaw and its skin is actually carefully-painted cloth. Though such masks are usually intended for theater performances where an actor plays the role of a monster, adventurers have been known to use them to help blend in with monsters of the appropriate type. The mask negates the –2 Disguise DC for disguising yourself as a different race, but only at a distance of at least 20 feet or when you have concealment; closer than this distance or in clearer circumstances, the mask is obviously a false representation. It only covers your face and is normally worn with a wig or helmet to disguise or cover the rest of your head. Each mask is most suitable for a wearer of a particular size, though some size and monster combinations are less believable than others (a Small creature in an orc mask may be able to pass as an orc child, but a Medium creature in a goblin mask at best looks like a deformed hobgoblin).

Noble's Outfit

Price 75 GP
Weight 10 lbs.



These clothes are designed specifically to be expensive and gaudy, letting everyone know exactly how expensive they are. Precious metals and gems are worked into the clothing, along with elaborate embroidery, and some outfits may contain impractical concessions to high fashion. A would-be noble also needs a signet ring and jewelry (worth at least 100 gp) to accessorize this outfit.

Patchwork Cloak

Price 5 GP
Weight 1/2 lb.

These cloaks are popular among traveling bards, and each patchwork cloak is unique. The patches represent where the traveler has been, and often the performer uses them to recall specific stories from his repertoire. When a bard retires or dies, he often bequeaths his cloak to a young entertainer he mentored or admired.

Peasant's Outfit

Price 1 SP
Weight 2 lbs.

These clothes are of poor quality, the fabric little more than sack cloth, often patched and mended many times over. A peasant's outfit consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes, causing significantly more wear on the feet.

Pickpocket's Outfit

Price 5 GP
Weight 3 lbs.

Outfitted with concealed pockets, this clothing gives you a +2 bonus when hiding small objects on your person.

Pocketed Scarf

Price 8 GP
Weight 1/2 lb.

An elaborate design disguises several small pockets on one side of this scarf. This scarf grants you a +4 bonus on Sleight of Hand checks made to hide objects on your body. This bonus does not stack with the bonus wearing heavy clothing provides but does stack with bonuses for attempting to hide small objects.

Poncho

Price 5 SP
Weight 2 lbs.

This circle of water-resistant fabric (typically wool or leather) has a hooded opening in the center, making it easy to slip it on or off and protecting your entire body from rain or snow.

REINFORCED SCARF

PRICE 10 GP
WEIGHT 1 lb.

One side of this 8-foot-long scarf is reinforced with chain links and metal plates. While not enough to provide a benefit to Armor Class, these versatile scarves can be used like a length of chain to climb short distances or bind an enemy. A reinforced scarf has hardness 10 and 4 hit points. It can be burst with a successful DC 24 Strength check.

REVERSIBLE CLOAK

PRICE varies
WEIGHT 1 lb.

These cloaks have an outer layer of fabric and an inner layer of a different color. They are worn for the sake of fashion, in theater performances, or to aid a quick appearance change as part of a disguise. The price varies depending on the cloak's quality, with the low end being a simple linen cloak and the high end being made of silk or decorated with fur trim.

ROYAL OUTFIT

PRICE 200 GP
WEIGHT 15 lbs.



Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance. A royal outfit is rarely designed for regular wear or inclement weather—or even for donning unaided—as it's presumed that anyone who might be wearing it has plenty of servants to take care of his or her every need. This outfit includes only the clothing, not a royal scepter, crown, ring, or other regal accoutrements.

SCARF

PRICE varies
WEIGHT 1/2 lb.

Entertainers often employ seductive garb and entrancing props in their performances. Scarves of colorful cloth or transparent silk, often embroidered with elaborate scenes or motifs, are favorite accessories.

SCHOLAR'S OUTFIT

PRICE 5 GP
WEIGHT 6 lbs.

Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

SKIS

PRICE 5 GP
WEIGHT 20 lb.

Each ski is a flat piece of wood about 5–6 feet long for a Medium wearer, curled up slightly at the front end, with lengthwise grooves along the underside and a wooden or metal bracket with laces on top for holding the wearer's boot in place. Wearing skis allows you to move on snow and ice at normal speed, but your movement is reduced to 5 feet on all other terrain. You normally use a pair of spiked poles to help you move and maintain balance while skiing, but javelins, shortspears, or even trimmed-down saplings will do if nothing else more suitable is available. Donning or removing a ski is a full-round action, though the laces can be cut as a move action (which requires repairing or replacing the laces if you want to use the skis again).

SNOWSHOES

PRICE 5 GP
WEIGHT 4 lbs.

These high-tension nets of rope or sinew in wooden frames are lashed to the feet to spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement (1 square plus a 1 square penalty) per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. Snowshoes may supplement another outfit.

SOLDIER'S UNIFORM

PRICE 1 GP
WEIGHT 5 lbs.

The exact details of this item varies from country to country, but typically includes sturdy boots, leather breeches or a kilt, a belt, a shirt, gloves, a cloak or jacket, and a hat. The belt includes several loops or rings for tying pouches, a waterskin, a scabbard, and similar things a traveling soldier requires.

TABARD

PRICE 5 GP
WEIGHT 1 lb.

Often worn over armor, this outer garment is usually sleeveless and open at the sides. The broad front provides a canvas for insignias and coats of arms, making a wearer's membership in an order readily apparent.

TEAR-AWAY CLOTHING

PRICE +5 GP
WEIGHT —

Sneaks and thieves know the value of a good disguise. The ability to remove that disguise in a hurry, thus revealing the next layer of disguise, is nearly as valuable. Tear-away clothing is generally loose fitting and allows another layer of clothing to be worn underneath. The seams on this clothing are designed to break easily, making it a simple matter (a standard action) to remove these items and walk away with none the wiser. Any outfit can be crafted as tear-away clothing for an additional price.

TRAVELER'S OUTFIT

PRICE 1 GP
WEIGHT 5 lbs.

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.

WIG

PRICE varies
WEIGHT 1/2 lb.–4 lbs.

False hair comes in many forms, from the severe coif of a judge to the towering confection adorning a noble to the simple curls worn by a housewife whose hair is thinning. Wigs can be found for sale in any major city and can be special-ordered in most towns. As they are usually made of hair, the available colors are likely limited by the locally predominant hair color, but others can be obtained by applying dye.

Entertainment

Many adventurers like to sit down and play a game now and then to pass the time—or make some easy gold.

Ball

PRICE varies
WEIGHT varies

This ball may be an inflated animal bladder, carved from light wood, fabric stuffed with cloth or plant fiber and sewn shut.

Billiards Gear

PRICE 5 SP
WEIGHT 8 lbs.

This set includes a wooden cue, a block of cue chalk, 16 wooden balls, and a triangular wooden ball rack.

Board Game

PRICE 1 SP–10 GP
WEIGHT 2 lbs.



Board games have innumerable types and variations. Siege, a strategy game where players try to surround the other's pieces, is popular with older adults, while more chaotic games like Wyvern's Race and Doppel are tavern favorites.

Bowling Set

PRICE 5 SP–10 GP
WEIGHT 15 lbs.

This simple 10-pins game is often complicated by irregularities in the ball, the pins, and the playing field.

Cards

PRICE 1 SP–100 GP
WEIGHT 1 lb.

Playing cards range from block-printed symbols on thick paper to elaborate, hand-painted works of art on waxed vellum, ivory, wood, or even metal.

Croquet Set

PRICE 5 SP
WEIGHT 10 lbs.

This set includes four wooden mallets, nine wooden wickets (goals), and four wooden balls.

Crossword

PRICE 1 CP–1 SP
WEIGHT —

These word puzzles can be found in many languages. A typical one is drawn on leather or wood in a 15-by-15 square grid. Larger grids allow longer words and tend to be more difficult.

Dartboard Set

PRICE 5 SP
WEIGHT 10 lbs.

This set includes a multicolored board and six brass-tipped darts. The board usually consists of a layer of soft wood or cork on a hardwood backing.

Dice

PRICE 1 SP
WEIGHT —

Dice can come in many shapes, but the most common are cubes.

Table 2-10: Entertainment

ITEM	PRICE	WEIGHT
Ball (2 in.)	8 cp	—
Ball (5 in.)	2 sp	—
Ball (10 in.)	6 gp	1 lb.
Billiards gear	5 sp	8 lbs.
Board game	1 sp–10 gp	2 lbs.
Bowling set	5 sp–10 gp	15 lbs.
Cards	1 sp–100 gp	1 lb.
Croquet set	5 sp	10 lbs.
Crossword	1 cp–1 sp	—
Dartboard set	5 sp	10 lbs.
Dice	1 sp	—
Dominos	1 sp–25 gp	1 lb.
Horseshoes game	5 sp	3 lbs.
Kite	1 sp–2,000 gp	1 lb.–5 lbs.
Loaded dice, average	10 gp	—
Loaded dice, superior	50 gp	—
Marked cards	1 gp	1 lb.
Polo gear	5 sp	5 lbs.
Puzzle box	1 gp–1,000 gp	1 lb.–5 lbs.
Rounders gear	1 sp	1/2 lb.
Tennis gear	3 sp	3 lbs.

Dominos

PRICE 1 SP–25 GP
WEIGHT 1 lb.

This wooden box contains 28 tiles with numbers or pips on each end. A common set is made of wood or bone, but more expensive ones may be made of ivory, stone, or metal.

Horseshoes Game

PRICE 5 SP
WEIGHT 3 lbs.

This game includes two iron stakes and four iron horseshoes.

Kite

PRICE 1 SP–2,000 GP
WEIGHT 1 lb.–5 lbs.

Kites range from canvas toys to ornate, silken works of art.

Loaded Dice

PRICE 10 GP–50 GP
WEIGHT —



Most loaded dice are weighted, with a heavier substance included opposite the desired number. You can spot this tampering with a DC 15 Appraise or Perception check. Superior dice (such as wooden dice carved around a naturally heavy point) have DCs ranging from 20 to 30.

Marked Cards

PRICE 1 GP
WEIGHT 1 lb.



Whether bent, colored, or scratched, marked cards allow an informed user to know what's on the front of the card by viewing the mark on the back. Realizing that the cards are marked requires

a DC 25 Perception check or DC 20 Profession (gambler) check. The listed price is for a common paper deck.

POLO GEAR

PRICE 5 SP
WEIGHT 5 lbs.

This includes a leather helmet, a long-handled mallet, and a wooden ball.

PUZZLE BOX

PRICE 1 GP–1,000 GP
WEIGHT 1 lb.–5 lbs.

This box features moving parts, secret panels, or unusual codes and locking mechanisms. Depending on the box, a Disable Device, Knowledge (engineering), Linguistics, or simple Intelligence check might open it. The DC of the check varies with the complexity of the box, but is typically 15 or 20 (retry once per day). Multiple skill checks might be necessary for different stages of the puzzle. If the puzzle box was constructed with the intention that one specific person should be able to open it, that person gets a +5 circumstance bonus on the check.

ROUNDERS GEAR

PRICE 1 SP
WEIGHT 1/2 lb.

Players of this game divide into teams and alternate hitting a small, leather-encased ball with a wooden bat. They run around a field to various safe bases, scoring points when a player completes a circuit through all four bases. The set includes two balls, two bats, and four cloth-stuffed canvas bases.

TENNIS GEAR

PRICE 3 SP
WEIGHT 3 lbs.

This includes a wool-stuffed leather ball and a wooden racket strung with animal gut.

Trade Goods

Merchants commonly exchange trade goods without using currency. Some trade goods are detailed on Table 2–11: Trade Goods. Trade goods are the exception to the rule that you can sell an item for half its price; they're valuable enough to be exchanged almost as if they were cash itself. Trade goods are usually transported and sold in larger quantities than the amount listed. A farmer may have 10- and 20-pound sacks of potatoes to sell to a large family or restaurant, and be resistant to tearing open a bag just to sell a few individual potatoes.

Trade goods fall into several categories.

ANIMALS: The listed price is for one live animal. For larger animals such as pigs and cows, the price includes a short length of cheap rope, allowing you to lead the creature away. For smaller animals such as chickens and geese, the purchase might include a bag for carrying them.

FOOD: Food items includes staples such as wheat, nuts, or cheese, plus more exotic foods or ingredients such as chilies, coffee beans, or honey. Note that some of the food items here have different prices than in the section on food, because purchasing that item as something ready to eat includes the cost (in money or labor) of preparing and cooking the food.

Table 2-11: Trade Goods

PRICE	ITEM
1 cp	Guinea pig, rat, wheat (1 lb.)
2 cp	Beans (1 lb.), cheese (1 lb.), chicken, flour (1 lb.), potatoes (1 lb.), turnips (1 lb.)
3 cp	Charcoal (20 lbs.), citrus (1 lb.), nuts (1 lb.), peat (20 lbs.)
5 cp	Coffee beans (1 lb.), coal (20 lbs.), masonry stone (1 lb.), sugar (1 lb.)
1 sp	Iron (1 lb.)
5 sp	Copper (1 lb.), garlic (1 lb.), mint (1 lb.), mustard (1 lb.), oregano (1 lb.), thin leather (1 sq. yard), tobacco (1 lb.)
1 gp	Allspice (1 lb.), basil (1 lb.), cinnamon (1 lb.), dill (1 lb.), glass (1 lb.), goat, honey (1 lb.), maple syrup (1 lb.), nutmeg (1 lb.), rosemary (1 lb.)
2 gp	Beaver pelt, chilies (1 lb.), cardamom (1 lb.), cumin (1 lb.), fennel (1 lb.), ginger (1 lb.), pepper (1 lb.), saffron (1 lb.), sheep, vanilla (1 lb.)
3 gp	Fox pelt, mink pelt, pig, thick leather (1 sq. yard)
4 gp	Ermine pelt, linen (1 sq. yard)
5 gp	Marble (1 lb.), salt (1 lb.), seal pelt, silver (1 lb.)
6 gp	Wool (1 lb. or 1 sq. yard)
8 gp	Cotton (1 lb. or 1 sq. yard)
10 gp	Chocolate (1 lb.), cow, darkwood (1 lb.), silk (1 sq. yard)
15 gp	Cloves (1 lb.), ox, saffron (1 lb.)
50 gp	Cold iron (1 lb.), gold (1 lb.)
300 gp	Adamantine (1 lb.)
500 gp	Mithral (1 lb.), platinum (1 lb.)

For example, turnips as a trade good are 2 cp per pound, but a poor meal (which primarily consists of turnips) is 1 sp per day. You can buy a 10-pound bag of turnips for 2 sp, but you'd have to cut and boil them to turn them into a meal.

RAW MATERIALS: Raw materials have little use as-is but can be made into other useful or valuable items. Iron, stone, darkwood, leather, cloth, and fur pelts are raw materials. Metals are usually sold as ingots or rough nuggets, but can be transported or sold as ore.

The value of metal ore depends on its grade—how much of it is valuable metal out of the total volume of common rock. For a typical fantasy campaign, an ore's grade may be as high as 60% (for some particularly rich iron deposits) or as low as 5% (any less than this and it's not cost-effective to mine it). For convenience, assume that typical ore is 25% grade. Multiply the pure metal's price per pound by this grade percentage to determine the best value of the ore. For example, gold is 50 gp per pound, so a 25% grade ore is worth about 50 gp × 25% = 12-1/2 gp per pound. Given the cost of smelting, ore is usually worth one-half to three-quarters this value (so the 25% grade gold ore is actually bought and sold for about 6 gp to 9 gp per pound).

SPICES: Spices such as garlic, cumin, fennel, salt, and ginger are used to flavor other foods. They are usually sold in jars, bottles, or waxed-cloth packets.

Food and Drink

These prices are for meals and beverages in an average city or town. Unless otherwise specified, the amount received for the listed price is presumed to be a standard meal serving for a single person.

Absinthe

PRICE 3 GP–30 GP
WEIGHT varies

This green alcoholic drink, made from wormwood, is rumored to enhance creativity, which makes it a favored beverage of artists and eccentrics.

Ale

PRICE 4 CP–2 SP
WEIGHT 1 lb.–8 lbs.

Ale is a type of beer brewed from malted barley. It has a sweet, full-bodied, and sometimes fruity taste.

Applejack

PRICE 8 CP–4 GP
WEIGHT 1 lb.–8 lbs.

This even stronger version of hard cider is typically made by allowing hard cider to freeze during the winter cold, then removing the ice to extract much of the water from the cider and concentrate the alcohol.

Baijiu

PRICE 10 GP
WEIGHT 2 lbs.

This clear alcoholic beverage, distilled from sorghum, is extremely potent, and is often regarded as an acquired taste due to its corrosive flavor.

Banquet

PRICE 10 GP
WEIGHT —

A banquet includes several food courses, good drinks, and servants to bring the food and take away empty plates. The listed price is for having a banquet at a restaurant (though some restaurant owners can be hired to serve a banquet at a private location). The price listed above is per person.

Bread

PRICE 2 CP
WEIGHT 1/2 lb.



This is a loaf of bread with a crust that ranges from crisp to soft, depending on the local ingredients and baking methods. Bread may be leavened or unleavened, depending on whether yeast is used to make it rise. Unleavened bread is also known as flatbread, and ranges in thickness from that of a cracker to half an inch thick. Both leavened and unleavened bread may be stuffed with cheese, fruit, olives, meat, or other rich ingredients when prepared for festive occasions. Bread that is left exposed to air becomes dry and stale in about a day.

Bufo

PRICE 1 GP
WEIGHT 2 lbs.

This drink is a favorite of goblins, boggards, and other primitive humanoids. It is made by soaking a poisonous toad or frog (or its eggs) in weak beer, or by "milking" these animals for their poison and mixing it with the beer (which allows the animal to be used over and over again). Some tribes use wide-mouthed jugs and leave the dead animal inside as a crunchy treat for eating once the drink is gone. A creature drunk on bufo has the dazzled condition in addition to the normal intoxication effect.

Cauim

PRICE 1 GP
WEIGHT 2 lbs.

This beerlike drink, made from manioc root or corn, requires extensive chewing as part of its production.

Caviar

PRICE 50 GP
WEIGHT —

These translucent, salty fish eggs are a delicacy. They are usually eaten as a spread on crackers, boiled eggs, bread, pastries, or vegetables. They tend to spoil quickly and are rare outside of the coastal areas where they are harvested. Purists only consider sturgeon eggs to be true caviar, but others are more relaxed about the definition and include salmon, trout, and whitefish eggs as caviar. In some countries, the roe of larger exotic fish and sea creatures (such as chuul, giant gar, and reefclaws) are eaten as caviar, though at much higher prices.

Cheese

PRICE 1 SP
WEIGHT 1/2 lb.

The listed price is for a hunk of cheese from a wheel. A 5- or 10-pound wheel of aged cheese is encased in a tough rind, which keeps the interior fresh.

Chocolate

PRICE 5 GP
WEIGHT 1/2 lb.

This dark, bitter treat can be consumed as a solid or melted and added to a beverage such as milk. In some lands it is mixed with sugar or chilies.

Coffee

PRICE 1 CP
WEIGHT 1/2 lb.

This drink is brewed by pouring boiling water through crushed, roasted coffee beans. Two cups is potent enough to reduce the penalties from the fatigued condition from –2 to –1 for 1 hour.

Brewing your own coffee requires ground coffee beans (5 cp for 1 pound of coffee beans, or 8 cp for 1 pound of ground beans) and a cooking device. You can boil the grounds in a pot, then pour the liquid after allowing the solids to settle, or filter the drink by pouring it through a sieve or cloth. Many travelers prefer the convenience of using a coffee pot (see page 62).

Dwarven Stout

PRICE 4 CP
WEIGHT 1/2 lb.

More a family of beers than one single drink, dwarven stout is known by different names in human lands. Dwarven stouts are

dark beers characterized by a slightly burnt flavor and a foamy head; they are said to be as filling as a meal. Most dwarven clans use a recipe unique to that clan, and family rivalries over the best brew may date back for hundreds of years.

DWARVEN TRAIL RATIONS

PRICE 2 GP
WEIGHT 1-1/2 lbs.

Dwarven trail rations consist of smoked sausages and salted meat, rounded out with hard biscuits and dried vegetables. If you are a dwarf who subsists on nothing but these rations for at least 1 week, you can hustle or make a forced march for an additional hour without ill effects, but cannot do both in the same day. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

ELVEN TRAIL RATIONS

PRICE 2 GP
WEIGHT 1 lb.

Elves favor soft trail bread made of oats mixed with other grains, berries, and nuts and sweetened with honey. They supplement this trail bread with dried fruits and nuts. If you are an elf who subsists on nothing but these rations for at least 1 week, you receive a +2 bonus on checks and saves that benefit from the Endurance feat. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

FORTUNE COOKIE

PRICE 1 CP
WEIGHT —

This twist of hard, baked pastry surrounds a slip of paper that contains cryptic advice.

GNOME TRAIL RATIONS

PRICE 2 GP
WEIGHT 1 lb.

Almost any preserved food can be found in gnome trail rations, which are designed to keep a wandering gnome from needing to dine on the same meal twice in a week. If you are a gnome who subsists on nothing but these rations for at least 1 week, you are treated as being 1 Hit Die higher for the purposes of spells and supernatural abilities that have variable effects based on Hit Dice, such as *color spray* and *sleep*. This does not actually improve your caster level, character level, or Hit Dice in any other way. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

GROG

PRICE 2 CP
WEIGHT 1/2 lb.

A foul mix of different alcohols and whatever's handy, grog was invented by pirates and sailors and never managed to crawl far onto land. Grog is no one's first choice of drink, but anyone who's spent enough time on a ship has had at least a taste.

HAGGIS

PRICE 1 SP
WEIGHT 1-1/2 lbs.

This dish is a meaty pudding made of sheep organs (mainly heart, liver, and lungs) minced with onion, oats, fat, spices,

TABLE 2-12: FOOD AND DRINK

ITEM	PRICE	WEIGHT
Absinthe (glass)	3 gp	—
Absinthe (bottle)	30 gp	1-1/2 lbs.
Ale (mug)	4 cp	1 lb.
Ale (gallon)	2 sp	8 lbs.
Applejack (mug)	8 cp	1 lb.
Applejack (gallon)	4 sp	8 lbs.
Baijiu (bottle)	10 gp	2 lbs.
Banquet (per person)	10 gp	—
Bread	2 cp	1/2 lb.
Bufo (jug)	1 gp	2 lbs.
Cauim (gourd)	1 gp	2 lbs.
Caviar	50 gp	—
Cheese	1 sp	1/2 lb.
Chocolate (bar)	5 gp	1/2 lb.
Coffee (cup)	1 cp	1/2 lb.
Dwarven stout (mug)	4 cp	1/2 lb.
Dwarven trail rations	2 gp	1-1/2 lbs.*
Elven trail rations	2 gp	1 lb.*
Fortune cookie	1 cp	—
Gnome trail rations	2 gp	1 lb.*
Grog (mug)	2 cp	1/2 lb.
Haggis	1 sp	1-1/2 lbs.
Halfling trail rations	2 gp	1/2 lb.*
Honey (jar)	1 gp	1/2 lb.
Ice cream	1 sp	—
Jungle coffee (cup)	3 cp	1/2 lb.
Kahve (cup)	2 cp	1/2 lb.
Kumis (wineskin)	5 sp	1-1/2 lbs.
Maple syrup (jar)	1 gp	1/2 lb.
Mead (mug)	5 cp	1/2 lb.
Mead (gallon)	2 gp	8 lbs.
Meal, poor (per day)	1 sp	—
Meal, common (per day)	3 sp	—
Meal, good (per day)	5 sp	—
Meat	3 sp	1/2 lb.
Milk	5 cp	1/2 lb.
Oldlaw whiskey (bottle)	20 gp	1 lb.
Orc trail rations	1 gp	1 lb.*
Powdered milk	1 sp	1 lb.
Pulque (cup)	1 sp	1/2 lb.
Pulque (wineskin)	4 sp	2 lbs.
Rumboozle (cup)	1 sp	1/2 lb.
Sealord wine (bottle)	15 gp	1/2 lb.
Street meat	1 cp	1/2 lb.
Tea (cup)	2 cp	1/2 lb.
Tea, ceremonial (cup)	4 cp	1/2 lb.
Tea ceremony set	25 gp	5 lbs.
Tepache (cup)	5 cp	1/2 lb.
Trail rations	5 sp	1 lb.*
Travel cake mix	1 sp	1 lb.
Wandermeal (per day)	1 cp	1/2 lb.*
Whiskey (cup)	1 sp	1/2 lb.
Wine, common (pitcher)	2 sp	6 lbs.
Wine, fine (bottle)	10 gp	1-1/2 lbs.
Yogurt	1 sp	1/2 lb.

* These items weigh one-quarter this amount when made for Small characters.

and salt, wrapped in a sheep stomach and slow-cooked. Though its ingredients discourage cautious eaters, fans of haggis consider it a hearty meal with a wonderful texture. It is usually served with turnips, potatoes, and whiskey.

HALFLING TRAIL RATIONS

PRICE 2 GP
WEIGHT 1/2 lb.

A day's worth of halfling trail rations is actually more than what a typical adventuring halfling eats in a day—a full belly strengthens a halfling's resolve. Common foods include sweetened dried fruit, aged sausage, hard sharp cheese, honey cakes, and a mixture of roasted grains, nuts, and molasses. If you are a halfling who subsists on nothing but these rations for at least 1 week, you reduce the penalty for the shaken condition from –2 to –1. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

HONEY

PRICE 1 GP
WEIGHT 1/2 lb.

This golden liquid is used as a sweetener. It naturally resists spoilage, and if stored in a sealed wooden, glass, or ceramic container it can be used to preserve fruit, nuts, meat, or even leather for decades.

ICE CREAM

PRICE 1 SP
WEIGHT —

This exotic dessert is made with milk and cream, often flavored with fruit or mint. Because it quickly melts at room temperature, it must be made fresh from snow or ice, or maintained at a low temperature, such as in a cold cellar or with alchemy or magic. This limitation means it is expensive and in most lands it is only available during certain seasons. The listed price is for a large scoop (1 cup).

JUNGLE COFFEE

PRICE 3 CP
WEIGHT 1/2 lb.

Coffee brewed "jungle style" has a winelike acidic taste that is too strong for a novice palate.

KAHVE

PRICE 2 CP
WEIGHT 1/2 lb.

This style of coffee is served with generous helpings of milk, sugar, and spices to counteract its natural bitterness. Kahve is drunk throughout the day, both at home and at coffeehouses around town. The grounds left in the bottom of a cup are sometimes used for fortune-telling.

KUMIS

PRICE 5 SP
WEIGHT 1-1/2 lbs.

This alcoholic beverage, made from fermented horse milk, has approximately the same potency as typical beer. It is served cold.

MAPLE SYRUP

PRICE 1 GP
WEIGHT 1/2 lb.

This sweet liquid comes from tapping, and partially draining, the sap of maple trees during the early spring. The sap is then boiled down into a syrup, though it is sometimes thickened further and then poured over snow to create a taffylike candy, known as snow candy.

MEAD

PRICE 5 CP–2 GP
WEIGHT 1/2 lb.–8 lbs.

This alcoholic beverage is made by fermenting honey and water. It may be flavored with spices, fruit, or hops.

MEALS

PRICE varies
WEIGHT —

The listed price is for a day's worth of meals. Poor meals might consist of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might consist of bread and pastries, beef, peas, and ale or wine.

MEAT

PRICE 3 SP
WEIGHT 1/2 lb.

This is a chunk of meat big enough to be a meal. In most temperate locations, it is meat from a fish (or other seafood), pig (bacon, ham, or pork), sheep (lamb or mutton), chicken, quail, duck, goose, goat (chevon), rabbit, deer (venison), cow (beef), or horse. In other climates and cultures it may instead be meat from a moose, seal, whale, walrus, caribou, reindeer, dog, cat, alpaca, snake, rat, guinea pig, lizard, frog, or insect.

Inns with frequent adventurer clientele may have more exotic meats on the menu such as the meat of basilisks, dinosaurs, dire animals, giant scorpions, girallons, hydras, or shocker lizards, costing anywhere from 1–100 gp per meal depending on the danger and rarity of the creature.

MILK

PRICE 5 CP
WEIGHT 1/2 lb.

Milk is a nutritious liquid created by mammals, in particular cows, goats, sheep, and horses. Fresh milk is thick and tends to separate. Often, the cream is allowed to rise to the top and then skimmed off, with the remainder served as a beverage.

OLDLAW WHISKEY

PRICE 20 GP
WEIGHT 1 lb.

This single-malt whiskey is made with a recipe that's nearly 200 years old, and is a favorite alcoholic beverage of old soldiers everywhere.

ORC TRAIL RATIONS

PRICE 1 GP
WEIGHT 1 lb.

A typical orc trail ration consists of coarse black bread, thin sausages as hard as leather that must be chewed slowly to soften them, dried meat of uncertain origin, and pungent peppers. If you are an orc or half-orc who subsists on nothing but these rations for at least 1 week, you add +2 to the DC to resist any Intimidate checks you make. This bonus

lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

POWDERED MILK

PRICE 1 SP
WEIGHT 1 lb.

This dry powder can be mixed with water to produce skim milk. It is dried by slowly adding millet flour to milk while heating it, cooking it down until it becomes thick, then allowing it to dry. Powdered milk is sold in sealed pots or jars. One pound makes approximately 1 gallon of milk.

PULQUE

PRICE 1 SP–4 SP
WEIGHT 1/2 lb.–2 lbs.

This nutritious milk-colored alcoholic beverage is fermented from the heart of the agave or century plant.

RUMBOOZLE

PRICE 1 SP
WEIGHT 1/2 lb.

A potent drink featuring rum, wine, ale, eggs, sugar, and spices, rumboozle is served warm in finer taverns.

SEALORD WINE

PRICE 15 GP
WEIGHT 1/2 lb.

These red and white wines grown in certain coastal vineyards have a sweet–tart flavor valued by nobles in many lands.

STREET MEAT

PRICE 1 CP
WEIGHT 1/2 lb.

Usually sold by vendors on a thin wooden stick, these small chunks of cooked meat often come from many different sorts of creatures—rats and pigeons are the most common.

TEA

PRICE 2 CP–4 CP
WEIGHT 1/2 lb.

A popular beverage in many regions, tea may be green or black, depending on when the leaves are picked and how they are prepared. It may be served unadorned, or with milk, sugar, lemon, or spices.

TEA CEREMONY SET

PRICE 25 GP
WEIGHT 5 lbs.



This includes a tray, a teapot, a whisk, a bowl to mix the tea in, four tiny cups, and a decorative box in which to store all of these items. The ceremonial brewing of tea is part of the classical tea ceremony. Knowing the proper steps for preparing and participating in a tea ceremony requires a successful DC 15 Knowledge (nobility) skill check.

TEPACHE

PRICE 1 SP
WEIGHT 1/2 lb.

This mildly alcoholic beverage is made of beer, pineapple (or other tropical fruit), sugar, and cinnamon, then fermented a few days and served cold with chili powder. It is sweet and pleasant but common only in warmer climates.

TRAIL RATIONS

PRICE 5 SP
WEIGHT 1 lb.

The listed price is for a day's worth of food. This bland food is usually some kind of hard tack, jerky, and dried fruit, though the contents vary from region to region and the race of those creating it. As long as it stays dry, it can go for months without spoiling.

TRAVEL CAKE MIX

PRICE 1 SP
WEIGHT 1 lb.

This mixture of flour, powdered milk, natron, sugar, and salt lasts for months in a sealed container. When mixed with water (eggs are optional), it creates a batter you can use to make biscuits (or other quickbreads such as pancakes, waffles, scones, or muffins) or a cake. One pound of travel cake mix makes a dozen biscuits.

WANDERMEAL

PRICE 1 CP
WEIGHT 1/2 lb.



This tough, dried cake is a halfling invention made from flour, water, and spices. Wandermeal keeps for months without spoiling, travels well, and fills the belly. However, eating it for over a week without other nutrients requires the eater to make a daily Fortitude saving throw (DC 15 + 1 for each additional day) or be sickened. The effect ends 1 day after more nutritious food is eaten. The listed price is for a day's worth of food.

WHISKEY

PRICE 1 SP
WEIGHT 1/2 lb.

Whiskey is a distilled beverage made from fermented grain mash (typically barley, corn, malt, rye, or wheat) aged in a wooden cask. The longer the drink ages in the cask, the smoother the final product.

WINE

PRICE 2 SP–10 GP
WEIGHT 1-1/2 lb.–6 lbs.



Wine is made from fermented fruit juice, usually grapes, but also sometimes berries, apples, or even rice (sake). The lower listed price is for unremarkable common wine and the higher is for significantly finer wine, though wine from certain vintners (and specific years) may fetch much higher prices. In colder climates, wine is often mulled with fruit, spices, honey, and almonds and served as a warming beverage during the winter.

YOGURT

PRICE 1 SP
WEIGHT 1/2 lb.

This thick, fermented milk has a tangier taste than unprocessed milk. It may be sweetened with fruit, honey, or jam; blended with chopped herbs and oil to create a sauce; or mixed with water and salt, sugar, fruit, or mint as a drink.

Lodging and Services

These prices are for lodging and services in a typical city or town.

Bath

Price 2 CP–1 GP

A cold bath usually involves someone else's used soapy bath water. A hot bath is a one-person washtub filled with hot water one pot at a time. A public bath is a bath facility (such as a bath house or resort) that provides hot water, soap, and cologne or perfume, and may also offer wading pools, massages, or other services for an additional cost. Some public baths require membership or a minimum social status.

Companion

Price 5 CP–10 GP

Whether a brazen strumpet, gigolo, saucy tart, escort, or expensive doxy, this person is available for an adventurer who needs intimacy. An hour's diversion typically costs a few silver pieces plus the price of a room.

Doctor

Price 1 GP

A doctor is a person skilled in nonmagical healing and medicine. A typical doctor is a 3rd-level expert with 3 ranks in Heal, the Skill Focus (Heal) feat, and ranks in other valuable skills such as Knowledge (nature) and Knowledge (religion). An experienced doctor is up to 5th level, has additional ranks in appropriate skills, and is paid five to 10 times as much; however, these doctors are in high demand and are usually employed full-time by royalty. A doctor generally knows a little bit about what local magical healing can do and where to find it. The listed price is per day.

Footman

Price 5 SP

A footman is a house servant in good physical shape, who is dressed in his employer's livery and capable of running ahead of his employer to make arrangements at a destination (such as an inn or a noble's mansion). This is a position of lesser rank than a valet, and is often a status symbol for the employer, with taller or better-looking employees earning higher wages as footmen. A skilled and personable footman can hope to eventually become a valet. The listed price is per day.

Hireling

Price 1 SP–3 SP PER DAY

This listing is for any other sort of typical employment not covered by another service or job in this section. An untrained hireling is a crier, laborer, maid, mourner, porter, or other menial worker. A trained hireling is a mason, mercenary warrior, carpenter, blacksmith, cook, scribe, painter, teamster, and so on. The listed price represents a minimum wage for an adequately skilled worker, and an expert hireling usually requires significantly higher pay. The listed price is a day's wages (generally 7–10 hours of work per day).

Typical equipment for a guard or mercenary warrior is studded leather armor and a club, shortsword, or shortspear. Most guards are off-duty soldiers or city watchmen, though some are unskilled laborers with a talent for fighting.

Inn Stay

Price 2 SP–32 GP

The listed price is for a single night's stay at an inn. Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor and the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Inn Suite: Only available in larger and more expensive inns, a suite is a rented bedroom and an attached private room. A small suite includes a fireplace and good lock on the outer door. An average suite includes a fireplace, a superior lock on the door, and either two bedrooms or one larger bedroom. A luxurious suite includes a fireplace, a superior lock on the outer door, and two large or three or four smaller bedrooms, plus servants on call to clean, cook, help with dressing, or send messages.

Laundry

Price 1 SP–1 GP

The listed price is for up to four items (such as trousers, an undergarment, shirt, and jacket or vest). Additional items may be washed for 3 cp each. Laundry is finished the next day unless you bring it to the washer early. Magical laundry service is a mage (typically an apprentice wizard) magically and instantly cleaning your clothes with *prestidigitation*.

Lawyer

Price 5 SP–10 GP

A lawyer is a person who knows and practices law. A lawyer writes and interprets contracts, represents clients or the government in civil and criminal trials, gives legal advice, or presides over cases as a judge. An experienced lawyer with a successful history can charge higher fees than a novice or competent but unremarkable one. The listed price is per day.

Messenger

Price 2 CP PER MILE

A messenger carries a written or verbal message to its intended target. Verbal messages must be short enough for the messenger to memorize (typically about 25 words). A few messengers have exceptional memories and charge 5 sp to relay a verbal message of up to 300 words. Most messengers are only willing to travel to locations within the current city or outlying areas. You can pay a messenger the return fee if you want her to wait for the message recipient to reply, just in case the recipient is too miserly or poor to pay for a return message. Depending on the location and the overall wealth in a settlement, a messenger may be a runner or ride a horse. If you can find someone already traveling to a place, she may only charge you half as much to carry your message.

NURSE

PRICE 7 SP

A nurse is a person familiar with healing and medicine. A typical nurse is a 1st-level expert with 1 rank in Heal and the Skill Focus (Heal) feat. An experienced nurse is 3rd or 4th level, has additional ranks in Heal, and is paid two to three times as much; however, these nurses are in high demand and are normally employed full-time by wealthy merchants or nobles to look after children and elderly family members. A nurse generally knows a little bit about what local magical healing can do and where to find it. The listed price is per day.

ROAD OR GATE TOLL

PRICE 1 CP

Cities and towns often use gate tolls to generate additional income, to favor local sellers over visiting merchants, to discourage heavy traffic in congested areas, or to recoup the cost of constructing and maintaining the road or gate. Bridge tolls are also popular, as most travelers have no easy way to circumvent them.

SCRIBE

PRICE 1 GP/10 GP

A scribe is a literate person with clear handwriting who can take dictation or transcribe text documents. You must provide ink and writing materials, though the scribe can acquire these for you at half price. Scribes cannot copy magical writing. A scribe who can accurately copy a map is rare and demands a higher wage. The listed price is per day.

SPELLCASTING

PRICE VARIES

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This price assumes that you can go to the spellcaster and have the spell cast at her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question, though you may be lucky enough to find someone who has it prepared that day or a spontaneous caster who knows it). If you want to bring the spellcaster somewhere to cast a spell (for example, to cast *dispel magic* on a magical seal in a dungeon) you need to negotiate with her; the default answer to such requests is typically no, since most people don't actually like to go on unexpected life-threatening adventures.

The price given is for any spell that does not require a costly material component. If the spell includes a material component, add the cost of that component to the cost of the spell. If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

If a spell has dangerous consequences (such as *contact other plane*, which has a risk of decreasing the caster's Intelligence and Charisma), the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). If these additional costs put the total spellcasting price above 3,000 gp, the spell is not generally available.

In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell (one for the caster to take you there and one for the caster to return), even if you aren't returning with the caster.

Not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

TABLE 2-13: LODGING AND SERVICES

ITEM	PRICE
Bath (cold)	2 cp
Bath (hot)	6 cp
Bath (public)	2 sp–1 gp
Companion	5 cp–10 gp
Doctor	1 gp
Footman	5 sp
Hireling (untrained)	1 sp per day
Hireling (trained)	3 sp per day
Inn stay (poor)	2 sp
Inn stay (common)	5 sp
Inn stay (good)	2 gp
Inn suite (small)	4 gp
Inn suite (average)	16 gp
Inn suite (luxurious)	32 gp+
Laundry	1 sp
Laundry (magic)	1 gp
Lawyer (novice)	5 sp
Lawyer (competent)	3 gp
Lawyer (experienced)	10 gp
Messenger	2 cp per mile
Nurse	7 sp
Road or gate toll	1 cp
Scribe (text)	1 gp
Scribe (map)	10 gp
Spellcasting	caster level × spell level × 10 gp*
Valet	1 gp

* See description.

VALET

PRICE 1 GP

This title includes valets, butlers, lady's maids, ladies-in-waiting, secretaries, stewards, concierges, majordomos, manservants, bodyservants, and other skilled, trusted servants and employees who work closely with an employer or run a household or business, sometimes without direct supervision. The listed price is per day.

Alchemical Remedies

Alchemical remedies are substances used to overcome a negative condition or ward against a specific kind of attack. You use most remedies by drinking them or applying them to your skin or clothing. All of these substances can be made by a character with the Craft (alchemy) skill; the DC to craft each item is listed in Table 2–14: Alchemical Remedies.

Alchemical Grease

PRICE 5 GP
WEIGHT 1 lb.



Each pot of this slick black goo has sufficient contents to cover one Medium creature or two Small ones. If you coat yourself in alchemical grease, you gain a +5 alchemical bonus on Escape Artist checks, on combat maneuver checks made to escape a grapple, and to your CMD to avoid being grappled; this lasts 4 hours or until you wash it off.

Alchemist's Kindness

PRICE 1 GP
WEIGHT —

Favored by young rakes and other well-to-do inebriates, this crystalline powder resembles salt. Mixed with water, it makes a fizzing cocktail that eliminates the effects of a hangover within 10 minutes of drinking it.

Antiplague

PRICE 50 GP
WEIGHT —

If you drink a vial of this foul-tasting, milky tonic, you gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Antitoxin

PRICE 50 GP
WEIGHT —



This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Bladeguard

PRICE 40 GP
WEIGHT —



This clear resin protects a weapon from harmful attacks made by oozes and rust monsters, as well as from similar effects that corrode or melt weapons, rendering the weapon immune for 24 hours. One pot can coat one two-handed weapon, two one-handed or light weapons, or 50 ammunition items. Applying it takes 1 full round per pot. Immersing the weapon in water or similar liquid washes it off.

Fire Ward Gel

PRICE 150 GP
WEIGHT 1 lb.



When you apply this thin gel to your skin, armor, or clothing, it creates a resistant barrier that protects you from fire or heat damage. You gain fire resistance 5. The gel burns away as it absorbs fire damage; when it absorbs a total of 20 points of fire damage, it is discharged. Fire ward gel counts as *protection from energy* for the purpose of stacking multiple fire protection effects. Applying fire ward gel takes 1 minute, and it lasts for 1 hour before losing its potency. Multiple applications of fire ward gel do not stack; applying more while a dose is active merely resets the potential amount of fire damage absorbed to 20 points.

Frost Ward Gel

PRICE 150 GP
WEIGHT 1 lb.



When you apply this thin gel to your skin, armor, or clothing, it creates a resistant barrier that protects you from cold damage. You gain cold resistance 5. The gel flakes away as it absorbs cold damage; when it absorbs a total of 20 points of cold damage, it is discharged. Frost ward gel counts as *protection from energy* for the purpose of stacking multiple cold protection effects. Applying frost ward gel takes 1 minute, and it lasts for 1 hour before losing its potency. Multiple applications of frost ward gel do not stack; applying more while a dose is active merely resets the potential amount of cold damage absorbed to 20 points.

Meditation Tea

PRICE 30 GP
WEIGHT —

Drinking this cloudy tea has a soothing effect that clarifies your thoughts. For 10 minutes after drinking the tea, you gain a +2 alchemical bonus against mind-affecting effects. If you drink meditation tea while suffering from a mind-affecting affect, you may immediately roll another saving throw (with the +2 bonus) against the effect; you may gain this particular benefit only once per day.

Padzahr

PRICE 80 GP
WEIGHT —



Drinking this crystal-clear liquid accelerates the natural process of healing Constitution damage. Resting for 1 hour after drinking a vial heals you of 1 point of Constitution damage as if you had benefited from a full night's rest. Taking multiple doses in an hour does not increase the rate of healing; you must take each individually, followed by an hour of rest, for it to have any effect. Using more than 4 doses of padzahr in 1 day has no effect.

SMELLING SALTS

PRICE 25 GP
WEIGHT —

These sharply scented gray crystals cause people inhaling them to regain consciousness. Smelling salts grant you a new saving throw to resist any spell or effect that has already rendered you unconscious or staggered. If exposed to smelling salts while dying, you immediately become conscious and staggered, but must still make stabilization checks each round; if you perform any standard action (or any other strenuous action), you take 1 point of damage after completing the act and fall unconscious again. A container of smelling salts has dozens of uses if stoppered after each use, but depletes in a matter of hours if left open.

SOOTHE SYRUP

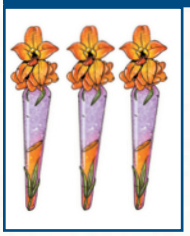
PRICE 25 GP
WEIGHT 1/2 lb.



This sweet and wholesome-tasting blue liquid creates a sense of warmth and comfort. Soothe syrup coats your stomach and makes it much more difficult for you to succumb to queasiness. For 1 hour after drinking soothe syrup, you gain a +5 alchemical bonus on saving throws made to resist effects that would make you nauseated or sickened.

SOUL STIMULANT

PRICE 300 GP
WEIGHT —



This soothing elixir was created to counter the energy-draining effects of vampires, wights, and similar horrible creatures. If you have a negative level (whether temporary or permanent), you can drink a dose of soul stimulant, negating the negative level's penalty for 12 hours. You can only benefit from 1 dose of soul stimulant at a time, though you can continue to take a dose every 12 hours to stave off the negative level's effects.

TROLL OIL

PRICE 50 GP
WEIGHT 1 lb.

This crimson liquid is viscous and tastes foul. If you drink it, for the next hour you automatically stabilize when reduced to negative hit points (unless the damage is sufficient to instantly kill you) and have a 50% chance each round to end any bleed effect on you. If you take fire or acid damage, the benefits of troll oil are suspended for 1 round.

TWITCH TONIC

PRICE 45 GP
WEIGHT —



This thick syrup is extracted from bitter herbs and enhanced by alchemy to ward against sleep, paralysis, and the staggered condition. If you drink twitch tonic, you gain a +2 alchemical bonus on saving throws made against these effects for the next hour. If you drink twitch tonic while suffering from any of these effects, you may immediately roll another saving throw against the effect (with the +2 bonus); you may gain this particular benefit only once per day. You can administer twitch tonic to an unconscious or paralyzed creature as a full-round action, similar to administering a potion.

TABLE 2-14: ALCHEMICAL REMEDIES

ITEM	PRICE	WEIGHT	CRAFT DC
Alchemical grease	5 gp	1 lb.	15
Alchemist's kindness	1 gp	—	20
Antiplague	50 gp	—	25
Antitoxin	50 gp	—	25
Bladeguard	40 gp	—	15
Fire ward gel	150 gp	1 lb.	25
Frost ward gel	150 gp	1 lb.	25
Meditation tea	30 gp	—	20
Padzahr	80 gp	—	25
Smelling salts	25 gp	—	25
Soothe syrup	25 gp	1/2 lb.	15
Soul stimulant	300 gp	—	30
Troll oil	50 gp	1 lb.	30
Twitch tonic	45 gp	—	25
Vermin repellent	5 gp	—	20
Wismuth salix	30 gp	—	20

VERMIN REPELLENT

PRICE 5 GP
WEIGHT —

This vile-smelling white paste keeps vermin at bay if spread on your skin. Normal-sized (Fine) vermin avoid you. Swarms of vermin must make a successful DC 15 Fortitude saving throw in order to enter your square. Vermin repellent has no adverse effect on vermin of Small size or larger, though if an attacking vermin has a choice of targets that are respectively covered and not covered in repellent, it usually chooses the creatures without repellent. Once applied, vermin repellent remains effective for 4 hours or until you spend 1 round washing it off.

Vermin repellent counts as a strong scent, allowing creatures with the scent ability to detect it at a greater range (see the Universal Monster Rules in the *Bestiary*).

WISMUTH SALIX

PRICE 30 GP
WEIGHT —

This pink liquid has a horrible chalky taste, but is quite effective at counteracting nausea, indigestion, and diarrhea. A vial of wismuth salix, taken in small doses during the day, alleviates these symptoms. If you drink an entire vial of wismuth salix, for 1 hour you get a +2 alchemical bonus on Fortitude saving throws against effects that inflict the nauseated or sickened condition. If you drink a vial of it while suffering from the nauseated or sickened condition, you may immediately roll another saving throw (with the +2 bonus) against the effect; you may gain this particular benefit only once per day. Drinking a vial of wismuth salix (whether over the course of a day or all at once) usually turns your tongue black for about a day, though this is a harmless side effect.

Alchemical Tools

Alchemical tools are adventuring items that can prove extremely useful in a variety of situations, including battles, dungeon-delving, or crafting other alchemical items. All of these tools can be made by a character with the Craft (alchemy) skill; the DC to craft the item is listed in Table 2–15: Alchemical Tools.

Alchemical Cement

PRICE 5 GP
WEIGHT 2 lbs.

You mix this fine gray powder with water and a cubic foot of sand or gravel to form a durable stone-like material. Until it cures, it has the consistency of thick mud, and you must hold it in place (typically with a frame of earth or wood) if you want it to harden in a specific shape. It takes 1d10+10 minutes for the cement to partially cure, gaining hardness 2 and 5 hit points per inch of thickness. After 1d6 hours the cement is fully cured and as hard as true stone.

Alchemical Glue

PRICE 20 GP
WEIGHT 1/2 lb.

This glue is stored as two flasks of syrupy liquid. When mixed together and allowed to cure, they form a strong bond. The glue is sufficient to coat 1 square foot of surface, or (because of waste, spills, and inaccurate mixing) up to 20 smaller applications of approximately 2 square inches each. The glue is tacky after 1 minute and fully cured after 1 hour. Pulling apart a large glued surface (at least 1 square foot) requires a DC 20 Strength check for tacky glue or DC 25 for cured glue. Pulling apart a small glued surface (anything less than 1 square foot) is a DC 15 Strength check for tacky glue or DC 20 for cured glue.

Alchemical Glue Accelerant

PRICE 25 GP
WEIGHT —

This tiny dropper contains a liquid that speeds up the cure time of alchemical glue. Applying the accelerant is a standard action. Accelerated glue is tacky after 1 round and fully cured in 1 minute. The dropper contains 20 doses; each dose is sufficient to cure one small application of alchemical glue. The entire dropper must be used to cure a full square foot of glue.

Alchemical Solvent

PRICE 20 GP
WEIGHT 1/2 lb.



This bubbling purple gel eats through adhesives. Each vial can cover a single 5-foot square. It destroys most normal adhesives (such as tar, tree sap, or glue) in a single round but takes 1d4+1 rounds to deal with more powerful adhesives (alchemical glue, tanglefoot bags, spider webbing, and so on). It has no affect on fully magical adhesives, such as *sovereign glue*.

Armor Ointment

PRICE 30 GP
WEIGHT 1 lb.

This thick lubricant makes the joints of armor move more freely. Applying the ointment takes 1 minute and reduces your armor's armor check penalty by 1 (to a minimum of –1) for 8 hours.

Blackfire Clay

PRICE 20 GP
WEIGHT 10 lbs.

This pliant black clay is always pleasantly warm to the touch. Working blackfire clay in your hands for a full round causes the clay to grow much warmer, granting you a +4 alchemical bonus on saving throws made to resist cold weather. You can combine five blocks of clay over the course of a minute to produce a source of warmth equivalent to a small campfire, allowing you to heat a campsite and cook food.

Blackfire clay only produces heat, never light, smoke, or odor. The clay emits warmth for 1 hour before hardening into an unusable lump. A newly created brick of blackfire clay is composed of 10 blocks.

Bloodblock

PRICE 25 GP
WEIGHT —



This gooey, pinkish substance helps treat wounds. Using a dose gives you a +5 alchemical bonus on Heal checks for providing first aid, treating wounds made by caltrops or similar objects, or treating deadly wounds. A dose of bloodblock ends a bleed effect as if you had made a DC 15 Heal check. When treating deadly wounds, using a dose of bloodblock counts as one use of a healer's kit (and grants the +5 bonus stated above).

Buoyant Balloon

PRICE 10 GP
WEIGHT 1 lb.



This fist-sized alchemically treated animal bladder is tightly sealed around a small wooden grip. By giving the handle a sharp twist you break a tiny glass ampoule just inside the bladder, filling the bag with buoyant gas and causing it to swell into a 3-foot-diameter sphere. Inflating the balloon is a move action. Once filled, the balloon floats upward at a speed of 60 feet per round. The balloon can lift up to 20 pounds of weight as it rises, though carrying more than 10 pounds reduces its speed to 30 feet per round. Multiple balloons attached to a single object add their carrying capacities together when determining how much weight they can lift. If a balloon is not held or bound in place in some manner, it continues to rise until it reaches a height of 600 feet, or until 10 minutes have passed, after which it pops or deflates and is destroyed.

Candlerod

PRICE 1 GP
WEIGHT 1 lb.

Similar to but weaker than a sunrod, this stick glows like a candle when struck and lasts for 12 hours.

CASTING PLASTER

PRICE 5 SP
WEIGHT 5 lbs.

This white, dry powder mixes with water to form a paste, which hardens over the course of an hour to create a solid material. It can be used to make casts of footprints or carvings, fill in gaps or cracks in walls, or (if applied over a cloth wrapping) create a cast for a broken bone. Hardened plaster has hardness 1 and 5 hit points per inch of thickness. A 5-pound clay pot of plaster can cover about 5 square feet of flat space to a depth of 1 inch, five Medium forearm or lower-leg casts, two Medium full-arm or full-leg casts, or twice as many casts for a Small creature.

CHILL CREAM

PRICE 15 GP
WEIGHT 1 lb.

This sticky light blue paste grows pleasantly cool to the touch whenever it is exposed to light. Spreading a dose on your face and hands takes a full-round action and grants you a +2 alchemical bonus on saves to resist hot weather. In areas of bright light this bonus increases to +4, while in areas of dim light or darkness it is negated. A dose of chill cream lasts for 1 hour after being applied. A newly crafted bottle of chill cream holds 5 doses.

DEFOLIANT

PRICE 30 GP
WEIGHT —



This milky fluid can be mixed with water to quickly kill light and medium vegetation. One flask of defoliant kills light brush and small trees in 50 5-foot squares. Light vegetation (anything but trees) dies within 1 hour and can be cleared at a rate of 10 minutes per 5-foot square (representing uprooting dead plants and breaking stumps into gravel-sized pieces), leaving barren ground. Medium vegetation (anything but massive trees) dies in 2 hours and can be cleared at a rate of 1 hour per 5-foot square. Massive trees can usually survive a single dose of defoliant, and using defoliant doesn't make clearing them any easier. Defoliant can be used as a splash weapon against plant creatures. A direct hit with the undiluted fluid deals 1d6 hit points of damage, 1 point of Strength damage, and 1 point of Constitution damage (Fortitude DC 20 negates the Strength and Constitution damage); plant creatures within 5 feet of the target take 1 hit point of damage.

EMBALMING FLUID

PRICE 50 GP
WEIGHT 10 lbs.



This fluid is used to preserve corpses, whether for later dissection, taxidermy, necromancy, or magic such as *raise dead*. Embalming fluid is technically a poison, and using it makes a corpse unpalatable to most animals and vermin, though corpse-eating undead don't mind the taste. Treating a corpse with embalming fluid takes 1 hour and a successful DC 25 Heal check. The embalmed corpse decays at half the normal rate (each day dead counts as half a day for the purpose of *raise dead*).

TABLE 2-15: ALCHEMICAL TOOLS

ITEM	PRICE	WEIGHT	CRAFT DC
Alchemical cement	5 gp	2 lbs.	15
Alchemical glue	20 gp	1/2 lb.	20
Alchemical glue accelerant	25 gp	—	25
Alchemical solvent	20 gp	1/2 lb.	20
Armor ointment	30 gp	1 lb.	15
Blackfire clay	20 gp	10 lbs.	20
Bloodblock	25 gp	—	25
Buoyant balloon	10 gp	1 lb.	15
Candlerod	1 gp	1 lb.	20
Casting plaster	5 sp	5 lbs.	25
Chill cream	15 gp	1 lb.	15
Defoliant	30 gp	—	25
Embalming fluid	50 gp	10 lbs.	25
Foaming powder	10 gp	1 lb.	20
Glowing ink	5 gp	—	15
Impact foam	25 gp	1 lb.	20
Invisible ink (simple)	2 gp	—	15
Invisible ink (average)	10 gp	—	20
Invisible ink (good)	25 gp	—	20
Invisible ink (superior)	75 gp	—	25
Light detector	1 gp	—	10
Marker dye	15 gp	1 lb.	15
Mending paste	25 gp	1/2 lb.	25
Nushadir	10 gp	1 lb.	20
Rusting powder	60 gp	—	30
Scent cloak	20 gp	2 lbs.	20
Smoke pellet	25 gp	—	20
Smokestick	20 gp	1/2 lb.	20
Sunrod	2 gp	1 lb.	25
Tindertwig	1 gp	—	25
Water purification sponge	25 gp	1 lb.	15
Weapon blanch (adamantine)	100 gp	1/2 lb.	25
Weapon blanch (cold iron)	20 gp	1/2 lb.	20
Weapon blanch (silver)	5 gp	1/2 lb.	20

FOAMING POWDER

PRICE 10 GP
WEIGHT 1 lb.

When you add this 1-pound bag of green powder to a gallon of water, the two combine to form 50 cubic feet of thick green foam. Unless contained, in 1 round the foam fills a 5-foot-square to a depth of 2 feet. When multiple pounds of powder are used, the foam expands at a rate of one 5-foot square per round. Ground covered with the foam is treated as difficult terrain, but is otherwise harmless. After 1 hour, the foam hardens to form a buoyant material roughly the density of honeycomb. The cured foam is easy to cut, with hardness 0 and 5 hit points per foot of thickness. The cured foam breaks down over a few days, and even faster if exposed to water. Casting *transmute mud to rock* on uncured foam converts it into a soft, pumice-like stone (hardness 2, 5 hit points per inch of thickness).

Glowing Ink

Price 5 GP
Weight —

Often extracted from phosphorescent insects, tiny marine plants, or subterranean fungi, glowing ink emits a faint but steady light (typically red or green) that allows you to read it in normal darkness—this includes darkness created by spells like *darkness*, but not the supernatural darkness created by *deeper darkness*. If there is glowing ink on an object, you have a +2 bonus on Perception checks to locate it. Mixing glowing ink with marker dye makes the dye glow in the dark until it fades.

Impact Foam

Price 25 GP
Weight 1 lb.



This milky white liquid bubbles into a 1-foot-thick semisolid sheet of foam when splashed across the ground. You can spend a minute to apply a flask of impact foam to a 10-foot-radius area, or you can throw the flask as a splash weapon. The foam does not interfere with movement, but reacts strongly to sudden force. A creature that falls onto a sheet of impact foam ignores the first 1d6 points of falling damage and converts the second 1d6 points of falling damage into nonlethal damage. A sheet of impact foam dissolves after 10 minutes or when exposed to at least a gallon of water.

Invisible Ink

Price varies
Weight —

Simple	2 GP
Average	10 GP
Good	25 GP
Superior	75 GP



Invisible ink is a staple of spies, rebels, and secret societies everywhere. Messages written with invisible ink only become visible under specific circumstances. Revealing the secret message with the proper triggering agent is a full-round action per page of text. A successful Craft (alchemy) check reveals the message without the proper trigger and takes 1 hour (the DC varies by ink quality).

Simple: This ink is keyed to a single, fairly common trigger, such as heat or vinegar (DC 20 to reveal without the trigger).

Average: This ink is keyed to either two common triggers or one uncommon trigger, such as blood or acid (DC 25 to reveal without the trigger).

Good: This ink is keyed to either two uncommon triggers or one rare trigger, such as a specific vintage of wine or a specific kind of monster's blood (DC 30 to reveal without the trigger).

Superior: This ink is keyed to either two rare triggers or one unique trigger, such as the blood of a specific person (DC 35 to reveal without the trigger).

Light Detector

Price 1 GP
Weight —



This hand-sized metal plate is covered with a thin layer of light-sensitive transparent paste. If exposed to light, the paste darkens and becomes opaque, depending on the amount of light. Bright light causes it to fully darken in 1 round, normal light in 3 rounds, and dim light in 10 rounds. It is mainly used by creatures with darkvision to determine whether creatures carrying light have recently passed through an area. The plate is sold wrapped in a thick black cloth to prevent accidental light exposure from ruining the plate.

Marker Dye

Price 15 GP
Weight 1 lb.



This dye (available in several colors) creates an obvious stain wherever it is splashed. Washing has no effect for the first 72 hours (though magic can erase it), but it fades completely after 2 weeks. You can throw it as a splash weapon.

Mending Paste

Price 25 GP
Weight 1/2 lb.

You can use this smelly, silvery paste to temporarily repair metal objects. It is sold in a sealed flask and reacts with air, turning solid in 1d6+4 minutes. You must make an appropriate DC 20 Craft check to repair a metal item with the broken condition; success means the object loses the broken condition but gains the fragile quality (see page 22). Increase the DC by +5 if the broken object is a magic item or by +5 if it is a firearm (add both modifiers if the item is a magical firearm). If the check fails, the mending paste is consumed but you may try again with another flask or conventional repair methods.

Nushadir

Price 10 GP
Weight 1 lb.

This reagent is often stored in the form of small, salty pellets in a dry container, though it can also be mixed with a flask of water and carried that way. Nushadir neutralizes acid; a vial of pellets or a flask of nushadir-water is enough to render a cubic foot of acid safe to touch in 1 minute, though this is usually too slow to prevent damage from a thrown vial of acid or the contents of a large monster's gullet. Nushadir vapors are slightly irritating to the eyes, nose, and mouth, causing nausea for 1d4 rounds after close exposure (Fortitude DC 10 negates).

Rusting Powder

Price 60 GP
Weight —



This flaky brown powder derived from rust monster fluids causes iron and similar metals to corrode and fall apart. If you apply a dose of rusting powder to a metal lock or trap as part of using the Disable Device skill, you gain a +5

alchemical bonus to open the lock or disable the trap, but there is a 75% chance that the mechanism is destroyed and cannot be used afterward. If the check fails, the mechanism is destroyed. A destroyed lock cannot be unlocked (but still counts as locked for the purpose opening the locked object). A destroyed trap mechanism immediately triggers the trap. If you fail the DC by 5 or more, the powder also lands on an object in your square (including possibly your armor or weapon), dealing 5 hit points of damage to the object.

Rusting powder is sold in a paper tube; you apply it by tearing the ends off the tube and blowing the flakes into the target device. Rusting powder does not affect gold, silver, copper, bronze, brass, or mithral, but easily affects iron, steel, and adamantine.

SCENT CLOAK

PRICE 20 GP
WEIGHT 2 lbs.

This collection of coarsely ground spices, seeds, musk, and alchemical reagents are meant to be rubbed into your skin and clothes in order to override your scent, increasing the DC of tracking you by scent by +10 for 24 hours. Because you still have a smell, creatures with scent can still detect and pinpoint you if you are cloaked; they just can't identify your smell as something unique. Washing for 1 full round removes the scent cloak.

SMOKE PELLET

PRICE 25 GP
WEIGHT —



This small clay sphere contains two alchemical substances separated by a thin barrier. When you break the sphere, the substances mingle and fill a 5-foot square with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for 1 round before dispersing. You may throw a smoke pellet as a ranged touch attack with a range increment of 10 feet.

SMOKESTICK

PRICE 20 GP
WEIGHT 1/2 lb.



This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. 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 after 1 minute.

SUNROD

PRICE 2 GP
WEIGHT 1 lb.



This 1-foot-long, gold-tipped iron rod glows brightly when struck (a standard action). It sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A sunrod does not increase the light level in normal light or bright light. It glows for 6 hours, after which the gold tip is burned out and worthless.

TINDERTWIG

PRICE 1 GP
WEIGHT —



The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface (a move action). Creating a flame with a tindertwig is much faster than creating a flame with tinder and a flint and steel or magnifying glass. 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. A tindertwig burns for 1d2 rounds and sheds light as a candle. Tindertwigs are waterproof, but must be dried before you can strike them.

WATER PURIFICATION SPONGE

PRICE 25 GP
WEIGHT 1 lb.

This fist-sized blue sponge absorbs up to 1 pint of water; squeezing the water out of the sponge filters and purifies it, making it safe for drinking, washing, and similar activities. Filling and emptying the sponge is a full-round action. The filtration is enough to remove mundane impurities and common diseases, but does nothing to protect against poisons, magic, and other exotic threats. Each sponge can cleanse 25 pints of water before deteriorating and becoming useless.

WEAPON BLANCH

PRICE varies
WEIGHT 1/2 lb.

Adamantine	100 GP
Cold iron	20 GP
Silver	5 GP



These silver, alchemical powders have a gritty consistency, appearing at first glance to be simple metal shavings. When poured on a weapon and placed over a hot flame for a full round, however, they melt and form a temporary coating on the weapon. The blanching gives the weapon the ability to bypass one kind of material-based damage reduction, such as adamantine, cold iron, or silver. The blanching remains effective until you make a successful attack with the weapon. Each dose of blanching can coat one weapon or up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time, though a weapon made of one special material (such as adamantine) can have a different material blanch (such as silver), and counts as both materials for the first successful hit.

Alchemical Weapons

Alchemical weapons are designed to harm others, though they may have additional uses. Each of these substances can be made with the Craft (alchemy) skill; the DC to craft the item is at the end of each item.

Acid

PRICE 10 GP
WEIGHT 1 lb.

You can throw a flask of acid as a splash weapon. 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. Crafting this item is a DC 15 Craft (alchemy) check.

Alchemist's Fire

PRICE 20 GP
WEIGHT 1 lb.



Alchemist's fire is a mix of several volatile liquids that ignite when exposed to air. You can throw a flask of alchemist's fire as a splash weapon. 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 large body of water or magically extinguishing the flames automatically smothers the fire. Crafting this item is a DC 20 Craft (alchemy) check.

Alkali Flask

PRICE 15 GP
WEIGHT 1 lb.



This flask of caustic liquid reacts with an ooze's natural acids. You can throw an alkali flask as a splash weapon with a range increment of 10 feet. Against non-ooze creatures, an alkali flask functions as a normal flask of acid. Against oozes and other acid-based creatures, the alkali flask inflicts double damage. Crafting this item is a DC 20 Craft (alchemy) check.

Banshee Ballerina Firework

PRICE 75 GP
WEIGHT —

This small firework burns brightly and makes a loud, eerie whistling sound. It can be thrown to target an intersection as a splash weapon. Any creatures within 5 feet of the noise are effectively deafened while they remain in the area, as even the loudest sounds they make are drowned out by the piercing sound. A banshee ballerina firework burns for 1d4+1 rounds before extinguishing itself with a quiet puff of smoke. Crafting this item is a DC 30 Craft (alchemy) check.

Bottled Lightning

PRICE 40 GP
WEIGHT 1 lb.

Electricity crackles along a metal filament inside this small glass bottle. You can open the bottle as a standard action, unleashing a small bolt of lightning toward an enemy within 20 feet of you. This is a ranged touch attack that deals 1d8 points of electricity damage. Any creature in a line between you and the target (including the target) takes 1 point of sonic damage from the terrific clap of thunder the bolt generates (Reflex DC 15 negates). Crafting bottled lightning is a DC 25 Craft (alchemy) check.

Burst Jar

PRICE 35 GP
WEIGHT 1 lb.

This simple clay pot has two sealed, airtight inner chambers containing alchemical liquids. The jar is thrown as a splash weapon. It shatters on impact, covering the target with a mixture of the two liquids. One round later on your turn, the liquids react and explode with concussive force. The target takes 1 point of sonic damage, is deafened for 1d4 rounds, and must make a DC 12 Fortitude save or be stunned for 1 round. Creatures within 5 feet of the explosion take 1 point of sonic damage. The target can use a full-round action to scrape or wash off the liquid before it detonates, depositing the material in its square or an adjacent square; the material detonates as normal, though the original target only takes damage as if it were within 5 feet of the explosion. Crafting this item is a DC 25 Craft (alchemy) check.

Flame Fountain Firework

PRICE 100 GP
WEIGHT —

This hollow metal or wooden tube contains slow-burning powder. When you light the fuse (a move action), it creates a 3-foot-long, blazing fountain of red-hot fiery sparks. You wield this fountain of sparks as if it were a heavy mace. Attacks with the fountain are melee touch attacks. The fountain deals 1d8 points of fire damage (your Strength modifier does not apply to the damage).

The fountain sheds light as a torch and can ignite combustible materials such as parchment, straw, dry sticks, and cloth. Once ignited, it lasts for 1 minute. If extinguished before this time, the remaining duration is wasted. Crafting this item is a DC 25 Craft (alchemy) check.

Flash Powder

PRICE 50 GP
WEIGHT —

This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even simple force such as throwing it against a floor (a standard action). Creatures within a 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates). Crafting this item is a DC 20 Craft (alchemy) check.

Table 2-16: Alchemical Weapons

Simple Weapons Light Melee Weapons	Price	Dmg	Critical	Range	Weight	Type	Special
Liquid blade	40 gp	1d6	19–20/×2	—	2 lbs.	P	Fragile, see text
One-Handed Melee Weapons							
Flame fountain firework	100 gp	1d8	×2	—	—	Fire	See text
Ranged Weapons							
Acid	10 gp	1d6	×2	10 ft.	1 lb.	Acid	Splash
Alchemist's fire	20 gp	1d6	×2	10 ft.	1 lb.	Fire	Splash
Alkali flask	15 gp	1d6	×2	10 ft.	1 lb.	Acid	Splash, see text
Banshee ballerina firework	75 gp	—	—	10 ft.	—	Sonic	Area, see text
Bottled lightning	40 gp	1d8/1	×2	20 ft.	1 lb.	Electricity/sonic	See text
Burst jar	35 gp	1	—	10 ft.	1 lb.	Sonic	Splash, see text
Flash powder	50 gp	—	—	10 ft.	—	Light	Area, see text
Fuse grenade	100 gp	2d6/1d6	×2	10 ft.	1 lb.	B/fire	Area, see text
Ghast retch flask	50 gp	—	—	10 ft.	1 lb.	Poison	Splash, see text
Holy water	25 gp	2d4	×2	10 ft.	1 lb.	—	Splash, see text
Itching powder	60 gp	—	—	10 ft.	2 lbs.	Poison	Splash, see text
Keros oil	5 gp	1d3	×2	5 ft.	—	Fire	See text
Liquid ice	40 gp	1d6	×2	10 ft.	2 lbs.	Cold	Splash
Paper candle firework	1 gp	—	—	10 ft.	—	—	See text
Pellet grenade, iron	50 gp	1d6/1d6/1d6	—	10 ft.	1 lb.	B/P/fire	Area, see text
Pellet grenade, silver	70 gp	1d6/1d6/1d6	—	10 ft.	1 lb.	B/P/fire	Area, see text
Pellet grenade, cold iron	100 gp	1d6/1d6/1d6	—	10 ft.	1 lb.	B/P/fire	Area, see text
Pellet grenade, adamantine	150 gp	1d6/1d6/1d6	—	10 ft.	1 lb.	B/P/fire	Area, see text
Shard gel	25 gp	1d4	×2	10 ft.	1 lb.	P	Splash
Skyrocket firework	50 gp	2d6	—	10 ft.	1 lb.	Fire	Areas
Sneezing powder	60 gp	—	—	10 ft.	2 lbs.	Poison	Splash, see text
Star candle firework	5 gp	1/1	Blindness	5 ft.	—	Fire/nonlethal	See text
Starfountain firework	500 gp	1d6	—	10 ft.	100 lbs.	Fire	Area
Tangleburn bag	150 gp	1d6	—	10 ft.	5 lbs.	Fire	Entangle, see text
Tanglefoot bag	50 gp	—	—	10 ft.	4 lbs.	—	Entangle
Thunderstone	30 gp	—	—	20 ft.	1 lb.	Sonic	Area, see text

Fuse Grenade

Price 100 GP
Weight 1 lb.



This hollow clay container holds a small charge of black power and a slow-burning fuse. Lighting the fuse is a move action; 1d3 rounds later the grenade explodes, dealing 2d6 points of bludgeoning damage and 1d6 points of fire damage in a 10-foot-radius burst (Reflex DC 15 halves). You throw a fuse grenade as if it were a splash weapon. Crafting this item is a DC 25 Craft (alchemy) check.

Ghast Retch Flask

Price 50 GP
Weight 1 lb.

Harvested and concentrated from the remains of slain ghasts, this foul-smelling powder is kept in tightly sealed flasks. It is thrown as a splash weapon and the flask breaks on impact, releasing noxious dust. The target is nauseated for 1 round and sickened for 3 rounds after that. A successful DC 12 Fortitude save prevents the nauseated condition, but not the sickened condition. Creatures within 5 feet of where the flank hits are sickened for 1 round. This is a poison effect. Crafting this item is a DC 20 Craft (alchemy) check.

Holy Water

Price 25 GP
Weight 1 lb.



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.

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). Holy water is made using the *bless water* spell.

ITCHING POWDER

PRICE 60 GP
WEIGHT 2 lbs.

This fine gray powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. Throwing a packet of itching powder is a splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed at a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make a DC 8 Fortitude save. Creatures that fail the save take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks until they wash the powder off. This is a poison effect. Crafting this item is a DC 25 Craft (alchemy) check.

KEROS OIL

PRICE 5 GP
WEIGHT —

Also known as firebreather's oil, this bitter liquid is harder to ignite than common oil but burns quickly at a low temperature, making it ideal for exotic performers such as fire-spinners and flame-spitters. You may spit a mouthful of keros oil past an open flame (such as a candle, tindertwig, or torch) to ignite it, creating a brief burst of fire. If you use it to attack, the attack is a ranged touch attack with a maximum range of 5 feet that deals 1d3 points of fire damage. If you roll a 1 on your attack roll, you accidentally inhale or swallow some of the burning fuel; you take 1d6 points of fire damage and are nauseated for 1 round. A bottle of keros oil holds enough for 10 mouthfuls; taking a mouthful from the bottle is a standard action (the Rapid Reload feat reduces this to a move action). Crafting this item is a DC 15 Craft (alchemy) check.

LIQUID BLADE

PRICE 40 GP
WEIGHT 2 lbs.



You can empty the contents of this palm-sized metal tube with a quick flick of your wrist (a move action), causing the bubbling transparent liquid within to instantly solidify into a jagged crystalline blade. By holding the tube, you can then use the crystalline blade as if it were a Medium short sword with the fragile quality (see page 22). The blade lasts for 10 minutes, after which it evaporates, leaving nothing behind but the tube. You can add one dose of poison to the liquid in the bottle, which acts like applying a dose of poison to a weapon except it is a full-round action; when the liquid turns into a solid blade, the weapon includes one application of that poison. When the blade evaporates, the poison does so as well. Crafting a liquid blade is a DC 15 Craft (alchemy) check.

LIQUID ICE

PRICE 40 GP
WEIGHT 2 lbs.



Also known as "alchemist's ice," this sealed jar contains crystalline blue fluid that immediately starts to hiss and evaporate once opened. During the 1d6 rounds after it is opened but before it evaporates completely, you can use it to freeze a liquid or to coat an object in a thin layer of ice. You can also throw liquid ice as a splash weapon. A direct hit deals 1d6 points of cold damage; creatures within 5 feet of where it hits take 1 point of cold damage from the splash. Crafting this item is a DC 25 Craft (alchemy) check.

PAPER CANDLE FIREWORK

PRICE 1 GP
WEIGHT —

This finger-sized explosive detonates noisily 1 round after lighting. Anyone in the same square as a paper candle when it explodes must make a DC 15 Fortitude save or be dazzled for 1d4 rounds. Crafting this item is a DC 20 Craft (alchemy) check.

PELLET GRENADE

PRICE varies
WEIGHT 1 lb.

Iron	50 GP
Silver	70 GP
Cold iron	100 GP
Adamantine	150 GP



This variant of a fuse grenade has most of the black powder replaced with metal pellets. When it explodes, it deals 1d6 points of bludgeoning damage, 1d6 points of piercing damage, and 1d6 points of fire damage in a 10-foot-radius burst (Reflex DC 15 halves). A typical pellet grenade uses iron pellets, but they can instead be packed with silver, cold iron, or adamantine, bypassing damage reduction as appropriate to that material type. Like ammunition, the pellets are destroyed after one use. Crafting a pellet grenade is a DC 25 Craft (alchemy) check.

SHARD GEL

PRICE 25 GP
WEIGHT 1 lb.

This vivid green gel instantly crystallizes into needle-like shards upon contact with the air. You can throw a flask of shard gel as a splash weapon. A direct hit deals 1d4 points of piercing damage as the shards penetrate the target's flesh. The target's square and each square adjacent to it are covered in shards that function like caltrops. The caltrops last for 5 rounds before dissolving into harmless green sludge. Any effect that deals sonic damage to an area (such as *sound burst* or *shout*) immediately destroys all gel shards in that area. Crafting a flask of shard gel is a DC 20 Craft (alchemy) check.

SKYROCKET FIREWORK

PRICE 50 GP
WEIGHT 1 lb.



When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving at a speed of 90 feet for 1d6 rounds before loudly exploding in a burst of light and sound, dealing 2d6 points of fire damage in a 10-foot-radius burst (Reflex DC 15 halves). Anyone who takes damage from the explosion is either blinded or deafened (50% chance of either) for 1 round. Crafting this item is a DC 25 Craft (alchemy) check.

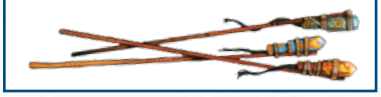
SNEEZING POWDER

PRICE 60 GP
WEIGHT 2 lbs.

This coarse yellowish-red powder is a splash weapon that causes uncontrollable sneezing for 1d4+1 rounds. Anyone standing in the square of impact must succeed at a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make DC 8 Fortitude saves. Creatures affected by sneezing powder must make a DC 10 Fortitude save every round for the duration or be staggered until their next turn. This is a poison effect. Crafting this item is a DC 25 Craft (alchemy) check.

STAR CANDLE FIREWORK

PRICE 5 GP
WEIGHT —



When lit, this foot-long wooden tube launches a flaming pyrotechnic "candle" every round for 4 rounds. The projectiles deal 1 point of nonlethal damage and 1 point of fire damage if they hit; on a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round and have a range increment of 5 feet. Attacking with a star candle is a ranged touch attack and always has a –4 nonproficiency penalty. Crafting this item is a DC 20 Craft (alchemy) check.

STARFOUNTAIN FIREWORK

PRICE 500 GP
WEIGHT 100 lbs.

This tree stump-sized bundle of tubes immediately begins to emit arcs of multi-colored sparks when lit. Starting 1d6 rounds after lighting, it loudly releases brightly colored streaks of tiny flaming particles for 4 rounds. Outdoors, these particles soar far up into the sky before dispersing. Indoors or in a closed area, the ricocheting fireworks deal 1d6 points of fire damage each round in a 20-foot-radius spread (Reflex DC 15 halves). Creatures who fail their save are blinded for 1d4 rounds and deafened for 1 hour. Crafting this item is a DC 25 Craft (alchemy) check.

TANGLEBURN BAG

PRICE 150 GP
WEIGHT 5 lbs.

This sack contains tanglefoot bag materials and alchemical powders that burn at a high temperature. It functions like a tanglefoot bag, plus a direct hit on a creature deals 1d6 points of fire damage, and the creature must make a DC 20 Reflex save or catch on fire. If it catches on fire, for the next 2 rounds extinguishing the flames is a DC 25 Reflex save instead of a DC 15 save, and using water to extinguish the flames creates a burst of burning material equivalent to alchemist's fire making a direct hit on the target (including splash damage). After the initial 2 rounds, the flames may be extinguished as normal. Crafting this item is a DC 30 Craft (alchemy) check.

TANGLEFOOT BAG

PRICE 50 GP
WEIGHT 4 lbs.



A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. 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 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. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately. Crafting this item is a DC 25 Craft (alchemy) check.

THUNDERSTONE

PRICE 30 GP
WEIGHT 1 lb.



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. Crafting this item is a DC 25 Craft (alchemy) check.

Poisons

A poison is a substance that interferes with the natural functions of a living creature's body, causing injury or death, typically requiring only a very small amount. The target of a poison may resist with a successful saving throw. Poisons can be delayed or cured with spells such as *delay poison* and *neutralize poison*. Poisons have four categories, based on how they reach the target: contact, ingested, inhaled, or injury.

CONTACT: These poisons are delivered the moment a creature touches the poison with its bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute.

INGESTED: These poisons are delivered when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute.

INHALED: These poisons are delivered the moment a creature enters an area containing such poisons and do not usually have an onset time. For most inhaled poisons, 1 dose fills a volume equal to a 10-foot cube. A creature can attempt to hold its breath while inside the area to avoid inhaling the toxin. A creature holding its breath receives a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation (*Core Rulebook* 445). If a creature is holding its breath and fails the Constitution check to continue doing so, rather than suffocating it begins to breathe normally again (and is subject to the effects of the inhaled poison if still in the area).

INJURY: These poisons are primarily delivered through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round.

Applying Poison

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its poison until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it).

Applying poison to a weapon or single piece of ammunition is a standard action. Whenever you apply or ready a poison for use, there is a 5% chance that you expose yourself to the poison and must save against the poison as normal. This does not consume the dose of poison. Whenever you attack with a poisoned weapon, if the attack roll results in a natural 1, you expose yourself to the poison. This consumes the poison on the weapon. If you have the poison use class feature (such as from the assassin prestige class or the alchemist base class in the *Advanced Player's Guide*), you do not risk accidentally poisoning yourself when applying poison.

Multiple Doses of Poison

Unlike other afflictions, multiple doses of the same poison "stack," meaning that successive doses combine to increase the poison's DC and duration.

Making your initial saving throw against a poison means stacking does not occur—the poison did not affect you and any later doses are treated independently. Likewise, if a poison has been cured or run its course (by you either making the saves or outlasting the poison's duration), stacking does not occur. However, if there is still poison active in you when you are attacked with that type of poison again, and you fail your initial save against the new dose, the doses stack. This has two effects, which last until the poisons run their course.

INCREASED DURATION: Increase the duration of the poison by 1/2 the amount listed in its frequency entry.

INCREASED DC: Increase the poison's DC by +2.

These increases are cumulative (a third dose adds another 1/2 of the frequency to the duration and +2 to the DC, and so on). When affected by multiple doses of the same poison, you only make one saving throw at this higher DC when required by the frequency, rather than one saving throw against each dose of the poison.

Multiple doses do not alter the Cure condition of the Poison, and meeting that Cure condition ends all doses of the poison.

Applied contact poisons and injury poisons cannot inflict more than one dose of poison per weapon at a time (because the poison on the weapon only lasts for one successful attack before it wears off). Inhaled and ingested poisons can inflict multiple doses at once.

Doses from different poisons (such as an assassin with greenblood oil on his dagger and Medium spider venom on his short sword) do not stack—the effects of each are tracked separately.

EXAMPLE: A fighter is facing three Medium spiders (which inject Medium spider venom on a successful bite). Medium spider venom normally has a frequency of 4 rounds and a DC of 14. On the first round, all three spiders bite him and he fails all three saves. The second and third doses each increase the total duration by 2 rounds (half of the 4 round frequency) and the save DC by +2, for a total duration of 8 rounds (4 + 2 + 2) and DC 18 (14 + 2 + 2). Fortunately, Medium spider venom is cured after just one successful save, even though the fighter is battling three doses at once.

EXAMPLE: This time, the fighter makes two of his initial saves against the spider venom, so he only has one dose active in his body. He fails his save on his turn. On the spiders's turn, two of them bite him, and he fails both saves, which increases the duration to 8 rounds and the DC to 18, just as if he had failed all three saves in the same round.

Crafting Poison

You can make poison with the Craft (alchemy) skill. The DC to make a poison is equal to its Fortitude save DC. Rolling a natural 1 on a Craft skill check while making a poison exposes you to the poison. This does not consume the poison. Crafters with the poison use class feature do not risk poisoning themselves when using Craft to make poison.

The sample poisons on the next page represent just some of the common poisons available in cities. Of course, most cities have laws against buying, selling, or crafting poison.

Table 2–17: Poisons

Poison	Type	Fort DC	Onset	Frequency	Effect	Cure	Price
Black lotus extract	Contact	20	1 min.	1/rd. for 6 rds.	1d6 Con	2 saves	4,500 gp
Dragon bile	Contact	26	—	1/rd. for 6 rds.	1d3 Str	—	1,500 gp
Malyass root paste	Contact	16	1 min.	1/min. for 6 min.	1d2 Dex	1 save	250 gp
Nitharit	Contact	13	1 min.	1/min. for 6 min.	1d3 Con	1 save	650 gp
Sassone leaf residue	Contact	16	1 min.	1/min. for 6 min.	2d12 hp/1 Con	1 save	300 gp
Tears of death	Contact	22	1 min.	1/min. for 6 min.	1d6 Con and paralyzed 1 min.	—	6,500 gp
Terinav root	Contact	16	1 min.	1/min. for 6 min.	1d3 Dex	1 save	400 gp
Arsenic	Ingested	13	10 min.	1/min. for 4 min.	1d2 Con	1 save	120 gp
Belladonna	Ingested	14	10 min.	1/min. for 6 min.	1d2 Str*	1 save	100 gp
Dark reaver powder	Ingested	18	10 min.	1/min. for 6 min.	1d3 Con and 1 Str	2 saves	800 gp
Hemlock	Ingested	18	10 min.	1/min. for 6 min.	1d6 Dex*	2 saves	2,500 gp
Id moss	Ingested	14	10 min.	1/min. for 6 min.	1d3 Int	1 save	125 gp
Indigo dreams	Ingested	13	10 min.	1/min. for 6 min.	1d3 Wis	2 saves	150 gp
King's sleep	Ingested	19	1 day	1/day	1 Con drain	2 saves	5,000 gp
Lich dust	Ingested	17	10 min.	1/min. for 6 min.	1d3 Str	2 saves	400 gp
Oil of taggit	Ingested	15	1 min.	—	unconscious 1d3 hrs.	1 save	90 gp
Striped toadstool	Ingested	11	10 min.	1/min. for 4 min.	1d3 Wis and 1 Int	1 save	180 gp
Swampseer poison	Ingested	18	10 min.	1/min. for 3 min.	1d4 Wis/1d2 Wis and confusion 1 min.	2 saves	400 gp
Wolfsbane	Ingested	16	10 min.	1/min. for 6 min.	1d3 Con	1 save	500 gp
Azure lily pollen	Inhaled	15	—	1/min. for 2 min.	nauseated 1 min./ paralyzed 2d4 hrs.	1 save	1,500 gp
Burnt othur fumes	Inhaled	18	—	1/rd. for 6 rds.	1 Con drain/1d3 Con	2 saves	2,100 gp
Insanity mist	Inhaled	15	—	1/rd. for 6 rds.	1d3 Wis	1 save	1,500 gp
Nightmare vapor	Inhaled	20	—	1/rd. for 6 rds.	1 Wis and confused 1 rd.	2 saves	1,800 gp
Ungol dust	Inhaled	15	—	1/rd. for 4 rds.	1 Cha drain/1d2 Cha	1 save	1,000 gp
Black adder venom	Injury	11	—	1/rd. for 6 rds.	1d2 Con	1 save	120 gp
Bloodroot	Injury	12	1 rd.	1/rd. for 4 rds.	1 Con and 1 Wis and confusion 1 rd.	1 save	100 gp
Blue whinnis	Injury	14	—	1/rd. for 2 rds.	1 Con/unconscious 1d3 hrs.	1 save	120 gp
Deathblade	Injury	20	—	1/rd. for 6 rds.	1d3 Con	2 saves	1,800 gp
Drow poison	Injury	13	—	1/min. for 2 min.	Unconscious 1 min./ 2d4 hrs.	1 save	75 gp
Giant wasp poison	Injury	18	—	1/rd. for 6 rds.	1d2 Dex	1 save	210 gp
Greenblood oil	Injury	13	—	1/rd. for 4 rds.	1 Con	1 save	100 gp
Large scorpion venom	Injury	17	—	1/rd. for 6 rds.	1d2 Str	1 save	200 gp
Medium spider venom	Injury	14	—	1/rd. for 4 rds.	1d2 Str	1 save	150 gp
Purple worm poison	Injury	24	—	1/rd. for 6 rds.	1d3 Str	2 saves	700 gp
Shadow essence	Injury	17	—	1/rd. for 6 rds.	1 Str drain/1d2 Str	1 save	250 gp
Small centipede poison	Injury	11	—	1/rd. for 4 rds.	1 Dex	1 save	90 gp
Wyvern poison	Injury	17	—	1/rd. for 6 rds.	1d4 Con	2 saves	3,000 gp

* See pages 558–559 of the *Pathfinder RPG Core Rulebook* for additional rules related to belladonna and hemlock.





3 Magic Arms and Armor



They came upon him in a slavering horde, ten times a hundred, yet the bridge was wide enough for only one at a time. Sword ablaze, burning crown set above his brow like a beacon in the darkness, Aram the Golden-Heart struck them down, one by one. Claws rang against his armor, yet could not scratch it. Acid blood stained his blade, but could not etch it. His was the voice of truth, and all souls who heard rejoiced in it, even as the demons quailed.

For three days he fought. When at last he fell, it was as a light departing—yet he did not fade entirely. The sword and mail lie still within the lake of fire, untouchable, a brightness that may not be shaded.

We still sing his song, that the damned may remember.







Armor Special Abilities

Enchanted armor is one of the most important things an adventurer can acquire—for what good is wealth and power when a dragon claw rips through your breastplate?

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

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

A suit of armor or a shield may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material (see page 48).

Armor is always created so that if the type of armor comes with a pair of boots, a helm, or a set of gauntlets, these pieces can be exchanged for other magic boots, helms, or gauntlets.

CASTER LEVEL FOR ARMOR AND SHIELDS: The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

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

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

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

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

ARMOR FOR UNUSUAL CREATURES: The cost of armor for non-humanoid creatures, as well as for creatures who are neither Small nor Medium, varies (see page 15). The cost of the masterwork quality and any magical enhancement remains the same.

Magic Armor and Shield Special Ability Descriptions

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

Adhesive

PRICE +7,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

On command, the hands and feet of this armor's wearer become incredibly sticky, granting her a climb speed of 20 feet. The stickiness grants the wearer a +2 enhancement bonus on combat maneuver checks made to disarm, grapple, reposition, steal, or trip when the wearer is using a natural weapon or unarmed strike to attempt the maneuver. The wearer can gain these benefits for 10 rounds per day. These rounds need not be consecutive, but they must be spent in 1-round intervals. Ending the effect is a free action. *Adhesive* cannot be placed on armor with any version of the *slick* special ability.

CONSTRUCTION REQUIREMENTS | **COST** +3,500 GP

Craft Magic Arms and Armor, *bull's strength*, *spider climb*

Animated

PRICE +2 BONUS

AURA strong transmutation | **CL** 12th | **WEIGHT** —

As a move action, an *animated* shield can be loosed to defend its wielder on its own. For the following 4 rounds, the shield grants its bonus to the one who loosed it and then drops. While animated, the shield provides its shield bonus and the bonuses from all of the other shield special abilities it possesses, but it cannot take actions on its own, such as those provided by the *bashing* and *blinding* abilities. It can, however, use special abilities that do not require an action to function, such as *arrow deflection* and *reflecting*. While animated, a shield shares the same space as the activating character and accompanies the character who activated it, even if the character moves by magical means. 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. If the wielder who loosed it has an unoccupied hand, she can grasp it to end its animation as a free action. Once a shield has been retrieved, it cannot be animated again for at least 4 rounds. This special ability cannot be added to a tower shield.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *animate objects*

ARROW CATCHING

PRICE +1 BONUS

AURA moderate abjuration | **CL** 8th | **WEIGHT** —

A shield with this ability attracts ranged weapon attacks 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 deflection bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *entropic shield*

ARROW DEFLECTION

PRICE +2 BONUS

AURA faint abjuration | **CL** 5th | **WEIGHT** —

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 (or piece of ammunition) has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *shield*

BALANCED

PRICE +1 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This armor pushes back against anything that threatens to knock its wearer to the ground. The wearer gains a +4 bonus to his Combat Maneuver Defense against combat maneuvers made to overrun or trip and on Acrobatics check made to maintain balance. Dropping prone while wearing *balanced* armor is a move action instead of a free action. The *balanced* ability can be applied to light or medium armors, but not heavy armors or shields.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *cat's grace*

BASHING

PRICE +1 BONUS

AURA moderate transmutation | **CL** 8th | **WEIGHT** —

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.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *bull's strength*

TABLE 3-1: ARMOR AND SHIELD PRICING BY BONUS

ARMOR OR SHIELD BONUS	BASE PRICE
+1	1,000 gp
+2	4,000 gp
+3	9,000 gp
+4	16,000 gp
+5	25,000 gp
+6*	36,000 gp
+7*	49,000 gp
+8*	64,000 gp
+9*	81,000 gp
+10*	100,000 gp

* An armor or shield can't have an enhancement bonus higher than +5. Use these lines to determine price when special abilities that count as additional bonuses are added in.

BENEVOLENT

PRICE +1 BONUS

AURA faint enchantment | **CL** 5th | **WEIGHT** —

This suit of armor best serves a wearer who focuses on assisting and protecting his allies. *Benevolent* armor is usually decorated with motifs of prosperity, plenty, and generosity, such as helping hands, cornucopias, and flourishing plants. When the wearer of a suit of *benevolent* armor uses the aid another action to give an ally a bonus to AC against an opponent's next attack, he also adds the *benevolent* armor's enhancement bonus to the ally's AC.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *aid*

BITTER

PRICE +1 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This armor exudes an exceptionally vile and bitter taste whenever something bites or swallows a creature that is wearing it. Any creature that grapples the wearer with a bite attack (or any other attack using the mouth) must succeed at a DC 14 Fortitude save to avoid immediately ending the grapple.

If the wearer is swallowed whole, the swallowing creature must succeed at a DC 14 Fortitude save at the start of each turn that the armored victim remains alive inside of the creature or become nauseated for 1 round. The creature may vomit up the victim as a standard action. This is a poison effect.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *stinking cloud*

BLINDING

PRICE +1 BONUS

AURA moderate evocation | **CL** 7th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *searing light*

BOLSTERING

PRICE +1 BONUS

AURA faint enchantment | **CL** 5th | **WEIGHT** —

Anytime the wearer of *bolstering* armor damages a creature with a melee or ranged attack, he gains a +2 competence bonus on saving throws against that creature's abilities until the start of his next turn. The *bolstering* ability can be applied to medium armor, heavy armor, light shields, heavy shields, and tower shields, but not light armor or bucklers.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *heroism*

BRAWLING

PRICE +3 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

The wearer of *brawling* armor gains a +2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. Her unarmed strikes count as magic weapons for the purpose of bypassing damage reduction. These bonuses do not apply to natural weapons. This special ability does not prevent the wearer's unarmed strikes from provoking attacks of opportunity or make the wearer's unarmed strikes count as armed attacks. The *brawling* ability can be applied only to light armor.

CONSTRUCTION REQUIREMENTS | **COST** +3 bonus

Craft Magic Arms and Armor, *bull's strength*

CHAMPION

PRICE +1 BONUS

AURA faint abjuration | **CL** 5th | **WEIGHT** —

This armor special ability works only for good creatures with the challenge ability (such as cavaliers) or the smite evil ability (such as paladins, half-celestials, and creatures with the celestial creature template). A wearer with one of these abilities gains a +2 sacred bonus to AC against attacks from the chosen opponent.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *protection from evil*

CLANGOROUS

PRICE +1 BONUS

AURA moderate evocation | **CL** 7th | **WEIGHT** —

A shield with this ability rings loudly when struck in combat. As an immediate action when the wearer is hit by an attack, the wearer can activate the shield to create a deafening bang equivalent to a thunderstone. If the attack is a critical hit, the wearer can instead create a *sound burst* (Fortitude DC 13 partial). The wearer decides the area for either effect, but must include the attacker in the area. Neither ability affects the wearer.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *deafness*, *sound burst*

CREEPING

PRICE +5,000 GP

AURA moderate illusion and transmutation | **CL** 7th | **WEIGHT** —

A suit of *creeping* armor is made to keep the wearer's movement covert. The armor's armor check penalty does not apply to the wearer's Stealth checks. Once per day, the wearer can speak a command word to grant himself a bonus on Stealth checks equal to the armor's enhancement bonus for 1 minute.

CONSTRUCTION REQUIREMENTS | **COST** +2,500 GP

Craft Magic Arms and Armor, *cat's grace*, *invisibility*

DASTARD

PRICE +1 BONUS

AURA faint abjuration | **CL** 5th | **WEIGHT** —

This armor special ability works only for evil creatures with the challenge ability (such as cavaliers) or the smite good ability (such as antipaladins, half-fiends, and creatures with the fiendish creature template). A wearer with one of these abilities gains a +2 profane bonus to AC against attacks from the chosen opponent.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *protection from good*

DEATHLESS

PRICE +1 BONUS

AURA moderate abjuration | **CL** 7th | **WEIGHT** —

This armor protects its wearer from harmful negative and positive energy, including channeled energy. The armor absorbs the first 10 points of positive or negative energy damage per attack that the wearer would normally take. The wearer has a 25% chance to ignore negative levels from any attack. Deathless armor does not block healing of any kind and does not protect against positive or negative energy effects that do not deal damage or bestow negative levels. The *deathless* ability can be applied to armor of any sort, but not shields.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *death ward*

DEFIANT

PRICE +1 BONUS

AURA moderate conjuration | **CL** 8th | **WEIGHT** —

Armor and shields with this special ability excel at blocking the attacks of certain types of creatures, similar to a *bane* weapon's excelling against certain foes. Against the designated foe, the item's enhancement bonus to AC is +2 better than its actual bonus and provides DR 2/— against attacks from that foe. This increase in enhancement bonus

applies only to the armor or shield's enhancement bonus, not to temporary bonuses (such as the *magic vestment* spell). To randomly determine the armor or shield's designated foe, use the table for the *bane* weapon special ability (page 136).

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *summon monster I*

DELVING

PRICE +10,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

Armor with this special ability grants the wearer a burrow speed of 10 feet. This speed allows the wearer to tunnel through any type of soil, including rocky soil, but not actual solid stone. This special ability does not give the wearer the ability to breathe underground, so he must hold his breath or use other magic that provides air or allows him to breathe. The wearer gains a +4 bonus on all saving throws against landslides, avalanches, tunnel collapses, and similar effects.

CONSTRUCTION REQUIREMENTS **COST** +5,000 GP

Craft Magic Arms and Armor, *soften earth and stone*

DETERMINATION

PRICE +30,000 GP

AURA moderate conjuration | **CL** 10th | **WEIGHT** —

A shield or armor with the *determination* special ability provides the ability to fight on even in the face of seemingly impossible odds. Once per day, when the owner reaches 0 or fewer hit points, the item automatically provides a *breath of life* spell.

CONSTRUCTION REQUIREMENTS **COST** +15,000 GP

Craft Magic Arms and Armor, *breath of life*

ENERGY RESISTANCE

PRICE +18,000 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** —

A suit of armor or a shield with this special ability protects against one type of energy (acid, cold, electricity, fire, or sonic) and is designed with patterns depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take (similar to the *resist energy* spell).

CONSTRUCTION REQUIREMENTS **COST** +9,000 GP

Craft Magic Arms and Armor, *resist energy*

ENERGY RESISTANCE, GREATER

PRICE +66,000 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** —

As *energy resistance*, except it absorbs the first 30 points of energy damage per attack.

CONSTRUCTION REQUIREMENTS **COST** +33,000 GP

Craft Magic Arms and Armor, *resist energy*

ENERGY RESISTANCE, IMPROVED

PRICE +42,000 GP

AURA moderate abjuration | **CL** 7th | **WEIGHT** —

TABLE 3–2: MAGIC ARMOR AND SHIELDS TABLE

d%	LESSER MINOR ARMOR OR SHIELD
01–80	+1 armor or shield
81–100	Lesser minor specific armor or shield

d%	GREATER MINOR ARMOR OF SHIELD
01–26	+1 armor or shield
27–53	+2 armor or shield
54–80	+1 armor or shield with one +1 special ability*
81–100	Greater minor specific armor or shield

d%	LESSER MEDIUM ARMOR OR SHIELD
01–10	+1 armor or shield
11–20	+2 armor or shield
21–32	+3 armor or shield
33–44	+1 armor or shield with one +1 special ability*
45–56	+1 armor or shield with two +1 special abilities*
57–68	+1 armor or shield with one +2 special ability*
69–80	+2 armor or shield with one +1 special ability*
81–100	Lesser medium specific armor or shield

d%	GREATER MEDIUM ARMOR OR SHIELD
01–10	+2 armor or shield
11–22	+3 armor or shield
23–32	+1 armor or shield with one +1 special ability*
33–44	+1 armor or shield with one +2 special ability*
45–56	+2 armor or shield with one +1 special ability*
57–68	+2 armor or shield with one +2 special ability*
69–80	+3 armor or shield with one +1 special ability*
81–100	Greater medium specific armor or shield

d%	LESSER MAJOR ARMOR OR SHIELD
01–10	+3 armor or shield
11–22	+4 armor or shield
23–32	+1 armor or shield with one +2 special ability*
33–44	+1 armor or shield with one +3 special ability*
45–56	+2 armor or shield with one +2 special ability*
57–68	+3 armor or shield with one +1 special ability*
69–80	+4 armor or shield with one +1 special ability*
81–100	Lesser major specific armor or shield

d%	GREATER MAJOR ARMOR OR SHIELD
01–10	+4 armor or shield
11–20	+5 armor or shield
21–30	+4 armor or shield with one +1 special ability*
31–38	+4 armor or shield with one +2 special ability*
39–46	+4 armor or shield with one +3 special ability*
47–51	+4 armor or shield with one +4 special ability*
52–59	+5 armor or shield with one +1 special ability*
60–67	+5 armor or shield with one +2 special ability*
68–71	+5 armor or shield with one +3 special ability*
72–74	+5 armor or shield with two +2 special abilities*
75–77	+5 armor or shield with one +4 special ability*
78–80	+5 armor or shield with one +5 special ability*
81–100	Greater major specific armor or shield

* See Table 3–3 for Armor Special Abilities and Table 3–4 for Shield Special Abilities

Table 3–3: Armor Special Abilities

d%	+1 Armor Special Ability	Base Price*
01–06	*Poison-resistant*	+2,250 gp
07–12	*Balanced*	+1 bonus
13–18	*Benevolent*	+1 bonus
19–24	*Bitter*	+1 bonus
25–30	*Bolstering*	+1 bonus
31–37	*Champion*	+1 bonus
38–43	*Dastard*	+1 bonus
44–50	*Deathless*	+1 bonus
51–56	*Defiant*	+1 bonus
57–63	*Fortification (light)*	+1 bonus
64–69	*Grinding*	+1 bonus
70–75	*Impervious*	+1 bonus
76–81	*Mirrored*	+1 bonus
82–88	*Spell storing*	+1 bonus
89–94	*Stanching*	+1 bonus
95–100	*Warding*	+1 bonus

d%	+2 Armor Special Ability	Base Price*
01–12	*Glamered*	+2,700 gp
13–24	*Jousting*	+3,750 gp
25–38	*Shadow*	+3,750 gp
39–52	*Slick*	+3,750 gp
53–64	*Expeditious*	+4,000 gp
65–76	*Creeping*	+5,000 gp
77–88	*Rallying*	+5,000 gp
89–100	*Spell resistance (13)*	+2 bonus

d%	+3 Armor Special Ability	Base Price*
01–08	*Adhesive*	+7,000 gp
09–15	*Brawling*	+3 bonus
16–22	*Hosteling*	+7,500 gp
23–31	*Radiant*	+7,500 gp
32–40	*Delving*	+10,000 gp
41–48	*Putrid*	+10,000 gp
49–57	*Fortification (moderate)*	+3 bonus
58–66	*Ghost touch*	+3 bonus
67–75	*Invulnerability*	+3 bonus
76–84	*Spell resistance (15)*	+3 bonus
85–92	*Titanic*	+3 bonus
93–100	*Wild*	+3 bonus

d%	+4 Armor Special Ability	Base Price*
01–16	*Harmonizing*	+15,000 gp
17–33	*Shadow, improved*	+15,000 gp
34–50	*Slick, improved*	+15,000 gp
51–67	*Energy resistance*	+18,000 gp
68–83	*Martyring*	+18,000 gp
84–100	*Spell resistance (17)*	+4 bonus

d%	+5 Armor Special Ability	Base Price*
01–08	*Righteous*	+27,000 gp
09–15	*Unbound*	+27,000 gp
16–23	*Unrighteous*	+27,000 gp
24–30	*Vigilant*	+27,000 gp
31–37	*Determination*	+30,000 gp
38–45	*Shadow, greater*	+33,750 gp
46–53	*Slick, greater*	+33,750 gp
54–61	*Energy resistance, improved*	+42,000 gp
62–69	*Etherealness*	+49,000 gp
70–76	*Undead controlling*	+49,000 gp
77–84	*Energy resistance, greater*	+66,000 gp
85–92	*Fortification (heavy)*	+5 bonus
93–100	*Spell resistance (19)*	+5 bonus

* Add to enhancement bonus on Table 3–1: Armor and Shield Pricing by Bonus to determine total price

As *energy resistance*, except it absorbs the first 20 points of energy damage per attack.

Construction Requirements	Cost +21,000 GP
Craft Magic Arms and Armor, *resist energy*	

Etherealness

Price +49,000 GP		
Aura strong transmutation	**CL** 13th	**Weight** —

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.

Construction Requirements	Cost +24,500 GP
Craft Magic Arms and Armor, *ethereal jaunt*	

Expeditious

Price +4,000 GP		
Aura faint transmutation	**CL** 5th	**Weight** —

Three times per day as a swift action, the wearer of *expeditious* armor can summon a burst of speed and gain a +10-foot enhancement bonus on all modes of movement for 1 round. This ability can be applied to any kind of armor, but not shields.

Construction Requirements	Cost 2,000 GP
Craft Magic Arms and Armor, *expeditious retreat*	

Fortification

Price Varies		
Light		+1 bonus
Moderate		+3 bonus
Heavy		+5 bonus
Aura strong abjuration	**CL** 13th	**Weight** —

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. The chance is 25% for *light fortification*, 50% for *moderate fortification*, and 75% for *heavy fortification*.

CONSTRUCTION REQUIREMENTS	COST varies
Light	+1 bonus
Moderate	+3 bonus
Heavy	+5 bonus

Craft Magic Arms and Armor, *limited wish* or *miracle*

GHOST TOUCH

PRICE +3 BONUS

AURA strong transmutation | **CL** 15th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	COST +3 bonus

Craft Magic Arms and Armor, *etherealness*

GLAMERED

PRICE +2,700 GP

AURA moderate illusion | **CL** 10th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	COST +1,350 GP

Craft Magic Arms and Armor, *disguise self*

GRINDING

PRICE +1 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

A shield or suit of armor with this special ability is covered with jagged burrs and razor-sharp serrations that saw and grind whenever the wearer is grappled or entangled. Any creature succeeding at a grapple combat maneuver check against the wearer takes damage equal to the armor or shield's enhancement bonus (with each successful check) as the barbs and blades bite into it. This special ability counts as armor spikes for the purpose of making attacks on the wearer's turn.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *keen edge*

HARMONIZING

PRICE +15,000 GP

AURA moderate illusion | **CL** 7th | **WEIGHT** —

Every step taken in *harmonizing* armor produces a symphony of sounds. The armor harmonizes with music played, lyrics sung, and words spoken by its wearer, creating a pleasant counter-melody. Its wearer gains a +5 competence bonus on Perform checks, but takes a –5 penalty on Stealth checks. The wearer can be silent only if he takes no physical actions. The armor also amplifies harmful sounds, and the wearer gains vulnerability to sonic energy damage (sonic energy attacks deal an additional 50% damage to the wearer).

If the wearer has the bardic performance class feature, the *harmonizing* armor causes bonuses and penalties from performances that have an audible component to continue for 1 round after the wearer ceases performing. Beginning a new bardic performance ends the effects of the previous performance immediately. This ability does not stack with the Lingering Performance feat.

The *harmonizing* ability can be applied to any armor, but not shields.

CONSTRUCTION REQUIREMENTS	COST +7,500 GP

Craft Magic Arms and Armor, *major image* or bardic performance

HOSTELING

PRICE +7,500 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

A suit of armor or shield with this special ability hides living animals within its iconography to keep it safe. The wearer can speak a command word to magically store an animal to which he is bonded, such as an animal companion, a familiar, or mount. The stored animal appears as a symbol emblazoned upon the armor or shield, either one that mimics the appearance of the animal or that is more symbolic and abstract.

While stored, the animal is sleeping and provides the wearer no benefit (such as a familiar's skill bonus). The size of animal that can be stored depends on the type of armor or shield. A suit of light armor, medium armor, or a light shield or heavy shield can store one animal up to the wearer's size. A suit of heavy armor or a tower shield can store one animal up to one size category larger than the wearer. A second command word releases the stored animal from the *hosteling* armor or shield. A released animal immediately awakens, appears in a space adjacent to the wearer, and can take actions on the round it appears.

Because the stored animal is sleeping rather than in suspended animation (or even hibernating), it ages and gets hungry at the normal rate while stored. A *hosteling* armor or shield automatically releases a stored animal 24 hours after it was stored inside.

This armor special ability still works on bonded magical beasts that were once animals, but not outsiders, oozes, or other exotic companion creatures.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP

Craft Magic Arms and Armor, *secret chest*

IMPERVIOUS

PRICE +1 BONUS

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

A shield or suit of armor with this special ability is especially hardy. It gains double its enhancement bonus to hardness and hit points (instead of just the enhancement bonus), its break DC increases by double its enhancement bonus, and it gains a bonus on saving throws against direct attacks (such as a rust monster's rust ability) equal to its enhancement bonus.

Table 3–4: Shield Special Abilities

d%	+1 Shield Special Ability	Base Price*
01–10	*Poison-resistant*	+2,250 gp
11–19	*Arrow catching*	+1 bonus
20–28	*Bashing*	+1 bonus
29–37	*Blinding*	+1 bonus
38–46	*Clangorous*	+1 bonus
47–55	*Defiant*	+1 bonus
56–64	*Fortification (light)*	+1 bonus
65–73	*Grinding*	+1 bonus
74–82	*Impervious*	+1 bonus
83–91	*Mirrored*	+1 bonus
92–100	*Ramming*	+1 bonus

d%	+2 Shield Special Ability	Base Price*
01–15	*Rallying*	+5,000 gp
16–30	*Wyrmsbreath*	+5,000 gp
31–50	*Animated*	+2 bonus
51–67	*Arrow deflection*	+2 bonus
68–82	*Merging*	+2 bonus
83–100	*Spell resistance (13)*	+2 bonus

d%	+3 Shield Special Ability	Base Price*
01–15	*Hosteling*	+7,500 gp
16–32	*Radiant*	+7,500 gp
33–49	*Fortification (moderate)*	+3 bonus
50–66	*Ghost touch*	+3 bonus
67–83	*Spell resistance (15)*	+3 bonus
84–100	*Wild*	+3 bonus

d%	+4 Shield Special Ability	Base Price*
01–50	*Energy resistance*	+18,000 gp
51–100	*Spell resistance (17)*	+4 bonus

d%	+5 Shield Special Ability	Base Price*
1–11	*Determination*	+30,000 gp
12–27	*Energy resistance, improved*	+42,000 gp
28–38	*Undead controlling*	+49,000 gp
39–55	*Energy resistance, greater*	+66,000 gp
56–70	*Fortification (heavy)*	+5 bonus
71–85	*Reflecting*	+5 bonus
86–100	*Spell resistance (19)*	+5 bonus

* Add to enhancement bonus on Table 3–1: Armor and Shield Pricing by Bonus to determine total price

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *fabricate*, *make whole*

INVULNERABILITY

PRICE +3 BONUS

AURA strong varies | **CL** 18th | **WEIGHT** —

This suit of armor grants the wearer damage reduction 5/magic. *Invulnerable* armor emits a strong aura of abjuration (and evocation if *miracle* is used).

CONSTRUCTION REQUIREMENTS | **COST** +3 bonus

Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*

JOUSTING

PRICE +3,750 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This suit of armor helps its wearer remain mounted and in control of his mount. The wearer gains a +5 competence bonus on Ride skill checks.

CONSTRUCTION REQUIREMENTS | **COST** +1,875 GP

Craft Magic Arms and Armor, creator must have 5 ranks in Ride

MARTYRING

PRICE +18,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

This armor allows the wearer to capitalize on her own injuries to heal her allies. Once per day as an immediate action, when an enemy confirms a critical hit against someone wearing *martyring* armor, the wearer can heal up to nine allies within 30 feet as if using the *mass cure light wounds* spell (1d8+9 hit points each). This special ability cannot be placed on armor that possesses an ability that reduces the chance of or negates a critical hit (such as the *fortification* special ability).

CONSTRUCTION REQUIREMENTS | **COST** +9,000 GP

Craft Magic Arms and Armor, *mass cure light wounds*

MERGING

PRICE +2 BONUS

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

A *merging* shield can meld with a held one-handed or light weapon. The wearer chooses each round whether to attack with the weapon or defend with the shield. Melding or freeing the shield requires a command word. The shield must be worn to merge it with a weapon; reversing the melding means the shield is being worn again. While the shield is melded, the wearer can use that hand only to attack with the weapon or defend with the shield (and not to cast spells or manipulate objects, for example). Attack rolls with the weapon take a –2 penalty while merged with a light shield or a –4 penalty while merged with a heavy shield. If the wearer attacks with the merged weapon, she loses the shield's bonus to AC until the start of her next turn. A merged shield can't be used to shield bash. Only light and heavy shields can be *merging* shields.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *versatile weapon* (*Advanced Player's Guide*)

MIRRORED

PRICE +1 BONUS

AURA moderate abjuration | **CL** 8th | **WEIGHT** —

The polished surface of a *mirrored* shield or armor gleams and shines, and can be used as an ordinary mirror. Furthermore, it aids in battling creatures with gaze attacks. If the wearer averts his eyes, he can roll the miss chance twice, selecting the better result. The wearer can deal sneak attack or other precision-based damage to the target even though it has concealment against him. This

provides no benefit if the wearer closes his eyes, wears a blindfold, or otherwise can't see the target at all. The *mirrored* armor or shield also adds it enhancement bonus to the wearer's touch AC against rays. it. This special ability may only be added to metallic armor or shields.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *spell turning*

POISON-RESISTANT

PRICE +2,250 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** —

A suit of armor or shield with this special ability grants the wearer a +3 resistance bonus on saving throws against poison.

CONSTRUCTION REQUIREMENTS	COST +1,125 GP

Craft Magic Arms and Armor, *neutralize poison*

PUTRID

PRICE +10,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

Putrid armor gives off a revolting, stomach-twisting stench. Each living creatures within 10 feet of the wearer must succeed at a DC 14 Fortitude save or be sickened for 5 rounds. This is a poison effect. Creatures that successfully save cannot be affected by the same armor's stench for 24 hours. Creatures with the stench universal monster ability or immunity to poison are unaffected. The wearer of *putrid* armor is immune to his own stench, but not to stench-based effects from other sources. The stench can be suppressed or resumed on command, but it takes 1 minute for an active stench to dissipate. Dissipation time increases to 10 minutes in a closed area or if no wind is blowing, and decreases to 3 rounds in moderate wind or 1 round in strong wind.

CONSTRUCTION REQUIREMENTS	COST +5,000 GP

Craft Magic Arms and Armor, *stinking cloud*

RADIANT

PRICE +7,500 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** —

Armor and shields with the *radiant* special ability shine as brightly as a torch when worn. This radiance can be suppressed or resumed on command. Designs usually feature bright colors and a brilliant sheen even when not illuminated. Once per day, the wearer can command the armor or shield to brighten to the strength of a *daylight* spell for 1 hour or until commanded to dim.

CONSTRUCTION REQUIREMENTS	COST +3,750 GP

Craft Magic Arms and Armor, *daylight*

RALLYING

PRICE +5,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** —

This armor or shield is brightly polished, and its mirror-bright surface is magically endowed with the ability to bring comfort to the wearer's companions. Allies within 30 feet of the wearer gain a +4 morale bonus on saving throws against fear effects. If the wearer has an ability that grants a morale bonus on saving throws against fear (such as a paladin's aura of courage, a bard's countersong, or a cavalier's banner ability), the morale bonus increases to +6.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP

Craft Magic Arms and Armor, *remove fear*

RAMMING

PRICE +1 BONUS

AURA faint evocation | **CL** 5th | **WEIGHT** —

These shields are sturdily built and often bear the device of a ram or bull. When the wielder of a *ramming* shield makes a shield bash attack as part of a charge, the shield's enhancement bonus to Armor Class applies to the attack and damage rolls. This doesn't stack with any existing enhancement the shield has. If the attack hits, as a swift action the wielder can attempt a bull rush combat maneuver against that target, adding the +2 bonus for charging and the shield's enhancement bonus to the combat maneuver check. Only shields that can make a shield bash attack can have the *ramming* ability.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *force punch* (*Ultimate Magic*)

REFLECTING

PRICE +5 BONUS

AURA strong abjuration | **CL** 14th | **WEIGHT** —

This shield is as highly polished as a mirror, and its surface is completely reflective. Once per day as a free action that the wearer can take even when it's not her turn, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

CONSTRUCTION REQUIREMENTS	COST +5 bonus

Craft Magic Arms and Armor, *spell turning*

RIGHTEOUS

PRICE +27,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

Armor with this special ability is often engraved or enameled with religious symbols. Once per day on command, the wearer can invoke an effect, as per the spell *righteous might*, lasting for 10 rounds. *Righteous* armor is always aligned toward good (positive energy), for the effects of *righteous might*. *Righteous* armor bestows one permanent negative level on any evil creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

CONSTRUCTION REQUIREMENTS	COST +13,500 GP

Craft Magic Arms and Armor, *righteous might*

SHADOW

PRICE +3,750 GP

AURA faint illusion | **CL** 5th | **WEIGHT** —

This armor blurs the wearer whenever she tries to hide, while also dampening the sound around her, granting a +5

competence bonus on Stealth checks. The armor's armor check penalty still applies normally.

CONSTRUCTION REQUIREMENTS	COST +1,875 GP

Craft Magic Arms and Armor, *invisibility*, *silence*

SHADOW, GREATER

AURA strong illusion	CL 15th	PRICE +33,750 GP / WEIGHT —

As *shadow*, except it grants a +15 competence bonus on Stealth checks.

CONSTRUCTION REQUIREMENTS	COST +16,875 GP

Craft Magic Arms and Armor, *invisibility*, *silence*

SHADOW, IMPROVED

AURA moderate illusion	CL 10th	PRICE +15,000 GP / WEIGHT —

As *shadow*, except it grants a +10 competence bonus on Stealth checks.

CONSTRUCTION REQUIREMENTS	COST +7,500 GP

Craft Magic Arms and Armor, *invisibility*, *silence*

SLICK

AURA faint conjuration	CL 4th	PRICE +3,750 GP / WEIGHT —

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.

CONSTRUCTION REQUIREMENTS	COST +1,875 GP

Craft Magic Arms and Armor, *grease*

SLICK, GREATER

AURA strong conjuration	CL 15th	PRICE +33,750 GP / WEIGHT —

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

CONSTRUCTION REQUIREMENTS	COST +16,875 GP

Craft Magic Arms and Armor, *grease*

SLICK, IMPROVED

AURA moderate conjuration	CL 10th	PRICE +15,000 GP / WEIGHT —

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

CONSTRUCTION REQUIREMENTS	COST +7,500 GP

Craft Magic Arms and Armor, *grease*

SPELL RESISTANCE

		PRICE VARIES
Spell resistance 13		+2 bonus
Spell resistance 15		+3 bonus
Spell resistance 17		+4 bonus
Spell resistance 19		+5 bonus
AURA strong abjuration	CL 15th	WEIGHT —

This special ability grants the armor or shield's wearer spell resistance while the armor or shield is worn.

CONSTRUCTION REQUIREMENTS	COST varies
Spell resistance 13	+2 bonus
Spell resistance 15	+3 bonus
Spell resistance 17	+4 bonus
Spell resistance 19	+5 bonus

Craft Magic Arms and Armor, *spell resistance*

SPELL STORING

AURA strong evocation	CL 12th	PRICE +1 BONUS / WEIGHT —

This armor allows a spellcaster to store a single touch spell of up to 3rd level in it. Anytime a creature hits the wearer with a melee attack or melee touch attack, the armor can cast the spell on that creature as an immediate action if the wearer desires. Once the spell has been cast from the armor, a spellcaster can cast any other targeted touch spell of up to 3rd level into it. The armor magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled suit of spell storing armor has a 50% chance to have a spell stored in it already. *Spell storing* armor emits a strong aura of the evocation school, plus the aura of the stored spell.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, creator must be a caster of at least 12th level

STANCHING

AURA moderate transmutation	CL 7th	PRICE +1 BONUS / WEIGHT —

A *stanching* suit of armor helps stop the flow of blood from the wearer's wounds, automatically tightening like a tourniquet in the appropriate places while also magically reducing the severity of the wound. *Stanching* armor reduces hit point damage, ability damage, or ability drain by an amount equal to its enhancement bonus if the damage or drain was from a bleed effect. The wearer also adds the armor's enhancement bonus to Constitution checks to become stable.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *stabilize*, *cure critical wounds* or *lesser restoration*

TITANIC

AURA moderate transmutation	CL 7th	PRICE +3 BONUS / WEIGHT —

A suit of armor with the *titanic* ability is almost comically oversized, though the effect is superficial and the interior fits a creature normally, with no adjustments necessary. A creature wearing *titanic* armor is considered one size category larger for the purpose of using or being affected by special attacks that depend on size, such as swallow whole and trample. Once per day on command, the wearer can increase her size as if using *enlarge person* (even if the wearer is not humanoid) for 1 minute. In addition, once per minute as a free action the wearer can add the armor's enhancement bonus to a single Strength check or combat maneuver check, or to her CMD against a single combat maneuver. Because of its great bulk, the

armor check penalty of titanic armor is increased by an amount equal to its enhancement bonus.

CONSTRUCTION REQUIREMENTS	COST +3 bonus

Craft Magic Arms and Armor, *enlarge person*

UNBOUND

PRICE +27,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

Armor with this special ability is often engraved or enameled with chaotic religious symbols. Once per day on command, the wearer can invoke an effect as per the spell *righteous might*, except the wearer gains DR 5/lawful instead of DR/evil or DR/good. This effect lasts for 10 rounds. *Unbound* armor bestows one permanent negative level on any lawful creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

CONSTRUCTION REQUIREMENTS	COST +13,500 GP

Craft Magic Arms and Armor, *righteous might*, creator must be chaotic

UNDEAD CONTROLLING

PRICE +49,000 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** —

Undead controlling armor and shields often have skeletal or other grisly decorations or flourishes to their decor. They let the user control up to 26 Hit Dice of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. 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.

CONSTRUCTION REQUIREMENTS	COST +24,500 GP

Craft Magic Arms and Armor, *control undead*

UNRIGHTEOUS

PRICE +27,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

This armor is often sculpted with unholy symbols. Once per day on command, the wearer can invoke an effect, as per the spell *righteous might*, lasting for 10 rounds. *Unrighteous* armor is always aligned toward evil (negative energy), for the effects of *righteous might*. *Unrighteous* armor bestows one permanent negative level on any good creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

CONSTRUCTION REQUIREMENTS	COST +13,500 GP

Craft Magic Arms and Armor, *righteous might*

VIGILANT

PRICE +27,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

Armor with this special ability is often engraved or enameled with lawful religious symbols. Once per day on command, the wearer can invoke an effect, as per the spell *righteous might*, except the wearer gains DR 5/chaotic instead of DR/evil or DR/good. This lasts for 10 rounds. *Vigilant* armor bestows one permanent negative level on any chaotic creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

CONSTRUCTION REQUIREMENTS	COST +13,500 GP

Craft Magic Arms and Armor, *righteous might*, creator must be lawful

WARDING

PRICE +1 BONUS

AURA strong abjuration | **CL** 12th | **WEIGHT** —

Once per day as an immediate action, the wearer of *warding* armor can activate it to end all active challenge, judgment, and smite abilities affecting her. This does not prevent opponents from selecting her as a target for these abilities in the future. As a swift action, the wearer can expend one of her own challenge, judgment, or smite abilities to refresh the armor's ability to end these attacks.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *atonement*

WILD

PRICE +3 BONUS

AURA moderate transmutation | **CL** 9th | **WEIGHT** —

Armor with this special ability usually appears to be made from magically hardened animal pelt. 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 covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

CONSTRUCTION REQUIREMENTS	COST +3 bonus

Craft Magic Arms and Armor, *baleful polymorph*

WYRMSBREATH

PRICE +5,000 GP

AURA faint evocation | **CL** 5th | **WEIGHT** —

A shield with this special ability is usually crafted with an open dragon's mouth on the front. A shield with the *wyrmsbreath* special ability is keyed to one type of energy (acid, cold, electricity, or fire). The shield gains 1 charge for every 5 points of damage from the keyed energy type the wearer takes. On command, the bearer can expend 1 to 5 charges from the shield to have it create a breath weapon in a 15 foot cone dealing 1d4 points of energy damage per charge expended (Reflex DC 11 half). This damage is the same type as the shield's keyed energy type. A shield can store up to 5 charges at a time, and stored charges expire harmlessly after 24 hours. A shield cannot have more than one *wyrmsbreath* ability.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP

Craft Magic Arms and Armor, *burning hands*

Specific Magic Armor

The magic armor that intrepid heroes don in the face of danger is often the only thing that stands between a brave adventurer and a blade to the chest. The following section includes armors with unusual powers and magical abilities. Magic armors may have abilities that need to be activated to function or powers that work passively and constantly.

Adamantine Breastplate

PRICE 10,200 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 30 lbs.

This nonmagical breastplate is made of adamantine, giving its wearer damage reduction 2/—.

Armor of Insults

PRICE 16,175 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** 20 lbs.



Each metal bit of this suit of *+1 studded leather* looks more like a tiny sneering face than a simple stud. Once per day the wearer of the armor may command the mouths to unleash a torrent of verbal abuse directed against every hostile creature within 60 feet who can see and hear the wearer. Each such creature must make a DC 16 Will saving throw to avoid suffering an overwhelming compulsion to attack the wearer for the next 7 rounds. If the creature is unable to attack the wearer on its next turn, or attacking the wearer would put the creature at risk (moving through a threatened square, charging into a pit, and so on) it can act normally that turn. This is a mind-affecting sonic effect, and has no effect on creatures that do not use a spoken language.

CONSTRUCTION REQUIREMENTS | **COST** 7,675 GP

Craft Magic Arms and Armor, *confusion*

Banded Mail of Luck

PRICE 18,900 GP

AURA strong enchantment | **CL** 12th | **WEIGHT** 35 lbs.

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

CONSTRUCTION REQUIREMENTS | **COST** 9,650 GP

Craft Magic Arms and Armor, *bless*

Boneless Leather

PRICE 12,160 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 15 lbs.

This suit of *+1 leather* gives its wearer the ability to twist and contort her body in virtually any direction. She gains a +5 bonus on Escape Artist checks, a +5 bonus on Acrobatics checks to reduce damage from falls, a +5 bonus to CMD, and DR 5/piercing or slashing.

CONSTRUCTION REQUIREMENTS | **COST** 6,160 GP

Craft Magic Arms and Armor, *alter self*, creator must have 5 ranks in Acrobatics and Escape Artist

Breastplate of Command

PRICE 25,400 GP

AURA strong enchantment | **CL** 15th | **WEIGHT** 30 lbs.

This *+2 breastplate* typically bears the image of a rampant grizzly bear or other impressive predator. It bestows a commanding aura upon its wearer. The wearer gains a +2 competence bonus on all Charisma checks, including Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal, gaining a +2 resistance bonus on saving throws against fear. Since the effect arises in great part from the distinctiveness of the armor, it does not function if the wearer hides or conceals herself in any way.

CONSTRUCTION REQUIREMENTS | **COST** 12,875 GP

Craft Magic Arms and Armor, *mass charm monster*

Breastplate of Vanishing

PRICE 15,200 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 15 lbs.

This battered *+1 mithral breastplate* bears a resemblance to a stylized turtle shell. On command, its wearer can vanish inside the armor, leaving the breastplate behind while she stays safely hidden in an extradimensional space. This space is barely large enough for the wearer to sit comfortably, but does provides breathable air and light to see by. The wearer cannot perceive the environs around the armor while inside. A second command word returns the wearer to the armor's location, wearing the armor. If the wearer can't return to the space the armor is in, she is instead shunted to the nearest empty space that can contain her, but no longer wearing the armor.

If the breastplate is destroyed, the wearer immediately returns to the square the armor was in when it was destroyed. Successfully dispelling the armor likewise returns the wearer, though in this case still wearing the armor.

CONSTRUCTION REQUIREMENTS | **COST** 9,700 GP

Craft Magic Arms and Armor, *rope trick*

Buccaneer's Breastplate

PRICE 23,850 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 30 lbs.



This *+1 breastplate* is made of shining amber metal and decorated with faint motifs of the waves and water. It allows the wearer to continually utilize the effects of the spell *water walk*. If a creature puts on the armor while underwater, the wearer is borne toward the surface at a rate of 60 feet per round.

CONSTRUCTION REQUIREMENTS | **COST** 12,100 GP

Craft Magic Arms and Armor, *water walk*

CATSKIN LEATHER

PRICE 18,910 GP

AURA strong transmutation | **CL** 13th | **WEIGHT** 15 lbs.

Rather than the hide of a cat, this extremely supple suit of jet-black *+1 shadow leather armor* grants a portion of the grace and fortune of a feline. It has no armor check penalty or maximum Dexterity bonus. The wearer receives a +5 competence bonus on Acrobatics checks and takes only half normal damage from falling. When the wearer's hit points would be reduced to a negative amount equal to her Constitution score from an attack or spell, the armor falls to pieces and is destroyed, and the wearer takes only half damage from the attack or spell.

CONSTRUCTION REQUIREMENTS | **COST** 9,535 GP

Craft Magic Arms and Armor, *cat's grace*, *feather fall*, and *limited wish*, *wish*, or *miracle*

CELESTIAL ARMOR

PRICE 22,400 GP

AURA faint transmutation [good] | **CL** 5th | **WEIGHT** 20 lbs.



This *+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 and allows the wearer to use *fly* on command (as the spell) once per day.

CONSTRUCTION REQUIREMENTS | **COST** 11,350 GP

Craft Magic Arms and Armor, *fly*, creator must be good

DAYSTAR HALF-PLATE

PRICE 81,250 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 50 lbs.



This glowing *+1 half-plate* is decorated with various images of the sun and depictions of nature. At will, the wearer can command the armor to shine with a *daylight* spell for 10 minutes. Once per day, the wearer can command it to shine as per the *sunburst* spell. The *sunburst* is centered on the wearer and the wearer is immune to its effects.

CONSTRUCTION REQUIREMENTS | **COST** 41,000 GP

Craft Magic Arms and Armor, *daylight*, *sunburst*

DEMON ARMOR

PRICE 52,260 GP

AURA strong necromancy [evil] | **CL** 13th | **WEIGHT** 50 lbs.



This plate armor is fashioned to make the wearer appear to be a demon. Glowing red energy emanates from sigils engraved on the armor's key plates and joints, and the runes intermittently surge with fiendish power. This *+4 full plate* allows the wearer to make claw attacks that deal

TABLE 3-5: SPECIFIC ARMOR

d%	LESSER MINOR ARMOR	PRICE
01–50	Mithral shirt	1,100 gp
51–100	Masterwork armor or nonmagical armor made with special material	varies

d%	GREATER MINOR ARMOR	PRICE
01–33	*Mistmail*	2,250 gp
34–66	*Otyugh hide*	2,565 gp
67–100	Dragonhide plate	3,300 gp

d%	LESSER MEDIUM ARMOR	PRICE
01–33	Elven chain	5,150 gp
34–66	*Rhino hide*	5,165 gp
67–100	*Morlock hide*	8,910 gp

d%	GREATER MEDIUM ARMOR	PRICE
01–15	Adamantine breastplate	10,200 gp
16–25	*Soothsayer's raiment*	10,300 gp
26–38	*Equestrian plate*	10,650 gp
39–50	*Enchanted eelskin*	11,160 gp
51–62	*Boneless leather*	12,160 gp
63–72	*Murderer's blackcloth*	12,405 gp
73–86	*Folding plate*	12,650 gp
87–100	*Breastplate of vanishing*	15,200 gp

d%	LESSER MAJOR ARMOR	PRICE
01–13	*Armor of insults*	16,175 gp
14–29	Dwarven plate	16,500 gp
30–45	*Banded mail of luck*	18,900 gp
46–58	*Catskin leather*	18,910 gp
59–71	*Celestial armor*	22,400 gp
72–84	*Buccaneer's breastplate*	23,850 gp
85–100	*Plate armor of the deep*	24,650 gp

d%	GREATER MAJOR ARMOR	PRICE
01–10	*Breastplate of command*	25,400 gp
11–14	*Forsaken banded mail*	25,400 gp
15–24	*Mithral full plate of speed*	26,500 gp
25–28	*Warden of the woods*	29,350 gp
29–32	*Scarab breastplate*	32,350 gp
33–38	*Giant-hide armor (ogre)*	39,165 gp
39–42	*Hamatula hide*	44,215 gp
43–48	*Giant-hide armor (hill giant)*	46,665 gp
49–52	*Demon armor*	52,260 gp
53–58	*Giant-hide armor (stone, fire, or frost giant)*	54,165 gp
59–64	*Giant-hide armor (troll)*	59,165 gp
65–70	*Mail of malevolence*	61,300 gp
71–76	*Giant-hide armor (cloud giant)*	69,165 gp
77–82	*Giant-hide armor (storm giant)*	76,665 gp
83–88	*Daystar half-plate*	81,250 gp
89–96	*Invincible armor*	137,650 gp
97–100	*Prismatic plate*	160,650 gp

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, and cannot be disarmed.

A suit of *demon armor* is infused with evil, and as a result it 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 cannot be overcome in any way (including *restoration* spells) while the armor is worn.

CONSTRUCTION REQUIREMENTS **COST** 26,955 GP

Craft Magic Arms and Armor, *contagion*

DRAGONHIDE PLATE

PRICE 3,300 GP

AURA no aura (nonmagical) **CL** — **WEIGHT** 50 lbs.



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.

The wearer of dragonhide plate tends to draw the ire of dragons of the same type as that used in the armor's creation.

DWARVEN PLATE

PRICE 16,500 GP

AURA no aura (nonmagical) **CL** — **WEIGHT** 50 lbs.

This full plate is made of adamantine, giving its wearer damage reduction 3/—.

ELVEN CHAIN

PRICE 5,150 GP

AURA no aura (nonmagical) **CL** — **WEIGHT** 20 lbs.

This extremely light chainmail is made of very fine mithral links. This armor is treated, in all ways, like light armor, including when determining proficiency. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2.

ENCHANTED EELSKIN

PRICE 11,160 GP

AURA faint transmutation **CL** 5th **WEIGHT** 15 lbs.

This *+1 slick leather armor* is made of shining, slippery eelskin that allows the wearer to move with deadly grace and sudden swiftness, especially underwater. When immersed in water, *enchanted eelskin* gains the *shadow* property and grants the wearer a swim speed of 30 feet and the ability to breathe water. In addition, during a surprise round the wearer can act as if she had a full round of actions, rather than a single standard action, as long as those actions do not require leaving the water. If she does leave the water, her surprise round turn immediately ends.

CONSTRUCTION REQUIREMENTS **COST** 5,660 GP

Craft Magic Arms and Armor, *grease*, *invisibility*, *touch of the sea* (*Advanced Player's Guide*)

EQUESTRIAN PLATE

PRICE 10,650 GP

Full plate	50 lbs.
Banded mail	35 lbs.
Barding	70 lbs.

AURA moderate transmutation **CL** 9th **WEIGHT** varies

Shined to a mirror finish, this suit of *+2 full plate* is decorated with gold inlay. As a move action when the wearer is mounted, the plates of the armor expand and reposition to protect the wearer's mount. In this form, the armor becomes a suit of *+2 banded mail* for the wearer and a suit of *+1 banded mail barding* worn by the mount. A second move action merges it back into *+2 full plate*. *Equestrian plate* cannot transform and protect a mount more than one size larger than its wearer or a creature that cannot wear barding. It can create exotic barding, however, such as for a griffon or dragon.

If extra enhancements or spells are placed upon *equestrian plate* in full plate form, they affect only the wearer's armor when the suit is split. Effects on the barding are suppressed when it is merged into the armor. If either suit of armor is broken while separated, the other half immediately gains the broken condition as well. Destroying one suit destroys the other as well.

CONSTRUCTION REQUIREMENTS **COST** 6,150 GP

Craft Magic Arms and Armor, *fabricate*

FOLDING PLATE

PRICE 12,650 GP

AURA moderate conjuration **CL** 10th **WEIGHT** 50 lbs.



This item normally looks like a heavy steel brooch or cloak clasp, often depicting a heavy helm or sturdy shield. On command, the brooch transforms in a clatter of metallic plates and panels to instantly cover the wearer in a complete suit of *+1 full plate*, with the design of the brooch displayed on the armor's breastplate. The same command word causes the armor to transform into the brooch. The brooch only transforms if the wearer's armor slot is unoccupied, thus it won't work if the wearer is already armored. The brooch associated with this armor weighs less than a pound and occupies the neck slot when in this form.

CONSTRUCTION REQUIREMENTS **COST** 7,650 GP

Craft Magic Arms and Armor, *instant summons*

FORSAKEN BANDED MAIL

PRICE 25,400 GP

AURA moderate evocation **CL** 11th **WEIGHT** 35 lbs.



A massive skull adorns the chest piece of this suit of *+1 banded mail*, and smaller gilded images of defaced holy symbols cover the other parts of the armor. The wearer of the armor cannot cast divine spells or use any spell-like supernatural ability gained from a connection to a deity. The wearer gains SR 19 against

any divine-origin spell, spell-like ability, or supernatural ability (such as a domain granted power or ability from an outsider serving a deity), and treats the armor's enhancement bonus as +2 higher against creatures with these abilities.

CONSTRUCTION REQUIREMENTS	COST 12,900 GP
Craft Magic Arms and Armor, creator cannot be a divine spellcaster	

GIANT-HIDE ARMOR

PRICE VARIES

Ogre	39,165 GP
Hill giant	46,665 GP
Stone, fire, or frost giant	54,165 GP
Troll	59,165 GP
Cloud giant	69,165 GP
Storm giant	76,665 GP

AURA strong transmutation | **CL** 15th | **WEIGHT** 25 lbs.



This drooping, many-folded suit of *+3 hide armor* is made from the tanned skin of an actual giant. Once per day on command, the wearer can take the form of the appropriate giant, as if using *giant form I* (ogre, hill giant, stone giant, fire giant, frost giant, or troll) or *giant form II* (cloud giant or storm giant). This transformation lasts up to 15 minutes, and ends when the wearer commands.

Most good folk consider wearing the skins of intelligent creatures to be abhorrent. Giants gain a +2 morale bonus on attack and damage rolls against the wearer, or +4 if the wearer's armor is made from the same kind of giant as the attacker.

CONSTRUCTION REQUIREMENTS	COST varies
Ogre	19,660 GP
Hill giant	23,415 GP
Stone, fire, or frost giant	27,165 GP
Troll	29,665 GP
Cloud giant	34,665 GP
Storm giant	38,415 GP

Craft Magic Arms and Armor, *giant form I* (ogre, hill giant, stone giant, fire giant, frost giant, or troll) or *giant form II* (cloud giant or storm giant)

HAMATULA HIDE

PRICE 44,215 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 12 lbs.

Crafted from the flayed skin of a barbed devil, this imposing *+2 spiked hide armor* weighs half the normal weight. When its wearer rages, the armor's spikes elongate and the hide bonds to her skin, providing fire resistance 10. Any creature that strikes the wearer with a melee weapon, unarmed strike, or a natural weapon while the spikes are elongated takes 1d8+6 points of piercing damage from the armor's barbs (unless using a weapon with reach). While the wearer is enraged, spells that cause additional damage to evil outsiders deal that increased damage to her.

A barbarian with fiend totem rage powers gains additional benefits from *hamatula hide*. If she has the lesser fiend totem rage power, she gains a +1 profane bonus to Armor Class while raging. If she has the fiend totem rage power, the damage caused by her barbs increases to 2d8+6 and stacks with the barbed defense granted by the armor. If she has the greater fiend totem ability, she gains fire resistance 20 when raging.

CONSTRUCTION REQUIREMENTS	COST 22,215 GP
Craft Magic Arms and Armor, *polymorph*, *resist fire*	

INVINCIBLE ARMOR

PRICE 137,650 GP

AURA strong abjuration | **CL** 13th | **WEIGHT** 50 lbs.

Invincible armor shifts between three different appearances, but always weighs the same and protects as *+2 impervious moderate fortification full plate*. As an immediate action, the wearer can change the armor into heavy plate that blocks slashing attacks (DR 10/bludgeoning or piercing), thickly layered chainmail that blocks piercing attacks (DR 10/bludgeoning or slashing), or overlapping metal scales that block bludgeoning attacks (DR 10/piercing or slashing). In addition, *invincible armor* provides the wearer with 5 points of resistance to acid, cold, electricity, fire, and sonic, and is itself unharmed by damage from any of these energy types.

CONSTRUCTION REQUIREMENTS	COST 69,650 GP
Craft Magic Arms and Armor, *fabricate*, *make whole*, *resist energy*, and *limited wish* or *miracle*	

MAIL OF MALEVOLENCE

PRICE 61,300 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** 40 lbs.

Mail of malevolence hangs in rags and tatters and acts as nonmagical chainmail to wearers who lack at least a moderate evil aura (*Core Rulebook* 266). When worn by a sufficiently evil character, it instead functions as *+2 unrighteous chainmail* (see page 123). *Mail of malevolence* does not bestow a negative level on good wearers.

The wearer of *mail of malevolence* gains SR 21, but only against spells with the good descriptor. In addition, whenever the wearer channels negative energy to harm living creatures, she heals a like amount of damage herself regardless of whether she is living or undead.

CONSTRUCTION REQUIREMENTS	COST 30,800 GP
Craft Magic Arms and Armor, *righteous might*, *spell resistance*	

MISTMAIL

PRICE 2,250 GP

AURA faint conjuration | **CL** 3rd | **WEIGHT** 25 lbs.



The fine links of this *+1 chain shirt* form a pattern of roiling clouds. On command once per day, the wearer can transform it into thick fog that fills his space and provides concealment (20% miss chance) for 3 minutes. This mist moves with the character. Effects that disperse the mist or destroy it cause the armor to reform into its solid shape on the character's body, as does speaking the command word or entering a place where the fog-magic doesn't function (such as underwater). If the character tries

to don another suit of armor while the *mistmail* is in fog form, it reforms at the character's feet.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Magic Arms and Armor, *obscuring mist*

MITHRAL FULL PLATE OF SPEED

PRICE 26,500 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 25 lbs.



As a free action, the wearer of this fine set of *+1 mithral full plate* can activate it, enabling him to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds. 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, except that you must be proficient in heavy armor to avoid taking nonproficiency penalties.

CONSTRUCTION REQUIREMENTS | **COST** 18,500 GP

Craft Magic Arms and Armor, *haste*

MITHRAL SHIRT

PRICE 1,100 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 10 lbs.

This extremely light chain shirt is made of very fine mithral links. 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.

MORLOCK HIDE

PRICE 8,910 GP

AURA moderate illusion and transmutation | **CL** 10th | **WEIGHT** 15 lbs.

This *+1 shadow leather armor* causes the wearer's skin to warp and distort into a welter of horrid scarification. The armor itself disappears from view under this coat of scars and the wearer's face appears as a loathsome, eyeless veil of flesh. This change is illusory, similar to *glamered* armor; however, *morlock hide* does cause the wearer's arms and legs to extend and her posture to become hunched. She gains a +2 circumstance bonus on Acrobatics, Climb, and Escape Artist checks, and she can move through narrow spaces while squeezing at normal speed and with no penalty to AC or on attack rolls.

CONSTRUCTION REQUIREMENTS | **COST** 4,535 GP

Craft Magic Arms and Armor, *alter self*, *invisibility*

MURDERER'S BLACKCLOTH

PRICE 12,405 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 10 lbs.

This silk *+1 shadow padded armor* is as dark as night and stitched with thread the color of dried blood. When worn by a rogue with the bleed talent, it increases the bleed damage of the rogue's sneak attacks by +1.

CONSTRUCTION REQUIREMENTS | **COST** 6,280 GP

Craft Magic Arms and Armor, *bleed*, *invisibility*, *silence*

OTYUGH HIDE

PRICE 2,565 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 25 lbs.

This muddy brown *+1 hide armor* carries a fetid stench like raw sewage, and occasionally sprouts angry and uncomfortable-looking blisters. Creatures other than the wearer are repulsed by the *otyugh armor's* vile putridity.

Any creature ending its turn adjacent to the wearer becomes sickened (Fortitude DC 13 negates) for as long as it remains adjacent to the wearer and for 1 round thereafter. A creature that strikes the wearer with a bite attack is affected the same way, even if it possesses exceptional reach and attacks while not adjacent to the wearer. If the wearer is swallowed whole, the attacker is automatically sickened and must succeed at a DC 13 Fortitude save at the beginning of its turn or be forced to regurgitate and drop the wearer harmlessly in an adjacent square (though the wearer is knocked prone during the regurgitation). Creatures with the scent ability suffer a –2 penalty to their saving throw against the stench of the *otyugh armor*. These abilities are poison effects; creatures immune to poison are immune to these effects as well. The wearer is immune to this effect.

The wearer gains a +2 competence bonus on saves against disease, poison, and any effect that would cause her to become nauseated or sickened.

CONSTRUCTION REQUIREMENTS | **COST** 1,365 GP

Craft Magic Arms and Armor, *contagion*, *stinking cloud*

PLATE ARMOR OF THE DEEP

PRICE 24,650 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** 50 lbs.

This *+1 full plate* is decorated with a wave and fish motif and often has tiny fins and scales worked into the design. Although the armor remains as heavy and bulky as normal full plate, 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 water-breathing creature with a language.

CONSTRUCTION REQUIREMENTS | **COST** 13,150 GP

Craft Magic Arms and Armor, *freedom of movement*, *tongues*, *water breathing*

PRISMATIC PLATE

PRICE 160,650 GP

AURA strong abjuration | **CL** 13th | **WEIGHT** 50 lbs.

This resplendent suit of *+3 full plate* shimmers and shifts between all the colors of the rainbow. A single color dominates the others at any given time. As a swift action, the wearer can change the dominant color. This color remains dominant until the wearer changes it again. When the wearer of *prismatic plate* is struck by a *prismatic spray*, or when he passes through a *prismatic sphere* or *prismatic wall*, he ignores the effect that matches the dominant armor color. He receives no special protection against the other colors of those spells. In addition to this benefit, each color provides a unique type of protection.

COLOR	EFFECT
Red	Resist fire 30
Orange	Resist acid 30
Yellow	Resist electricity 30
Green	Immunity to poison
Blue	Immunity to petrification
Indigo	+8 resistance bonus on saving throws against mind-affecting effects
Violet	Protected by *dimensional anchor*, as the spell

CONSTRUCTION REQUIREMENTS **COST** 81,150 GP

Craft Magic Arms and Armor, *dimensional anchor*, *mind blank*, *neutralize poison*, *resist energy*, *stone to flesh*, and *prismatic sphere*, *prismatic spray*, or *prismatic wall*

RHINO HIDE

PRICE 5,165 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 25 lbs.

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.

CONSTRUCTION REQUIREMENTS **COST** 2,665 GP

Craft Magic Arms and Armor, *bull's strength*

SCARAB BREASTPLATE

PRICE 32,350 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 30 lbs.

This *+3 breastplate* is crafted from the carapace of a giant scarab beetle, enchanted to be as hard and reflective as polished steel. The wearer suffers only half damage from vermin swarms and gains a +2 resistance bonus on saving throws against the extraordinary abilities of vermin swarms.

In addition, once per day on command, the wearer can transform the *scarab breastplate* into a swarm of scarab beetles that skitter from her chest to attack creatures nearby. This swarm has statistics identical to an army ant swarm (*Bestiary* 16) and attacks any creatures within its space. The wearer can command the swarm to move (including changing the shape of the swarm) as a move action, but the swarm must remain adjacent to her. This lasts for an unlimited duration, but if the swarm is reduced to 0 hit points, if the wearer is forced to move away from the swarm, or if the wearer commands it to return to her as a move action, the swarm crawls back onto the wearer's torso and returns to armor form. While the swarm is active, the wearer is not considered to be wearing the *scarab breastplate* (except for purposes of commanding the swarm) and gains no defensive benefits from it.

A druid of 6th level wearing a *scarab breastplate* can use her wild shape ability to duplicate *vermin shape I* (*Ultimate Magic*). At 8th level, she can also use it to duplicate *vermin shape II* (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS **COST** 16,350 GP

Craft Magic Arms and Armor, *creeping doom*, *spell turning*, *vermin shape II*

SOOTHSAYER'S RAIMENT

PRICE 10,300 GP

AURA faint divination | **CL** 5th | **WEIGHT** 40 lbs.

This *+1 chainmail* is attuned to a particular oracular mystery and contains a revelation associated with that mystery (see the oracle class description in the *Advanced Player's Guide*). Its design and coloration are typically suggestive of its related mystery. While wearing the armor, an oracle has access to that revelation and may use it as if she had it as a normal class feature. The oracle must have the appropriate mystery to use the armor; for example, a *soothsayer's raiment (battlecry)* is only usable by an oracle of battle. If the wearer already has that revelation and the revelation grants an ability with a limited number of uses per day, the oracle can use that ability one additional time per day. This ability has no effect if the armor is worn by a non-oracle.

For divination spells with a percentage-based chance of success (such as *augury* and *divination*), the wearer's chance increases by +5.

CONSTRUCTION REQUIREMENTS **COST** 5,300 GP

Craft Magic Arms and Armor, *augury*, creator must be an oracle with the desired revelation

WARDEN OF THE WOODS

PRICE 29,350 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 25 lbs.

The *warden of the woods* is a suit of *+3 greenwood splint mail* made of strips of laminated greenwood that flex with the wearer's movement but stiffen when struck in battle. (The greenwood special material is described on page 50.) This armor is treated in all ways like medium armor, including when determining proficiency. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +2, and an armor check penalty of –4.

As a move action, the wearer can snap a strip of wood loose from the armor. The strip lengthens into a weapon of a type chosen by the armor's wearer. It can become a *+1 greenwood club*, a *+1/+1 greenwood quarterstaff*, or a *+1 keen greenwood wooden stake*. If the wearer creates a club or quarterstaff in this way, it gains the benefits of the *shillelagh* spell with a duration of 1 minute. Each weapon removed from the *warden of the woods* reduces the armor's enhancement bonus by 1. Consequently, a maximum of three such weapons can be separated from the armor at any given time. The greenwood weapons keep their enhancement bonuses only while they're in the wearer's hands, though they remain masterwork weapons for other wielders.

The wearer can reintegrate a weapon back into the *warden of the woods* as a move action and restore the lost enhancement bonus. Each day at dawn, the armor regenerates any missing strips (regaining its full enhancement bonus), and any weapons still detached from the armor crumble into dust.

CONSTRUCTION REQUIREMENTS **COST** 14,850 GP

Craft Magic Arms and Armor, *ironwood*, *shillelagh*, *wood shape*

Specific Magic Shields

Absorbing Shield

Price 50,170 GP

Aura strong transmutation | **CL** 17th | **Weight** 15 lbs.

This *+1 heavy steel shield* is made of metal, but its color is a flat black that seems to absorb light. Once every 2 days, on command, it can disintegrate an object that it touches, as the spell but requiring a melee touch attack. This effect only functions as an attack—it can't be activated to target a creature or weapon as it strikes the shield.

Construction Requirements | **Cost** 25,170 GP

Craft Magic Arms and Armor, *disintegrate*

Avalanche Shield

Price 19,170 GP

Aura strong evocation | **CL** 12th | **Weight** 10 lbs.

The front of this *+1 bashing heavy steel shield* looks as though it is crafted from hundreds of bits of rubble and larger stones. When used to make a shield bash attack, stones fall from the shield and cling to the target of the shield bash. The target must succeed at a DC 14 Fortitude saving throw or be entangled for 1d4 rounds. Once per day on command, the target's wielder can choose to petrify the target of a shield bash instead. The target must succeed at a DC 16 Fortitude saving throw or become petrified for 1 minute.

Construction Requirements | **Cost** 9,670 GP

Craft Magic Arms and Armor, *bull's strength*, *shape stone*, *flesh to stone*

Battlement Shield

Price 16,180 GP

Aura moderate conjuration | **CL** 9th | **Weight** 45 lbs.



Once per day on command, this *+2 tower shield* can transform into a solid, 1-foot-thick, 10-foot-by-10-foot wall of masonry with a battlement on top and an arrow slit in each 5-foot length. The wall acts as cover just like any physical wall. The wielder can touch the wall with one hand and command it to revert to a tower shield either resting on the ground and balanced against his hand or strapped to his arm in the normal fashion. The wall has all the characteristics of any other foot-thick wall of masonry (hardness 8, 90 hit points, break DC 35). Attacks sufficient to destroy the wall cause it to immediately transform back into a shield, which loses half its hit points and gains the broken condition. The shield remains in wall form until destroyed or commanded to return to shield form. The wall cannot appear in a space too small to accommodate it.

Construction Requirements | **Cost** 8,180 GP

Craft Magic Arms and Armor, *wall of stone*

Belligerent Shield

Price 36,170 GP

Aura strong transmutation | **CL** 12th | **Weight** 15 lbs.

This *+1 animated bashing heavy steel shield* rattles in anticipation during battle. When loosed into the air to defend its wearer, the *belligerent shield* attacks as well as defends. Each round starting the round after animation, the shield makes a single shield bash attack against a foe of its wearer's choice within the wearer's reach. This works as a standard shield bash attack using the wearer's normal attack bonus with the shield, except that the wearer retains the shield bonus to AC, and while the shield's attack is treated as an off-hand attack, the wearer does not take off-hand penalties on her own attacks unless she is fighting with two weapons herself. If the wearer has any feats or abilities that benefit shield bashing attacks, they apply to attacks made by the *belligerent shield*.

Construction Requirements | **Cost** 18,170 GP

Craft Magic Arms and Armor, *bull's strength*, *animate objects*

Burglar's Buckler

Price 4,655 GP

Aura faint transmutation | **CL** 5th | **Weight** 5 lbs.



This unassuming *+1 buckler* has an array of small tools and implements embedded into the backside of its rim, able to be folded and snapped out for use at a moment's notice to attack, defend, or accomplish roguish tasks. A *burglar's buckler* grants the wielder a +2 competence bonus on Disable Device and Sleight of Hand checks, combat maneuver checks made to perform dirty tricks, and to CMD against dirty tricks.

Once per day on command, the wielder may transform a *burglar's buckler* into any mundane tool weighing 1 to 5 pounds, such as a crowbar, hammer, saw, small shovel, grappling hook, artisan's tools, or thieves' tools. The *burglar's buckler* retains its normal hardness and hit points in this form and can be converted back into shield form on command.

Construction Requirements | **Cost** 2,450 GP

Craft Magic Arms and Armor, *major creation*

Caster's Shield

Price 3,153 GP

Aura moderate abjuration | **CL** 6th | **Weight** 5 lbs.

This *+1 light wooden shield* has a leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed requires half the normal cost in raw materials. 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. The price of the shield is modified by the value of the scroll spell if one is currently scribed.

CONSTRUCTION REQUIREMENTS	COST 1,653 GP

Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level

CASTER'S SHIELD, GREATER

PRICE 10,153 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** 5 lbs.

This *+3 light wooden shield* acts in all ways like a *caster's shield*, but the strip can accommodate spells of up to 5th level.

CONSTRUCTION REQUIREMENTS	COST 5,153 GP

Craft Magic Arms and Armor, Scribe Scroll

CELESTIAL SHIELD

PRICE 13,170 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** 7 lbs.



This gold-edged *+2 blinding heavy steel shield* is impossibly light and handy despite its size. It has no armor check penalty or arcane spell failure chance, and it allows the wielder to use *feather fall* on himself once per day. A creature wearing *celestial armor* while wielding a *celestial shield* may command the armor to provide *overland flight* rather than *fly* once per day.

CONSTRUCTION REQUIREMENTS	COST 6,670 GP

Craft Magic Arms and Armor, *feather fall, overland flight*

COLLAPSIBLE TOWER

PRICE 8,170 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 15 lbs.

Three times per day, this *+2 heavy steel shield* can be commanded to transform into a *+2 tower shield*. It can stay in tower shield form for 1 minute or until it is commanded to take its normal form again (a swift action). A *collapsible tower*'s weight does not change when it takes tower shield form.

CONSTRUCTION REQUIREMENTS	COST 4,170 GP

Craft Magic Arms and Armor, *shrink item*

DARKWOOD BUCKLER

PRICE 203 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 2-1/2 lbs.

This nonmagical masterwork light wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It has no armor check penalty.

DARKWOOD SHIELD

PRICE 257 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 5 lbs.

This nonmagical masterwork 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 has no armor check penalty.

TABLE 3-6: SPECIFIC SHIELDS

d%	LESSER MINOR SHIELD	PRICE
01–20	Living steel heavy shield	120 gp
21–45	Darkwood buckler	203 gp
46–70	Darkwood shield	257 gp
71–100	Mithral heavy shield	1,020 gp

d%	GREATER MINOR SHIELD	PRICE
01–30	*Zombie skin shield*	2,159 gp
31–75	*Caster's shield*	3,153 gp
76–100	*Burglar's buckler*	4,655 gp

d%	LESSER MEDIUM SHIELD	PRICE
01–35	*Spined shield*	5,580 gp
36–50	*Dragonslayer's shield*	7,170 gp
51–65	*Collapsible tower*	8,170 gp
66–100	*Lion's shield*	9,170 gp

d%	GREATER MEDIUM SHIELD	PRICE
01–20	*Caster shield, greater*	10,153 gp
21–40	*Celestial shield*	13,170 gp
41–60	*Maelstrom shield*	14,170 gp
61–80	*Volcanic shield*	14,170 gp
81–100	*Tempest shield*	15,170 gp

d%	LESSER MAJOR SHIELD	PRICE
01–20	*Battlement shield*	16,180 gp
21–40	*Winged shield*	17,257 gp
41–60	*Avalanche shield*	19,170 gp
61–80	*Fortress shield*	19,180 gp
81–100	*Wyrmslayer's shield*	20,170 gp

d%	GREATER MAJOR SHIELD	PRICE
01–20	*Spell ward tower shield*	25,180 gp
21–35	*Quick block buckler*	36,155 gp
36–50	*Belligerent shield*	36,170 gp
51–65	*Force tower*	46,030 gp
66–85	*Absorbing shield*	50,170 gp
86–100	*Elysian shield*	52,620 gp

DRAGONSLAYER'S SHIELD

PRICE 7,170 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 15 lbs.

This *+2 heavy steel shield* has a distinct curve to its shape and often bears the device of a valiant knight. The wearer of this shield gains a +2 bonus on Reflex saves against effects that originate or burst from a point outside his own square, as though he had cover. It does not protect against spread effects. This bonus does not stack with that granted by actual cover or give cover to any creature other than the wearer. In addition, the *dragonslayer's shield* grants its wielder a +2 morale bonus on Will saves against the frightful presence ability.

CONSTRUCTION REQUIREMENTS	COST 3,670 GP

Craft Magic Arms and Armor, *remove fear, shield of faith*

ELYSIAN SHIELD

PRICE 52,620 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 45 lbs.

This *+2 ghost touch tower shield* is engraved with funerary runes depicting the peaceful rest of the contented dead. The wielder of an *elysian shield* is immune to the create spawn ability of undead, and once per day as an immediate action can negate a single energy drain, ability drain, or ability damage attack by an undead creature. In addition, once per day as a standard action, the wielder can release a wave of positive energy that panics undead, as the Turn Undead feat (Will DC 20 negates).

CONSTRUCTION REQUIREMENTS | **COST** 26,390 GP

Craft Magic Arms and Armor, Turn Undead, *death ward*, *etherealness*

FORCE TOWER

PRICE 46,030 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** 22 lbs.

This *+1 arrow deflection ghost touch mithral tower shield* glows with a perpetual bluish radiance. Infused with magical force, a *force tower* renders its wielder immune to *magic missiles* and also allows its wielder to use its *arrow deflection* special ability to deflect magical rays and ranged touch attacks. The Reflex save DC to deflect such attacks is equal to 20 + the level of the spell (or 1/2 the class level or Hit Dice of the creature that created the effect, if a supernatural effect). If a spell or effect creates multiple rays or attacks, the *force tower* deflects only one of them per round.

CONSTRUCTION REQUIREMENTS | **COST** 23,530 GP

Craft Magic Arms and Armor, *etherealness*, *resilient sphere*, *shield*

FORTRESS SHIELD

PRICE 19,180 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 45 lbs.



The wearer of this *+1 tower shield* may, as a full-round action, transform the shield into a 1-inch-thick cube of iron that springs into being around him, completely enclosing his space. The cube has hardness 10 and 30 hit points per side. This cube grants the wearer total cover against everything outside the cube, including (as it is perfectly sealed) swarms and gas attacks. The inside of the cube is dark, and air cannot get in or out so the wearer must hold his breath starting on the third round after activating the cube. Attacks sufficient to destroy one side of the cube cause it to immediately transform back into a shield, which loses half its hit points and gains the broken condition. Otherwise, the cube reverts to shield form upon command, if the wearer moves from his current space, or if the wearer falls unconscious or dies.

CONSTRUCTION REQUIREMENTS | **COST** 9,680 GP

Craft Magic Arms and Armor, *wall of iron*

LION'S SHIELD

PRICE 9,170 GP

AURA moderate conjuration | **CL** 10th | **WEIGHT** 15 lbs.

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.

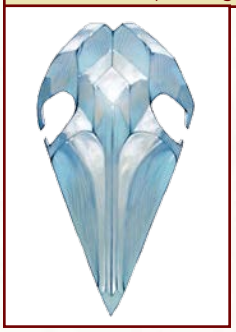
CONSTRUCTION REQUIREMENTS | **COST** 4,670 GP

Craft Magic Arms and Armor, *summon nature's ally IV*

LIVING STEEL HEAVY SHIELD

PRICE 120 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 15 lbs.



This nonmagical heavy steel shield is made out of living steel. It has no enhancement bonus, but its material and construction can damage metal weapons that strike it. Whenever the wielder of a metal weapon (other than one made of adamantine) rolls a natural 1 on an attack against a creature wielding this shield, the item must make a DC 20 Fortitude save or gain the broken condition. If the weapon already has the broken condition, it is instead destroyed.

MAELSTROM SHIELD

PRICE 14,170 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 10 lbs.

The device of this *+1 bashing heavy steel shield* features a magical image of the trackless seas, complete with rolling waves and crashing whitecaps. When used to make a shield bash attack, the shield's wielder can make a trip attack as a free action against the same target without provoking an attack of opportunity from the creature being tripped. On command, the wielder can make the shield produce a gallon of fresh drinkable water. Once per day on command, the wielder can use the *maelstrom shield* to emit a stream of water as the *hydraulic push* spell.

CONSTRUCTION REQUIREMENTS | **COST** 7,170 GP

Craft Magic Arms and Armor, *bull's strength*, *control water*, *hydraulic push* (*Advanced Player's Guide*)

MITHRAL HEAVY SHIELD

PRICE 1,020 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 5 lbs.

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

QUICK BLOCK BUCKLER

PRICE 36,155 GP

AURA strong abjuration | **CL** 14th | **WEIGHT** 15 lbs.

Once per round as an immediate action, this *+3 arrow deflection buckler* can be used to block an incoming melee attack. When used in this way, the buckler's enhancement bonus increases by +2 against that attack. The buckler's user must decide to use this ability before the attack roll is made. When the shield's user blocks a melee attack in this way, it cannot use its *arrow deflection* special ability for 1 round.

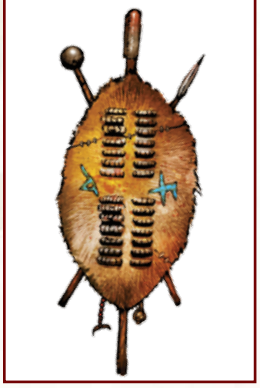
CONSTRUCTION REQUIREMENTS **COST** 18,155 GP

Craft Magic Arms and Armor, *shield*

SPELL WARD TOWER SHIELD

PRICE 25,180 GP

AURA strong abjuration | **CL** 15th | **WEIGHT** 15 lbs.



This *+2 spell resistance (13) tower shield* grants a +4 resistance bonus on Reflex saving throws against spells and spell-like abilities. Once per day, when the wearer succeeds at a saving throw against a spell or spell-like ability that allows a Reflex saving throw for half damage, she may spend an immediate action to instead take no damage from that spell or spell-like ability.

CONSTRUCTION REQUIREMENTS **COST** 12,680 GP

Craft Magic Arms and Armor, *cat's grace*, *spell resistance*

SPINED SHIELD

PRICE 5,580 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 15 lbs.

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.

CONSTRUCTION REQUIREMENTS **COST** 2,875 GP

Craft Magic Arms and Armor, *magic missile*

TEMPEST SHIELD

PRICE 15,170 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 10 lbs.



The face of this *+1 bashing heavy steel shield* swirls with the image of swirling clouds, driving rain, or falling snow. When used to make a shield bash attack, the shield's wielder can make a bull rush maneuver as a free action against her target without provoking an attack of opportunity from the creature being bull rushed. Once per day on command, the wielder can cause the *tempest shield* to emit a stream of high-powered air as the *gust of wind* spell.

CONSTRUCTION REQUIREMENTS **COST** 8,170 GP

Craft Magic Arms and Armor, *bull's strength*, *gust of wind*

VOLCANIC SHIELD

PRICE 14,170 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 10 lbs.

This *+1 bashing heavy steel shield* burns with an internal fire upon its boss, gaining the *flaming* weapon special ability when used to make shield bash attacks. On command, the wielder can make the shield belch forth smoke as a smokestick, but this smoke does not impair the shield user's vision. Once per day, the wielder may cause the *volcanic shield* to erupt in a cascade of brimstone as the *burning hands* spell.

CONSTRUCTION REQUIREMENTS **COST** 7,170 GP

Craft Magic Arms and Armor, *bull's strength*, *burning hands*, *pyrotechnics*

WINGED SHIELD

PRICE 17,257 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 10 lbs.



This *+3 heavy wooden shield* has designs resembling unfurled, arching bird wings carved into its face. 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.

CONSTRUCTION REQUIREMENTS **COST** 8,707 GP

Craft Magic Arms and Armor, *fly*

WYRMSLAYER'S SHIELD

PRICE 20,170 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 15 lbs.

This *+4 heavy steel shield* acts in all ways as a *dragonslayer's shield*, except it grants a +6 morale bonus on Will saves against the frightful presence ability instead of a +2 morale bonus.

CONSTRUCTION REQUIREMENTS **COST** 10,170 GP

Craft Magic Arms and Armor, *remove fear*, *shield of faith*

ZOMBIE SKIN SHIELD

PRICE 2,159 GP

AURA moderate abjuration | **CL** 5th | **WEIGHT** 15 lbs.

This *+1 light steel shield* is wrapped in a layer of gray skin. Once per day, the wearer can animate the skin as a human zombie under her control, as if she had created it with *animate dead*, for a period of 5 minutes. When the time expires, the zombie returns to the shield. If the zombie is destroyed or cannot reach the shield by the time it expires, placing the shield on a Medium humanoid corpse for 1 hour recreates the shield's skin.

CONSTRUCTION REQUIREMENTS **COST** 1,159 GP

Craft Magic Arms and Armor, *animate dead*

Weapon Special Abilities

A magic weapon is enhanced to strike more truly and deliver more damage. Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonuses on attack rolls do not stack with their enhancement bonuses on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonuses apply to both melee and ranged attacks.

Some magic weapons have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents, including from character abilities and spells) higher than +10. A weapon with a special ability must also have at least a +1 enhancement bonus. Weapons cannot possess the same special ability more than once.

Weapons or ammunition can be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material (see Chapter 1).

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

ADDITIONAL DAMAGE DICE: Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

RANGED WEAPONS AND AMMUNITION: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon.

MAGIC AMMUNITION AND BREAKAGE: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or is otherwise rendered useless. A magic arrow, bolt, or bullet that successfully hits a target is automatically destroyed after it delivers its damage. Unlike other types of ammunition, firearm ammunition is destroyed when it is used and has no chance of being retrieved on a miss.

LIGHT GENERATION: Fully 30% of magic weapons shed light equivalent to a *light* spell. These glowing weapons are quite obviously magical. They can't be concealed when drawn, nor can their light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

HARDNESS AND HIT POINTS: Each +1 of a magic weapon's enhancement bonus adds +2 to its hardness and +10 to its hit points.

ACTIVATION: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon—by wielding (attacking with) it. If a weapon has a special ability that the user needs to activate, then the user usually needs to utter a command word (a standard action). A character can activate the special abilities of 50 pieces of ammunition at the same time, assuming each piece has identical abilities.

MAGIC WEAPONS AND CRITICAL HITS: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect also functions against creatures not normally subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

WEAPONS FOR UNUSUALLY SIZED CREATURES: The cost of weapons for creatures that are neither Small nor Medium varies (see Chapter 1). The cost of the masterwork quality and any magical enhancement remains the same.

SPECIAL QUALITIES: Roll d%. A 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

Magic Weapon Special Ability Descriptions

A weapon with a special ability must also have at least a +1 enhancement bonus.

Adaptive

PRICE +1,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** —

This ability can only be placed on composite bows. An *adaptive* bow responds to the strength of its wielder, acting as a bow with a strength rating equal to its wielder's Strength bonus. The wielder can fire it with a lesser Strength bonus (and cause less damage) if desired.

CONSTRUCTION REQUIREMENTS | **COST** +500 GP

Craft Magic Arms and Armor, *warp wood*

Advancing

PRICE +2 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This ability can only be placed on melee weapons. Once per round, when the wielder damages a creature in melee with an *advancing* weapon, she can take a 5-foot step as a swift action after the attack but before the end of her turn. This movement does not count against her ability to move or take a 5-foot step earlier or later in the round, though using this ability imposes a –2 penalty on all attack rolls until the start of her next turn. This ability may not be used in conjunction with any other ability or effect that allows moving as part of an attack.

Table 3–7: Magic Weapon Table

d%	LESSER MINOR WEAPON
01–80	+1 weapon
81–100	Lesser minor specific weapon

d%	GREATER MINOR WEAPON
01–26	+1 weapon
27–53	+2 weapon
54–80	+1 weapon with one +1 special ability*
81–100	Greater minor specific weapon

d%	LESSER MEDIUM WEAPON
01–10	+1 weapon
11–20	+2 weapon
21–32	+3 weapon
33–44	+1 weapon with one +1 special ability*
45–56	+1 weapon with two +1 special abilities*
57–68	+1 weapon with one +2 special ability*
69–80	+2 weapon with one +1 special ability*
81–100	Lesser medium specific weapon

d%	GREATER MEDIUM WEAPON
01–10	+2 weapon
11–22	+3 weapon
23–32	+1 weapon with one +1 special ability*
33–44	+1 weapon with one +2 special ability*
45–56	+2 weapon with one +1 special ability*
57–68	+2 weapon with one +2 special ability*
69–80	+3 weapon with one +1 special ability*
81–100	Greater medium specific weapon

d%	LESSER MAJOR WEAPON
01–10	+3 weapon
11–22	+4 weapon
23–32	+1 weapon with one +2 special ability*
33–44	+1 weapon with one +3 special ability*
45–56	+2 weapon with one +2 special ability*
57–68	+3 weapon with one +1 special ability*
69–80	+4 weapon with one +1 special ability*
81–100	Lesser major specific weapon

d%	GREATER MAJOR WEAPON
01–10	+4 weapon
11–20	+5 weapon
21–30	+4 weapon with one +1 special ability*
31–38	+4 weapon with one +2 special ability*
39–46	+4 weapon with one +3 special ability*
47–51	+4 weapon with one +4 special ability*
52–59	+5 weapon with one +1 special ability*
60–67	+5 weapon with one +2 special ability*
68–71	+5 weapon with one +3 special ability*
72–74	+5 weapon with one +4 special ability*
75–77	+5 weapon with one +4 special ability and one +1 special ability*
78–80	+5 weapon with one +3 special ability and one +2 special ability*
81–100	Greater major specific weapon

* See Table 3–8 for Melee Weapon Special Abilities, Table 3–9 for Ranged Weapon Special Abilities, and Table 3–10 for Ammunition Special Abilities.

CONSTRUCTION REQUIREMENTS **COST** +2 bonus

Craft Magic Arms and Armor, *feather step* (*Advanced Player's Guide*)

ALLYING

PRICE +1 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

An *allying* weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to one weapon being used by an ally of the wielder. The wielder must have line of sight to the intended ally. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus. The bonus to the ally's weapon lasts until the *allying* weapon's wielder's next turn. The enhancement bonus from the *allying* weapon does not stack with the enhancement bonus on the ally's weapon (if any).

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *magic weapon*

ANARCHIC

PRICE +2 BONUS

AURA moderate evocation | **CL** 7th | **WEIGHT** —

An *anarchic* weapon is infused with the power of chaos. It makes the weapon chaotically aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of lawful alignment. It bestows one permanent negative level (*Core Rulebook* 562) 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 cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

CONSTRUCTION REQUIREMENTS **COST** +2 bonus

Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic

ANCHORING

PRICE +2 BONUS

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

This special ability can only be added to a melee weapon or a thrown weapon. An *anchoring* weapon pins a target in place and prevents it from moving. As a swift action, the weapon can be fixed in place in a point in space, functioning as an *immovable rod.* This ability can also be used when the wielder hits a creature with a melee attack using an *anchoring* weapon. This anchors the target to the weapon, preventing it from moving away from the weapon. The target is not entangled or paralyzed; it simply cannot move from its location without first destroying the weapon or making a successful DC 30 Strength check as a full-round action to move with the weapon up to 10

feet. An *anchoring* weapon remains motionless and cannot be used to attack while it is anchoring a creature. An *anchoring* weapon has no effect on amorphous creatures, including elementals, oozes, and creatures in gaseous or liquid form. It also cannot anchor incorporeal creatures unless the weapon also has the *ghost touch* special ability.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *levitate*

AXIOMATIC

PRICE +2 BONUS

AURA moderate evocation | **CL** 7th | **WEIGHT** —

An *axiomatic* weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent negative level (*Core Rulebook* 562) 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 cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *order's wrath*, creator must be lawful

BANE

PRICE +1 BONUS

AURA moderate conjuration | **CL** 8th | **WEIGHT** —

A *bane* weapon excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes. 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	Fey
28–60	Humanoids (pick one subtype)
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73–88	Outsiders (pick one subtype)
89–90	Plants
91–98	Undead
99–100	Vermin

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *summon monster I*

BENEVOLENT

PRICE +1 BONUS

AURA faint enchantment | **CL** 5th | **WEIGHT** —

This ability can only be placed on a melee weapon. When the wielder of a benevolent weapon uses the aid another action to grant an ally a bonus on attack rolls, he increases the aid another bonus by the enhancement bonus of the weapon.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *aid*

Table 3–8: Melee Weapon Special Abilities

d%	+1 WEAPON SPECIAL ABILITY	BASE PRICE MODIFIER[1]
01	*Impervious*	+3,000 gp
02	*Glamered*	+4,000 gp
03	*Allying*	+1 bonus
04–08	*Bane*	+1 bonus
09	*Benevolent*	+1 bonus
10	*Called*	+1 bonus
11–12	*Conductive*	+1 bonus
13–16	*Corrosive*	+1 bonus
17	*Countering*	+1 bonus
18	*Courageous*	+1 bonus
19	*Cruel*	+1 bonus
20–21	*Cunning*	+1 bonus
22	*Deadly*	+1 bonus
23–26	*Defending*	+1 bonus
27	*Dispelling*	+1 bonus
28–33	*Flaming*	+1 bonus
34–39	*Frost*	+1 bonus
40–41	*Furious*	+1 bonus
42–45	*Ghost touch*	+1 bonus
46–47	*Grayflame*	+1 bonus
48	*Grounding*	+1 bonus
49	*Guardian*	+1 bonus
50	*Heartseeker*	+1 bonus
51–52	*Huntsman*	+1 bonus
53–54	*Jurist*	+1 bonus
55–59	*Keen*[3]	+1 bonus
60–61	*Ki focus*	+1 bonus
62	*Limning*	+1 bonus
63–64	*Menacing*	+1 bonus

BRILLIANT ENERGY

PRICE +4 BONUS

AURA strong transmutation | **CL** 16th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS | **COST** +4 bonus

Craft Magic Arms and Armor, *gaseous form, continual flame*

65	*Merciful*	+1 bonus
66–68	*Mighty cleaving*	+1 bonus
69	*Mimetic*	+1 bonus
70	*Neutralizing*	+1 bonus
71	*Ominous*	+1 bonus
72	*Planar*	+1 bonus
73	*Quenching*	+1 bonus
74	*Seaborne*	+1 bonus
75–80	*Shock*	+1 bonus
81–85	*Spell storing*	+1 bonus
86	*Thawing*	+1 bonus
87–91	*Throwing*	+1 bonus
92–96	*Thundering*	+1 bonus
97	*Valiant*	+1 bonus
98–100	*Vicious*	+1 bonus

d%	+2 WEAPON SPECIAL ABILITY	BASE PRICE MODIFIER[1]
01	*Advancing*	+2 bonus
02–10	*Anarchic*	+2 bonus
11–19	*Anchoring*	+2 bonus
20	*Axiomatic*	+2 bonus
21–27	*Corrosive burst*	+2 bonus
28	*Defiant*	+2 bonus
29	*Dispelling burst*	+2 bonus
30–38	*Disruption*[2]	+2 bonus
39–47	*Flaming burst*	+2 bonus
48	*Furyborn*	+2 bonus
49	*Glorious*	+2 bonus
50–58	*Holy*	+2 bonus
59–67	*Icy burst*	+2 bonus
68	*Igniting*	+2 bonus
69	*Impact*[4]	+2 bonus
70	*Invigorating*	+2 bonus
71	*Ki intensifying*	+2 bonus
72	*Lifesurge*	+2 bonus
73	*Negating*	+2 bonus
74	*Phase locking*	+2 bonus
75–83	*Shocking burst*	+2 bonus
84	*Stalking*	+2 bonus
85–91	*Unholy*	+2 bonus
92–100	*Wounding*	+2 bonus

d%	+3 WEAPON SPECIAL ABILITY	BASE PRICE MODIFIER[1]
01–20	*Nullifying*	+3 bonus
21–40	*Repositioning*	+3 bonus
41–80	*Speed*	+3 bonus
81–100	*Spellstealing*	+3 bonus

d%	+4 OR +5 WEAPON SPECIAL ABILITY	BASE PRICE MODIFIER[1]
01–40	*Brilliant energy*	+4 bonus
41–80	*Dancing*	+4 bonus
81–90	*Vorpal*[3]	+5 bonus
91–95	*Transformative*	+10,000 gp
96–100	*Dueling*	+14,000 gp

[1] Add to enhancement bonus on Table 3–9 to determine total price.

[2] Bludgeoning weapons only.

[3] Piercing or slashing weapons only (slashing only for *vorpal*).

[4] This special ability cannot be applied to light melee weapons.

CALLED

PRICE +1 BONUS

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

A *called* weapon can be teleported to the wielder's hand as a swift action that does not provoke attacks of opportunity, even if the weapon is in the possession of another creature. This ability has a maximum range of 100 feet, and effects that block teleportation prevent the return of a *called* weapon. A *called* weapon must be in a creature's possession for at least 24 hours for this ability to function.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *teleport*

CONDUCTIVE

PRICE +1 BONUS

AURA moderate necromancy | **CL** 8th | **WEIGHT** —

A *conductive* weapon is able to channel the energy of a spell-like or supernatural ability that relies on a melee or ranged touch attack to hit its target (such as from a cleric's domain granted power, sorcerer's bloodline power, oracle's mystery revelation, or wizard's arcane school power). When the wielder makes a successful attack of the appropriate type, he may choose to expend two uses of his magical ability to channel it through the weapon to the struck opponent, which suffers the effects of both the weapon attack and the special ability. (If the wielder has unlimited uses of a special ability, she may channel through the weapon every round.) For example, a paladin who strikes an undead opponent with her *conductive greatsword* can expend two uses of her lay on hands ability (a supernatural melee touch attack) to deal both greatsword damage and damage from one use of lay on hands. A given character can use this weapon special ability only once per round (even if she has several *conductive* weapons), and the power works only with magical abilities of the same type as the weapon (melee or ranged).

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *spectral hand*

CONSERVING

PRICE +1 BONUS

AURA moderate conjuration | **CL** 7th | **WEIGHT** —

This ability cannot be placed on firearms. Only projectile weapons can be made *conserving*. When the wielder

Table 3–9: Weapon Pricing by Bonus

Weapon Bonus	Base Price[1]
+1	2,000 gp
+2	8,000 gp
+3	18,000 gp
+4	32,000 gp
+5	50,000 gp
+6[2]	72,000 gp
+7[2]	98,000 gp
+8[2]	128,000 gp
+9[2]	162,000 gp
+10[2]	200,000 gp

[1] For ammunition, this price is for 50 arrows, bolts, bullets, or firearm ammunition.

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

misses with a ranged attack, the fired ammunition teleports unharmed to its quiver, case, or pouch. If the ammunition in question would be destroyed for other reasons than merely being launched, such as an arrow that breaks apart in flight, this special ability does not function and the ammunition is destroyed as normal. Effects that block teleportation prevent this special ability from working.

Construction Requirements | **Cost** +1 bonus

Craft Magic Arms and Armor, *abundant ammunition* (*Ultimate Combat*), *dimension door*

Corrosive

Price +1 bonus

Aura moderate evocation | **CL** 10th | **Weight** —

Upon command, a *corrosive* weapon becomes slick with acid that deals an extra 1d6 points of acid damage on a successful hit. The acid does not harm the wielder. The effect remains until another command is given.

Construction Requirements | **Cost** +1 bonus

Craft Magic Arms and Armor, *acid arrow*

Corrosive Burst

Price +2 bonus

Aura moderate evocation | **CL** 12th | **Weight** —

A *corrosive burst* weapon functions as a *corrosive* weapon that explodes with searing acid upon striking a successful critical hit. The acid does not harm the wielder. In addition to the extra acid damage from the *corrosive* special ability, a *corrosive burst* weapon deals an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical modifier is ×3, add an extra 2d10 points of acid damage instead, and if the modifier is ×4, add an extra 3d10 points.

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

Construction Requirements | **Cost** +2 bonus

Craft Magic Arms and Armor, *acid arrow*

Countering

Price +1 bonus

Aura faint transmutation | **CL** 5th | **Weight** —

A *countering* weapon gives its wielder a +2 bonus to his combat maneuver defense against combat maneuvers made to disarm or sunder this weapon. If the attempt fails, the wielder can immediately attempt the same maneuver against the opponent without provoking attacks of opportunity. The wielder never risks dropping his weapon with a failed disarm combat maneuver when counterattacking in this manner. This ability can be used even if the attacker is not within the wielder's reach. *Countering* can only be placed on melee weapons.

Construction Requirements | **Cost** +1 bonus

Combat Reflexes, Craft Magic Arms and Armor, *cat's grace*

Courageous

Price +1 bonus

Aura faint enchantment | **CL** 3rd | **Weight** —

This special ability can only be added to a melee weapon. A *courageous* weapon fortifies the wielder's courage and morale in battle. The wielder gains a morale bonus on saving throws against fear equal to the weapon's enhancement bonus. In addition, any morale bonus on saving throws against fear the wielder gains from any other source is increased by half the weapon's enhancement bonus (minimum 1).

Construction Requirements | **Cost** +1 bonus

Craft Magic Arms and Armor, *heroism*, *remove fear*

Cruel

Price +1 bonus

Aura faint necromancy | **CL** 5th | **Weight** —

When the wielder strikes a creature that is frightened, shaken, or panicked with a *cruel* weapon, that creature becomes sickened for 1 round. When the wielder uses the weapon to knock unconscious or kill a creature, he gains 5 temporary hit points that last for 10 minutes.

Construction Requirements | **Cost** +1 bonus

Craft Magic Arms and Armor, *cause fear*, *death knell*

Cunning

Price +1 bonus

Aura moderate divination | **CL** 6th | **Weight** —

This special ability allows a weapon to find chinks in a foe's defenses using the wielder's knowledge of the target. Whenever the weapon's attack is a critical threat, the wielder gains a +4 bonus on the confirmation roll if she has 5 or more ranks in a Knowledge skill that would be used to identify the target's creature type, or a +6 bonus instead if she has 15 or more ranks.

Construction Requirements | **Cost** +1 bonus

Craft Magic Arms and Armor, *true strike*

Dancing

Price +4 bonus

Aura strong transmutation | **CL** 15th | **Weight** —

Table 3–10: Ranged Weapon Special Abilities

d%	+1 Weapon Special Ability	Base Price Modifier[1]
01	*Adaptive*[2]	+1,000 gp
02	*Impervious*	+3,000 gp
03	*Glamered*	+4,000 gp
04–06	*Allying*	+1 bonus
07–15	*Bane*[3]	+1 bonus
16	*Called*	+1 bonus
17–19	*Conductive*	+1 bonus
20	*Conserving*[4]	+1 bonus
21–24	*Corrosive*[3]	+1 bonus
25	*Cruel*	+1 bonus
26–28	*Cunning*	+1 bonus
29–36	*Distance*	+1 bonus
37–45	*Flaming*[3]	+1 bonus
46–54	*Frost*[3]	+1 bonus
55–58	*Huntsman*	+1 bonus
59–62	*Jurist*	+1 bonus
63	*Limning*	+1 bonus
64	*Lucky*[5]	+1 bonus
65–66	*Merciful*[3]	+1 bonus
67	*Planar*	+1 bonus
68	*Reliable*[5]	+1 bonus
69–76	*Returning*[6]	+1 bonus
77–84	*Seeking*	+1 bonus
85–92	*Shock*[3]	+1 bonus
93–100	*Thundering*[3]	+1 bonus

d%	+2 Weapon Special Ability	Base Price Modifier[1]
01–10	*Anarchic*[3]	+2 bonus
11–13	*Anchoring*[6]	+2 bonus
14–23	*Axiomatic*[3]	+2 bonus
24–31	*Corrosive burst*[3]	+2 bonus
32–34	*Designating, lesser*[3]	+2 bonus
35–37	*Endless ammunition*[7]	+2 bonus
38–48	*Flaming burst*[3]	+2 bonus
49–58	*Holy*[3]	+2 bonus
59–69	*Icy burst*[3]	+2 bonus
70–73	*Igniting*[3]	+2 bonus
74–76	*Phase locking*[3]	+2 bonus
77–86	*Shocking burst*[3]	+2 bonus
87–90	*Stalking*	+2 bonus
91–100	*Unholy*[3]	+2 bonus

d%	+3 or +4 Weapon Special Ability	Base Price Modifier[1]
01–25	*Lucky, greater*[5]	+3 bonus
26–45	*Reliable, greater*[5]	+3 bonus
46–85	*Speed*	+3 bonus
86–94	*Brilliant energy*[3]	+4 bonus
95–96	*Designating, greater*[3]	+4 bonus
97–98	*Nimble shot*	+4 bonus
99–100	*Second chance*[3]	+4 bonus

[1] Add to enhancement bonus on Table 3–9 to determine total price.
[2] Only bows can have this ability (composite only for *adaptive*).
[3] Projectile weapons with this ability bestow this power upon their ammunition.
[4] Firearms cannot have this special ability.
[5] Only firearms can have this special ability.
[6] Only thrown ranged weapons can have this special ability.
[7] Only bows and crossbows can have this special ability.

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 activating character it is not considered armed with the weapon. The weapon is considered wielded or attended by the activating character for all maneuvers and effects that target items. While dancing, the weapon shares 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 activating character everywhere, whether she moves by physical or magical means. If the activating character 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. This special ability can only be placed on melee weapons.

CONSTRUCTION REQUIREMENTS | **COST** +4 bonus

Craft Magic Arms and Armor, *animate objects*

DEADLY

PRICE +1 BONUS

AURA faint necromancy | **CL** 5th | **WEIGHT** —

This special ability can only be placed on melee weapons that normally deal nonlethal damage, such as whips and saps. All damage a *deadly* weapon deals is normal (lethal) damage. A whip (or similar weapon that is not normally able to damage creatures with armor or natural armor bonuses) with this special ability deals damage even to creatures with armor or natural armor. On command, the weapon suppresses this ability until the wielder commands it to resume.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *inflict light wounds*

DEFENDING

PRICE +1 BONUS

AURA moderate abjuration | **CL** 8th | **WEIGHT** —

A *defending* weapon allows the wielder to transfer some or all of the weapon'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 bonus to AC lasts until his next turn. This ability can only be placed on melee weapons.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *shield* or *shield of faith*

DEFIANT

PRICE +2 BONUS

AURA strong abjuration | **CL** 10th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *defiant* weapon helps its wielder stay alive in desperate conditions. It stays in its wielder's hand even if she is panicked, stunned, or unconscious. She adds the weapon's enhancement bonus as a bonus on checks to stabilize when dying and on saving throws to end ongoing conditions such as disease, poison, and *hold person*. If the wielder possesses Heroic Defiance, Heroic Recovery, Improved Great Fortitude, Improved Iron Will, or Improved Lightning Reflexes, she gains a number of additional daily uses equal to the weapon's enhancement bonus that can be used on any of these feats.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, Heroic Defiance, *break enchantment*, *stabilize*

DESIGNATING, GREATER

PRICE +4 BONUS

AURA moderate enchantment | **CL** 12th | **WEIGHT** —

This special ability can only be placed on ranged weapons or ammunition. Each time a ranged weapon or ammunition with this ability hits a creature, its magic designates the target. Allies gain a +4 morale bonus on melee attack rolls and a +6 morale bonus on melee damage rolls against the designated target for 1 round. Multiple successful shots fired at the same target do not increase the bonuses or their duration.

CONSTRUCTION REQUIREMENTS | **COST** +4 bonus

Craft Magic Arms and Armor, *instant enemy* (*Advanced Player's Guide*)

DESIGNATING, LESSER

PRICE +2 BONUS

AURA moderate enchantment | **CL** 7th | **WEIGHT** —

This special ability can only be placed on ranged weapons or ammunition. Each time a ranged weapon or ammunition with this ability hits a creature, its magic designates the target. Allies gain a +2 morale bonus on melee attack and melee damage rolls against the designated target for 1 round. Multiple successful shots fired at the same target do not increase the bonuses or their duration.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *instant enemy* (*Advanced Player's Guide*)

DISPELLING

PRICE +1 BONUS

AURA strong abjuration | **CL** 10th | **WEIGHT** —

A *dispelling* weapon functions like a *spell storing* weapon, but it may only store *dispel magic*; however, the caster level check to dispel gains an additional bonus equal to the weapon's enhancement bonus. This bonus also applies to a magus's dispelling strike arcana or a barbarian's spell sunder or sunder enchantment combat maneuver check.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *dispel magic*, creator must be a caster of at least 10th level

DISPELLING BURST

PRICE +2 BONUS

AURA strong abjuration | **CL** 12th | **WEIGHT** —

A *dispelling burst* weapon functions like a *dispelling* weapon but may store *dispel magic* or *greater dispel magic*. In addition, these spells can be discharged as a free action when the wielder of a *dispelling burst* weapon confirms a critical hit. When the wielder does so, the bonus to the check made to dispel (including from dispelling strike, spell sunder, or sunder enchantment) increases by an amount equal to the weapon's enhancement bonus or the weapon's critical multiplier (whichever is higher).

If a *dispelling burst* weapon confirms a critical hit while it is not currently storing a *dispel magic* or *greater dispel magic* spell, yet if the wielder has either spell prepared (or is a spontaneous caster able to cast either spell), she may cast either spell into the weapon as a swift action and then immediately discharge it into the target as a free action.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *greater dispel magic*, creator must be a caster of at least 12th level

DISRUPTION

PRICE +2 BONUS

AURA strong conjuration | **CL** 14th | **WEIGHT** —

A *disruption* weapon is the bane of all undead. Any undead creature struck in combat must succeed at a DC 14 Will save or be destroyed. A *disruption* weapon must be a bludgeoning melee weapon.

CONSTRUCTION REQUIREMENTS | **COST** +2 bonus

Craft Magic Arms and Armor, *heal*

DISTANCE

PRICE +1 BONUS

AURA moderate divination | **CL** 6th | **WEIGHT** —

This special ability can only be placed on a ranged weapon. A distance weapon has double the range increment of other weapons of its kind.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *clairaudience/clairvoyance*

DRY LOAD

PRICE +1,500 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** —

This weapon special ability can only be applied to alchemical or metal firearm cartridges. *Dry load* cartridges can be used to load guns underwater or in other airless environments, such as a vacuum. This special ability protects the cartridge's contents as it is being loaded into a firearm and creates a residual bubble of air that surrounds that firearm, further protecting the ammunition and allowing the firearm with this ammunition loaded in it to be fired in an airless environment.

After the cartridge is loaded, the bubble of air lasts for 3 minutes or until the firearm is fired, whichever occurs first.

A firearm loaded with this ammunition still takes the –2 penalty on attack rolls when fired underwater for every 5 feet of water the bullet passes through, in addition to the normal penalties to range. When firing a *dry load* cartridge underwater or in an airless environment, a misfire that results in a firearm explosion occurs normally.

The listed price is for 50 *dry load* cartridges.

CONSTRUCTION REQUIREMENTS	COST +750 GP

Craft Magic Arms and Armor, *air bubble* (*Ultimate Combat*)

DUELING

PRICE +14,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *dueling* weapon (which must be a weapon that can be used with the Weapon Finesse feat) gives the wielder a +4 enhancement bonus on initiative checks, provided the weapon is drawn and in hand when the Initiative check is made. It provides a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against the wielder.

CONSTRUCTION REQUIREMENTS	COST +7,000 GP

Craft Magic Arms and Armor, *cat's grace*

ENDLESS AMMUNITION

PRICE +2 BONUS

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

Only bows and crossbows can be made into *endless ammunition* weapons—firearms and other projectile weapons cannot. Each time an *endless ammunition* weapon is nocked, a single nonmagical arrow or bolt is spontaneously created by the magic, so the weapon's wielder never needs to load the weapon with ammunition.

If the wielder attempts to load the weapon with other ammunition, the created arrow or bolt immediately vanishes and the wielder can load the weapon as normal. This ability does not reduce the amount of time required to load or fire the weapon. The created arrow or bolt vanishes if removed from the weapon; it persists only if fired. Unlike normal bow and crossbow ammunition, these arrows and bolts are always destroyed when fired.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *minor creation*

FLAMING

PRICE +1 BONUS

AURA moderate evocation | **CL** 10th | **WEIGHT** —

Upon command, a *flaming* weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor and *fireball*, *flame blade*, or *flame strike*

Table 3–11: Ammunition Special Abilities

d%	+1 Ammunition Special Ability	Base Price Modifier[1]
01–05	*Dry load*[2]	+1,500 gp
06–16	*Bane*	+1 bonus
17	*Conductive*	+1 bonus
18–28	*Corrosive*	+1 bonus
29	*Cruel*	+1 bonus
30	*Cunning*	+1 bonus
31–43	*Flaming*	+1 bonus
44–56	*Frost*	+1 bonus
57–64	*Ghost touch*	+1 bonus
65	*Limning*	+1 bonus
66–67	*Merciful*	+1 bonus
68	*Planar*	+1 bonus
69–73	*Seeking*	+1 bonus
74–86	*Shock*	+1 bonus
87–100	*Thundering*	+1 bonus

d%	+2 Ammunition Special Ability	Base Price Modifier[1]
01–10	*Anarchic*	+2 bonus
11–20	*Axiomatic*	+2 bonus
21–30	*Corrosive burst*	+2 bonus
31–33	*Designating, lesser*	+2 bonus
34–45	*Flaming burst*	+2 bonus
46–55	*Holy*	+2 bonus
56–67	*Icy burst*	+2 bonus
68–70	*Igniting*	+2 bonus
71–80	*Phase locking*	+2 bonus
81–90	*Shocking burst*	+2 bonus
91–100	*Unholy*	+2 bonus

d%	+4 Ammunition Special Ability	Base Price Modifier[1]
01–66	*Brilliant energy*	+4 bonus
67–00	*Designating, greater*	+4 bonus

[1] Add to enhancement bonus on Table 3–9 to determine total price.

[2] This special ability can only be applied to alchemical or metal firearm cartridges.

FLAMING BURST

PRICE +2 BONUS

AURA strong evocation | **CL** 12th | **WEIGHT** —

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.

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

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor and *fireball*, *flame blade*, or *flame strike*

FROST

PRICE +1 BONUS

AURA moderate evocation | **CL** 8th | **WEIGHT** —

Upon command, a *frost* weapon is sheathed in a terrible, icy cold that deals an extra 1d6 points of cold damage on a successful hit. The cold does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *chill metal* or *ice storm*

FURIOUS

PRICE +1 BONUS

AURA moderate enchantment | **CL** 8th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *furious* weapon serves as a focus for its wielder's anger. When the wielder is raging or under the effect of a *rage* spell, the weapon's enhancement bonus is +2 better than normal. If the wielder has a rage power that gives a skill bonus while raging (such as raging climber, raging leaper, or raging swimmer), the wielder gains an enhancement bonus to that skill whenever the weapon is wielded or held in her hand, even when she is not raging. This bonus is equal to the enhancement bonus of the weapon (and also includes the +2 if the wielder is raging).

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *rage*

FURYBORN

PRICE +2 BONUS

AURA moderate enchantment | **CL** 7th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *furyborn* weapon draws power from the anger and frustration the wielder feels when battling foes that refuse to die. Each time the wielder damages an opponent with the weapon, its enhancement bonus increases by +1 when making attacks against that opponent (to a maximum total enhancement bonus of +5). This extra enhancement bonus goes away if the opponent dies, the wielder uses the weapon to attack a different creature, or 1 hour passes.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *rage*

GHOST TOUCH

PRICE +1 BONUS

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it 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 both corporeal or incorporeal. This special ability can only be placed on melee weapons and ammunition.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *plane shift*

GLAMERED

PRICE +4,000 GP

AURA moderate illusion | **CL** 10th | **WEIGHT** —

A *glamered* weapon can be commanded to change its shape and appearance to assume the form of another object of similar size. The weapon retains all its properties (including weight) when so disguised but does not radiate magic. Only *true seeing* or similar magic reveals the true nature of a *glamered* weapon while it is disguised. After a *glamered* weapon is used to attack, this special ability is suppressed for 1 minute.

CONSTRUCTION REQUIREMENTS	COST +2,000 GP

Craft Magic Arms and Armor, *disguise self*, *magic aura*

GLORIOUS

PRICE +2 BONUS

AURA moderate evocation | **CL** 5th | **WEIGHT** —

A *glorious* weapon glows with a dazzling light equal to a *daylight* spell when drawn. The wielder cannot suppress this light, though it can be temporarily suppressed by any effect that can suppress *daylight*. A *glorious* weapon flashes with light, and any creature the wielder attacks in melee is automatically dazzled until the beginning of the wielder's next turn. When a *glorious* weapon confirms a critical hit, the target is blinded until the beginning of the wielder's next turn (DC 14 Will negates); if the weapon's critical multiplier is greater than ×2, this blindness lasts 1 additional round per multiple over ×2. Only a melee weapon can have the *glorious* ability.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *blindness/deafness*, *daylight*, *flare*

GRAYFLAME

PRICE +1 BONUS

AURA moderate transmutation | **CL** 6th | **WEIGHT** —

This weapon responds to channeled positive and negative energy. When the wielder spends a swift action to channel energy through the weapon, it ignites with a strange gray flame that sheds light as a torch, increases the weapon's enhancement bonus by +1, and deals +1d6 damage (as the divine power from *flame strike*) to creatures struck by the weapon. This flame lasts for 1 round for every d6 of damage or healing the channeling normally provides. When charged with positive energy, the flame is a silvery gray, good creatures are immune to the weapon's extra damage, and the weapon counts as a good and silver weapon for the purpose of bypassing damage reduction. When charged with negative energy, the flame is an ashen gray, evil creatures are immune to the weapon's extra damage, and the weapon counts as an evil and cold iron weapon for the purpose of bypassing damage reduction. This special ability can only be placed on melee weapons.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, Channel Smite, *align weapon*

GROUNDING

PRICE +1 BONUS		
AURA faint transmutation	**CL** 5th	**WEIGHT** —

This special ability can only be placed on melee weapons. A *grounding* weapon can safely touch electrically charged surfaces without harm to its wielder. When used against a creature of the air subtype, it deals an extra 1d6 points of damage. The wielder of a *grounding* weapon receives a +2 competence bonus on saving throws against air- and electricity-based effects, and the weapon itself is immune to electricity damage.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *shocking grasp*	

GUARDIAN

PRICE +1 BONUS		
AURA moderate abjuration	**CL** 8th	**WEIGHT** —

This special ability can only be placed on melee weapons. A *guardian* weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his saving throws 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. The bonus on saving throws lasts until his next turn. Only the weapon's own enhancement bonus can be sacrificed, not any enhancement bonus provided by other effects such as a *greater magic weapon* spell. However, the total of such effects is still diminished by the amount allocated to improving saving throws.

If a weapon has both the *defending* and *guardian* abilities, allocating a single point of enhancement bonus increases either AC or saving throws, but not both.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *resistance*	

HEARTSEEKER

PRICE +1 BONUS		
AURA moderate necromancy	**CL** 7th	**WEIGHT** —

This special ability can only be placed on melee weapons. A *heartseeker* weapon is drawn unerringly toward beating hearts. A *heartseeker* weapon ignores the miss chance for concealment against most living targets, though the attack must still target the proper square. This special ability does not apply against aberrations, oozes, plants, outsiders with the elemental subtype, or any creature specifically noted to lack a heart.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *death knell*	

HOLY

PRICE +2 BONUS		
AURA moderate evocation	**CL** 7th	**WEIGHT** —

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 creatures of evil alignment. It bestows one permanent 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 cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *holy smite*, creator must be good	

HUNTSMAN

PRICE +1 BONUS		
AURA moderate divination	**CL** 7th	**WEIGHT** —

A *huntsman* weapon helps its wielder locate and capture quarry. When the weapon is held in hand, the wielder gains the weapon's enhancement bonus on Survival checks made to track any creature the weapon has damaged in the past day. It also deals +1d6 points of damage to creatures the wielder has tracked with Survival in the past day.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *detect animals or plants*	

ICY BURST

PRICE +2 BONUS		
AURA moderate evocation	**CL** 10th	**WEIGHT** —

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.

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

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *chill metal* or *ice storm*	

IGNITING

PRICE +2 BONUS		
AURA strong evocation	**CL** 12th	**WEIGHT** —

An *igniting* weapon functions as a *flaming* weapon that also causes the target to catch fire (*Core Rulebook* 444) upon striking it with a successful critical hit. The target does not get a saving throw to avoid catching fire, but can make a save each round on its turn to put out the fire. The *flaming* ability must be active for the weapon to set enemies on fire.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*	

IMPACT

PRICE +2 BONUS		
AURA moderate transmutation	**CL** 9th	**WEIGHT** —

This special ability can only be placed on melee weapons that are not light weapons. An *impact* weapon delivers a potent kinetic jolt when it strikes, dealing damage as if the weapon were one

size category larger. In addition, any bull rush combat maneuver the wielder attempts while wielding the weapon gains a bonus equal to the weapon's enhancement bonus; this includes all bull rush attempts, not only those in which a weapon is used, such as Bull Rush Strike, Shield Slam, or Unseat.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *bull's strength*, *lead blades* (*Advanced Player's Guide*), *righteous might* or *giant form I*

IMPERVIOUS

PRICE +3,000 GP		
AURA moderate transmutation	**CL** 7th	**WEIGHT** —

An *impervious* weapon is warded from damage and decay. A metallic weapon cannot rust and a wooden weapon cannot rot or warp, even by magical or supernatural means. An *impervious* weapon gains double the normal bonus to its hardness and hit points for each point of its enhancement bonus. The break DC for an *impervious* weapon and the wielder's combat maneuver defense against sunder maneuvers against the *impervious* weapon each gain a bonus equal to twice the weapon's enhancement bonus.

CONSTRUCTION REQUIREMENTS	COST +1,500 GP

Craft Magic Arms and Armor, *fabricate*, *make whole*

INVIGORATING

PRICE +2 BONUS		
AURA faint enchantment	**CL** 5th	**WEIGHT** —

This special ability can only be placed on melee weapons. After an attack with this weapon drops a living foe (kills it or drops it to negative hit points), the weapon infuses its wielder with vigor. If its wielder is fatigued, the weapon removes the fatigue. If exhausted, the wielder becomes fatigued instead. If neither exhausted nor fatigued, the wielder gains a +2 morale bonus on attack rolls and a +10 foot enhancement bonus to all modes of movement possessed until the end of the wielder's next turn.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *good hope*

JURIST

PRICE +1 BONUS		
AURA faint transmutation	**CL** 4th	**WEIGHT** —

When an inquisitor wielder uses her judgment class ability while wielding a *jurist* weapon, it grants her an enhancement bonus on her Perception checks and to CMD. The bonus is +1 on the first round of her judgment, and increases by +1 each round, to a maximum of +3 on the third and following rounds.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *owl's wisdom*

KEEN

PRICE +1 BONUS		
AURA moderate transmutation	**CL** 10th	**WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *keen edge*

KI FOCUS

PRICE +1 BONUS		
AURA moderate transmutation	**CL** 8th	**WEIGHT** —

This special ability can be placed only on melee weapons. 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 ki strike, quivering palm, and the Stunning Fist feat (including any condition that the monk can apply using this feat).

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, creator must be a monk

KI INTENSIFYING

PRICE +2 BONUS		
AURA strong transmutation	**CL** 12th	**WEIGHT** —

The weapon channels and amplifies the wielder's ki, allowing her to use her special ki attacks through the weapon as though they were unarmed attacks. These attacks include the monk's ki strike, quivering palm, and the Stunning Fist feat. The save DC for ki abilities used through the weapon increases by half the enhancement bonus of the weapon (minimum 1).

After a successful strike with a *ki intensifying* weapon, the wielder can spend 1 ki point as a swift action to perform a combat maneuver to bull rush, disarm, reposition, or trip as a free action without provoking attacks of opportunity. Any bonuses or penalties applicable to the weapon attack also apply to this combat maneuver check. The wielder cannot move from her space as a part of the chosen maneuver.

Only melee weapons can have the *ki intensifying* ability. It cannot be placed on an *amulet of mighty fist* or similar non-weapon item. Weapons with the *ki focus* ability can be upgraded to be *ki intensifying*.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, creator must be a monk

LIFESURGE

PRICE +2 BONUS		
AURA moderate conjuration	**CL** 8th	**WEIGHT** —

This special ability can only be placed on melee weapons. A *lifesurge* weapon boosts and sustains the wielder's life energy while he is in the throes of combat. The wielder gains a bonus on saving throws against necromantic effects—including the ability damage, ability drain, and energy drain powers of the undead—equal to the weapon's enhancement bonus. In addition, whenever the wielder receives temporary hit points from any source, he adds the weapon's enhancement bonus to these temporary hit points; this does not stack for temporary hit points from multiple sources, and these points are lost if the *lifesurge* weapon is not being wielded.

In combat, the weapon's critical threat range is doubled against undead; this does not stack with the *keen* special ability or Improved Critical. Whenever a *lifesurge* weapon confirms a critical hit against an undead creature, it erupts with 1d8 points of positive energy (2d8 for weapons with a critical multiplier of ×3, 3d8 if it is ×4); the wielder may choose to deal this as damage to an undead target or to absorb half this amount as healing, with the remaining positive energy dissipating.

CONSTRUCTION REQUIREMENTS **COST** +2 bonus

Craft Magic Arms and Armor, Channel Smite, *cure serious wounds*, *death ward*, *disrupt undead*

LIMNING

PRICE +1 BONUS

AURA faint evocation | **CL** 5th | **WEIGHT** —

When a *limning* weapon is wielded, a pale glow outlines it. On a successful strike against a creature affected by a means of magical concealment, the weapon outlines the creature in *faerie fire* (as the spell) for 1 round. Magical means of concealment include *blur*, *displacement*, *invisibility*, and similar effects, whether from a spell, spell-like ability, or supernatural means, but not those provided by extraordinary abilities. A *limning* weapon has no special effect against creatures merely hiding or concealed by nonmagical means, or those hidden by environmental conditions (even magical) such as darkness or fog.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *faerie fire*

LUCKY

PRICE +1 BONUS

AURA moderate transmutation | **CL** 8th | **WEIGHT** —

This special ability can only be placed on one-handed or two-handed firearms. A *lucky* firearm has its own magical reservoir of grit (see *Ultimate Combat*). Usually this grit is stored within the marks of an engraving or in a trinket that hangs from the firearm. Often these marks take the form of holy symbols or fetishes, but such a reservoir can take just about any form. This reservoir holds 1 grit point, which is refreshed at the start of each day. Whether or not the wielder of a *lucky* firearm has any deeds (see *Ultimate Combat*), she can always spend 1 grit point from the *lucky* firearm to reroll an attack from it that would result in a misfire. When the wielder does so, she must take the second result, even if that attack roll also results in a misfire.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *heroism*, creator must be a grit user

LUCKY, GREATER

PRICE +3 BONUS

AURA strong enchantment | **CL** 12th | **WEIGHT** —

This special ability can only be placed on one-handed or two-handed firearms. A *greater lucky* firearm is nearly identical to a *lucky* firearm, but its reservoir holds 3 grit points instead of 1. A firearm cannot have both this special ability and the *lucky* special ability.

CONSTRUCTION REQUIREMENTS **COST** +3 bonus

Craft Magic Arms and Armor, *greater heroism*, creator must be a grit user

MENACING

PRICE +1 BONUS

AURA moderate illusion | **CL** 10th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *menacing* weapon helps allies deal with flanked foes. When the wielder is adjacent to a creature that is being flanked by an ally, the flanking bonus on attack rolls for all flanking allies increases by +2. This ability works even if the wielder is not one of the characters flanking the creature.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *phantasmal killer*

MERCIFUL

PRICE +1 BONUS

AURA faint conjuration | **CL** 5th | **WEIGHT** —

A *merciful* weapon deals an extra 1d6 points of damage, but all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage from this ability).

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *cure light wounds*

MIGHTY CLEAVING

PRICE +1 BONUS

AURA moderate evocation | **CL** 8th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *mighty cleaving* weapon allows a wielder using the Cleave feat to make one additional attack if the first attack hits, as long as the next foe is adjacent to the first and also within reach. This additional attack cannot be against the first foe.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *divine power*

MIMETIC

PRICE +1 BONUS

AURA faint abjuration | **CL** 5th | **WEIGHT** —

This special ability can only be placed on melee weapons. Each time the wielder damages a creature using a *mimetic* weapon, he gains resistance 10 to one energy type that the creature is resistant or immune to for 1 round (if the creature damaged has multiple types of resistance, the wielder chooses one of those resistances to take). This resistance stacks with itself, to a maximum of 30 points of resistance against a given energy type, but not with other sources of energy resistance. The creature's own resistances and immunities are unaffected.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *resist energy*

NEGATING

PRICE +2 BONUS

AURA moderate abjuration | **CL** 5th | **WEIGHT** —

A *negating* weapon briefly nullifies some forms of damage reduction when it damages a creature. Whenever a *negating* weapon damages a foe with DR/chaotic, DR/evil, DR/good, DR/lawful, or DR/magic, it reduces the value of that damage reduction by 5 points for 1 round. For example, a *+1 negating lance* hitting a creature with DR 10/good and lawful reduces the creature's DR to 5/good and lawful. If the creature has a component to its damage reduction other than the alignment types listed above, that component is unaffected. Thus, if the *+1 negating lance* above hits a demon with DR 10/good and cold iron, it would leave the demon with DR 10/cold iron and 5/good for 1 round. The effects of multiple *negating* weapons (or multiple hits from the same weapon) do not stack. This ability can only be placed on melee weapons.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *dispel chaos*, *evil*, *good*, or *law*

NEUTRALIZING

PRICE +1 BONUS

AURA faint transmutation	CL 5th	WEIGHT —

This special ability can only be placed on melee weapons. A *neutralizing* weapon thrust into up to 1 gallon of nonmagical corrosive liquid transforms it into harmless water. When used against a creature of the earth subtype, it deals an extra 1d6 points of damage. The wielder of a *neutralizing* weapon receives a +2 competence bonus on saving throws against acid- and earth-based effects, and the weapon itself is immune to acid damage.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *purify food and drink*

NIMBLE SHOT

PRICE +4 BONUS

AURA moderate abjuration	CL 11th	WEIGHT —

This special ability can only be placed on ranged weapons. A *nimble shot* weapon doesn't provoke attacks of opportunity when fired.

CONSTRUCTION REQUIREMENTS	COST +4 bonus

Craft Magic Arms and Armor, *bow spirit* (*Advanced Player's Guide*)

NULLIFYING

PRICE +3 BONUS

AURA strong abjuration	CL 12th	WEIGHT —

This special ability can only be placed on melee weapons. A *nullifying* weapon suppresses a creature's spell resistance for a short amount of time. Anytime the weapon strikes a creature with spell resistance and the creature takes damage from the weapon, the target's spell resistance is reduced by 1 for 1 minute. On a confirmed critical hit, its spell resistance is instead reduced by an amount equal to the weapon's critical multiplier. Multiple hits from a *nullification* weapon stack.

CONSTRUCTION REQUIREMENTS	COST +3 bonus

Craft Magic Arms and Armor, *antimagic field*

OMINOUS

PRICE +1 BONUS

AURA faint evocation	CL 5th	WEIGHT —

This special ability can only be placed on melee weapons. An *ominous* weapon trails a shadowy haze behind every stroke, and moans a menacing dirge in battle. An *ominous* weapon adds its enhancement bonus on Intimidate checks made by the wielder. In addition, when an *ominous* weapon confirms a critical hit, the target is shaken for 1 minute (DC 13 Will negates); if the weapon's critical multiplier is greater than ×2, this condition lasts 1 additional minute per multiple over ×2. A creature that gains the shaken condition from an *ominous* weapon cannot gain that condition again from the same weapon for 24 hours.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *doom* or *scare*

PHASE LOCKING

PRICE +2 BONUS

AURA moderate abjuration	CL 7th	WEIGHT —

A *phase locking* weapon interferes with dimensional travel. A creature damaged by a *phase locking* weapon is affected as though by the *dimensional anchor* spell for 1 round.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *dimensional anchor*

PLANAR

PRICE +1 BONUS

AURA moderate conjuration	CL 9th	WEIGHT —

A *planar* weapon is effective against all types of extradimensional beings, able to pierce their resistance to physical harm. When used to attack outsiders, a *planar* weapon ignores 5 points of their damage reduction.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *plane shift*

QUENCHING

PRICE +1 BONUS

AURA faint transmutation	CL 5th	WEIGHT —

This special ability can only be placed on melee weapons. A *quenching* weapon thrust into a nonmagical fire of Medium size or smaller extinguishes it. When used against a creature of the fire subtype, it deals an extra 1d6 points of damage. The wielder of a *quenching* weapon receives a +2 competence bonus on saving throws against fire-based effects, and the weapon itself is immune to fire damage.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *chill metal*

RELIABLE

PRICE +1 BONUS

AURA moderate transmutation	CL 8th	WEIGHT —

This special ability can only be placed on firearms. A *reliable* firearm is enchanted so that it is less likely to jam than other firearms. This enchantment reduces the misfire value of the

affected firearm by 1 (minimum 0). This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *mending*

RELIABLE, GREATER

PRICE +3 BONUS

AURA strong enchantment | **CL** 12th | **WEIGHT** —

This special ability can only be placed on firearms. A *greater reliable* firearm is enchanted so as to be less likely to jam than other firearms. The *greater reliable* special ability reduces the misfire value of the affected firearm by 4 (minimum 0). This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm. A firearm with the *greater reliable* special ability cannot have the *reliable* special ability.

CONSTRUCTION REQUIREMENTS | **COST** +3 bonus

Craft Magic Arms and Armor, *make whole*

REPOSITIONING

PRICE +3 BONUS

AURA moderate enchantment | **CL** 10th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *repositioning* weapon grants the wielder a +2 enhancement bonus on combat maneuver checks to reposition a foe (*Advanced Player's Guide* 322). If the wielder confirms a critical hit with the weapon, he can attempt to reposition his opponent as a free action. These reposition attempts still provoke attacks of opportunity as normal. A weapon cannot have both the *anchoring* and *repositioning* special abilities.

CONSTRUCTION REQUIREMENTS | **COST** +3 bonus

Craft Magic Arms and Armor, *telekinesis*

RETURNING

PRICE +1 BONUS

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

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.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *telekinesis*

SEABORNE

PRICE +1 BONUS

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *seaborne* weapon functions easily in watery environments. With the weapon in hand, the wielder gains a bonus on Swim checks equal to twice the weapon's enhancement bonus. In addition, the wielder does not take the normal penalties to attack and damage rolls imposed by being underwater, as if he were subject to the spell *freedom of movement*.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *freedom of movement*, *touch of the sea* (*Advanced Player's Guide*)

SECOND CHANCE

PRICE +4 BONUS

AURA moderate abjuration | **CL** 11th | **WEIGHT** —

This special ability can only be placed on bows. Once per round, when a shot made with this weapon misses its target, as a free action the weapon's wielder can cause that shot to swerve and try to hit the target again. The arrow fired gets a second attack at the same attack bonus as the first attack it made.

CONSTRUCTION REQUIREMENTS | **COST** +4 bonus

Craft Magic Arms and Armor, *ricochet shot* (*Ultimate Combat*)

SEEKING

PRICE +1 BONUS

AURA strong divination | **CL** 12th | **WEIGHT** —

This special ability can only be placed on ranged weapons. A *seeking* 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.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *true seeing*

SHOCK

PRICE +1 BONUS

AURA moderate evocation | **CL** 8th | **WEIGHT** —

Upon command, a *shock* weapon is sheathed in crackling electricity that deals an extra 1d6 points of electricity damage on a successful hit. The electricity does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION REQUIREMENTS | **COST** +1 bonus

Craft Magic Arms and Armor, *call lightning* or *lightning bolt*

SHOCKING BURST

PRICE +2 BONUS

AURA moderate evocation | **CL** 10th | **WEIGHT** —

A *shocking burst* weapon functions as a shock weapon that 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.

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

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *call lightning* or *lightning bolt*

SPEED

PRICE +3 BONUS

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

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.)

CONSTRUCTION REQUIREMENTS	COST +3 bonus

Craft Magic Arms and Armor, *haste*

SPELL STORING

PRICE +1 BONUS

AURA strong evocation and varies | **CL** 12th | **WEIGHT** —

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.) Anytime the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled *spell storing* weapon has a 50% chance of having a spell stored in it already. This special ability can only be placed on melee weapons.

A *spell storing* weapon emits a strong aura of the evocation school, plus the aura of the spell currently stored.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, creator must be a caster of at least 12th level

SPELLSTEALING

PRICE +3 BONUS

AURA strong divination | **CL** 13th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *spellstealing* weapon allows its wielder to siphon protective magic from a target and transfer it to herself. When the wielder rolls a critical threat against a target, she can forgo confirming the critical hit and instead automatically learn which spells or magical effects are active upon the target. The wielder may then make a caster level check to steal her choice of one of those effects, using the *spellstealing* weapon's caster level plus its enhancement bonus, against a DC of 11 + the caster level of the effect. If the check succeeds, the target immediately loses the benefits of that effect and the wielder gains the effect for 1 minute (or until the effect expires, whichever comes first). If the *spellstealing* weapon has a critical multiplier greater than ×2, the wielder may attempt to steal one additional spell effect per additional multiple beyond ×2 (two effects for ×3, and so on).

CONSTRUCTION REQUIREMENTS	COST +3 bonus

Craft Magic Arms and Armor, *greater arcane sight*, *limited wish*

STALKING

PRICE +2 BONUS

AURA moderate divination | **CL** 10th | **WEIGHT** —

The longer the wielder of a *stalking* weapon studies a target, the more effective her strike. As a standard action, a character wielding a *stalking* weapon can command it to study a creature within 60 feet. The wielder must have line of effect and line of sight to that target. When the wielder attacks the studied creature, on a successful hit the *stalking* weapon deals +1d6 points of bonus damage per consecutive round spent studying a target, up to a number of bonus dice equal to the *stalking* weapon's enhancement bonus. This bonus damage is precision damage and only applies to the first successful hit against that creature.

If the wielder attacks a creature other than the studied creature, commands the weapon to study a different creature, or ends her turn more than 60 feet from the studied creature, the weapon loses all bonus damage dice against the previously studied creature.

CONSTRUCTION REQUIREMENTS	COST +2 bonus

Craft Magic Arms and Armor, *hunter's eye*, *true strike*

THAWING

PRICE +1 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *thawing* weapon thrust into a nonmagical frozen object of Medium size or smaller melts the ice from it. When used against a creature with the cold subtype, it deals an extra 1d6 points of damage. The wielder of a *thawing* weapon receives a +2 competence bonus on saving throws against ice-based effects, and the weapon itself is immune to cold damage.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *heat metal*

THROWING

PRICE +1 BONUS

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This special ability can only be placed on melee weapons. 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.

CONSTRUCTION REQUIREMENTS	COST +1 bonus

Craft Magic Arms and Armor, *magic stone*

THUNDERING

PRICE +1 BONUS

AURA faint necromancy | **CL** 5th | **WEIGHT** —

A *thundering* weapon creates a cacophonous roar like thunder whenever it strikes a target with 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. Subjects dealt critical hits by a *thundering* weapon must make a successful DC 14 Fortitude save or be deafened permanently.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *blindness/deafness*

TRANSFORMATIVE

PRICE +10,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *transformative* weapon alters its shape at its wielder's command, becoming any other melee weapon of the same general shape and handedness; the weapon's categorization as simple, martial, or exotic is irrelevant. For example, a Medium *transformative longsword* can take the shape of any other Medium one-handed melee weapon, such as a scimitar, flail, or trident, but not a Medium light or two-handed melee weapon (such as a Medium short sword or a Medium greatsword). It can even take the shape of comparable weapons of different size categories. For example, a Small greatsword is a two-handed slashing weapon for a Small character, but is a one-handed slashing weapon for a Medium character, which is very similar to a Medium longsword; a Small *transformative greatsword* can thus become an actual Medium longsword, usable by a Medium creature without the –2 penalty for using a weapon of the wrong size. The weapon retains all of its abilities, including enhancement bonuses and weapon special abilities, except those prohibited by its current shape. For example, a *keen transformative* weapon functions normally in the form of a piercing or slashing weapon, but cannot use the *keen* special ability when in the shape of a bludgeoning weapon. When unattended, the weapon reverts to its true shape.

CONSTRUCTION REQUIREMENTS **COST** +5,000 GP

Craft Magic Arms and Armor, *major creation*

UNHOLY

PRICE +2 BONUS

AURA moderate evocation | **CL** 7th | **WEIGHT** —

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 creatures of good alignment. It bestows one permanent 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 cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

CONSTRUCTION REQUIREMENTS **COST** +2 bonus

Craft Magic Arms and Armor, *unholy blight*, creator must be evil

VALIANT

PRICE +1 BONUS

AURA faint divination | **CL** 5th | **WEIGHT** —

This special ability can only be placed on melee weapons. When a cavalier wielding a *valiant* weapon targets a foe with his challenge ability, the *valiant* weapon deals an additional 1d6 points of damage against that foe. The wielder receives a +2 bonus on combat maneuver checks made to disarm or sunder a challenged foe's weapon as well as a +4 bonus to his CMD against disarm and sunder attacks from that foe.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *true strike*

VICIOUS

PRICE +1 BONUS

AURA moderate necromancy | **CL** 9th | **WEIGHT** —

This special ability can only be placed on melee weapons. 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.

CONSTRUCTION REQUIREMENTS **COST** +1 bonus

Craft Magic Arms and Armor, *enervation*

VORPAL

PRICE +5 BONUS

AURA strong necromancy and transmutation | **CL** 18th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS **COST** +5 bonus

Craft Magic Arms and Armor, *circle of death*, *keen edge*

WOUNDING

PRICE +2 BONUS

AURA moderate evocation | **CL** 10th | **WEIGHT** —

This special ability can only be placed on melee weapons. A *wounding* weapon deals 1 point of bleed damage when it hits a creature. Multiple hits from a *wounding* weapon increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this weapon.

CONSTRUCTION REQUIREMENTS **COST** +2 bonus

Craft Magic Arms and Armor, *bleed*

Specific Magic Weapons

This magic item category includes various weapons of various types (bows, swords, and so on) with unusual powers not available as special abilities in the previous section.

Magic weapons may have abilities activated by a command word or function automatically when the weapon is used to attack.

ADAMANTINE BATTLEAXE

PRICE 3,010 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 6 lbs.

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

ADAMANTINE DAGGER

PRICE 3,002 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 1 lb.

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

ALCHEMIST'S BULLET

PRICE 330 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1/2 lb.

This *+1 sling bullet* contains a magical reservoir that can store a single vial of any alchemical substance capable of being used as a splash weapon. If the *alchemist bullet* hits, the splash weapon also strikes the target and causes splash damage as normal. If the *alchemist's bullet* misses but is not destroyed, the alchemical substance remains stored within, and the bullet does not explode and can be reused. If it misses and is destroyed, the bullet is destroyed as well without effect.

CONSTRUCTION REQUIREMENTS | **COST** 180 GP

Craft Magic Arms and Armor, *shrink item*

ASSASSIN'S DAGGER

PRICE 10,302 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 1 lb.

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.

CONSTRUCTION REQUIREMENTS | **COST** 5,302 GP

Craft Magic Arms and Armor, *slay living*

BASTARD'S STING

PRICE 123,035 GP

AURA strong necromancy | **CL** 18th | **WEIGHT** 6 lbs.

This *+2 adamantine bastard sword* becomes a *+5 unholy adamantine bastard sword* in the hands of an antipaladin.

While wielded by an antipaladin, a *bastard's sting* deals 2d6 points of negative energy damage to all living creatures that start their turn adjacent to the wielder. The antipaladin also gains fast healing 5 as long as at least one living creature takes damage from this negative energy. This negative energy has no effect on undead. The sword also enables the antipaladin to use *unholy blight* at will on command at the class level of the antipaladin. Paladins take a –2 saving throw penalty against this effect.

CONSTRUCTION REQUIREMENTS | **COST** 63,035 GP

Craft Magic Arms and Armor, *unholy aura*, *unholy blight*, creator must be evil

BEASTSTRIKE CLUB

PRICE 7,300 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 3 lbs.



This *+1 club* is often decorated with large teeth and carved

Table 3–12: Specific Weapons

LESSER MINOR

d%	SPECIFIC WEAPONS	PRICE
01–02	*Tracer bullet*	100 gp
03–08	*Sleep arrow*	132 gp
09–10	*Dustburst bullet*	196 gp
11–16	*Tangle bolt*	226 gp
17–22	*Screaming bolt*	267 gp
23–32	Masterwork silver dagger	322 gp
33–34	*Alchemist's bullet*	330 gp
35–44	Cold iron masterwork longsword	330 gp
45–50	*Hushing arrow*	547 gp
51–56	*Hushing arrow, greater*	1,047 gp
57–66	*Javelin of lightning*	1,500 gp
67–74	*Searing arrow*	1,516 gp
75–82	*Sizzling arrow*	1,516 gp
83–84	*Burrowing bullet, lesser*	1,722 gp
85–92	*Dust bolt*	1,730 gp
93–100	*Slaying arrow*	2,282 gp

GREATER MINOR

d%	SPECIFIC WEAPONS	PRICE
01–20	Adamantine dagger	3,002 gp
21–40	Adamantine battleaxe	3,010 gp
41–50	*Burrowing bullet, greater*	3,447 gp
51–70	*Slaying arrow, greater*	4,057 gp
71–80	*Lance of jousting*	4,310 gp
81–100	*Shatterspike*	4,315 gp

LESSER MEDIUM

d%	SPECIFIC WEAPONS	PRICE
01–03	*Bloodletting kukri*	6,308 gp
04–09	*Boulderhead mace*	6,812 gp
10–14	*Beaststrike club*	7,300 gp
15–20	*Fighter's fork*	7,315 gp
21–23	*Everflowing aspergillum*	7,805 gp
24–28	*Hurricane quarterstaff*	7,840 gp
29–34	*Dagger of venom*	8,302 gp
35–39	*Gloom blade*	8,810 gp

40–44	*Frostbite sling*	9,380 gp
45–49	*Trident of stability*	9,815 gp
50–54	*Trident of warning*	10,115 gp
55–60	*Assassin's dagger*	10,302 gp
61–66	*Dagger of doubling*	10,302 gp
67–71	*Earthenflail*	11,315 gp
72–79	*Swift obsidian greataxe*	11,320 gp
80–85	*Polarity hammer*	12,310 gp
86–93	*Blade of binding*	12,350 gp
94–100	*Shifter's sorrow*	12,780 gp

GREATER MEDIUM

d%	SPECIFIC WEAPONS	PRICE
01–07	*Dragoncatch guisarme*	13,308 gp
08–15	*Ten-ring sword*	14,315 gp
16–21	*Triton's trident*	15,065 gp
22–29	*Mace of smiting, lesser*	16,012 gp
30–37	*Disarming blade*	17,820 gp
38–42	*Lash of the howler*	18,305 gp
43–47	*Shieldsplitter lance*	18,310 gp
48–53	*Trident of fish command*	18,650 gp
54–59	*Quarterstaff of vaulting*	19,100 gp
60–65	*Firedrake pistol*	20,300 gp
66–71	*Ricochet hammer*	20,301 gp
72–77	*Flame tongue*	20,715 gp
78–85	*Sparkwake starknife*	21,324 gp
86–90	*Luck blade* (0 *wishes*)	22,060 gp
91–95	*Sword of subtlety*	22,310 gp
96–100	*Sword of the planes*	22,315 gp

LESSER MAJOR

d%	SPECIFIC WEAPONS	PRICE
01–12	*Nine lives stealer*	23,057 gp
13–26	*Undercutting axe*	23,310 gp
27–40	*Spirit caller*	25,302 gp
41–55	*Dwarfbond hammer*	25,312 gp
56–70	*Oathbow*	25,600 gp
71–85	*Sword of life stealing*	25,715 gp
86–100	*Cutthroat's apprentice*	33,910 gp

GREATER MAJOR

d%	SPECIFIC WEAPONS	PRICE
01–02	*Ghoul's lament*	35,312 gp
03–05	*Mace of terror*	38,552 gp
06–07	*Hellscourge*	39,305 gp
08–09	*Dragon's doom*	40,310 gp
10–13	*Life-drinker*	40,320 gp
14–16	*Valor's minion*	41,335 gp
17–18	*Summoner's sorrow*	42,816 gp
19–21	*Sylvan scimitar*	47,315 gp
22–23	*Spirit blade*	48,502 gp
24–26	*Heartswood spear*	50,302 gp
27–29	*Rapier of puncturing*	50,320 gp
30–32	*Sun blade*	50,335 gp
33–37	*Blade of the rising sun*	51,850 gp
38–40	*Frost brand*	54,475 gp
41–45	*Dwarven thrower*	60,312 gp
46–50	*Bloodthirst dagger*	60,802 gp
51–53	*Warbringer*	61,375 gp
54–57	*Luck blade* (1 *wish*)	62,360 gp
58–61	*Guarding blade*	65,310 gp
62–64	*Pistol of the infinite sky*	73,300 gp
65–69	*Mace of smiting*	75,312 gp
70–73	*Blade of the sword-saint*	75,350 gp
74–76	*Scimitar of the spellthief*	75,815 gp
77–79	*Spider's fang*	79,102 gp
80–82	*Demonsorrow curve blade*	90,469 gp
83–85	*Void scythe*	95,318 gp
86–89	*Luck blade* (2 *wishes*)	102,660 gp
90–92	*Holy avenger*	120,630 gp
93–96	*Bastard's sting*	123,035 gp
97–100	*Luck blade* (3 *wishes*)	142,960 gp

with stylized images of different animals. As a standard action, the wielder may transform the club into the head or limb of an animal; the weapon's damage does not change but the type of damage changes to one of the following to suit the shape of the club: bite (piercing), claw (slashing), gore (piercing), slam (bludgeoning), sting (piercing), or talon (slashing). When transformed, the club counts as a natural weapon and a manufactured weapon for the purpose of spells and effects that enhance or improve either manufactured or natural weapons. The club also counts as the natural weapon of its current shape for the purpose of feats and spells that rely on specific natural weapons, such as Weapon Focus (bite) or the *bloody claws* spell (*Advanced Player's Guide*). If the wielder has the wild shape ability, she can expend one use of wildshape to increase the weapon's damage by one step (*Core Rulebook* 145) for the duration of that wild shape as long as the druid remains in contact with the weapon; if the wielder can wild shape at will, the club's damage is always increased in this fashion. If unattended, the club reverts to its normal shape.

CONSTRUCTION REQUIREMENTS	COST 3,800 GP

Craft Magic Arms and Armor, *shillelagh*

BLADE OF BINDING

PRICE 12,350 GP

AURA faint conjuration | **CL** 3rd | **WEIGHT** 8 lbs.



This *+1 greatsword* is decorated with a lock motif. On a successful hit with the sword against a creature that is the wielder's size or smaller, the wielder can attempt to start a grapple as a free action that doesn't provoke an attack of opportunity. If the

wielder succeeds at the grapple, the sword's blade transforms into a metal chain and wraps around the target, giving the wielder a +5 bonus on further grapple checks against the target. If the target escapes the grapple or the wielder decides to release the target from the grapple, the chain reverts to sword form (with the wielder holding the handle).

The wielder can also let go of the chain's handle while grappling or pinning the target; if he does so, the chain remains in place and the target gains the entangled condition (Escape Artist DC 20 to slip free, break DC 28, hardness 10, 10 hit points, concentration DC 17 to cast spells while entangled). Another creature can grab the chain's handle as a standard action and will it to revert to sword form as a swift action, which releases the bound creature. If the chain is destroyed, it reverts to sword form and the weapon gains the broken condition.

CONSTRUCTION REQUIREMENTS | **COST** 6,350 GP

Craft Magic Arms and Armor, *animate rope*

BLADE OF THE RISING SUN

PRICE 51,850 GP

AURA strong evocation and necromancy | **CL** 15th | **WEIGHT** 6 lbs.

This golden-bladed *+1 glorious undead bane katana* shines like the first rays of the morning sun. Whenever the wielder of a *blade of the rising sun* threatens a critical threat (regardless of whether the critical is confirmed or whether the target is subject to critical hits), the target is surrounded by a halo of golden sunlight equivalent to *faerie fire* until the beginning of the wielder's next turn. Undead surrounded by this glow take 1d6 points of damage at the beginning of their turn.

The wielder of a *blade of the rising sun* may declare a sacrificial strike (similar to the retributive strike of a *staff of power*) as a standard action, or as an immediate action before losing consciousness upon gaining the dying or dead condition. A sacrificial strike converts the wielder's body and spirit into raw energy equivalent to a *sunburst* (DC 22). Allies of the wielder within the *sunburst* are not harmed, and the wielder may choose to affect all allies within the *sunburst* as *mass cure light wounds* or all allies within 10 feet as *breath of life*. The caster level for the effects of the sacrificial strike is equal to the sword's caster level plus 1/2 the wielder's level (maximum 25th level).

A sacrificial strike destroys the wielder's body (as the spell *disintegrate*), but she has a 50% chance of being reincarnated (as the *reincarnate* spell) 24 hours after performing a sacrificial strike in a random safe location within 1 mile. The wielder's gear is left behind unharmed after the sacrificial strike; however, the *blade of the rising sun* is teleported to a random location at least 100 miles distant.

CONSTRUCTION REQUIREMENTS | **COST** 28,100 GP

Craft Magic Arms and Armor, *blindness/deafness*, *daylight*, *flare*, *miracle*, *sunburst*

BLADE OF THE SWORD-SAINT

PRICE 75,350 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 6 lbs.

This exquisitely forged katana is the result of painstaking attention and craftsmanship by one who is dedicated to mastering swordplay in its highest form.

A blade of the sword-saint is a *+3 ki intensifying katana*. In the hands of a monk, it becomes an instrument of deadly utility. In addition to its more common properties, this weapon can be employed as though the wielder were unarmed: the wielder benefits from feats such as Deflect Arrows or Snatch Arrows (although he can redirect attacks but not catch them if he has no hands free), and a monk treats the blade as a monk weapon for use in his flurry of blows.

CONSTRUCTION REQUIREMENTS | **COST** 37,850 GP

Craft Magic Arms and Armor, creator must be a monk

BLOODLETTING KUKRI

PRICE 6,308 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 2 lbs.

On a successful critical hit, this *+1 kukri* deals 2 points of bleed damage, which stacks with any bleed damage already caused by the attack. Each time the wielder strikes a blow that deals bleed damage with this weapon, he gains temporary hit points equal to the amount of bleed damage dealt. No temporary hit points are gained if the target was already bleeding, even for a lesser amount. Temporary hit points bestowed by the *bloodletting kukri* last for 1 minute.

CONSTRUCTION REQUIREMENTS | **COST** 3,308 GP

Craft Magic Arms and Armor, *bleed*, *vampiric touch*

BLOODTHIRST DAGGER

PRICE 60,802 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 1 lb.

The blade of this *+2 wounding dagger* is brightly polished. Even when drenched in a victim's blood, it appears clean and dry moments later, as though it has been newly cleaned.

A *bloodthirst dagger* rewards its wielder most when used relentlessly against a single target. When attacking a creature that is still bleeding from the *bloodthirst dagger*'s *wounding* property, the dagger deals an additional +1 point of damage against the target for each bleeding wound the creature possesses (maximum +10). Whenever the wielder of *bloodthirst* confirms a critical hit with the weapon, she can choose to deal 1d6 points of additional damage for each still-bleeding wound the target possesses (maximum +5d6 damage). This additional damage is not multiplied by the critical hit, but is in addition to the damage normally added for bleeding wounds. Dealing this damage immediately heals all bleeding wounds possessed by the wielder.

CONSTRUCTION REQUIREMENTS | **COST** 30,552 GP

Craft Magic Arms and Armor, *bleed*, *inflict serious wounds*

BOULDERHEAD MACE

PRICE 6,812 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 8 lbs.



The head of this *+1 heavy mace* is made from a single piece of roughly spherical, polished granite. Once per day, the wielder can command the mace to release this head, which grows to the size of a Large boulder and rolls quickly in a direction the wielder specifies. The boulder rolls in a straight line for up to 60 feet, crushing everything in its path for 3d8+5 points of damage (Reflex DC 19 half). The boulder collapses into rubble and dust at the end of its path or if it encounters an obstacle it cannot break through or roll over, creating a 10-foot-square area of difficult terrain. A new stone mace-head grows on the weapon's haft over the next 24 hours, and it is unusable as a weapon until the head regrows.

CONSTRUCTION REQUIREMENTS	COST 3,652 GP

Craft Magic Arms and Armor, *wall of stone*

BURROWING BULLET

PRICE VARIES

Lesser burrowing bullet		1,722 GP
Greater burrowing bullet		3,447 GP
AURA moderate necromancy	**CL** 3rd	**WEIGHT** —

This *+1 firearm bullet* deals normal damage, but when it hits a living creature, it burrows into the creature's flesh, causing wracking pain until removed or until the bullet burrows its way out of the creature. While these bullets burrow, the creature is staggered. This effect lasts for 1d3 rounds or until the bullet is removed with a DC 15 Heal check made as a standard action. *Greater burrowing bullets* take longer to pass though the bodies of living creatures (the staggered effect lasts 1d3+2 rounds) and are harder to remove (DC 20 Heal check as a standard action).

CONSTRUCTION REQUIREMENTS	COST varies
Burrowing bullet	861 GP
Greater burrowing bullet	1,723 GP

Craft Magic Arms and Armor, *symbol of pain* (*burrowing bullet*) or *symbol of stunning* (*greater burrowing bullet*)

COLD IRON MASTERWORK LONGSWORD

PRICE 330 GP

AURA no aura (nonmagical)	**CL** —	**WEIGHT** 4 lbs.

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

CUTTHROAT'S APPRENTICE

PRICE 33,910 GP

AURA strong transmutation	**CL** 15th	**WEIGHT** 2 lbs.

This simply made *+1 dancing shortsword* leaps to hand at the slightest touch. It can be drawn as a free action as though using the Quick Draw feat. The *cutthroat's apprentice* dances for 8 rounds instead of 4 when activated, but can only dance twice per day. When dancing and attacking a creature, it moves into the target's space and provides the person who activated it (but no other creatures) with flanking during his turn if he attacks the same target in melee. Once the sword's activator completes her turn, the sword moves back to her space. If directed to attack multiple creatures in the same turn, the *cutthroat's apprentice* provides a flank against only the last creature attacked.

CONSTRUCTION REQUIREMENTS	COST 17,110 GP

Craft Magic Arms and Armor, *animate objects*, *unwitting ally* (*Advanced Player's Guide*)

DAGGER OF DOUBLING

PRICE 10,302 GP

AURA faint conjuration	**CL** 5th	**WEIGHT** 1 lb.

A wielder with a free hand can split this *+1 dagger* into two identical *+1 daggers* as a swift action, or a free action if she has the Quick Draw feat. The doubled daggers can't be split again. If either dagger is thrown while doubled, the hurled dagger vanishes after resolving the attack and the remaining dagger can be split again. If the wielder drops a doubled dagger or it otherwise leaves her person, it vanishes. If both daggers leave the wielder's hands at the same time, determine randomly which dagger vanishes.

Spells or effects placed on a *dagger of doubling* don't duplicate when the dagger is split. Any active effects on a dagger end when it vanishes. Destroying one of the doubled daggers just causes the duplicate to disappear, but any damage to a single *dagger of doubling* remains on both daggers when it doubles.

CONSTRUCTION REQUIREMENTS	COST 5,302 GP

Craft Magic Arms and Armor, *shadow weapon* (*Ultimate Magic*)

DAGGER OF VENOM

PRICE 8,302 GP

AURA faint necromancy	**CL** 5th	**WEIGHT** 1 lb.

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.

CONSTRUCTION REQUIREMENTS	COST 4,302 GP

Craft Magic Arms and Armor, *poison*

DEMONSORROW CURVE BLADE

PRICE 90,469 GP

AURA strong evocation and necromancy	**CL** 14th	**WEIGHT** 7 lbs.

This blade's hilt is shaped as a beautiful angel with elven features. Elaborately detailed feathered wings spread from the hilt to form the guard, with the angel's face at the base of the blade. This *+3 cold iron holy demon bane elven curve blade* hinders those it was created to destroy. It bars all creatures with the demon subtype that are within 60 feet of the wielder from teleporting, as if they were under the effect of a *dimensional anchor* spell (no saving throw).

CONSTRUCTION REQUIREMENTS	COST 46,460 GP

Craft Magic Arms and Armor, *dimensional anchor*, *holy smite*, *summon monster I*

DISARMING BLADE

PRICE 17,820 GP

AURA faint transmutation	**CL** 5th	**WEIGHT** 2 lbs.

This *+1 dueling rapier* ends duels quickly and decisively by

depriving the wielder's opponent of her weapon. Following a successful disarm attempt with the weapon, the wielder can move the disarmed weapon 5 feet in any direction as a swift action.

CONSTRUCTION REQUIREMENTS **COST** 9,070 GP

Craft Magic Arms and Armor, *cat's grace*, *mage hand*

DRAGONCATCH GUISARME

PRICE 13,308 GP

AURA moderate conjuration | **CL** 8th | **WEIGHT** 5 lbs.

This *+1 dragon bane guisarme* has a shaft wound tightly with dragonhide. A *dragoncatch guisarme* can be used to make a special trip maneuver against creatures using wings to fly. If the maneuver succeeds, the target's wings are fouled and the creature is knocked off balance, falling to the ground and gaining the entangled condition. A creature tripped in this way can attempt a DC 15 Fly check as a move action to remove the entangled condition.

CONSTRUCTION REQUIREMENTS **COST** 6,808 GP

Craft Magic Arms and Armor, *black tentacles*, *summon monster I*

DRAGON'S DOOM

PRICE 40,310 GP

AURA moderate divination and evocation | **CL** 8th | **WEIGHT** 12 lbs.

This polearm's axe blade is shaped like a snarling dragon, its maw stretched wide as it closes for the killing blow. The haft is engraved with the circling image of a dragon in flight. The head of this *+2 dragon bane halberd* glows when a creature of the dragon type is within 100 feet of the weapon. Three times per day, when the halberd hits a dragon, the wielder can have that attack ignore the dragon's DR as a free action.

CONSTRUCTION REQUIREMENTS **COST** 20,310 GP

Craft Magic Arms and Armor, *discern location*, *light*, *summon monster I*

DUST BOLT

PRICE 1,730 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1/10 lb.

This barbed *+1 outsider (water) bane bolt* is etched with runes of thirst and desiccation. Any living creature struck by a *dust bolt* begins dying of thirst, as the spell *cup of dust* (DC 14 Fortitude negates). Creatures with the aquatic or water subtype save with a –4 penalty, and on a failed save they are also sickened and staggered for 1 round.

CONSTRUCTION REQUIREMENTS **COST** 880 GP

Craft Magic Arms and Armor, *cup of dust* (*Advanced Player's Guide*), *summon monster I*

DUSTBURST BULLET

PRICE 196 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 1/2 lb.

This gritty and irregular *+1 sling bullet* explodes into a cloud of choking dust when it successfully strikes its target. This cloud fills a 5-foot cube and follows the target for 1d6 rounds before dispersing. Any creature ending its turn in the cloud must make a successful DC 13 Fortitude save or be sickened and blinded for 1 round.

CONSTRUCTION REQUIREMENTS **COST** 98 GP

Craft Magic Arms and Armor, *stinking cloud*

DWARFBOND HAMMER

PRICE 25,312 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** 5 lbs.

In the hands of a dwarf, this *+1 warhammer* functions as a *+2 returning warhammer*. It can be hurled with a 20-foot range increment. When hurled, a *dwarfbond hammer* deals an extra 1d8 points of damage against creatures of the giant subtype.

CONSTRUCTION REQUIREMENTS **COST** 12,812 GP

Craft Magic Arms and Armor, creator must be a dwarf of at least 7th level

DWARVEN THROWER

PRICE 60,312 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 5 lbs.

This weapon functions as a *+2 warhammer* in the hands of most users. Yet 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, a dwarven thrower deals an extra 2d8 points of damage against creatures of the giant subtype or an extra 1d8 points of damage against any other target.

CONSTRUCTION REQUIREMENTS **COST** 30,312 GP

Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level

EARTHENFLAIL

PRICE 11,315 GP

AURA strong evocation and transmutation | **CL** 13th | **WEIGHT** 10 lbs.

This roughly hewn wooden haft is lashed with gut and rope to a hefty boulder. This *+1 heavy flail* ignores the hardness of any object with hardness less than 20. As a swift action, however, the wielder can suppress this property until the beginning of his next turn, allowing the head to phase through earth and stone. This allows the wielder to ignore cover or partial cover (but not total cover) provided by objects or structures made of earth or stone; however, while suppressed, an *earthenflail* cannot harm objects made of these materials. Cover provided by other sources is unaffected.

CONSTRUCTION REQUIREMENTS **COST** 5,815 GP

Craft Magic Arms and Armor, *phase door*, *shatter*

EVERFLOWING ASPERGILLUM

PRICE 7,805 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 4 lbs.

The holy water in this *+1 battle aspergillum* never runs dry. However, the water vanishes 1 round after leaving the aspergillum, so it cannot be collected. As a full-round action, the wielder can swing the weapon to dispense a vial's worth of holy water as a ranged touch attack with a maximum range of 10 feet and no range penalty. An *everflowing aspergillum* counts as a good-aligned weapon for purposes of overcoming damage reduction.

CONSTRUCTION REQUIREMENTS	COST 3,905 GP

Craft Magic Arms and Armor, *bless water*, *create water*

FIGHTER'S FORK

PRICE 7,315 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 4 lbs.

This steel-tined *+1 trident* can be commanded to lengthen or shorten its haft (or return to its normal length) as a swift action. It is a two-handed reach weapon when extended but cannot be thrown. If shortened, it can be wielded as a light weapon or hurled as a javelin. Feats or class abilities that apply to tridents apply to a *fighter's fork* in any form.

CONSTRUCTION REQUIREMENTS	COST 3,815 GP

Craft Magic Arms and Armor, *shrink item*

FIREDRAKE PISTOL

PRICE 20,300 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 4 lbs.

This hefty *+1 flaming pistol* is elaborately carved with its barrel in the semblance of a roaring dragon and its grip wrapped in polished red dragonhide. When firing ordinary ammunition, the wielder may choose to have the *firedrake pistol* deal all of its damage as fire damage instead of normal damage. In addition, as a standard action the wielder may expend 1 unit of ammunition and create a cone of fire equivalent to *burning hands* rather than resolving that shot as a normal attack.

CONSTRUCTION REQUIREMENTS	COST 10,800 GP

Craft Magic Arms and Armor, *burning hands*, *fireball*

FLAME TONGUE

PRICE 20,715 GP

AURA strong evocation | **CL** 12th | **WEIGHT** 4 lbs.



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.

CONSTRUCTION REQUIREMENTS	COST 10,515 GP

Craft Magic Arms and Armor, *scorching ray* and *fireball*, *flame blade*, or *flame strike*

FROST BRAND

PRICE 54,475 GP

AURA strong evocation | **CL** 14th | **WEIGHT** 8 lbs.

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 a 20-foot radius. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects. You must succeed at 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.

CONSTRUCTION REQUIREMENTS	COST 27,375 GP

Craft Magic Arms and Armor, *dispel magic*, *ice storm*, *protection from energy*

FROSTBITE SLING

PRICE 9,380 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** —

This *+1 frost sling* is crafted of blue-dyed leather. In lieu of adding cold damage to normal ammunition, three times per day, the wielder may create and hurl a magical snowball with the sling instead. This ranged touch attack has a maximum range of 40 feet, deals 1d6+6 points of nonlethal cold damage, and leaves the target fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This effect cannot make the target exhausted even if it is already fatigued.

CONSTRUCTION REQUIREMENTS	COST 4,840 GP

Craft Magic Arms and Armor, *frostbite* (*Ultimate Magic*)

GHOUL'S LAMENT

PRICE 35,312 GP

AURA moderate evocation | **CL** 11th | **WEIGHT** 5 lbs.

This massive *+1 ghost touch disruption warhammer* is crafted from a single piece of metal. It surface has no blemishes or distinguishing marks, and its haft is wrapped in dry, leathery, ancient skin. Three times per day as a free action, when used to strike an undead creature, that creature must succeed at a DC 20 Fortitude save or be knocked prone.

CONSTRUCTION REQUIREMENTS	COST 17,812 GP

Craft Magic Arms and Armor, *heal*, *plane shift*

GLOOM BLADE

PRICE 8,810 GP

AURA strong evocation | **CL** 13th | **WEIGHT** 2 lbs.

As black as coal, this short sword grows more potent the farther it is kept from light. It acts as a *+1 short sword* when in dim light. In darkness, it acts as *+2 short sword*. When surrounded by supernatural darkness, such as in an area of *deeper darkness*, it acts a *+2 short sword* and bestows the benefit of the Blind-Fight feat on its wielder. In daylight or bright illumination, the sword temporarily loses all its magical enhancement bonuses and acts as a masterwork weapon, though it resumes its magical functions once it is no longer in the bright light.

CONSTRUCTION REQUIREMENTS	COST 4,560 GP

Craft Magic Arms and Armor, *deeper darkness*

GUARDING BLADE

PRICE 65,310 GP

AURA moderate transmutation | **CL** 15th | **WEIGHT** 2 lbs.



This *+1 dancing short sword* automatically rises up to defend a

fallen or sleeping wielder. To activate the sword, the wielder must fall unconscious or die while wielding the weapon or holding it in her hand. Thereafter, should any creature other than an ally of the wielder attempt to touch or strike him with a melee attack, the sword attacks that creature for up to 4 rounds. After 4 rounds, the weapon drops in the wielder's square. Unless the *guarding blade* is an intelligent item, it lacks the wits to make decisions about which is the best opponent to attack, and when confronted by multiple opponents attacking the wielder, it tends to select a random target each round.

CONSTRUCTION REQUIREMENTS	COST 32,810 GP

Craft Magic Arms and Armor, *animate objects*, *mage's faithful hound*

HEARTSWOOD SPEAR

PRICE 50,302 GP

AURA strong conjuration	CL 14th	WEIGHT 6 lbs.

This humble weapon appears to be little more than a crudely sharpened stake or makeshift spear, but in truth it is a far more formidable weapon. In addition to being a *+2 undead bane spear*, a *heartswood spear* deals bludgeoning damage when it is swung as a staff. When employed in such a manner, it also possesses the *disruption* property.

CONSTRUCTION REQUIREMENTS	COST 25,302 GP

Craft Magic Arms and Armor, *heal*, *summon monster I*

HELLSCOURGE

PRICE 39,305 GP

AURA moderate necromancy	CL 7th	WEIGHT 3 lbs.

This *+1 unholy scorpion whip* (*Ultimate Combat* 144) is fashioned from skin flayed from a barbed devil's back. It grants its wielder a +5 competence bonus on Intimidate checks. A shaken creature struck by the *hellscourge* must succeed at a DC 17 Will save or become frightened for 1 round. A frightened or panicked creature struck must instead save or cower for 1d4 rounds. Both of these are mind-affecting fear effects.

If wielded by a person who wears *hamatula hide* armor, the *hellscourge* functions as a *+1 flaming unholy whip*. Such a wielder can lash the whip once per day to hurl flames as a *scorching ray* (creating two rays); doing so extinguishes the whip's flames until the next day.

CONSTRUCTION REQUIREMENTS	COST 19,805 GP

Craft Magic Arms and Armor, *fear*, *scorching ray*, *unholy blight*

HOLY AVENGER

PRICE 120,630 GP

AURA strong abjuration	CL 18th	WEIGHT 4 lbs.

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

When wielded by a paladin, this sacred weapon provides spell resistance of 5 + the paladin's class level to the wielder and anyone adjacent to her. It also enables the paladin 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.

CONSTRUCTION REQUIREMENTS	COST 60,630 GP

Craft Magic Arms and Armor, *holy aura*, creator must be good

HURRICANE QUARTERSTAFF

PRICE 7,840 GP

AURA faint evocation	CL 3rd	WEIGHT 4 lbs.

This *+1/+1 quarterstaff* is hollow, drilled through with numerous tiny holes, and whistles when swung and spun. Once per day as a standard action, the wielder may spin the *hurricane quarterstaff* and create a *gust of wind* (DC 13 Fortitude negates). A monk or ninja wielding a *hurricane quarterstaff* can also spend 1 ki point to activate the staff's *gust of wind* power; the save DC when activating this power with ki is equal to 12 + the wielder's Wisdom modifier.

CONSTRUCTION REQUIREMENTS	COST 4,220 GP

Craft Magic Arms and Armor, *gust of wind*

HUSHING ARROW

PRICE VARIES

Hushing arrow		547 GP
Greater hushing arrow		1,047 GP
AURA faint illusion	CL 5th	WEIGHT 1/20 lb.

This *+1 arrow* makes no sound on release or as it flies through the air. A creature struck by a *hushing arrow* must succeed at a DC 13 Will save or be affected by *silence* (as the spell) for 5 rounds. The *silence* effect is not triggered by arrows that miss or those that strike an inanimate object.

A *greater hushing arrow* functions just like a normal *hushing arrow*, except the target must succeed at a DC 16 Will save to avoid being silenced. *Hushing bolts* and *greater hushing bolts* can also be made; they share the same statistics as *hushing arrows* and *greater hushing arrows*, except they weigh 1/10 of a pound per bolt.

CONSTRUCTION REQUIREMENTS	COST varies
Hushing arrow	277 GP
Greater hushing arrow	527 GP

Craft Magic Arms and Armor, Heighten Spell (*greater hushing arrow* only), *silence*

JAVELIN OF LIGHTNING

PRICE 1,500 GP

AURA faint evocation	CL 5th	WEIGHT 2 lbs.

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

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Magic Arms and Armor, *lightning bolt*

LANCE OF JOUSTING

PRICE 4,310 GP

AURA faint evocation	CL 5th	WEIGHT 10 lbs.

This ornately designed *+1 lance*, decorated with ribbons and small favors, allows its wielder to more effectively knock an opponent from his mount. A successful hit with a *lance of jousting* on a mounted opponent forces the target to make a Ride check (DC 10 + damage dealt) to avoid being knocked from the saddle. Although this lance is used in

combat to remove a mounted foe's advantage, use of one in a tournament or similar contest is generally considered a dishonorable form of cheating.

CONSTRUCTION REQUIREMENTS	COST 2,105 GP
Craft Magic Arms and Armor, *bull's strength*	

LASH OF THE HOWLER

PRICE 18,305 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 3 lbs.

The *lash of the howler* is a *+1 vicious scorpion whip* tipped with quills torn from a howler's mane. Each time a creature takes damage from the *lash of the howler*, it must succeed at a DC 14 Reflex save or a quill breaks off and lodges in its flesh. The whip instantly sprouts a new quill to replace the one lost. The quill leaves the target sickened until it is removed. Removing a single quill from a creature requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed but the process deals 1d4+1 points of damage to the victim.

CONSTRUCTION REQUIREMENTS	COST 9,305 GP
Craft Magic Arms and Armor, *enervation*, *ray of sickening* (*Ultimate Magic*)	

LIFE-DRINKER

PRICE 40,320 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 12 lbs.

This *+1 greataxe* is favored by undead and constructs, who do not suffer its drawbacks. 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 succeed at a DC 16 Fortitude save for each negative level or the negative levels become permanent.

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

CONSTRUCTION REQUIREMENTS	COST 20,320 GP
Craft Magic Arms and Armor, *enervation*	

LUCK BLADE

PRICE VARIES

Luck blade (0 wishes)	22,060 GP
Luck blade (1 wish)	62,360 GP
Luck blade (2 wishes)	102,660 GP
Luck blade (3 wishes)	142,960 GP

AURA strong evocation | **CL** 17th | **WEIGHT** 2 lbs.



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, before the results are revealed. 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.

CONSTRUCTION REQUIREMENTS	COST varies
Luck blade (0 wishes)	11,185 GP
Luck blade (1 wish)	43,835 GP
Luck blade (2 wishes)	76,485 GP
Luck blade (3 wishes)	109,135 GP
Craft Magic Arms and Armor, *miracle* or *wish*	

MACE OF SMITING

PRICE VARIES

Lesser mace of smiting	**CL** 7th	16,012 GP
Mace of smiting	**CL** 11th	75,312 GP
AURA moderate transmutation		**WEIGHT** 8 lbs.

A *lesser mace of smiting* is a *+1 adamantine heavy mace* with a +3 enhancement bonus against constructs. When it deals a successful critical hit to a construct, it deals ×4 damage rather than ×2. A critical hit dealt to an outsider deals ×3 damage rather than ×2.

A *mace of smiting* is a *+3 adamantine heavy mace* has a +5 enhancement bonus against constructs. When it deals a successful critical hit to a construct, it completely destroys the construct (no saving throw). A critical hit dealt to an outsider deals ×4 damage rather than ×2.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser mace of smiting	9,512 GP
Mace of smiting	39,312 GP
Craft Magic Arms and Armor, *disintegrate*	

MACE OF TERROR

PRICE 38,552 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 8 lbs.

This weapon usually appears to be a particularly frightening-looking iron or steel mace. 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). Those who fail this save 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.

CONSTRUCTION REQUIREMENTS	COST 19,432 GP
Craft Magic Arms and Armor, *fear*	

MASTERWORK SILVER DAGGER

PRICE 322 GP

AURA no aura (nonmagical) | **CL** — | **WEIGHT** 1 lb.

As a masterwork weapon, this alchemical silver dagger has a +1 enhancement bonus on attack rolls (but not on damage rolls).

NINE LIVES STEALER

PRICE 23,057 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 4 lbs.



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 faint evil aura). A critical hit must be dealt for the sword's death-dealing ability to function, and this ability 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 by *restoration* spells) while the sword is wielded.

CONSTRUCTION REQUIREMENTS	COST 11,528 GP

Craft Magic Arms and Armor, *finger of death*

OATHBOW

PRICE 25,600 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 3 lbs.



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 archer swears aloud to slay her target (a free action), the bow's whisper becomes the shout "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). After an enemy has been sworn, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the archer takes a –1 penalty on attack rolls with any weapon other than the oathbow. These bonuses and penalties last for 7 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 7 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.

CONSTRUCTION REQUIREMENTS	COST 13,100 GP

Craft Magic Arms and Armor, creator must be an elf

PISTOL OF THE INFINITE SKY

PRICE 73,300 GP

AURA strong conjuration | **CL** 15th | **WEIGHT** 4 lbs.

An infinity symbol is engraved on both sides of this *+5 pistol*'s mother of pearl grip, and the barrel is adorned with gold depicting the moon, planets, and stars against a night sky of the pistol's cold black steel. This pistol never needs to be reloaded. After one shot is fired, a bullet and powder magically appear in the chamber. This ammunition never suffers a misfire.

CONSTRUCTION REQUIREMENTS	COST 37,300 GP

Craft Magic Arms and Armor, *reloading hands*

POLARITY HAMMER

PRICE 12,310 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 10 lbs.

This *+1/+1 meteor hammer* is always made of ferrous metals, and has weighted spheres on either end of its sturdy dark chain. A wielder can use the magic within a *polarity hammer* to attract or repel metal objects. In meteor mode, a wielder gains a +2 bonus on all drag and reposition combat maneuvers against any opponent wearing metal armor, carrying a metal shield, or made of metal (like an iron golem). In addition, if the wielder makes a successful trip attempt against such an opponent, she can push her enemy 5 feet away rather than pulling it forward.

In fortress mode, the wielder can use a move action to pick up any unattended metal object within her reach and deposit the item in any other square within her reach. Items so affected cannot exceed the size of a one-handed weapon equal to the wielder's size category. In this mode, the +1 shield bonus to Armor Class normally granted from wielding a meteor hammer increases to +3, but only against opponents wearing metal armor, carrying metal shields, or made of metal (as above).

CONSTRUCTION REQUIREMENTS	COST 6,155 GP

Craft Magic Arms and Armor, *force punch*, *shield*

QUARTERSTAFF OF VAULTING

PRICE 19,100 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 4 lbs.

This *+1/+1 darkwood quarterstaff* grants superior balance and acrobatic skill. It glows with a faint green-yellow radiance when in use and can extend to nearly double its length, though only when being used to perform acrobatic feats. The wielder gains a +5 competence bonus on Acrobatics checks and can move at full speed without penalty when using Acrobatics to move on narrow surfaces or uneven ground. When making a high jump while wielding the *quarterstaff of vaulting*, the Acrobatics DC is equal to 3 times the height to be reached instead of 4.

In addition, with a successful DC 25 Acrobatics check, the wielder can use the staff to vault over an opponent's head in place of taking a 5-foot step. She can only use this ability on creatures no more than one size category larger than her, and must end her movement in the nearest adjacent square on the opposite side of the creature. If this square is unavailable, she cannot use this ability. This movement does not provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 9,850 GP

Craft Magic Arms and Armor, *jump*

RAPIER OF PUNCTURING

PRICE 50,320 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 2 lbs.



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.

CONSTRUCTION REQUIREMENTS | **COST** 25,320 GP

Craft Magic Arms and Armor, *harm*

RICOCHET HAMMER

PRICE 20,301 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 2 lbs.



This *+1 returning light hammer* can strike multiple foes with a single throw. If the wielder has multiple attacks from a high base attack bonus, he may throw the hammer so it rebounds off the first target to strike at a second target, and so on for each of the wielder's additional attacks. The distance to each target adds to the total range of the weapon, and range penalties apply. For example, a 6th-level dwarf fighter can throw the hammer using his +6 BAB at a target 20 feet away (within one range increment, no range penalty); if it hits, he ricochets it to attack using his +1 BAB at a second target 40 feet away from the first target (within three range increments for a –4 range penalty). The hammer can only ricochet if it successfully hits a target; if it misses, it stops ricocheting, has no further attacks that round, and returns as normal for a weapon with the *returning* property. Because ricocheting attacks are treated as separate attacks, modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack and not the others. The ricochet attacks count as the wielder's additional attacks for that round.

CONSTRUCTION REQUIREMENTS | **COST** 10,301 GP

Craft Magic Arms and Armor, *telekinesis*

SCIMITAR OF THE SPELLTHIEF

PRICE 75,815 GP

AURA strong divination | **CL** 13th | **WEIGHT** 4 lbs.

This curved blade of golden metal, a *+1 keen heartseeking spellstealing scimitar*, is the bane of spellcasters. Inscribed with flowing magical script that purports to reveal the inner secrets of magic, the *scimitar of the spellthief* grants the wielder a +2 bonus on Spellcraft and Use Magic Device checks. The scimitar also reveals magical auras by touch; this functions as *detect magic* but affects only a single object or creature at a time, which must be touched with the blade while the wielder concentrates on detection, and the magical auras revealed are clearly visible to all.

CONSTRUCTION REQUIREMENTS | **COST** 37,815 GP

Craft Magic Arms and Armor, *death knell*, *greater arcane sight*, *keen edge*, *limited wish*

SCREAMING BOLT

PRICE 267 GP

AURA faint enchantment | **CL** 5th | **WEIGHT** 1/10 lb.

This *+2 bolt* screams when fired, forcing all enemies of the shooter within 20 feet of the path of the bolt to make a successful DC 14 Will save or become shaken for 1 round. This is a mind-affecting fear effect.

CONSTRUCTION REQUIREMENTS | **COST** 137 GP

Craft Magic Arms and Armor, *doom*

SEARING ARROW

PRICE 1,516 GP

AURA moderate evocation | **CL** 9th | **WEIGHT** —



This *+1 flaming arrow* continues to burn its target each round, dealing 1d6 points of fire damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a successful DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from himself). Removing the arrow destroys it, and it burns up once the 3 rounds pass.

CONSTRUCTION REQUIREMENTS | **COST** 758 GP

Craft Magic Arms and Armor; *flame blade*, *flame strike*, or *fireball*

SHATTERSPIKE

PRICE 4,315 GP

AURA strong evocation | **CL** 13th | **WEIGHT** 4 lbs.

This intimidating weapon appears to be a longsword with multiple hooks, barbs, and serrations along the blade, excellent for catching and sundering a foe's weapon. Wielders without the Improved Sunder feat use a *shatterspike* as a *+1 longsword* only. Wielders with the Improved Sunder feat instead use *shatterspike* as a *+4 longsword* when attempting to sunder an opponent's weapon.

CONSTRUCTION REQUIREMENTS | **COST** 2,315 GP

Str 13, Craft Arms and Armor, Improved Sunder, Power Attack, *shatter*

SHIELDSPLITTER LANCE

PRICE 18,310 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 10 lbs.



This *+1 keen lance* has the ability to penetrate and destroy shields. Whenever its wielder uses it to successfully strike an opponent who carries a shield, the opponent's shield takes the same damage as the opponent. If the wielder uses the

lance to make a sunder attack against a shield, it bypasses the shield's hardness.

CONSTRUCTION REQUIREMENTS	COST 9,310 GP

Craft Magic Arms and Armor, *keen edge*, *shatter*

SHIFTER'S SORROW

PRICE 12,780 GP

AURA strong transmutation	CL 15th	WEIGHT 10 lbs.

This *+1/+1 silver two-bladed sword* 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 successful DC 15 Will save or return to its natural form.

CONSTRUCTION REQUIREMENTS	COST 6,780 GP

Craft Arms and Armor, *baleful polymorph*

SIZZLING ARROW

PRICE 1,516 GP

AURA moderate evocation	CL 9th	WEIGHT —

This *+1 corrosive arrow* continues to leak acid onto its target each round, dealing 1d6 points of acid damage on the attacker's turn for the next 3 rounds. Removing the arrow requires a successful DC 10 Heal check and prevents any further damage from the arrow (the DC increases to 15 if the target tries to remove the arrow from herself). Removing the arrow destroys it. The arrow dissolves once the 3 rounds pass.

CONSTRUCTION REQUIREMENTS	COST 758 GP

Craft Magic Arms and Armor, *acid arrow*

SLAYING ARROW

PRICE VARIES

Slaying arrow		2,282 GP
Greater slaying arrow		4,057 GP
AURA strong necromancy	CL 13th	WEIGHT 1/10 lb.

This *+1 arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must succeed at a DC 20 Fortitude save or take 50 points of damage. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

A *greater slaying arrow* functions just like a normal slaying arrow, but the DC to avoid the death effect is 23 and the arrow deals 100 points of damage if the saving throw is failed.

CONSTRUCTION REQUIREMENTS	COST varies
Slaying arrow	1,144 GP
Greater slaying arrow	2,032 GP

Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*)

d%	DESIGNATED TYPE OR SUBTYPE
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–27	Dragons
28–32	Fey
33	Humanoids, aquatic
34–35	Humanoids, dwarf
36–37	Humanoids, elf
38–44	Humanoids, giant
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

SLEEP ARROW

PRICE 132 GP

AURA faint enchantment	CL 5th	WEIGHT 1/10 lb.

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 (the same amount as it would deal lethal damage) and forces the target to make a successful DC 11 Will save or fall asleep.

CONSTRUCTION REQUIREMENTS	COST 70 GP

Craft Magic Arms and Armor, *sleep*

SPARKWAKE STARKNIFE

PRICE 21,324 GP

AURA moderate evocation	CL 8th	WEIGHT 3 lbs.

A faint trail of sparks marks the passage of this *+1 shock starknife* whenever it is thrown. Once per day, its wielder may throw it so it transforms into an 8th-level *lightning bolt* (Reflex DC 14 half), returning to its physical form at the end of the bolt's path.

CONSTRUCTION REQUIREMENTS	COST 10,824 GP

Craft Magic Arms and Armor, *lightning bolt*

SPIDER'S FANG

PRICE 79,102 GP

AURA moderate evocation	CL 10th	WEIGHT 1 lb.

This punching dagger's blade is engraved with images of spider webs. Upon close inspection, the images seem to come alive as if spiders were swarming across the webs

on the blade. Twice per day as a free action, this *+2 keen wounding punching dagger* can poison a living creature hit by an attack made by this weapon as the *poison* spell (Fortitude DC 20 negates). In addition, the wielder gains a +2 competence bonus on Acrobatics checks made to move through an enemy's threatened area without provoking an attack of opportunity.

CONSTRUCTION REQUIREMENTS **COST** 39,702 GP

Craft Magic Arms and Armor, *bleed*, *keen edge*, *ray of enfeeblement*

SPIRIT BLADE

PRICE 48,502 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** 1 lb.



This wavy blade is almost transparently thin, and glows with ethereal energy upon being grasped. In addition to being a *+3 ghost touch dagger*, it can cast *dispel magic* once per day.

CONSTRUCTION REQUIREMENTS **COST** 24,402 GP

Craft Magic Arms and Armor, *dispel magic*, *plane shift*, creator must be 9th level

SPIRIT CALLER

PRICE 25,302 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 2 lbs.

The *spirit caller* is a *+1 ghost touch mere club* carved of nephrite jade. Incorporeal undead and ghosts struck by the *spirit caller* must succeed at a DC 16 Will save or be drawn inside the mere and are trapped within it. When holding a spirit inside, the *spirit caller* glows from within with the brightness of a candle and functions as a *+2 ghost touch undead bane mere club*. The mere consumes the energy of the spirit inside in 1 hour, destroying it, and can hold but a single spirit at a time. The wielder can release a trapped spirit as a standard action. Ghosts consumed by a *spirit caller* still rejuvenate as normal.

CONSTRUCTION REQUIREMENTS **COST** 12,802 GP

Craft Magic Arms and Armor, *magic jar*, *plane shift*

SUMMONER'S SORROW

PRICE 42,816 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 10 lbs.

The *summoner's sorrow* is a *+2 cold iron glaive* that deals an extra 2d6 points of damage against summoned creatures, including eidolons. Once each round when the *summoner's sorrow* damages a summoned or illusory creature, the wielder can make a dispel check as a free action to send away or destroy the creature. This is treated as a *dispel magic* spell targeted against the spell that created the creature, except that the wielder's base attack bonus is used in place of the wielder's or item's caster level. This ability has no effect on creatures that are called rather than summoned, or on summoned creatures that cannot be dispelled, such as a summoner's eidolon.

Once per day as a free action, the wielder can attempt a *dismissal* against a creature damaged by the weapon instead of dispelling it. This ability functions only against extraplanar creatures (whether summoned or not), and works as the spell of the same name with a Will save DC of 17. The wielder cannot both dispel and dismiss in the same round.

CONSTRUCTION REQUIREMENTS **COST** 21,566 GP

Craft Magic Arms and Armor, *dismissal*, *dispel magic*

SUN BLADE

PRICE 50,335 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 2 lbs.

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 his head while speaking a command word. The *sun blade* then sheds a bright yellow radiance that acts like bright light and affects creatures susceptible to light as if it were natural sunlight. 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 sword, 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 cannot be overcome in any way (including by *restoration* spells) while the sword is wielded.

CONSTRUCTION REQUIREMENTS **COST** 25,335 GP

Craft Magic Arms and Armor, *daylight*, creator must be good

SWIFT OBSIDIAN GREATAXE

PRICE 11,320 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 12 lbs.

The blade of this *+1 keen greataxe* is carved from jet-black obsidian. When the wielder charges an enemy, he receives a +10 foot enhancement bonus to his speed that round. Once per day, he can command the axe to grant all allies within 30 feet a +10 foot enhancement bonus to base speed for 1 round.

CONSTRUCTION REQUIREMENTS	COST 5,802 GP

Craft Magic Arms and Armor, *expeditious retreat*, *keen edge*

SWORD OF LIFE STEALING

PRICE 25,715 GP

AURA strong necromancy | **CL** 17th | **WEIGHT** 4 lbs.

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 succeed at a DC 16 Fortitude save for each negative level gained or any such levels become permanent.

CONSTRUCTION REQUIREMENTS	COST 13,015 GP

Craft Magic Arms and Armor, *enervation*

SWORD OF SUBTLETY

PRICE 22,310 GP

AURA moderate illusion | **CL** 7th | **WEIGHT** 2 lbs.

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 she makes a sneak attack with it.

CONSTRUCTION REQUIREMENTS	COST 11,310 GP

Craft Magic Arms and Armor, *blur*

SWORD OF THE PLANES

PRICE 22,315 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 4 lbs.

This longsword has an enhancement bonus of +1 on the Material Plane, but on any elemental planes its enhancement bonus increases to +2. The +2 enhancement bonus also applies whenever the weapon is used against creatures native to the elemental planes. It operates as a *+3 longsword* on the Astral Plane and 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*.

CONSTRUCTION REQUIREMENTS	COST 11,315 GP

Craft Magic Arms and Armor, *plane shift*

SYLVAN SCIMITAR

PRICE 47,315 GP

AURA moderate evocation | **CL** 11th | **WEIGHT** 4 lbs.

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

CONSTRUCTION REQUIREMENTS	COST 23,815 GP

Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid

TANGLE BOLT

PRICE 226 GP

AURA strong conjuration | **CL** 12th | **WEIGHT** —

Often etched with images of spider webs or swampy vines, this sickly green *+1 seeking bolt* transforms into sticky goo when it hits, entangling its target and becoming tough and resilient upon exposure to air. In addition to the bolt's damage, the target is entangled as if it had been hit by a tanglefoot bag.

CONSTRUCTION REQUIREMENTS	COST 113 GP

Craft Magic Arms and Armor, *true seeing*, and either *web* or creator must have 5 ranks in Craft (alchemy)

TEN-RING SWORD

PRICE 14,315 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 4 lbs.

This finely crafted *+2 nine-ring broadsword* has an extra gap at the base of the blade's unsharpened edge, closest to the hilt, seemingly to fit an extra ring. The wielder of a ten-ring sword can use a full-round action to place a magic ring into the empty slot, where the ring then rests until removed (another full-round action). Once a ring is fitted to the tenth slot, the sword's wielder can employ that ring as if he were wearing it, even if he is currently wearing two magic rings.

Alternatively, the sword's wielder can fit a ring made of a specific metal like adamantine or cold iron into the tenth slot. Doing so allows the sword to penetrate damage reduction as if it were made of the same metal as the ring. Using this property does not grant the weapon any additional properties of that metal (such as bypassing hardness, etc.). Typically, such metal rings cost one-tenth the cost of a nine-ring broadsword made from that material. In the event that a magic ring made from a specific metal, like silver, is affixed to the sword's tenth slot, the sword's wielder decides which of the weapon's two properties will be in effect when the ring is placed. However, the sword's wielder can use a move action to switch between properties.

CONSTRUCTION REQUIREMENTS	COST 7,157 GP

Craft Magic Arms and Armor, *mage hand*, *versatile weapon*

TRACER BULLET

PRICE 100 GP

AURA faint evocation | **CL** 2nd | **WEIGHT** —

These *+1 firearm bullets* deal no damage, but instead cause a pale glow to outline the target, granting the effect of a *faerie fire* spell and causing the target to take a –2 penalty to AC against ranged attacks. These effects last for 1d4 rounds.

CONSTRUCTION REQUIREMENTS	COST 50 GP

Craft Magic Arms and Armor, *faerie fire*

TRIDENT OF FISH COMMAND

PRICE 18,650 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** 4 lbs.

The magical properties of this *+1 trident* with a 6-foot-long haft enable its wielder to charm up to 14 Hit Dice of aquatic animals as per the spell *charm animals* (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or her 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 that successfully make their saving throws are free of control, but they will not approach within 10 feet of the trident.

CONSTRUCTION REQUIREMENTS	COST 9,482 GP

Craft Magic Arms and Armor, *charm animals*, *speak with animals*

TRIDENT OF STABILITY

PRICE 9,815 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 4 lbs.

The base of this sturdy but tarnished *+1 trident* has a wide metal bar at the bottom, perfectly situated to serve as a solid footrest or other sort of step. The bar acts as an *immovable rod*, except instead of an activation button, the immobility power triggers whenever the wielder places one or both feet on the bar, and ends whenever the wielder is no longer touching the bar with at least one foot. If the wielder remains in place and steps on the bar, he gains a +10 bonus to his CMD when trying to resist efforts to move him. The wielder is always considered braced against oncoming charge attacks. If the wielder is falling, he may step on the bar as an immediate action to halt his fall, though the sudden jolt means he takes falling damage for the current distance fallen.

CONSTRUCTION REQUIREMENTS	COST 5,065 GP

Craft Magic Arms and Armor, *levitate*

TRIDENT OF WARNING

PRICE 10,115 GP

AURA moderate divination | **CL** 7th | **WEIGHT** 4 lbs.

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 scanning a hemisphere with a radius of 680 feet takes 1 round. The weapon is otherwise a *+2 trident*.

CONSTRUCTION REQUIREMENTS	COST 5,215 GP

Craft Magic Arms and Armor, *locate creature*

TRITON'S TRIDENT

PRICE 15,065 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 4 lbs.

This curve-tined *+1 monstrous humanoid bane trident* is etched with a pattern of alternating scales and shells. A *triton's trident* can unleash a *hydraulic push* three times per day, once from each tine; alternatively, their power can be combined to release a single *hydraulic torrent* once per day. The CMB for either effect is +6.

CONSTRUCTION REQUIREMENTS	COST 7,690 GP

Craft Magic Arms and Armor, *hydraulic push*, *hydraulic torrent*, *summon monster I*

UNDERCUTTING AXE

PRICE 23,310 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 6 lbs.

This *+1 giant-bane battleaxe* feels unusually heavy, as if it were made from something far heavier than mere wood and steel. Once per day its wearer can, as a swift action after a successful attack roll, invoke a maximized *ray of enfeeblement* on the creature struck (11 point Strength penalty, 7 rounds, Fortitude DC 16 half).

CONSTRUCTION REQUIREMENTS	COST 11,810 GP

Craft Magic Arms and Armor, Maximize Spell, *ray of enfeeblement*, *summon monster I*

VALOR'S MINION

PRICE 41,335 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 6 lbs.

The blade of this *+2 holy bastard sword* always appears lustrous and polished, with a hilt wrapped in alternating colors of deep black and royal purple. Effective on its own, a *valor's minion* is even more potent in the hands of those who dedicate their efforts to vanquishing a single foe. Whenever a wielder uses either the challenge or smite evil class feature, she can sacrifice one additional use of that class feature to treat the smite or challenge as if she were three class levels higher.

CONSTRUCTION REQUIREMENTS	COST 20,168 GP

Craft Magic Arms and Armor, *holy smite*

VOID SCYTHE

PRICE 95,318 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 10 lbs.

Instead of a blade, a swathe of absolute darkness inimical to life tips this scythe. It functions as a *+1 brilliant energy scythe*, except the blade is formed of negative energy and gives off no light whatsoever. The wielder can channel negative energy directly into the scythe to charge it with life-destroying energy for 1 round per die of channeling. For example, channeling negative energy for 5d6 points of damage fuels the scythe for 5 rounds. While so charged, the *void scythe* bestows one negative level with each hit. One day after being struck, subjects must succeed at a DC 16 Fortitude save for each negative level or the negative levels become permanent.

Black energy utterly consumes any creature that is slain by the *void scythe*, leaving no body behind but leaving the creature's equipment unharmed. A victim of the *void scythe* can be restored only by *true resurrection* or a carefully worded *miracle* or *wish*.

CONSTRUCTION REQUIREMENTS	COST 47,815 GP

Craft Magic Arms and Armor, *disintegrate*, *enervation*

WARBRINGER

PRICE 61,375 GP

AURA strong enchantment | **CL** 14th | **WEIGHT** 8 lbs.

This massive, wickedly curved red-bladed sword is a *+3 keen vicious falchion* that murmurs a low, rumbling battle chant when drawn. Whenever the wielder confirms a critical hit with a *warbringer*, the wielder gains the benefits of *rage* for 1 round (if a barbarian, the wielder gains 1 additional round of rage for that day), while the creature struck is compelled to move toward and attack its nearest ally with a melee weapon, natural weapon, or unarmed strike on its next turn (DC 14 Will negates), as the *murderous command* spell.

CONSTRUCTION REQUIREMENTS	COST 30,875 GP

Craft Magic Arms and Armor, *keen edge*, *murderous command* (*Ultimate Magic*), *rage*



4 Rings, Rods, and Staves



"Can't kill it!" Lini yelled. "Can't kill snow, can't kill ghosts—can't kill snow-ghosts!" Beside her, her big cat mourned its own failure to bite the spectre.

Feiya stepped between the others and the icy apparition, its shape half-hidden by the snow. "Stay behind me," she warned. She raised her staff, letting it draw in the fury of the supernatural storm. Green light began to gather at the staff's tip.

Somewhere out in the whirling wind, the storm-ghost howled.

"Are you going to blast it?" Lini demanded, eager as a child.

"Not blast," Feiya corrected. "Melt."

The white curtains parted, revealing the ice-woman, snarling and beautiful.

Feiya tipped her staff forward, then let it burn...











Rings

Rings bestow magical powers upon their wearers. Only a rare few have charges—most magic rings are permanent and potent magic items. Anyone can use a ring.

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

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

Activation: A ring's ability is usually activated by a spoken command word (a standard action that does not provoke attacks of opportunity), or its effects may work continually. Some rings have unusual activations, as mentioned in the ring's specific description.

Special Qualities: Roll d%. A result of 01 indicates the ring is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes (*Core Rulebook* 532). Rings with charges can never be intelligent.

Table 4-1: Rings

d%	Lesser Minor Ring	Price
01–07	*Dungeon ring, prisoner's*	250 gp
08–16	*Ring of arcane signets*	1,000 gp
17–25	*Ring of spell knowledge I*	1,500 gp
26–40	*Ring of protection +1*	2,000 gp
41–47	*Ring of the grasping grave*	2,000 gp
48–57	*Ring of feather falling*	2,200 gp
58–66	*Ring of climbing*	2,500 gp
67–75	*Ring of jumping*	2,500 gp
76–84	*Ring of sustenance*	2,500 gp
85–93	*Ring of swimming*	2,500 gp
94–100	*Ring of ferocious action*	3,000 gp

d%	Greater Minor Ring	Price
01–15	*Ring of counterspells*	4,000 gp
16–25	*Ring of maniacal devices*	5,000 gp
26–35	*Ring of rat fangs*	5,000 gp
36–52	*Ring of sacred mistletoe*	6,000 gp
53–69	*Ring of spell knowledge II*	6,000 gp
70–86	*Ring of swarming stabs*	6,000 gp
87–100	*Ring of grit mastery*	6,840 gp

d%	Lesser Medium Ring	Price
01–02	*Ring of forcefangs*	8,000 gp
03–06	*Ring of mind shielding*	8,000 gp
07–11	*Ring of protection +2*	8,000 gp
12–13	*Ring of strength sapping*	8,000 gp
14–17	*Ring of force shield*	8,500 gp
18–22	*Ring of the ram*	8,600 gp
23–24	*Scholar's ring*	8,700 gp
25–27	*Ring of climbing, improved*	10,000 gp
28–29	*Ring of curing*	10,000 gp
30–31	*Ring of foe focus*	10,000 gp

Decoy Ring

Price 12,000 GP

Aura moderate illusion | **CL** 11th | **Weight** —

This ring is a thick loop of mirrorlike metal. Whenever the wearer of this ring takes the withdraw action or becomes helpless (including falling unconscious), it instantly makes her invisible for 3 rounds and creates four illusory duplicates that either run off in opposite directions or perform other plausible actions that could draw enemy attention away from her. The duplicates last for 3 rounds before disappearing, but they instantly pop out of existence if struck by an attack (AC 10) and can be disbelieved (Will DC 19). Allies of the wearer always know her true location and can freely provide aid or assistance to her.

Construction Requirements | **Cost** 6,000 GP

Forge Ring, *mislead*

Dungeon Ring

Price varies

Jailer's dungeon ring	16,000 GP
Prisoner's dungeon ring	250 GP

Aura moderate divination | **CL** 8th | **Weight** —



A *jailer's dungeon ring* is worked gold, set with carnelians. The ring is magically attuned to one or more iron *prisoner's dungeon rings*. When the wearer of a *jailer's ring* places a *prisoner's ring* on a subject, the prisoner cannot remove the ring without the use of a *remove curse*, *limited wish*, *miracle*, or *wish* spell. The wearer of the *jailer's ring* can also remove a linked *prisoner's ring* at any time.

The jailer is aware of any wearer of a linked *prisoner's ring* as per a constant *status* spell. Additionally, all wearers of linked *prisoner's rings* count as familiar to the jailer for the purposes of spells such as *scrying* and *teleport*.

Construction Requirements	Cost varies
Jailer's dungeon ring	8,000 GP
Prisoner's dungeon ring	125 GP

Forge Ring, *scrying*, *status*

Ring of Animal Friendship

Price 10,800 GP

Aura faint enchantment | **CL** 3rd | **Weight** —



A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. On command, this ring affects an animal as if the wearer had cast *charm animal*, causing the animal to regard the wearer as a trusted friend.

32–35	*Ring of jumping, improved*	10,000 gp
36–37	*Ring of ki mastery*	10,000 gp
38–40	*Ring of revelation, lesser*	10,000 gp
41–43	*Ring of swimming, improved*	10,000 gp
44–46	*Ring of animal friendship*	10,800 gp
47–48	*Ring of transposition*	10,800 gp
49–50	*Ring of tactical precision*	11,000 gp
51–52	*Ring of the sophisticate*	11,000 gp
53–55	*Decoy ring*	12,000 gp
56–58	*Ring of craft magic*	12,000 gp
59–61	*Ring of ectoplasmic invigoration*	12,000 gp
62–64	*Ring of energy resistance, minor*	12,000 gp
65–67	*Ring of the troglodyte*	12,000 gp
68–70	*Steelhand circle*	12,000 gp
71–76	*Ring of chameleon power*	12,700 gp
77–79	*Ring of spell knowledge III*	13,500 gp
80–82	*Ring of the sea strider*	14,000 gp
83–85	*Ring of retribution*	15,000 gp
86–89	*Ring of water walking*	15,000 gp
90–95	*Dungeon ring, jailer's*	16,000 gp
96–100	*Ring of revelation, greater*	16,000 gp

d%	GREATER MEDIUM RING	PRICE
01–04	*Ring of inner fortitude, minor*	18,000 gp
05–16	*Ring of protection +3*	18,000 gp
17–26	*Ring of spell storing, minor*	18,000 gp
27–30	*Ring of energy shroud*	19,500 gp
31–35	*Ring of arcane mastery*	20,000 gp
36–46	*Ring of invisibility*	20,000 gp
47–54	*Ring of wizardry I*	20,000 gp
55–60	*Ring of revelation, superior*	24,000 gp
61–68	*Ring of spell knowledge IV*	24,000 gp
69–80	*Ring of evasion*	25,000 gp
81–88	*Ring of x-ray vision*	25,000 gp
89–100	*Ring of blinking*	27,000 gp

d%	LESSER MAJOR RING	PRICE
01–09	*Ring of energy resistance, major*	28,000 gp
10–16	*Ring of the ecclesiarch*	28,500 gp
17–33	*Ring of protection +4*	32,000 gp
34–39	*Ring of return*	33,600 gp
40–55	*Ring of freedom of movement*	40,000 gp
56–70	*Ring of wizardry II*	40,000 gp
71–75	*Ring of inner fortitude, major*	42,000 gp
76–92	*Ring of energy resistance, greater*	44,000 gp
93–100	*Ring of delayed doom*	45,000 gp

d%	GREATER MAJOR RING	PRICE
01–06	*Ring of friend shield*	50,000 gp
07–18	*Ring of protection +5*	50,000 gp
19–27	*Ring of shooting stars*	50,000 gp
28–37	*Ring of spell storing*	50,000 gp
38–43	*Ring of continuation*	56,000 gp
44–48	*Ring of inner fortitude, greater*	66,000 gp
49–57	*Ring of wizardry III*	70,000 gp
58–63	*Spiritualist Rings*	70,000 gp
64–71	*Ring of telekinesis*	75,000 gp
72–76	*Ring of regeneration*	90,000 gp
77–82	*Ring of spell turning*	100,000 gp
83–86	*Ring of wizardry IV*	100,000 gp
87–90	*Ring of three wishes*	120,000 gp
91–93	*Ring of djinni calling*	125,000 gp
94–97	*Ring of elemental command*	200,000 gp
98–100	*Ring of spell storing, major*	200,000 gp

CONSTRUCTION REQUIREMENTS **COST** 5,400 GP

Forge Ring, *charm animal*

RING OF ARCANE MASTERY

PRICE 20,000 GP

AURA strong abjuration and evocation | **CL** 11th | **WEIGHT** —

This ring is a thin but sturdy piece of forged steel crafted to resemble a serpent swallowing its tail, and is magically imbued to reveal the secrets of arcane mastery to its wearer. The ring allows a wearer with an arcane pool to store up to 4 points from his arcane pool in the ring as a swift action. These points remain in the ring until used. A wearer can spend arcane pool points stored in the ring as if they were his own, or can spend them in each of the following ways.

- As a free action, the wearer can expend 1 arcane pool point stored in the ring to gain a +2 bonus on Concentration checks for 1 round.
- As a standard action, the wearer can expend 1 arcane pool point stored in the ring to use the pool strike magus arcana (*Ultimate Magic* 12) using his own magus level to determine the effect.
- As an immediate action, the wearer can expend up to 4 arcane pool points stored in the ring to use the reflection magus arcana (*Ultimate Magic* 12).

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Forge Ring, *imbue with spell ability, spell turning*

RING OF ARCANE SIGNETS

PRICE 1,000 GP

AURA faint universal | **CL** 8th | **WEIGHT** —



The approximately 1-inch-diameter pentagon of emerald green crystal that dominates this otherwise plain silver ring forms itself into a specific rune, sigil, or similar identifying marker each time a person first puts it on. If the wearer expects this to occur, she can cause the crystal to adopt any shape she wishes. If the wearer does not expect this to occur, the crystal instead molds itself into an image that symbolizes the wearer or some dominant facet of her personality. Once the crystal assumes this initial form,

it always takes that form whenever the same wearer puts on the ring. The wearer can, as a standard action, embed this image on any object (as if using *arcane mark*) simply by pressing the ring against it. The wearer may choose the color and other cosmetic features of the image each time she uses the ring. The brand is otherwise permanent unless removed by *dispel magic*, *erase*, or a more powerful spell.

CONSTRUCTION REQUIREMENTS **COST** 500 GP

Forge Ring, *arcane mark*

RING OF BLINKING

PRICE 27,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS **COST** 13,500 GP

Forge Ring, *blink*

RING OF CHAMELEON POWER

PRICE 12,700 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS **COST** 6,350 GP

Forge Ring, *disguise self*, *invisibility*

RING OF CLIMBING

PRICE 2,500 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —



This magic ring has the deceptively simple appearance of a plain leather cord that wraps securely around a finger. The ring continually grants the wearer a +5 competence bonus on Climb checks.

CONSTRUCTION REQUIREMENTS **COST** 1,250 GP

Forge Ring, creator must have 5 ranks in the Climb skill

RING OF CLIMBING, IMPROVED

PRICE 10,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This ring functions as a *ring of climbing*, except it grants a +10 competence bonus on its wearer's Climb checks.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Forge Ring, creator must have 10 ranks in the Climb skill

RING OF CONTINUATION

PRICE 56,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

This band of braided copper wires throbs ever so slightly in harmony with its wearer's heartbeat. Whenever the wearer of this ring casts a spell with a range of personal and a duration of 10 minutes per level or longer, that spell remains in effect for 24 hours or until the wearer casts another spell with a range of personal (whichever comes first). Spells that usually only affect one specific action (such as making a particular attack) are expended after that action. This does not reduce the duration of spells that normally last longer than 24 hours. Casting a new spell does not eliminate a previous spell if its normal duration is such that it would still be in effect. However, attempts to dispel or otherwise eliminate a spell kept active by the ring work normally and, if successful, remove the spell from the ring, causing the wearer to lose all benefits from that spell.

CONSTRUCTION REQUIREMENTS **COST** 28,000 GP

Forge Ring, *mnemonic enhancer*

RING OF COUNTERSPELLS

PRICE 4,000 GP

AURA moderate evocation | **CL** 11th | **WEIGHT** —



Upon first examination, this ring seems to be a *ring of spell storing*. 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 into it again.

CONSTRUCTION REQUIREMENTS **COST** 2,000 GP

Forge Ring, *imbue with spell ability*

RING OF CRAFT MAGIC

PRICE 12,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —

A *ring of craft magic* always bears some sort of tool-like design in its craftsmanship. The wearer of the ring sees spells as similar to crafts, and vice versa. The wearer may make a Craft check in place of a Spellcraft check to identify an item that could be created with that Craft skill. The wearer may also expend a spell slot or prepared spell to gain an enhancement bonus equal to the level of the expended spell on a single Craft or Profession check (regardless of the amount of time needed to make the check).

CONSTRUCTION REQUIREMENTS **COST** 6,000 GP

Forge Ring, creator must have the obsession racial trait

RING OF CURING

PRICE 10,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** —

This simple copper ring is a boon to those who spend their lives healing others. Whenever the wearer of a *ring of curing* casts a conjuration spell of the healing subschool, all maximums to the level-dependent healing provided by that spell increase by 2. For example, *cure light wounds* would provide a maximum healing of 1d8 + 7 (at 7th caster level), while *heal* would cure a maximum of 170 points of damage. This ring does not increase the wearer's actual caster level, nor the amount of level-dependent healing provided by any such spell.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Forge Ring, Heighten Spell, *consecrate*

RING OF DELAYED DOOM

PRICE 45,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** —



Whenever the mind or body of this ring's wearer first becomes subject to any harmful effect that allows a saving throw to resist or mitigate it, he may, as an immediate action, choose to delay the onset of that effect for 1 minute, after he fails the saving throw but before its effects occur. This activation causes one of the ring's nine garnets to turn to powder. When that minute passes, the wearer may continue to delay the onset of this harmful effect an additional minute as an immediate action by willing the ring to do so, which destroys another garnet, thus repeating the cycle for another minute. The delayed harmful effect occurs when the wearer falls unconscious, when the ring is removed, or 1 minute after the last time the ring's power activated; rounds spent delaying the effect do not count toward the effect's duration (for example, a curse that lasts 5 rounds takes effect for a full 5 rounds, even if the wearer delayed its effect several minutes). Effects that protect against or negate the harmful effect work normally while it is delayed. The price of the ring is reduced by 5,000 gp for each of its garnets that has been destroyed.

CONSTRUCTION REQUIREMENTS | **COST** 22,500 GP

Forge Ring, *heal*, *time stop*

RING OF DJINNI CALLING

PRICE 125,000 GP

AURA strong conjuration | **CL** 17th | **WEIGHT** —

This "genie" ring serves as a special gate by means of which a specific djinni (see the *Pathfinder RPG Bestiary*) can be called from the 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.

CONSTRUCTION REQUIREMENTS | **COST** 62,500 GP

Forge Ring, *gate*

RING OF ECTOPLASMIC INVIGORATION

PRICE 12,000 GP

AURA moderate conjuration | **CL** 6th | **WEIGHT** —

A summoner wearing a *ring of ectoplasmic invigoration* can use his maker's call class feature to absorb his eidolon (dismissing it in the process) instead of bringing it to his side. He gains 2 temporary hit points per Hit Die of the eidolon and the benefits of a *lesser restoration* spell. The eidolon must still be within range of his maker's call ability. Any temporary hit points gained fade after 1 hour or when the eidolon is summoned again. A wearer with the transposition ability can transport himself to the eidolon's square (still absorbing and dismissing it) rather than calling the eidolon to him.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Forge Ring, the creator must be able to summon an eidolon and have the maker's call class feature

RING OF ELEMENTAL COMMAND

PRICE 200,000 GP

AURA strong conjuration | **CL** 15th | **WEIGHT** —



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

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of her. If the wearer desires, she may forgo 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 that attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws against the extraplanar creature's attacks with a +2 resistance bonus. She gains a +4 morale bonus on all attack rolls against such creatures. Any weapons 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 her ring is attuned. These creatures recognize that she wears the ring, and show a healthy respect for the wearer if their 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.

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)

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

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

RING OF ELEMENTAL COMMAND (EARTH)

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

This ring appears to be a *ring of meld into stone* (allowing the wearer to cast *meld into stone* at will) until the established condition is met.

RING OF ELEMENTAL COMMAND (FIRE)

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

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

RING OF ELEMENTAL COMMAND (WATER)

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

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

CONSTRUCTION REQUIREMENTS	COST 100,000 GP

Forge Ring, *summon monster VI*, all appropriate spells

RING OF ENERGY RESISTANCE

PRICE VARIES

Minor	12,000 GP
Major	28,000 GP
Greater	44,000 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** —

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect their wearers 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.

CONSTRUCTION REQUIREMENTS	COST varies
Minor	6,000 GP
Major	14,000 GP
Greater	22,000 GP

Forge Ring, *resist energy*

RING OF ENERGY SHROUD

PRICE 19,500 GP

AURA strong abjuration | **CL** 13th | **WEIGHT** —

A *ring of energy shroud* always appears to be glass or crystal in construction, tinted in a red, green, blue, or yellow hue. Closer inspection reveals a small band of metal within the glass or crystal. Treasured by frontline fighters and anyone with a trusted evoker ally, *rings of energy shroud* normally function as a *minor ring of energy resistance*. However, once per day as an immediate action, the ring's wearer can negate the damage of an incoming acid, cold, electricity, or fire energy effect for himself (but not for other creatures affected by the spell or effect), transforming that damage into a shroud of energy that wreathes the wearer's body acting as if under the effects of the *elemental aura* spell (*Advanced Player's Guide*). The elemental aura effect has the same energy type of the damage negated.

CONSTRUCTION REQUIREMENTS	COST 9,750 GP

Forge Ring, *elemental aura*, *resist energy*

RING OF EVASION

PRICE 25,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** —



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.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP

Forge Ring, *jump*

RING OF FEATHER FALLING

PRICE 2,200 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	COST 1,100 GP

Forge Ring, *feather fall*

RING OF FEROCIOUS ACTION

PRICE 3,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This ring allows its wearer to persevere through trauma that hampers his actions. Once per day, when the wearer gains the staggered condition from an enemy's attack, she can ignore that condition for up to 5 rounds. This does not prevent her from gaining the staggered condition again, and it doesn't protect her if she gained the staggered condition multiple times.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Forge Ring, *haste*, *stabilize*

RING OF FOE FOCUS

PRICE 10,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

This ring of jagged steel gives the impression that it was

salvaged from a suit of armor and then crudely bent into a circle. The wearer of the ring can, at will, designate any one opponent she can see as a particularly dangerous foe. She gains a +2 bonus to her AC and saving throws against attacks made by that opponent until she designates a new enemy.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Forge Ring, *shield*

RING OF FORCE SHIELD

PRICE 8,500 GP

AURA moderate evocation | **CL** 9th | **WEIGHT** —



This 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.

CONSTRUCTION REQUIREMENTS	COST 4,250 GP

Forge Ring, *wall of force*

RING OF FORCEFANGS

PRICE 8,000 GP

AURA moderate evocation | **CL** 9th | **WEIGHT** —



This band negates any force spell or force spell-like ability targeted at the wearer. Doing so gives the ring a number of charges equal to the spell level of the incoming force effect. The ring can hold a maximum of 9 charges. If an incoming force attack would charge the ring beyond this limit, the ring does not negate the attack or gain charges, and the attack affects the wearer normally. On command, the wearer can use the ring's charges to cast *magic missile*, unleashing one missile (1d4+1 force damage) per charge but no more than five missiles per round.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Forge Ring, Heighten Spell, *magic missile*

RING OF FREEDOM OF MOVEMENT

PRICE 40,000 GP

AURA moderate abjuration | **CL** 7th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	COST 20,000 GP

Forge Ring, *freedom of movement*

RING OF FRIEND SHIELD

PRICE 50,000 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	COST 25,000 GP

Forge Ring, *shield other*

RING OF GRIT MASTERY

PRICE 6,840 GP

AURA faint abjuration and evocation | **CL** 3rd | **WEIGHT** —

This ring is made out of fused firearm bullets, making it a chunky but overall impressive ring. Twice per day, as a free action, when the wearer regains grit, she can choose to store it in the *ring of grit mastery* instead of regaining the grit point. She can store up to 2 grit points within the ring in this way. She can spend the grit points stored in the ring either of the following ways.

Once per day, without the need to take an action to do so, the wearer can spend 1 grit point stored in the ring to grant herself a +2 insight bonus to initiative. Once per day, as a standard action, the wearer of the ring can spend 2 grit points stored within the ring to activate a *bullet shield* as the spell (*Ultimate Combat*). Any grit points stored in the ring disappear at the start of each day.

CONSTRUCTION REQUIREMENTS	COST 3,420 GP

Forge Ring, *anticipate peril*, *bullet shield*, creator must have the grit class feature

RING OF INNER FORTITUDE

PRICE VARIES

Minor	18,000 GP
Major	42,000 GP
Greater	66,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** —

Alternating diamonds and rubies stud this band of white gold. A *minor ring of inner fortitude* reduces ability damage or temporary ability penalties the wearer takes by 2 points and ability drain by 1 point. If an effect targets multiple ability scores (for example, exhaustion, fatigue, or *touch of idiocy*), the ring reduces the damage, drain, or penalty for all ability scores.

A *major ring of inner fortitude* reduces ability damage or temporary penalties by 4 points and reduces ability drain by 2 points.

A *greater ring of inner fortitude* reduces ability damage or temporary penalties by 6 points and reduces ability drain by 3 points.

Wearing a *ring of inner fortitude* ring does not make the wearer immune to conditions such as fatigued or exhausted even if the wearer ignores all ability damage, drain, or penalties from the condition. If the ring prevents any damage, drain, or penalty that are associated with a beneficial effect, it also negates the beneficial effect.

CONSTRUCTION REQUIREMENTS	COST varies
Minor	9,000 GP
Major	21,000 GP
Greater	33,000 GP

Forge Ring, *restoration*

RING OF INVISIBILITY

PRICE 20,000 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** —

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

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Forge Ring, *invisibility*

RING OF JUMPING

PRICE 2,500 GP

AURA faint transmutation | **CL** 2nd | **WEIGHT** —

This ring continually allows the wearer to leap about, providing a +5 competence bonus on all her Acrobatics checks made to make high or long jumps.

CONSTRUCTION REQUIREMENTS **COST** 1,250 GP

Forge Ring, creator must have 5 ranks in Acrobatics

RING OF JUMPING, IMPROVED

PRICE 10,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

This ring functions as a *ring of jumping*, except it grants the wearer a +10 competence bonus on all her Acrobatics checks made to make high or long jumps.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Forge Ring, creator must have 10 ranks in Acrobatics

RING OF KI MASTERY

PRICE 10,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This ring is half onyx and half clear-white crystal, magically fused together and hardened to the strength of steel. It allows a wearer with a ki pool to store up to 2 ki points in the ring as a swift action. These points remain in the ring until used. The wearer can use the ki points normally, or can gain the following benefits when he has ki points stored in the ring.

As long as there is at least one ki point stored in the ring, the wearer gains a +2 bonus to CMD against grapple, reposition, and trip attempts.

As long as there are at least 2 ki points stored in the ring, the wearer reduces the number of ki points needed to use a ninja trick or ki ability by 1 (minimum 1 ki point).

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Forge Ring, *ki leech*, the creator must be able to use ki

RING OF MANIACAL DEVICES

PRICE 5,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —



This elaborately decorated ring is crafted with the design of a fierce dragon wrapped greedily around a shining gemstone. It grants the wearer a +5 competence bonus on all Craft (traps) and Disable Device checks. Even if he has no ranks in these skills, the wearer may make Craft (traps) and Disable Device checks as if he were trained in them.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Forge Ring, *fox's cunning*, creator must have 5 ranks in the relevant skill

RING OF MIND SHIELDING

PRICE 8,000 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** —



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.

CONSTRUCTION REQUIREMENTS **COST** 4,000 GP

Forge Ring, *nondetection*

RING OF PROTECTION

	PRICE VARIES
+1 bonus	2,000 GP
+2 bonus	8,000 GP
+3 bonus	18,000 GP
+4 bonus	32,000 GP
+5 bonus	50,000 GP
AURA faint abjuration | **CL** 5th	**WEIGHT** —

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

CONSTRUCTION REQUIREMENTS	**COST** varies
+1 bonus	1,000 GP
+2 bonus	4,000 GP
+3 bonus	9,000 GP
+4 bonus	16,000 GP
+5 bonus	25,000 GP

Forge Ring, *shield of faith*, caster must be of a level at least three times higher than the bonus of the ring

RING OF RAT FANGS

PRICE 5,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —

This bone ring is the shape of an elongated rat biting its own tail. The wearer gains a bite attack as a primary natural attack. This attack deals 1d4 points of piercing damage for a Medium wearer or 1d3 points of damage for a Small wearer. After about a week of wearing the ring, the wearer's appearance becomes more ratlike, though she still looks like a member of her original race (for example, a human might gain prominent teeth).

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Forge Ring, *magic fang*, *polymorph*

RING OF REGENERATION

PRICE 90,000 GP

AURA strong conjuration | **CL** 15th | **WEIGHT** —



This white gold ring is generally set with a large green sapphire. When worn, the ring continually allows a living wearer to heal 1 point of damage per round and an equal amount of nonlethal damage. In addition, the wearer is immune to bleed damage while wearing a *ring of regeneration*. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as

the spell *regenerate*. In either case, only damage taken while wearing the ring is regenerated.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Forge Ring, *regenerate*

RING OF RETRIBUTION

PRICE 15,000 GP

AURA strong evocation	CL 13th	WEIGHT —



Once per day, the wearer of this charred bone ring may, as an immediate action, cause it to detonate in a 30-foot-radius burst that deals 10d6 points of fire damage (Reflex DC 14 half). If the wearer is killed by the detonation, all magical equipment he carries must also save or take fire damage, and all nonmagical equipment takes this damage with no saving throw. This explosion never destroys the ring.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP

Forge Ring, Quicken Spell, *fireball*

RING OF RETURN

PRICE 33,600 GP

AURA moderate conjuration	CL 7th	WEIGHT —

This gold ring is set with three stones: blue, green, and red. Three times per day, the wearer of the ring can, as a move action, use it to form a link with the particular 5-foot square she occupies at that moment. This causes one of the stones on the ring to glow. As a swift action, the wearer of the ring can teleport to any unoccupied linked square within 100 feet.

CONSTRUCTION REQUIREMENTS	COST 16,800 GP

Forge Ring, *dimension door*

RING OF REVELATION

	PRICE VARIES
Lesser	10,000 GP
Greater	16,000 GP
Superior	24,000 GP
AURA moderate varies / CL 11th	WEIGHT —



A *ring of revelation* is a divine item attuned to a particular oracular mystery and containing a revelation associated with that mystery (see the oracle class description). While wearing the ring, an oracle has access to that revelation and may use it as if she had it as a normal class feature. The oracle must have the appropriate mystery to use the ring, and must meet the level requirements (if any) of the revelation itself; for example, a *ring of revelation* (combat healer) is only usable by an oracle of at least 7th level with the battle mystery. If the oracle already has that revelation and the revelation gives an ability with a limited number of uses per day, the oracle can use that ability one additional time per day. The ring has no effect if worn by a non-oracle, and Use Magic Device doesn't allow a character to gain a revelation from this ring.

A *lesser ring of revelation* contains a revelation that has no level prerequisite or a prerequisite that is less than 6th level. A *greater ring of revelation* contains a revelation that requires the oracle to be 7th level or higher. A *superior ring of revelation* contains a revelation that requires the oracle to be 11th level or higher.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser	5,000 GP
Greater	8,000 GP
Superior	12,000 GP

Forge Ring, creator must be an oracle with the desired revelation

RING OF SACRED MISTLETOE

PRICE 6,000 GP

AURA faint transmutation	CL 1st	WEIGHT —

This tiny ring of living mistletoe coils about the wearer's finger of its own accord. The wearer gains a +2 competence bonus on Handle Animal, Knowledge (nature), and wild empathy checks, and a wearer with the woodland stride ability can move effortlessly, without harm or impediment, even through magically created or manipulated plants. This does not allow the wearer to move through solid objects or creatures.

Furthermore, the wearer can use *shillelagh* once per day.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Forge Ring, *pass without trace*, *shillelagh*

RING OF SHOOTING STARS

PRICE 50,000 GP

AURA strong evocation	CL 12th	WEIGHT —



This ring has two modes of operation: one for when the wearer is in dim light or outdoors at night, and a second one when the wearer is underground or indoors at night. At night 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 wearer controls them similarly (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

NUMBER OF BALLS	DAMAGE PER BALL
1 lightning ball	2d6 points of electricity damage
2 lightning balls	3d6 points of electricity damage
3 lightning balls	2d6 points of electricity damage
4 lightning balls	1d6 points of electricity 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. Upon impact, they deal 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere that deals 24 points of fire damage.

Any creature struck by a shooting star takes full damage from the impact plus full fire damage from the spread unless it succeeds at 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. The 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 successful DC 13 Reflex save or be hit by the projectile.

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

- *Faerie fire* (once 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 arch 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying metal weapons. Any creature wearing metal armor and/or carrying a metal weapon takes 4d8 points of damage.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP

Forge Ring, *faerie fire*, *fireball*, *light*, *lightning bolt*

RING OF SPELL KNOWLEDGE

PRICE VARIES

Type I	1,500 GP
Type II	6,000 GP
Type III	13,500 GP
Type IV	24,000 GP

AURA moderate or strong (no school) **CL** 7th **WEIGHT** —

This ring comes in four types: *ring of spell knowledge I*, *ring of spell knowledge II*, *ring of spell knowledge III*, and *ring of spell knowledge IV*. All of them are useful only to spontaneous arcane spellcasters. Through study, the wearer can gain the knowledge of a single spell in addition to those allotted by her class and level. A *ring of spell knowledge I* can hold 1st-level spells only, a *ring of spell knowledge II* 1st- or 2nd-level spells, a *ring of spell knowledge III* spells of 3rd level or lower, and a *ring of spell knowledge IV* up to 4th-level spells.

A *ring of spell knowledge* is only a storage space; the wearer must still encounter a written, active, or cast version of the spell and succeed at a DC 20 Spellcraft check to teach the spell to the ring. Thereafter, the arcane spellcaster may cast the spell as though she knew the spell and it appeared on her class' spell list.

Arcane spells that do not appear on the wearer's class list are treated as one level higher for all purposes (storage and casting).

CONSTRUCTION REQUIREMENTS	COST varies
Type I	750 GP
Type II	3,000 GP
Type III	6,750 GP
Type IV	12,000 GP

Forge Ring, creator must be able to cast spells of the spell level to be granted

RING OF SPELL STORING

PRICE 50,000 GP

AURA moderate evocation **CL** 9th **WEIGHT** —



A *ring of spell storing* contains up to 5 levels of spells (either divine or arcane, or even a mix of both spell types) 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 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 the same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the five-level limit, ignore that roll; the ring has no more spells in it.

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than 5. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

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

CONSTRUCTION REQUIREMENTS	COST 25,000 GP

Forge Ring, *imbue with spell ability*

RING OF SPELL STORING, MAJOR

PRICE 200,000 GP

AURA strong evocation **CL** 17th **WEIGHT** —

As the *ring of spell storing*, except it holds up to 10 levels of spells.

CONSTRUCTION REQUIREMENTS	COST 100,000 GP

Forge Ring, *imbue with spell ability*

RING OF SPELL STORING, MINOR

PRICE 18,000 GP

AURA faint evocation **CL** 5th **WEIGHT** —

As the *ring of spell storing*, except it holds up to 3 levels of spells.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP

Forge Ring, *imbue with spell ability*

RING OF SPELL TURNING

PRICE 100,000 GP

AURA strong abjuration **CL** 13th **WEIGHT** —



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 him.

CONSTRUCTION REQUIREMENTS	COST 50,000 GP

Forge Ring, *spell turning*

RING OF STRENGTH SAPPING

PRICE 8,000 GP

AURA moderate necromancy | **CL** 7th | **WEIGHT** —

This ring is made of black steel and is eerily cold to the touch. Once per day as a swift action, when the wearer hits a living creature with an unarmed attack, the target must succeed at a DC 20 Fortitude saving throw or take 1d4 point of Strength damage in addition to the attack's normal damage. If the target of the attack takes any Strength damage from this attack, the ring's wearer gains a +2 enhancement bonus to her Strength for 1 minute.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Forge Ring, *bull's strength*, *ray of enfeeblement*

RING OF SUSTENANCE

PRICE 2,500 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind; its wearer only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but does not allow a spellcaster to prepare spells more than once per day. 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.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Forge Ring, *create food and water*

RING OF SWARMING STABS

PRICE 6,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This ring is crafted of hardened leather strips, into which bits of fur, feathers, bone, and ivory have been woven. Twice per day, when the wearer is flanking an opponent, he can as a swift action deal an additional 1d6 points of damage on a successful melee attack against that opponent. This is a sneak attack for any effects that reduce or negate such damage.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Forge Ring, *guidance*, creator must be able to sneak attack

RING OF SWIMMING

PRICE 2,500 GP

AURA faint transmutation | **CL** 2nd | **WEIGHT** —

This silver ring usually has fishlike designs and motifs etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Forge Ring, creator must have 5 ranks in Swim

RING OF SWIMMING, IMPROVED

PRICE 10,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

As a ring of swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Forge Ring, creator must have 10 ranks in Swim

RING OF TACTICAL PRECISION

PRICE 11,000 GP

AURA moderate transmutation | **CL** 3rd | **WEIGHT** —

This steel ring is inlaid with adamantine swords and shields. The wearer gains a +5 competence bonus on Profession (soldier) checks, and anytime the wearer gives or receives a numeric bonus from a teamwork feat or the aid another action, that bonus increase by +1. By wearing the ring for 1 hour, a creature may imbue it with a teamwork feat he knows for 24 hours. During this time, any creature wearing the ring may use that feat when cooperating with the creature that imbued it, but not with other creatures even if they possess the same teamwork feat. If the ring is imbued with a new teamwork feat, it replaces the previous feat.

CONSTRUCTION REQUIREMENTS | **COST** 5,500 GP

Forge Ring, creator must have 5 ranks of Profession (soldier) and at least one teamwork feat

RING OF TELEKINESIS

PRICE 75,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** —



This ring, knotted with metallic tendrils encasing a setting of red and amber gemstones, allows the caster to use the spell *telekinesis* on command, lifting and manipulating objects at a distance using only her mind.

CONSTRUCTION REQUIREMENTS | **COST** 37,500 GP

Forge Ring, *telekinesis*

RING OF THE ECCLESIARCH

PRICE 28,500 GP

AURA faint enchantment | **CL** 5th | **WEIGHT** —

This ornate ring of sanctified silver is engraved with a golden signet that incorporates the holy symbol of the wearer's deity after being worn for 24 hours. The ring can be used to seal parchments or to mark any surface as the *arcane mark* spell at will. The wearer is marked as a scholarly leader of the faith and gains a +5 competence bonus on Diplomacy and Knowledge (religion) checks. If the wearer has the Leadership feat, she may attract double the normal number of followers, and her followers' zealous devotion grants them a +4 morale bonus on Will saves against enchantment spells and effects.

Once per day, the wearer of the ring can use *prayer* and *enter image* (*Advanced Player's Guide*), often using the latter power to speak and observe through portraits, statues, and even minted coinage bearing their likeness.

CONSTRUCTION REQUIREMENTS | **COST** 14,250 GP

Forge Ring, *arcane mark*, *enter image*, *enthrall*, *prayer*, creator must have 5 ranks of Diplomacy and Knowledge (religion) and the ability to cast divine spells

RING OF THE GRASPING GRAVE

PRICE 2,000 GP

AURA faint necromancy | **CL** 1st | **WEIGHT** —

The wearer of this ring can make a melee touch attack against an undead creature no more than one size category larger than himself, cutting off that creature from undying energy. The wearer never suffers any ill effects that might normally occur from coming into physical contact with an undead creature touched in this way. On a successful hit, the undead cannot be healed or aided by the effects of negative energy for 1d4 rounds. During this duration, positive energy affects the undead creature normally.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Forge Ring, *sculpt corpse* (*Advanced Player's Guide*)

RING OF THE RAM

PRICE 8,600 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** —

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

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring wearer. The ram is Large and uses the ring's caster level as its base attack bonus, with a Strength of 25. This gives the ram a Combat Maneuver Bonus of +17. 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 a Strength score of 25. This usage expends 1 charge. If 2 charges are expended, the effect is equivalent to a character with a Strength score of 27. If 3 charges are expended, the effect is that of a character with Strength score of 29. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

CONSTRUCTION REQUIREMENTS | **COST** 4,300 GP

Forge Ring, *bull's strength*, *telekinesis*

RING OF THE SEA STRIDER

PRICE 14,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** —

This ring is made of a single piece of deep blue crystal. The ring grants its wearer a swim speed of 30 feet, as well as a +8 racial bonus on swim checks for having a swim speed. Furthermore, once per day as a swift action, as long as the wearer is in contact with liquid, he can use *dimension door* as the spell, but its starting and ending points must be connected by a contiguous mass of liquid.

CONSTRUCTION REQUIREMENTS | **COST** 7,000 GP

Forge Ring, *dimension door*, *touch of the sea*

RING OF THE SOPHISTICATE

PRICE 11,000 GP

AURA moderate transmutation and divination | **CL** 8th | **WEIGHT** —

Often worn on the little finger, this ring grants its wearer a +4 competence bonus on Sense Motive and Knowledge (local) checks. Also, once per day on command, the wearer can use the ring to cast either *locate creature* or *locate object* (the wearer's choice). Furthermore, on command and at will, the wearer can instantly know the direction from herself to the nearest tavern, pub, or similar watering hole as long as that establishment is in a settlement whose population is equivalent to that of a village or greater (*GameMastery Guide* 203) and that is within 20 miles of the wearer.

CONSTRUCTION REQUIREMENTS | **COST** 5,500 GP

Forge Ring, *know direction*, *locate creature*, *locate object*, creator must have at least 4 ranks in both Sense Motive and Knowledge (local)

RING OF THE TROGLODYTE

PRICE 12,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

Two times per day on command, the wearer of this ring can produce a horrific smell affecting all living creatures other than the wearer within a 10-foot radius. Once created, the smell remains, centered on the wearer, until she dismisses it as a free action. This is a poison effect.

Any creature affected by the disgusting aroma produced by the ring must succeed at a DC 14 Fortitude saving throw when it starts its turn in the ring's stench radius. Those that fail a saving throw become sickened for 1 round. If they are already sickened, they become nauseated for 1 round instead.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Forge Ring, *stinking cloud*

RING OF THREE WISHES

PRICE 120,000 GP

AURA strong universal | **CL** 20th | **WEIGHT** —

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.

CONSTRUCTION REQUIREMENTS | **COST** 97,500 GP

Forge Ring, *miracle* or *wish*

RING OF TRANSPOSITION

PRICE 10,800 GP

AURA moderate conjuration | **CL** 10th | **WEIGHT** —

On command, the wearer of this ring can touch it to another ring, magical or mundane, and bind it to the ring of transposition. Once per day, the wearer of the ring of transposition can speak a command word to exchange places with the creature wearing the bonded ring, which must be within 800 feet, as though using a dimension door spell against a willing target. In the process, the ring of transposition trades places with the ring on the other creature's hand, and the bond between the rings is broken.

The bonding property of the *ring of transposition* can be used as often as desired, breaking any existing bond each time it is used. An existing bond can be broken by a successful dispel check against the caster level of the ring.

CONSTRUCTION REQUIREMENTS	COST 5,400 GP

Forge Ring, *dimension door*

RING OF WATER WALKING

PRICE 15,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** —



This ring is often made of coral or bluish metal decorated with motifs depicting rolling waves of water. The ring allows the wearer to continually utilize the effects of the spell *water walk*.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP

Forge Ring, *water walk*

RING OF WIZARDRY

PRICE VARIES

Type I	20,000 GP
Type II	40,000 GP
Type III	70,000 GP
Type IV	100,000 GP

AURA moderate (no school) | **CL** 11th | **WEIGHT** —



This special ring comes in four varieties, 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.

CONSTRUCTION REQUIREMENTS	COST varies
Type I	10,000 GP
Type II	20,000 GP
Type III	35,000 GP
Type IV	50,000 GP

Forge Ring, *limited wish*

RING OF X-RAY VISION

PRICE 25,000 GP

AURA moderate divination | **CL** 6th | **WEIGHT** —

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

Using the ring is exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day. The ring must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP

Forge Ring, *true seeing*

SCHOLAR'S RING

PRICE 8,700 GP

AURA moderate conjuration | **CL** 5th | **WEIGHT** —

A *scholar's ring* grants complete understanding of any written text or spoken language, even one that the wearer has never encountered before (as the *comprehend languages* spell), as well as a +5 competence bonus on Knowledge (history) checks.

In addition, once every 5 days the wearer can invoke a *legend lore* spell related to a subject that she has been studying in the previous week, if she has attempted a Knowledge (history) check aided by the ring.

CONSTRUCTION REQUIREMENTS	COST 4,350 GP

Forge Ring, *comprehend languages*, *legend lore*

SPIRITUALIST RINGS

PRICE 70,000 GP

AURA strong necromancy | **CL** 12th | **WEIGHT** —

These four garish and gaudy rings must be worn on one hand, though they take up only a single ring slot. They grant the wearer the ability to commune with and affect the dead in the following ways.

- The wearer can use *speak with dead*, as the spell, three times per day. It takes 10 minutes to use this ability.
- The wearer can use *spectral hand*, as the spell, three times per day.
- The wearer's weapons gain the *ghost touch* weapon special ability while the wearer is wielding the weapons.
- The wearer gains a +4 sacred or profane bonus on saving throws against positive and negative energy effects. The bonus depends on the wearer's alignment—good-aligned wearers gain a sacred bonus, whereas evil-aligned wearers gain a profane bonus. Neutral-aligned wearers pick either a sacred or profane bonus when the ring is first put on, which cannot be changed later .

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Forge Ring, *speak with dead*, *spectral hand*, *plane shift*

STEELHAND CIRCLE

PRICE 12,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** —

When this ring is worn, the wielder's skin attains a barely perceptible sheen. In practical terms, the wearer ignores the first 5 points of an object's hardness when performing a sunder combat maneuver or when smashing an object. She also does not take the standard –4 penalty for making a combat maneuver check to disarm while unarmed.

Additionally, the ring's wearer can focus all of the ring's power, possibly repelling a devastating blow. Once per day, when a critical hit or sneak attack is scored on the wearer, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. Using this ability is an immediate action, and the wearer must decide to use it before the critical hit or sneak attack damage is rolled.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Forge Ring, *stone fist*, *stoneskin*

Rods

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

PHYSICAL DESCRIPTION: Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs because of their hardy construction.) These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

ACTIVATION: Details relating to rod use vary from item to item. Unless noted otherwise, you must be holding a rod to use its abilities. See the individual descriptions for specifics.

SPECIAL QUALITIES: Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes (see Intelligent Items on page 352). Rods with charges can never be intelligent.

METAMAGIC RODS: Rods in this special category hold the power to grant metamagic feats to a wielder's spells. These rods appear starting on page 187.

CONDUIT ROD

PRICE 12,000 GP

AURA moderate abjuration | **CL** 12th | **WEIGHT** 5 lbs.

This stout, dense rod is always constructed of highly conductive metal, shot through with weblike veins of white or yellow glass. While a creature holds a *conduit rod*, she gains electricity resistance 5 as a constant effect as well as a +1 bonus to her effective caster level when casting any spell with the electricity descriptor.

Once per day as a free action, when the wielder of a *conduit rod* casts a spell with the electricity descriptor, she can teleport anywhere within that spell's area of effect, but is otherwise unaffected by the spell.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Rod, *dimension door*, *lightning bolt*, *resist energy*

EARTHBIND ROD

PRICE 26,500 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 5 lbs.

This rod looks like nothing more than a large, strange sliver of rough granite. This rod's magic interacts with stone or earth to both steady its wielder and anchor creatures the rod touches. An *earthbind rod* functions like a *+1 light mace*, and it grants its wielder a +4 circumstance bonus to its CMD against bull rush, grapple, overrun, reposition, and trip combat maneuvers, but only if the wielder is an oread, has the earth subtype, or is standing on earth or stone. Three times per day, when the wielder hits a creature with this rod, as long as the target of this attack is standing on stone or earth, the wielder can attempt to entangle that creature (Fortitude DC 18 negates) for 1d4 rounds.

CONSTRUCTION REQUIREMENTS | **COST** 13,250 GP

Craft Rod, *stone shape*

FIERY NIMBUS ROD

PRICE 22,305 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 3 lbs.

This rod functions as a *+1 flaming burst light mace*. Furthermore, when the rod confirms a critical hit, not only does it deal the extra damage from the *flaming burst* special ability, a nimbus of cold blue flames ignites the target for 1d4 rounds. This illuminates the target as the *faerie fire* spell. While the nimbus does not burn the target, it responds to melee attacks made against that foe. Each time an ignited foe takes damage from a melee attack, it takes an additional 1d10 fire damage.

Furthermore, once per day, as a free action, after hitting a foe with this rod, the wielder can surround the target of that attack with the nimbus, which has the same effect as the nimbus created by a confirmed critical hit.

CONSTRUCTION REQUIREMENTS | **COST** 11,305 GP

Craft Wondrous Item, *flame blade*, *flame strike* or *fireball*, *faerie fire*

GROUNDING ROD

PRICE 12,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 10 lbs.

This 6-foot-long silver rod is capped with a copper ball at one end, and a multipronged iron spike at the other. Three times per day, the spiked end can be driven into sand, mud, or loose earth as a move action, into dense soil or loose gravel as a standard action, or into stone or harder materials as a full-round action. Once anchored, the rod emits a field that inhibits electrical charges within a 40-foot radius. All creatures within this radius gain resistance 5 to electricity, and anyone attempting to cast a spell with the electricity descriptor must make a caster level check (DC 16) or lose the spell.

Removing the rod from the ground and deactivating it requires the same type of action as anchoring it.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Rod, *dispel magic*, *lightning bolt*, *resist energy*

IMMOVABLE ROD

PRICE 5,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 5 lbs.



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

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Rod, *levitate*

Table 4-2: Rods

d%	LESSER MEDIUM ROD	PRICE
01	*Metamagic, merciful, minor*	1,500 gp
02–34	*Metamagic (+1 spell level), minor*	3,000 gp
35–49	*Immovable rod*	5,000 gp
50–59	*Rod of thunderous force*	5,400 gp
60	*Metamagic, merciful, normal*	5,500 gp
61	*Rod of ice*	8,500 gp
62–71	*Metamagic (+2 spell level), minor*	9,000 gp
72–81	*Rod of metal and mineral detection*	10,500 gp
82–86	*Metamagic (+1 spell level), normal*	11,000 gp
87–100	*Rod of cancellation*	11,000 gp

d%	GREATER MEDIUM ROD	PRICE
01–03	*Conduit rod*	12,000 gp
04–06	*Grounding rod*	12,000 gp
07–10	*Rod of the wayang*	12,000 gp
11–18	*Rod of wonder*	12,000 gp
19	*Metamagic, merciful, greater*	12,250 gp
20–29	*Rod of the python*	13,000 gp
30–33	*Trap-stealer's rod*	13,500 gp
34–55	*Metamagic (+3 spell level), minor*	14,000 gp
56–59	*Rod of balance*	15,000 gp
60–63	*Rod of escape*	15,000 gp
64–72	*Rod of flame extinguishing*	15,000 gp
73–76	*Rod of ruin*	16,000 gp
77–80	*Sapling rod*	16,650 gp
81–86	*Rod of beguiling*	18,000 gp
87–90	*Rod of nettles*	18,000 gp
91–100	*Rod of the viper*	19,000 gp

LIBERATOR'S ROD

PRICE 30,000 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 5 lbs.



This bronze rod is capped with a hollow head formed by sweeping aquiline wings shielding a *continual flame.* A *liberator's rod* can be used as a *+1 merciful light mace*, but while its merciful property is suppressed by the wielder so is the *continual flame.* On command, the wielder of a *liberator's rod* may touch a creature that has failed a save against a charm, compulsion, or possession effect. Doing so grants that creature a new saving throw to end the effect. If this new save fails, the effect remains and the rod's touch cannot further affect it.

Once per day on command, the wielder can use *break enchantment*, as the spell.

CONSTRUCTION REQUIREMENTS | **COST** 15,000 GP

Craft Magic Arms and Armor, Craft Rod, *break enchantment*, *cast out* (*Advanced Player's Guide*), *continual flame*

ROD OF ABSORPTION

PRICE 50,000 GP

AURA strong abjuration | **CL** 15th | **WEIGHT** 5 lbs.

d%	LESSER MAJOR ROD	PRICE
01–04	*Suzerain scepter*	20,000 gp
05–06	*Fiery nimbus rod*	22,305 gp
07–13	*Rod of enemy detection*	23,500 gp
14–27	*Metamagic (+1 spell level), greater*	24,500 gp
28–36	*Rod of splendor*	25,000 gp
37–44	*Rod of withering*	25,000 gp
45–50	*Earthbind rod*	26,500 gp
51–56	*Rod of the aboleth*	29,000 gp
57–63	*Liberator's rod*	30,000 gp
64–70	*Metamagic (+2 spell level), normal*	32,500 gp
71–79	*Rod of thunder and lightning*	33,000 gp
80–83	*Metamagic, quicken, minor*	35,000 gp
84–94	*Rod of negation*	37,000 gp
95–100	*Rod of steadfast resolve*	38,305 gp

d%	GREATER MAJOR ROD	PRICE
01–08	*Rod of absorption*	50,000 gp
09–11	*Rod of flailing*	50,000 gp
12–26	*Metamagic (+3 spell level), normal*	54,000 gp
27–28	*Rod of rulership*	60,000 gp
29–30	*Rod of security*	61,000 gp
31–32	*Rod of shadows*	64,305 gp
33–34	*Rod of mind mastery*	67,000 gp
35–37	*Rod of lordly might*	70,000 gp
38–57	*Metamagic (+2 spell level), greater*	73,000 gp
58	*Scepter of heaven*	74,000 gp
59–68	*Metamagic, quicken, normal*	75,500 gp
69–70	*Rod of dwarven might*	80,000 gp
71–75	*Rod of alertness*	85,000 gp
76–95	*Metamagic (+3 spell level), greater*	121,500 gp
96–100	*Metamagic, quicken, greater*	170,000 gp

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

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared without expending the prepared spell 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 the wielder's hand when she casts the spell. 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* can absorb a maximum of 50 spell levels and thereafter can only discharge any remaining potential it

Table 4–3: Metamagic Rods (+1 Spell Level)

d%	Metamagic Rod Type
01–04	Bouncing Spell
05–09	Disruptive Spell
10–14	Ectoplasmic Spell
15–19	Elemental Spell
20–31	Enlarge Spell
32–43	Extend Spell
44–48	Flaring Spell
49–53	Focused Spell
54–58	Intensified Spell
59–63	Lingering Spell
64–68	Piercing Spell
69–73	Reach Spell
74–78	Rime Spell
79–83	Selective Spell
84–95	Silent Spell
96–100	Toppling Spell

Table 4–4: Metamagic Rods (+2 Spell Level)

d%	Metamagic Rod Type
01–11	Burning Spell
12–22	Concussive Spell
23–40	Empower Spell
41–51	Persistent Spell
52–62	Sickening Spell
63–75	Thanatopic Spell
76–88	Threnodic Spell
89–100	Thundering Spell

Table 4–5: Metamagic Rods (+3 Spell Level)

d%	Metamagic Rod Type
01–20	Dazing Spell
21–40	Echoing Spell
41–70	Maximize Spell
71–100	Widen Spell

might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

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

Construction Requirements **Cost** 25,000 GP

Craft Rod, *spell turning*

Rod of Alertness

Price 85,000 GP

Aura moderate varies **CL** 11th **Weight** 4 lbs.

This rod is indistinguishable from a *+1 light mace*. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, it enables the wielder to use *detect chaos*, *detect evil*, *detect good*, *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 creatures within 120 feet that intend 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 any unfriendly 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 11 (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.

Construction Requirements **Cost** 42,500 GP

Craft Rod, *alarm*, *animate objects*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *prayer*, *see invisibility*

Rod of Balance

Price 15,000 GP

Aura faint abjuration and transmutation **CL** 5th **Weight** 5 lbs.

This short, slender rod appears to be crafted from solid iron, though it is incredibly light. In this shortened form, the rod has no powers. However, when the wielder pushes a small button on one end of the rod (a move action), the rod springs open to a 5-foot length, and its powers become available for use.

Once extended, the rod possesses several powers that add to the wielder's acrobatic abilities. The wielder of the rod receives a +10 competence bonus on all Acrobatics checks involving long jumps and high jumps; additionally, the wielder covers double the normal distance for a jump when making an Acrobatics check. The individual holding the rod also gain a +4 dodge bonus to AC when fighting defensively instead of the usual +2 bonus. Also, while using this item, the user of the rod cannot be knocked prone, and takes only half damage from falling.

Construction Requirements **Cost** 7,500 GP

Craft Rod, *cat's grace*, *feather fall*, *jump*

Rod of Beguiling

Price 18,000 GP

Aura faint abjuration **CL** 5th **Weight** 5 lbs.

This eye-catching rod is bedecked with glittering spangles. The wielder gains a +5 competence bonus on Bluff and Sleight of Hand checks, as well as on opposed Charisma checks to give commands to charmed creatures.

A *rod of beguiling* allows a bard's fascinate, suggestion, and mass suggestion bardic performance to take effect as if she were 5 levels higher, and grants a +5 bonus on a bard's Perform checks when using distraction.

Construction Requirements **Cost** 9,000 GP

Craft Rod, *hypnosis*

ROD OF CANCELLATION

PRICE 11,000 GP

AURA strong abjuration | **CL** 17th | **WEIGHT** 5 lbs.



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 successful 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 becomes brittle and cannot be used again. Drained items are only restorable by a *wish* or *miracle* spell. If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.

CONSTRUCTION REQUIREMENTS | **COST** 5,500 GP

Craft Rod, *mage's disjunction*

ROD OF DWARVEN MIGHT

PRICE 80,000 GP

AURA strong transmutation | **CL** 19th | **WEIGHT** 10 lbs.

This dwarven version of the more famous *rod of lordly might* has no spell-like powers; however, when wielded by a dwarf, it increases all AC, attack roll, CMD, CMB, and saving throw bonuses from a dwarf's racial traits by +1. The rod shares the mundane powers of a *rod of lordly might*, but its magical weapon forms are tailored to dwarven preferences.

- In its normal form, the rod can be used as a *+1 returning light hammer*.
- When button 1 is pushed, the rod becomes a *+3 dwarven longhammer*.
- When button 2 is pushed, the rod becomes a *+4 dwarven waraxe*.
- When button 3 is pushed, the rod becomes a *+2 light crossbow* or *+2 heavy crossbow*.

CONSTRUCTION REQUIREMENTS | **COST** 40,000 GP

Craft Magic Arms and Armor, Craft Rod, *bull's strength*

ROD OF ENEMY DETECTION

PRICE 23,500 GP

AURA moderate divination | **CL** 10th | **WEIGHT** 5 lbs.

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. The 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 to pinpoint enemies three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

CONSTRUCTION REQUIREMENTS | **COST** 11,750 GP

Craft Rod, *true seeing*

ROD OF ESCAPE

PRICE 15,000 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 5 lbs.

Wrought from cold iron, this rod allows its wielder to escape from even the tightest of bonds or grasps. If an opponent grapples the wielder of this rod, the ends of the rod extend, flailing about in an attempt to free the user. The rod's wielder gains a +5 bonus to CMD when attempting to evade or break out of a grapple; additionally, the holder cannot be pinned while wielding the rod.

The rod's wielder gains a +5 competence bonus on Escape Artist checks when restrained by nonmagical and inanimate means, such as ropes or manacles. The rod's owner does not need to be holding the rod to gains this bonus; it must merely be on the owner's person.

CONSTRUCTION REQUIREMENTS | **COST** 7,500 GP

Craft Rod, *bull's strength*, *cat's grace*, *shatter*

ROD OF FLAILING

PRICE 50,000 GP

AURA moderate enchantment | **CL** 9th | **WEIGHT** 5 lbs.

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

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

Transforming a *rod of flailing* into a weapon or back into a rod is a move action.

CONSTRUCTION REQUIREMENTS | **COST** 25,000 GP

Craft Magic Arms and Armor, Craft Rod, *bless*

ROD OF FLAME EXTINGUISHING

PRICE 15,000

AURA strong transmutation | **CL** 12th | **WEIGHT** 5 lbs.

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 size Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those generated by 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 readied 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 a *rod of flame extinguishing* is touched to a creature with the fire subtype by making a successful melee touch attack, the rod 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.

CONSTRUCTION REQUIREMENTS **COST** 7,500 GP

Craft Rod, *pyrotechnics*

ROD OF ICE

PRICE 8,500 GP

AURA moderate evocation | **CL** 9th | **WEIGHT** 3 lbs.

This rod looks like a long sliver of ice and is cold to the touch, but deals no cold damage to its wielder. The wearer can use the rod to make a melee touch attack that deals 1d4 points of cold damage to any creature struck. Also, once per day on command, the wielder can touch the rod to the ground to create a 30-foot cone of ice that encrusts the earth, affecting the area as per the spell *grease*.

CONSTRUCTION REQUIREMENTS **COST** 4,250 GP

Craft Rod, *cone of cold*

ROD OF LORDLY MIGHT

PRICE 70,000 GP

AURA strong varies | **CL** 19th | **WEIGHT** 10 lbs.



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

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

- Use *hold person* upon a touched creature, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power (a free action) and then succeed at a melee touch attack to activate the power. If the attack fails, the effect is lost.
- Use *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 the same amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following 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 stretches to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a *+4 battleaxe*. A wide blade springs forth from the ball, and the whole weapon lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a *+3 shortspear* or a *+3 longspear*. A spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice) for an overall length ranging 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.

- When button 4 is pushed, a spike that can anchor in stone 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 3 inches long fold out from the sides, 1 foot apart, in a 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 climbing 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 knowledge of his approximate depth beneath the surface or height above it.

CONSTRUCTION REQUIREMENTS **COST** 35,000 GP

Craft Magic Arms and Armor, Craft Rod, *bull's strength*, *fear*, *flame blade*, *hold person*, *inflict light wounds*

ROD OF METAL AND MINERAL DETECTION

PRICE 10,500 GP

AURA moderate divination | **CL** 9th | **WEIGHT** 5 lbs.

This rod is valued by treasure hunters and miners alike, for it pulses and hums in the wielder's hand in the proximity of metal. As the wearer aims the rod, the pulsations grow more noticeable as it points to the largest mass of metal within 30 feet. However, the wielder can also concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

CONSTRUCTION REQUIREMENTS **COST** 5,250 GP

Craft Rod, *locate object*

ROD OF MIND MASTERY

PRICE 67,000 GP

AURA moderate abjuration and divination | **CL** 7th | **WEIGHT** 5 lbs.

This rod is a simple, unadorned piece of clear crystal that has been magically hardened. The wielder of the rod is under a constant *nondetection* effect, as the spell. Furthermore, the rod has the following powers.

- Three times per day on command, the user of the rod can use it to *detect thoughts* as the spell.
- Once per day as an immediate action, the wielder may determine whether someone is lying to her, as the *discern lies* spell.

CONSTRUCTION REQUIREMENTS **COST** 33,500 GP

Craft Rod, *detect thoughts*, *discern lies*, *nondetection*

ROD OF NEGATION

PRICE 37,000 GP

AURA strong varies | **CL** 15th | **WEIGHT** 5 lbs.

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's wielder needs to have a readied 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). A *rod of negation* can function three times per day.

CONSTRUCTION REQUIREMENTS **COST** 18,500 GP

Craft Rod, *dispel magic*, *limited wish* or *miracle*

ROD OF NETTLES

PRICE 18,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 5 lbs.

This wooden rod is engraved with serrated-edged leaves of stinging nettles. This rod acts as a *+1 light mace* that deals no damage. Instead, the rod's venomous touch (melee touch attack) deals 1d3 points of Dexterity damage and causes the target to become sickened for 1d6 rounds (DC 14 Fortitude negates the sickened effect and halves the Dexterity damage); on a critical hit, no saving throw is allowed.

Once per day on command, the wielder may touch the *rod of nettles* to ordinary vegetation, causing a 20-foot cube to become tangled with nettle-choked overgrowth as the overgrowth ability of the *plant growth* spell. Furthermore, creatures entering or within this area are affected as if touched by the rod, though creatures with a natural armor bonus of +3 or greater are immune to this effect. A creature that saves is unaffected by the area's poison for 24 hours.

CONSTRUCTION REQUIREMENTS **COST** 9,000 GP

Craft Rod, *plant growth*, *poison*

ROD OF RUIN

PRICE 16,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 5 lbs.

This magical item appears to be an old and decaying scepter, with empty sockets for gemstones and rusted iron bands holding its rotting wooden shaft together. Three times per day on command, when the wielder touches the rod to a nonmagical, inanimate object, that object decays, cracks, and withers. The object, which can be no larger than a door or must take up no more than a 5-foot-by-5-foot area, gains the broken condition.

CONSTRUCTION REQUIREMENTS **COST** 8,000 GP

Craft Rod, *disintegrate*

ROD OF RULERSHIP

PRICE 60,000 GP

AURA strong enchantment | **CL** 20th | **WEIGHT** 8 lbs.



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 each 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 it crumbles to dust. This duration need not be continuous.

CONSTRUCTION REQUIREMENTS **COST** 32,500 GP

Craft Rod, *mass charm monster*

ROD OF SECURITY

PRICE 61,000 GP

AURA strong conjuration | **CL** 20th | **WEIGHT** 5 lbs.

This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time—up to 200 days divided by the number of creatures affected. All fractions are rounded down. In this pocket paradise, creatures don't age, and natural healing takes place at twice the normal rate. Fresh water and food (fruits and vegetables only) are abundant. The climate is comfortable for all creatures present. 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 an unwilling 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, is dismissed, 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.

CONSTRUCTION REQUIREMENTS **COST** 30,500 GP

Craft Rod, *gate*

ROD OF SHADOWS

PRICE 64,305 GP

AURA moderate abjuration | **CL** 8th | **WEIGHT** 5 lbs.

This ebon rod is so dark it seems to absorb the light around it. The rod functions as a *+2 light mace*, and allows its wielder to see in darkness as if she had the see in darkness ability (*Bestiary 2* 301). Three times per day, the wielder can use it to create a *deeper darkness* effect (caster level 8th). To use this ability, the rod's wielder must touch the target object, which is a standard action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS | **COST** 32,305 GP

Craft Rod, *deeper darkness*, *true seeing*

ROD OF SPLENDOR

PRICE 25,000 GP

AURA strong conjuration and transmutation | **CL** 12th | **WEIGHT** 5 lbs.

The possessor of this fantastically bejeweled 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 garbs her in magically created clothing of the finest fabrics, and adorns her with 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, 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 the 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 jewels (maximum of 20 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 100 people. The tent and its trappings last for 1 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.

CONSTRUCTION REQUIREMENTS | **COST** 12,500 GP

Craft Rod, *eagle's splendor*, *fabricate*, *major creation*

ROD OF STEADFAST RESOLVE

PRICE 38,305 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 5 lbs.

This rod functions as a *+2 light mace*. It takes the form of a light mace with a head in the shape of a clenched fist. While a character wields this rod, it grants all his allies within a 20-foot-radius burst a +2 morale bonus on saving throws against fear and emotion effects, or a +4 morale bonus on such saves if the ally has the human subtype.

Also, once per day as an immediate action, the wielder can activate the rod to allow himself or a single ally within the rod's aura to reroll a failed saving throw against a spell or effect with the fear or emotion descriptor. The affected creature must take the result of the reroll, even if it is worse.

CONSTRUCTION REQUIREMENTS | **COST** 19,305 GP

Craft Rod, *bless*, *calm emotion*, creator must have the human subtype

ROD OF THE ABOLETH

PRICE 29,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 5 lbs.

The *rod of the aboleth* acts as a *+1 corrosive light mace*. One end of the rod has three eye-shaped rubies imbedded in it, while the other end comes to a sharp point. When exposed to moisture, the surface of the rod takes on a slimy sheen that doesn't affect the wielder's grip. This rod has the following powers.

- Once per day as a free action, when the rod hits a living creature, the target must succeed at a DC 18 Fortitude saving throw or take 1d4 points of Constitution damage.
- Once per day as a free action, when the rod hits a living creature, the creature must succeed at a DC 13 Will saving throw or be affected as though targeted with an *aboleth's lung* spell (*Advanced Race Guide*).
- On command for 1 minute per day, the wielder may gain a swim speed of 60 feet for 1 minute. This time need not be continuous, and can be spent in 1-round increments.

CONSTRUCTION REQUIREMENTS | **COST** 14,500 GP

Craft Rod, *aboleth's lung*, *acid arrow*, *touch of the sea* (*Advanced Player's Guide*)

ROD OF THE PYTHON

PRICE 13,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 10 lbs.



Unlike with most rods, one end of this rod curls and twists back on itself in a crook—the tip of this crook sometimes looks like the head of a snake. The rod itself 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 constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attack and damage rolls 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 3 days. A *rod of the python* only functions if the possessor is good.

CONSTRUCTION REQUIREMENTS | **COST** 6,500 GP

Craft Magic Arms and Armor, Craft Rod, *baleful polymorph*, creator must be good

ROD OF THE VIPER

PRICE 19,000 GP

AURA moderate necromancy | **CL** 10th | **WEIGHT** 5 lbs.

This rod strikes as a *+2 heavy mace*. Once per day, upon the wielder's 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. This poison deals 1d3 points of Constitution damage per round for 6 rounds. Poisoned creatures can make a DC 16 Fortitude save each round to negate the damage and end the affliction. Multiple hits extend the duration by 3 rounds and increase the DC by 2 for each hit. The rod only functions if its possessor is evil.

CONSTRUCTION REQUIREMENTS **COST** 9,500 GP

Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil

ROD OF THE WAYANG

PRICE 12,000 GP

AURA moderate evocation | **CL** 8th | **WEIGHT** 5 lbs.

This rod is lacquered jet black, covered with bright white runes, and capped with a crown of jagged smoky quartz. When the rod's wielder casts a spell of the shadow subschool, she increases the DC of that spell's saving throw by 1. Furthermore, once per day on command, the wielder can treat positive and negative energy effects as if she were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute unless dismissed as a free action.

CONSTRUCTION REQUIREMENTS **COST** 6,000 GP

Craft Rod, *greater shadow conjuration*, *greater shadow evocation*

ROD OF THUNDER AND LIGHTNING

PRICE 33,000 GP

AURA moderate evocation | **CL** 9th | **WEIGHT** 5 lbs.

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

- **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 fails to score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack, then the 2d6 points of electricity damage still apply. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- **Lightning Stroke**: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide *lightning bolt* dealing 9d6 points of electricity damage (Reflex DC 16 half) to a range of 200 feet.
- **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 sonic power counts as a free action, and it works if the wielder 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).
- **Thunder and Lightning**: Once per week as a standard action, the wielder of the rod can combine the thunderclap power with a *lightning bolt*, as in the lightning stroke power. The thunderclap affects all creatures 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.

CONSTRUCTION REQUIREMENTS **COST** 16,500 GP

Craft Magic Arms and Armor, Craft Rod, *lightning bolt*, *shout*

ROD OF THUNDEROUS FORCE

PRICE 5,400 GP

AURA moderate evocation | **CL** 9th | **WEIGHT** 5 lbs.

This mahogany rod is etched with the image of whirling storm clouds. Once per day on command, the wielder can slam the rod against the ground, releasing a concussive wave of sonic and force energy. This creates a 20-foot radius burst centered on the wielder. While it causes no damage, those within the burst must succeed at a DC 19 Fortitude save or fall prone and be deafened for 1d4 rounds. The wielder is unaffected by this blast. This effect is a force and sonic effect.

CONSTRUCTION REQUIREMENTS **COST** 2,700 GP

Craft Rod, *blindness/deafness*, *wall of force*

ROD OF WITHERING

PRICE 25,000 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 5 lbs.



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.

CONSTRUCTION REQUIREMENTS **COST** 12,500 GP

Craft Magic Arms and Armor, Craft Rod, *contagion*

ROD OF WONDER

PRICE 12,000 GP

AURA moderate enchantment | **CL** 10th | **WEIGHT** 5 lbs.



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

d%	WONDROUS EFFECT
01–05	Target affected by *slow* for 10 rounds (Will DC 15 negates).
06–10	*Faerie fire* surrounds the target.
11–15	Deludes the wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).

d%	WONDROUS EFFECT
16–20	*Gust of wind*, but at windstorm force (Fortitude DC 14 negates).
21–25	Wielder learns the target's surface thoughts (as with *detect thoughts*) for 1d4 rounds (no save).
26–30	*Stinking cloud* appears at 30-foot range (Fortitude DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-foot radius centered on the rod wielder.
34–36	Summons an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	*Lightning bolt* (70 foot long, 5 foot wide), 6d6 points of damage (Reflex DC 15 half).
47–49	A stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone within 25 feet (Reflex DC 14 negates).
50–53	Target is affected by *enlarge person* if within 60 feet of rod (Fortitude DC 13 negates).
54–58	*Darkness*, 30-foot-diameter hemisphere, centered 30 feet away from rod.
59–62	Grass grows in 160-square-foot area before the rod, or grass existing there grows to 10 times its normal size.
63–65	Any nonliving object of up to 1,000 pounds of mass and up to 30 cubic feet in size turns ethereal.
66–69	Reduce wielder two size categories (no save) for 1 day.
70–79	*Fireball* at target or 100 feet straight ahead, 6d6 points of damage (Reflex DC 15 half).
80–84	*Invisibility* covers the rod's wielder.
85–87	Leaves grow from the target if within 60 feet of the rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-foot-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-foot-by-30-foot area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96–97	Wielder (50% chance) or the target (50% chance) turns permanently blue, green, or purple (no save).
98–100	*Flesh to stone* (or *stone to flesh* if the target is stone already) if the target is within 60 feet (Fortitude DC 18 negates).

CONSTRUCTION REQUIREMENTS **COST** 6,000 GP

Craft Rod, *confusion*, creator must be chaotic

SAPLING ROD

PRICE 16,650 GP

AURA moderate conjuration and transmutation | **CL** 9th | **WEIGHT** 5 lbs.

This rod appears to be the limbless trunk and branching roots of a miniature tree. It grants its wielder a +5 competence bonus on Survival checks to get along in the wild and to keep from getting lost. Additionally, the wielder and any allies within a 20-foot radius of the wielder gain the benefits of the ranger's woodland stride class feature.

If thrust into any natural ground or earth and allowed to stand for 1 hour, the rod grows and blooms into a large tree bearing edible fruit. A sapling rod produces 2d4 pieces of fruit. A creature that consumes an entire piece of fruit gains the benefits of either a *cure moderate wounds* or *lesser restoration* spell (recipient's choice). Consuming a piece of fruit from a sapling rod is a full-round action that provokes attacks of opportunity, and no single creature can benefit from more than two piece of fruit from a single blooming. A sapling rod can bloom once per week and after doing so reverts to its original state after all the fruit is picked, or after 24 hours, whichever comes first. Fruit harvested from the tree lasts for 24 hours before shriveling into useless husks.

CONSTRUCTION REQUIREMENTS **COST** 8,325 GP

Craft Rod, *cure moderate wounds*, *grove of respite* (*Advanced Player's Guide*), *lesser restoration*

SCEPTER OF HEAVEN

PRICE 74,000 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 3 lbs.

This ornate scepter of bronze and mithral has a flanged head like a golden-white sunburst. A *scepter of heaven* acts as a *+1 evil outsider bane morningstar*. The scepter has the following powers when wielded by a good-aligned creature.

- The wielder of a scepter of heaven gains a +2 sacred bonus on caster level checks made to dispel magic against spells with the evil descriptor or effects created by evil outsiders.
- The wielder can use the scepter to use *bless weapon* on command and at will as the spell.
- Once per day on command, the wielder can shoot a *spear of purity* (*Ultimate Magic*) from the scepter.

If the wielder of a *scepter of heaven* wears a *crown of heaven*, the scepter's caster level increases to 15th (increasing its aura to strong) and, when used as a weapon, it gains the *holy* property. A good-aligned wielder may also use *holy smite*, *holy sword*, and *holy word*, as the spells, once per day each.

A *scepter of heaven* is of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the rod is in hand and disappears when the rod is no longer held. This negative level cannot be overcome in any way (including *restoration* spells) while the rod is being held.

CONSTRUCTION REQUIREMENTS **COST** 37,000 GP

Craft Magic Arms and Armor, Craft Rod, *bless weapon*, *dispel evil*, *holy smite*, *holy sword*, *holy word*, *spear of purity*, creator must be good

SUZERAIN SCEPTER

PRICE 20,000 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** 5 lbs.

This ornately bejeweled baton confers the mark of rightful rulership on its bearer. The wielder of this scepter gains a +5 competence bonus on Knowledge (nobility) and Diplomacy checks. Furthermore, once per day, and on command, the

wielder can affect up to seven living creatures with *good hope*, as the spell. If the wielder of a *suzerain scepter* has the Leadership feat, she may attract double the normal number of followers for her Leadership score; however, if the rod is out of the wielder's possession for more than 1 week these extra followers leave. In addition, a *suzerain scepter* radiates a continuous *bless* effect that affects any cohort, follower, animal companion, familiar, special mount, or creature charmed or summoned by the wielder (but not called creatures or those under *dominate* or other compulsion effects). Whenever the wielder creates an effect that provides a morale bonus to such creatures (not including the scepter's *bless* effect), that bonus increases by 1.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Rod, Leadership, *bless*, *good hope*, *greater command*, the creator must have the Leadership feat

TRAP-STEALER'S ROD		PRICE 13,500 GP
AURA strong transmutation	**CL** 15th	**WEIGHT** 5 lbs.

This sturdy iron rod is forged with pronounced angles to allow for strong gripping, inscribed with images and sayings of trickster figures from myths and common folklore. Hooked at one end, a trap-stealer's rod functions as an exceptional crowbar, granting the user a +4 circumstance bonus on Strength checks made to force open a door or chest when using it to do such.

In addition, on command, the wielder can transform the rod into a magical set of thieves' tools. Using these grants a +4 competence bonus on Disable Device checks. The wielder can transform these tools into the rod again with a command.

Lastly, if the rod's bearer successfully disables a trap with the thieves' tools and beats the DC to disable the trap by 5 or more, he can magically steal the disabled trap. A stolen trap disappears from the surrounding area, siphoned into extradimensional space that is connected to the rod. Terrain around the trap reworks itself as if the trap never had existed, though doorways and portals that supported a trap remain unaffected. At any time during the next 24 hours, the rod's wielder can place the stored trap in a new location where it operates as normal. The new location must be able to support the trap's placement; for example a stolen pit trap could be taken from a dungeon floor and replaced on a dirt road, but not upon the surface of a river or lake, and the effectiveness of the placement is subject to GM discretion. Placing a stolen trap into a location that does not support it wastes the effect and magically transports the trap back to its original location. Whether successfully placed into a new location or not, a stolen trap returns to its original location after 24 hours. This ability functions once per day.

CONSTRUCTION REQUIREMENTS	COST 6,750 GP

Craft Rod, *create pit*, *knock*, *plane shift*

METAMAGIC RODS

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell-like abilities) as they are cast. This does 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 (except for *quicken metamagic* rods, which can be used as a swift action).

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.

BOUNCING METAMAGIC ROD		PRICE VARIES
Lesser bouncing metamagic rod		3,000 GP
Bouncing metamagic rod		11,000 GP
Greater bouncing metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that bounce as though using the Bouncing Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser bouncing metamagic rod	1,500 GP
Bouncing metamagic rod	5,500 GP
Greater bouncing metamagic rod	12,250 GP

Craft Rod, Bouncing Spell

BURNING METAMAGIC ROD		PRICE VARIES
Lesser burning metamagic rod		9,000 GP
Burning metamagic rod		32,500 GP
Greater burning metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that deal extra acid or fire damage as though using the Burning Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser burning metamagic rod	4,500 GP
Burning metamagic rod	16,250 GP
Greater burning metamagic rod	36,500 GP

Craft Rod, Burning Spell

CONCUSSIVE METAMAGIC ROD		PRICE VARIES
Lesser concussive metamagic rod		9,000 GP
Concussive metamagic rod		32,500 GP
Greater concussive metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



Up to three times per day the wielder can cast a spell with the sonic descriptor that causes those who take damage from that spell to take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the actual spell level of the spell cast as though using the Concussive Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser concussive metamagic rod	4,500 GP
Concussive metamagic rod	16,250 GP
Greater concussive metamagic rod	36,500 GP

Craft Rod, Concussive Spell

DAZING METAMAGIC ROD		PRICE VARIES
Lesser dazing metamagic rod		14,000 GP
Dazing metamagic rod		54,000 GP
Greater dazing metamagic rod		121,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that daze affected creatures as though using the Dazing Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser dazing metamagic rod	7,000 GP
Dazing metamagic rod	27,000 GP
Greater dazing metamagic rod	60,750 GP

Craft Rod, Dazing Spell

DISRUPTIVE METAMAGIC ROD		PRICE VARIES
Lesser disruptive metamagic rod		3,000 GP
Disruptive metamagic rod		11,000 GP
Greater disruptive metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that are disruptive as though using the Disruptive Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser disruptive metamagic rod	1,500 GP
Dazing disruptive rod	5,500 GP
Greater disruptive metamagic rod	12,250 GP

Craft Rod, Disruptive Spell

ECHOING METAMAGIC ROD		PRICE VARIES
Lesser echoing metamagic rod		14,000 GP
Echoing metamagic rod		54,000 GP
Greater echoing metamagic rod		121,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that can be cast an additional time that day as if using the Echoing Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser echoing metamagic rod	7,000 GP
Echoing metamagic rod	27,000 GP
Greater echoing metamagic rod	60,750 GP

Craft Rod, Echoing Spell

ECTOPLASMIC METAMAGIC ROD		PRICE VARIES
Lesser ectoplasmic metamagic rod		3,000 GP
Ectoplasmic metamagic rod		11,000 GP
Greater ectoplasmic metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that have full effect against incorporeal creatures, as though she were using the Ectoplasmic Spell feat (*Advanced Player's Guide* 158).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser ectoplasmic metamagic rod	1,500 GP
Ectoplasmic metamagic rod	5,500 GP
Greater ectoplasmic metamagic rod	12,250 GP

Craft Rod, Ectoplasmic Spell

ELEMENTAL METAMAGIC ROD		PRICE VARIES
Lesser elemental metamagic rod		3,000 GP
Elemental metamagic rod		11,000 GP
Greater elemental metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

Each *elemental metamagic rod* is built with the power to control and transform a specific energy type (acid, cold, electricity, or fire). The wielder can cast up to three spells per day that deal damage of the rod's energy type instead of the spell's normal damage type, as though using the Elemental Spell feat (*Advanced Player's Guide*). For example, an *elemental metamagic rod (cold)* always makes spells deal cold damage.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser elemental metamagic rod	1,500 GP
Elemental metamagic rod	5,500 GP
Greater elemental metamagic rod	12,250 GP

Craft Rod, Elemental Spell

EMPOWER METAMAGIC ROD		PRICE VARIES
Lesser empower metamagic rod		9,000 GP
Empower metamagic rod		32,500 GP
Greater empower metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

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

CONSTRUCTION REQUIREMENTS	COST varies
Lesser empower metamagic rod	4,500 GP
Empower metamagic rod	16,250 GP
Greater empower metamagic rod	36,500 GP

Craft Rod, Empower Spell

ENLARGE METAMAGIC ROD		PRICE VARIES
Lesser enlarge metamagic rod		3,000 GP
Enlarge metamagic rod		11,000 GP
Greater enlarge metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



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

CONSTRUCTION REQUIREMENTS	COST varies
Lesser enlarge metamagic rod	1,500 GP
Enlarge metamagic rod	5,500 GP
Greater enlarge metamagic rod	12,250 GP

Craft Rod, Enlarge Spell

EXTEND METAMAGIC ROD		PRICE VARIES
Lesser extend metamagic rod		3,000 GP
Extend metamagic rod		11,000 GP
Greater extend metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

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

CONSTRUCTION REQUIREMENTS	COST varies
Lesser extend metamagic rod	1,500 GP
Extend metamagic rod	5,500 GP
Greater extend metamagic rod	12,250 GP

Craft Rod, Extend Spell

FLARING METAMAGIC ROD		PRICE VARIES
Lesser flaring metamagic rod		3,000 GP
Flaring metamagic rod		11,000 GP
Greater flaring metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day with the electricity, fire, or light descriptor that dazzle creatures that take damage from that spell for a number of rounds equal to the actual level of that spell as though using the Flaring Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser flaring metamagic rod	1,500 GP
Flaring metamagic rod	5,500 GP
Greater flaring metamagic rod	12,500 GP

Craft Rod, Flaring Spell

FOCUSED METAMAGIC ROD		PRICE VARIES
Lesser focused metamagic rod		3,000 GP
Focused metamagic rod		11,000 GP
Greater focused metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that are focused as though using the Focused Spell feat (*Advanced Player's Guide* 160).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser focused metamagic rod	1,500 GP
Focused metamagic rod	5,500 GP
Greater focused metamagic rod	12,250 GP

Craft Rod, Focused Spell

INTENSIFIED METAMAGIC ROD		PRICE VARIES
Lesser intensified metamagic rod		3,000 GP
Intensified metamagic rod		11,000 GP
Greater intensified metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that are intensified as though using the Intensified Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser intensified metamagic rod	1,500 GP
Intensified metamagic rod	5,500 GP
Greater intensified metamagic rod	12,250 GP

Craft Rod, Intensified Spell

LINGERING METAMAGIC ROD		PRICE VARIES
Lesser lingering metamagic rod		3,000 GP
Lingering metamagic rod		11,000 GP
Greater lingering metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that linger for 1 round as though using the Lingering Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser lingering metamagic rod	1,500 GP
Lingering metamagic rod	5,500 GP
Greater lingering metamagic rod	12,250 GP

Craft Rod, Lingering Spell

MAXIMIZE METAMAGIC ROD		PRICE VARIES
Lesser maximize metamagic rod		14,000 GP
Maximize metamagic rod		54,000 GP
Greater maximize metamagic rod		121,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

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

CONSTRUCTION REQUIREMENTS	COST varies
Lesser maximize metamagic rod	7,000 GP
Maximize metamagic rod	27,000 GP
Greater maximize metamagic rod	60,750 GP

Craft Rod, Maximize Spell

MERCIFUL METAMAGIC ROD

PRICE VARIES

Lesser merciful metamagic rod		1,500 GP
Merciful metamagic rod		5,500 GP
Greater merciful metamagic rod		12,250 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that deal nonlethal damage as though using the Merciful Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser merciful metamagic rod	750 GP
Merciful metamagic rod	2,750 GP
Greater merciful metamagic rod	6,125 GP

Craft Rod, Merciful Spell

PERSISTENT METAMAGIC ROD

PRICE VARIES

Lesser persistent metamagic rod		9,000 GP
Persistent metamagic rod		32,500 GP
Greater persistent metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day as though using the Persistent Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser persistent metamagic rod	4,500 GP
Persistent metamagic rod	16,250 GP
Greater persistent metamagic rod	36,500 GP

Craft Rod, Persistent Spell

PIERCING METAMAGIC ROD

PRICE VARIES

Lesser piercing metamagic rod		3,000 GP
Piercing metamagic rod		11,000 GP
Greater piercing metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that overcome the spell resistance of a target as though use the Piercing Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser piercing metamagic rod	1,500 GP
Piercing metamagic rod	5,500 GP
Greater piercing metamagic rod	12,250 GP

Craft Rod, Piercing Spell

QUICKEN METAMAGIC ROD

PRICE VARIES

Lesser quicken metamagic rod		35,000 GP
Quicken metamagic rod		75,500 GP
Greater quicken metamagic rod		170,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

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

CONSTRUCTION REQUIREMENTS	COST varies
Lesser quicken metamagic rod	17,500 GP
Quicken metamagic rod	37,750 GP
Greater quicken metamagic rod	85,000 GP

Craft Rod, Quicken Spell

REACH METAMAGIC ROD

PRICE VARIES

Lesser reach metamagic rod		3,000 GP
Reach metamagic rod		11,000 GP
Greater reach metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day with a one-step increase in their range category (such as from close to medium, or medium to long) as though using the Reach Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser reach metamagic rod	1,500 GP
Reach metamagic rod	5,500 GP
Greater reach metamagic rod	12,250 GP

Craft Rod, Reach Spell

RIME METAMAGIC ROD

PRICE VARIES

Lesser rime metamagic rod		3,000 GP
Rime metamagic rod		11,000 GP
Greater rime metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells with the cold descriptor per day that entangle creatures that take cold damage from that spell for a number of rounds equal to the spell's actual level as though using the Rime Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser rime metamagic rod	1,500 GP
Rime metamagic rod	5,500 GP
Greater rime metamagic rod	12,250 GP

Craft Rod, Rime Spell

SELECTIVE METAMAGIC ROD

PRICE VARIES

Lesser selective metamagic rod		3,000 GP
Selective metamagic rod		11,000 GP
Greater selective metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day as though using the Selective Spell feat (*Advanced Player's Guide*). For each spell, he can select up to four creatures of his choice within the area that are unaffected.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser selective metamagic rod	1,500 GP
Selective metamagic rod	5,500 GP
Greater selective metamagic rod	12,250 GP

Craft Rod, Selective Spell

SICKENING METAMAGIC ROD

PRICE VARIES

Lesser sickening metamagic rod		9,000 GP
Sickening metamagic rod		32,500 GP
Greater sickening metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that sicken affected creatures as though using the Sickening Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser sickening metamagic rod	4,500 GP
Sickening metamagic rod	16,250 GP
Greater sickening metamagic rod	36,500 GP

Craft Rod, Sickening Spell

SILENT METAMAGIC ROD

PRICE VARIES

Lesser silent metamagic rod		3,000 GP
Silent metamagic rod		11,000 GP
Greater silent metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



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

CONSTRUCTION REQUIREMENTS	COST varies
Lesser silent metamagic rod	1,500 GP
Silent metamagic rod	5,500 GP
Greater silent metamagic rod	12,250 GP

Craft Rod, Silent Spell

THANATOPIC METAMAGIC ROD

PRICE VARIES

Lesser thanatopic metamagic rod		9,000 GP
Thanatopic metamagic rod		32,500 GP
Greater thanatopic metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.

The wielder can cast up to three spells per day that are affected as though using the Thanatopic Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser thanatopic metamagic rod	4,500 GP
Thanatopic metamagic rod	16,250 GP
Greater thanatopic metamagic rod	36,500 GP

Craft Rod, Thanatopic Spell

THRENODIC METAMAGIC ROD

PRICE VARIES

Lesser threnodic metamagic rod		9,000 GP
Threnodic metamagic rod		32,500 GP
Greater threnodic metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that are affected as though by the Threnodic Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser threnodic metamagic rod	4,500 GP
Threnodic metamagic rod	16,250 GP
Greater threnodic metamagic rod	36,500 GP

Craft Rod, Threnodic Spell

THUNDERING METAMAGIC ROD

PRICE VARIES

Lesser thundering metamagic rod		9,000 GP
Thundering metamagic rod		32,500 GP
Greater thundering metamagic rod		73,000 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells per day that deafen affected creatures as though using the Thundering Spell feat (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser thundering metamagic rod	4,500 GP
Thundering metamagic rod	16,250 GP
Greater thundering metamagic rod	36,500 GP

Craft Rod, Thundering Spell

TOPPLING METAMAGIC ROD

PRICE VARIES

Lesser toppling metamagic rod		3,000 GP
Toppling metamagic rod		11,000 GP
Greater toppling metamagic rod		24,500 GP
AURA strong (no school)	**CL** 17th	**WEIGHT** 5 lbs.



The wielder can cast up to three spells with the force descriptor per day that are affected as though the spells were augmented with the Toppling Spell feat (*Ultimate Magic*).

CONSTRUCTION REQUIREMENTS	COST varies
Lesser toppling metamagic rod	1,500 GP
Toppling metamagic rod	5,500 GP
Greater toppling metamagic rod	12,250 GP

Craft Rod, Toppling Spell

Staves

A staff is a long shaft that stores several spells. Staves usually hold spells grouped by a theme, and sometimes possess other abilities that they grant to the wielder. A staff has 10 charges when created, but can be recharged by a spellcaster with the appropriate spells.

Physical Description: A typical staff measures anywhere from 4 feet to 7 feet long and is 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but an exotic few are bone, metal, or even glass. A staff often has a gem or some device at its tip or is shod in metal at one or both ends. Staves are often decorated with carvings or runes. A typical staff also functions as a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

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

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

Using Staves: Staves use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use his caster level when activating the power of the staff if it's higher than the caster level of the staff. This means that staves are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spells, spells from a staff are often harder to resist than those from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell dependent on caster level (range, duration, and so on) potentially higher, but spells from a staff are also harder to dispel and have a better chance of overcoming spell resistance.

Staves hold a maximum of 10 charges. Each spell cast from a staff consumes one or more charges. When a staff runs out of charges, it cannot be used until it is recharged. Each morning, when a spellcaster prepares spells or regains spell slots, he can also imbue one staff with a portion of his power, so long as one or more of the spells cast by the staff is on his spell list and he is capable of casting at least one of the spells. Imbuing a staff with this power restores one charge to the staff, but the caster must forgo one prepared spell or spell slot of a level equal to the highest-level spell cast by the staff. A staff cannot gain more than one charge per day, and a caster cannot imbue more than one staff per day.

A staff can hold spells of any level, and the minimum caster level of a staff is 8th.

Animate Staff

Price 49,800 GP

Aura moderate transmutation | **CL** 11th | **Weight** 5 lbs.

Created from a number of iron rods, copper gears, and silver screws, this staff constantly shifts and changes. The staff allows use of the following spells:

- *Make whole* (1 charge)
- *Mending* (1 charge)
- *Animate objects* (2 charges)

In addition, once per day, the staff can become a Medium animated object (*Bestiary* 14) with the metal special ability. It can remain in this form for up to 10 minutes. If destroyed while in this form, it reverts to being a staff, but it loses all of its charges and this ability cannot be used again until it is fully recharged.

Construction Requirements | **Cost** 24,900 GP

Craft Staff, *animate objects*, *make whole*, *mending*

Chaotic Staff

Price 29,600 GP

Aura moderate evocation | **CL** 8th | **Weight** 5 lbs.

Made up from a number of different materials, including wood, metal, and possibly pieces of flesh, this staff seems to shift in shape and form over time. The staff allows use of the following spells:

- *Align weapon* (chaos only, 1 charge)
- *Detect law* (1 charge)
- *Chaos hammer* (2 charges)
- *Magic circle against law* (2 charges)

Construction Requirements | **Cost** 14,800 GP

Craft Staff, *align weapon*, *chaos hammer*, *detect evil*, *magic circle against law*

Dragon Staff

Price 81,000 GP

Aura strong transmutation | **CL** 13th | **Weight** 7 lbs.

Made from a large dragon bone, wrapped in scales and topped with the fearsome image of a dragon, this staff radiates power. Each dragon staff is linked to one type of chromatic dragon: black, blue, green, red, or white. All the spells that can be cast using the staff are tied to that choice. If the wielder uses the staff to cast *form of the dragon II*, she must assume the type linked to the staff. Any energy types chosen by spells from the staff must match the type as well (black and green are linked to acid, blue is linked to electricity, red is linked to fire, and white is linked to cold). The staff allows use of the following spells:

- *Fly* (1 charge)
- *Protection from energy* (1 charge)
- *Dragon's breath* (2 charges; *Advanced Player's Guide*)
- *Form of the dragon II* (4 charges)

In addition to these powers, the wielder of the *dragon staff* also receives a +2 natural armor bonus to her AC and the ability to make a bite attack as a primary natural weapon. This bite deals 1d8 points of damage if the wielder is Medium. These bonuses are a polymorph effect and are

Table 4-6: Staves

d%	Lesser Medium Staff	Price
01–10	*Staff of blessed relief*	7,200 gp
11–20	*Staff of minor arcana*	8,000 gp
21–30	*Staff of tricks*	8,800 gp
31–44	*Staff of the scout*	9,600 gp
45–54	*Staff of eidolons*	14,400 gp
55–71	*Staff of understanding*	14,400 gp
72–85	*Staff of accompaniment*	14,800 gp
85–100	*Staff of charming*	17,600 gp

d%	Greater Medium Staff	Price
01–11	*Staff of fire*	18,950 gp
12–19	*Staff of belittling*	20,000 gp
20–29	*Staff of courage*	20,800 gp
30–38	*Staff of feast and famine*	20,800 gp
39–49	*Staff of rigor*	20,800 gp
50–60	*Staff of swarming insects*	22,800 gp
61–68	*Staff of authority*	23,000 gp
69–81	*Staff of radiance*	23,200 gp
82–92	*Staff of size alteration*	26,150 gp
93–100	*Staff of Journeys*	27,200 gp

d%	Lesser Major Staff	Price
01–05	*Staff of acid*	28,600 gp
06–09	*Chaotic staff*	29,600 gp
10–13	*Holy staff*	29,600 gp
14–17	*Lawful staff*	29,600 gp
18–21	*Staff of healing*	29,600 gp
22–25	*Unholy staff*	29,600 gp
26–29	*Staff of the master*	30,000 gp
30–33	*Staff of spiders*	30,200 gp
34–38	*Staff of electricity*	31,900 gp
39–41	*Heretic's bane*	32,000 gp
42–44	*Musical staff*	32,000 gp
45–48	*Staff of souls*	32,800 gp
49–52	*Staff of shrieking*	36,000 gp
53–56	*Staff of toxins*	34,200 gp
57–60	*Staff of the avenger*	37,310 gp
61–64	*Staff of aspects*	37,600 gp
65–68	*Staff of stealth*	39,300 gp
69–73	*Staff of frost*	41,400 gp
74–77	*Staff of bolstering*	41,600 gp
78–82	*Staff of curses*	43,500 gp
83–89	*Staff of dark flame*	47,000 gp
90–93	*Staff of performance*	48,800 gp
94–97	*Animate staff*	49,800 gp
98–100	*Staff of revelations*	51,008 gp

d%	Greater Major Staff	Price
01–04	*Staff of illumination*	51,500 gp
05–06	*Staff of obstacles*	52,850 gp
07–08	*Staff of heaven and earth*	54,000 gp
09–11	*Staff of travel*	54,400 gp
12–13	*Staff of hoarding*	55,866 gp
14–15	*Staff of cackling wrath*	56,700 gp
16–18	*Staff of traps*	56,925 gp
19–21	*Staff of many rays*	57,200 gp
22–23	*Staff of speaking*	57,200 gp
24–26	*Staff of mithral might*	58,000 gp
27–30	*Staff of defense*	62,000 gp
31–33	*Staff of the planes*	63,960 gp
34–35	*Staff of hungry shadows*	69,300 gp
36–38	*Dragon staff*	81,000 gp
39–41	*Staff of slumber*	81,766 gp
42–46	*Staff of abjuration*	82,000 gp
47–51	*Staff of conjuration*	82,000 gp
52–56	*Staff of divination*	82,000 gp
57–61	*Staff of enchantment*	82,000 gp
62–66	*Staff of evocation*	82,000 gp
67–71	*Staff of illusion*	82,000 gp
72–76	*Staff of necromancy*	82,000 gp
77–81	*Staff of transmutation*	82,000 gp
82–83	*Staff of weather*	84,066 gp
84–86	*Staff of earth and stone*	85,800 gp
87–88	*Staff of vision*	86,666 gp
89–91	*Staff of the woodlands*	100,400 gp
92–94	*Staff of life*	109,400 gp
95	*Staff of one hundred hands*	180,200 gp
96–98	*Staff of passage*	206,900 gp
99	*Staff of the hierophant*	220,000 gp
100	*Staff of power*	235,000 gp

replaced by those gained from casting *form of the dragon II*, or other similar spells.

Construction Requirements **Cost** 40,500 GP

Craft Staff, *alter self*, *dragon's breath*, *fly*, *form of the dragon II*, *protection from energy*

Heretic's Bane

Price 32,000 GP

Aura moderate enchantment **CL** 8th **Weight** 5 lbs.

This sturdy wooden staff is crowned by a holy symbol, surrounded by wicked barbs of metal. The staff allows use of the following spells:

- *Castigate* (1 charge; *Advanced Player's Guide*)
- *Command* (1 charge)
- *Zone of truth* (1 charge)
- *Denounce* (2 charges; *Advanced Player's Guide*)

Construction Requirements **Cost** 16,000 GP

Craft Staff, *castigate*, *command*, *denounce*, *zone of truth*

Holy Staff

Price 29,600 GP

Aura moderate evocation **CL** 8th **Weight** 5 lbs.

This staff is made from polished birch, inlaid with ivory, and topped with a pristine white gemstone. The staff allows use of the following spells:

- *Align weapon* (good only, 1 charge)

- *Detect evil* (1 charge)
- *Holy smite* (2 charges)
- *Magic circle against evil* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 14,800 GP

Craft Staff, *align weapon*, *detect evil*, *holy smite*, *magic circle against evil*

LAWFUL STAFF

PRICE 29,600 GP

AURA moderate evocation | **CL** 8th | **WEIGHT** 5 lbs.

This staff is crafted from a perfectly smooth triangular rod of silver, and its top is crowned with a golden sphere. The staff allows use of the following spells:

- *Align weapon* (lawful only, 1 charge)
- *Detect chaos* (1 charge)
- *Magic circle against chaos* (2 charges)
- *Order's wrath* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 14,800 GP

Craft Staff, *align weapon*, *detect chaos*, *magic circle against chaos*, *order's wrath*

MUSICAL STAFF

PRICE 32,000 GP

AURA moderate evocation | **CL** 8th | **WEIGHT** 5 lbs.

This staff is made from high-quality wood and festooned with brass rods and keys, looking almost like an instrument. The staff allows use of the following spells:

- *Ghost sound* (1 charge)
- *Piercing shriek* (1 charge; *Ultimate Magic*)
- *Sculpt sound* (2 charges)
- *Wall of sound* (2 charges; *Ultimate Magic*)

In addition, as a swift action, the wielder of the *musical staff* can cause it to transform into a string or wind instrument. Any Perform skill checks made with the *musical staff* gain a +5 competence bonus. The staff can still be used to cast spells while it is an instrument, and it can revert back to a staff as a free action.

CONSTRUCTION REQUIREMENTS **COST** 16,000 GP

Craft Staff, *ghost sound*, *piercing shriek*, *sculpt sound*, *wall of sound*

STAFF OF ABJURATION

PRICE 82,000 GP

AURA strong abjuration | **CL** 13th | **WEIGHT** 5 lbs.

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

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

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *dismissal*, *dispel magic*, *lesser globe of invulnerability*, *repulsion*, *resist energy*, *shield*

STAFF OF ACCOMPANIMENT

PRICE 14,800 GP

AURA moderate evocation and transmutation | **CL** 8th | **WEIGHT** 5 lbs.

This staff is adorned with musical notes. When held and used with bardic performance, it accompanies the song with the sounds of wind instruments, granting a +2 competence bonus on Perform checks. The staff allows use of the following spells:

- *Chord of shards* (1 charge; *Ultimate Magic*)
- *Saving finale* (1 charge; *Advanced Player's Guide*)
- *Allegro* (2 charges; *Ultimate Magic*)

CONSTRUCTION REQUIREMENTS **COST** 7,400 GP

Craft Staff, *allegro*, *chord of shards*, *saving finale*

STAFF OF ACID

PRICE 28,600 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 5 lbs.

This staff is made of a rust-colored metal that has been corroded by acid, with a sickly green gem at its tip. The staff allows use of the following spells:

- *Corrosive touch* (1 charge; *Ultimate Magic*)
- *Acid arrow* (2 charges)
- *Acid fog* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 14,300 GP

Craft Staff, *acid arrow*, *acid fog*, *corrosive touch*

STAFF OF ASPECTS

PRICE 37,600 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 5 lbs.

This stout staff is made of ash. Four faces of animals—a bear, a falcon, a stag, and a wolf—are carved at its top. The aspect staff functions as a *+1/+1 quarterstaff* and allows the use of the following spells:

- *Aspect of the bear* (1 charge; *Advanced Player's Guide*)
- *Aspect of the falcon* (1 charge; *Advanced Player's Guide*)
- *Aspect of the stag* (2 charges; *Advanced Player's Guide*)
- *Aspect of the wolf* (3 charges; *Advanced Player's Guide*)

CONSTRUCTION REQUIREMENTS **COST** 19,100 GP

Craft Magic Arms and Armor, Craft Staff, *aspect of the bear*, *aspect of the falcon*, *aspect of the stag*, *aspect of the wolf*

STAFF OF AUTHORITY

PRICE 23,000 GP

AURA moderate varies | **CL** 8th | **WEIGHT** 5 lbs.

This stout ironbound staff functions as a *+1/+1 quarterstaff*. It allows the use of the following spells:

- *Forced quiet* (1 charge; *Ultimate Magic*)
- *Interrogation* (1 charge; *Ultimate Magic*)
- *Oppressive boredom* (2 charges; *Ultimate Magic*)

CONSTRUCTION REQUIREMENTS **COST** 11,800 GP

Craft Staff, *forced quiet*, *interrogation*, *oppressive boredom*

STAFF OF BELITTLING

PRICE 20,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 5 lbs.

Someone who carries this blue-and-white staff need never feel small nor weak, as the staff brings everybody and

everything down to size. This staff allows the use of the following spells:

- *Reduce person* (1 charge)
- *Reduce animal* (2 charges)
- *Shrink item* (2 charges)
- *Mass reduce person* (4 charges)

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Craft Staff, *mass reduce person, reduce animal, reduce person, shrink item*

STAFF OF BLESSED RELIEF

PRICE 7,200 GP

AURA faint conjuration | **CL** 8th | **WEIGHT** 5 lbs.

This simple wooden staff is given to young clergy when they first set out into the world to spread the charity of their faith. The staff allows use of the following spells:

- *Create water* (1 charge)
- *Stabilize* (1 charge)
- *Bless* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 3,600 GP

Craft Staff, *bless, create water, stabilize*

STAFF OF BOLSTERING

PRICE 41,600 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 5 lbs.

The top of this rosewood shaft narrows and then expands again, bound by a number of metal rings. It allows use of the following spells:

- *Bear's endurance* (1 charge)
- *Bull's strength* (1 charge)
- *Cat's grace* (1 charge)
- *Greater magic weapon* (1 charge)

CONSTRUCTION REQUIREMENTS **COST** 20,800 GP

Craft Staff, *bear's endurance, bull's strength, cat's grace, greater magic weapon*

STAFF OF CACKLING WRATH

PRICE 56,700 GP

AURA moderate varies | **CL** 9th | **WEIGHT** 5 lbs.



The thorns embedded in this gnarled length of wood make it rather tricky for the unwary to grasp. It allows use of the following spells:

- *Blindness/deafness* (1 charge)
- *Charm person* (1 charge)
- *Hold person* (1 charge)
- *Inflict moderate wounds* (1 charge)
- *Baleful polymorph* (2 charges)
- *Bestow curse* (2 charges)
- *Vampiric touch* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 28,350 GP

Craft Staff, *baleful polymorph, bestow curse, blindness/deafness, charm person, hold person, inflict moderate wounds, vampiric touch*

STAFF OF CHARMING

PRICE 17,600 GP

AURA moderate enchantment | **CL** 8th | **WEIGHT** 5 lbs.

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

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

CONSTRUCTION REQUIREMENTS **COST** 8,800 GP

Craft Staff, *charm monster, charm person*

STAFF OF CONJURATION

PRICE 82,000 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 5 lbs.

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:

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

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *cloudkill, minor creation, stinking cloud, summon monster VI, summon swarm, unseen servant*

STAFF OF COURAGE

PRICE 20,800 GP

AURA moderate enchantment | **CL** 8th | **WEIGHT** 5 lbs.

This sturdy-looking hickory staff is capped with a figurine of an angel or other benevolent spirit, wings and arms outstretched as if in welcome. This staff allows use of the following spells:

- *Bless* (1 charge)
- *Remove fear* (1 charge)
- *Prayer* (2 charges)
- *Remove paralysis* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 10,400 GP

Craft Staff, *bless, prayer, remove fear, remove paralysis*

STAFF OF CURSES

PRICE 43,500 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 5 lbs.

This gnarled wooden staff is bedecked with broken charms and burnt fetishes that were once used to ward against bad luck, but now are in shambles. The staff allows use of the following spells:

- *Blindness/deafness* (1 charge)
- *Ill omen* (1 charge; *Advanced Player's Guide*)
- *Baleful polymorph* (2 charges)
- *Bestow curse* (2 charges)

In addition, the *staff of curses* is a *+1/+1 quarterstaff*, and whenever the wielder strikes a creature with the staff, he can expend one charge to cause the creature to become cursed for a number of rounds equal to the number of charges remaining in the staff. While this curse persists, the creature takes a –2 penalty on saving throws from spells cast

from the staff and a –2 penalty to AC against any attacks made by the staff.

CONSTRUCTION REQUIREMENTS **COST** 22,050 GP

Craft Magic Arms and Armor, Craft Staff, *baleful polymorph*, *bestow curse*, *blindness/deafness*, *ill omen*

STAFF OF DARK FLAME

PRICE 47,000 GP

AURA moderate evocation and necromancy | **CL** 8th | **WEIGHT** 4 lbs.

Made from bleached bones that have been fused together, the head of this staff burns with an unholy fire. This staff can be used as a *+1 flaming quarterstaff* (only one end of the staff bears magical enhancement), and it retains this property even if all its charges are drained. This staff can cast the following spells:

- *False life* (1 charge)
- *Ray of enfeeblement* (1 charge)
- *Scorching ray* (1 charge)
- *Fireball* (2 charges)
- *Animate dead* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 27,133 GP

Craft Magic Arms and Armor, Craft Staff, *animate dead*, *false life*, *fireball*, *ray of enfeeblement*, *scorching ray*

STAFF OF DEFENSE

PRICE 62,000 GP

AURA strong abjuration | **CL** 15th | **WEIGHT** 5 lbs.



The *staff of defense* is a simple-looking polished wooden 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)

CONSTRUCTION REQUIREMENTS **COST** 31,000 GP

Craft Staff, *shield*, *shield of faith*, *shield of law*, *shield other*, creator must be lawful

STAFF OF DIVINATION

PRICE 82,000 GP

AURA strong divination | **CL** 13th | **WEIGHT** 5 lbs.

Made from a supple length of willow carefully selected to have a crooked, forked tip, a *staff of divination* 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)

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*

STAFF OF EARTH AND STONE

PRICE 85,800 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 5 lbs.

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

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

CONSTRUCTION REQUIREMENTS **COST** 42,900 GP

Craft Staff, *move earth*, *passwall*

STAFF OF EIDOLONS

PRICE 14,400 GP

AURA moderate conjuration and transmutation | **CL** 8th | **WEIGHT** 5 lbs.

This crooked staff is made of mahogany and decorated with the bones of eidolons that jut out of the wood. It allows the use of the following spells:

- *Lesser rejuvenate eidolon* (1 charge; *Advanced Player's Guide*)
- *Unfetter* (1 charge; *Advanced Player's Guide*)
- *Lesser evolution surge* (2 charges; *Advanced Player's Guide*)

CONSTRUCTION REQUIREMENTS **COST** 7,200 GP

Craft Staff, *lesser evolution surge*, *lesser rejuvenate eidolon*, *unfetter*

STAFF OF ELECTRICITY

PRICE 31,900 GP

AURA moderate evocation | **CL** 11th | **WEIGHT** 5 lbs.

This staff is made of shining silver, with a tip shaped like a lightning bolt. The staff allows use of the following spells:

- *Shocking grasp* (1 charge)
- *Lightning bolt* (2 charges)
- *Chain lightning* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 15,950 GP

Craft Staff, *chain lightning*, *lightning bolt*, *shocking grasp*

STAFF OF ENCHANTMENT

PRICE 82,000 GP

AURA strong enchantment | **CL** 13th | **WEIGHT** 5 lbs.

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

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

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *crushing despair*, *hideous laughter*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*

STAFF OF EVOCATION

PRICE 82,000 GP

AURA strong evocation | **CL** 13th | **WEIGHT** 5 lbs.

This smooth staff carved from hickory or yew allows use of the following spells:

- *Fireball* (1 charge)
- *Magic missile* (1 charge)

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

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter*, *wall of force*

STAFF OF FEAST AND FAMINE

PRICE 20,800 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 5 lbs.

Leaves sprout from this wooden staff, some green and some black. When the wielder uses the staff, he plucks one of the leaves: a green leaf to provide sustenance or a black leaf to cause hunger or thirst. The staff allows the use of the following spells:

- *Create water* (1 charge)
- *Goodberry* (1 charge)
- *Purify food and drink* (1 charge)
- *Cup of dust* (2 charges; *Advanced Player's Guide*)
- *Feast of ashes* (2 charges; *Advanced Player's Guide*)

CONSTRUCTION REQUIREMENTS **COST** 10,400 GP

Craft Staff, *create water*, *cup of dust*, *feast of ashes*, *goodberry*, *purify food and drink*

STAFF OF FIRE

PRICE 18,950 GP

AURA moderate evocation | **CL** 8th | **WEIGHT** 5 lbs.

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

- *Burning hands* (1 charge)
- *Fireball* (2 charges)
- *Wall of fire* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 9,475 GP

Craft Staff, *burning hands*, *fireball*, *wall of fire*

STAFF OF FROST

PRICE 41,400 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 5 lbs.

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* (2 charges)
- *Cone of cold* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 20,700 GP

Craft Staff, *cone of cold*, *ice storm*, *wall of ice*

STAFF OF HEALING

PRICE 29,600 GP

AURA moderate conjuration | **CL** 8th | **WEIGHT** 5 lbs.



This white ash staff is decorated with inlaid silver runes. It allows use of the following spells:

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

CONSTRUCTION REQUIREMENTS **COST** 14,800 GP

Craft Staff, *cure serious wounds*, *lesser restoration*, *remove blindness/deafness*, *remove disease*

STAFF OF HEAVEN AND EARTH

PRICE 54,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 5 lbs.

Topped by a swirling cloudy stone and wrapped with black iron filigree, this staff allows use of the following spells:

- *Gust of wind* (1 charge)
- *Stone shape* (1 charge)
- *Air walk* (2 charges)
- *Control winds* (2 charges)
- *Spike stones* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 27,000 GP

Craft staff, *air walk*, *control winds*, *gust of wind*, *spike stones*, *stone shape*

STAFF OF HOARDING

PRICE 55,866 GP

AURA moderate varies | **CL** 11th | **WEIGHT** 5 lbs.

This gorgeous teak shaft has many gold and silver coins hammered into it. It allows use of the following spells:

- *Identify* (1 charge)
- *Locate object* (1 charge)
- *Magic aura* (1 charge)
- *Secret chest* (2 charges)
- *Legend lore* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 30,016 GP

Craft Staff, *identify*, *legend lore*, *locate object*, *magic aura*, *secret chest*

STAFF OF HUNGRY SHADOWS

PRICE 69,300 GP

AURA strong varies | **CL** 13th | **WEIGHT** 5 lbs.

This staff is made of scorched and twisted wood and is set with a crystal sphere filled with swirling smoke. It allows the use of the following spells:

- *Darkness* (1 charge)
- *Ray of enfeeblement* (1 charge)
- *Vampiric touch* (1 charge)
- *Enervation* (2 charges)
- Summon shadow (as *summon monster V* but summons 1 shadow, 2 charges)
- Call devourer (as *planar binding* but calls 1 devourer, 3 charges)

CONSTRUCTION REQUIREMENTS **COST** 34,650 GP

Craft Staff, *darkness*, *enervation*, *planar binding*, *ray of enfeeblement*, *summon monster V*, *vampiric touch*

STAFF OF ILLUMINATION

PRICE 51,500 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 5 lbs.

This staff is usually sheathed in a layer of silver and decorated with gold and amber sunbursts. A *staff of illumination* allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 25,750 GP

Craft Staff, *dancing lights*, *daylight*, *flare*, *sunburst*

STAFF OF ILLUSION

PRICE 82,000 GP

AURA strong illusion | **CL** 13th | **WEIGHT** 5 lbs.

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

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *disguise self*, *major image*, *mirror image*, *mislead*, *persistent image*, *rainbow pattern*

STAFF OF JOURNEYS

PRICE 27,200 GP

AURA moderate varies | **CL** 8th | **WEIGHT** 5 lbs.



This walking stick, which still has dark gray bark along its entire length, branches into an ornate fork at its top, decorated with wildflowers and different kinds of leaves. It allows use of the following spells:

- *Detect snares and pits* (1 charge)
- *Endure elements* (1 charge)
- *Longstrider* (1 charge)
- *Pass without trace* (1 charge)
- *Freedom of movement* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 13,600 GP

Craft Staff, *detect snares and pits*, *endure elements*, *freedom of movement*, *longstrider*, *pass without trace*

STAFF OF LIFE

PRICE 109,400 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 5 lbs.

A *staff of life is* made of thick polished oak shod in gold and decorated with sinuous runes of silver or ivory, which depict various cycles of life and death according to different cultures. This staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

CONSTRUCTION REQUIREMENTS **COST** 79,700 GP

Craft Staff, *heal*, *raise dead*

STAFF OF MANY RAYS

PRICE 57,200 GP

AURA moderate evocation and necromancy | **CL** 11th | **WEIGHT** 5 lbs.



The elaborate swirls and delicate flecks of shining metal adorning the head of this pale wooden shaft make it seem almost as much a long mace as a staff. It allows use of the following spells:

- *Ray of enfeeblement* (1 charge)
- *Ray of exhaustion* (1 charge)
- *Scorching ray* (1 charge)
- *Enervation* (2 charges)
- *Disintegrate* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 28,600 GP

Craft Staff, *disintegrate*, *enervation*, *ray of enfeeblement*, *ray of exhaustion*, *scorching ray*

STAFF OF MINOR ARCANA

PRICE 8,000 GP

AURA moderate abjuration and evocation | **CL** 8th | **WEIGHT** 5 lbs.

This gleaming staff is made of polished silver and capped with a simple gemstone. It is frequently given as a gift to apprentice spellcasters upon completing their tutelage. The staff allows use of the following spells:

- *Shield* (1 charge)
- *Magic missile* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 4,000 GP

Craft Staff, *magic missile*, *shield*

STAFF OF MITHRAL MIGHT

PRICE 58,000 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 7 lbs.

This staff is made of silver, with a shimmering sphere of mithral at either end. One end features a golden snake wrapped around the staff and cradling the larger of these two mithral spheres. The staff may be used as a weapon, functioning as a *+2/+2 quarterstaff*. It also grants a +2 enhancement bonus to Intelligence to whoever possesses it. These two attributes continue to function after all the charges are expended. It allows the use of the following spells:

- *Bull's strength* (1 charge)
- *Enlarge person* (1 charge)
- *Telekinesis* (3 charges)
- *Flesh to stone* (4 charges)

CONSTRUCTION REQUIREMENTS **COST** 29,300 GP

Craft Magic Arms and Armor, Craft Staff, *bull's strength*, *enlarge person*, *flesh to stone*, *fox's cunning*, *telekinesis*

STAFF OF NECROMANCY

PRICE 82,000 GP

AURA strong necromancy | **CL** 13th | **WEIGHT** 5 lbs.



This staff is made from ebony or other dark wood and carved with images of bones and skulls mingled with strange spidery runes. 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)

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*, *waves of fatigue*

STAFF OF OBSTACLES

PRICE 52,850 GP

AURA moderate varies | **CL** 9th | **WEIGHT** 5 lbs.



Dark and solid, this worn staff appears to be carved of rough stone, yet feels and weighs like light wood. It allows use of the following spells:

- *Arcane lock* (1 charge)
- *Grease* (1 charge)
- *Wind wall* (1 charge)
- *Wall of fire* (2 charges)
- *Wall of ice* (2 charges)
- *Wall of stone* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 27,050 GP

Craft Staff, *arcane lock*, *grease*, *wall of fire*, *wall of ice*, *wall of stone*, *wind wall*

STAFF OF ONE HUNDRED HANDS

PRICE 180,200 GP

AURA strong evocation | **CL** 17th | **WEIGHT** 5 lbs.

Sculpted into the shape of dozens of grasping, distorted hands, this staff appears to be carved entirely from one piece of clear crystal. When held, the hands that form the staff distort to resemble the gloves or hands of the person holding it. It allows the use of the following spells:

- *Forceful hand* (1 charge)
- *Interposing hand* (1 charge)
- *Clenched fist* (2 charges)
- *Grasping hand* (2 charges)
- *Crushing hand* (3 charges)

This staff also allows the wielder to use *mage hand* at will.

CONSTRUCTION REQUIREMENTS **COST** 90,100 GP

Craft Staff, *clenched fist*, *crushing hand*, *forceful hand*, *grasping hand*, *interposing hand*, *mage hand*

STAFF OF PASSAGE

PRICE 206,900 GP

AURA strong varies | **CL** 17th | **WEIGHT** 5 lbs.



This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Astral projection* (2 charges)
- *Greater teleport* (2 charges)
- *Phase door* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 115,950 GP

Craft Staff, *astral projection*, *dimension door*, *greater teleport*, *passwall*, *phase door*

STAFF OF PERFORMANCE

PRICE 48,800 GP

AURA moderate varies | **CL** 8th | **WEIGHT** 5 lbs.

Soon after falling into the hands of a new owner, this piece of finely varnished cedar develops ornamental brass keys, strings, or other decorations that make it look like a stylized version of its owner's favorite type of musical instrument. It allows use of the following spells:

- *Calm emotions* (1 charge)
- *Glibness* (1 charge)
- *Hypnotic pattern* (1 charge)
- *Pyrotechnics* (1 charge)
- *Enthrall* (2 charges)
- *Major image* (2 charges)
- *Sculpt sound* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 24,400 GP

Craft Staff, *calm emotions*, *enthrall*, *glibness*, *hypnotic pattern*, *major image*, *pyrotechnics*, *sculpt sound*

STAFF OF POWER

PRICE 235,000 GP

AURA strong varies | **CL** 15th | **WEIGHT** 5 lbs.



A *staff of power* is a potent magic item with varied offensive and defensive abilities, carved from magically hardened wood. It is usually topped with a glistening gem or orb that burns from within with a flickering red light. The staff allows the use of the following spells:

- *Continual flame* (1 charge)
- *Fireball* (heightened to 5th level, 1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level, 1 charge)
- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level, 1 charge)
- *Cone of cold* (2 charges)
- *Globe of invulnerability* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only, 2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and on saving throws. The staff is also a *+2 quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (a free action), the staff deals 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-foot spread. All creatures and objects within 2 squares of the broken staff take an amount of damage equal to 20 × the number of charges in the staff, those 3 or 4 squares away take an amount of damage equal to 15 × the number of charges, and those 5 or 6 squares away take an amount of damage equal to 10 × the number of charges. 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 (01–50 on a d%), but if she does not, the explosive release of spell energy instantly destroys her. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

CONSTRUCTION REQUIREMENTS **COST** 117,500 GP

Craft Magic Arms and Armor, Craft Staff, *cone of cold*, *continual flame*, heightened *fireball*, *globe of invulnerability*, *hold monster*, *levitate*, heightened *lightning bolt*, *magic missile*, heightened *ray of enfeeblement*, *wall of force*

STAFF OF RADIANCE

PRICE 23,200 GP

AURA moderate evocation **CL** 8th **WEIGHT** 5 lbs.

This silver-tipped willow staff constantly emits light, as if from a *light* spell—the radiance is emitted from the staff's metallic end and flickers as if with flame. The staff's wielder can deactivate or activate this glowing light as a swift action. In addition, a *staff of radiance* allows use of the following spells:

- *Glitterdust* (1 charge)
- *Daylight* (2 charges)
- *Searing light* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 11,600 GP

Craft Staff, *daylight*, *glitterdust*, *light*, *searing light*

STAFF OF REVELATIONS

PRICE 51,008 GP

AURA moderate divination **CL** 9th **WEIGHT** 5 lbs.



The forked top of this walnut shaft resembles a combination of a dowsing rod and the curled horns of a beast, and a delicate gemstone hovers between its enfolding arms. The staff allows use of the following spells:

- *Augury* (1 charge)
- *Speak with dead* (1 charge)
- *Divination* (2 charges)
- *Commune* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 30,608 GP

Craft Staff, *augury*, *commune*, *divination*, *speak with dead*

STAFF OF RIGOR

PRICE 20,800 GP

AURA moderate varies **CL** 8th **WEIGHT** 5 lbs.



This iron-shod wood staff allows use of the following spells:

- *Bane* (1 charge)
- *Cause fear* (1 charge)
- *Command* (1 charge)
- *Magic weapon* (1 charge)
- *Align weapon* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 10,400 GP

Craft Staff, *align weapon*, *bane*, *cause fear*, *command*, *magic weapon*

STAFF OF SHRIEKING

PRICE 36,000 GP

AURA moderate evocation **CL** 10th **WEIGHT** 5 lbs.

Holes in this metal shaft cause it to emit an eerie moan when swung through the air. It allows use of the following spells:

- *Shatter* (1 charge)
- *Sound burst* (1 charge)
- *Shout* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 18,000 GP

Craft Staff, *shatter*, *shout*, *sound burst*

STAFF OF SIZE ALTERATION

PRICE 26,150 GP

AURA moderate transmutation **CL** 8th **WEIGHT** 5 lbs.

This staff of dark wood is stouter and sturdier than most magical staves, with a gnarled and twisted knot of wood at the top end. It allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (2 charges)
- *Mass enlarge person* (3 charges)
- *Mass reduce person* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 13,075 GP

Craft Staff, *enlarge person*, *mass enlarge person*, *mass reduce person*, *reduce person*, *shrink item*

STAFF OF SLUMBER

PRICE 81,766 GP

AURA moderate varies **CL** 9th **WEIGHT** 5 lbs.

Smoky spirals adorn the length of this staff, and have an almost hypnotic effect. The staff allows use of the following spells:

- *Deep slumber* (1 charge)
- *Ray of exhaustion* (1 charge)
- *Dream* (2 charges)
- *Nightmare* (2 charges)
- *Waves of fatigue* (2 charges)
- *Symbol of sleep* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 49,216 GP

Craft Staff, *deep slumber*, *dream*, *nightmare*, *symbol of sleep*, *ray of exhaustion*, *waves of fatigue*

STAFF OF SOULS

PRICE 32,800 GP

AURA moderate varies | **CL** 8th | **WEIGHT** 5 lbs.



This ominous staff is made of twisting wood and topped with a small skull. It allows use of the following spells:

- *Deathwatch* (1 charge)
- *Detect undead* (1 charge)
- *Gentle repose* (1 charge)
- *Death ward* (2 charges)
- *Speak with dead* (2 charges)

CONSTRUCTION REQUIREMENTS | **COST** 16,400 GP

Craft Staff, *death ward*, *deathwatch*, *detect undead*, *gentle repose*, *speak with dead*

STAFF OF SPEAKING

PRICE 57,200 GP

AURA strong enchantment | **CL** 13th | **WEIGHT** 5 lbs.

When the wielder of this hollow wooden staff speaks or shouts, it reverberates with the sound of her voice, lending a booming insistence to her words. It allows the use of the following spells:

- *Suggestion* (1 charge)
- *Tongues* (1 charge)
- *Denounce* (2 charges; *Advanced Player's Guide*)
- *Glibness* (2 charges)
- *Mass suggestion* (4 charges)

CONSTRUCTION REQUIREMENTS | **COST** 28,600 GP

Craft Staff, *denounce*, *glibness*, *mass suggestion*, *suggestion*, *tongues*

STAFF OF SPIDERS

PRICE 30,200 GP

AURA moderate conjuration and transmutation | **CL** 8th | **WEIGHT** 5 lbs.

This staff is constructed from thousands of carefully prepared spiderwebs packed around a base and layered to make a shaft just as hard as oak, if not harder. A *staff of spiders* functions as a *+1/+1 quarterstaff*. It allows the use of the following spells:

- *Spider climb* (1 charge)
- *Web* (1 charge)
- Summon spider (as *summon monster III*, but only summons 1d3 giant spiders; 2 charges)

CONSTRUCTION REQUIREMENTS | **COST** 15,400 GP

Craft Magic Arms and Armor, Craft Staff, *spider climb*, *summon monster III*, *web*

STAFF OF STEALTH

PRICE 39,300 GP

AURA moderate illusion | **CL** 8th | **WEIGHT** 5 lbs.

This twisted, dark gray staff allows use of the following spells:

- *Disguise self* (1 charge)
- *Invisibility* (1 charge)
- *Nondetection* (1 charge)
- *Greater invisibility* (2 charges)

CONSTRUCTION REQUIREMENTS | **COST** 20,900 GP

Craft Staff, *disguise self*, *greater invisibility*, *invisibility*, *nondetection*

STAFF OF SWARMING INSECTS

PRICE 22,800 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 5 lbs.

Made of twisted darkwood covered with knots and nodules resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

CONSTRUCTION REQUIREMENTS | **COST** 11,400 GP

Craft Staff, *insect plague*, *summon swarm*

STAFF OF THE AVENGER

PRICE 37,310 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 5 lbs.

This shining golden staff is topped with a radiant gemstone that emits light like a torch. As a swift action, the wielder of the staff can cause it to change into a *+2 lance*, although it retains its other abilities. It can be made to revert to its staff form as a free action. The staff allows use of the following spells:

- *Bless weapon* (1 charge, cast on the staff only)
- *Shield other* (1 charge)
- *Discern lies* (2 charges)
- *Holy sword* (4 charges, cast on the staff only)

CONSTRUCTION REQUIREMENTS | **COST** 18,810 GP

Craft Magic Arms and Armor, Craft Staff, *bless weapon*, *discern lies*, *holy sword*, *shield other*

STAFF OF THE HIEROPHANT

PRICE 220,000 GP

AURA strong varies | **CL** 15th | **WEIGHT** 5 lbs.

The *staff of the hierophant* is a powerful magic item with the ability to both heal and harm, which also gives its wielder a number of protections. The staff is crafted from platinum and topped with a glowing blue diamond. The staff allows the use of the following spells:

- *Bless* (1 charge)
- *Cure moderate wounds* (1 charge)
- *Freedom of movement* (1 charge)
- *Hold person* (heightened to 5th level, 1 charge)
- *Prayer* (1 charge)
- *Searing light* (1 charge)
- *Cure critical wounds* (2 charges)
- *Flame strike* (2 charges)
- *Righteous might* (2 charges)
- *True seeing* (2 charges)

The wielder of a *staff of the hierophant* gains a +2 luck bonus to AC and on saving throws. The staff is also a *+2/+2 quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff deals double damage (×3 on a critical hit) for 1 round.

A *staff of the hierophant* can be used to restore the life of a dead creature by calling upon the wielder's deity to take the

staff as a blessing. This causes the staff to vanish, but restores life to any one dead creature as if casting *true resurrection*. In addition, after using this effect, the wielder who triggered it receives a +2 luck bonus on all ability checks, attack rolls, saving throws, and skill checks for 1 day.

CONSTRUCTION REQUIREMENTS **COST** 110,000 GP

Craft Magic Arms and Armor, Craft Staff, *bless*, *cure critical wounds*, *cure moderate wounds*, *flame strike*, *freedom of movement*, heightened *hold person*, *prayer*, *righteous might*, *searing light*, *true resurrection*, *true seeing*

STAFF OF THE MASTER

PRICE 30,000 GP

AURA moderate necromancy | **CL** 8th | **WEIGHT** 5 lbs.

Often given as gifts to apprentices upon reaching the rank of master, these staves come in eight different varieties, one for each school of magic. This particular staff is for the school of necromancy. Aside from acting as a *+1/+1 quarterstaff*, this staff allows use of the following spells:

- *Ray of enfeeblement* (1 charge)
- *Spectral hand* (1 charge)
- *Vampiric touch* (2 charges)

Additionally, the wielder can apply any metamagic feats she knows when she casts the spells above from the staff. This consumes a number of charges equal to the number of spell levels increased by the feat. She can apply no more than one metamagic feat to a spell cast from the staff in this way. Using the staff for this purpose does not increase the casting time of the spell.

CONSTRUCTION REQUIREMENTS **COST** 15,300 GP

Craft Magic Arms and Armor, Craft Staff, *ray of enfeeblement*, *spectral hand*, *vampiric touch*

STAFF OF THE PLANES

PRICE 63,960 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 5 lbs.

This obsidian staff twinkles as if reflecting the star-filled sky at night. The staff allows use of the following spells.

- *Planar adaptation* (1 charge; *Advanced Player's Guide*)
- *Planar binding* (2 charges)
- *Plane shift* (5 charges)

If the *staff of the planes* is fully charged, the wielder can deliberately snap the staff, causing it do shatter into thousands of pieces but opening a *gate* to a plane of the wielder's choice. This can only be used for planar travel, and the connection lasts for 1 minute, without requiring the wielder's concentration. If used in this way, the staff cannot be repaired or restored.

CONSTRUCTION REQUIREMENTS **COST** 31,980 GP

Craft Staff, *planar adaptation*, *planar binding*, *plane shift*

STAFF OF THE SCOUT

PRICE 9,600 GP

AURA moderate conjuration | **CL** 8th | **WEIGHT** 4 lbs.

This staff is carefully crafted from the branches of a tree, still intertwined as they grew and crowned with living leaves. The staff allows use of the following spells:

- *Know direction* (1 charge)
- *Pass without trace* (1 charge)
- *Summon nature's ally I* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 4,800 GP

Craft Staff, *know direction*, *pass without trace*, *summon nature's ally I*

STAFF OF THE WOODLANDS

PRICE 100,400 GP

AURA strong varies | **CL** 13th | **WEIGHT** 5 lbs.

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)
- *Summon nature's ally VI* (3 charges)
- *Wall of thorns* (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 cast *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

CONSTRUCTION REQUIREMENTS **COST** 50,500 GP

Craft Magic Arms and Armor, Craft Staff, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speak with animals*, *summon nature's ally VI*, *wall of thorns*

STAFF OF TOXINS

PRICE 34,200 GP

AURA moderate varies | **CL** 9th | **WEIGHT** 5 lbs.



This length of hemlock-shrouded oak gives off the faintest whiff of rot and corruption. It allows use of the following spells:

- *Stinking cloud* (1 charge)
- *Cloudkill* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 17,100 GP

Craft Staff, *cloudkill*, *stinking cloud*

STAFF OF TRANSMUTATION

PRICE 82,000 GP

AURA strong transmutation | **CL** 13th | **WEIGHT** 5 lbs.

This staff is generally carved from or decorated with petrified wood or fossilized bone that has been etched with tiny but complex runes. It allows use of the following spells:

- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Expeditious retreat* (1 charge)
- *Baleful polymorph* (2 charges)
- *Polymorph* (2 charges)
- *Disintegrate* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 41,000 GP

Craft Staff, *alter self*, *baleful polymorph*, *blink*, *disintegrate*, *expeditious retreat*, *polymorph*

STAFF OF TRAPS

PRICE 56,925 GP

AURA moderate abjuration | **CL** 8th | **WEIGHT** 5 lbs.

The tip of this dark wooden shaft holds a piece of hard, chalk-like stone between black, clawlike protrusions. The staff allows use of the following spells:

- *Alarm* (1 charge)
- *Magic mouth* (1 charge)
- *Phantom trap* (1 charge)
- *Explosive runes* (2 charges)
- *Fire trap* (2 charges)
- *Sepia snake sigil* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 36,525 GP

Craft Staff, *alarm*, *explosive runes*, *fire trap*, *magic mouth*, *phantom trap*, *sepia snake sigil*

STAFF OF TRAVEL

PRICE 54,400 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 3 lbs.

This staff appears to be nothing more than a finely made walking stick, but closer inspection reveals that it is inlaid with a fine copper tracery that makes up an intricate and incomprehensible arcane map. The staff allows use of the following spells:

- *Dimension door* (1 charge)
- *Fly* (1 charge)
- *Teleport* (2 charges)

In addition to these spells, the wielder of the *staff of travel* receives a +10-foot enhancement bonus to his base speed.

CONSTRUCTION REQUIREMENTS **COST** 27,200 GP

Craft Staff, *dimension door*, *expeditious retreat*, *fly*, *teleport*

STAFF OF TRICKS

PRICE 8,800 GP

AURA moderate illusion | **CL** 8th | **WEIGHT** 3 lbs.

This thin staff is made of stiff wood that has been wrapped in colorful bands of cloth and topped with a number of feathers, bells, and other decorative baubles. The staff allows use of the following spells:

- *Ghost sound* (1 charge)
- *Mage hand* (1 charge)
- *Prestidigitation* (1 charge)
- *Silent image* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 4,400 GP

Craft Staff, *ghost sound*, *mage hand*, *prestidigitation*, *silent image*

STAFF OF UNDERSTANDING

PRICE 14,400 GP

AURA moderate divination | **CL** 8th | **WEIGHT** 5 lbs.

This polished maple or oak staff is inlaid with ivory strips along its length, and runes of various languages also formed from inlaid ivory span the shaft. It allows use of the following spells:

- *Comprehend languages* (1 charge)
- *Detect thoughts* (2 charges)
- *Tongues* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 7,200 GP

Craft Staff, *comprehend languages*, *detect thoughts*, *tongues*

STAFF OF VISION

PRICE 86,666 GP

AURA moderate divination | **CL** 11th | **WEIGHT** 5 lbs.



A clear crystal orb is affixed to the top of this length of brass and scaled skin, and a smaller, crimson orb is set into a spherical ornament near the base of the shaft. The staff allows use of the following spells:

- *Arcane eye* (1 charge)
- *Arcane sight* (1 charge)
- *See invisibility* (1 charge)
- *Prying eyes* (2 charges)
- *Scrying* (2 charges)
- *True seeing* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 45,416 GP

Craft Staff, *arcane eye*, *arcane sight*, *prying eyes*, *scrying*, *see invisibility*, *true seeing*

STAFF OF WEATHER

PRICE 84,066 GP

AURA strong varies | **CL** 13th | **WEIGHT** 5 lbs.



The carved surface of this solid oaken beam always depicts a scene with the opposite qualities of the current weather (rainy on dry days, dry on rainy days, and so on). It allows use of the following spells:

- *Fog cloud* (1 charge)
- *Gust of wind* (1 charge)
- *Wind wall* (1 charge)
- *Ice storm* (2 charges)
- *Sleet storm* (2 charges)
- *Control weather* (3 charges)

CONSTRUCTION REQUIREMENTS **COST** 42,033 GP

Craft Staff, *control weather*, *fog cloud*, *gust of wind*, *ice storm*, *sleet storm*, *wind wall*

UNHOLY STAFF

PRICE 29,600 GP

AURA moderate evocation | **CL** 8th | **WEIGHT** 5 lbs.

This twisted iron staff bears ominous stains along its length, and ends in a black skull with red gemstone eyes. The staff allows use of the following spells:

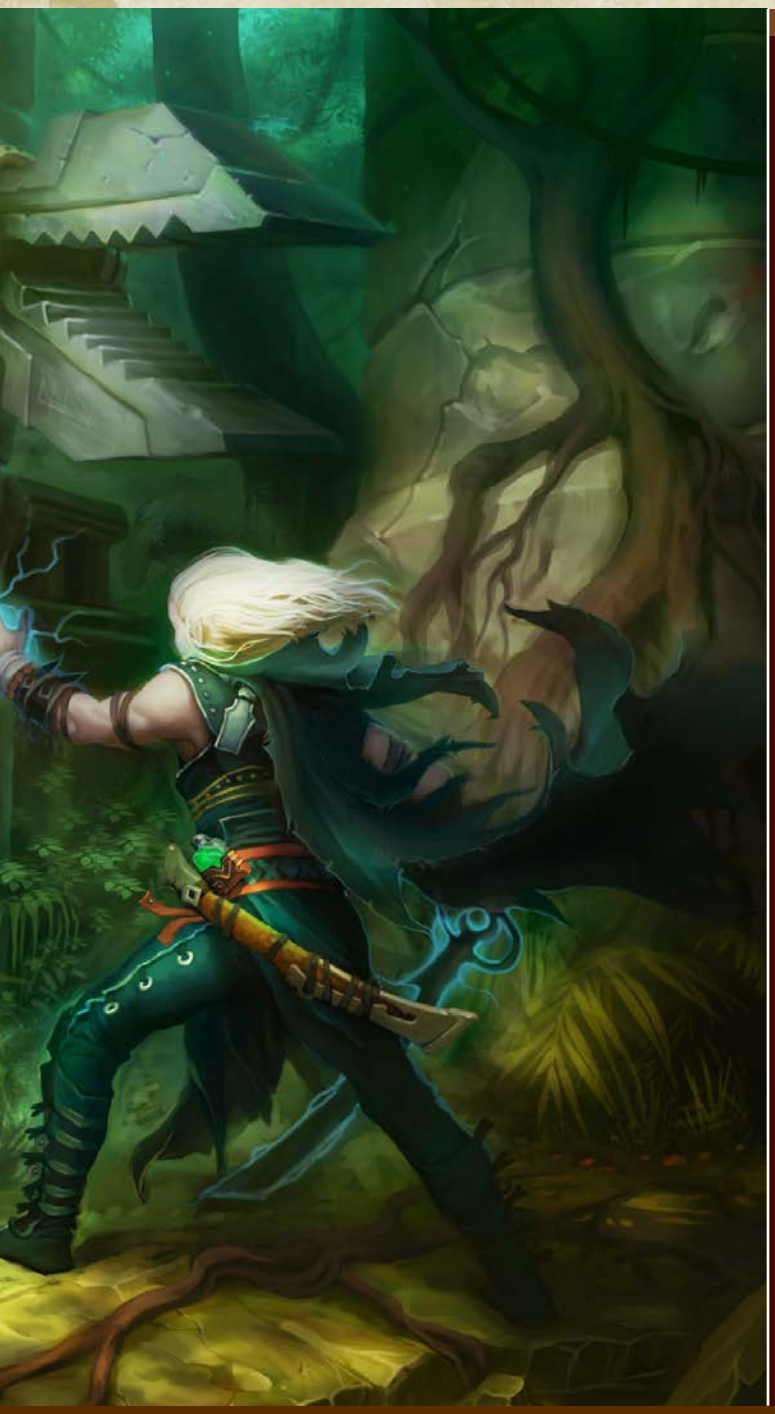
- *Align weapon* (evil only, 1 charge)
- *Detect good* (1 charge)
- *Magic circle against good* (2 charges)
- *Unholy blight* (2 charges)

CONSTRUCTION REQUIREMENTS **COST** 14,800 GP

Craft Staff, *align weapon*, *detect good*, *magic circle against good*, *unholy blight*



5 Wondrous Items



The metallic monstrosity rose from the pool, water streaming off its spiked carapace. A gleaming red eye, surrounded by clusters of smaller ones, turned toward the explorers with a grinding of rusted gears.

"What—" Seelah began, then cut off in a grunt as one huge claw swung out, fast as a slashing sword, and slammed into her breastplate. Breath left her as she tumbled to the muddy ground. Clicking and whirring, the machine extended spidery legs and stepped onto the shore. Steel rang as Seelah's sword bounced off the nearest leg without scratching it.

Seltyiel stepped forward and raised a hand, flickers of blue lightning crawling across his fingers. He smiled down at the fallen paladin.

"Since you're lying down on the job..."







Wondrous Items

Wondrous items are varied and diverse. Some must be worn in a specific magic item slot in order to work, while others must merely be possessed and utilized. "Wondrous item" is a catchall category for anything that doesn't fall into other groups, such as weapons, staves, and so on. Anyone can use a wondrous item, unless the item specifies otherwise.

There are two main categories of wondrous items: slotted and slotless. Slotted items take up a magic item slot, and must be worn by the character who wants to employ the item or benefit from its abilities.

Slotted Wondrous Items

When a character wears a slotted wondrous item he cannot gain the benefit from a wondrous items of the same slot until the first item is removed. Of course, a character may carry or possess any number of slotted items of the same type, but additional items have no effect until they are worn. Sometimes a slotted wondrous item must be worn for a period of time (typically 24 hours) before the item's full effect manifests. If a creature is missing the body part where a wondrous item is worn, it cannot use that type of slotted item. If a creature has multiple body parts that correspond to a single wondrous item slot, it can still only gain the benefit of one item of that slot.

There are 14 categories of slotted magic items. Armor, rings, and shields are described in other sections of this book, while the 11 other body slots are detailed below.

Belt: This slot consists of belts and other items that can be worn around the waist.

Body: This slot consists of body wraps, cassocks, corsets, dusters, harnesses, robes, vestments and any other article of clothing that can be worn on the body.

Chest: This slot consists of jackets, mantels, shirts, vests and other items that can be worn around the torso or chest.

Eyes: This slot consists of goggles, lenses, monocles, spectacles, and other items that can be worn over the eyes.

Feet: This slot consists of boots, horseshoes, sandals, shoes, slippers, and other items that can be worn on the feet.

Hands: This slot consists of gauntlets, gloves, and other items that can worn on the hands.

Head: This slot consists of circlets, crowns, hats, helms, hoods, masks, and other items that can be worn on the head.

Headband: This slot consists of bands, headbands, laurels, phylacteries, and other non-head slot items that can be worn around the forehead.

Neck: This slot consists of amulets, brooches, medallions, necklaces, periapts, scarabs, and other items that can be worn around the neck or fastened to a cloak.

Shoulders: This slot consists of capes, cloaks, cords, mantels, pauldrons, shawls, stoles, wings, and other items that can be worn on the shoulders.

Wrists: This slot consists of armbands, bracelets, bracers, gauntlets, manacles, shackles, vambraces, and other items that can worn over the wrists.

Table 5-1: Wondrous Item Types

d%	Wondrous Item Type
01–06	Belts (see Table 5–2, page 209)
07–12	Body (see Table 5–3, page 215)
13–17	Chest (see Table 5–4, page 221)
18–22	Eyes (see Table 5–5, page 225)
23–28	Feet (see Table 5–6, page 229)
29–34	Hands (see Table 5–7, page 235)
35–41	Head (see Table 5–8, page 241)
42–47	Headband (see Table 5–9, page 249)
48–54	Neck (see Table 5–10, page 255)
55–61	Shoulders (see Table 5–11, page 263)
62–67	Wrists (see Table 5–12, page 271)
68–100	Slotless (see Table 5–13, pages 277–280)

Other Wondrous Items

Wondrous items not worn in one of the magic item slots are called "slotless" wondrous items. Sometimes these items take the form of trinkets, like the *figurines of wondrous power*. Other times they are larger items, such as the *carpet of flying*. Typically the possession of such an item is enough to gain its benefit, but sometimes one must manipulate and activate the item. Slotless wondrous items are the largest category and most diverse of the wondrous items.

Special Wondrous Items

Some wondrous items are intelligent, while others provide some clue as to their function. Roll d%. A roll of 01 indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function (or if the item is command word-activated, that it has the command word or words written on it), and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes (see Intelligent Items, Chapter 6). Wondrous items with charges can never be intelligent.

Activation

Wondrous items are usually use-activated or activated by a command word, but details vary from item to item.

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

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some nonsensical word, or a word or phrase from an ancient language. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden

within a pattern or design engraved, carved, or built into the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills can be useful in identifying command words or deciphering clues regarding them. In such cases, a successful DC 30 check is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide a clue. The spells *detect magic*, *identify*, and *analyze dweomer* all reveal command words if the properties of the item are successfully identified.

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

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

EXTRADIMENSIONAL SPACES

A number of spells and magic items utilize extradimensional spaces, such as *rope trick*, *bags of holding*, *handy haversacks*, and *portable holes*. These spells and magic items create a tiny pocket space that does not exist in any dimension. Such items do not function, however, inside another extradimensional space. If placed inside such a space, they cease to function until removed from the extradimensional space. For example, if a *bag of holding* is brought into a *rope trick*, the contents of the *bag of holding* become inaccessible until the *bag of holding* is taken outside the *rope trick*. The only exception to this is when a *bag of holding* and a *portable hole* interact, forming a rift to the Astral Plane, as noted in their descriptions.



Belt Slot Wondrous Items

The belt category includes belts and other items worn on or around the waist.

Anyone can use a belt slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Anaconda's Coils

PRICE 18,500 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.



This snakeskin belt's buckle is shaped like a serpent's head. The wearer gains a +2 enhancement bonus to Strength and a +2 competence bonus on grapple combat maneuver checks. Treat the enhancement bonus to Strength as a temporary ability bonus for the first 24 hours the belt is worn. In addition, the belt grants the wearer the constrict ability (*Bestiary* 298) for 1d6 points of damage plus the wearer's Strength modifier.

CONSTRUCTION REQUIREMENTS | **COST** 9,250 GP

Craft Wondrous Item, *beast shape I*, *bull's strength*

Aquatic Cummerbund

PRICE 2,600 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

Long believed to have been gnome in origin, this stately cummerbund features a number of dancing dolphins embroidered on its deep blue material. The cummerbund grants its wearer a +4 competence bonus on Swim checks, and allows her to take 10 on such checks even if distracted or endangered.

CONSTRUCTION REQUIREMENTS | **COST** 1,300 GP

Craft Wondrous Item, *touch of the sea* (*Advanced Player's Guide*)

Belt of Dwarvenkind

PRICE 14,900 GP

AURA strong divination | **CL** 12th | **WEIGHT** 1 lb.



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, and spell-like effects.

CONSTRUCTION REQUIREMENTS | **COST** 7,450 GP

Craft Wondrous Item, *tongues*, creator must be a dwarf

Belt of Equilibrium

PRICE 12,000 GP

AURA faint conjuration | **CL** 3rd | **WEIGHT** 1 lb.

As long as this belt's wearer doesn't move more than 5 feet during her turn, she ignores the penalties for being fatigued, shaken, or sickened until the end of her next turn or until she moves more than 5 feet, whichever occurs first. While she does not take any of the penalties of those conditions, she is considered to be under the effect of those conditions until they end or are removed.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *lesser restoration*, *remove fear*

Belt of Fallen Heroes

PRICE 21,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.



This large brass belt has three panels depicting scenes of battle. Once per day on command, the wearer can summon the spirit of a hero of one of the depicted battles. This spirit acts as a *spiritual ally*, though unlike the force created by that spell, the summoned hero is not entirely mindless. Whether or not the summoned hero is active, it attempts to guide its wearer to victory via telepathic warning and advice, granting its user a +1 insight bonus on all saving throws.

CONSTRUCTION REQUIREMENTS | **COST** 10,500 GP

Craft Wondrous Item, *divine favor*, *spiritual ally*

Belt of Foraging

PRICE 6,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** 1 lb.

This belt allows its wearer to easily forage while in the wilderness. As long as the wearer of this belt has at least 1 rank in Survival, she need not make a check to get along in the wild; she always succeeds at that Survival check as long as she moves at half her overland speed. She can still choose to make that check to provide food and water for one other creature for every 2 points by which her result exceeds DC 10. Furthermore, she can instead make a DC 20 Survival check to get along in the wild while moving at full speed instead of half speed. While doing so, she can provide food and water for one other creature for every 2 points by which her check result exceeds 20.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *detect animals and plants*, creator must have 1 rank in Survival

Belt of Giant Strength

PRICE VARIES

+2 Strength	4,000 GP
+4 Strength	16,000 GP
+6 Strength	36,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.



This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Table 5–2: Belt Slot Wondrous Items

d%	LESSER MINOR BELT ITEM	PRICE
01–16	*Belt of tumbling*	800 gp
17–28	*Beneficial bandolier*	1,000 gp
29–40	*Meridian belt*	1,000 gp
41–54	*Bladed belt*	2,000 gp
55–70	*Heavyload belt*	2,000 gp
71–84	*Aquatic cummerbund*	2,600 gp
85–100	*Equestrian belt*	3,200 gp

d%	GREATER MINOR BELT ITEM	PRICE
01–18	*Belt of giant strength +2*	4,000 gp
19–36	*Belt of incredible dexterity +2*	4,000 gp
37–54	*Belt of mighty constitution +2*	4,000 gp
55–62	*Belt of teeth*	4,000 gp
63–74	*Blinkback belt*	5,000 gp
75–84	*Plague rat belt*	5,200 gp
85–100	*Belt of foraging*	6,000 gp

d%	LESSER MEDIUM BELT ITEM	PRICE
01–04	*Serpent belt*	9,000 gp
05–08	*Monkey belt*	9,400 gp
09–16	*Belt of physical might +2*	10,000 gp
17–22	*Belt of the weasel*	10,000 gp
23–27	*Belt of thunderous charging*	10,000 gp
28–32	*Minotaur belt*	11,000 gp
33–36	*Plague rat belt, greater*	11,200 gp
37–41	*Belt of equilibrium*	12,000 gp
42–46	*Security belt*	12,500 gp
47–51	*Belt of mighty hurling, lesser*	14,000 gp
52–57	*Belt of dwarvenkind*	14,900 gp
58–61	*Cord of stubborn resolve*	15,000 gp
62–71	*Belt of giant strength +4*	16,000 gp
72–80	*Belt of physical perfection +2*	16,000 gp
81–90	*Belt of incredible dexterity +4*	16,000 gp
91–100	*Belt of mighty constitution +4*	16,000 gp

d%	GREATER MEDIUM BELT ITEM	PRICE
01–12	*Monkey belt, greater*	18,000 gp
13–26	*Anaconda's coils*	18,500 gp
27–38	*Serpent belt, greater*	20,000 gp
39–53	*Belt of fallen heroes*	21,000 gp
54–67	*Gorgon belt*	23,000 gp
68–84	*Elemental earth belt*	24,000 gp
85–100	*Sash of flowing water*	25,000 gp

d%	LESSER MAJOR BELT ITEM	PRICE
01–12	*Merform belt*	32,000 gp
13–30	*Belt of giant strength +6*	36,000 gp
31–48	*Belt of incredible dexterity +6*	36,000 gp
49–66	*Belt of mighty constitution +6*	36,000 gp
67–88	*Belt of physical might +4*	40,000 gp
89–100	*Belt of mighty hurling, greater*	42,000 gp

d%	GREATER MAJOR BELT ITEM	PRICE
01–25	*Belt of stoneskin*	60,000 gp
26–55	*Belt of physical perfection +4*	64,000 gp
56–75	*Belt of physical might +6*	90,000 gp
76–90	*Shadowform belt*	110,000 gp
91–100	*Belt of physical perfection +6*	144,000 gp

CONSTRUCTION REQUIREMENTS	COST varies
+2 Strength	2,000 GP
+4 Strength	8,000 GP
+6 Strength	18,000 GP

Craft Wondrous Item, *bull's strength*

BELT OF INCREDIBLE DEXTERITY

PRICE VARIES

+2 Dexterity		4,000 GP
+4 Dexterity		16,000 GP
+6 Dexterity		36,000 GP
AURA moderate transmutation	**CL** 8th	**WEIGHT** 1 lb.



This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Dexterity	2,000 GP
+4 Dexterity	8,000 GP
+6 Dexterity	18,000 GP

Craft Wondrous Item, *cat's grace*

BELT OF MIGHTY CONSTITUTION

PRICE VARIES

+2 Constitution		4,000 GP
+4 Constitution		16,000 GP
+6 Constitution		36,000 GP
AURA moderate transmutation	**CL** 8th	**WEIGHT** 1 lb.



This belt's golden buckle depicts a bear's head. The belt grants the wearer an enhancement bonus to Constitution of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Constitution	2,000 GP
+4 Constitution	8,000 GP
+6 Constitution	18,000 GP

Craft Wondrous Item, *bear's endurance*

BELT OF MIGHTY HURLING, GREATER

PRICE 42,000 GP

AURA moderate transmutation	**CL** 12th	**WEIGHT** 1 lb.

This item functions as the *lesser belt of mighty hurling*, except it grants a +4 enhancement bonus to Strength and any thrown weapons its wearer hurls are treated as though

they had the *returning* quality. This does not apply to improvised ranged weapons, splash weapons, or weapons the wearer lacks proficiency with. Treat the bonus to Strength as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS	COST 21,000 GP

Craft Wondrous Item, *bull's strength*, *longshot* (*Ultimate Combat*), *returning weapon* (*Ultimate Combat*)

BELT OF MIGHTY HURLING, LESSER

PRICE 14,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

This thick leather belt is buckled with a bright bronze clasp in the shape of a fist. When worn, it grants its wearer a +2 enhancement bonus to Strength and allows him to apply his Strength modifier as a bonus on attack rolls instead of his Dexterity modifier when making ranged attacks with thrown weapons. Also, the range increment of any weapon thrown by the wearer gains a +10-foot bonus. Treat this Strength bonus as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP

Craft Wondrous Item, *bull's strength*, *longshot* (*Ultimate Combat*)

BELT OF PHYSICAL MIGHT

PRICE VARIES

+2 to two physical ability scores	10,000 GP
+4 to two physical ability scores	40,000 GP
+6 to two physical ability scores	90,000 GP

AURA strong transmutation | **CL** 12th | **WEIGHT** 1 lb.



This belt grants the wearer an enhancement bonus to two physical ability scores (Strength, Dexterity, or Constitution) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. These bonuses are chosen when the belt is created and cannot be changed.

CONSTRUCTION REQUIREMENTS	COST varies
+2 to two physical ability scores	5,000 GP
+4 to two physical ability scores	20,000 GP
+6 to two physical ability scores	45,000 GP

Craft Wondrous Item, *bear's endurance*, *bull's strength*, and/or *cat's grace*

BELT OF PHYSICAL PERFECTION

PRICE VARIES

+2 Strength, Dexterity, and Constitution	16,000 GP
+4 Strength, Dexterity, and Constitution	64,000 GP
+6 Strength, Dexterity, and Constitution	144,000 GP

AURA strong transmutation | **CL** 16th | **WEIGHT** 1 lb.



This belt has a large platinum buckle and grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Strength, Dexterity, and Constitution	8,000 GP
+4 Strength, Dexterity, and Constitution	32,000 GP
+6 Strength, Dexterity, and Constitution	72,000 GP

Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*

BELT OF STONESKIN

PRICE 60,000 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** 10 lbs.



Every 24 hours, this belt's wearer gains DR 10/adamantine until the belt absorbs 100 points of damage, at which point the belt becomes useless for the remainder of the 24-hour period. When first worn, or after each time this belt is taken off, it must worn for 24 consecutive hours in order for its magic to take effect again.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP

Craft Wondrous Item, *stoneskin*, creator must be an oread or a creature with the earth subtype

BELT OF TEETH

PRICE 4,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 3 lbs.



The brass buckle on this stout leather belt is fashioned to resemble three demonic faces. Once each round, this belt's buckle can animate, lashing out at a creature that provokes an attack of opportunity within 5 feet. This attack uses its wearer's base attack bonus and Strength modifier, with a +4 competence bonus. It deals damage as a bite attack made by a creature of its wearer's size (1d6 for a Medium wearer; see Table 3—1: Natural Attacks by Size, *Bestiary* 302) plus the wearer's Strength modifier. This belt does not add to the normal number of attacks the wearer can make in a round; it offers another way in which to make attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *magic fang*

BELT OF THE WEASEL

PRICE 10,000 GP

AURA moderate transmutation | **CL** 4th | **WEIGHT** 1 lb.



This surprisingly soft belt has an absurdly large buckle, made even more absurd by the fact that it's crafted in the shape of a smiling weasel's face. It grants its wearer a +2 enhancement bonus to Dexterity, and the ability to move at half normal speed while prone. Treat the enhancement bonus to Dexterity as a temporary ability bonus for the first 24 hours the belt is worn. The wearer does not take a penalty on melee attack rolls or to AC against melee attacks while prone. Additionally, the wearer gains the compression ability (*Bestiary 2* 295).

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *beast shape I*

BELT OF THUNDEROUS CHARGING

PRICE 10,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.



An engraving of a charging rhinoceros decorates this thick leather belt. The belt grants its wearer a +2 enhancement bonus to Strength. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

The belt magnifies the wearer's momentum whenever she charges, granting her a +2 bonus on bull rush and overrun maneuvers. Furthermore, when the wearer makes a charge attack, her melee weapons and natural weapons deal damage as if they were one size category larger than they actually are.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *bull's strength*, *lead blades* (*Advanced Player's Guide*)

BELT OF TUMBLING

PRICE 800 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 1 lb.

This thin and flexible cotton cord is meant to be wrapped several times around wearer's waist. The belt's wearer gains a +4 competence bonus on Acrobatics checks made to move through a threatened square or through an enemy's space.

CONSTRUCTION REQUIREMENTS | **COST** 400 GP

Craft Wondrous Item, *cat's grace*

BENEFICIAL BANDOLIER

PRICE 1,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 2 lbs.



This bandolier is made of finely tanned leather. It has slots for up to 200 rounds of ammunition. Pellets and black powder are kept in tiny individual pouches, and bullets in small loops. The bandolier alters itself as needed to accommodate both. There are also places on the *beneficial bandolier* for a gunsmith's kit and a powder horn. Regardless of what quantities of these items are placed within the *beneficial bandolier*, its weight does not change.

As a swift action, the wearer can command a single round of ammunition from the *beneficial bandolier* to teleport into a firearm of the appropriate type that he is wielding.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *secret chest*

BLADED BELT

PRICE 2,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 3 lbs.



Rather than being made of one continuous line of material, this belt consists of many bits of tanned leather joined together by thick metal studs. On command, the belt's wearer can transform the belt into a single masterwork slashing and/or piercing melee weapon of her choice. As long as she is holding the weapon, she can also revert it back to belt form with a command. Furthermore, the belt can be enchanted like a piercing and slashing melee weapon, using the cost of the belt as the cost of the masterwork item.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *magic weapon*

BLINKBACK BELT

PRICE 5,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 2 lbs.

A set of clips is attached to this segmented belt constructed of metallic links. Up to two one-handed melee weapons or up to four light melee weapons can be hung from the belt in straps or sheaths. When the wearer draws a weapon attached to this belt and throws it before the end of her next turn, the weapon teleports back to its strap or sheath immediately after the attack is resolved.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *teleport object*

CORD OF STUBBORN RESOLVE

PRICE 15,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

When fastened about the waist, this stout length of rope grants a +2 enhancement bonus to Constitution along with prodigious stamina. Treat the enhancement bonus to Constitution as a temporary ability bonus for the first 24 hours the belt is worn.

Any effect which would cause the wearer to become fatigued deals an additional 1d6 points of nonlethal damage instead. Any effect that would cause exhaustion likewise causes 1d6 points of nonlethal damage, and leaves the wearer fatigued instead of exhausted.

CONSTRUCTION REQUIREMENTS | **COST** 7,500 GP

Craft Wondrous Item, *bear's endurance*, *lesser restoration*

ELEMENTAL EARTH BELT

PRICE 24,000 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 3 lbs.

This belt is constructed of flat pieces of slate connected with strong leather straps. This belt grants its wearer a +4 enhancement bonus to Constitution, and the wearer is immune to effects that would push, pull, or forcefully move the wearer. This offers no protection from teleportation effects. Furthermore, once per day on command, the wearer can take the form of a Large earth elemental, as though subject to the *elemental body III* spell.

Treat the enhancement bonus to Constitution as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS | **COST** 12,000 GP

Craft Wondrous Item, *bear's endurance*, *elemental body III*

EQUESTRIAN BELT

PRICE 3,200 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

This belt is worked with images of horses stampeding across a barren, windswept plain. The belt's wearer automatically succeeds at any check to guide with the knees, stay in the saddle, fight with a combat-trained mount, control a mount in

battle, or make a fast mount or dismount, as long as the belt's wearer is wearing medium, light, or no armor. Furthermore, the belt grants a +4 competence bonus on all other Ride checks, including ones made while the wearer is in heavy armor.

CONSTRUCTION REQUIREMENTS | **COST** 1,600 GP

Craft Wondrous Item, *cat's grace*

GORGON BELT

PRICE 23,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

This belt grants its wearer a +4 enhancement bonus to Strength, and the ability to ignore difficult terrain while charging or making an overrun, bull rush, or trample attempt. Furthermore, once per day on command, its wearer can spew a 60-foot cone of poisonous green gas as a breath weapon. Any creature caught in the area of the gas can attempt a DC 18 Fortitude saving throw to resist its effect, but if the creature fails the saving throw, it is paralyzed for 1d4 rounds. At the end of its turn, a creature petrified by this breath weapon can attempt a new save to end the paralysis effect. Treat the enhancement bonus to Strength as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS | **COST** 11,500 GP

Craft Wondrous Items, *bull's strength*, *feather step* (*Advanced Player's Guide*), *poison*

HEAVYLOAD BELT

PRICE 2,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 3 lbs.



This wide leather belt is held together with two strands of oxen skin threaded through holes on each end. The belt's wearer is affected as though subject to a permanent *ant haul* spell (*Advanced Player's Guide*).

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *ant haul*

MERFORM BELT

PRICE 32,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 2 lbs.



Once per day, the wearer of this belt can command it to transform her into the form of a merfolk. While in this form, the wearer can breathe water and transform her lower body into a merfolk fishtail. Her new form provides a +2 natural armor bonus and a swim speed of 30 feet, though while the wearer is in this form her land speed is reduced to 5 feet. The wearer can take this form for up to 12 hours, and can end the effect at any time with a command.

CONSTRUCTION REQUIREMENTS | **COST** 16,000 GP

Craft Wondrous Item, *alter self*, *water breathing*

MERIDIAN BELT

PRICE 1,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

This narrow cloth belt has a silver buckle in the shape of four rings. The belt allows a creature to wear a magic ring on each foot in addition to the ring on each hand, though only two rings function at any given time. As a swift action, the wearer can change which of his rings are active (both hands, both feet, left hand and right foot, and so on). For example, a creature could wear a *ring of protection*, *ring of energy resistance*, *ring of swimming*, and *ring of counterspells*, switching between any two of them as a swift action each round as it desires.

The belt does not change the type of action required to activate a ring (for example, activating a *ring of invisibility* is still a standard action), but allows the wearer to easily switch between the constant powers of several worn rings. While the belt is worn, wearing a ring on a foot counts toward the attunement process of certain rings (such as a *ring of sustenance*) even if the belt isn't used to make that ring active during that attunement period.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *polymorph*

MINOTAUR BELT

PRICE 11,000 GP

AURA faint transmutation | **CL** 4th | **WEIGHT** 1 lb.

This belt grants its wearer a +2 enhancement bonus to Strength, and the ability to ignore difficult terrain while charging or making an overrun, bull rush, or trample attempt. Treat the enhancement bonus to Strength as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS | **COST** 5,500 GP

Craft Wondrous Items, *bull's strength*, *feather step* (*Advanced Player's Guide*)

MONKEY BELT

PRICE 9,400 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

This furry brown belt resembles the tail of a monkey. The belt grants the wearer a +2 enhancement bonus to Dexterity. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The wearer does not lose his Dexterity bonus to AC while climbing, and does not take a –5 penalty on Climb checks when climbing at half his speed. As a swift action the wearer can command the belt to animate, transforming it into a prehensile tail under the wearer's control. The tail does not grant the wearer any additional attacks or actions per round, nor can it wield weapons, but it can make unarmed attacks and hold or manipulate objects about as well as the wearer's normal limbs (though any activity requiring fingers is beyond the tail's capabilities). The belt can function as a tail for 5 minutes per day. These minutes do not need to be consecutive.

CONSTRUCTION REQUIREMENTS | **COST** 4,700 GP

Craft Wondrous Item, *beast shape I*, *cat's grace*

MONKEY BELT, GREATER

PRICE 18,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

This belt functions as a *monkey belt*, except it grants the wearer a +2 enhancement bonus to Strength and Dexterity.

Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

When the wearer speaks the command word to transform the belt into a prehensile tail, a *greater monkey belt* also gives the wearer a +5 circumstance bonus on Climb checks.

CONSTRUCTION REQUIREMENTS **COST** 9,000 GP

Craft Wondrous Item, *beast shape I*, *bull's strength*, *cat's grace*

PLAGUE RAT BELT

PRICE 5,200 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.



This belt grants its wearer a +2 enhancement bonus to Constitution. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. Also, as an immediate action three times per day, the wearer can call upon the belt to reroll a saving throw made to resist a disease or poison. The wearer must use the second roll, even if it is worse.

CONSTRUCTION REQUIREMENTS **COST** 2,600 GP

Craft Wondrous Item, *bear's endurance*, *neutralize poison*, *remove disease*

PLAGUE RAT BELT, GREATER

PRICE 11,200 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

This belt functions as a *plague rat belt*, except it grants the wearer a +2 enhancement bonus to Dexterity and Constitution. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

CONSTRUCTION REQUIREMENTS **COST** 5,600 GP

Craft Wondrous Item, *bear's endurance*, *cat's grace*, *neutralize poison*, *remove disease*

SASH OF FLOWING WATER

PRICE 25,000 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** 1 lb.

If this belt's wearer has at least one hand free (holding nothing), he can attempt to deflect a successful melee attack with an immediate action. To do so, he rolls an unarmed strike against the opponent, including any applicable modifiers such as a favored enemy bonus or the penalty for Power Attack. If his attack roll is greater than the opponent's attack roll, the attack is negated without effect. The unarmed strike itself causes no damage and does not count as a successful attack against the opponent. The opponent does not need to be within the wearer's reach to use this ability. Whether the attack succeeds or not, the wearer takes a –4 penalty on attack rolls until the end of his next turn.

CONSTRUCTION REQUIREMENTS **COST** 12,500 GP

Craft Wondrous Item, Combat Expertise, Improved Unarmed Strike

SECURITY BELT

PRICE 12,500 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

A *security belt* increases the DC of Sleight of Hand checks made against the wearer and checks to locate items or weapons hidden on the wearer's person by 5. The wearer also gets a +5 bonus to CMD against the steal maneuver. Once per day on command, the wearer can touch a single item of up to 10 cubic feet and shrink it into a tiny cloth duplicate as the *shrink item* spell. With a move action, the wearer can draw one of these items from one of the belt's pockets and return it to normal size. It is difficult to detect a *security belt* and any items in the pockets as magic. They are affected as though a constant *magic aura* spell were making them appear nonmagical.

CONSTRUCTION REQUIREMENTS **COST** 6,250 GP

Craft Wondrous Item, *magic aura*, *shrink item*

SERPENT BELT

PRICE 9,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

This belt's wearer gains a +4 bonus on saves against poisons and a +2 bonus on Escape Artist checks. In addition, once per day on command, the belt can be animated as a venomous snake or constrictor snake (*Bestiary* 255) that obeys the animator's spoken commands for up to an hour. If the animated snake is slain or moves 100 feet away from the animator, the snake reverts into belt form.

CONSTRUCTION REQUIREMENTS **COST** 4,500 GP

Craft Wondrous Item, *beast form I*, *neutralize poison*, *summon nature's ally II*

SERPENT BELT, GREATER

PRICE 20,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

This belt functions as a *serpent belt*, except it grants the wearer a +2 enhancement bonus to Strength and Dexterity. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. When the wearer animates the belt as a venomous or constrictor snake, she may speak a second command word to give the snake the advanced, celestial, entropic (*Bestiary 2*), fiendish, or resolute (*Bestiary 2*) simple template. Adding a planar template changes the snake's alignment to that of the corresponding planes.

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Craft Wondrous Item, *beast form I*, *bull's strength*, *cat's grace*, *neutralize poison*, *summon monster II* or *summon nature's ally II*

SHADOWFORM BELT

PRICE 110,000 GP

AURA strong transmutation | **CL** 17th | **WEIGHT** —

When wrapped around a wearer's waist, this belt grants a +6 enhancement bonus to Dexterity. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. Furthermore, as a swift action, its wearer can become incorporeal. While incorporeal, he does not gain a deflection bonus to AC based on his Charisma, but his natural armor bonus is converted to a deflection bonus. The wearer can remain incorporeal for up to 10 rounds per day. The rounds need not be consecutive.

CONSTRUCTION REQUIREMENTS **COST** 55,000 GP

Craft Wondrous Item, *cats grace*, *etherealness*

Body Slot Wondrous Items

The body slot consists of robes, vestments, and items that can be worn on or around the body.

Anyone can use a body slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

BLAZING ROBE		PRICE 11,000 GP
AURA moderate evocation	**CL** 8th	**WEIGHT** 1 lb.

This red and orange silk robe gives viewers the impression of a flame roiling just below the fabric's slick surface. The robe grants the wearer fire resistance 5 and increases the wearer's caster level for all spells with the fire descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of fire. Creatures other than the wearer within the area take 2d6 points of fire damage (Reflex DC 16 half).

CONSTRUCTION REQUIREMENTS	COST 5,500 GP

Craft Wondrous Item, Heighten Spell, *resist energy*, *fireball*

BODYWRAP OF MIGHTY STRIKES		PRICE VARIES
+1 bonus		3,000 GP
+2 bonus		12,000 GP
+3 bonus		27,000 GP
+4 bonus		48,000 GP
+5 bonus		75,000 GP
+6 bonus		108,000 GP
+7 bonus		147,000 GP
AURA faint evocation	**CL** 5th	**WEIGHT** 1 lb.

This long cloth is wrapped around the chest multiple times like a bandage. Once per round, the wearer may add an enhancement bonus of +1 to +5 on one attack and damage roll for an unarmed strike or natural attack (for one specific attack, not all attacks made with an unarmed strike that round). The wearer may use this item an additional time per round when his BAB reaches +6, +11, and +16.

Choosing to enhance an unarmed strike is not an action and may occur when it is not the wearer's turn (such as when making an attack of opportunity). The wearer must decide to use the item before the attack roll is made, but does not have to expend all uses at the same time. For example, if the wearer can use the item twice per round, he can use it once on his turn when making an attack and save the second for the possibility of making an attack of opportunity.

Additionally, the bodywrap can grant melee weapon special abilities to a creature's unarmed attacks, so long as those special abilities to be added apply to unarmed attacks. See Table 3–8: Melee Weapon Special Abilities (page 137) for a list of abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. Any special abilities are set at the time of creation. A *bodywrap of mighty strikes* cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +7. Unlike an *amulet of mighty fists*, a bodywrap needs to have a +1 enhancement bonus to grant a melee weapon special ability.

CONSTRUCTION REQUIREMENTS	COST varies
+1 bonus	1,500 GP
+2 bonus	6,000 GP
+3 bonus	13,500 GP
+4 bonus	24,000 GP
+5 bonus	37,500 GP
+6 bonus	54,000 GP
+7 bonus	73,500 GP

Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the bodywrap's bonus, plus any requirements of the melee weapon special abilities

CASSOCK OF THE CLERGY		PRICE 4,600 GP
AURA moderate abjuration	**CL** 1st	**WEIGHT** 1 lb.

The cut and color of this solemn vestment varies from religion to religion, but its properties are the same. The wearer may command the *cassock of the clergy* to display the holy symbol of her deity or hide this symbol. At the most basic level, the garment functions as a divine focus. Additionally, the wearer gains a +3 competence bonus on Charisma-based checks to influence creatures that match her alignment or that of her patron deity. Also, the wearer may use *bless* and *sanctuary* (DC 11) each once per day, and may prepare one additional orison each day. If the wearer is a spontaneous divine caster, once per day she may spend 1 hour in prayer to gain an orison of her choice as a spell known for the next 24 hours.

CONSTRUCTION REQUIREMENTS	COST 2,300 GP

Craft Wondrous Item, *bless*, *sanctuary*, creator must be a divine spellcaster

CORSET OF DIRE WITCHCRAFT		PRICE 22,000 GP
AURA moderate abjuration	**CL** 6th	**WEIGHT** 1 lb.



This slimming garment is fastened with laces, buckles, and buttons and reinforced with ribs of leather or bone. A *corset of dire witchcraft* grants a +4 armor bonus to AC. If the wearer is a witch, each day when she communes with her familiar to prepare spells, she may enhance one hex she knows, increasing its caster level by +2 for 24 hours. This enhancement ends if the corset is removed or if she uses it to enhance a different hex.

CONSTRUCTION REQUIREMENTS	COST 11,000 GP

Craft Wondrous Item, *mage armor*, creator must be a witch

CORSET OF THE VISHKANYA		PRICE 3,000 GP
AURA faint transmutation	**CL** 3rd	**WEIGHT** 1 lb.

This black corset fits neatly beneath armor. As a free action, the wearer can compress herself to fit through tight spaces as though affected by a *squeeze* spell (*Advanced Race Guide*) for up to 10 rounds per day. While using the corset's magic, she gains a +5 bonus on Escape Artist checks.

CONSTRUCTION REQUIREMENTS **COST** 1,500 GP

Craft Wondrous Item, *grease*, *squeeze*

DRUID'S VESTMENT

PRICE 3,750 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —



This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with elaborate 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.

CONSTRUCTION REQUIREMENTS **COST** 1,375 GP

Craft Wondrous Item, *polymorph* or wild shape ability

EIDOLON ANCHORING HARNESS

PRICE 6,000 GP

AURA moderate abjuration | **CL** 7th | **WEIGHT** 1 lb.

Loadstone studs line the straps of this ornate leather harness. When worn by an eidolon, the bindings act as a dimensional safety harness, anchoring the outsider to its current plane. Any time the eidolon would be forced to return to its home plane (such as when it's reduced to negative hit points equal to its Constitution score or when its master is rendered unconscious), it can expend one use of its summoner's *summon monster* spell-like ability as a free action to remain on the Material Plane for 1 round. The summoner does not need to be conscious for the eidolon to use this ability, but he must be within 100 feet. If the summoner is conscious, he can refuse to allow this expenditure (which means the eidolon is forced back to its home plane).

If the condition that would have sent the eidolon back to its home plane is still in effect after 1 round has passed, the eidolon may expend another use of its master's *summon monster* spell-like ability; otherwise it immediately returns to its home plane.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *dimensional anchor*

GUNMAN'S DUSTER

PRICE 36,000 GP

AURA strong abjuration | **CL** 12th | **WEIGHT** 5 lbs.



This long, loose-fitting coat grants a +4 armor bonus to AC and a +2 luck bonus to the wearer's touch AC against firearm attacks. If the wearer is a gunslinger or has the Amateur Gunslinger feat (see *Ultimate Combat*), she begins each day with 1 additional grit point. This extra point does not increase her maximum grit total. When the wearer uses the gunslinger's dodge deed, the deed's dodge bonuses to AC increase by +1. If the wearer is not a gunslinger, she may use the gunslinger's dodge deed once per day.

CONSTRUCTION REQUIREMENTS **COST** 18,000 GP

Craft Wondrous Item, Amateur Gunslinger or creator must be a gunslinger, *bullet shield*

TABLE 5-3: BODY SLOT WONDROUS ITEMS

d%	LESSER MINOR BODY ITEM	PRICE
01–20	*Robe of infinite twine*	1,000 gp
21–35	*Robe of needles*	1,000 gp
36–60	*Robe of bones*	2,400 gp
61–70	*Bodywrap of mighty strikes +1*	3,000 gp
71–80	*Corset of the vishkanya*	3,000 gp
81–100	*Druid's vestment*	3,750 gp

d%	GREATER MINOR BODY ITEM	PRICE
01–15	*Cassock of the clergy*	4,600 gp
16–30	*Mnemonic vestment*	5,000 gp
31–45	*Robe of components*	5,000 gp
46–60	*Sorcerer's robe*	5,000 gp
61–75	*Eidolon anchoring harness*	6,000 gp
76–100	*Robe of useful items*	7,000 gp

d%	LESSER MEDIUM BODY ITEM	PRICE
01–15	*Robe of blending*	8,400 gp
16–26	*Blazing robe*	11,000 gp
27–37	*Shocking robe*	11,000 gp
38–48	*Voidfrost robe*	11,000 gp
49–59	*Bodywrap of mighty strikes +2*	12,000 gp
60–75	*Monk's robe*	13,000 gp
76–100	*Robe of arcane heritage*	16,000 gp

d%	GREATER MEDIUM BODY ITEM	PRICE
01–25	*Xorn robe*	20,000 gp
26–52	*Corset of dire witchcraft*	22,000 gp
53–76	*Bodywrap of mighty strikes +3*	27,000 gp
77–100	*Robe of scintillating colors*	27,000 gp

d%	LESSER MAJOR BODY ITEM	PRICE
01–40	*Gunman's duster*	36,000 gp
41–80	*Bodywrap of mighty strikes +4*	48,000 gp
81–100	*Smuggler's collapsible robe*	48,000 gp

d%	GREATER MAJOR BODY ITEM	PRICE
01–10	*Robe of stars*	58,000 gp
11–15	*Robe of gates*	64,000 gp
16–20	*Otherworldly kimono*	67,000 gp
21–40	*Bodywrap of mighty strikes +5*	75,000 gp
41–51	*Resplendent robe of the thespian*	75,000 gp
52–67	*Robe of the archmagi*	75,000 gp
68–77	*Bodywrap of mighty strikes +6*	108,000 gp
78–97	*Robe of eyes*	120,000 gp
98–100	*Bodywrap of mighty strikes +7*	147,000 gp

MNEMONIC VESTMENT

PRICE 5,000 GP

AURA strong transmutation | **CL** 17th | **WEIGHT** 1 lb.

The surface of this delicate-looking blue silk robe is adorned with tiny embossed runes across its entire surface. If the wearer is a spontaneous caster, once per day she may use a spell slot to cast a spell from a written source (such as a scroll or spellbook) as if she knew that spell. The spell must be on her spell list, the same spell level or lower than the expended spell slot, and the same type of spell (arcane or divine) as the spell slot expended. The caster must also understand the written source (such as using Decipher Script or *read magic*) and be carrying it. Activating the robe is not an action, but casting the spell otherwise works as normal, including casting time, providing components or foci, and so on. Using a *mnemonic vestment*'s properties does not consume the written source. A *mnemonic vestment* must be worn for 24 consecutive hours before using its effects.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *mnemonic enhancer*, creator must be able to spontaneously cast spells

MONK'S ROBE

PRICE 13,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 1 lb.

When worn, this simple brown robe confers great ability in unarmed combat. If the wearer has levels in monk, her AC and unarmed damage are treated as a monk of 5 levels higher. If donned by a character with the Stunning Fist feat, the robe 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 (although she does not add her Wisdom bonus to her AC). This AC bonus functions just like the monk's AC bonus.

CONSTRUCTION REQUIREMENTS | **COST** 6,500 GP

Craft Wondrous Item, *righteous might* or *transformation*

OTHERWORLDLY KIMONO

PRICE 67,000 GP

AURA strong conjuration | **CL** 15th | **WEIGHT** 1 lb.

Embroidered images of cherry blossoms and cranes in flight adorn this blue silk kimono. The wearer can move and reposition these images on the kimono at will. The kimono grants its wearer a +4 resistance bonus on all saving throws and a +4 bonus on all caster level checks.

Once per day, the wearer can capture a single creature within 60 feet within the kimono (no save), shunting the victim into an extradimensional space similar to that created by a *maze* spell. Inside this otherworldly prison, the maze appears as an endless cherry orchard filled with "walls" of windblown cherry blossoms and cranes flying overhead. Each round on its turn, the victim inside the kimono may attempt a DC 20 Intelligence check to escape the kimono as a full-round action. If the victim doesn't escape, it is released after 10 minutes, returning to where it had been before the kimono drew it in. If this location is occupied by another creature or a solid object, the subject appears in the nearest open space.

Whenever a creature is drawn inside the kimono, the victim's image temporarily manifests as another embroidered design among the kimono's other images. While a victim is trapped inside, the kimono's bonuses on saving throws and caster level checks are increased by 2 (to +6). The kimono's increased bonuses return to normal when the victim is freed or released.

CONSTRUCTION REQUIREMENTS | **COST** 33,500 GP

Craft Wondrous Item, Heighten Spell, *maze*, *resistance*

RESPLENDENT ROBE OF THE THESPIAN

PRICE 75,000 GP

AURA strong varied | **CL** 16th | **WEIGHT** 1 lb.



These magnificent vestments disguise the presence of armor as normal clothing (as the *glamered* armor property). When worn by a bard, the robe grants the wearer the following powers:

- Spell resistance 18
- +4 resistance bonus on all saving throws
- +2 enhancement bonus on caster level checks made to overcome spell resistance

Bards and those who fancy themselves actors or performers commission versions of these robes using only the finest fabric.

CONSTRUCTION REQUIREMENTS | **COST** 37,500 GP

Craft Wondrous Item, *antimagic field*, *break enchantment*, *greater heroism*, *veil*

ROBE OF ARCANE HERITAGE

PRICE 16,000 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 1 lb.



These elegant, dark purple robes are usually decorated with gold stitching suggesting a particular sorcerer bloodline, though some might indicate a family tree. When a sorcerer dons a robe of arcane heritage, the stitching pulls itself apart and reweaves to match her particular sorcerer bloodline. The wearer treats her sorcerer level as 4 higher than normal for the purpose of determining what bloodline powers she can use and their effects.

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, *speak with dead*, creator must be a sorcerer

ROBE OF BLENDING

PRICE 8,400 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 1 lb.

Once per day this simple woolen robe allows you to assume the form of another humanoid creature, as if using *alter self*. This change lasts for 1 hour, although you can end it prematurely as a free action. While in this form, you also gain the ability to speak and understand the basic racial languages of your chosen form. For example, if you take the form of an orc, you can speak and understand Orc.

CONSTRUCTION REQUIREMENTS | **COST** 4,200 GP

Craft Wondrous Item, *alter self*, *tongues*

ROBE OF BONES

PRICE 2,400 GP

AURA moderate necromancy | **CL** 6th | **WEIGHT** 1 lb.



This sinister item functions much like a *robe of useful items*, but specifically 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, recognize them as 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:

- Human skeleton
- Wolf skeleton
- Heavy horse skeleton
- Fast goblin zombie
- Tough human zombie
- Plague ogre zombie

CONSTRUCTION REQUIREMENTS | **COST** 1,200 GP

Craft Wondrous Item, *animate dead*

ROBE OF COMPONENTS

PRICE 5,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.



The pockets of this simple blue robe always seem to carry just what the wearer needs whenever she casts a spell. The robe functions as a spell component pouch, providing any spell components or focuses that are necessary for the wearer's spellcasting. The robe can even produce spell components or foci with a specific cost, though it provides no more than 50 gp worth of such materials in any single day. The materials supplied by the robe are suitable only for spellcasting, and disappear if they leave the wearer's person or when the spell requiring them is cast.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *minor creation*

ROBE OF EYES

PRICE 120,000 GP

AURA moderate divination | **CL** 11th | **WEIGHT** 1 lb.



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 creatures or objects within 120 feet. The wearer of a *robe of eyes* gains a +10 competence bonus on Perception checks. She retains her Dexterity bonus to AC even when flat-footed, and can't be flanked. She is not able to avert 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 the wearer to be blinded for 1d3 minutes. A *daylight* spell blinds the wearer for 2d4 minutes.

CONSTRUCTION REQUIREMENTS | **COST** 60,000 GP

Craft Wondrous Item, *true seeing*

ROBE OF GATES

PRICE 64,000 GP

AURA strong conjuration | **CL** 17th | **WEIGHT** 1 lb.

Silver circles and conjuring runes decorate this black robe. Three times per day when the wearer uses a summoning spell or spell-like ability to summon a variable number of creatures, he can choose to summon the maximum number of creatures possible. Creatures summoned in this way step from the shadowy folds of the robe, and appear adjacent to the wearer. If there isn't sufficient room for all the creatures to appear, the extra creatures are wasted and do not appear.

If the wearer is a summoner, he can call upon the robe to summon his eidolon as a standard action once per day. It must appear adjacent to the summoner when called this way.

CONSTRUCTION REQUIREMENTS | **COST** 32,000 GP

Craft Wondrous Item, Maximize Spell, *gate*, *summon eidolon*

ROBE OF INFINITE TWINE

PRICE 1,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.

This coarse hempen robe seems made from a single strand of twine. The wearer can draw up to 30 feet of twine or up to 10 feet of hemp rope per round from the robe without harming it. As an immediate action, the wearer can draw up to 150 feet of twine or 50 feet of rope from the robe, but this gives the robe the broken condition and suppresses its powers until it is repaired. Twine or rope drawn from the robe remains connected until cut or torn, but is treated as common material rather than part of a magic item. Pieces removed become normal twine or rope.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *minor creation*

ROBE OF NEEDLES

PRICE 1,000 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 4 lbs.



This dark, hooded robe has six long, silvery, razor-sharp needles protruding from the bottom of its loose sleeves, three on each side. The wearer can launch one needle as a ranged touch attack. The needle counts as a thrown weapon with a range increment of 10 feet. If the needle hits, it embeds itself in the target's flesh, dealing 1 point of piercing damage and 1

point of bleed damage. A creature can pull out the needle as a full-round action, which ends the bleed effect. The needle is destroyed if an attack with it misses or when it is removed from a creature it was embedded in. The robe regrows all spent needles each morning.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *bleed*

ROBE OF SCINTILLATING COLORS

PRICE 27,000 GP

AURA moderate illusion | **CL** 11th | **WEIGHT** 1 lb.



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). Additionally, the robe continuously illuminates a 30-foot radius. The effect can be used no more than a total of 10 rounds per day.

CONSTRUCTION REQUIREMENTS | **COST** 13,500 GP

Craft Wondrous Item, *blur*, *rainbow pattern*

ROBE OF STARS

PRICE 58,000 GP

AURA strong varied | **CL** 15th | **WEIGHT** 1 lb.



This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

It enables the wearer to travel physically to the Astral Plane, at will and on command as if using the *plane shift* spell. Once he has done so, the wearer can also return to his plane of origin on command, also as per the *plane shift* spell.

This robe also grants its wearer a +1 luck bonus on all saving throws.

Finally, the 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. The stars are replenished once per month.

CONSTRUCTION REQUIREMENTS | **COST** 29,000 GP

Craft Wondrous Item, *magic missile*, *astral projection* or *plane shift*

ROBE OF THE ARCHMAGI

PRICE 75,000 GP

AURA strong varied | **CL** 14th | **WEIGHT** 1 lb.



This normal-appearing garment is attuned to one of three types of alignment. It can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). To most wearers, the robe offers no powers or has no effects unless the wearer's alignment doesn't match that of the robe (see below). Only an arcane spellcaster can fully realize this potent magic item's powers once the robe is donned. These powers are as follows.

- +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 permanent negative levels. The same 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 permanent negative levels. These negative levels remain as long as the garment is worn and cannot be overcome in any way (including through *restoration* spells). Negative levels are immediately removed if the robe is removed from the wearer.

CONSTRUCTION REQUIREMENTS | **COST** 37,500 GP

Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe

ROBE OF USEFUL ITEMS

PRICE 7,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.



A character who dons this battered robe notes that its patches rearrange into the shapes of various helpful but mundane items. Only the wearer of the robe can see the true shapes of 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 (full 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 saddlebags)
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.

CONSTRUCTION REQUIREMENTS **COST** 3,500 GP

Craft Wondrous Item, *fabricate*

SHOCKING ROBE

PRICE 11,000 GP

AURA moderate abjuration and evocation | **CL** 10th | **WEIGHT** 1 lb.

This violet and yellow silk robe gives the impression of electricity crackling over its surface. The robe grants the wearer electricity resistance 5 and increases the wearer's caster level for all spells with the electricity descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of electricity. Creatures other than the wearer within the area take 2d6 points of electricity damage (Reflex DC 16 half).

CONSTRUCTION REQUIREMENTS **COST** 5,500 GP

Craft Wondrous Item, Heighten Spell, *resist energy*, *lightning bolt*

SMUGGLER'S COLLAPSIBLE ROBE

PRICE 48,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 1 lb.



Appearing to be nothing more than a ratty wool robe with a hood, this garment is an invaluable tool for spies, thieves, and smugglers. On command, the wearer and non-living objects up to her maximum load are sucked into an extradimensional space within the robe, leaving the robe to collapse where the wearer was standing. The robe appears to be merely a pile of discarded clothes, and does not detect as magical or function so long as the wearer is within the extradimensional space.

While inside the extradimensional space, the wearer cannot take most actions, but can breathe comfortably for up to 24 hours. The wearer can see the area around the robe, though special senses such as darkvision or blindsense do not function. The wearer may leave the extradimensional space with a thought as a free action—the only action he can make while inside the extradimensional space. He reappears wearing the robe once more. However, if there is not enough room for the wearer to reappear (for example, if the robe was placed inside a small box) then the wearer cannot leave the extradimensional space.

If the robe is destroyed or its magic suppressed while the wearer is within the extradimensional space, or if he spends 24 hours within it, he and all objects inside reappear instantaneously in the robe's space, and the wearer is dazed for one round.

CONSTRUCTION REQUIREMENTS **COST** 24,000 GP

Craft Wondrous Item, *secret chest*, *magic aura*, *arcane eye*

SORCERER'S ROBE

PRICE 5,000 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 1 lb.

This dapper robe enables a sorcerer to add the effects of her 1st-level bloodline power to spells she casts. As a swift action before casting a spell, the wearer expends one use of her 1st-level bloodline power and selects one target of the spell to be affected by that bloodline power. If the spell allows a saving throw, a successful save against the spell means the bloodline power deals half damage (if it normally deals hit point damage) or is negated (if it does not). The robe can be used up to three times per day.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, Quicken Spell-Like Ability, creator must be a sorcerer

VOIDFROST ROBE

PRICE 11,000 GP

AURA moderate abjuration and evocation | **CL** 10th | **WEIGHT** 1 lb.

This blue and white silk robe gives the impression of ice and frozen fog forming over its surface. The robe grants the wearer cold resistance 5 and increases the wearer's caster level for all spells with the cold descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of cold. Creatures other than the wearer within the area take 2d6 points of cold damage (Reflex DC 16 half).

CONSTRUCTION REQUIREMENTS **COST** 5,500 GP

Craft Wondrous Item, Heighten Spell, *resist energy*, *cone of cold*

XORN ROBE

PRICE 20,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

This brown and gray robe is always dirty, and the chest and the back of each shoulder is decorated with a gem-like eye pattern. The wearer gains a +5 bonus on Perception checks, and can use earth glide to pass through up to 20 feet of natural or worked stone per day. The distance traveled with earth glide does not need to be consecutive, but it must be used in 5-foot increments. The wearer is able to safely chew, swallow, digest, and derive nutrition from gems, precious metals, and metallic ore, with 100 gp worth of these materials sustaining him for 1 full day. If the wearer removes the robe after such a meal, he is sickened until 24 hours have passed since the last meal of this kind. Wearing the robe again immediately negates this penalty.

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Craft Wondrous Item, *passwall*, *purify food and drink*

Chest Slot Wondrous Items

The chest slot consists of jackets, mantles, shirts, vests, and other items that can be worn around the torso or chest.

Anyone can use a chest slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

ALL TOOLS VEST

PRICE 1,800 GP

AURA faint conjuration | **CL** 1st | **WEIGHT** 5 lbs.



This well-made leather vest bears numerous shiny metal buttons, which stud a number of bulging pockets. Once per day, as a standard action, the wearer can speak the vest's command word and order it to bring forth all the standard tools required to make checks for any one Craft skill. These tools appear in the countless pockets of the vest or, if too heavy, on the floor, on a nearby shelf, on a workbench, or in a toolbox or cupboard that appears nearby. Once summoned, they remain for 24 hours or until another creature touches them, whichever comes first.

CONSTRUCTION REQUIREMENTS | **COST** 900 GP

Craft Wondrous Item, *summon instrument*

BANDAGES OF RAPID RECOVERY

PRICE 200 GP

AURA faint conjuration | **CL** 1st | **WEIGHT** 1 lb.



These linen bandages have the same color and softness as the feathers of a dove, but their antiseptic smell suggests a less natural origin. Any creature wrapped in these bandages recovers from wounds and ability damage each day as if receiving complete bed rest, regardless of activity (*Core Rulebook* 191). A creature actually receiving long-term care (from the Heal skill) or complete bed rest while wearing the bandages gains a +4 bonus to its effective level or Hit Dice when determining how many hit points it recovers each day. The bandages are destroyed once removed or when the wearer recovers all hit points and ability damage, whichever comes first.

CONSTRUCTION REQUIREMENTS | **COST** 100 GP

Craft Wondrous Item, *cure light wounds*, *lesser restoration*, *stabilize*

BANE BALDRIC

PRICE 10,000 GP

AURA moderate conjuration | **CL** 10th | **WEIGHT** 1 lb.

This ornate sash of embroidered velvet stretches across the chest from shoulder to waist. If the wearer is an inquisitor, she is treated as five levels higher when using her bane and greater bane abilities. If the wearer is not an inquisitor, she gains the bane ability of a 5th-level inquisitor, but must first attune a light or one-handed melee weapon to the baldric by hanging it from the cloth for 24 hours, and can only use the bane ability with the attuned weapon. Attuning a new weapon to the baldric ends the attunement for the previous weapon.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *summon monster I*, creator must be an inquisitor

CACKLING HAG'S BLOUSE

PRICE 6,000 GP

AURA faint enchantment | **CL** 3rd | **WEIGHT** 2 lbs.

This loose-fitting blouse is adorned with grotesque fetishes and trophies, granting the wearer a +2 competence bonus on Intimidate checks. If the wearer is a witch, she gains the cackle hex. If the wearer already has the cackle hex, twice per day she can use her cackle ability as a swift action instead of a move action.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *hideous laughter* or the cackle hex, creator must have 5 ranks in Intimidate

DEADSHOT VEST

PRICE 6,000 GP

AURA faint necromancy | **CL** 3rd | **WEIGHT** 1 lb.



This rough vest of black snakeskin is decorated with a fringe of rawhide tassels, each knotted around a bit of bone or a small animal skull. A gunslinger with the deadeye deed reduces the grit point cost to use that deed by 1 (minimum 1 grit).

In addition, once per day when the wearer reduces a creature to 0 or fewer hit points with a firearm she can use *death knell* (Will DC 13 negates) against that target as a swift action. She does not have to touch the target to activate this ability, but her range increment penalty for shooting the target also applies to the saving throw DC of the *death knell* (for example, if the range increment penalty is –2, the DC is 11).

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *death knell*, *true strike*

ENDLESS BANDOLIER

PRICE 1,500 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 2 lbs.

Small loops sewn into this bandolier look like they can hold twenty alchemical cartridges (ammunition for a firearm, see *Ultimate Combat*), but due to a subtle bending of space can actually hold up to 60 cartridges. Additionally, the six thin pockets on the bandolier are extradimensional spaces meant to hold extra guns and gear. The four small pockets can each hold a one-handed firearm, 1 pound of ammunition, a powder horn, or a similarly sized object. The two large pockets are large enough to hold a two-handed firearm or

a similarly sized object. The wearer can draw an item stored in the bandolier as easily as if from an ordinary ammunition pouch or holster. The bandolier weighs the same no matter what is placed inside it.

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Wondrous Item, *secret chest*

MANTLE OF FAITH

PRICE 76,000 GP

AURA strong abjuration | **CL** 20th | **WEIGHT** —



This holy garment bears the varied religious icons and favored colors of a specific faith. When worn over normal clothing, it grants damage reduction 5/evil to the character wearing it.

CONSTRUCTION REQUIREMENTS	COST 38,000 GP

Craft Wondrous Item, *stoneskin*

MANTLE OF IMMORTALITY

PRICE 50,000 GP

AURA strong transmutation | **CL** 17th | **WEIGHT** 1 lb.

This elegant cape, trimmed in gold in a pattern resembling an ancient maze, forestalls the negative effects of aging. The wearer no longer suffers penalties to Strength, Dexterity, and Constitution from being of middle age or older (*Core Rulebook* 169). The penalties return if the robe is removed (or its powers suppressed), and the sudden weight of years is so traumatic that the wearer must make a DC 20 Fortitude save or be exhausted for 24 hours. Donning the robe again removes the age penalties, but does not remove this exhaustion, which must pass on its own or be remedied with magic.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP

Craft Wondrous Item, *greater age resistance*

MANTLE OF SPELL RESISTANCE

PRICE 90,000 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** —



This light mantle bears a variety of mysterious symbols. When worn over normal clothing or armor, this magical garment grants the wearer spell resistance 21.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Craft Wondrous Item, *spell resistance*

MERCIFUL BALDRIC

PRICE 60,000 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 2 lbs.

This sash of white silk embroidered with golden suns never tears, fades, or soils. Once per day, a paladin wearing this baldric can select three extra mercies of her level or lower she does not already know and add them to the list of mercies she can use for the day. She has access to these mercies for 24 hours. When the wearer uses a mercy to remove a condition caused by a curse, disease, or poison, the mercy actually cures the source curse, disease, or poison rather than merely suppressing it for 1 hour.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP

Craft Wondrous Item, Extra Mercy, *remove disease*, *remove curse*, creator must be lawful good

TABLE 5–4: CHEST SLOT WONDROUS ITEMS

d%	LESSER MINOR CHEST ITEM	PRICE
01–15	*Bandages of rapid recovery*	200 gp
16–30	*Quick runner's shirt*	1,000 gp
31–50	*Endless bandolier*	1,500 gp
51–75	*All tools vest*	1,800 gp
76–100	*Vest of surgery*	3,000 gp

d%	GREATER MINOR CHEST ITEM	PRICE
01–10	*Sash of the war champion*	4,000 gp
11–20	*Sipping jacket*	5,000 gp
21–31	*Tunic of careful casting*	5,000 gp
32–42	*Vest of escape*	5,200 gp
43–52	*Cackling hag's blouse*	6,000 gp
53–62	*Deadshot vest*	6,000 gp
63–70	*Prophet's pectoral*	6,000 gp
71–79	*Tunic of deadly might*	6,000 gp
80–90	*Vest of the vengeful tracker*	6,000 gp
91–100	*Resplendent uniform coat*	7,000 gp

d%	LESSER MEDIUM CHEST ITEM	PRICE
01–13	*Shirt of immolation*	8,000 gp
14–28	*Snakeskin tunic*	8,000 gp
29–40	*Bane baldric*	10,000 gp
41–60	*Unfettered shirt*	10,000 gp
61–80	*Poisoner's jacket, lesser*	12,000 gp
81–100	*Vest of the cockroach*	16,000 gp

d%	GREATER MEDIUM CHEST ITEM	PRICE
01–50	*Vest of stable mutation*	20,000 gp
51–100	*Spectral shroud*	26,000 gp

d%	LESSER MAJOR CHEST ITEM	PRICE
01–60	*Mantle of immortality*	50,000 gp
61–100	*Poisoner's jacket, greater*	58,000 gp

d%	GREATER MAJOR CHEST ITEM	PRICE
01–35	*Merciful baldric*	60,000 gp
36–70	*Mantle of faith*	76,000 gp
71–100	*Mantle of spell resistance*	90,000 gp

POISONER'S JACKET, GREATER

PRICE 58,000 GP

AURA strong conjuration and necromancy | **CL** 15th | **WEIGHT** 4 lbs.

This jacket has the abilities of a *lesser poisoner's jacket*, and once per day the wearer can create a vial that reproduces the effect of any poison in the *Core Rulebook* that costs 4,000

gp or less. The jacket's poison always looks like a murky lime fluid. This poison becomes inert after 1 hour.

CONSTRUCTION REQUIREMENTS **COST** 29,000 GP

Craft Wondrous Item, *major creation*, *poison*

POISONER'S JACKET, LESSER

PRICE 12,000 GP

AURA faint conjuration and necromancy | **CL** 5th | **WEIGHT** 3 lbs.

Three times per day, the wearer of this dark jacket can create a vial containing one dose of any poison from the *Core Rulebook* that costs 300 gp or less. The jacket's poison always looks like a murky amber fluid. This poison becomes inert after 1 hour.

CONSTRUCTION REQUIREMENTS **COST** 6,000 GP

Craft Wondrous Item, *minor creation*, *poison*

PROPHET'S PECTORAL

PRICE 6,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** 1 lb.

The sacred stones, graven star-patterns, and wisdom-writings on this chestplate increase the wearer's chance of success with *augury*, *divination*, and *contact other plane*. The wearer adds 1d6 to the d% roll each time she uses such a spell. When casting *commune* or *commune with nature*, the wearer may ask one additional question or gain one additional piece of information.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *divination*, *guidance*

QUICK RUNNER'S SHIRT

PRICE 1,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This shirt is made of gossamer-thin fabric embroidered with winged feet. Once per day as a swift action, the wearer can take an additional move action to move and then immediately end his turn, losing any unspent actions. A character must wear this shirt continuously for 24 hours before he can activate this ability

CONSTRUCTION REQUIREMENTS **COST** 500 GP

Craft Wondrous Item, *haste*

RESPLENDENT UNIFORM COAT

PRICE 7,000 GP

AURA faint enchantment | **CL** 5th | **WEIGHT** 5 lbs.



This woolen long coat is typically worn over light armor by military commanders. A cavalier with the tactician ability may use that ability one additional time per day, and his tactician ability affects allies within 60 feet instead of 30 feet.

CONSTRUCTION REQUIREMENTS **COST** 3,500 GP

Craft Wondrous Item, *heroism*

SASH OF THE WAR CHAMPION

PRICE 4,000 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 1 lb.

This bright red strip of cloth, stitched with images of a cheering crowd throwing garlands toward a chariot, fits across the wearer's shoulders and then diagonally down his chest to reach his opposite hip. The wearer treats his fighter level as 4 higher than normal for the purpose of the armor training and bravery class features.

CONSTRUCTION REQUIREMENTS **COST** 2,000 GP

Craft Wondrous Item, *cat's grace*, *remove fear*

SHIRT OF IMMOLATION

PRICE 8,000 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 1 lb.

Whenever the wearer is grappling (whether on the offense or defense), this shirt automatically bursts into flame, dealing 1d6+10 points of fire damage every round to anyone grappling the wearer. The flames do not harm the wearer and last one round (though it continues to burn if the wearer is still grappling after one round). The shirt burns for a maximum of 10 rounds per day. These rounds do not need to be consecutive.

CONSTRUCTION REQUIREMENTS **COST** 4,000 GP

Craft Wondrous Item, *fire shield*

SIPPING JACKET

PRICE 5,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 5 lbs.



Absorbent fibers line this heavy canvas coat. Once per day as a standard action, the wearer can pour a potion onto this lining, suffusing it into the coat. If the potion has an instantaneous duration, the wearer can activate the coat as a swift action to consume the potion. If the potion's duration is measured in rounds, the wearer can activate the coat as a swift action to gain the potion's benefits for 1 round, repeating as desired each round until the potion's entire duration has been used. These rounds do not need to be consecutive. The coat absorbs only potions with instantaneous or round-based durations, and only those which affect creatures (for example, it does not work on oils). Once the coat absorbs a potion, the potion cannot be retrieved from it, only used as described above. The absorbed potion loses its powers after 24 hours, even if unused.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, *amplify elixir*

SNAKESKIN TUNIC

PRICE 8,000 GP

AURA moderate abjuration and transmutation | **CL** 8th | **WEIGHT** 2 lbs.

A *snakeskin tunic* is a tight, form-fitting shirt crafted from the scales of a giant snake. When worn, it grants a +1 armor bonus to AC, a +2 enhancement bonus to Dexterity, and a +2 resistance bonus on saving throws against poison.

CONSTRUCTION REQUIREMENTS **COST** 4,000 GP

Craft Wondrous Item, *cat's grace*, *delay poison*

SPECTRAL SHROUD

PRICE 26,000 GP

AURA moderate necromancy | **CL** 5th | **WEIGHT** —

This thin, bleached cloth covers the wearer's entire torso. Some also cover the wearer's face, but don't interfere with the wearer's vision. The morbid burial shroud grants the wearer some affinity with the spectral dead. The wearer can discern invisible or ethereal creatures as though using *see invisibility*. Once per day, the wearer can become incorporeal for 10 rounds and gain a fly speed equal to half his base speed with perfect maneuverability. The wearer can't attack while incorporeal, but can dismiss the effect as a move action.

CONSTRUCTION REQUIREMENTS **COST** 13,000 GP

Craft Wondrous Item, *hide from undead*, *see invisibility*

TUNIC OF CAREFUL CASTING

PRICE 5,000 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 1 lb.

This woolen garment is decorated with a pattern of linked chains embroidered in silver and black thread. It assists the wearer with maintaining focus during spellcasting, granting a +2 bonus on Concentration checks.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, Combat Casting

TUNIC OF DEADLY MIGHT

PRICE 6,000 GP

AURA faint evocation | **CL** 3rd | **WEIGHT** 2 lbs.

This tunic is crafted from golden thread, and has silver-hemmed sleeves. The wearer gains a +2 bonus to Combat Maneuver Defense against disarm and sunder combat maneuvers. If the wearer is a samurai, twice per day as a swift action he can apply the effects of the *thundering* weapon special ability (*Core Rulebook* 472) to a successful critical hit against the target of his challenge.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *blindness/deafness*, *mage armor*

UNFETTERED SHIRT

PRICE 10,000 GP

AURA moderate abjuration and transmutation | **CL** 7th | **WEIGHT** —

This loose, often ruffled, shirt is cut in a style designed to avoid hindering its wearer's movement.

Once per day on command, the wearer can gain the benefits of *freedom of movement* for 10 minutes.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Craft Wondrous Item, *cat's grace*, *freedom of movement*

VEST OF ESCAPE

PRICE 5,200 GP

AURA faint conjuration and transmutation | **CL** 4th | **WEIGHT** —



This simple silk vest looks nondescript, but is actually studded with numerous secret pockets sewn into its lining. Hidden inside these are magic lockpicks that provide a +4 competence bonus on Disable Device checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

CONSTRUCTION REQUIREMENTS **COST** 2,600 GP

Craft Wondrous Item, *knock*, *grease*

VEST OF STABLE MUTATION

PRICE 20,000 GP

AURA moderate abjuration | **CL** 8th | **WEIGHT** 2 lbs.

This leather vest is fitted with a number of pockets that are useful for storing the ingredients necessary for alchemical tinkering. The main ability of this vest, however, is to lessen the debilitating effects of an alchemist's mutagen. While under the effect of any type of mutagen, the wearer takes no penalty to mental ability scores from that mutagen.

CONSTRUCTION REQUIREMENTS **COST** 10,000 GP

Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*, creator must be an alchemist

VEST OF SURGERY

PRICE 3,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 4 lbs.



This emerald vest has four prominent and bulging pockets along its front. The wearer is always treated as if using a healer's kit when making Heal checks (*Core Rulebook* 161). Once per day, the wearer can make a DC 20 Heal check as if attempting to treat deadly wounds. If the check is successful, it cures 1d4 points of ability damage instead of hit point damage.

CONSTRUCTION REQUIREMENTS **COST** 1,500 GP

Craft Wondrous Item, *lesser restoration*, creator must have 5 ranks in Heal

VEST OF THE COCKROACH

PRICE 16,000 GP

AURA faint necromancy | **CL** 3rd | **WEIGHT** 2 lbs.

This padded and slightly bulky vest, made from red-brown cloth, causes its wearer to feel vaguely uncomfortable whenever she is lying prone. If the wearer is a rogue, she gains the resiliency rogue talent. If she already has this talent, activating the talent grants her 2 hit points per rogue level instead of 1.

CONSTRUCTION REQUIREMENTS **COST** 8,000 GP

Craft Wondrous Item, *false life*

VEST OF THE VENGEFUL TRACKER

PRICE 6,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** 3 lbs.

This green-and-brown vest has pockets sewn along its length, each with a tiny lodestone button. The wearer feels a surge of heroism when she tracks down prey. She gains a +1 morale bonus on the first attack and damage rolls made with weapons against creatures she has successfully tracked within the previous 24 hours. If her target is flat-footed, this bonus increases to +2. If her target is also her favored enemy, she gains a +4 bonus on critical hit confirmation rolls against the target.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *commune with nature*

Eyes Slot Wondrous Items

The eyes slot consists of eyes, goggles, lenses, monocles, spectacles, and other items that can be worn over the eyes.

Anyone can use an eyes slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Annihilation Spectacles

Price 25,000 GP

Aura moderate transmutation | **CL** 11th | **Weight** 1/4 lb.



Creatures viewed through these darkly tinted glasses sometimes seem to flicker briefly in and out of existence. A transmuter can use these spectacles to spontaneously convert any prepared wizard transmutation spell into any other wizard transmutation spell he knows; the desired spell must be of the same level or lower than the prepared spell. Once per day, he may use the spectacles to spontaneously cast *disintegrate* in place of one of his prepared transmutation wizard spells of 6th level or higher, even if he doesn't know that spell.

Construction Requirements | **Cost** 12,500 GP

Craft Wondrous Item, *disintegrate*, creator must be a transmuter

Arachnid Goggles

Price 15,000 GP

Aura moderate transmutation | **CL** 9th | **Weight** 2 lbs.

This leather band is studded with dozens of faceted crystals of varying size, two of which fit over the eyes. When wearing these goggles, the wearer uses all the crystals as eyes, gaining all-around vision (*Bestiary 2*).

Construction Requirements | **Cost** 7,500 GP

Craft Wondrous Item, *countless eyes* (*Ultimate Magic*)

Blind Man's Fold

Price 12,000 GP

Aura moderate transmutation | **CL** 6th | **Weight** —

Fashioned from a scrap of a blind beggar's clothing, a blind man's fold is often used by explorers who must traverse caves inhabited by invisible creatures, or those drawn to sources of light. A *blind man's fold* fully obscures normal vision while worn, but grants the effects of the Improved Blind-Fight feat (*Advanced Player's Guide* 162). Creatures which are unable to see normally gain no benefit from wearing a *blind man's fold.*

Construction Requirements | **Cost** 6,000 GP

Craft Wondrous Item, Improved Blind-Fight, *darkness*

Darklands Goggles

Price 20,000 GP

Aura moderate transmutation | **CL** 6th | **Weight** —

These goggles' dark lenses are made of round obsidian sheets thin enough to see through. They grant the wearer darkvision 120, as well as a +4 competence bonus on Perception checks and Survival checks made to track while underground.

Construction Requirements | **Cost** 10,000 GP

Craft Wondrous Item, *darkvision*, *terrain bond* (*Ultimate Magic*)

Deathwatch Eyes

Price 2,000 GP

Aura faint necromancy | **CL** 1st | **Weight** —

These blood red crystal lenses fit snugly over the wearer's eyes. The wearer gains the constant effects of the *deathwatch* spell.

Construction Requirements | **Cost** 1,000 GP

Craft Wondrous Item, *deathwatch*

Eyes of Charming

Price 56,000 GP

Aura moderate enchantment | **CL** 7th | **Weight** —



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 targets failing a DC 16 Will save are charmed as per the spell. Both lenses must be worn for the magic item to take effect.

Construction Requirements | **Cost** 28,000 GP

Craft Wondrous Item, Heighten Spell, *charm person*

Eyes of Doom

Price 25,000 GP

Aura moderate necromancy | **CL** 11th | **Weight** —



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. The wearer also 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. Both lenses must be worn for the magic item to take effect.

Construction Requirements | **Cost** 12,500 GP

Craft Wondrous Item, *doom*, *deathwatch*, *fear*

Eyes of Eyebite

Price 30,000 GP

Aura moderate necromancy | **CL** 11th | **Weight** —

These glasses look like golden teeth holding a pair of green-tinted lenses. The wearer may use *eyebite* 11 times per day on command, affecting one target for each use of the spell. The wearer does not need to use these rounds consecutively, but each activation is a standard action (unlike the spell, in which targeting a new foe is a swift action). If the wearer removes the glasses, the *eyebite* effects immediately end.

Construction Requirements | **Cost** 15,000 GP

Craft Wondrous Item, *eyebite*

EYES OF KEEN SIGHT

PRICE 6,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** —

These clear crystals fit over the wearer's eyes. They grant the wearer a +2 competence bonus on Perception checks, and the wearer gains low-light vision. If the wearer has low-light vision already, these lenses double the distance the wearer can see with this vision.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *keen senses* (*Advanced Player's Guide*)

EYES OF THE DRAGON

PRICE 110,000 GP

AURA strong transmutation | **CL** 15th | **WEIGHT** —

These tigereye gems fit over and then meld into the eyes, transforming the wearer's eyes into something slitted and draconic. These eyes grant the wearer darkvision 120 ft. and blindsense 60 ft. The wearer sees four times as well as a human in dim light and twice as well in normal light.

CONSTRUCTION REQUIREMENTS | **COST** 55,000 GP

Craft Wondrous Item, *form of the dragon III*

EYES OF THE EAGLE

PRICE 2,500 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —



These lenses are made of special crystal and fit over the eyes of the wearer. They grant a +5 competence bonus on Perception checks. Both lenses must be worn to gain the benefit. Wearing only one causes a character to become dizzy and stunned for 1 round.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

EYES OF THE OWL

PRICE 4,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

These magical goggles are decorated with owl motifs, including clusters of feathers over the eyes. The wearer gains low-light vision.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Wondrous Item, *beast shape I*

GOGGLES OF BRILLIANT LIGHT

PRICE 8,800 GP

AURA faint evocation | **CL** 3rd | **WEIGHT** —

These sturdy goggles have a mirror sheen on the outside of their lenses, a wrapping of leather holding them snugly in place. This tint blocks a considerable amount of natural light. Twice per day, the goggles' wearer can emit bright light on command to a range of 30 feet. Any creature within that area must succeed at a DC 13 Fortitude saving throw or be blinded for 1 hour. In addition, the wearer also gains a +2 resistance bonus on saving throws against visual effects.

CONSTRUCTION REQUIREMENTS | **COST** 4,400 GP

Craft Wondrous Item, *light*, *scorching ray*

TABLE 5-5: EYES SLOT WONDROUS ITEMS

d%	LESSER MINOR EYE ITEM	PRICE
01–18	*Deathwatch eyes*	2,000 gp
19–38	*Eyes of the eagle*	2,500 gp
39–58	*Goggles of minute seeing*	2,500 gp
59–72	*Pirate's eye patch*	2,600 gp
73–87	*Spectacles of understanding*	3,000 gp
88–100	*Lenses of detection*	3,500 gp

d%	GREATER MINOR EYE ITEM	PRICE
01–20	*Eyes of the owl*	4,000 gp
21–44	*Eyes of keen sight*	6,000 gp
45–66	*Treasure hunter's goggles*	6,400 gp
67–84	*Inquisitor's monocle*	6,800 gp
85–100	*Kinsight goggles*	7,500 gp

d%	LESSER MEDIUM EYE ITEM	PRICE
01–16	*Goggles of elvenkind*	8,500 gp
17–31	*Goggles of brilliant light*	8,800 gp
32–48	*Blind man's fold*	12,000 gp
49–67	*Goggles of night*	12,000 gp
68–82	*Lenses of figment piercing*	12,000 gp
83–100	*Arachnid goggles*	15,000 gp

d%	GREATER MEDIUM EYE ITEM	PRICE
01–21	*Darklands goggles*	20,000 gp
22–40	*Sniper goggles*	20,000 gp
41–58	*Rainbow lenses*	21,000 gp
59–77	*Annihilation spectacles*	25,000 gp
78–100	*Eyes of doom*	25,000 gp

d%	LESSER MAJOR EYE ITEM	PRICE
01–60	*Eyes of eyebite*	30,000 gp
61–100	*Sniper goggles, greater*	50,000 gp

d%	GREATER MAJOR EYE ITEM	PRICE
01–18	*Eyes of charming*	56,000 gp
19–34	*Monocle of the investigator*	66,000 gp
35–48	*Sea tyrant's patch*	70,000 gp
49–63	*Swordmaster's blindfold*	80,000 gp
64–77	*Mindmaster's eyes*	95,000 gp
78–90	*Eyes of the dragon*	110,000 gp
91–100	*Truesight goggles*	184,800 gp

GOGGLES OF ELVENKIND

PRICE 8,500 GP

AURA faint divination | **CL** 5th | **WEIGHT** —

These simple goggles, made of two emeralds attached to a twin frame, grant the wearer low-light vision and a +5 compentence bonus on Spellcraft checks to identify magic auras and items. If the wearer already has low-light vision, it grants the wearer double the normal range for low-light vision.

CONSTRUCTION REQUIREMENTS | **COST** 4,250 GP

Craft Wondrous Item, *beast shape II*, *guidance*, creator must be an elf

GOGGLES OF MINUTE SEEING

PRICE 2,500 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —

The lenses of this item are made of special crystal, its band woven with tiny patterns of metallic thread almost invisible to the naked eye. 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 Disable Device checks. Both lenses must be worn for the magic to be effective.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *true seeing*

GOGGLES OF NIGHT

PRICE 12,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —



The lenses of this item are made of violet 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.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *darkvision*

INQUISITOR'S MONOCLE

PRICE 6,800 GP

AURA faint enchantment | **CL** 3rd | **WEIGHT** —

The thick glass lens of this golden-framed monocle is attached to the wearer by a weighty chain. This monocle helps draw out the truth of things, and was originally created to aid in the investigation of crimes and the questioning of witnesses. Twice per day on command, it can create a *zone of truth*, as per the spell. In addition, this monocle grants its wearer a +5 competence bonus on Sense Motive checks. Though it fits over only one of the wearer's eyes, the item takes up the entire eyes slot.

CONSTRUCTION REQUIREMENTS | **COST** 3,400 GP

Craft Wondrous Item, *zone of truth*

KINSIGHT GOGGLES

PRICE 7,500 GP

AURA faint divination | **CL** 2nd | **WEIGHT** 1 lb.

Kinsight goggles are in fact two separate crystal monocles, linked together with a simple silver clasp that allows them to both be worn at once like pince-nez spectacles. The left and right halves may be separated and worn individually, allowing two people to see through one another's eyes. When separated, the wearer of either half of the goggles may speak a command word to see through the lens of the other half, so long as the halves of the goggles remain within 500 feet of one another. When the two lenses are attached and worn as one item, they offer no magical benefit—just some minor magnification.

CONSTRUCTION REQUIREMENTS | **COST** 3,750 GP

Craft Wondrous Item, *share senses* (*Advanced Player's Guide*)

LENSES OF DETECTION

PRICE 3,500 GP

AURA moderate divination | **CL** 9th | **WEIGHT** 1 lb.



These circular prisms let their wearer detect minute details, gaining a +5 competence bonus on Perception checks. It also aids in tracking, adding a +5 competence bonus on Survival checks when tracking.

CONSTRUCTION REQUIREMENTS | **COST** 1,750 GP

Craft Wondrous Item, *true seeing*

LENSES OF FIGMENT PIERCING

PRICE 12,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —

When the wearer first sees an illusion effect with the figment subschool with a visual element, and that figment allows a saving throw, she can immediately make any allowed saving throw to realize the image is illusory instead of waiting to interact with it. This has no effect on illusions of other subschools or on illusions that do not normally allow a saving throw. If the wearer fails to disbelieve the illusion and later interacts with it in such a way as to qualify normally for a saving throw to disbelieve, she gains a +4 competence bonus on this saving throw.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *see invisibility*

MINDMASTER'S EYES

PRICE 95,000 GP

AURA strong enchantment | **CL** 11th | **WEIGHT** —

This pair of thin and faceted ruby crystals fit over the wearer's eyes. On command, the wearer can use *charm monster* (Will DC 19 to negate), or once per day the wearer can use *dominate person* (Will DC 20 to negate) instead.

CONSTRUCTION REQUIREMENTS | **COST** 47,500 GP

Craft Wondrous Item, *charm monster*, *dominate person*

MONOCLE OF THE INVESTIGATOR

PRICE 66,000 GP

AURA moderate divination | **CL** 11th | **WEIGHT** —



This crystal lens fits over a single eye but takes up the entire eyes slot. Once per day, the wearer is able to gaze at a 10-foot-by-10-foot area and see exactly what occurred in that area during the past 24 hours. The vision of what occurred in the specified area comes to the user in a single minute of observation; if that minute is interrupted, the wearer must use the monocle again to get the full observation. All the visual details of the observed events are clear and memorable to the user, no matter how obscure. The monocle does not, however, provide any insight into the observed events besides what can be visually seen. Observed conversations cannot be heard, for example.

CONSTRUCTION REQUIREMENTS | **COST** 33,000 GP

Craft Wondrous Item, *legend lore*, *vision*

PIRATE'S EYE PATCH

PRICE 2,600 GP

AURA faint transmutation | **CL** 2nd | **WEIGHT** —



This black silk eye patch is adorned by a skull and crossbones worked in silver thread. The wearer of this patch gains a +2 competence bonus on Swim and Climb checks. In addition, once per day, the wearer of this eye patch can gain the effects of either *touch of the sea* (*Advanced Player's Guide*) or *expeditious retreat* on command (wearer's choice).

CONSTRUCTION REQUIREMENTS | **COST** 1,300 GP

Craft Wondrous Item, *expeditious retreat*, *touch of the sea*

RAINBOW LENSES

PRICE 21,000 GP

AURA strong enchantment | **CL** 15th | **WEIGHT** —

These lenses interfere with the wearer's ability to see color, and everything appears in shades of black and white, as if the wearer were using darkvision. Once per day the wearer can use *color spray*, *hypnotic pattern*, and *rainbow pattern*.

CONSTRUCTION REQUIREMENTS | **COST** 10,500 GP

Craft Wondrous Item, *color spray*, *hypnotic pattern*, *rainbow pattern*

SEA TYRANT'S PATCH

PRICE 70,000 GP

AURA strong enchantment | **CL** 15th | **WEIGHT** —

This ornate silk eye patch is embroidered with gold thread and studded with pearls in a pattern representing a whirlpool. The wearer of this item, which is a favorite patch of ruthless or particularly driven pirate captains, is constantly affected as if subject to the *touch of the sea* (*Advanced Player's Guide*) and *water breathing* spells. Furthermore, once per day on command, the wearer can use *mass charm monster*, as per the spell.

CONSTRUCTION REQUIREMENTS | **COST** 35,000 GP

Craft Wondrous Item, *mass charm monster*, *touch of the sea*, *water breathing*

SNIPER GOGGLES

PRICE 20,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** 1 lb.



The leather strap attached to these bulbous lenses allows their wearer to fit them to his head. The wearer of these goggles can make ranged sneak attacks from any distance instead of the normal 30 feet. When making ranged sneak attacks within 30 feet, the wearer gains a +2 circumstance bonus on each sneak attack damage die.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *true strike*

SNIPER GOGGLES, GREATER

PRICE 50,000 GP

AURA moderate divination | **CL** 8th | **WEIGHT** —

These goggles feature stubby periscopelike lenses that expand and retract depending on the needs of the wearer. These goggles function as *sniper goggles*, but the wearer gains the +2 circumstance bonus on each sneak attack when making a sneak attack at any range.

CONSTRUCTION REQUIREMENTS | **COST** 25,000 GP

Craft Wondrous Item, *true strike*

SPECTACLES OF UNDERSTANDING

PRICE 3,000 GP

AURA faint divination | **CL** 2nd | **WEIGHT** —

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

CONSTRUCTION REQUIREMENTS | **COST** 1,500 GP

Craft Wondrous Item, *comprehend languages*

SWORDMASTER'S BLINDFOLD

PRICE 80,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** —

This black band of silk grants its wearer spectacular senses within a limited range. Some believe these items were made to grant lesser swordmasters the illusion of skill. When the wearer places the blindfold over her eyes, she becomes blinded, but gains blindsight (*Bestiary* 298) within the reach of her melee weapon, or 5 feet if the wearer is not wielding a melee weapon. Furthermore, the wearer is under the effect of a constant *locate weakness* (*Ultimate Combat* 236) spell, but only when making melee attacks.

CONSTRUCTION REQUIREMENTS | **COST** 40,000 GP

Craft Wondrous Item, *blindness*, *locate weakness*

TREASURE HUNTER'S GOGGLES

PRICE 6,400 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —

These sturdy but plain goggles help the wearer locate secret doors and coins and identify treasure. While wearing these goggles, the wearer can use *detect secret doors* at will. The goggles do not aid in determining how secret doors are opened.

Once per day on command, the wearer gains the ability to *locate object* as per the spell, but only to detect 100 or more coins in a small area, such as a backpack, chest, pouch, or sack.

Three times per day, the wearer may use *identify*.

CONSTRUCTION REQUIREMENTS | **COST** 3,200 GP

Craft Wondrous Item, *detect secret doors*, *identify*, *locate object*

TRUESIGHT GOGGLES

PRICE 184,800 GP

AURA strong divination | **CL** 11th | **WEIGHT** —

These goggles, constructed of a pair of perfect prisms held in place by golden frames and affixed to the head by a black leather strap, grant the wearer *true seeing* continuously. Furthermore, once per day on command, the wearer can use *analyze dweomer* as the spell.

CONSTRUCTION REQUIREMENTS | **COST** 92,400 GP

Craft Wondrous Item, *analyze dweomer*, *true seeing*

Feet Slot Wondrous Items

The feet slot consists of boots, horseshoes, sandals, shoes, slippers, and other items that can be worn on the feet.

Anyone can use a feet slot wondrous item unless specified otherwise by its description. These wondrous items are usually activated by use or by a command word, but details vary from item to item.

Acrobat Slippers

Price 3,000 GP

Aura faint transmutation | **CL** 3rd | **Weight** 2 lbs.

These supple gray leather slippers enable the wearer to keep his balance in precarious positions. The wearer retains his Dexterity bonus to AC when climbing, running, or using the Acrobatics skill to move on narrow surfaces or uneven ground without falling. In addition, the wearer gains a +2 competence bonus to CMD against trip maneuvers and on Reflex saves to avoid falling (including falling prone).

Construction Requirements | **Cost** 1,500 GP

Craft Wondrous Item, *cat's grace*

Boots of Elvenkind

Price 2,500 GP

Aura faint transmutation | **CL** 5th | **Weight** 1 lb.



These soft boots are partially made out of living leaves and other natural materials. They enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

Construction Requirements | **Cost** 1,250 GP

Craft Wondrous Item, creator must be an elf

Boots of Escape

Price 8,000 GP

Aura moderate conjuration | **CL** 5th | **Weight** 1 lb.

These sturdy leather-soled cloth boots have straps at the ankles and calves to ensure a snug fit. Once per day, when the wearer of the boots is grappled, pinned, or entangled, she may transfer herself to any spot within 30 feet as if using a *dimension door* spell. A gnome wearing these boots may instead transfer herself up to 400 feet away.

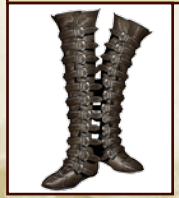
Construction Requirements | **Cost** 4,000 GP

Craft Wondrous Item, *dimension door*, creator must be a gnome or a wizard specialized in the school of conjuration

Boots of Friendly Terrain

Price 2,400 GP

Aura faint transmutation | **CL** 5th | **Weight** 1 lb.



Boots of friendly terrain turn inhospitable territory into a perfect hunting grounds for any ranger who wears them, so much so that his footprints vanish behind him with each step he takes. Each pair of these supple leather boots corresponds to a specific sort of environment as defined by the ranger's favored terrain class feature (jungles, plains, and so on). A ranger wearing the boots can treat the corresponding environment of the boots as one of his favored terrains, granting him a +2 bonus. If he already has that particular environment as one of his favored terrains, that terrain's bonus increases by 2.

Construction Requirements | **Cost** 1,200 GP

Craft Wondrous Item, *pass without trace*, creator must be a ranger

Boots of Levitation

Price 7,500 GP

Aura faint transmutation | **CL** 3rd | **Weight** 1 lb.



These soft leather boots are incredibly light and comfortable, with thin soles reinforced by strips of tough hide that provide an unexpected amount of support and protection to the foot. On command, these boots allow the wearer to levitate as if she had cast *levitate* on herself.

Construction Requirements | **Cost** 3,750 GP

Craft Wondrous Item, *levitate*

Boots of Speed

Price 12,000 GP

Aura moderate transmutation | **CL** 10th | **Weight** 1 lb.



As a free action, the wearer of *boots of speed* can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

Construction Requirements | **Cost** 6,000 GP

Craft Wondrous Item, *haste*

Boots of Striding and Springing

Price 5,500 GP

Aura faint transmutation | **CL** 3rd | **Weight** 1 lb.

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 Acrobatics checks.

Construction Requirements | **Cost** 2,750 GP

Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Acrobatics skill

Boots of Teleportation

Price 49,000 GP

Aura moderate conjuration | **CL** 9th | **Weight** 3 lbs.



When scrutinized closely, parts of these light gray boots appear to fade in and out of existence. Any character wearing this footwear may teleport three times per day, exactly as if she had cast the *teleport* spell.

Construction Requirements | **Cost** 24,500 GP

Craft Wondrous Item, *teleport*

BOOTS OF THE CAT

PRICE 1,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 1 lb.

These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *feather fall*

BOOTS OF THE ENDURING MARCH

PRICE 1,500 GP

AURA faint conjuration | **CL** 2nd | **WEIGHT** 2 lbs.

These travel-stained boots of stout brown leather enable the wearer to traverse great distances without tiring. When making a forced march (*Core Rulebook* 171), for each hour of marching beyond 8 hours, the wearer needs only to make a Constitution check (DC 10, +1 per extra hour) instead of the normal check. Furthermore, if the wearer fails the check, she only takes 1d4 points of nonlethal damage and does not becomes fatigued the first time she takes nonlethal damage in this way.

CONSTRUCTION REQUIREMENTS | **COST** 750 GP

Craft Wondrous Item, Endurance

BOOTS OF THE MASTODON

PRICE 10,500 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 2 lbs.



These massive boots are made from mastodon hide. The boots are so large and cumbersome that their wearer takes a –2 penalty on Stealth checks, but gains a +2 enhancement bonus on overrun attempts and a +2 dodge bonus to AC while attempting an overrun combat maneuver. In addition, once per day the wearer can make a trample attack (*Bestiary* 305). Regardless of his actual size, the creature wearing the boots can trample creatures of size Large or smaller in his path. The trample attack deals 2d8+18 points of damage (Reflex DC 29 halves).

CONSTRUCTION REQUIREMENTS | **COST** 5,250 GP

Craft Wondrous Item, *beast shape III*

BOOTS OF THE MIRE

PRICE 3,500 GP

AURA faint abjuration and transmutation | **CL** 5th | **WEIGHT** 1 lb.

These soft leather boots confer several powers upon the wearer. First, he is granted the power to walk on water in swampy environments, provided the water is no deeper than 5 feet—this effectively lets him move through swampy terrain and mud at no cost to his speed. He leaves no tracks or other signs of his passage as long as he's in swampy terrain, and never becomes uncomfortable or wet from rain, fog, or other forms of non-freezing precipitation. Finally, the boots grant

Table 5–6: Feet Slot Wondrous Items

d%	LESSER MINOR FEET ITEM	PRICE
01–11	*Boots of the cat*	1,000 gp
12–22	*Daredevil boots*	1,400 gp
23–31	*Boots of the enduring march*	1,500 gp
32–41	*Feather step slippers*	2,000 gp
42–50	*Boots of friendly terrain*	2,400 gp
51–66	*Boots of elvenkind*	2,500 gp
67–76	*Boots of the winterlands*	2,500 gp
77–85	*Acrobat slippers*	3,000 gp
86–92	*Horseshoes of speed*	3,000 gp
93–100	*Boots of the mire*	3,500 gp

d%	GREATER MINOR FEET ITEM	PRICE
01–07	*Burglar boots, minor*	4,000 gp
08–13	*Horseshoes of crushing blows +1*	4,000 gp
14–19	*Sandals of quick reaction*	4,000 gp
20–26	*Slippers of cloudwalking*	4,400 gp
27–40	*Slippers of spider climbing*	4,800 gp
41–46	*Sandals of the lightest step*	5,000 gp
47–60	*Boots of striding and springing*	5,500 gp
61–68	*Horseshoes of a zephyr*	6,000 gp
69–75	*Haunted shoes*	6,480 gp
76–82	*Jaunt boots*	7,200 gp
83–100	*Boots of levitation*	7,500 gp

d%	LESSER MEDIUM FEET ITEM	PRICE
01–08	*Boots of escape*	8,000 gp
09–14	*Earth root boots*	8,000 gp
15–21	*Nightmare boots*	8,500 gp
22–26	*Nightmare horseshoes*	9,000 gp
27–32	*Caltrop boots*	10,000 gp
33–39	*Tremor boots*	10,000 gp
40–47	*Boots of the mastodon*	10,500 gp
48–54	*Shoes of lightning leaping*	10,500 gp
55–70	*Boots of speed*	12,000 gp
71–77	*Verdant boots*	12,000 gp
78–84	*Horseshoes of crushing blows +2*	16,000 gp
85–100	*Winged boots*	16,000 gp

d%	GREATER MEDIUM FEET ITEM	PRICE
01–38	*Shoes of the firewalker*	21,000 gp
39–72	*Dryad sandals*	24,000 gp
73–100	*Horseshoes of mist*	27,000 gp

d%	LESSER MAJOR FEET ITEM	PRICE
01–20	*Getaway boots*	30,000 gp
21–35	*Horseshoes of crushing blows +3*	36,000 gp
36–55	*Horseshoes of glory*	39,600 gp
56–75	*Burglar boots, major*	46,000 gp
76–100	*Boots of teleportation*	49,000 gp

d%	GREATER MAJOR FEET ITEM	PRICE
01–40	*Slippers of the triton*	56,000 gp
41–70	*Horseshoes of crushing blows +4*	64,000 gp
71–100	*Horseshoes of crushing blows +5*	100,000 gp

him a +2 resistance bonus on all Fortitude saves made against poison and disease.

CONSTRUCTION REQUIREMENTS | **COST** 1,750 GP

Craft Wondrous Item, *endure elements*, *pass without trace*, *resistance*, *water walk*

BOOTS OF THE WINTERLANDS

PRICE 2,500 GP

AURA faint abjuration and transmutation | **CL** 5th | **WEIGHT** 1 lb.



The wearer of these boots is able to travel across snow at her normal speed, leaving no tracks. Additionally, the boots enable her to travel at normal speed across the slipperiest ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if she were affected by an *endure elements* spell.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*

BURGLAR BOOTS, MAJOR

PRICE 46,000 GP

AURA moderate divination | **CL** 10th | **WEIGHT** 1/2 lb.

These boots look and act as the *minor burglar boots*, but grant a +10 competence bonus on Perception checks and to AC and on Reflex saves. Also, once per day on command, these boots grant the wearer the ability to use *find traps* as the spell.

CONSTRUCTION REQUIREMENTS | **COST** 23,000 GP

Craft Wondrous Item, *find traps*, creator must have at least 12 ranks in Perception

BURGLAR BOOTS, MINOR

PRICE 4,000 GP

AURA faint divination | **CL** 1st | **WEIGHT** 1/2 lb.

These form-fitting, calfskin boots are dyed black and lightly decorated with raven feathers. They grant their wearer a +5 competence bonus on Perception checks to spot or locate traps and devices on the floor within 10 feet. This includes pits, pressure plates, and other mechanical and magical devices located on or attached to the floor. This bonus also applies to AC and on any Reflex saving throws against such traps.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Wondrous Item, creator must have 4 ranks in Perception

CALTROP BOOTS

PRICE 10,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 2 lbs.

These knee-high black leather boots have prominent and irregularly shaped heels which seem to bulge from the rest of the shoe. As a swift action, the boots' wearer can cause the boots to let loose a spray of caltrops through the back of the heels as he moves during the remainder of his round. These caltrops fill each square the wearer moves into during that round. Any creature, including the wearer, occupying or who steps into one of these squares suffers the normal effects of coming into contact with caltrops (*Core Rulebook* 155). Once produced, these caltrops remain in existence until removed from their square, at which point they immediately disappear. The shoes can be used for 10 rounds per day. These rounds need not be consecutive.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *spike growth*

DAREDEVIL BOOTS

PRICE 1,400 GP

AURA faint enchantment | **CL** 3rd | **WEIGHT** 1 lb.

This pair of magical boots shimmers in vibrant shades of blazing red and burning orange when they are held up to the light. These boots allow the wearer to gain extra maneuverability while moving through hazardous areas. As a free action, the wearer can click her heels together to grant herself a +5 competence bonus on Acrobatics checks made to move through threatened squares or to move through an enemy's space without provoking attacks of opportunity for up to 10 rounds per day. The rounds do not need to be consecutive. Furthermore, anytime the wearer of the boots successfully moves though the space of an enemy without provoking an attack of opportunity, she gains a +1 bonus on attack rolls against that enemy until the end of her turn.

CONSTRUCTION REQUIREMENTS | **COST** 700 GP

Craft Wondrous Item, *cat's grace*

DRYAD SANDALS

PRICE 24,000 GP

AURA moderate conjuration and transmutation | **CL** 9th | **WEIGHT** 1 lb.



These sandals are woven from grass, lengths of pliant vine, living leaves, and supple bark. In forest terrain, the wearer leaves no tracks or scent and gains a +2 competence bonus on Stealth checks. The wearer can move through natural undergrowth without impediment or harm as a druid using woodland stride (*Core Rulebook* 51), and once per day she may step inside a tree and remain there for up to 9 hours, or teleport to a similar tree within range, as *tree stride* but allowing only a single teleport.

CONSTRUCTION REQUIREMENTS | **COST** 12,000 GP

Craft Wondrous Item, *pass without trace*, *tree stride*, creator must be a druid

EARTH ROOT BOOTS

PRICE 8,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 2 lbs.



The longer the wearer of these boots stays in one place—as long as that place is on solid ground—the harder it is to move her from that place. The wearer gains a cumulative +1 circumstance bonus to her CMD (maximum of +10) for each round she does not move from her space.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *elemental body I*

FEATHER STEP SLIPPERS

PRICE 2,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

Once per day for 10 minutes, these fine silken slippers allow their wearer to ignore the adverse movement effects of difficult terrain as if subject to the *feather step* spell, including granting the ability to take 5-foot steps in difficult terrain.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *feather step* (*Advanced Player's Guide*)

GETAWAY BOOTS

PRICE 30,000 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 1 lb.

These rather nondescript boots can, once per day, be attuned to a location their wearer is standing upon. Once the boots are attuned to a location, once per day as a full-round action, the wearer, along with anything she is wearing or carrying, teleports back to the attuned location as the *getaway* spell, except that no allies are teleported when the boots are activated even if they were in the area when the boots were attuned to their location. Once the boots are attuned to a location, they continue to be attuned to the same location until they are attuned to a new location.

CONSTRUCTION REQUIREMENTS | **COST** 15,000 GP

Craft Wondrous Item, *getaway* (*Advanced Player's Guide*)

HAUNTED SHOES

PRICE 6,480 GP

AURA faint conjuration and illusion | **CL** 3rd | **WEIGHT** 1 lb.

Two times per day, the wearer of these shoes can call forth 1d4 spirit servants to aid her. The spirit servants are invisible, mindless, shapeless beings that act as servants summoned by the *unseen servant* spell. The spirits return to the shoes after 3 hours have passed. The wearer can choose to dismiss one or more of the spirit servants early.

Once per day, the wearer can command the ghostly spirits inside her *haunted shoes* to emerge and swirl around her, making her difficult to target in combat. The wearer gains concealment (20% miss chance) for 3 minutes. The spirits cannot be harmed, but a *true seeing* spell ignores the concealment effect. The concealment effect cannot be activated while any of the spirits are currently being used as *unseen servants.*

CONSTRUCTION REQUIREMENTS | **COST** 3,240 GP

Craft Wondrous Item, *blur, unseen servant*

HORSESHOES OF A ZEPHYR

PRICE 6,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 4 lbs.

These shining, silvery horseshoes bear designs of swift-moving clouds and anthropomorphized images of the wind. When affixed to a horse, these horseshoes allow the 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 the horse can cross non-solid or unstable surfaces such as water, and that it can move 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.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *levitate*

HORSESHOES OF CRUSHING BLOWS

PRICE VARIES

+1 enhancement bonus	4,000 GP
+2 enhancement bonus	16,000 GP
+3 enhancement bonus	36,000 GP
+4 enhancement bonus	64,000 GP
+5 enhancement bonus	100,000 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 4 lbs.

Horseshoes of crushing blows grant an enhancement bonus on attack and damage rolls made with hoof attacks; this bonus varies based on the item's price. Alternatively, as described for the *amulet of mighty fists*, they can grant hooves melee weapon special abilities so long as they can be applied to unarmed attacks. *Horseshoes of crushing blows* cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. *Horseshoes of crushing blows* are crafted as sets of four, with each shoe in the set bearing the same enhancements. All four shoes must be worn by the same animal to be effective.

Horseshoes of crushing blows may be crafted out of special materials, gaining the usual benefits. For purposes of pricing, they count as a single one-handed weapon weighing 4 pounds (for example, *adamantine horseshoes of crushing blows* would cost an additional 3,000 gp). The materials needed to make *cold iron horseshoes of crushing blows* add no extra costs in and of themselves, but enhancing *cold iron horseshoes of crushing blows* increases the price by the usual 2,000 gp.

CONSTRUCTION REQUIREMENTS	COST varies
+1 enhancement bonus	2,000 GP
+2 enhancement bonus	8,000 GP
+3 enhancement bonus	18,000 GP
+4 enhancement bonus	32,000 GP
+5 enhancement bonus	50,000 GP

Craft Magic Arms and Armor, Craft Wondrous Item, creator's caster level must be at least three times the horseshoes' bonus, plus any requirements of the melee weapon special abilities

HORSESHOES OF GLORY

PRICE 39,600 GP

AURA moderate abjuration and transmutation | **CL** 11th | **WEIGHT** 12 lbs.

These massive horseshoes sport deadly spikes that jut from their front. Once per day on command, the rider of a mount wearing these shoes can choose to either increase the mount's size by one size increment (maximum Huge), or change its type to magical beast, as *beast shape IV.* In addition, while the mount is augmented in either of these two ways, it gains DR/5 chaos, evil, good, or law (selected by the rider). These horseshoes are part of a set and require all four to be worn by the same animal to properly function.

CONSTRUCTION REQUIREMENTS	COST 19,800 GP

Craft Wondrous Item, *beastshape IV*, *protection from chaos/evil/good/law*

HORSESHOES OF MIST

PRICE 27,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 12 lbs.

When a horse is shod with these horseshoes, they give off a puff of mist each time a hoof strikes the earth. On the rider's command, the mount and the rider are both affected as if subject to a *gaseous form* spell. If for some reason the rider and the mount become separated from one another while in *gaseous form*, the effect automatically ends for both. The horseshoes can be used for 10 minutes per day. The duration need not be consecutive, but it must be spent in 1-minute increments.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP

Craft Wondrous Item, *gaseous form*

HORSESHOES OF SPEED

PRICE 3,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 12 lbs.



When affixed to an animal's hooves, these iron horseshoes 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.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Craft Wondrous Item, *haste*

JAUNT BOOTS

PRICE 7,200 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 2 lbs.

These stylish black leather boots are stitched with images of winding roads and trails through peaceful orchards. They can be worn up to mid-thigh, or have their cuffs turned down to make knee-high boots. Three times per day, as a move action, the wearer can move up to 15 feet (or her movement speed if it's less than 15 feet). This movement does not provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP

Craft Wondrous Item, *jester's jaunt* (*Advanced Player's Guide*)

NIGHTMARE BOOTS

PRICE 8,500 GP

AURA moderate evocation and transmutation | **CL** 6th | **WEIGHT** 3 lbs.

Prized by evil warriors, these boots are made of inky black leather trimmed with a crimson mane of fiendish horsehair. Some bear the hair of actual nightmares along their rims, causing them to occasionally flare and crackle with flames reminiscent of the foul equines. When the wearer runs or charges, smoke issues up from the boots, acting as concealment (20% miss chance) when the wearer provokes attacks of opportunity while making those actions. Secondly, three times per day, as a swift action, the wearer can make the boots smoke, which grants her concealment until the end of her turn. Lastly, once per day, when the wearer hits a creature with a melee attack, she can command the boots to ignite. When the boots ignite, all creatures within a 5-foot radius take 2d6 points of fire damage. A DC 13 Reflex saving throw halves the damage.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP

Craft Wondrous Item, *burning hands*, *pyrotechnics*

NIGHTMARE HORSESHOES

PRICE 9,000 GP

AURA moderate conjuration and transmutation | **CL** 7th | **WEIGHT** 12 lbs.

These horseshoes are made of blackened steel and are typically stamped with infernal symbols or, less subtly, horrific images of terrified and tortured steeds of the darkest hues. They typically give off a slight smell of brimstone, as though they had been crafted in some hellish forge. On command, the mount's rider may grant it the smoke supernatural ability (*Bestiary* 216). The horseshoes can be used for 10 rounds per day, split up as the mount's rider chooses (minimum 1 round per use). While this power is activated, the mount's eyes, hooves, mane, and tail burst into flame, and its hooves deal an extra 1d4 points of fire damage.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP

Craft Wondrous Item, *burning hands*, *obscuring mist*, *stinking cloud*

SANDALS OF QUICK REACTION

PRICE 4,000 GP

AURA faint transmutation | **CL** 4th | **WEIGHT** 1 lb.

These supple leather sandals grant a burst of speed during times of duress. When the wearer acts during a surprise round, he can take a standard and a move action during the surprise round. If the wearer already has the ability to take a standard and a move action during the surprise round, he instead gains a +10 circumstance bonus to speed when acting during a surprise round.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *anticipate peril* (*Ultimate Magic*), *haste*

SANDALS OF THE LIGHTEST STEP

PRICE 5,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1/2 lb.

These soft leather sandals have soles that consist of a layer of purple velvet decorated with intricate gold stitching. When slipped onto the feet, they feel as weightless as air. In any round when the wearer has already moved at least 10 feet along the ground or another surface (not counting travel on a mount or vehicle), these boots can be activated as a swift action to give the wearer the ability to walk on air (as the *air walk* spell) until the end of the round. If the wearer hasn't reached a solid surface by the end of the round, she immediately falls back to the ground, taking any applicable falling damage. These sandals can be used up to 5 times per day, but no more often than once per minute.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *air walk*

SHOES OF LIGHTNING LEAPING

PRICE 10,500 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 1 lb.

These short black shoes fit tightly around the wearer's feet and bear designs of leaping arcs of lightning and wild winds. Once per day on command, a creature wearing these boots can transform into lightning and move up to 50 feet in a straight line, re-materializing at the far end of the lightning bolt. Creatures in the path of the lightning take 6d6 points of electricity damage and objects take damage as per the *lightning bolt* spell. If the lightning strikes an object or barrier and fails to burst through it, the creature wearing the boots appears next to the impacted object and is staggered for 1 round. Movement while in lightning form does not provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS | **COST** 5,250 GP

Craft Wondrous Item, *expeditious retreat*, *lightning bolt*

SHOES OF THE FIREWALKER

PRICE 21,000 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 1 lb.



These low-cut shoes of polished red leather feature golden eyelets and stitching in a fiery pattern. They grant the wearer fire resistance 10 and allow the wearer to walk atop lava and magma as if subject to the *water walk* spell.

CONSTRUCTION REQUIREMENTS | **COST** 10,500 GP

Craft Wondrous Item, *resist energy*, *water walk*

SLIPPERS OF CLOUDWALKING

PRICE 4,400 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 1 lb.

The wearer of these slippers may walk on air (as the spell *air walk*) for up to 10 minutes per day, which may be used in 1-minute increments and requires no action to activate. However, she may only walk on air within or on top of natural or magical mist or fog, including fog-like gases such as those created by *acid fog*, *cloudkill*, *incendiary cloud*, or *stinking cloud*. Walking on top of such clouds carries no danger for the wearer, but walking through the cloud has its normal effect.

CONSTRUCTION REQUIREMENTS | **COST** 2,200 GP

Craft Wondrous Item, *wind walk*

SLIPPERS OF SPIDER CLIMBING

PRICE 4,800 GP

AURA faint transmutation | **CL** 4th | **WEIGHT** 1/2 lb.



When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb 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 (minimum 1 minute per use).

CONSTRUCTION REQUIREMENTS | **COST** 2,400 GP

Craft Wondrous Item, *spider climb*

SLIPPERS OF THE TRITON

PRICE 56,000 GP

AURA moderate abjuration | **CL** 7th | **WEIGHT** 1 lb.

These slippers allow the wearer to breathe water. Additionally, if the wearer has no swim speed, she gains a 30 foot swim speed. If the wearer has a swim speed, she gains a +10 foot enhancement bonus to her swim speed.

CONSTRUCTION REQUIREMENTS | **COST** 28,000 GP

Craft Wondrous Item, *ride the waves* (*Ultimate Magic*)

TREMOR BOOTS

PRICE 10,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** 1 lb.



These brown leather boots have a reinforced toe of steel with grooves along the soles, crafted to help the wearer pick up vibrations from the surrounding environment. These boots grant the wearer tremorsense 5 feet as long as he is standing on solid ground.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *see invisibility*

VERDANT BOOTS

PRICE 12,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 2 lbs.

The wearer of these boots can, on command three times per day, cause her current square to sprout a thick canopy of fruit-bearing or otherwise edible plants. These plants count as difficult terrain and grant cover to any Medium or smaller creature within the square. They also provide enough food to sustain two Medium creatures for 1 full day. While the plants can grow on surfaces that would not normally support vegetation such as a wooden floor or cave stone, they cannot sprout on surfaces explicitly hostile to vegetation. The plants are usually of a sort common to the terrain or climate of the area in which they were produced. They disappear after 24 hours or when completely harvested, whichever comes first.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *plant growth*

WINGED BOOTS

PRICE 16,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

These boots appear to be ordinary footgear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). The wearer can fly three times per day for up to 5 minutes per flight.

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, *fly*

Hands Slot Wondrous Items

The hand slot consists of gauntlets, gloves, and other items that can be worn on the hands.

Anyone can use a hand slot wondrous item unless specified otherwise by the item's description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Apprentice's Cheating Gloves

PRICE 2,200 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —

These nondescript white gloves are a boon to minor spellcasters and fakes who are limited or lacking in magical ability or versatility. The wearer of these gloves can employ *mage hand* and *prestidigitation* at will.

CONSTRUCTION REQUIREMENTS | **COST** 1,100 GP

Craft Wondrous Item, *mage hand*, *prestidigitation*

Assisting Gloves

PRICE 180 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 1 lb.



The wearer of these gloves can speak a command word to create a glowing disembodied hand. As a swift action, the wearer can have the hand assist him with a task as if using the aid another action. The hand uses the wearer's base attack bonus or skill ranks when making the check to see if aid another is successful (it does not gain the benefit of the wearer's ability scores or other bonuses). The hand remains until it has attempted one action or until 1 minute passes, whichever comes first, at which time the gloves become nonmagical.

CONSTRUCTION REQUIREMENTS | **COST** 90 GP

Craft Wondrous Item, *mage hand*, *unseen servant*

Challenger's Gloves

PRICE 2,200 GP

AURA faint enchantment | **CL** 1st | **WEIGHT** —

These supple, velvet gloves are the sort that might be thrown down in challenge for a duel or other single combat. By removing a glove and using it to make a melee or ranged touch attack against an opponent, the wearer of the other glove gains a +1 morale bonus on attack rolls against the target, and the target gains a –1 penalty on attack rolls against the wearer. Both of these effects last for 1 minute, but immediately end if anyone but the glove's wearer attacks the challenged opponent. Both gloves must be worn by the same creature.

CONSTRUCTION REQUIREMENTS | **COST** 1,100 GP

Craft Wondrous Item, *bane*, *bless*

Claws of the Ice Bear

PRICE 1,300 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

Strapped to the hands, these spiked climbing claws grant a +2 competence bonus on Climb checks and Acrobatics checks made when using both hands to aid in movement, and allow the wearer to ignore the normal penalties on those skills for slippery or icy surfaces. In addition, up to 3 times per day, the wearer can activate the claws as a swift action to gain the benefits of *spider climb* for 1 round. The wearer cannot hold anything else in her hands while using claws of the ice bear. If used as a weapon, *claws of the ice bear* function as spiked gauntlets.

CONSTRUCTION REQUIREMENTS | **COST** 750 GP

Craft Wondrous Item, *spider climb*

Deliquescent Gloves

PRICE 8,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.



These heavy leather gloves ripple and flow at the wearer's command, reshaping to fit any hand, claw, tentacle, or alien limb. The wearer's melee touch attacks with that hand deal 1d6 points of acid damage. If the wearer uses that hand to wield a weapon or make an attack with an unarmed strike or natural weapon, that attack gains the *corrosive* weapon special ability.

The wearer's gloved hand is protected from the acid ability of oozes, allowing him to use that hand to attack oozes with unarmed strikes or natural attacks without risk of harm from contact with the ooze. These unarmed strikes and natural attacks never cause an ooze to split.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *acid arrow*, *summon monster V*

Engineer's Workgloves

PRICE 3,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** —



These durable canvas and leather gloves imbue the wearer with an instinctive knowledge of mechanical devices. The wearer gains a +5 competence bonus on Craft and Knowledge checks made to repair or understand mechanical devices.

Once per day, the wearer may touch a device and instantly analyze it, learning its purpose and general method of operation, as well as diagnosing any acute malfunctions of the device, but not its magical powers or additional non-mechanical effects. For example, she could touch a pressure plate and understand that stepping on it would trigger a wall scythe trap attacking that square and that the trap resets automatically, but not that the trap includes a *+1 flaming scythe* coated in poison.

CONSTRUCTION REQUIREMENTS | **COST** 1,500 GP

Craft Wondrous Item, creator must have 5 ranks in Knowledge (engineering)

Form-Fixing Gauntlets

PRICE 8,000 GP

AURA strong abjuration | **CL** 15th | **WEIGHT** 1/2 lb.

These leather gauntlets grant the wearer a +2 morale bonus on unarmed strikes, natural attacks, and combat maneuver

checks versus creatures with the change shape special ability or similar abilities that allow it to change shape at will. While the wearer has such a creature grappled or pinned, it cannot use any shape-changing spells or abilities unless it succeeds at a concentration check; the DC of this check is 4 + the DC of casting the spell while grappled. If the wearer has such a creature pinned, a successful grapple check allows him to force the target into a specific shape it can take naturally (without the use of a spell). This involuntary transformation only forces the creature into a shape it is normally capable of and does not cost the creature an action.

CONSTRUCTION REQUIREMENTS **COST** 4,000 GP

Craft Wondrous Item, *polymorph any object*

GAUNTLET OF RUST

PRICE 11,500 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 2 lbs.



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.

CONSTRUCTION REQUIREMENTS **COST** 5,750 GP

Craft Wondrous Item, *rusting grasp*

GAUNTLET OF RUST, GREATER

PRICE 34,500 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This item is identical to a *gauntlet of rust*, except the wearer can use *rusting grasp* 3 times per day.

CONSTRUCTION REQUIREMENTS **COST** 17,250 GP

Craft Wondrous Item, *rusting grasp*

GAUNTLETS OF THE SKILLED MANEUVER

PRICE 4,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

The wearer of these gauntlets gains a +2 bonus on one type of combat maneuver check (such as bull rush, disarm, or steal) chosen by the creator when the item is created.

CONSTRUCTION REQUIREMENTS **COST** 2,000 GP

Craft Wondrous Item, creator must have the appropriate Improved combat maneuver feat

GAUNTLETS OF THE WEAPONMASTER

PRICE 110,000 GP

AURA strong conjuration | **CL** 10th | **WEIGHT** 5 lbs.

These gauntlets come in a variety of forms. Some are mostly leather with small steel plates, and are suited for fine swordplay. Others are fully articulated plate favored by knights in full plate. On command, the wearer of the gauntlet can store a single weapon he is holding in the gauntlets. When he does so, a graven image of the weapon appears on the gauntlet's plates. The wearer can store up to 10 weapons in the gauntlets in this manner. Retrieving a weapon requires the wearer to touch the image of the weapon he wants. Doing so is a swift action. When a weapon is retrieved, it appears in the hands of the wearer and any weapons the wearer had in his hands is stored in the gauntlets. If there is no room in the gauntlet for the weapons the wearer is holding, those weapons are dropped. The gauntlets can only store weapons; other items cannot be placed in the gauntlet.

Table 5–7: Hand Slot Wondrous Items

d%	LESSER MINOR HAND ITEM	PRICE
01–13	*Assisting gloves*	180 gp
14–22	*Claws of the ice bear*	1,300 gp
23–34	*Gloves of reconnaissance*	2,000 gp
35–46	*Glowing glove*	2,000 gp
47–58	*Apprentice's cheating gloves*	2,200 gp
59–70	*Challenger's gloves*	2,200 gp
71–80	*Gloves of larceny*	2,500 gp
81–90	*Healer's gloves*	2,500 gp
91–100	*Engineer's workgloves*	3,000 gp

d%	GREATER MINOR HAND ITEM	PRICE
01–12	*Gauntlets of the skilled maneuver*	4,000 gp
13–21	*Ghostvision gloves*	4,000 gp
22–33	*Gloves of arrow snaring*	4,000 gp
34–43	*Trapspringer's gloves*	4,000 gp
44–55	*Gloves of arcane striking*	5,000 gp
56–65	*Poisoner's gloves*	5,000 gp
66–75	*Magnetist's gloves*	6,000 gp
76–100	*Gloves of swimming and climbing*	6,250 gp

d%	LESSER MEDIUM HAND ITEM	PRICE
01–02	*Deliquescent gloves*	8,000 gp
03–05	*Form-fixing gauntlets*	8,000 gp
06–08	*Iron cobra gauntlet*	8,000 gp
09–16	*Shadow falconer's glove*	8,000 gp
17–20	*Spellstrike gloves*	8,000 gp
21–28	*Glyphbane gloves*	9,000 gp
29–40	*Glove of storing*	10,000 gp
41–46	*Gloves of shaping*	10,000 gp
47–54	*Pliant gloves*	10,000 gp
55–76	*Gauntlet of rust*	11,500 gp
77–100	*Gloves of dueling*	15,000 gp

d%	GREATER MEDIUM HAND ITEM	PRICE
01–30	*Vampiric gloves*	18,000 gp
31–65	*Giant fist gauntlets*	20,000 gp
66–100	*Gloves of the shortened path*	27,000 gp

d%	LESSER MAJOR HAND ITEM	PRICE
01–40	*Gloves of the commanding conjurer*	30,000 gp
41–100	*Gauntlet of rust, greater*	34,500 gp

d%	GREATER MAJOR HAND ITEM	PRICE
01–60	*Talons of Leng*	67,000 gp
61–100	*Gauntlets of the weaponmaster*	110,000 gp

Furthermore, three times per day on command, the gloves affect the wearer as the *greater heroism spell*.

CONSTRUCTION REQUIREMENTS	COST 55,000 GP

Craft Wondrous Item, *heroism*, *rope trick*

GHOSTVISION GLOVES

PRICE 4,000 GP

AURA faint divination and evocation	CL 5th	WEIGHT —

These gloves are made of pale gray silk; each is adorned with an embroidered silver eye on the back. Once per day the wearer may activate them, as a standard action, by bowing her head and pressing her hands to her eyes. The embroidered silver eyes flare and open, and when the wearer lowers her hands, deep pools of swirling gray mist hide her own eyes and allow her to more clearly see the restless dead for the next 10 rounds. While active, *ghostvision gloves* grant the following effects.

- The wearer can see all undead within 60 feet clearly, including ethereal undead and incorporeal undead hiding in objects or walls to a depth of 5 feet.
- If the wearer has the channel positive energy class ability, she may expend one use of channeled positive energy to make a ranged touch attack against one undead creature within channel range. If the ranged touch attack hits, she rolls channel energy damage against that target (affecting no other creatures), except she rolls d12s instead of d6s.
- While the gloves are active, constructs and living opponents treat the wearer as blind.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *detect undead*, *searing light*, channel positive energy class ability

GIANT FIST GAUNTLETS

PRICE 20,000 GP

AURA moderate transmutation	CL 8th	WEIGHT 5 lbs.

As a swift action, the wearer of these rough leather gauntlets can expand her hands to twice normal size and harden to the consistency of hardwood. This transformation lasts for up to 20 rounds per day, though they need not be consecutive rounds. If the wearer hits with an unarmed strike or natural attack using her enlarged hands, she may attempt to bull rush her opponent as a free action.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, *enlarge person*

GLOVE OF STORING

PRICE 10,000 GP

AURA moderate transmutation	CL 6th	WEIGHT —



This device is a single 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 shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If the glove's effect is suppressed or dispelled, the stored item appears instantly. A *glove of storing* uses up the wearer's entire hands slot. The wearer may not use another item (even another glove of storing) that also uses the hands slot.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *shrink item*

GLOVES OF ARCANE STRIKING

PRICE 5,000 GP

AURA faint transmutation	CL 1st	WEIGHT 1 lb.



These soft leather gloves are decorated with even rows of mithral rivets. Only a spellcaster with the Arcane Strike feat can activate their abilities. These abilities are as follows.

- When the wearer uses the aid another action to improve an ally's attack roll, the ally adds the wearer's Arcane Strike damage bonus to its damage roll for that attack.
- When the wearer makes an attack using Arcane Strike and hits, enemies adjacent to the target take damage equal to the wearer's Arcane Strike damage bonus. This damage is of the same type as the weapon's damage (bludgeoning, piercing, and so on).
- When the wearer uses the aid another action to improve an ally's Armor Class, the ally also adds the wearer's Arcane Strike damage bonus to his AC against the opponent.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, Arcane Strike, *magic weapon*

GLOVES OF ARROW SNARING

PRICE 4,000 GP

AURA faint abjuration	CL 3rd	WEIGHT —



Once worn, these snug gloves seem to meld with the hands, becoming almost invisible to casual observation. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for the feat. Both gloves must be worn for the magic to be effective, and at least one hand must be free to take advantage of the magic.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *shield*

GLOVES OF DUELING

PRICE 15,000 GP

AURA faint transmutation	CL 5th	WEIGHT —



These supple gloves grant the wearer a +4 bonus to her CMD against disarm attacks, attempts to sunder her wielded weapons, and effects that cause her to lose her grip on her weapons (such

as *grease*). The wearer doesn't drop held weapons when panicked or stunned. If the wearer has the weapon training class feature and is using an appropriate weapon, her weapon training bonus increases by +2.

CONSTRUCTION REQUIREMENTS **COST** 7,500 GP

Craft Wondrous Item, *greater magic weapon*

GLOVES OF LARCENY

PRICE 2,500 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

These supple beige calfskin gloves greatly enhance a thief's talents. The wearer gains a +5 competence bonus on Sleight of Hand checks.

CONSTRUCTION REQUIREMENTS **COST** 1,250 GP

Craft Wondrous Item, creator must have 5 ranks in Sleight of Hand

GLOVES OF RECONNAISSANCE

PRICE 2,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —



Each of these fingerless worked leather gloves look as though they have seen heavy use, and often bear the stains or scent of grass or wet mud. On command, the wearer can use the gloves to see and hear though solid material no more than 5 feet thick by placing both hands on that material. The wearer can use the gloves once per day for up to 1 minute. The wearer must wear the gloves continuously for 24 hours before activating this ability.

CONSTRUCTION REQUIREMENTS **COST** 1,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

GLOVES OF SHAPING

PRICE 10,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

These soft leather gloves are constantly encrusted with clay between the fingers and allow the reshaping of otherwise durable materials. The wearer can shape objects with hardness 8 or lower (stone, wood, leather, and so on) as if it were soft clay. While it's possible to rapidly make crude shapes (shaping roughly 1 cubic foot of material per round), creating fine detail or moving parts requires additional time and an appropriate Craft check, at the GM's discretion.

Materials with more than 8 points of hardness are still affected, though not so dramatically. The wearer may treat these materials as having half as much hardness when attempting to damage or reshape them. For instance, a steel bar normally has 10 points of hardness, but the wearer of the gloves may treat it as having hardness 5, and shape it with woodworking tools.

The gloves only affect shaping materials with the wearer's hands or handheld tools, and only when the wearer desires to do so.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Craft Wondrous Item, *soften earth and stone*, *stone shape*, *transmute rock to mud*

GLOVES OF SWIMMING AND CLIMBING

PRICE 6,250 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —



These apparently normal lightweight gloves are obviously made for use outdoors. They grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

CONSTRUCTION REQUIREMENTS **COST** 3,125 GP

Craft Wondrous Item, *bull's strength*, *cat's grace*

GLOVES OF THE COMMANDING CONJURER

PRICE 30,000 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** —



These gloves grant the wearer greater control over his summoned creatures. As long as he wears the gloves, creatures conjured by the wearer can understand him as if they shared a common language. This communication is not two-way and does not grant the wearer the ability to understand the creature.

Three times per day, the wearer can attempt to take control of a summoned creature within 50 feet as if using *control summoned creature* (Will DC 16).

CONSTRUCTION REQUIREMENTS **COST** 15,000 GP

Craft Wondrous Item, *comprehend languages*, *control summoned creature* (*Ultimate Magic*)

GLOVES OF THE SHORTENED PATH

PRICE 27,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

Once per day on command, the wearer of these oxblood leather gloves can bend space to extend her reach to a non-adjacent square within line of sight. For the next 10 rounds, she can touch anything in that square as if it were her own square, as long as she has line of effect to the target square. She may change the targeted square as a swift action.

When using the gloves to touch, attack, or manipulate anything in the square, the wearer's arms and hands also appear in that square, allowing creatures and effects to target her as if she were in that square. She cannot use this connection to transfer anything from her square to the target square, or vice versa. If she drops anything, it lands in her square. She can use her hands (including natural attacks from those hands, if any), hand-held objects (such as lockpicks), and melee weapons in that square as if she were there. The square is part of her threatened area, though she cannot use the gloves to provide flanking for herself. She cannot use the gloves to grapple, make ranged attacks, or make attacks that require her to move out of her actual square (such as a bull rush combat maneuver).

Interacting with the target square is distracting, and anything that threatens her in her actual square automatically flanks her.

If the wearer or her square is blocked from using teleportation or planar travel effects (such as by *dimensional anchor*), the gloves do not function. She cannot use the gloves to target a square protected by such an effect.

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, *teleport*

GLOWING GLOVE

PRICE 2,000 GP

AURA faint universal | **CL** 1st | **WEIGHT** —



The wearer of this slender white leather glove may, as a standard action, press it against any surface or object and cause a luminous handprint to appear. This print glows any color the wearer wishes, sheds light as a candle, and is easily visible from a distance of up to 60 feet. Such handprints last for 1 day before fading away. The glowing handprint matches the wearer's hand in terms of size, position of fingers, and so on.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *arcane mark*

GLYPHBANE GLOVES

PRICE 9,000 GP

AURA moderate abjuration | **CL** 7th | **WEIGHT** —



These dark-brown, leather gloves are etched over their entire surface with arcane insignia. The wearer gains a +5 competence bonus on Disable Device checks made to disable magical traps. Once per day, if the wearer's check to disarm a glyph, rune, or similar writing-based magical trap exceeds the DC by 10 or more, she can change the trigger condition of the trap instead of disabling it. The new trigger condition must be one allowed by the magical trap; for example, a *glyph of warding* cannot be set according to class, HD, or level, even when manipulated by the gloves.

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP

Craft Wondrous Item, *dispel magic*, *find traps*

HEALER'S GLOVES

PRICE 2,500 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

These pure-white leather gloves bear symbols of healing and faith on the back of the hands. The wearer gains a +5 competence bonus on Heal checks.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, creator must have 5 ranks in Heal

IRON COBRA GAUNTLET

PRICE 8,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This elbow-length scaled metal gauntlet flares at the wrist like a cobra's hood. Up to three times per day, the wearer can transform the gauntlet into an iron cobra (*Bestiary* 182), which crawls from the wearer's wrist and obeys his commands, leaving behind a simple bracelet of linked scales. Whoever wears the bracelet is the iron cobra's master. The iron cobra can remain animated for a total of 1 hour per day.

If the snake is within hearing range of the master and commanded to revert to gauntlet form (a standard action), it travels to its master as fast as possible, crawls onto its master's arm, and as a free action reverts to its inactive shape. If the snake's duration expires before it can reach its master, it reverts to gauntlet form, but automatically melds with the bracelet if the two touch.

If slain in cobra form, the snake reverts to gauntlet form and cannot be used again for 24 hours. If destroyed in gauntlet form, the item is destroyed. The wearer can refill the iron cobra's poison reservoir in snake form or gauntlet form.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *animate objects*, *discern location*, *geas/quest*

MAGNETIST'S GLOVES

PRICE 6,000 GP

AURA faint conjuration | **CL** 3rd | **WEIGHT** —

These thin leather gloves have delicate steel wires running through them. Three times per day as a standard action, the wearer of these gloves may attempt a disarm combat maneuver on a target within 30 feet. The target's item must be mostly made of metal. If the combat maneuver check is successful, the target is disarmed and the item falls to the ground in the target's square. For every 5 by which the check exceeds the DC, the item lands 1 square closer to the wearer. If this would place the item in the wearer's square, the wearer may attempt to catch the item with a DC 10 Dexterity check; otherwise it lands in the wearer's square. The wearer can only use this ability if she has at least one hand free. If the wearer fails the combat maneuver check, she is not disarmed.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *telekinesis*

PLIANT GLOVES

PRICE 10,000 GP

AURA strong transmutation | **CL** 9th | **WEIGHT** —

Wearing these form-fitting fingerless black gloves makes the wearer's arms and body more flexible. As a swift action, the wearer can lengthen his arms for up to 10 rounds per day, gaining an additional 5 feet of reach. These rounds need not be consecutive. Attacking with these extended arms is unwieldy, and the wearer takes a –2 penalty on attack rolls, increasing to –4 if he is using two-handed weapons. Even when his limbs aren't extended, the wearer gains a +5 enhancement bonus on Escape Artist checks and Acrobatics checks to avoid falling damage. The wearer is still able to use hand-based natural attacks such as claws while wearing the gloves.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *liquid form*

POISONER'S GLOVES

PRICE 5,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —



These black, rubbery gloves have sharpened digits. Fine channels lead to the tip of each finger, which are often stained with foul chemicals. The gloves are used primarily by assassins. Each glove may be filled with a single dose of poison, a potion, alchemist infusion, holy water, or similar liquid as long as the liquid would not harm the gloves (for example, alchemist's fire and acid cannot be used). The wearer can deliver the dose to a target as a melee touch attack or as part of an unarmed strike or natural attack with the hands (such as a claw or slam attack). In the case of a personal infused extract, the opponent receives both a Fortitude save and spell resistance. The wearer can use both gloves in the same round using two-weapon fighting or multiple natural attacks (such as 2 slams or 2 claws). Each glove can be used once per day. Filling a glove is a full-round action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *touch injection*

SHADOW FALCONER'S GLOVE

PRICE 8,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.

This elbow-length, heavy leather glove's fine embroidery is marred by dozens of claw marks. Once per day on command, its wearer can gesture toward a creature within 30 feet. When he does, a featureless silhouette of a bird of prey appears, swoops toward the target, and performs a disarm or steal combat maneuver (wearer's choice, CMB +16). The shadow falcon is a magical effect, not a creature, and this action does not provoke attacks of opportunity. If the hand wearing the glove is empty, the shadow falcon brings the item to the wearer's hand. If the gloved hand is occupied, the shadow falcon deposits the item on the ground in an unoccupied space adjacent to the wearer. The shadow falcon then disappears.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *shadow conjuration*

SPELLSTRIKE GLOVES

PRICE 8,000 GP

AURA strong (no school) | **CL** 17th | **WEIGHT** —



These black leather gloves are lined with soft black velveteen and have silver buckles that run from the wrist to the elbow. Three times per day, the gloves allow the wearer to treat a ranged magus spell as a spell with a range of "touch," allowing him to deliver the spell with his spellstrike ability. The glove can only affect spells that normally affect one or more creatures at a range greater than "touch" (such as *slow*), not rays or other created effects. The altered spell only affects the creature attacked (any other targets normally allowed by the spell are lost).

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, creator must be a magus

TALONS OF LENG

PRICE 67,000 GP

AURA strong transmutation | **CL** 15th | **WEIGHT** 1 lb.

Finely laid gold filigree lines these ornately worked talons. Once donned, the *talons of Leng* grant the wearer a natural claw attack with each hand that deal 1d4 points of damage for a Medium wearer, or 1d3 points of damage for a Small wearer. These claw attacks have a +3 enhancement bonus on attack and damage rolls. On a critical hit, the target must succeed at a DC 20 Will save or become permanently confused as per the *insanity* spell. This is a mind-affecting effect. The wearer of the *talons of Leng* is immune to effects that grant the confused condition. For as long as she wears the talons, however, her Wisdom is reduced by 2, as alien voices constantly whisper through her head. The *talons of Leng* do not interfere with spellcasting, the use of handheld items, or wielding weapons.

CONSTRUCTION REQUIREMENTS | **COST** 33,500 GP

Craft Magic Arms and Armor, Craft Wondrous Item, *greater magic fang*, *insanity*

TRAPSPRINGER'S GLOVES

PRICE 4,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** 1 lb.

These studded leather gloves look similar to workman's gloves, though they are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Wondrous Item, *find traps*

VAMPIRIC GLOVES

PRICE 18,000 GP

AURA moderate necromancy | **CL** 5th | **WEIGHT** —

These pale, elegant-looking leather gloves have blood-red stitching on the fingers—which bears a startling resemblance to blood-encrusted fingernails. Three times per day, the wearer can use *vampiric touch* and *bleed*. If the wearer uses *vampiric touch* and holds the charge, the charge dissipates if the gloves are removed.

Though *vampiric touch* is normally a touch attack, the wearer can instead use that ability as a ranged touch attack with a range of 30 feet, but only against a dying target or a target suffering from a bleed effect. When using *vampiric touch* in this way, the wearer can hold the charge on a missed ranged touch attack.

If the wearer is suffering from a bleed effect, he may expend one use of *vampiric touch* to end the bleed effect.

CONSTRUCTION REQUIREMENTS | **COST** 9,000 GP

Craft Wondrous Item, *bleed*, *vampiric touch*

Head Slot Wondrous Items

The head slot consists of caps, circlets, crowns, halos, hats, helms, hoods, laurels, masks, veils, wigs, and other non-headband slot items that can be worn on the head.

Anyone can use a head slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Batrachian Helm

Price 26,000 GP

Aura moderate transmutation | **CL** 10th | **Weight** 3 lbs.

This oily bronze helm is fashioned in the shape of a frog's head. Three times per day as a swift action, the helm fires an unerring tongue of force at a visible target within 20 feet.

If the target is an unattended object weighing 250 pounds or less, it is pulled 20 feet toward the wearer. If the target is a creature of the wearer's size or smaller, the wearer may make a combat maneuver check as a free action to pull the target 20 feet toward him.

If the target is a creature larger than the wearer, an unattended object weighing more than 250 pounds, or an immobile structure such as a wall, the wearer is pulled 20 feet toward the target. This movement does not provoke attacks of opportunity, and the object or creature stops if the movement would move it into a solid object or creature.

Construction Requirements | **Cost** 13,000 GP

Craft Wondrous Item, *telekinesis*

Buffering Cap

Price 2,000 GP

Aura faint conjuration | **CL** 1st | **Weight** 1 lb.

This cloth hat is floppy and shapeless. It offers its wearer an unusual amount of protection against particularly devastating blows. Once per day when struck by a critical hit, the wearer can spend an immediate action to convert the bonus damage of the critical hit into nonlethal damage. The cap has no effect if the wearer is immune to nonlethal damage.

Construction Requirements | **Cost** 1,000 GP

Craft Wondrous Item, *shield*

Cap of Human Guise

Price 800 GP

Aura faint illusion | **CL** 3rd | **Weight** —

This threadbare hat allows its wearer to alter her appearance at will as with a *disguise self* spell, except she can only appear as a plainly dressed Small human child, adult halfling, or adult gnome, such as a peasant, blacksmith, or shopkeeper. The wearer can slightly alter the cap's appearance as part of the disguise, but otherwise must match the overall unremarkable look of the illusory form.

Though invented and primarily used by Small humanoids, it can be used by any Small or Medium humanoid creature.

Construction Requirements | **Cost** 400 GP

Craft Wondrous Item, *disguise self*

Cap of Light

Price 900 GP

Aura faint evocation | **CL** 1st | **Weight** —



This small cloth skullcap resembles those some priests wear, but is topped with a small silver statue in the shape of a lit candle. The wearer can command the statue to radiate *light* (as the spell). The *light* can also be turned off on command.

Construction Requirements | **Cost** 450 GP

Craft Wondrous Item, *light*

Cap of the Free Thinker

Price 12,000 GP

Aura moderate abjuration | **CL** 10th | **Weight** —

This soft cap helps the wearer free herself from outside influences. Once per day, when the wearer fails a saving throw against a mind-affecting effect, she can reroll the save and take the second result.

Construction Requirements | **Cost** 6,000 GP

Craft Wondrous Item, *mind blank*

Cat's Eye Crown

Price 18,000 GP

Aura moderate divination | **CL** 10th | **Weight** 1 lb.



This slender silver crown is decorated with a single cat's eye gemstone as a centerpiece. When the gem is attached to the crown, its wearer gains darkvision 60 feet, or increases her darkvision by 60 feet if she already possesses that sense. The gemstone is detachable, and can be rolled into rooms, dropped into holes, thrown through windows, or planted on a creature. Once per day, on command, the crown's wearer gains the benefit of the *clairaudience/clairvoyance* spell, but uses the cat's eye gemstone as that spell's sensor and gains darkvision when viewing through that sensor. If the stone is held or carried by a creature, even within a sack or some other container, the creature wearing the crown uses the senses of the creature carrying the gemstone as the sensor instead, whether or not the creature carrying the gemstone is aware of the stone's true purpose or even its existence. Destroying the gem (hardness 8, hp 5) severs the link, but a new cat's eye gemstone worth at least 100 gp can be fashioned and attuned to the crown. The attunement process takes 24 hours.

Construction Requirements | **Cost** 9,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance*, *darkvision*, creator must be a catfolk

Circlet of Mindsight

Price 22,000 GP

Aura moderate divination | **CL** 9th | **Weight** —

This elaborate circlet of gold-and-platinum filigree bears tiny gems in settings that look disturbingly like human eyes.

Table 5-8: Head Slot Wondrous Items

d%	Lesser Minor Head Item	Price
01–15	*Cap of human guise*	800 gp
16–30	*Cap of light*	900 gp
31–56	*Hat of disguise*	1,800 gp
57–71	*Buffering cap*	2,000 gp
72–85	*Miser's mask*	3,000 gp
86–100	*Stalker's mask*	3,500 gp

d%	Greater Minor Head Item	Price
01–12	*Circlet of persuasion*	4,500 gp
13–21	*Grappler's mask*	5,000 gp
22–31	*Helm of fearsome mien*	5,000 gp
32–40	*Jingasa of the fortunate soldier*	5,000 gp
41–54	*Helm of comprehend languages and read magic*	5,200 gp
55–66	*Crown of swords*	6,000 gp
67–84	*Crown of blasting, minor*	6,480 gp
85–95	*Mask of the krenshar*	7,200 gp
96–100	*Plague mask*	7,500 gp

d%	Lesser Medium Head Item	Price
01–10	*Mask of stony demeanor*	8,000 gp
11–20	*Helm of the mammoth lord*	8,500 gp
21–30	*Veil of fleeting glances*	9,000 gp
31–46	*Mask of a thousand tomes*	10,000 gp
47–63	*Medusa mask*	10,000 gp
64–80	*Cap of the free thinker*	12,000 gp
81–100	*Halo of inner calm*	16,000 gp

d%	Greater Medium Head Item	Price
01–06	*Cat's eye crown*	18,000 gp
07–12	*Maw of the wyrm*	18,000 gp
13–20	*Mitre of the hierophant*	18,000 gp
21–29	*Magician's hat*	20,000 gp
30–36	*Circlet of mindsight*	22,000 gp
37–45	*Mask of the skull*	22,000 gp
46–53	*Howling helm*	22,600 gp
54–66	*Crown of blasting, major*	23,760 gp
67–76	*Helm of underwater action*	24,000 gp
77–83	*Crown of conquest*	24,600 gp
84–89	*Batrachian helm*	26,000 gp
90–100	*Helm of telepathy*	27,000 gp

d%	Lesser Major Head Item	Price
01–14	*Iron circlet of guarded souls*	30,000 gp
15–29	*Laurel of command*	30,000 gp
30–45	*Mask of giants, lesser*	30,000 gp
46–61	*Steel-mind cap*	33,600 gp
62–78	*Stormlord's helm*	35,000 gp
79–100	*Helm of brilliance, lesser*	36,000 gp

d%	Greater Major Head Item	Price
01–14	*Judge's wig*	59,200 gp
15–39	*Helm of teleportation*	73,500 gp
40–55	*Halo of menace*	84,000 gp
56–68	*Mask of giants, greater*	90,000 gp
69–83	*Helm of brilliance*	125,000 gp
84–92	*Helm of electric radiance*	125,000 gp
93–100	*Crown of heaven*	150,000 gp

When worn, the circlet lets the wearer sense the presence of other thinking creatures in her immediate area. The wearer gains the benefits of blindsense 30 feet, but only against creatures with an Intelligence score that are susceptible to mind-affecting effects.

Undead, constructs, and mindless creatures like most oozes and vermin cannot be perceived when using the circlet, nor can creatures under the effects of *mind blank* or a *ring of mind shielding*.

The circlet does not interfere with the wearer's ability to see normally. If the wearer has blindsense or blindsight, he is able to differentiate creatures detected with those senses from creatures detected with the *circlet of mindsight*.

Construction Requirements | **Cost** 11,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance*, *detect thoughts*

Circlet of Persuasion

Price 4,500 GP

Aura faint transmutation | **CL** 5th | **Weight** —



This delicately engraved silver headband grants its wearer a +3 competence bonus on Charisma-based checks.

Construction Requirements | **Cost** 2,250 GP

Craft Wondrous Item, *eagle's splendor*

Crown of Blasting, Major

Price 23,760 GP

Aura strong evocation | **CL** 17th | **Weight** 1 lb.

On command, this elaborate golden crown projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Construction Requirements | **Cost** 11,880 GP

Craft Wondrous Item, Maximize Spell, *searing light*

Crown of Blasting, Minor

Price 6,480 GP

Aura moderate evocation | **CL** 6th | **Weight** 1 lb.

On command, this simple golden crown projects a blast of *searing light* (3d8 points of damage) once per day.

Construction Requirements | **Cost** 3,240 GP

Craft Wondrous Item, *searing light*

Crown of Conquest

Price 24,600 GP

Aura moderate enchantment | **CL** 7th | **Weight** 3 lbs.

This crown of steel and gold projects an aura of menacing power. The wearer gains a +4 competence bonus on Intimidate checks, and whenever he confirms a critical hit, the crown creates a *prayer* effect centered on the crown's wearer (caster level 5th).

If the wearer of the crown has the Leadership feat, he gains a +1 bonus to his Leadership score and any follower or cohort of the wearer gains a +1 bonus on attack rolls and saving throws against fear effects while within line of sight of the wearer.

CONSTRUCTION REQUIREMENTS **COST** 12,300 GP

Craft Wondrous Item, *bless*, *eagle's splendor*, *prayer*

CROWN OF HEAVEN

PRICE 150,000 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** 5 lbs.



This slim golden diadem, bejeweled with diamonds and sapphires, grants its wearer fluency in Celestial and allows her to *detect evil* at will and use *tongues* once per day, both on command. She also gains a +5 sacred bonus on Knowledge (planes) checks regarding outsiders with the good or evil subtypes, and any effect she creates with the good descriptor takes effect at +1 caster level.

A *crown*, an *orb*, and a *scepter of heaven*—collectively known as a *regalia of heaven*—increase in power when used together. If the wearer of a *crown of heaven* wields an *orb* or *scepter of heaven*, effects she creates with the good descriptor gain an additional +1 caster level, and she gains a +1 sacred bonus to AC and on saves against attacks or effects created by evil creatures. She also radiates an *aura of menace* in a 20-foot radius. Any evil creature within this aura takes a –2 penalty on attack rolls, on saving throws, and to AC until it successfully hits the wearer of the regalia (DC 20 Will negates). A creature that saves is immune to this effect for 24 hours. If the aura is dispelled, the wearer can restore it as a standard action.

If the crown is worn while the wearer is wielding both an *orb* and *scepter of heaven*, the crown's caster level increases to 15th, effects the wearer creates with the good descriptor gain an additional +1 caster level increase, and her sacred bonus to AC and saves increases to +2. In addition, as a full-round action, the wearer can create an *aura of sanctity* for as long as she concentrates. This aura provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws against attacks made or effects created by evil creatures, as well as the benefits of a *magic circle against evil* and a *lesser globe of invulnerability*.

A *crown of heaven* bestows one negative level on any evil creature bearing it, which cannot be removed or overcome while carrying the crown. If the same creature carries an *orb* or *scepter of heaven*, it gains one additional negative level per object. An evil creature intentionally donning a *crown of heaven* gains an additional negative level and is affected as *bestow curse* (DC 17) immediately and every 24 hours that the crown is worn. A neutral character can attempt a DC 17 Fortitude save to avoid gaining these negative levels.

CONSTRUCTION REQUIREMENTS **COST** 75,000 GP

Craft Wondrous Item, *aura of doom* (*Ultimate Magic*), *detect evil*, *dispel evil*, *magic circle against evil*, *tongues*

CROWN OF SWORDS

PRICE 6,000 GP

AURA faint evocation | **CL** 3rd | **WEIGHT** 3 lbs.

This radiant crown of steel is bedecked with miniature mithral swords. A *crown of swords* can be used up to 10 times per day. When struck in combat, the wearer may spend one use as an immediate action to create a longsword-shaped *spiritual weapon* that then attacks her attacker. On the wearer's next turn, she may spend one additional use each round to continue attacking that target with the *spiritual weapon*; the *spiritual weapon* cannot be redirected and disappears if the target is killed or moves out of range. Multiple *spiritual weapons* may be created (even attacking the same target) if the wearer is attacked in subsequent rounds.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *spiritual weapon*

GRAPPLER'S MASK

PRICE 5,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 2 lbs.



This mask is fashioned from dark leather decorated with geometrical patterns that emphasize the wearer's fearsomeness. It covers the wearer's face, but leaves his mouth and eyes uncovered. The wearer may attempt to bull rush and grapple without provoking attacks of opportunity.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, *bull's strength*, *cat's grace*, *expeditious retreat*

HALO OF INNER CALM

PRICE 16,000 GP

AURA strong abjuration | **CL** 15th | **WEIGHT** 1 lb.

This silvery ring looks like a halo. When worn by a tiefling it hovers just above his head, though it still uses the head magic item slot. It helps to calm the baser emotions and the dark whispers that plague tieflings, granting the wearer a +4 resistance bonus on saving throws against all spells with the emotion descriptor. When worn by a tiefling of a good alignment, it provides spell resistance 13 against spells with the evil descriptor and a +2 sacred bonus on saving throws.

CONSTRUCTION REQUIREMENTS **COST** 8,000 GP

Craft Wondrous Item, *holy aura*, creator must be a tiefling of good alignment

HALO OF MENACE

PRICE 84,000 GP

AURA strong enchantment | **CL** 9th | **WEIGHT** 1 lb.

When placed over the head, this halo of shimmering polished steel floats above it, though it still takes up the head slot. The halo constantly radiates a 20-foot-radius aura from its wearer. Any hostile creature within the aura must succeed at a DC 20 Will save or take a –2 penalty on attack rolls, on saving throws, and to AC for the next 24 hours or

until it hits the wearer with an attack or damages it with a spell, spell-like ability, or supernatural ability. Chaotic creatures take a –2 penalty on this saving throw. A creature that has resisted or broken the effect of the *halo of menace* cannot be affected by the same wearer's aura for 24 hours. The aura is a mind-affecting effect.

CONSTRUCTION REQUIREMENTS	COST 42,000 GP

Craft Wondrous Item, *order's wrath*, creator must be an aasimar or an archon

HAT OF DISGUISE

PRICE 1,800 GP

AURA faint illusion | **CL** 1st | **WEIGHT** —



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, or other headwear.

CONSTRUCTION REQUIREMENTS	COST 900 GP

Craft Wondrous Item, *disguise self*

HELM OF BRILLIANCE

PRICE 125,000 GP

AURA strong varied | **CL** 13th | **WEIGHT** 3 lbs.



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: 10 diamonds, 20 rubies, 30 fire opals, and 40 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. 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 fire resistance 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

CONSTRUCTION REQUIREMENTS	COST 62,500 GP

Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *daylight*, *prismatic spray*, *protection from energy*, *wall of fire*

HELM OF BRILLIANCE, LESSER

PRICE 36,000 GP

AURA moderate varied | **CL** 5th | **WEIGHT** 3 lbs.

This helm functions like a *helm of brilliance* but is lower-powered. Instead of the standard helm's allotment of gems, the lesser helm has 10 diamonds (*fireball*, 10d6 damage, Reflex DC 20 half), 20 corals (*flaming sphere*), 30 garnets (*scorching ray*), and 40 agates (*light*). It still glows near and harms undead, has the *flaming* weapon special ability, and provides fire resistance (though only 20 instead of 30).

Just like the standard helm, the wearer risks detonation if damaged by magical fire; diamonds become *fireballs* centered on the wearer, corals become *flaming spheres* in and adjacent to the wearer's space, garnets become *scorching rays* that fire randomly at creatures in range, and the agates and the helm itself are destroyed.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP

Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *flaming sphere*, *light*, *protection from energy*, *scorching ray*

HELM OF COMPREHEND LANGUAGES AND READ MAGIC

PRICE 5,200 GP

AURA faint divination | **CL** 4th | **WEIGHT** 3 lbs.

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 Linguistics checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply ability to use its spells.

CONSTRUCTION REQUIREMENTS	COST 2,600 GP

Craft Wondrous Item, *comprehend languages*, *read magic*

HELM OF ELECTRIC RADIANCE

PRICE 125,000 GP

AURA strong varied | **CL** 13th | **WEIGHT** 3 lbs.

The *helm of electric radiance* is similar to a *helm of brilliance*, except its spells focus on electricity rather than fire. Other aspects of the helm, such as detecting and damaging undead, remain unchanged. The helm has 10 sapphires that can be used for *chain lightning*, 20 pieces of amber that can be used for *lightning bolt*, 30 pieces of petrified wood that can be used for *shocking sphere* (as *flaming sphere* but dealing electricity

damage), and 40 opals that can be used for *daylight*. In addition, the wearer gains resistance to electricity 30 and his weapons become *shocking* weapons instead of *flaming* weapons.

CONSTRUCTION REQUIREMENTS **COST** 62,500 GP

Craft Wondrous Item, *chain lightning*, *daylight*, *detect undead*, *flaming sphere*, *lightning bolt*, *protection from energy*, *shocking grasp*

HELM OF FEARSOME MIEN

PRICE 5,000 GP

AURA faint necromancy | **CL** 1st | **WEIGHT** 4 lbs.



This metal helm is made to look like the wearer has large fangs and other features resembling those of a fearsome predator. If the wearer is a barbarian, she can use the intimidating glare rage power whenever she rages. The helm has no effect if the wearer is not a barbarian (or another class with the rage class feature).

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, *cause fear*

HELM OF TELEPATHY

PRICE 27,000 GP

AURA faint divination and enchantment | **CL** 5th | **WEIGHT** 3 lbs.



This pale metal or ivory helm covers much of the head when worn. 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.

CONSTRUCTION REQUIREMENTS **COST** 13,500 GP

Craft Wondrous Item, *detect thoughts*, *suggestion*

HELM OF TELEPORTATION

PRICE 73,500 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 3 lbs.



A character wearing this helm may *teleport* three times per day, instantly transporting himself and objects he might be carrying on his person to a designated destination, exactly as if he had cast the spell of the same name.

CONSTRUCTION REQUIREMENTS **COST** 36,750 GP

Craft Wondrous Item, *teleport*

HELM OF THE MAMMOTH LORD

PRICE 8,500 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 3 lbs.

This hide helm is set with plates of ivory carved with primitive runes, with a pair of tusks curving down on either side of the wearer's face for cheek guards. The tusks of the helm provide a gore attack dealing 1d6 points of damage for a Medium wearers (or 1d4 points of damage for Small wearers) and counts as a magic weapon for the purposes of overcoming damage reduction.

The *helm of the mammoth lord* also protects the wearer from cold environments as the *endure elements* spell. Furthermore, it provides a +5 competence bonus to Handle Animal, Ride, and wild empathy checks with elephants, mammoths, mastodons, and other similar elephant-like creatures.

On command, the wearer may use *detect animals or plants*, but can only detect elephant-like creatures. On command, the wearer may use *speak with animals*, but only to communicate with elephant-like creatures.

CONSTRUCTION REQUIREMENTS **COST** 4,250 GP

Craft Wondrous Item, *beast shape I*, *charm animal*, *detect animals or plants*, *speak with animals*, creator must have 5 ranks in Handle Animal and Ride

HELM OF UNDERWATER ACTION

PRICE 24,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 3 lbs.



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* gives the wearer a 30-foot swim speed and 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.

CONSTRUCTION REQUIREMENTS **COST** 12,000 GP

Craft Wondrous Item, *water breathing*

HOWLING HELM

PRICE 22,600 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 2 lbs.



The wearer of this helm, crafted from a beast's skull, gains the ability to communicate with dogs, wolves, dire wolves, foxes, jackals, coyotes, and similar canine animals as the *speak with animals* spell. The wearer gains a +2 competence bonus on Diplomacy checks and Charisma checks to influence wolf-like magical beasts such as blink dogs, winter wolves, and worgs.

On command three times per day, the wearer can unleash a terrifying howl. When he does so, he makes a single Intimidate check to demoralize all opponents within 30 feet that can hear the howl. At the start of the wearer's following turn, 1d3 wolves appear as if summoned by the spell *summon nature's ally III*. They act on the wearer's initiative and follow her instructions (or attack her opponents, if she cannot

communicate with them) for 5 rounds before vanishing in a swirl of pine needles and snow.

CONSTRUCTION REQUIREMENTS	COST 11,300 GP

Craft Wondrous Item, *speak with animals*, *summon nature's ally III*

IRON CIRCLET OF GUARDED SOULS

PRICE 30,000 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** 1 lb.



This simple cold iron circle has no markings or ornamentation upon it, and is always slightly cool to the touch. The circle shields both the wearer's soul and his identity from mystic intrusion. The wearer is immune to effects that target souls (such as *trap the soul*) or that would be foiled by a *nondetection* spell (unlike *nondetection*, the divination's caster cannot attempt a caster level check to overcome this effect). If the wearer is slain, he cannot be restored to life by magic (save by a *miracle*, *wish*, or divine intervention) until the circlet is removed.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, *nondetection*, *trap the soul*

JINGASA OF THE FORTUNATE SOLDIER

PRICE 5,000 GP

AURA strong divination | **CL** 15th | **WEIGHT** 3 lbs.

This conical iron jingasa, or war hat, grants the wearer a +1 deflection bonus to AC. When struck by a critical hit or sneak attack, the wearer can spend an immediate action to negate the critical hit or sneak attack (similar to the *fortification* armor special ability, but without requiring a roll). The damage is instead rolled normally. This ability functions only once, though the jingasa continues to grant its deflection bonus even after the other ability is expended.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *divine favor*, *moment of prescience*

JUDGE'S WIG

PRICE 59,200 GP

AURA moderate divination | **CL** 7th | **WEIGHT** —

This flowing wig of white ringlets grants its wearer an unmistakable impression of dignity and gravitas. This grants a +4 competence bonus on Diplomacy and Intimidate checks. At will, the wearer can concentrate on a creature within 30 feet to scrutinize it with *discern lies*.

CONSTRUCTION REQUIREMENTS	COST 29,600 GP

Craft Wondrous Item, *discern lies*

LAUREL OF COMMAND

PRICE 30,000 GP

AURA faint enchantment | **CL** 3rd | **WEIGHT** —

Laurel leaves crafted from fine gold decorate this circlet that imparts powers of persuasion and leadership. The wearer's voice carries great authority and can inspire others to victory. As a swift action, the wearer can speak words of encouragement or advice to an ally within 30 feet. That ally gains a +2 morale bonus on attack rolls, saving throws, skill checks, and ability checks until the start of the wearer's next turn. The wearer can use the laurel to grant this bonus to himself. A creature cannot gain this bonus more than once per day.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, *heroism*

MAGICIAN'S HAT

PRICE 20,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —



Mystic symbols embroidered in gold thread decorate this conical hat. Three times per day as a free action when casting a spell, the wearer can shift metamagic feats on prepared spells. The wearer can either move a metamagic feat from another prepared spell to a spell being cast or from the spell being cast to another prepared spell. In either case, the spell that gains the metamagic feat can't exceed the spell slot of the spell that originally had the metamagic feat. For example, a wizard with *detect thoughts*, *silent dispel magic*, and *dimension door* prepared could cast a *silent detect thoughts* (and would now have *dispel magic* prepared), but could not cast *silent dimension door*. Moving metamagic feats does not increase spell casting time, even for quickened spells. The hat provides no benefit to spontaneous casting or spell-like abilities.

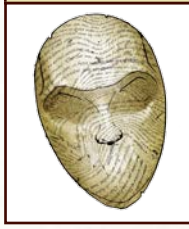
CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, *mnemonic enhancer*

MASK OF A THOUSAND TOMES

PRICE 10,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** 1 lb.



The random snippets of script that write across the surface of this parchment-colored eyeless mask hint at the knowledge of the many tomes stored within. The mask grants its wearer a +10 competence bonus on all Knowledge skill checks, but the wearer is blinded while wearing the mask. The mask must be worn for 10 minutes before the wearer gains its bonus.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

MASK OF GIANTS, GREATER

PRICE 90,000 GP

AURA strong transmutation | **CL** 13th | **WEIGHT** 1 lb.

A *greater mask of giants* has all the powers of a *lesser mask of giants*, plus it grants additional abilities in giant form. If the form has any of the following abilities, the wearer gains the listed ability: rend (2d6 damage), regeneration 5 (acid or fire), rock catching, rock throwing (range 60 feet, 2d6 damage). If the chosen giant form has immunity or resistance to any energy type, the wearer gains resistance 20 to that energy type when in giant form. If the giant form has vulnerability to an energy type, the wearer gains that vulnerability when in giant form.

In giant form, the wearer gains a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, and a +4 natural armor bonus.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Craft Wondrous Item, *giant form I*

MASK OF GIANTS, LESSER

PRICE 30,000 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 1 lb.

This wooden mask depicts a leering humanoid with an oversized nose and ears. If the wearer has the wild shape class feature, the mask allows her to use wild shape to take the form of a humanoid with the giant subtype. The forms allowed by a *lesser mask of giants* are ogre, troll, fire giant, frost giant, and stone giant. If the form has any of the following abilities, the wearer gains the listed ability: darkvision 60 feet, low-light vision, scent. In giant form, the wearer gains a +4 size bonus to Strength, a –2 penalty to Dexterity, and a +1 natural armor bonus.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, *giant form I*

MASK OF STONY DEMEANOR

PRICE 8,000 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 4 lbs.

When worn, this mask transforms the wearer's face into a stone statue and its voice into an emotionless monotone. Though it allows the wearer to speak, its facial expressions and voice betray little emotion, granting a +10 competence bonus on Bluff checks made to lie and a +5 competence bonus on Bluff checks made to feint, but also imposing a –5 penalty on Bluff checks made to pass a hidden message.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *innocence* (*Advanced Player's Guide*), *stone shape*

MASK OF THE KRENSHAR

PRICE 7,200 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** 1 lb.

This simple leather mask depicts an earless catlike creature. When worn, it melds into its wearer's face and vanishes, leaving the wearer's face just as it looked before. Three times per day the wearer can command the mask to appear to retract the wearer's skin, revealing an illusion of the wearer's glistening skull and musculature. Creatures within 100 feet who see this display must succeed at a DC 13 Will save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 HD) for 1d4 rounds. This is a mind-affecting fear effect and a glamer. Anyone who can see through illusions (such as by *true seeing*) is unaffected.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP

Craft Wondrous Item, *disguise self*, *scare*

MASK OF THE SKULL

PRICE 22,000 GP

AURA strong necromancy and transmutation | **CL** 13th | **WEIGHT** 3 lbs.

This fearsome-looking mask of ivory, beaten copper, or pale wood is typically fashioned into the likeness of a human skull with a missing lower jaw, allowing the bottom half of the wearer's face to remain visible when the mask is worn.

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 successful DC 20 Fortitude save or take 130 points of damage, as if affected by a *finger of death* spell. If the target succeeds at its saving throw, it 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.

CONSTRUCTION REQUIREMENTS	COST 11,000 GP

Craft Wondrous Item, *animate objects*, *finger of death*, *fly*

MAW OF THE WYRM

PRICE 18,000 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** 3 lbs.

This fearsome helm, wrought into the shape of a roaring dragon's maw, has dozens of glittering dragon scales across its surface. The helm's wearer gains a +4 competence bonus on Intimidate checks and a +4 insight bonus on saves to resist a dragon's frightful presence aura.

Each helm is modeled after a particular type of chromatic or metallic dragon. Once per day on command, the wearer can breathe out a blast of energy, as the *dragon's breath* spell (*Advanced Player's Guide*) to mimic the breath weapon of the dragon the helm is modeled after (7d6 points of damage, Reflex DC 16 half).

CONSTRUCTION REQUIREMENTS	COST 9,000 GP

Craft Wondrous Item, *dragon's breath*

MEDUSA MASK

PRICE 10,000 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 1 lb.

This intricate mask is made of gold-plated iron. Writhing snake tails radiate from a gemstone upon the brow, almost as if they were medusa-like hair. The mask grants a +4 bonus on all saving throws against visual effects, including gaze attacks and sight-based illusions. Once per day as a standard action, the wearer can cause the central gemstone to glow with pale green light, at which point she may target any one creature within 30 feet. The targeted creature must succeed at a DC 15 Fortitude save or be petrified for 1 minute, as if by *flesh to stone*.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *flesh to stone*, *resistance*

MISER'S MASK

PRICE 3,000 GP

AURA faint divination | **CL** 1st | **WEIGHT** 1 lb.

This wooden mask depicts the sunken face of a miser with an upturned nose. The mask grants the wearer the scent ability (*Bestiary* 304), but she can use it only to sense coins

and gems. Each type and quality of gem has its own unique aura to the wearer, granting her a +5 competence bonus on Appraise checks made to ascertain the value of gems.

CONSTRUCTION REQUIREMENTS **COST** 1,500 GP

Craft Wondrous Item, *bloodhound* (*Advanced Player's Guide*), the creator must have 4 ranks in Appraise

MITRE OF THE HIEROPHANT

PRICE 18,000 GP

AURA moderate divination | **CL** 9th | **WEIGHT** 2 lbs.



This ostentatious hat functions only for a wearer who can cast divine spells. The wearer gains a +5 competence bonus on Diplomacy and Knowledge (religion) checks. Once per day on command, the wearer can ask a single question of her patron deity, as if by using *commune*. Once per week on command, the wearer can touch a creature, atoning it for past misdeeds as if using an *atonement* spell.

CONSTRUCTION REQUIREMENTS **COST** 9,000 GP

Craft Wondrous Item, *atonement*, *commune*, *guidance*

PLAGUE MASK

PRICE 7,500 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 2 lbs.



This stylized bird mask consists of a pair of goggles attached to a ceramic beak that covers the nose and mouth. The goggles are not magic and can be replaced with other goggles or eye slot items. It grants the wearer a +4 resistance bonus on saving throws against disease. Once per day on command, the user can *remove disease* (as the spell) on a single creature touched.

CONSTRUCTION REQUIREMENTS **COST** 3,750 GP

Craft Wondrous Item, *remove disease*

STALKER'S MASK

PRICE 3,500 GP

AURA faint illusion | **CL** 5th | **WEIGHT** 1 lb.

Preserved sections harvested from several different human faces cover this mask. When worn, the mask desaturates the wearer's color, making him appear shadowy and granting a +5 competence bonus on Stealth checks. Once per day as a full-round action, the wearer can cause the mask's features to take on the appearance of any creature of the wearer's basic size and shape within 60 feet that he observes, allowing the wearer to adopt that creature's appearance for 1 hour. This grants him a +10 bonus on Disguise checks made to appear as the creature. The mask also grants the wearer a +1 bonus on attack rolls and weapon damage rolls made against the creature he is disguised as, as the mask builds upon the wearer's rage and jealousy of the target's appearance.

CONSTRUCTION REQUIREMENTS **COST** 1,750 GP

Craft Wondrous Item, *disguise self*, *rage*

STEEL-MIND CAP

PRICE 33,600 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 3 lbs.



Ruined scraps of various constructs were repurposed and combined to form this ornate iron helmet. Though the helmet is not intelligent, it has a brute mechanical cunning that allows it to assert control whenever the wearer's mind is overwhelmed. The helmet takes control of the wearer's body anytime he is dazed or stunned. Whenever the wearer would be dazed, he is instead confused. Whenever the wearer would be stunned, he is instead confused and staggered.

Time spent under the cap's influence counts against the duration of the daze or stun effect. The cap functions for up to 5 rounds per day. These rounds do not need to be consecutive. The cap stops asserting control over its wearer when the duration of the daze or stun effect ends, or when the cap's 5 rounds of duration are expended.

CONSTRUCTION REQUIREMENTS **COST** 16,800 GP

Craft Wondrous Item, *surmount affliction* (*Ultimate Magic*)

STORMLORD'S HELM

PRICE 35,000 GP

AURA strong transmutation | **CL** 10th | **WEIGHT** 3 lbs.

Two large horns jut from the sides of this iron helm, each of them carved with runes representing storms, thunder, and lightning. The runes give the wearer the ability to control the elements and bring forth a great storm. Once per day, the wearer can call upon the magic of the helm to call a thunderstorm, as if casting the *control weather* spell. Like that spell, it takes 10 minutes to call the weather and an additional 10 minutes for the thunderstorm to manifest. Once it does, the wearer can *call lightning* (as the spell) for 10 minutes or until the wearer dismisses the thunderstorm with a standard action.

CONSTRUCTION REQUIREMENTS **COST** 17,500 GP

Craft Wondrous Item, *call lightning*, *control weather*

VEIL OF FLEETING GLANCES

PRICE 9,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —

In addition to hiding the face, this fine lace veil protects the wearer against gaze attacks. The wearer has a 50% chance to avoid making a saving throw against a gaze attack even when not averting her eyes. If the wearer averts her eyes, she rolls twice (once for the veil, once for averting her eyes) and uses the more favorable result.

Against patterns, visual figments, and other vision-based effects and attacks that cannot affect blind creatures, the veil grants the wearer a +4 circumstance bonus on saving throws. The veil does not otherwise impede the wearer's vision in any way.

CONSTRUCTION REQUIREMENTS **COST** 4,500 GP

Craft Wondrous Item, *blindness/deafness*, *true strike*

Headband Slot Wondrous Items

The headband slot consists of bands, headbands, phylacteries, and other non-head-slot items that can be worn on the head.

Anyone can use a head slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Band of the Stalwart Warrior

PRICE 14,000 GP

AURA strong abjuration | **CL** 16th | **WEIGHT** 1 lb.

This plain iron band protects its wearer from fear effects. Whenever the wearer suffers a fear effect, she is merely shaken (even if the effect would normally make the target frightened or panicked). Furthermore, the subject gains a +2 competence bonus on all Will saves against fear. If the wearer has the bravery class feature, she is considered four levels higher when determining that class feature's effect.

CONSTRUCTION REQUIREMENTS | **COST** 7,000 GP

Craft Wondrous Item, *remove fear*

Dead Man's Headband

PRICE 3,600 GP

AURA faint enchantment and abjuration | **CL** 1st | **WEIGHT** 1 lb.

This taut black band, clipped with a black metal skull, can be attached on the outside of a hat or other head slot item or can be worn as a normal headband. The wearer gains a +2 competence bonus on Intimidate checks and increases the DC of any fear effect he creates by +1. In addition, if this headband is attached to the outside of a hat, the wearer's hat or headgear cannot be blown off or removed by wind, water, or environmental effects, and the wearer gains a +5 circumstance bonus to his CMD against steal and sunder attempts targeting his headgear.

CONSTRUCTION REQUIREMENTS | **COST** 1,800 GP

Craft Wondrous Item, *doom*, *shrink item*

Headband of Aerial Agility

PRICE VARIES

+2 Intelligence, Wisdom, or Charisma	4,500 GP
+4 Intelligence, Wisdom, or Charisma	42,000 GP
+6 Intelligence, Wisdom, or Charisma	81,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** —



This headband is decorated with feathers from a number of colorful birds. It grants boons to flying magic, and more powerful versions grant the power of flight. The wearer of a *headband of aerial agility +2* treats his caster level as if it were one level higher when casting spells or creating extracts that grant flight. A *headband of aerial agility +4* gains the same benefits and, on command, grants the wearer the ability to fly (as the *fly* spell) three times per day. A *headband of aerial agility +6* functions like a +4 version, but the headband grants the ability to use *fly* at will.

All versions also grant the wearer an enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. This bonus is chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*, usually granting ranks in Fly, Acrobatics, or Knowledge (planes).

CONSTRUCTION REQUIREMENTS	COST varies
+2 Intelligence, Wisdom, or Charisma	2,250 GP
+4 Intelligence, Wisdom, or Charisma	21,000 GP
+6 Intelligence, Wisdom, or Charisma	40,500 GP

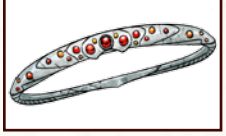
Craft Wondrous Item, Extend Spell, *fly*

Headband of Alluring Charisma

PRICE VARIES

+2 Charisma	4,000 GP
+4 Charisma	16,000 GP
+6 Charisma	36,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.



This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Charisma	2,000 GP
+4 Charisma	8,000 GP
+6 Charisma	18,000 GP

Craft Wondrous Item, *eagle's splendor*

Headband of Arcane Energy

PRICE 20,000 GP

AURA strong evocation | **CL** 13th | **WEIGHT** 1 lb.

This headband has three swirling patterns of red, green, and blue crystals arching across its length. Three times per day, its wearer can sacrifice an arcane spell to create an offensive blast or defensive shield. The blast is a ranged touch attack with a range of 30 feet, which deals 1d6 points of energy damage (cold, electricity, or fire) per spell level sacrificed. The shield creates a swirling band of energy that lasts 1 round and gives the wearer a deflection bonus to AC equal to 2 + the level of the spell sacrificed.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Arcane Blast, Arcane Shield, Craft Wondrous Item, *prismatic spray*

Headband of Counterspelling

PRICE 20,000 GP

AURA strong abjuration | **CL** 13th | **WEIGHT** 1 lb.



This metal headband grants a +5 insight bonus on Spellcraft checks made to identify a spell as it is being cast. Furthermore, once per day the wearer can attempt to counter a spell by casting the

Table 5-9: Headband Slot Wondrous Items

d%	Lesser Minor Headband Item	Price
01–60	*Phylactery of faithfulness*	1,000 gp
61–100	*Dead man's headband*	3,600 gp

d%	Greater Minor Headband Item	Price
01–09	*Headband of alluring charisma +2*	4,000 gp
10–18	*Headband of inspired wisdom +2*	4,000 gp
19–27	*Headband of vast intelligence +2*	4,000 gp
28–33	*Headband of aerial agility +2*	4,500 gp
34–39	*Shifter's headband +2*	4,500 gp
40–45	*Headband of ponderous recollection*	5,100 gp
46–51	*Headband of ki focus*	5,400 gp
52–58	*Headband of unshakeable resolve*	5,600 gp
59–66	*Hollywreath band*	5,700 gp
67–74	*Headband of deathless devotion*	6,400 gp
75–83	*Headband of intuition*	7,000 gp
84–91	*Phylactery of the shepherd*	7,000 gp
92–100	*Headband of fortune's favor*	7,700 gp

d%	Lesser Medium Headband Item	Price
01–06	*Headband of havoc*	8,000 gp
07–12	*Serpent's band*	9,000 gp
13–20	*Headband of mental prowess +2*	10,000 gp
21–26	*Hunter's band*	11,000 gp
27–34	*Phylactery of negative channeling*	11,000 gp
35–42	*Phylactery of positive channeling*	11,000 gp
43–48	*Veiled eye*	12,000 gp
49–54	*Band of the stalwart warrior*	14,000 gp
55–60	*Headband of ninjutsu*	15,000 gp
61–68	*Headband of alluring charisma +4*	16,000 gp
69–76	*Headband of inspired wisdom +4*	16,000 gp
77–85	*Headband of mental superiority +2*	16,000 gp
86–93	*Headband of vast intelligence +4*	16,000 gp
94–100	*Shifter's headband +4*	17,500 gp

d%	Greater Medium Headband Item	Price
01–30	*Headband of arcane energy*	20,000 gp
31–70	*Headband of counterspelling*	20,000 gp
71–100	*Headband of knucklebones*	27,500 gp

d%	Lesser Major Headband Item	Price
01–09	*Soulbound eye*	30,000 gp
10–19	*Winter wolf headband*	32,000 gp
20–32	*Headband of alluring charisma +6*	36,000 gp
33–45	*Headband of inspired wisdom +6*	36,000 gp
46–58	*Headband of vast intelligence +6*	36,000 gp
59–66	*Shifter's headband +6*	39,000 gp
67–81	*Headband of mental prowess +4*	40,000 gp
82–90	*Headband of seduction*	40,000 gp
91–100	*Headband of aerial agility +4*	42,000 gp

d%	Greater Major Headband Item	Price
01–20	*Headband of mental resilience*	64,000 gp
21–50	*Headband of mental superiority +4*	64,000 gp
51–65	*Headband of aerial agility +6*	81,000 gp
66–85	*Headband of mental prowess +6*	90,000 gp
86–100	*Headband of mental superiority +6*	144,000 gp

appropriate spell as an immediate action instead of doing so with a readied action. The wearer must first identify the spell being cast before countering a spell with this headband.

Construction Requirements **Cost** 10,000 GP

Craft Wondrous Item, *spell turning*

Headband of Deathless Devotion

Price 6,400 GP

Aura faint enchantment | **CL** 1st | **Weight** 1 lb.

This white headband, often painted or embroidered with calligraphy or a stylized pictogram such as a sunburst, helps focus the wearer's resolve and absolute determination to survive and succeed. The wearer gains a +2 morale bonus on stabilization checks and on saving throws against ongoing effects with recurring saves, such as diseases, poisons, or compulsions such as *dominate person* or *hold person*.

If the wearer is a samurai, he treats his resolve ability as if he were two class levels higher.

Construction Requirements **Cost** 3,200 GP

Craft Wondrous Item, *heroism*, *stabilize*

Headband of Fortune's Favor

Price 7,700 GP

Aura faint enchantment and evocation | **CL** 5th | **Weight** 1 lb.

This multicolored headband with beaded tassels tips luck in the wearer's favor. The wearer gains a +1 luck bonus on saving throws.

Any effect that gives the wearer a luck bonus (such as a *divine favor* or *prayer* spell) or explicitly increases the wearer's good luck (such as a witch's fortune hex, the Luck domain's bit of luck domain power, and so on) lasts for 1 round longer than normal on the wearer. Abilities without a time-based duration (such as carrying a *stone of good luck*) are unaffected by the headband.

Construction Requirements **Cost** 3,850 GP

Craft Wondrous Item, *ill omen* or *prayer*

Headband of Havoc

Price 8,000 GP

Aura faint enchantment | **CL** 5th | **Weight** 1 lb.

This band of raggedly stitched animal skins and teeth focuses a barbarian wearer's bloodlust. When the wearer enters a rage, she selects one of her rage powers. For the duration of the rage, that power functions as if the wearer's barbarian level were four levels higher.

Once per day when the wearer is attacked or has to make a saving throw against a hostile effect, she may spend 2 rounds of rage to begin a rage as an immediate action.

This rage becomes active prior to resolving the attack that triggered it and lasts until the start of her next turn (at which time she may continue to rage as if she had begun the rage in the normal manner).

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *rage*

HEADBAND OF INSPIRED WISDOM

PRICE VARIES

+2 Wisdom	4,000 GP
+4 Wisdom	16,000 GP
+6 Wisdom	36,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.



This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Wisdom	2,000 GP
+4 Wisdom	8,000 GP
+6 Wisdom	18,000 GP

Craft Wondrous Item, *owl's wisdom*

HEADBAND OF INTUITION

PRICE 7,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** 1 lb.

This headband gives its wearer the gift of foresight, effectively allowing her to determine whether or not a particular course of action will grant weal and/or woe. Three times per day the wearer of this headband can, as a standard action, gain information about a specified course of action as if using the *augury* spell, except that the wearer always gets a meaningful reply.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP

Craft Wondrous Item, *augury*

HEADBAND OF KI FOCUS

PRICE 5,400 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** 1 lb.

This tied headband helps the wearer focus his ki more effectively. Whenever the wearer spends ki points to make an additional attack, that attack roll gains a +1 insight bonus (+2 if the wearer is using a *ki focus* weapon with that attack). Furthermore, the wearer of a *headband of ki focus* is immune to the ninja's ki block trick or similar effects that block the wearer from using ki points.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP

Craft Wondrous Item, creator must have a ki pool

HEADBAND OF KNUCKLEBONES

PRICE 27,500 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** 1 lb.

This headband is made of interlocked finger bones woven together by leathery tendons and gristle. The wearer may use *command undead* up to three times per day, but only affecting zombies. Once per day, the wearer may use the headband to animate one Medium zombie as if using *animate dead*.

CONSTRUCTION REQUIREMENTS	COST 13,750 GP

Craft Wondrous Item, *animate dead*, *command undead*

HEADBAND OF MENTAL PROWESS

PRICE VARIES

+2 to two mental ability scores	10,000 GP
+4 to two mental ability scores	40,000 GP
+6 to two mental ability scores	90,000 GP

AURA strong transmutation | **CL** 12th | **WEIGHT** 1 lb.



This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of her forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to two mental ability scores (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*.

CONSTRUCTION REQUIREMENTS	COST varies
+2 to two mental ability scores	5,000 GP
+4 to two mental ability scores	20,000 GP
+6 to two mental ability scores	45,000 GP

Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom* (any two)

HEADBAND OF MENTAL RESILIENCE

PRICE 64,000 GP

AURA strong abjuration and transmutation | **CL** 16th | **WEIGHT** 1 lb.

Five faceted sapphires decorate this ornate headband. The headband protects the wearer from effects that would damage his mental capacity. After wearing the headband for 24 hours, the wearer gains five temporary ability points. These points do not add to the wearer's ability scores and do not grant a bonus to any roll. Any damage or drain to a mental ability score (Intelligence, Wisdom, or Charisma) taken by the wearer is subtracted from these points first. Damage or drain in excess of the wearer's temporary ability points is applied to his current ability scores as normal. The wearer immediately loses all temporary ability points upon removing the headband.

In addition, the headband grants the wearer a +2 enhancement bonus to Intelligence, Wisdom, and Charisma. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. It also grants skill ranks as a *headband of vast intelligence +2*.

Temporary ability points that are lost to ability damage return after 24 hours. Ability points lost to ability drain are lost permanently.

CONSTRUCTION REQUIREMENTS	COST 32,000 GP

Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *lesser restoration*, *owl's wisdom*

HEADBAND OF MENTAL SUPERIORITY

	PRICE VARIES
+2 Intelligence, Wisdom, and Charisma	16,000 GP
+4 Intelligence, Wisdom, and Charisma	64,000 GP
+6 Intelligence, Wisdom, and Charisma	144,000 GP
AURA strong transmutation **CL** 16th	**WEIGHT** 1 lb.



This ornate headband is decorated with numerous clusters of small gemstones. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband also grants skill ranks as a *headband of vast intelligence*.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Intelligence, Wisdom, and Charisma	8,000 GP
+4 Intelligence, Wisdom, and Charisma	32,000 GP
+6 Intelligence, Wisdom, and Charisma	77,000 GP

Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*

HEADBAND OF NINJUTSU

		PRICE 15,000 GP
AURA faint abjuration	**CL** 1st	**WEIGHT** 1 lb.

This simple black cloth band focuses the wearer's ki, helping her use subtle misdirection against opponents in combat. The wearer gains a +2 competence bonus on Bluff checks made to feint and combat maneuver checks made to reposition, and once per day she can attempt a feint or reposition maneuver as a swift action. The wearer also gains a +2 insight bonus on attack rolls on sneak attacks and can sneak attack creatures with concealment or total concealment, though miss chances apply normally.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP

Craft Wondrous Item, *eagle's splendor*, *see invisibility*

HEADBAND OF PONDEROUS RECOLLECTION

		PRICE 5,100 GP
AURA moderate divination and transmutation	**CL** 8th	**WEIGHT** 1 lb.

This black leather headband has two small amber gemstones set so they rest on the wearer's forehead. The headband grants the wearer a +2 enhancement bonus to Intelligence. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. It also grants skill ranks as a *headband of vast intelligence*, but always grants ranks in a Knowledge skill.

As a swift action three times per day, the wearer can call upon the headband to reveal the abilities and weaknesses of a creature within line of sight. The headband fills the wearer's mind with information as though the wearer had made a Knowledge check with a natural roll of a 5, adding her bonuses to the check as normal. At the start of her next turn, the wearer receives additional information as though she had made the check with a natural roll of 10. At the start of her turn after that, the wearer receives a final piece of information, treating her natural roll as 15.

CONSTRUCTION REQUIREMENTS	COST 2,550 GP

Craft Wondrous Item, *know the enemy* (*Ultimate Magic*)

HEADBAND OF SEDUCTION

		PRICE 40,000 GP
AURA faint enchantment and transmutation	**CL** 5th	**WEIGHT** 1 lb.

This plain white band makes the wearer seem more attractive. The wearer gains a +2 competence bonus on Charisma-based checks with other members of his creature type. If the wearer is of the humanoid type, he gains a +5 competence bonus on creatures of his subtype instead. Once per day, the wearer can attempt to affect a creature as the spell *unnatural lust* (*Ultimate Magic*) but with a duration of 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 20,000 GP

Craft Wondrous Item, *unnatural lust*

HEADBAND OF UNSHAKEABLE RESOLVE

		PRICE 5,600 GP
AURA moderate abjuration and transmutation	**CL** 8th	**WEIGHT** 1 lb.



This simple white cotton headband is decorated with a stylized imperial dragon coiled above the wearer's forehead. The headband grants the wearer a +2 enhancement bonus to her Wisdom score. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Whenever the wearer suffers a fear effect, she may spend an immediate action to reduce the severity of the fear effect by one step. If the wearer would become panicked, she is instead frightened. If she would become frightened, she is instead shaken. If the wearer would become shaken, the effect is negated entirely. The wearer can use this ability up to three times per day.

CONSTRUCTION REQUIREMENTS	COST 2,800 GP

Craft Wondrous Item, *owl's wisdom*, *remove fear*

HEADBAND OF VAST INTELLIGENCE

		PRICE VARIES
+2 Intelligence		4,000 GP
+4 Intelligence		16,000 GP
+6 Intelligence		36,000 GP
AURA moderate transmutation	**CL** 8th	**WEIGHT** 1 lb.



This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +2, +4, or +6. Treat

this as a temporary ability bonus for the first 24 hours the headband is worn. A *headband of vast intelligence* has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Intelligence	2,000 GP
+4 Intelligence	8,000 GP
+6 Intelligence	18,000 GP

Craft Wondrous Item, *fox's cunning*

HOLLYWREATH BAND

PRICE 5,700 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.



This headband is woven of magically preserved holly, its deep green leaves and bright red berries perpetually lustrous. The wearer may create *goodberries* once per day as the spell, and any effect she creates that affects plants, including the domain powers of the Plant domain, take effect at +1 caster level and gain a +1 bonus to the save DC.

CONSTRUCTION REQUIREMENTS	COST 2,580 GP

Craft Wondrous Item, *goodberry*, *plant growth*

HUNTER'S BAND

PRICE 11,000 GP

AURA faint transmutation | **CL** 4th | **WEIGHT** 1 lb.

This simple headband of braided hide grants a +5 competence bonus on Survival checks and inures the wearer to the strain of long travel, as the *tireless pursuit* spell (*Advanced Player's Guide*). If the wearer is a ranger, the *hunter's band* increases his favored enemy bonus on attack rolls by +1 for all his favored enemies. If the ranger has the hunter's bond (companions) class feature, this increase also applies to the attack roll bonus his allies gain from that ability.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP

Craft Wondrous Item, *instant enemy* (*Advanced Player's Guide*), *tireless pursuit*, creator must have 5 ranks in Survival

PHYLACTERY OF FAITHFULNESS

PRICE 1,000 GP

AURA faint divination | **CL** 1st | **WEIGHT** —



This item is a tiny box containing religious scripture. The box is affixed to a leather cord and tied around the forehead, worn so that the box sits upon the wearer's brow. 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 her alignment and her standing with her deity, including magical effects. She acquires this information prior to performing such an action or becoming associated with such an item if she takes a moment to contemplate the act.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*

PHYLACTERY OF NEGATIVE CHANNELING

PRICE 11,000 GP

AURA moderate necromancy | **CL** 10th | **WEIGHT** —



This item is a boon to any character able to channel negative energy, increasing the amount of damage dealt to living creatures by +2d6. This also increases the amount of damage healed by undead creatures.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP

Craft Wondrous Item, creator must be a 10th-level cleric

PHYLACTERY OF POSITIVE CHANNELING

PRICE 11,000 GP

AURA moderate necromancy | **CL** 10th | **WEIGHT** —

This item allows channelers of positive energy to increase the amount of damage dealt to undead creatures by +2d6. This also increases the amount of damage healed by living creatures.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP

Craft Wondrous Item, creator must be a 10th-level cleric

PHYLACTERY OF THE SHEPHERD

PRICE 7,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** 1 lb.

Three times per day on command, the phylactery's wearer can determine the current health and overall well-being of any one ally within 30 feet. This effect acts as the *status* spell. If the wearer has the ability to channel energy or lay on hands, he can as a swift action choose to apply the effects of that class feature to an ally he is currently evaluating so long as that ally is within 30 feet of him, but doing so ends the effect of the phylactery's *status*.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP

Craft Wondrous Item, *status*

SERPENT'S BAND

PRICE 9,000 GP

AURA moderate conjuration and enchantment | **CL** 10th | **WEIGHT** 1 lb.

The wearer of this circlet gains a +2 insight bonus on saving throws against effects with the emotion descriptor, including fear effects. The wearer gains fluency in Draconic and may converse with non-sentient (Int 1 or 2) reptilian animals and magical beasts as if using the *speak with animals* spell, and gains a +4 competence bonus on Handle Animal and wild empathy checks made when interacting with such creatures.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP

Craft Wondrous Item, *animal trance*, *hypnotism*, *speak with animals*, *summon nature's ally V*

SHIFTER'S HEADBAND

PRICE VARIES

+2 Intelligence, Wisdom, or Charisma	4,500 GP
+4 Intelligence, Wisdom, or Charisma	17,500 GP
+6 Intelligence, Wisdom, or Charisma	39,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** —



This band of reddish fox fur is marked on the front with a distinctive symbol that constantly shifts into a different character. The headband grants the wearer an enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. This bonus is chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a *headband of vast intelligence*.

If the wearer is a creature who uses magic to change form, she gains the following additional benefits.

Shifter's headband +2: The wearer treats her caster level as if it were one level higher when casting spells or creating extracts of the polymorph subschool.

Shifter's headband +4: Once per day while under the effect of a polymorph spell or extract, the wearer can assume another form allowed by that effect. This is a standard action.

Shifter's headband +6: Whenever the wearer changes her shape with a polymorph effect, she gains DR 5/silver for 1 minute (this ends if she returns to her natural form).

These additional shapeshifter abilities are cumulative. For example, a creature wearing a *shifter's headband +4* gains the extra transformation ability and treats her caster level as 1 higher than normal for polymorph spells and extracts.

CONSTRUCTION REQUIREMENTS	COST varies
+2 Intelligence, Wisdom, or Charisma	2,250 GP
+4 Intelligence, Wisdom, or Charisma	8,750 GP
+6 Intelligence, Wisdom, or Charisma	19,500 GP

Craft Wondrous Item, *polymorph self*

SOULBOUND EYE

PRICE 30,000 GP

AURA strong necromancy | **CL** 16th | **WEIGHT** —

Appearing at first like an expensive, masochistic adornment, this almond-sized star ruby is set in a gold clasp, one side of which is festooned with several long spikes. A *soulbound eye* is not an item that most creatures would voluntarily wear—they are instead crafted by powerful creatures who wish to use another creature as a sort of remote-viewing slave. A *soulbound eye* must be attached to a willing or helpless creature by pressing the spike-covered surface to the creature's brow—the gem swiftly and painfully embeds itself in the victim's forehead, immediately activating to forge a shared link between the wearer and the creature who placed the item on its head (the "master").

Once implanted, the *soulbound eye* allows the master to observe the world around the wearer through the wearer's senses. It also allows for telepathic communication between the wearer and the master. Neither of these features function across planar boundaries.

The *soulbound eye's* wearer is not compelled to obey its master's telepathic commands, but the master can use the *soulbound eye* as a conduit for *hold monster*, *modify memory*, *pain strike* (*Advanced Player's Guide*), and *suggestion* spells, treating the wearer as the target of the spell no matter the distance between master and wearer. The victim is allowed any normal saving throws or spell resistance against spells cast through the *soulbound eye*.

An implanted *soulbound eye* functions like a cursed item once it is in place—it can only be removed if the curse is first lifted via an effect like *remove curse* or *break enchantment*. Once removed, a *soulbound eye* crumbles to fragments.

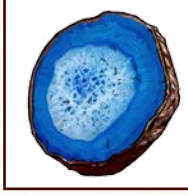
CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, *scrying*

VEILED EYE

PRICE 12,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —



This banded agate attaches itself to its wearer's forehead and then, blinking and focusing, begins to act as an additional eye. When worn, the *veiled eye* has the same vision as the wearer (such as low-light vision, darkvision 60 ft., or the oracle's clouded vision curse). It grants the wearer no particular advantages so long as his original eyes continue to function normally. However, should his original eyes stop working, whether because of the wearer becoming blinded or even his own decision to close them, he can see through the *veiled eye* instead. When the wearer is using the veiled eye as his only vision source, he takes a –2 penalty on ranged attack rolls but gains a +2 insight bonus on saves against gaze attacks.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Craft Wondrous Item, *remove blindness/deafness*

WINTER WOLF HEADBAND

PRICE 32,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

Crafted of pale bone or silver, this headband features a snarling wolf's head centered on the wearer's forehead. The wearer gains cold resistance 10. Once per day, the wearer may transform into a Large white-furred wolf for 11 minutes. In addition, once per day the wearer may breathe a 30-foot cone of cold that deals 7d6 points of cold damage (Reflex DC 16 for half). The wearer may use this breath weapon even when transformed.

CONSTRUCTION REQUIREMENTS	COST 16,000 GP

Craft Wondrous Item, *beast shape II*, *dragon's breath* (*Advanced Player's Guide*), *resist energy*

Neck Slot Wondrous Items

The neck slot consists of amulets, brooches, medallions, necklaces, periapts, scarabs, and other items that can be worn around the neck or fastened to a cloak.

Anyone can use a neck slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Aegis of Recovery

Price 1,500 GP

Aura faint abjuration and conjuration | **CL** 3rd | **Weight** —

An *aegis of recovery* grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a *hold person* spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

Construction Requirements | **Cost** 750 GP

Craft Wondrous Item, *barkskin*, *cure moderate wounds*

Ampoule of False Blood

Price 20,000 GP

Aura strong transmutation | **CL** 15th | **Weight** —

This necklace consists of a fine gold chain from which hangs a small sealed crystal vial containing preserved liquid blood. Each ampoule is attuned to a specific sorcerer bloodline. If a sorcerer (or other creature with sorcerer bloodline powers, such as from the Eldritch Heritage feat in *Ultimate Magic*) wears the ampoule for at least one day, she loses her existing bloodline powers and gains the bloodline powers of the ampoule's bloodline, using her sorcerer level to determine the powers gained. The ampoule has no effect on the sorcerer's bonus spells, bloodline arcana, or bonus feats from her original bloodline (which remain unchanged).

The sorcerer can only use these bloodline powers as long as she wears the necklace. Removing the necklace leaves the sorcerer unable to access any bloodline power, either her own or those of the ampoule, until one hour has passed.

As a full round action that provokes an attack of opportunity, the wearer can break open the ampoule and drink the blood within. This destroys the item, and gives her the sickened condition for 1d4 hours. If the drinker is a sorcerer, her bloodline permanently changes to match that of the ampoule. In this case, the sorcerer's bonus spells, bloodline arcana, and bloodline powers all permanently change to match those of the ampoule's bloodline. Bonus feats previously selected due to the sorcerer's bloodline are unaffected, but new feats must be selected from the new bloodline's bonus feat list.

Construction Requirements | **Cost** 10,000 GP

Craft Wondrous item, *limited wish*, *polymorph*, creator must be a sorcerer of the appropriate bloodline

Amulet of Bullet Protection

Price Varies

+1 luck bonus	1,500 GP
+2 luck bonus	6,000 GP
+3 luck bonus	13,500 GP
+4 luck bonus	24,000 GP
+5 luck bonus	37,500 GP

Aura faint abjuration | **CL** 5th | **Weight** —

This amulet, usually crafted from the splintered remains of spent firearm bullets shaped into a rough holy symbol or clover, grants the wearer a luck bonus to AC against firearm attacks that target touch AC.

Construction Requirements	Cost
+1 luck bonus	750 GP
+2 luck bonus	3,000 GP
+3 luck bonus	6,750 GP
+4 luck bonus	12,000 GP
+5 luck bonus	18,750 GP

Craft Wondrous Item, *divine favor*, creator's caster level must be at least three times the amulet's bonus

Amulet of Elemental Strife

Price 4,000 GP

Aura moderate abjuration | **CL** 8th | **Weight** 1 lb.



This amulet shines brightly when brought within 60 feet of an outsider with the elemental subtype, shedding light as a torch. The amulet glows a different color depending on the subtype of the elemental or elementals present (white for air, yellow for earth, red for fire, and blue for water). If more than one subtype is present, the gem flickers back and forth between the appropriate colors.

The wearer gains resistance 5 against a single energy type determined by the subtype of the closest elemental present (air grants electricity resistance, earth grants acid resistance, fire grants fire resistance, and water grants cold resistance). If the closest elemental possesses multiple subtypes, the wearer may choose which type of resistance she gains. This energy resistance only applies against attacks from elementals. The amulet also allows any attacks made by the wearer to bypass the damage reduction of such creatures.

Construction Requirements | **Cost** 2,000 GP

Craft Wondrous Item, *resist energy*, creator must be at least 8th level

Amulet of Hidden Strength

Price 9,000 GP

Aura faint transmutation | **CL** 5th | **Weight** —

This glass teardrop hangs on a platinum chain and can be used once per day to grant a surge of power. This surge can be used in one of two ways. As a swift action, the wearer of the amulet can make one melee or ranged attack at his highest attack bonus. Alternatively, if the wearer of the amulet has a ki pool, he can instead focus on the power of the amulet as a full-round action and regain two ki points.

Table 5–10: Neck Slot Wondrous Items

d%	LESSER MINOR NECK ITEM	PRICE
01–10	*Hand of the mage*	900 gp
11–18	*Aegis of recovery*	1,500 gp
19–25	*Amulet of bullet protection +1*	1,500 gp
26–37	*Brooch of shielding*	1,500 gp
38–49	*Necklace of fireballs (type I)*	1,650 gp
50–63	*Amulet of natural armor +1*	2,000 gp
64–72	*Golembane scarab*	2,500 gp
73–82	*Necklace of fireballs (type II)*	2,700 gp
83–89	*Swarmbane clasp*	3,000 gp
90–95	*Mind sentinel medallion*	3,500 gp
96–100	*Mummer's ruff*	3,500 gp

d%	GREATER MINOR NECK ITEM	PRICE
01–08	*Amulet of elemental strife*	4,000 gp
09–18	*Amulet of mighty fists +1*	4,000 gp
19–25	*Righteous fist amulet*	4,000 gp
26–36	*Necklace of fireballs (type III)*	4,350 gp
37–47	*Necklace of fireballs (type IV)*	5,400 gp
48–55	*Stormlure*	5,400 gp
56–66	*Necklace of fireballs (type V)*	5,850 gp
67–73	*Amulet of bullet protection +2*	6,000 gp
74–81	*Feychild necklace*	6,000 gp
82–89	*Carcanet of detention*	7,200 gp
90–100	*Periapt of health*	7,500 gp

d%	LESSER MEDIUM NECK ITEM	PRICE
01–08	*Amulet of natural armor +2*	8,000 gp
09–12	*Amulet of proof against petrification*	8,000 gp
13–15	*Everwake amulet*	8,000 gp
16–18	*Gravewatch pendant*	8,000 gp
19–23	*Hand of glory*	8,000 gp
24–26	*Torc of lionheart fury*	8,000 gp
27–32	*Necklace of fireballs (type VI)*	8,100 gp
33–38	*Necklace of fireballs (type VII)*	8,700 gp
39–41	*Amulet of hidden strength*	9,000 gp
42–45	*Necklace of adaptation*	9,000 gp
46–49	*Amulet of spell cunning*	10,000 gp
50–52	*Collar of the true companion*	10,000 gp
53–56	*Frost fist amulet*	10,000 gp
57–61	*Crystal of healing hands*	12,000 gp
62–64	*Guardian gorget*	12,000 gp
65–70	*Medallion of thoughts*	12,000 gp
71–74	*Periapt of protection from curses*	12,000 gp
75–78	*Forge fist amulet*	13,000 gp
79–82	*Amulet of bullet protection +3*	13,500 gp
83–89	*Periapt of wound closure*	15,000 gp
90–92	*Amulet of mighty fists +2*	16,000 gp
93–95	*Necklace of ki serenity*	16,000 gp
96–98	*Brooch of amber sparks*	16,800 gp
99–100	*Symbol of sanguine protection*	17,500 gp

d%	GREATER MEDIUM NECK ITEM	PRICE
01–17	*Amulet of natural armor +3*	18,000 gp
18–28	*Ampoule of false blood*	20,000 gp
29–41	*Amulet of magecraft*	20,000 gp
42–55	*Dragonfoe amulet*	20,000 gp
56–62	*Amulet of spell mastery*	22,000 gp
63–69	*Amulet of bullet protection +4*	24,000 gp
70–84	*Hand of stone*	27,000 gp
85–100	*Periapt of proof against poison*	27,000 gp

d%	LESSER MAJOR NECK ITEM	PRICE
01–18	*Amulet of natural armor +4*	32,000 gp
19–35	*Amulet of proof against detection and location*	35,000 gp
36–53	*Amulet of mighty fists +3*	36,000 gp
54–67	*Amulet of bullet protection +5*	37,500 gp
68–85	*Scarab of protection*	38,000 gp
86–100	*Necklace of netted stars*	42,000 gp

d%	GREATER MAJOR NECK ITEM	PRICE
01–35	*Amulet of natural armor +5*	50,000 gp
36–60	*Amulet of mighty fists +4*	64,000 gp
61–75	*Amulet of mighty fists +5*	100,000 gp
76–100	*Amulet of the planes*	120,000 gp

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP

Craft Wondrous Item, creator must have a ki pool

AMULET OF MAGECRAFT

PRICE 20,000 GP

AURA moderate universal | **CL** 9th | **WEIGHT** 2 lbs.

A universalist wizard who selects the amulet as his bonded object may choose one school of spells each day when he prepares spells. He then can use the necklace to spontaneously convert any prepared wizard spell of that school into any other wizard spell of that school he knows—though the desired spell must be of the same level or lower than the prepared spell. For example, if the wizard chooses evocation when he prepares his spells that morning, until the next time he prepares spells, he can spontaneously convert a prepared *fireball* into any other evocation wizard spell of 3rd level or lower that he knows.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *permanency*, creator must be a universalist

AMULET OF MIGHTY FISTS

	PRICE VARIES
+1 bonus	4,000 GP
+2 bonus	16,000 GP
+3 bonus	36,000 GP
+4 bonus	64,000 GP
+5 bonus	100,000 GP
AURA faint evocation — **CL** 5th	**WEIGHT** —

This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Alternatively, this amulet can grant melee weapon special abilities, so long as they can be applied to unarmed attacks. See Table 3–8: Melee Weapon Special Abilities for a list of abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. An *amulet of mighty fists* cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. An amulet of mighty fists does not need to have a +1 enhancement bonus to grant a melee weapon special ability.

CONSTRUCTION REQUIREMENTS	COST Varies
+1 bonus	2,000 GP
+2 bonus	8,000 GP
+3 bonus	18,000 GP
+4 bonus	32,000 GP
+5 bonus	50,000 GP

Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities

AMULET OF NATURAL ARMOR

PRICE VARIES

+1 bonus		2,000 GP
+2 bonus		8,000 GP
+3 bonus		18,000 GP
+4 bonus		32,000 GP
+5 bonus		50,000 GP
AURA faint transmutation	**CL** 5th	**WEIGHT** —



This amulet, usually containing some type of magically preserved monster hide or other natural armor—such as bone, horn, carapace, or beast scales—toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor from +1 to +5, depending on the kind of amulet.

CONSTRUCTION REQUIREMENTS	COST Varies
+1 bonus	1,000 GP
+2 bonus	4,000 GP
+3 bonus	9,000 GP
+4 bonus	16,000 GP
+5 bonus	25,000 GP

Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus

AMULET OF PROOF AGAINST DETECTION AND LOCATION

PRICE 35,000 GP

AURA moderate abjuration	**CL** 8th	**WEIGHT** —

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 wearer had cast *nondetection* on herself).

CONSTRUCTION REQUIREMENTS	COST 17,500 GP

Craft Wondrous Item, *nondetection*

AMULET OF PROOF AGAINST PETRIFICATION

PRICE 8,000 GP

AURA moderate abjuration	**CL** 8th	**WEIGHT** —

This finely polished wooden amulet has the image of a blindfolded medusa carved upon its surface. Whenever the wearer fails a saving throw that would result in him being turned to stone, he is instead staggered for 1d6 rounds. If a spell or effect turns him to stone without allowing a saving throw, he is instead staggered for 1 minute. These abilities do not function while the wearer is staggered.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *stone to flesh*

AMULET OF SPELL CUNNING

PRICE 10,000 GP

AURA moderate transmutation	**CL** 7th	**WEIGHT** 1 lb.

This silver locket only has power when used as a wizard's bonded object. It allows a wizard to prepare an additional 3 levels of spells per day.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *mnemonic enhancer*

AMULET OF SPELL MASTERY

PRICE 22,000 GP

AURA strong transmutation	**CL** 11th	**WEIGHT** 1 lb.

This platinum locket only has power when used as a wizard's bonded object. It allows the wizard to prepare an additional 6 levels of spells per day.

CONSTRUCTION REQUIREMENTS	COST 11,000 GP

Craft Wondrous Items, *mnemonic enhancer*

AMULET OF THE PLANES

PRICE 120,000 GP

AURA strong conjuration	**CL** 15th	**WEIGHT** —

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 the spell *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 desires. 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).

CONSTRUCTION REQUIREMENTS	COST 60,000 GP

Craft Wondrous Item, *plane shift*

BROOCH OF AMBER SPARKS

PRICE 16,800 GP

AURA faint abjuration and evocation	**CL** 5th	**WEIGHT** 1 lb.

This copper clasp adorned with a piece of amber is used to fasten a cloak or cape. When its wearer takes electricity damage, this brooch absorbs up to 20 points of electrical damage and holds that electrical charged until it is released by its wielder or harmlessly at the end of 10 minutes, whichever occurs first. The brooch can absorb up to 50 points of electricity damage per day. The wielder can release the charge on command, unleashing

any electricity in the brooch as if casting a *shocking grasp* spell (dealing 1d6 points of electricity damage per 5 points of damage held).

CONSTRUCTION REQUIREMENTS	COST 8,400 GP

Craft Wondrous Item, *resist energy*, *shocking grasp*

BROOCH OF SHIELDING

PRICE 1,500 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** —



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 the spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Wondrous Item, *shield*

CARCANET OF DETENTION

PRICE 7,200 GP

AURA faint conjuration | **CL** 4th | **WEIGHT** —

Comprised of thick iron links, the *carcanet of detention* is commonly worn by prison guards and elite members of the city watch. Once per day, the wearer of the carcanet may command it to animate and attempt to wrap around one Medium or smaller creature within 15 feet. The target receives a DC 15 Reflex saving throw to avoid the chain. If the saving throw fails, the target is entangled and cannot move from its current location. As a full-round action, the target can attempt a new saving throw to end the effect; otherwise it persists for 10 minutes or until ended by the wearer as a swift action, at which point it returns to its carcanet form. The chain has a hardness of 10 and 15 hit points.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP

Craft Wondrous Item, *animate rope*

COLLAR OF THE TRUE COMPANION

PRICE 10,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

Although it appears to be a simple thong of leather, this collar was initially conceived by druids who believed that there were animals who possessed spirits worthy of elevation to true sentience. If worn by a creature of the animal type with an Intelligence less than 3, a *collar of the true companion* grants a +2 enhancement bonus to Intelligence. This does not give the animal the ability to speak, but it does allow it to understand one spoken language (chosen by the item's creator).

If the collar is worn for at least 1 week by a creature of the animal type, the creature is raised to humanlike sentience, as though by the *awaken* spell. Once this occurs, the collar loses its magical properties.

If a *collar of the true companion* is worn for more than 1 week by a creature not of the animal type, the wearer is *feebleminded* until the collar is removed.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Craft Wondrous Item, *awaken*, *fox's cunning*

CRYSTAL OF HEALING HANDS

PRICE 12,000 GP

AURA moderate conjuration | **CL** 10th | **WEIGHT** 1 lb.



A cloth cord marked with esoteric religious symbols typically holds this roughly cut, glittering prism in place. A person with the lay on hands class feature can direct one use of this energy into the crystal, which stores it until the wearer speaks a command word to release it. Releasing the energy targets the wearer with the stored lay on hands effect, as if touched by the person who infused the crystal with its power. The crystal can contain a single use of the lay on hands class feature. When filled with this magic, it begins to glow with a pearly white light. The wearer of the crystal can order it to release its energy as a standard action. This acts identically to receiving the effect of lay on hands directly from the person who channeled it into the crystal, including any mercies they had at the time.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Craft Wondrous Item, *cure light wounds*, creator must be a paladin

DRAGONFOE AMULET

PRICE 20,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

This amulet consists of a cracked dragon scale set in a disk of gold. Most are slightly damaged, bearing the scars of draconic breath weapons. The *dragonfoe amulet* is a powerful, specialized tool for those who oppose dragons, improving the protection and attacks of the wearer in a number of ways.

The wearer of a *dragonfoe amulet* ignores the damage reduction of dragons. This only affects actual dragons, not all creatures of the dragon type. In addition, if the wearer casts a spell against a dragon, she can roll twice to overcome any spell resistance the dragon might possess, taking the higher result. Lastly, the wearer takes no damage instead of half damage on a successful Reflex save against a dragon's breath weapon (as the evasion ability).

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, Spell Penetration, *magic weapon*, *jump*

EVERWAKE AMULET

PRICE 8,000 GP

AURA faint conjuration | **CL** 2nd | **WEIGHT** 1 lb.



Cast in the image of the sun and often ornamented with an open eye, this amulet defends the wearer against the need for sleep. The wearer of this amulet does not need to sleep, but must remain at ease for the normal amount of time to regain spells and other abilities that require rest (although the wearer could perform light activity, such as reading or keeping watch).

Once the wearer has used the power of this amulet for a total of seven nights, the amulet loses its power for one day and the wearer is exhausted for this duration. If the wearer removes the amulet for any reason after having used its ability, she becomes exhausted for four hours for every night of sleep skipped.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *lesser restoration*

FEYCHILD NECKLACE

PRICE 6,000 GP

AURA moderate divination	CL 8th	WEIGHT 1/2 lb.

This necklace is set with a bloodstone sculpted to look like a scintillating green eye. It gives the wearer a +4 competence bonus on Charisma checks and Charisma-based checks made to interact with gnomes, a +2 competence bonus on similar checks when dealing with beings of the fey creature type, and a –2 penalty on similar checks when interacting with anyone else. The wearer can read, speak, and understand the Gnome language. If the wearer is not a gnome, she gains low-light vision, and may cast *dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals* each once per day as a spell-like ability.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, creator must be a gnome

FORGE FIST AMULET

PRICE 13,000 GP

AURA faint evocation	CL 6th	WEIGHT 1 lb.

This fist-shaped stone amulet glows with a fiery light. On command, this amulet causes the wearer's fists to transform into red-hot flaming adamantine. The wearer is protected from the searing heat and can make savage blows with his hands. Unarmed strikes and natural attacks the wearer makes with his hands gain the *flaming* weapon special ability and are treated as adamantine for the purpose of bypassing damage reduction (but not hardness). The wearer's hands become rigid while using this amulet and cannot be use to hold or manipulate objects (unless that manipulation could be accomplished with a club and is not damaged by fire). The transformation can be ended as a swift action.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP

Craft Wondrous Item; *greater magic fang*; and *flame blade*, *flame strike*, or *fireball*

FROST FIST AMULET

PRICE 10,000 GP

AURA faint evocation	CL 5th	WEIGHT 1 lb.

Shaped like a fist, this iron amulet is surrounded by a frigid fog. On command, this amulet causes the wearer's hands to become encased in a layer of freezing iron. The wearer is protected from the frigid cold and can make savage blows with his hands. Unarmed strikes and natural attacks the wearer makes with hands gain the *frost* weapon special ability and are treated as cold iron for the purpose of bypassing damage reduction. The wearer's hands become rigid while using this amulet and cannot be use to hold or manipulate objects (unless that manipulation could be accomplished with a club and is not damaged by cold). The transformation can be ended as a swift action.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item; *greater magic fang*; and *cone of cold* or *ice storm*

GOLEMBANE SCARAB

PRICE 2,500 GP

AURA moderate divination	CL 8th	WEIGHT —



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 bearer to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP

Craft Wondrous Item, *detect magic*, creator must be at least 10th level

GRAVEWATCH PENDANT

PRICE 8,000 GP

AURA faint abjuration	CL 3rd	WEIGHT 1 lb.



Favored by the grave-wardens of sites known to be infested with the spirits of the dead, this pendant is an iron ring strung on a necklace made from polished and discolored bones, nails, and teeth. A faint blue light limns the wearer, protecting him from attack. Undead creatures are repulsed by this light and take a –2 penalty on all attack rolls against the wearer of a *gravewatch pendant*. Incorporeal undead creatures are further repulsed and instead take a –4 penalty on all attack rolls against the wearer. Undead creatures can sense this light easily, however, and receive a +4 circumstance bonus on Perception checks to detect a creature wearing this pendant.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *protection from evil*

GUARDIAN GORGET

PRICE 12,000 GP

AURA strong abjuration and conjuration	CL 13th	WEIGHT 1 lb.

This flanged collar of mithral and steel protects the wearer's neck and shoulders. It provides a +2 armor bonus to AC (this does not stack with other armor bonuses) and grants the *light fortification* property to the wearer. In addition, the wearer may engrave a *glyph of warding* directly onto the *guardian gorget*. When the wearer is struck in melee, she can trigger the glyph as an immediate action, causing the glyph to discharge against the creature making the attack (and other creatures within 5 feet, if a blast glyph was placed, though the wearer is not harmed by the glyph's effects). The glyph can be triggered even if the

attack would normally leave the wearer incapable of taking actions (such as killed, stunned, dazed, or knocked unconscious).

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *glyph of warding*, *limited wish* or *miracle*, *mage armor* or *magic vestment*

HAND OF GLORY

PRICE 8,000 GP

AURA faint varied | **CL** 5th | **WEIGHT** 2 lbs.



This mummified human hand hangs around a character's neck by a leather cord (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.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *animate dead*, *daylight*, *see invisibility*

HAND OF STONE

PRICE 27,000 GP

AURA moderate divination | **CL** 7th | **WEIGHT** 2 lbs.

This mummified dwarf hand hangs on a steel chain around a character's neck, bringing the wearer more in tune with the earth beneath her feet. If the wearer spends a standard action concentrating on the hand, she gains tremorsense out to a range of 30 feet until the start of her next turn. This ability only allows her to sense creatures and objects that are in contact with earth or stone.

CONSTRUCTION REQUIREMENTS | **COST** 13,500 GP

Craft Wondrous Item, *clairvoyance/clairaudience*

HAND OF THE MAGE

PRICE 900 GP

AURA faint transmutation | **CL** 2nd | **WEIGHT** 2 lbs.

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.

CONSTRUCTION REQUIREMENTS | **COST** 450 GP

Craft Wondrous Item, *mage hand*

MEDALLION OF THOUGHTS

PRICE 12,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** —

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *detect thoughts*

MIND SENTINEL MEDALLION

PRICE 3,500 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** —

The surface of this silver medallion is covered in angular geometric shapes that refract light randomly. The medallion grants a continuous +2 resistance bonus on saves versus mind-affecting spells, spell-like abilities, and supernatural abilities. If the wearer fails a save to avoid becoming dominated or confused, the amulet immediately grants the wearer a second saving throw to resist the effect. If this second save is successful, the medallion's power fades away entirely and it becomes a simple piece of silver jewelry.

CONSTRUCTION REQUIREMENTS | **COST** 1,750 GP

Craft Wondrous Item, *protection from evil*

MUMMER'S RUFF

PRICE 3,500 GP

AURA faint illusion | **CL** 5th | **WEIGHT** —

Usually fashioned from brightly colored silk, a *mummer's ruff* is a favored accoutrement of performers and con artists alike. The wearer of a *mummer's ruff* gains a +10 bonus on Disguise skill checks when attempting to imitate another's voice. In addition, once per day, the wearer of the *mummer's ruff* can throw his voice as if using *ventriloquism* for up to 5 minutes.

CONSTRUCTION REQUIREMENTS | **COST** 1,750 GP

Craft Wondrous Item, *sculpt sound*, *ventriloquism*

NECKLACE OF ADAPTATION

PRICE 9,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

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.

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP

Craft Wondrous Item, *alter self*

NECKLACE OF FIREBALLS

PRICE SEE TABLE

AURA moderate evocation | **CL** 10th | **WEIGHT** 1 lb.



This item appears to be a string or cluster of spherical beads, 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 price of a sphere is 150 gp for each die of damage it deals.

Necklace of Fireballs

NECKLACE	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	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

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed above.

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.

CONSTRUCTION REQUIREMENTS	COST Varies
Type I	825 GP
Type II	1,350 GP
Type III	2,175 GP
Type IV	2,700 GP
Type V	2,925 GP
Type VI	4,050 GP
Type VII	4,350 GP

Craft Wondrous Item, *fireball*

Necklace of Ki Serenity

PRICE 16,000 GP

AURA moderate enchantment | **CL** 9th | **WEIGHT** —

This simple leather cord is tightly knotted at even intervals and gives its wearer a sense of inner calmness and connection with the larger world. The wearer gains a +4 bonus to his effective level when determining the size of his ki pool and the level-based effects of his ki pool ability (such as bypassing damage reduction).

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, *calm emotions*, *owl's wisdom*

Necklace of Netted Stars

PRICE 42,000 GP

AURA strong illusion and transmutation | **CL** 12th | **WEIGHT** 1 lb.

This marvelous mithral necklace forms a broad, draping lacework of threadlike chains set with a multitude of tiny jewels. Seven of these jewels are larger than the rest. While wearing a *necklace of netted stars*, the wearer can create *dancing lights* at will and *wandering star motes* (see *Advanced Player's Guide*) once per day. In addition, each of the seven jewels of the necklace can recall a previously cast 1st-level spell, as a *pearl of power*.

Once per day, the wearer may use the necklace to catch a spell targeted at him, as if readying an action to counterspell using *dispel magic*, with a bonus on the check equal to 12 + the number of jewels not yet used to recall spells that day. If all jewels have been used, this ability cannot be used that day. The level of the spell to be countered must be less than or equal to the number of unused jewels. If the counterspell succeeds, the spell is negated and the wearer can use its magical energy to recall a previously cast spell of the same level or lower as an immediate action. Whether or not the attempt succeeds, this action exhausts the power of all of the necklace's jewels for that day.

CONSTRUCTION REQUIREMENTS | **COST** 21,000 GP

Craft Wondrous Item, *dancing lights*, *dispel magic*, *wandering star motes*, creator must be able to cast 7th-level spells

Periapt of Health

PRICE 7,500 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —



This simple periapt usually appears as a blue gemstone fastened to a silver chain designed to be worn about the neck. The wearer is immune to all disease, including supernatural diseases.

CONSTRUCTION REQUIREMENTS | **COST** 3,750 GP

Craft Wondrous Item, *remove disease*

Periapt of Proof Against Poison

PRICE 27,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

This item is a brilliant-cut black gem on a delicate silver chain meant to be worn about the neck. The wearer is immune to poison, although poisons active when the periapt is first donned still run their course.

CONSTRUCTION REQUIREMENTS | **COST** 13,500 GP

Craft Wondrous Item, *neutralize poison*

Periapt of Protection from Curses

PRICE 12,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** —

This amethyst stone strung on a coarse iron chain protects the wearer from curses. Three times per day, whenever the wearer rolls a saving throw against a curse (such as a witch's hex, or a *bestow curse* spell), he may reroll the saving throw as an immediate action. The wearer must decide to use this ability before the results of the saving throw are revealed. He must take the second roll, even if it is worse.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *remove curse*

PERIAPT OF WOUND CLOSURE

PRICE 15,000 GP

AURA moderate conjuration | **CL** 10th | **WEIGHT** —



This stone is bright blue and dangles on a silver chain meant to be worn on the neck. The wearer of this periapt automatically becomes stable if his hit points drop below 0 (but not if the damage is enough to kill the wearer). 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 caused by bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes ability damage or drain.

CONSTRUCTION REQUIREMENTS | **COST** 7,500 GP

Craft Wondrous Item, *heal*

RIGHTEOUS FIST AMULET

PRICE 4,000 GP

AURA faint transmutation | **CL** 4th | **WEIGHT** 1/2 lb.

This golden amulet is used by religious sects as a way to help the faithful capture fugitives or defend themselves without doing undue harm to potential converts. While the wearer is using her divine powers of retribution (such as a cleric's smite, an inquisitor's smiting judgment, or a paladin's smite), the amulet grants her the ability to make unarmed strikes in melee combat as if she had the Improved Unarmed Strike feat.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Wondrous Item, Improved Unarmed Strike, *stone fist*

SCARAB OF PROTECTION

PRICE 38,000 GP

AURA strong abjuration and necromancy | **CL** 18th | **WEIGHT** —



This device appears to be a jade medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing 12 such attacks, the scarab turns to powder and is destroyed.

CONSTRUCTION REQUIREMENTS | **COST** 19,000 GP

Craft Wondrous Item, *death ward*, *spell resistance*

STORMLURE

PRICE 5,400 GP

AURA faint evocation | **CL** 5th | **WEIGHT** —

A stormlure is usually fashioned from pieces of creatures known for their affinity to air—the feathers of birds, the shells of flying insects, and the scales of a dragon. When activated, stormlures call to the wind, causing a tempestuous gale. Once per day on command, the wearer of a stormlure is surrounding by swirling winds for 1 minute, granting a 50% miss chance against all ranged attacks, including rays and other ranged spells that require a roll to hit. This wind does not hinder the wearer of the *stormlure* in any way. At any one time during this duration, as a swift action, the wearer can cause the air around her to fill with crackling lightning, dealing 4d6 points of electricity damage to all creatures adjacent to her. A DC 14 Reflex save halves this damage.

CONSTRUCTION REQUIREMENTS | **COST** 2,700 GP

Craft Wondrous Item, *lightning bolt*, *wind wall*

SWARMBANE CLASP

PRICE 3,000 GP

AURA moderate abjuration | **CL** 8th | **WEIGHT** 1/2 lb.

An ancient fossilized insect lies trapped within this ornate amber clasp, impaled by the long golden pin that fastens the wearer's cloak. The wearer's weapons, unarmed attacks, and natural attacks deal full damage to swarms, regardless of the swarm's immunity to weapon damage (if any, although damage reduction applies as normal). If the wearer is damaged by a swarm, she automatically succeeds on her saving throw against the swarm's distraction ability.

CONSTRUCTION REQUIREMENTS | **COST** 1,500 GP

Craft Wondrous Item, *repel vermin*

SYMBOL OF SANGUINE PROTECTION

PRICE 17,500 GP

AURA faint transmutation | **CL** 6th | **WEIGHT** 1 lb.

This silver holy symbol rests just over the wearer's heart, imbuing his blood with divine power. After wearing the amulet for 24 hours, the wearer can shed his own blood as a standard action, dealing 1d6 points of damage to himself, to collect an amount of divinely empowered blood that functions as a flask of holy water. The wearer can collect his blood this way once per day, but the individual vials lose their potency after just 1 week.

Undead creatures and evil outsiders that successfully use a blood drain attack on the wearer take 4d6 points of positive energy damage and are sickened for 1d4 rounds unless they make a DC 16 Will save. Any benefit the creature might gain from drinking the wearer's blood is negated due to the power of this symbol.

CONSTRUCTION REQUIREMENTS | **COST** 8,750 GP

Craft Wondrous Item, *bless water*

TORC OF LIONHEART FURY

PRICE 8,000 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 1 lb.

Each end of this heavy copper neckwear bears the image of a snarling lion. The wearer gains a +2 morale bonus on saving throws against fear. If the wearer is a barbarian of at least 12th level, she gains fearless rage as a bonus rage power. If she already has this power, she also becomes immune to the panicked condition while raging, and any panic-causing attack against her while she rages instead causes her to regain 1 round of rage up to once per round.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *remove fear*

Shoulders Slot Wondrous Items

The shoulders slot consists of capes, cloaks, cords, mantles, pauldrons, shawls, stoles, wings, and other items that can be worn on the shoulders.

Anyone can use a shoulder slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Cape of Effulgent Escape

PRICE 14,000 GP

AURA faint evocation and illusion | **CL** 3rd | **WEIGHT** 1 lb.

This shining white cloak is trimmed with golden sunbursts and continuously radiates light (as per the *light* spell, but only in a 10-foot radius). Twice per day, the wearer can command the cape to erupt in a burst of light, blinding all creatures other than the wearer within 20 feet for 1d4 rounds (Reflex DC 14 negates). After triggering this burst, the wearer becomes invisible (as the *invisibility* spell, with a duration of 1 minute) and the cape's light is extinguished as long as the wearer is invisible.

CONSTRUCTION REQUIREMENTS | **COST** 7,000 GP

Craft Wondrous Item, *daylight*, *invisibility*

Cape of the Mountebank

PRICE 10,800 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 1 lb.



Once per day on command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell. When he disappears, he leaves behind a cloud of harmless gray smoke, appearing in a similar dramatic fashion at his destination.

CONSTRUCTION REQUIREMENTS | **COST** 5,400 GP

Craft Wondrous Item, *dimension door*

Catching Cape

PRICE 200 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** 3 lbs.



This silvery cape furls and ripples like a flag with every step its owner takes. As a swift action, the wearer can order the cape to transform into a faint sphere of force that surrounds him on all sides. The field grants the wearer concealment (20% miss chance) against ranged attacks and lasts for 1 minute or until the wearer is missed by a ranged attack due to the power of the cloak, whichever comes first. When the field is used, all magic is lost from the cloak, leaving only a mundane silvery garment.

CONSTRUCTION REQUIREMENTS | **COST** 100 GP

Craft Wondrous Item, *shield*

Charlatan's Cape

PRICE 45,000 GP

AURA strong evocation and illusion | **CL** 13th | **WEIGHT** 1 lb.

This garish cloak of red velvet is embroidered with gold-threaded patterns, typically in shapes of sinisterly masked harlequins or other imagery of sinister revelry. The cloak acts like a *cloak of the mountebank*, but its *dimension door* power can be used three times per day. Furthermore, once per day the wearer of the cloak can use *ethereal jaunt*, as per the spell.

CONSTRUCTION REQUIREMENTS | **COST** 22,500 GP

Craft Wondrous Item, *dimension door*, *ethereal jaunt*

Cloak of Arachnida

PRICE 14,000 GP

AURA moderate conjuration and transmutation | **CL** 6th | **WEIGHT** 1 lb.



This red and violet silk garment, delicately embroidered with a barely perceptible web-like pattern, 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 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.

CONSTRUCTION REQUIREMENTS | **COST** 7,000 GP

Craft Wondrous Item, *spider climb*, *web*

Cloak of Displacement, Major

PRICE 50,000 GP

AURA moderate illusion | **CL** 7th | **WEIGHT** 1 lb.



Embroidered with images of falling stars and pale moons, 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.

CONSTRUCTION REQUIREMENTS | **COST** 25,000 GP

Craft Wondrous Item, Extend Spell, *displacement*

Cloak of Displacement, Minor

PRICE 24,000 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** 1 lb.

This item appears to be a normal cloak, with a pattern very similar to a *major cloak of displacement's* nocturnal designs, but when worn its magical properties distort and warp light waves. This displacement works similar to the *blur* spell, granting a 20% miss chance on attacks against the wearer. It functions continually.

CONSTRUCTION REQUIREMENTS | **COST** 12,000 GP

Craft Wondrous Item, *blur*

Table 5–11: Shoulders Slot Wondrous Items

d%	LESSER MINOR SHOULDERS ITEM	PRICE
01–06	*Catching cape*	200 gp
07–10	*Cloak of human guise*	900 gp
11–30	*Cloak of resistance +1*	1,000 gp
31–36	*Muleback cords*	1,000 gp
37–38	*Shawl of life-keeping*	1,000 gp
39–44	*Shield cloak*	1,000 gp
45–50	*Quickchange cloak*	1,500 gp
51–56	*Cowardly crouching cloak*	1,800 gp
57–74	*Cloak of elvenkind*	2,500 gp
75–80	*Cloak of the hedge wizard*	2,500 gp
81–85	*Cloak of fiery vanishing*	2,600 gp
86–94	*Cloak of fangs*	2,800 gp
95–97	*Pauldrons of the serpent*	3,000 gp
98–100	*Stonemist cloak*	3,500 gp

d%	GREATER MINOR SHOULDERS ITEM	PRICE
01–26	*Cloak of resistance +2*	4,000 gp
27–38	*Cloak of the scuttling rat*	6,000 gp
39	*Seafoam shawl*	6,000 gp
40–52	*Treeform cloak*	6,000 gp
53–74	*Eagle cape*	7,000 gp
75–94	*Cloak of the manta ray*	7,200 gp
95–100	*Hunter's cloak*	7,500 gp

d%	LESSER MEDIUM SHOULDERS ITEM	PRICE
01–20	*Cloak of resistance +3*	9,000 gp
21–22	*Cloak of the duskwalker*	10,000 gp
23–25	*Cocoon cloak*	10,000 gp
26–27	*Pauldrons of the bull*	10,000 gp
28–32	*Stone cloak, minor*	10,000 gp
33–40	*Cape of the mountebank*	10,800 gp
41–45	*Pauldrons of the watchful lion*	10,800 gp
46–52	*Lion cloak*	12,000 gp
53–54	*Mantle of spores*	13,400 gp
55–59	*Cape of effulgent escape*	14,000 gp
60–69	*Cloak of arachnida*	14,000 gp
70–72	*Gunfighter's poncho*	14,000 gp
73–74	*Tentacle cloak*	14,000 gp
75–76	*Demonspike pauldrons*	14,350 gp
77–78	*Comfort's cloak*	15,600 gp
79–88	*Cloak of resistance +4*	16,000 gp
89–91	*Shawl of the crone*	16,000 gp
92–100	*Prestidigitator's cloak*	17,200 gp

d%	GREATER MEDIUM SHOULDERS ITEM	PRICE
01–12	*Stole of justice*	18,000 gp
13–24	*Jellyfish cape*	19,200 gp
25–32	*Cloak of the diplomat*	20,000 gp
33–44	*Slashing cloak*	20,000 gp
45–56	*Stone cloak, major*	20,000 gp
57–68	*Cloak of displacement, minor*	24,000 gp
69–88	*Cloak of resistance +5*	25,000 gp
89–100	*Cloak of the bat*	26,000 gp

d%	LESSER MAJOR SHOULDERS ITEM	PRICE
01–40	*Highwayman's cape*	32,500 gp
41–60	*Juggernaut's pauldrons*	40,000 gp
61–100	*Charlatan's cape*	45,000 gp

d%	GREATER MAJOR SHOULDERS ITEM	PRICE
01–15	*Cloak of displacement, major*	50,000 gp
16–35	*Wings of flying*	54,000 gp
36–55	*Cloak of etherealness*	55,000 gp
56–80	*Wings of the gargoyle*	72,000 gp
81–100	*Wyvern cloak*	78,600 gp

CLOAK OF ELVENKIND

PRICE 2,500 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** 1 lb.



These cloaks of famed elven design are enhanced to reflect the wearer's surroundings, aiding him in blending in with any terrain. When this plain gray cloak is worn with the hood drawn up around the head, the wearer gains a +5 competence bonus on Stealth checks.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *invisibility*, creator must be an elf

CLOAK OF ETHEREALNESS

PRICE 55,000 GP

AURA strong transmutation | **CL** 15th | **WEIGHT** 1 lb.

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, but it must be used in 1 minute increments.

CONSTRUCTION REQUIREMENTS | **COST** 27,500 GP

Craft Wondrous Item, *ethereal jaunt*

CLOAK OF FANGS

PRICE 2,800 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

Wearing this animal-hair cloak grants a +1 resistance bonus on saving throws. Furthermore, the wearer can force its teeth to grow rapidly up to five times per day as a swift action. The oversized teeth last for 1 round, during which time the wearer can make a bite attack. Treat this attack as a primary natural attack that deals 1d6 points of damage (or 1d4 if the wearer is Small). If the wearer already has a bite attack, the damage of that bite attack increases by one step (*Bestiary* 302).

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *alter self*, *resistance*

CLOAK OF FIERY VANISHING

PRICE 2,600 GP

AURA faint abjuration and illusion | **CL** 5th | **WEIGHT** 1 lb.

This thick leather cloak is charred and blackened around the edges and smells faintly of soot. Once per day, when subject to an effect that deals fire damage, the wearer can spend an immediate action while obscured by the flames to become invisible, leaving behind an illusory pile of ashes and bones, as if he had been slain by the fire effect. The wearer's invisibility and his illusory remains last for 5 rounds or until the wearer attacks any creature. Creatures that study or interact with the ashes can make a DC 11 Will save to disbelieve the illusion, though this does not end the invisibility effect.

CONSTRUCTION REQUIREMENTS | **COST** 1,300 GP

Craft Wondrous Item, *invisibility*, *silent image*

CLOAK OF HUMAN GUISE

PRICE 900 GP

AURA faint illusion | **CL** 1st | **WEIGHT** 1 lb.

This plain cloak only has any effect when worn by a member of a half-human race, such as a half-orc or half-elf. It alters the wearer's appearance similarly to a *hat of disguise*, but only to the extent that it conceals or alters the wearer's non-human physical traits so the creature appears fully human. Any feature that is plausibly human remains. For example, a half-orc wearing the cloak loses his green or gray skin color and pointed ears, has no visible tusks, and is otherwise completely able to pass as a human version of his normal self. Likewise, a half-elf wearing the cloak has round ears, humanlike eyes, and no other traits indicating elven ancestry. The wearer has no control over the specific guise, and those familiar with his normal appearance can recognize him in his human guise.

CONSTRUCTION REQUIREMENTS | **COST** 450 GP

Craft Wondrous Item, *disguise self*

CLOAK OF RESISTANCE

PRICE VARIES	
+1 bonus	1,000 GP
+2 bonus	4,000 GP
+3 bonus	9,000 GP
+4 bonus	16,000 GP
+5 bonus	25,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 1 lb.

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

CONSTRUCTION REQUIREMENTS	COST varies
+1 bonus	500 GP
+2 bonus	2,000 GP
+3 bonus	4,500 GP
+4 bonus	8,000 GP
+5 bonus	12,500 GP

Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus

CLOAK OF THE BAT

PRICE 26,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.



Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Stealth 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 (including a +7 bonus on Fly skill checks). If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly (as *beast shape III*). 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.

CONSTRUCTION REQUIREMENTS | **COST** 13,000 GP

Craft Wondrous Item, *beast shape III*, *fly*

CLOAK OF THE DIPLOMAT

PRICE 20,000 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** 1 lb.

This forest-green cloak grants a +5 competence bonus on Diplomacy and Sense Motive checks. In addition, once per day, before making a Diplomacy or Sense Motive check, the wearer can decide to call upon the powers of the cloak to roll twice and take the better result. Finally, the wearer of this cloak can adjust a creature's attitude up to three steps when using Diplomacy, instead of the normal limit of two steps. However, the cloak's power does have one drawback. Should the wearer ever fail a Diplomacy checks made to adjust a creature's attitude by 5 or more, the creature's attitude is reduced by two steps instead of one.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *charm person*, creator must have 5 ranks in Diplomacy and Sense Motive

CLOAK OF THE DUSKWALKER

PRICE 10,000 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** 1 lb.

This dark, velvety cloak billows with a dramatic flourish in its wearer's wake. The cloak grants its wearer low-light vision. Once per day, on command, the wearer can surround herself with darkness, as the *darkness* spell. While this darkness is active, the cloak also grants the wearer darkvision 60 feet as well as low-light vision.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *darkness*, *darkvision*

CLOAK OF THE HEDGE WIZARD

PRICE 2,500 GP

AURA faint, school based on cloak type | **CL** 1st | **WEIGHT** 1 lb.

This cloak comes in eight varieties—one for each school of magic. The cloak grants its wearer the ability to use a certain number of spells on command (caster level 1st) based on its school of magic. It also grants the wearer the ability to use *prestidigitation* on command and at will.

Abjuration: at will—*resistance*; 1/day—*endure elements*, *shield*
Conjuration: at will—*acid splash*; 1/day—*mage armor*, *unseen servant*
Divination: at will—*detect magic*; 1/day—*detect secret doors*, *true strike*
Enchantment: at will—*daze*; 1/day—*charm person*, *sleep*
Evocation: at will—*light*; 1/day—*floating disk*, *magic missile*
Illusion: at will—*ghost sound*; 1/day—*color spray*, *silent image*
Necromancy: at will—*touch of fatigue*; 1/day—*cause fear*, *ray of enfeeblement*
Transmutation: at will—*mage hand*; 1/day—*enlarge person*, *expeditious retreat*

CONSTRUCTION REQUIREMENTS **COST** 1,125 GP

Craft Wondrous Item, *prestidigitation* and any spell the cloak allows the caster to use; the creator must have Spell Focus in the cloak's school of magic

CLOAK OF THE MANTA RAY

PRICE 7,200 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.



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 *beast shape II* 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.

The cloak also allows the wearer to attack with a sting ray's tail spine, 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.

CONSTRUCTION REQUIREMENTS **COST** 3,600 GP

Craft Wondrous Item, *beast shape II*, *water breathing*

CLOAK OF THE SCUTTLING RAT

PRICE 6,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

This unassuming cloak initially appears to be made of plain leather. When the wearer speaks the command word, however, the *cloak of the scuttling rat* wraps itself around her, transforming her into a dire rat as if using *beast shape I*. The wearer can remain in dire rat form for up to 5 minutes per day. This duration need not be consecutive, but it must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *beast shape I*

COCOON CLOAK

PRICE 10,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This ruffled silk cloak is incredibly durable despite its soft, delicate construction. Anytime the wearer falls asleep (whether the sleep is natural or brought on by a magical effect), the cloak immediately transforms into sticky strands that envelop the wearer's body, hardening into a solid silk cocoon. While wrapped in the cocoon the wearer gains a +4 enhancement bonus to natural armor and is protected from critical hits and sneak attacks as if subject to the *light fortification* armor ability (25% chance for normal damage on a critical hit). The cocoon opens and transforms back into a cloak once the wearer awakens.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Craft Wondrous Item, *vermin shape I* (*Ultimate Magic*)

COMFORT'S CLOAK

PRICE 15,600 GP

AURA faint abjuration and necromancy | **CL** 5th | **WEIGHT** 1 lb.

A favored cloak of rangers, this cloak is a patchwork of hides and fur. *Comfort's cloak* grants a constant *endure elements* effect to the wearer, and grants a +4 competence bonus to saves against disease, energy drain, effects that cause fatigue or exhaustion, and poisons. Furthermore, while the wearer is resting he regains twice his Hit Dice in hit points for 8 hours of rest instead of the typical 1 hit point per Hit Die. When taking a full 24 hours of rest, the character regains 5 times his Hit Dice in hit points instead of twice his Hit Dice in hit points.

CONSTRUCTION REQUIREMENTS **COST** 7,800 GP

Craft Wondrous Item, *endure elements*

COWARDLY CROUCHING CLOAK

PRICE 1,800 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** 4 lbs.

This nondescript gray cloak has a hood that can fit over the wearer's entire face. The wearer can, as a move action, cover his face and drop to a huddling crouch. Any creature seeking to directly attack him while he does this must make a DC 11 Will save to do so (as the *sanctuary* spell). The wearer cannot see or take any actions while crouching. This makes him effectively blind, with all the normal penalties, but not helpless. The wearer can end his crouch simply by standing up or moving.

CONSTRUCTION REQUIREMENTS **COST** 900 GP

Craft Wondrous Item, *sanctuary*

DEMONSPIKE PAULDRONS

PRICE 14,350 GP

AURA moderate necromancy | **CL** 7th | **WEIGHT** 8 lbs.

These black iron pauldrons are studded with jagged spikes of various lengths. *Demonspike pauldrons* act as *+2 armor spikes* and also deal 1d2 bleed damage on a successful grapple attack or melee attack made with the pauldrons. If these pauldrons are worn with normal armor spikes, increase the damage done by the armor spikes to 1d6 (Small) or 1d8 (Medium), and use the greater of the two enhancement

bonuses to attack and damage—either from the armor spikes (if any) or the *demonspike pauldrons*.

CONSTRUCTION REQUIREMENTS **COST** 7,175 GP

Craft Wondrous Item, Craft Magic Arms and Armor, *bleed*

EAGLE CAPE

PRICE 7,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.



Large eagle feathers decorate the back and arms of this magnificent cape. Should the cape's wearer fall more than 5 feet, the cape spreads out behind the wearer and she gently drifts to the ground (as *feather fall*). Once per day, if the wearer grasps the edges of the cape and spreads her arms, she transforms into an eagle (as *beast shape I*, except that it allows only eagle form and the wearer gains the eagle's full fly speed of 80 feet). This effect lasts for 10 minutes but can be ended prematurely as a standard action. In addition, while in eagle form, the wearer gains a +5 competence bonus on Perception checks.

CONSTRUCTION REQUIREMENTS **COST** 3,500 GP

Craft Wondrous Item, *beast shape I*, *feather fall*, *perceive cues* (*Advanced Player's Guide*)

GUNFIGHTER'S PONCHO

PRICE 14,000 GP

AURA moderate abjuration | **CL** 6th | **WEIGHT** 1 lb.

The abjurations woven into this woolen poncho not only defend against gunfire, but also insulate the wearer from dangerous magic. The wearer gains a +2 luck bonus to touch AC. Once per day as an immediate action, the wearer can negate a single ranged touched attack targeted at him, but cannot use this ability if the attack is a confirmed critical hit. When the wearer uses this ability, he must fall prone.

CONSTRUCTION REQUIREMENTS **COST** 7,000 GP

Craft Wondrous Item, *bullet shield* (*Ultimate Combat*)

HIGHWAYMAN'S CAPE

PRICE 32,500 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

This reversible multicolored cape marks the wearer's flamboyant audacity when turned with its bright colors outward, granting a +5 competence bonus on Bluff checks. Reversible as a move action, the dappled camouflage of its other side grants a +5 competence bonus on Stealth checks. Regardless of the cape's current facing, the wearer can spend an immediate action at will to roll an Escape Artist check against being grappled, bound, or restrained as if the cape targeted her with *liberating command* (*Ultimate Combat*).

CONSTRUCTION REQUIREMENTS **COST** 16,250 GP

Craft Wondrous Item, *liberating command*

HUNTER'S CLOAK

PRICE 7,500 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

Usually made from the skins of giant serpents, these cloaks are designed to help rangers, hunters, and trackers blend in with and travel quickly through the areas they are most familiar with. If the wearer has the favored terrain class ability and is traveling through one of his favored terrains, he can transform himself into an animal native to that environment. This works identically to the *beast shape I* spell, save that it is limited to creatures native to the environment (as defined in the appropriate *Bestiary* entry or per the GMs discretion). This effect lasts for 10 minutes per day. The duration need not be continuous, but it must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS **COST** 3,750 GP

Craft Wondrous Item, *beast shape I*

JELLYFISH CAPE

PRICE 19,200 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This billowing white cape renders the wearer almost invisible the moment she is submerged in salt water, granting her concealment (20% miss chance) so long as she remains entirely submerged. The wearer can breathe underwater and gains a swim speed of 20 ft. While the wearer is submerged, the cape surrounds her with tiny stinging tentacles. Any creature that ends its turn adjacent to the wearer takes 1 point of electricity damage and must succeed at a DC 16 Fortitude saving throw or be sickened for 1 round. The sickened effect is a poison effect.

CONSTRUCTION REQUIREMENTS **COST** 9,600 GP

Craft Wondrous Item, *beast shape II*, *water breathing*

JUGGERNAUT'S PAULDRONS

PRICE 40,000 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 1 lb.

These massive pauldrons take the shape of a pair of clenched fists made of beaten bronze. They bestow a +4 bonus on CMD, and grant the wearer the ferocity ability (*Bestiary* 300). On command, the wearer can increase its size, as though subject to an *enlarge person* spell, and can revert to regular size with another command. Three times per day, as an immediate action after the pauldrons' wearer kills an opponent, the wearer gains the benefit of the *deadly juggernaut* spell (*Ultimate Combat*) for 1 minute.

CONSTRUCTION REQUIREMENTS **COST** 20,000 GP

Craft Wondrous Item, *deadly juggernaut*, *enlarge person*, *rage*

LION CLOAK

PRICE 12,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 1 lb.



Made from a single male lion's coat with the mane surrounding its hood, the *lion cloak* is an impressive sight. A creature wearing the cloak gains a +2 resistance bonus on saving throws made against mind-affecting and fear effects and a +2 circumstance bonus on Intimidate checks. Once per day, the wearer can pull the hood over her head, assuming

the form of a lion (as the *beast shape II* spell, except that it allows only lion form) for up to 10 minutes. If the wearer has the smite evil or smite good class feature, she can use this power more than once per day by expending uses of her smite; at most she can take the lion form as many times as she has smites plus one additional time. While in this lion form the wearer cannot use its normal smite ability.

CONSTRUCTION REQUIREMENTS **COST** 6,000 GP

Craft Wondrous Item, *beast shape II*

MANTLE OF SPORES

PRICE 13,400 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 1 lb.

This mantle grants the wearer a +4 resistance bonus on saving throws against disease. Once per day, the wearer can flourish the cape as a swift action to surround himself with a cloud of deadly spores. Creatures adjacent to the wearer take 1d6 points of damage from the spores, plus 1d3 points of damage per round for 3 rounds as the spores grow into fuzzy green mold. After these rounds the mold becomes harmless, and can be washed away with a minute of scrubbing. The spores can be destroyed by making a DC 15 Heal check on an affected creature, or by effects that remove diseases. The spores are a disease effect.

CONSTRUCTION REQUIREMENTS **COST** 6,700 GP

Craft Wondrous Item, *contagion*

MULEBACK CORDS

PRICE 1,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1/4 lb.

These thick leather cords wrap around the wearer's biceps and shoulders. When worn, they make the wearer's muscles appear larger than normal. The wearer treats his Strength score as 8 higher than normal when determining his carrying capacity. This bonus does not apply to combat, breaking items, or any other Strength-related rolls, it only contributes to the amount of equipment or material the wearer can carry.

CONSTRUCTION REQUIREMENTS **COST** 500 GP

Craft Wondrous Item, *bull's strength*

PAULDRONS OF THE BULL

PRICE 10,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 3 lbs.



These steel pauldrons are engraved with images of charging bulls. When their wearer makes a bull rush combat maneuver, she can make the check twice and take the better result. Furthermore, they grant a +2 enhancement bonus to CMD against bull rushes.

CONSTRUCTION REQUIREMENTS **COST** 5,000 GP

Craft Wondrous Item, *bull's strength*

PAULDRONS OF THE SERPENT

PRICE 3,000 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 3 lbs.

Constructed of mithral, each of these pauldrons bears an embossed device of a viper coiled defensively. These pauldrons grant their wearer a +2 dodge bonus to AC against attacks of opportunity, and increase the wearer's CMD by 2 against bull rush, grapple, reposition, and trip combat maneuvers.

CONSTRUCTION REQUIREMENTS **COST** 1,500 GP

Craft Wondrous Item, *cat's grace*

PAULDRONS OF THE WATCHFUL LION

PRICE 10,800 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 3 lbs.

These steel and brass pauldrons feature two brass lion heads, one on each shoulder. Twice a day as an immediate action when a creature successfully makes an Acrobatics check to move through the wearer's threatened area or its space without provoking an attack of opportunity, a shadowy lion can animate from one of the pauldrons and attack that creature. The attack uses the wearer's base attack bonus + Dexterity modifier and attacks the target's touch AC. On a hit, the lion deals 2d6 points of piercing damage (×2 critical).

CONSTRUCTION REQUIREMENTS **COST** 5,400 GP

Craft Wondrous Item, Craft Magic Arms and Armor, *spectral hand*

PRESTIDIGITATOR'S CLOAK

PRICE 17,200 GP

AURA faint illusion and transmutation | **CL** 5th | **WEIGHT** 1 lb.

This short black cloak grants its wearer a +8 competence bonus on Sleight of Hand checks. Furthermore, as a full-round action, the cloak can be removed and placed on a single object that takes up a 5-foot square or less and weighs 100 lbs. or less, at which point the object disappears and is stored within an extradimensional space within the cloak. The object can remain in the cloak for no more than 1 hour, at which point it falls out of the cloak in a square adjacent to the cloak or its wearer. The wearer can also command the cloak to dispel the object into an adjacent square.

CONSTRUCTION REQUIREMENTS **COST** 8,600 GP

Craft Wondrous Item, *guidance*, *rope trick*

QUICKCHANGE CLOAK

PRICE 1,500 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 1 lb.



One side of this reversible gray hooded cape is exquisitely embroidered and richly decorated, while the other appears shabby and worn. On command, by passing the edge of the cloak over her face, the wearer may remove a mundane disguise (one applied with the Disguise skill) and store it in the cloak. This does not change the cloak's appearance in any way. Once a disguise is stored in the cloak, it can be reapplied to the wearer who placed it within the cloak on command, using the original result of the Disguise check. The cloak can store up to three disguises at once, and any wearer of the cloak can discard any number of disguises within the cloak as a free action.

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Wondrous Item, *prestidigitation*, creator must have at least 5 ranks in Disguise

SEAFOAM SHAWL

PRICE 6,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

This shawl of delicate lace can be activated once per day to grant the benefits of the *fins to feet* spell (*Advanced Race Guide*), transforming the wearer's lower fins or appendages into feet whenever he is on dry land—unless dismissed, this effect lasts for 5 hours.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *fins to feet* (*Advanced Race Guide*)

SHAWL OF LIFE-KEEPING

PRICE 1,000 GP

AURA faint conjuration | **CL** 3rd | **WEIGHT** 1 lb.

This magical shawl is woven from silken, diaphanous material. Once per day, the wearer can speak a command word to transfer some of her life energy into the shawl (up to 10 hit points). If she is wearing the shawl and is reduced to –1 hit points or below, the shawl immediately heals her an amount equal to the number of hit points stored in the shawl. This healing cannot prevent the wearer from being killed. The life energy stored in the shawl lasts for 24 hours or until it heals the wearer, whichever comes first. If the shawl is destroyed, the stored life energy is lost.

While the shawl is storing a creature's life energy, it retains a connection to that creature. If another creature holds the shawl in its hand, the creature whose life energy is stored in the shawl takes a –2 penalty on Fortitude and Reflex saving throws against all effects from the current bearer of the shawl.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *cure light wounds*, *stabilize*

SHAWL OF THE CRONE

PRICE 16,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.



The yarn making up this knitted gray wrap is frayed and tattered. As soon as a creature puts on the shawl, she immediately takes the form of a venerable female of her race (regardless of the wearer's actual gender) and remains so until the shawl is removed. Though this is an actual physical transformation, the wearer does not experience any infirmities due to advanced age, including penalties to her physical attributes, nor does she gain any bonuses to her mental attributes. The wearer also gains a +4 circumstance bonus on any Charisma-based check intended to make her appear friendly, harmless, helpless, or otherwise in need of assistance or deserving of proper respect for someone of her apparent age. This bonus increases to +8 when directed against children. The wearer also counts as a hag for the purposes of forming a coven, but this coven must always include at least one actual hag.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP

Craft Wondrous Item, *alter self*

SHIELD CLOAK

PRICE 1,000 GP

AURA faint abjuration | **CL** 4th | **WEIGHT** 1 lb.

The wearer of this rough, gray cloak can, as a move action, grasp the garment's edge and cause it to harden. The wearer can use the hardened edge as if it were a masterwork light wooden shield. Using the cloak in this fashion imposes no armor check penalty, but does impose a 5% arcane spell failure chance. The edge of the cloak can be dropped and made pliant again as a free action. Shield enhancement bonuses and special abilities can be added to the cloak as if it were a masterwork shield.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, Craft Magic Arms and Armor, *shield*

SLASHING CLOAK

PRICE 20,000 GP

AURA faint illusion and transmutation | **CL** 5th | **WEIGHT** 1 lb.

This thick burgundy cloak is trimmed with mithral plates and cut to fit handsomely over heavy armor. As a full-round action, the wearer can spin in his space, damaging each creature within 5 feet. This attack uses the wearer's highest base attack bonus against each creature, and deals 2d6 damage on a hit. The wearer is considered proficient with this attack. Furthermore, the cloak can be magically enhanced like a melee weapon, adding the cost of the melee weapon property to the cloak's cost.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, *blade barrier*

STOLE OF JUSTICE

PRICE 18,000 GP

AURA faint divination | **CL** 5th | **WEIGHT** 1 lb.

This long stole of unrelenting black is marked on one end with golden scales and the other with the embroidered image of hooded justice. The wearer gains a +5 competence bonus on Sense Motive checks and can create a *zone of truth* for up to 5 rounds per day; these rounds need not be consecutive. When the wearer uses *detect chaos*, *detect evil*, *detect good*, or *detect law*, at the beginning of her next turn after casting she gains information as if she had concentrated for 3 full rounds. Finally, if the wearer is an inquisitor, when using her judgment she receives a bonus on Perception checks and her combat maneuver defense as if she were wielding a *jurist* weapon.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP

Craft Wondrous Item, *zone of truth*, creator must have 5 ranks of Sense Motive

STONE CLOAK, MAJOR

PRICE 20,000 GP

AURA moderate abjuration | **CL** 8th | **WEIGHT** 1 lb.

This cloak is identical to the *minor stone cloak*, save that it provides DR 10/adamantine when activated.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *stoneskin*

STONE CLOAK, MINOR

PRICE 10,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 1 lb.



This mottled gray cloak looks like granite or some other light gray stone. The wearer can pull a *minor stone cloak* tight around herself and freeze in place as a move action, which causes the cloak to harden like the stone it resembles. When she does this, the wearer can take no actions other than free actions and is denied her Dexterity bonus to AC but gains DR 5/adamantine. She also gains a +5 circumstance bonus to Stealth checks while protected in this manner. This effect can be dismissed as a free action.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *stone shape*

STONEMIST CLOAK

PRICE 3,500 GP

AURA faint conjuration and illusion | **CL** 3rd | **WEIGHT** 1 lb.

In rocky or mountainous areas, when this stone-gray cloak is worn with the hood drawn up around the head, the wearer gains a +5 competence bonus on Stealth checks. Once per day, the wearer can create an area of fog equivalent to *obscuring mist*.

CONSTRUCTION REQUIREMENTS | **COST** 1,750 GP

Craft Wondrous Item, *invisibility*, *obscuring mist*

TENTACLE CLOAK

PRICE 14,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

Subtle, indefinable shapes ripple and flow when this deep blue cloak moves, seemingly devouring any light falling upon it. Once per day at the wearer's command, two large gray tentacles emerge from the cloak near the shoulders. Each tentacle can make a natural attack that deals 1d6 points of bludgeoning damage, assuming the wear is Medium (the damage of the tentacles scales by size of the wearer as a tentacle natural attack; *Bestiary* 302). The tentacles have 10-foot reach and the grab monster special ability (*Bestiary* 301). In addition, the wearer gains a +4 competence bonus on grapple maneuver checks with the tentacles. The tentacles last for 1 minute.

CONSTRUCTION REQUIREMENTS | **COST** 7,000 GP

Craft Wondrous Item, *polymorph self*

TREEFORM CLOAK

PRICE 6,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This long green cloak's back features an embroidered image of an ancient oak. Once per day on command, the wearer can assume the shape of a tree, as the *tree shape* spell, but can only take the form of a living tree. Furthermore, each hour the wear spends in tree form while in direct sunlight, he heals 1d6 hit points.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *goodberry*, *tree shape*

WINGS OF FLYING

PRICE 54,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 2 lbs.



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 (average maneuverability), also granting a +5 competence bonus on Fly skill checks.

CONSTRUCTION REQUIREMENTS | **COST** 27,000 GP

Craft Wondrous Item, *fly*

WINGS OF THE GARGOYLE

PRICE 72,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 3 lbs.



These cloth shoulder straps have many pebbles stitched into them. The wearer of the straps can command them to unfurl a pair of wings made from a hard gray stone. These wings grant her a fly speed of 60 feet and average maneuverability. When these wings are present her skin also takes on a noticeable stone-like appearance and she gains DR 10/adamantine. The wearer can furl and unfurl these wings as a swift action. The wings can be used for up to 5 minutes each day. The duration need not be continuous, but it must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS | **COST** 36,000 GP

Craft Wondrous Item, *fly*, stoneskin

WYVERN CLOAK

PRICE 78,600 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This heavy cloak is made of blue scaled leather and has a pointed hem that hangs near the ground. The cloak provides the wearer a +4 resistance bonus on Will saves, a continuous *feather fall* effect (as the spell), and the ability to use *fly* once per day. At will as a swift action, the wearer can form the hem into a stinger, granting her a sting natural weapon. This sting deals 1d6 points of damage plus *poison* (as the spell; DC 16). Reverting the stinger to its normal, inconspicuous shape is a free action.

CONSTRUCTION REQUIREMENTS | **COST** 39,300 GP

Craft Wondrous Item, *feather fall*, *fly*, *poison*, *resistance*, creator must be at least caster level 12

Wrists Slot Wondrous Items

The wrists slot consists of armbands, bracers, bracelets, gauntlets, manacles, shackles, sleeves, vambraces, and other items that can be worn on the wrists, such as short lengths of vine.

Anyone can use a wrists slot wondrous item unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Armbands of the Brawler

PRICE 500 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

These scarred and worn armbands have clearly seen rough use, and are constructed out of coarse leather and fastened with thick leather straps. They grant their wearer a +1 competence bonus on grapple checks and checks to break a grapple.

CONSTRUCTION REQUIREMENTS | **COST** 250 GP

Craft Wondrous Item, *bull's strength*

Arrowmaster's Bracers

PRICE 13,900 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 1 lb.

This simple pair of leather shooting bracers are designed to protect the wearer's wrist from being snapped by bowstrings. They appear similar to a set of *bracers of archery*, but a wearer notices the difference as soon as she dons them.

The wearer of these bracers gains damage reduction 5/magic against ranged weapons, as well as a +1 deflection bonus against ranged attacks. In addition, once per day, as a swift action, the wearer can grant herself a +20 insight bonus on her next ranged attack roll before the end of her next turn.

CONSTRUCTION REQUIREMENTS | **COST** 6,950 GP

Craft Wondrous Item, Craft Magic Arms and Armor, *protection from arrows*, *true strike*

Bonebreaker Bracers

PRICE 6,000 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 2 lbs.

These thick brass and leather bracers allow the wearer to tear through bone and muscle like paper. Once per day, as part of a melee attack, the wearer can activate the bracers to inflict a horrific injury on an opponent. If the attack hits, the target must make a DC 14 Will save. If the save fails, the bracers reduce the target's Strength, Dexterity, or Constitution (wearer's choice) by –6. This penalty cannot reduce the target's ability score below 1. The injury heals over time, reducing the penalty by 1 for each day that passes since the time of the injury, and is immediately removed by *heal*, *regenerate*, *restoration*, or any magic that can break a curse.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *bestow curse*

Bracelet of Bargaining

PRICE 14,500 GP

AURA moderate divination | **CL** 7th | **WEIGHT** —



This heavy gold band can be worn openly as a display of wealth or concealed beneath a sleeve. It grants its wearer a +5 competence bonus on Bluff, Diplomacy, and Sense Motive checks. Whenever the wearer shakes hands with another creature In order to seal a deal or a promise, she can immediately sense whether deceit is involved (Will save DC 16 negates), though the wearer cannot determine the exact nature of the deception.

CONSTRUCTION REQUIREMENTS | **COST** 7,250 GP

Craft Wondrous Item, *discern lies*, *detect thoughts*

Bracelet of Friends

PRICE 19,000 GP

AURA strong conjuration | **CL** 15th | **WEIGHT** —



This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to each 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) appearing at the user's location along with his gear, as long as the bracelets's owner and the called person are on the same plane. The keyed individual knows who is attempting to teleport him, 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.

CONSTRUCTION REQUIREMENTS | **COST** 9,500 GP

Craft Wondrous Item, *refuge*

Bracelet of Mercy

PRICE 15,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —



This metal bracelet is set with multiple gems blessed by a priest. If the wearer has the lay on hands class feature, she can use it one additional time per day and is always treated as if she has the diseased mercy. If the wearer already has that mercy, her effective caster level for removing diseases increases by +4.

CONSTRUCTION REQUIREMENTS | **COST** 7,500 GP

Craft Wondrous Item, *remove disease*

Bracelet of Second Chances

PRICE 15,750 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** —

This bracelet is adorned with seven coral beads carved in intricate designs. When a critical hit or sneak attack is confirmed

on the wearer, as an immediate action before damage is rolled, he can choose to convert the critical hit or sneak attack into a normal hit. Each time the wearer negates a critical hit or sneak attack in this manner, one bead shatters. When all seven are used up, the bracelet itself crumbles into powder.

CONSTRUCTION REQUIREMENTS	COST 7,875 GP

Craft Wondrous Item, *breath of life*

BRACERS OF ARCHERY, GREATER

PRICE 25,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

These bracers look like normal protective wear. They 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.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP

Craft Magic Arms and Armor, Craft Wondrous Item, crafter must be proficient with a longbow or shortbow

BRACERS OF ARCHERY, LESSER

PRICE 5,000 GP

AURA faint transmutation | **CL** 4th | **WEIGHT** 1 lb.



These wristbands appear similar to *greater bracers of archery*, though they are typically constructed of lighter material. They function as *greater bracers of archery*, except they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Magic Arms and Armor, Craft Wondrous Item, crafter must be proficient with a longbow or shortbow

BRACERS OF ARMOR

	PRICE VARIES
+1 armor	1,000 GP
+2 armor	4,000 GP
+3 armor	9,000 GP
+4 armor	16,000 GP
+5 armor	25,000 GP
+6 armor	36,000 GP
+7 armor	49,000 GP
+8 armor	64,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.



These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* 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 of armor* must be worn for the magic to be effective.

TABLE 5-12: WRISTS SLOT WONDROUS ITEMS

d%	LESSER MINOR WRISTS ITEM	PRICE
01–10	*Sleeves of many garments*	200 gp
11–20	*Armbands of the brawler*	500 gp
21–48	*Bracers of armor +1*	1,000 gp
49–63	*Burglar's bracers*	1,050 gp
64–91	*Bracers of steadiness*	2,000 gp
92–96	*Manacles of cooperation*	2,000 gp
97–100	*Shackles of compliance*	3,280 gp

d%	GREATER MINOR WRISTS ITEM	PRICE
01–27	*Bracers of armor +2*	4,000 gp
28	*Bracers of falcon's aim*	4,000 gp
29–38	*Inquisitor's bastion vambraces*	4,000 gp
39–65	*Bracers of archery, lesser*	5,000 gp
66–68	*Spellguard bracers*	5,000 gp
69–71	*Bonebreaker bracers*	6,000 gp
72–81	*Vambraces of defense*	6,000 gp
82–98	*Verdant vine*	6,000 gp
99	*Longarm bracers*	7,200 gp
100	*Bracers of the glib entertainer*	7,900 gp

d%	LESSER MEDIUM WRISTS ITEM	PRICE
01–04	*Charm bracelet*	8,000 gp
05–08	*Duelist's vambraces*	8,000 gp
09–13	*Merciful vambraces*	8,000 gp
14–18	*Vambraces of the tactician*	8,000 gp
19–43	*Bracers of armor +3*	9,000 gp
44–53	*Seducer's bane*	9,900 gp
54–58	*Bracers of the avenging knight*	11,500 gp
59–63	*Arrowmaster's bracers*	13,900 gp
64–73	*Vambraces of the genie (efreeti)*	14,400 gp
74–78	*Bracelet of bargaining*	14,500 gp
79–82	*Bracelet of mercy*	15,000 gp
83–86	*Bracers of the merciful knight*	15,600 gp
87–90	*Bracelet of second chances*	15,750 gp
91–99	*Bracers of armor +4*	16,000 gp
100	*Shackles of durance vile*	16,200 gp

d%	GREATER MEDIUM WRISTS ITEM	PRICE
01–10	*Vambraces of the genie (djinni)*	18,900 gp
11–20	*Vambraces of the genie (marid)*	18,900 gp
21–30	*Vambraces of the genie (shaitan)*	18,900 gp
31–50	*Bracelet of friends*	19,000 gp
51–70	*Bracers of archery, greater*	25,000 gp
71–90	*Bracers of armor +5*	25,000 gp
91–100	*Bracers of sworn vengeance*	25,000 gp

d%	LESSER MAJOR WRISTS ITEM	PRICE
01–30	*Dimensional shackles*	28,000 gp
31–45	*High elven bracers*	30,000 gp
46–100	*Bracers of armor +6*	36,000 gp

d%	GREATER MAJOR WRISTS ITEM	PRICE
01–60	*Bracers of armor +7*	49,000 gp
61–100	*Bracers of armor +8*	64,000 gp

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 3–3: Armor Special Abilities for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have at least a +1 armor bonus to grant an armor special ability. Bracers of armor cannot have any armor special abilities that add a flat gp amount to their cost. *Bracers of armor* and ordinary armor do not stack. If the wearer receives a larger armor bonus from another source, the *bracers of armor* cease functioning and do not grant their armor bonus or their armor special abilities. If the *bracers of armor* grant a larger armor bonus, the other source of armor ceases functioning.

CONSTRUCTION REQUIREMENTS	COST varies
+1 armor	500 GP
+2 armor	2,000 GP
+3 armor	4,500 GP
+4 armor	8,000 GP
+5 armor	12,500 GP
+6 armor	18,000 GP
+7 armor	24,500 GP
+8 armor	32,000 GP

Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed on the bracers, plus any requirements of the armor special abilities

BRACERS OF FALCON'S AIM

PRICE 4,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.



Each of these crimson leather bracers is emblazoned with the image of a soaring golden falcon scanning the ground for easy prey. Once per day, on command, the wearer gains the benefits of *aspect of the falcon* for 1 minute. The wearer must wear these bracers continuously for 24 hours before activating this ability.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *aspect of the falcon* (*Advanced Player's Guide*)

BRACERS OF STEADINESS

PRICE 2,000 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** 2 lbs.

These tortoiseshell bracers fit so snuggly against their wearer's skin that they almost seem part of him. The wearer of these bracers becomes exceptionally calm and composed if she takes her time to accomplish particular tasks. Whenever she takes 20 on a skill check for a skill that primarily depends on her arms and hands, she gains a +5 competence bonus on the check.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item, *aid*

BRACERS OF SWORN VENGEANCE

PRICE 25,000 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 1 lb.

These white leather bracers have delicate elven runes etched upon them, one reading "swift defeat" and the other "vengeance." Once per day, as an immediate action when the wearer takes hit point damage from a target, he may cry out, "Death to those who wrong me!", swearing vengeance against the attacker. The wearer gains a +1 competence bonus on weapon attack rolls made against the target of his sworn vengeance, and deals an additional 2d6 points of damage on successful weapon attack rolls.

For the duration of the effect, the wearer takes a –2 penalty on attack rolls against any target other than his sworn enemy. These bonuses and penalties last for 24 hours or until the sworn enemy is slain or destroyed by the wearer, whichever comes first. If the wearer fails to slay the target of his oath, these bracers cannot be used again until 7 days have passed.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP

Craft Wondrous Item, *shout*, creator must be an elf

BRACERS OF THE AVENGING KNIGHT

PRICE 11,500 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

These silver bracers are polished to a mirrored sheen, but otherwise shift their appearance to match whatever suit of armor they are worn with.

If the wearer has levels in a class that grants a smite ability (such as a paladin, or a cleric with the destruction domain), her smite damage is treated as though she were a member of that class four levels higher. If the wearer is not a member of such a class, once per day she may make one smite attack, gaining a bonus on the attack roll equal to her Charisma bonus, and a +5 bonus to the damage roll on a hit.

CONSTRUCTION REQUIREMENTS	COST 5,750 GP

Craft Wondrous Item, *bless weapon*

BRACERS OF THE GLIB ENTERTAINER

PRICE 7,900 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.



These decorative bracers are stippled with vibrant colors and have various tiny bells sewn onto their surface. While wearing them, the wearer gains a +5 competence bonus on Perform checks. Once per day on command, the user can gain the benefit of the *glibness* spell.

CONSTRUCTION REQUIREMENTS	COST 3,950 GP

Craft Wondrous Item, *glibness*

BRACERS OF THE MERCIFUL KNIGHT

PRICE 15,600 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 1 lb.

These golden bracers are engraved with images of celestial creatures. When worn by a paladin, he is considered four levels higher for the purposes of determining the uses per day and healing provided by his lay on hands class feature. Additionally, once per day, the wearer can infuse a use of lay on hands with additional power, providing relief as a *lesser restoration* spell.

CONSTRUCTION REQUIREMENTS	COST 7,800 GP

Craft Wondrous Item, *cure serious wounds*, *lesser restoration*

BURGLAR'S BRACERS

PRICE 1,050 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.



On command, these plain leather bracers can transform into a set of masterwork thieves' tools. They can transform back to their bracer form with another such command. Once per day, while using these thieves' tools or wearing these bracers, the user can take 10 on a single Disable Device check, even when in immediate danger or distracted.

CONSTRUCTION REQUIREMENTS	COST 550 GP

Craft Wondrous Item, *shrink item*

CHARM BRACELET

PRICE 8,000 GP

AURA faint varied | **CL** 5th | **WEIGHT** —

Tiny ornaments of gold hang from the links of a *charm bracelet*. In addition to 1d4+4 nonmagical charms, each bracelet carries one of each of the following magic charms. These magic charms can be activated with a command, producing the listed effect, but each charm can be used only once. After a charm is used, it dissolves into a thick vapor and dissipates.

Arming Sword: When detached, this charm transforms into a masterwork heavy wooden shield and a masterwork longsword. They can either appear on the ground or within the hands of the creature that activated the charm, ready to use. These items last for 1 hour before turning into vapor.

Healthy Apple: When detached, this charm becomes an apple that when eaten (a standard action that provokes attacks of opportunity) heals 2d8 hit points. In addition, if the creature eating the apple is afflicted with any poison or diseases, it can attempt a new saving throw against each such affliction. Each successful saving throw immediately ends the corresponding affliction.

Loving Heart: Upon detaching this charm, the wearer can use *charm person* as a spell-like ability (as the spell, Will DC 11) any time before the end of her next turn.

Lucky Star: When this charm is activated, it releases good luck in a 20-foot-radius burst centered on the wearer. The wearer and her allies within the burst gain a +2 luck bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round.

Peaceful Dove: Detaching this dove calms tempers within a 20-foot-radius burst centered on the wearer as though *calm emotions* (Will DC 13) had been cast. A creature affected by rage takes a –2 penalty on this saving throw.

Reduce the price of a charm bracelet that has one or more expended charms by 1,580 gp per absent charm. The *charm bracelet* itself becomes a nonmagical bracelet worth 100 gp when the last charm is used, no matter the number of nonmagical charms left on the bracelet.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *calm emotions*, *charm person*, *cure moderate wounds*, *prayer*, *shadow weapon* (*Ultimate Magic*)

DIMENSIONAL SHACKLES

PRICE 28,000 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** 5 lbs.



These shackles have magical runes traced across their cold iron links. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon it (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

CONSTRUCTION REQUIREMENTS	COST 14,000 GP

Craft Wondrous Item, *dimensional anchor*

DUELIST'S VAMBRACES

PRICE 8,000 GP

AURA moderate abjuration | **CL** 8th | **WEIGHT** 2 lbs.

Made from a mix of sturdy steel and boiled leather, these vambraces grant a +1 deflection bonus to AC while the wearer is wielding a double weapon or two weapons (not including natural weapons or unarmed attacks). In addition, once per round, when attacking with an off-handed weapon, the wearer can reduce any penalties on attack rolls made with that weapon by 2.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *cat's grace*, *shield*, creator must have the Two-Weapon fighting feat

HIGH ELVEN BRACERS

PRICE 30,000 GP

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

These finely crafted leather bracers have plates of silvered steel covering the back, and silver buckles at the wrist and forearm. The bracers enable the wearer to use any traditional elven weapon (longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and any weapon with the word "elven" in its name) as if he were proficient in its use. If he uses such a weapon and is already proficient with it, he gains a +1 competence bonus on attack and damage rolls. Both bracers must be worn for the magic to be effective.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, Craft Magic Arms and Armor, creator must be an elf

INQUISITOR'S BASTION VAMBRACES

PRICE 4,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 3 lbs.

Constructed of blackened steel, these vambraces augment the protection granted to the inquisitor by the protection judgment. While under that judgment's effects, the inquisitor gains a sacred bonus both to CMD and on checks made to cast

spells defensively. This bonus is equal to the sacred bonus the judgement grants to AC.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *shield of faith*, creator must be an inquisitor with access to the protection judgment

LONGARM BRACERS

PRICE 7,200 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.



These bracers are constructed from woven strands of bamboo. Three times per day, as a swift action, the wearer can stretch her arms beyond their limits, increasing her reach by 5 feet until the start of her next turn. Her weapon attack rolls take a –4 penalty, while unarmed strikes and natural weapons using the arms take no penalty.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP

Craft Wondrous Item, *alter self*

MANACLES OF COOPERATION

PRICE 2,000 GP

AURA faint enchantment | **CL** 1st | **WEIGHT** 2 lbs.



These tight iron cuffs can fit over the wrists of any Large or smaller humanoid. When placed on a helpless humanoid, they make the captive more docile and compliant. The prisoner never attempts to escape of its own volition and agrees to any reasonable request unless it succeeds at a DC 11 Will saving throw.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item, *charm person*

MERCIFUL VAMBRACES

PRICE 8,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 3 lbs.

These vambraces are constructed of polished steel. When a paladin wears these vambraces, engravings of the holy symbol of a paladin's deity and other religious iconography mystically appear upon the metal's surface. Once per day, when the paladin uses her lay on hands ability, she can choose to apply an additional mercy to that use of lay on hands that she did not already select. She must be of sufficient level to use that mercy.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *cleanse* (*Advanced Player's Guide*)

SEDUCER'S BANE

PRICE 9,900 GP

AURA moderate abjuration | **CL** 6th | **WEIGHT** —

This slender silver bracelet is worked in an intertwined design of three flowers. A DC 20 Knowledge (nature) check identifies the flowers as acacia, apocynum, and bilberry, symbolizing concealment, treachery, and falsehood.

The bracelet grants the wearer a +5 competence bonus on Sense Motive checks, and a +5 resistance bonus on Will saves against enchantment effects. If the wearer makes a successful Will save against an enchantment, the caster of that spell incorrectly senses the effect has succeeded. Additionally, the bracelet's wearer knows an enchantment targeted him and the enchantment's source. *Seducer's bane* creates an aura on its wearer, visible to *detect magic*, matching the failed enchantment spell or effect, and lasting as long as the intended enchantment's duration. However, if the bracelet's wearer attacks the caster or its allies, or otherwise acts in a way that's contradictory to the failed spell's effect, the caster of that spell immediately realizes the enchantment was ineffective.

CONSTRUCTION REQUIREMENTS	COST 4,950 GP

Craft Wondrous Item, *detect magic*, *magic aura*, *resistance*, creator must have 3 ranks in Sense Motive

SHACKLES OF COMPLIANCE

PRICE 3,280 GP

AURA faint enchantment | **CL** 3rd | **WEIGHT** 2 lbs.

These battered iron manacles are typically found with a small spiked iron key in one of the locks. The shackles magically adjust themselves to fit around the wrists of any creature from Small to Large size and automatically lock. A creature wearing shackles of compliance becomes more susceptible to intimidation. Any creature attempting to intimidate or demoralize a target wearing shackles of compliance gains a +4 bonus on Intimidate checks. In addition, the holder of the manacles' key can cast *command* (DC 25 Will) on the wearer of the shackles three times per day. *Shackles of compliance* have hardness 10 and 10 hit points, and a DC 30 Disable Device check is required to pick the shackles' lock. A manacled creature can break free with a DC 28 Strength check or DC 35 Escape Artist check.

CONSTRUCTION REQUIREMENTS	COST 1,930 GP

Craft Wondrous Item, *command*

SHACKLES OF DURANCE VILE

PRICE 16,200 GP

AURA moderate enchantment | **CL** 9th | **WEIGHT** 2 lbs.



These masterwork iron manacles sap the will of their wearer. When they are attached to a humanoid creature as their command word is spoken, they affect their prisoner with a *dominate person* spell (DC 17 Will), except that if the prisoner fails its saving throw, the effect lasts for as long as the shackles are attached. Removing or destroying the shackles immediately breaks the enchantment. The shackles can be so used once per day. *Shackles of durance vile* can only be activated against a helpless, restrained, or willing creature; if attached to a creature still able to resist they function only as manacles, albeit superior ones. *Shackles of durance vile* have hardness 15, 20 hit points, and a superior lock. They have a break DC of 30 and an Escape Artist DC of 35.

CONSTRUCTION REQUIREMENTS	COST 8,200 GP

Craft Wondrous Item, *dominate person*

SLEEVES OF MANY GARMENTS

PRICE 200 GP		
AURA faint illusion	**CL** 1st	**WEIGHT** 1 lb.

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform the appearance of her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

CONSTRUCTION REQUIREMENTS	COST 100 GP

Craft Wondrous Item, *disguise self*

SPELLGUARD BRACERS

PRICE 5,000 GP		
AURA faint abjuration	**CL** 4th	**WEIGHT** 1 lb.



Typically made of leather dyed blue and decorated with star-shaped studs, these bracers are used by spellcasters who practice their art in the heat of combat. The bracers grant the wearer a +2 bonus on concentration checks made to cast defensively. Three times per day, the wearer can choose to roll a concentration check to cast defensively twice and take the better result.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Combat Casting, Craft Wondrous Item, *warding weapon* (*Ultimate Combat*)

VAMBRACES OF DEFENSE

PRICE 6,000 GP		
AURA faint abjuration	**CL** 5th	**WEIGHT** 3 lbs.

These polished steel vambraces grant a +1 deflection bonus to AC. Once per day, as an immediate action, if the wearer has at least one hand free, when he would normally be hit with an attack from a ranged weapon, he may deflect it with the bracers, taking no damage from it, as if he had the Deflect Arrows feat.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *shield*

VAMBRACES OF THE GENIE

PRICE VARIES	
Djinni	18,900 GP
Efreeti	14,400 GP
Marid	18,900 GP
Shaitan	18,900 GP
AURA faint evocation	**CL** 5th	**WEIGHT** 3 lbs.

These bracers are decorated with icons representing air, earth, fire, or water, and depictions of genies appropriate to that element. The item protects the wearer against hot and cold environments as if she were using *endure elements* The vambraces' materials and other powers depend on their associated genie type.

Djinni: These mithral bracers allow the wearer to use *gaseous form*, *invisibility*, and *wind wall* each once per day.

Efreeti: These scorched bronze bracers allow the wearer to use *invisibility* (self only), *produce flame*, and *pyrotechnics* each once per day.

Marid: These coral bracers allow the wearer to use *hydraulic torrent* (*Advanced Player's Guide*), *invisibility*, and *water breathing* each once per day.

Shaitan: These adamantine bracers allow the wearer to use *glitterdust*, *meld into stone*, and *stone shape* each once per day.

CONSTRUCTION REQUIREMENTS	COST varies
Djinni	9,450 GP
Efreeti	7,200 GP
Marid	9,450 GP
Shaitan	9,450 GP

Craft Wondrous Item, *protection from elements* and the three spells the wearer can use

VAMBRACES OF THE TACTICIAN

PRICE 8,000 GP		
AURA moderate enchantment	**CL** 7th	**WEIGHT** 3 lbs.



These vambraces change their appearance depending on who wears them. If the wearer is a cavalier, these vambraces display the symbol of his order. When unworn or in the hands of a non-cavalier, they appear to be an ordinary pair of steel vambraces. A cavalier wearing these vambraces is considered two class levels higher for purposes of determining the effects of his challenge class feature. Furthermore, once per day as a swift action, a cavalier with the tactician class feature can increase the area in which he grants teamwork feats. Before the end of his next turn, when the cavalier grants his allies a teamwork feat, he can grant it to all allies within 60 feet, though they must still be able to see and hear him.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *heroism*

VERDANT VINE

PRICE 6,000 GP		
AURA faint conjuration	**CL** 5th	**WEIGHT** —

Consisting of a vine covered in green berries, a *verdant vine* is worn tied around the wrist. Once per day on command, the wearer can pinch a berry off the vine, and throw it up to 30 feet away, like a splash weapon. Viciously thorny vines erupt in a 20-foot radius from the point of impact, even if the berry misses its target. Creatures within the area must succeed at a DC 16 Reflex saving throw or become entangled, as the spell *entangle*, as the vines coil around the creature's legs. The vines persist, but at the start of the affected creature's turn, it gains a new saving throw against the effect. If the affected creature fails the saving throw, it also takes 1d4 points of damage.

A DC 20 Strength check, made as a standard action, allows an affected creature to break free and end the effect. Failing the check causes the vines to constrict, dealing 1d4 points of damage.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *entangle*, *plant growth*

Slotless Wondrous Items

These wondrous items do not adhere to a specific slot, and are often carried by a character in a way similar to a potion or wand, worn on some part of the body that doesn't correspond to an item slot, or are otherwise utilized in a particular way detailed in the item's description. Slotless wondrous items range through the gamut of appearances and functions, and, generally, if a magic item doesn't fit into any other category it appears here.

Anyone can use slotless wondrous items unless specified otherwise by its description. These wondrous items are usually use-activated or triggered by a command word, but details vary from item to item.

Abjurant Salt

PRICE 600 GP

AURA moderate abjuration | **CL** 9th | **WEIGHT** 1 lb.

Carried in a tube of beaten silver, this rough-ground salt is a powerful defense against evil conjurers. As a full-round action that provokes attacks of opportunity, the salt can be poured in a circle with a diameter of 5 feet or a straight line up to 15 feet long. While the line of salt remains unbroken and undisturbed, evil summoned or called creatures cannot physically cross it or interfere with it. These creatures can continue to make ranged or magical attacks over the line. Any other creature may disturb the line simply by scuffing it. The effects of the salt last as long as the line remains unbroken. Once laid, the salt cannot be recollected.

CONSTRUCTION REQUIREMENTS | **COST** 300 GP

Craft Wondrous Item, *magic circle against evil*, *permanency*

Admixture Vial

PRICE 5,000 GP

AURA moderate universal | **CL** 8th | **WEIGHT** —

Once per day, an alchemist can use this simple-looking glass vial to combine two extracts into one usable extract as if he had the combine extracts discovery. An *admixture vial* can combine extracts of 3rd level or lower. Extracts combined with an *admixture vial* cannot be combined again using this item or the combine extracts discovery.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, creator must be an alchemist with the combine extracts discovery

Agile Alpenstock

PRICE 2,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

This gnarled wooden walking stick aids a creature's travel, granting a +5 foot enhancement bonus to speed and a +2 enhancement bonus to CMD against trip attempts and on saving throws to avoid being tripped. These bonuses apply as long as the *agile alpenstock* is held in hand. It can be wielded in combat as a quarterstaff.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *longstrider*

Alluring Golden Apple

PRICE 400 GP

AURA faint enchantment | **CL** 4th | **WEIGHT** 1 lb.

This enchanted apple appears to be made of solid gold. When dropped or thrown, it draws the attention of the nearest hostile creature within 20 feet. The creature must make a DC 13 Will save or be paralyzed as if by *hold person* as it focuses its undivided attention on the golden apple. If the creature makes its save on a later round, it realizes it has been affected by magic and the apple is not actually gold. While focusing on the apple, the target takes a –2 penalty on Perception checks. The apple is consumed upon being dropped or thrown.

CONSTRUCTION REQUIREMENTS | **COST** 200 GP

Craft Wondrous Item, *beguiling gift* (*Advanced Player's Guide*), *hold person*

Anatomy Doll

PRICE 1,000 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 1 lb.

This stuffed rag doll might resemble a child's toy if not for the vital organs depicted on its cloth. By dabbing the doll with a few drops of blood from a living creature (a standard action), the bearer can form a sympathetic link between the doll and the victim. If the chosen victim has spell resistance, the doll must beat the target's spell resistance to create the link. As a standard action, the bearer can twist or stab the doll; this gives the target the sickened condition for one round and deals 1 point of negative energy damage plus 1 point for each die of the doll bearer's sneak attack damage (if any). Each time the target is affected by the doll, it receives a DC 14 Will save to end the link. The doll's holder needs line of effect to the victim, but not line of sight. Once linked to a particular creature, an *anatomy doll* cannot be linked to another creature, but the bearer can re-establish a broken link by anointing it with more of the target's blood.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *bestow curse*, *bleed*

Animated Portrait

PRICE 500 GP

AURA faint illusion | **CL** 5th | **WEIGHT** 10 lbs.

This 4-foot-by-6-foot framed painting is a detailed portrait of a particular intelligent creature, animated to show movement or action within the painted scene. The image reacts when questioned, with the creature turning to face the viewer and responding appropriately. The image is a magical effect with no actual intelligence, but is programmed with up to ten 25-word verbal responses and can respond to questions if these responses seem appropriate. For example, if one of the programmed responses is the name of the person shown in the portrait, it can answer questions such as "who are you?" and "what is your name?" If the item crafter is familiar with or has the cooperation of the creature depicted in the painting, the illusory image has the voice and mannerisms of that creature.

CONSTRUCTION REQUIREMENTS | **COST** 250 GP

Craft Wondrous Item, *magic mouth*, *major image*

Table 5–13: Slotless Wondrous Items

d%	Least Minor Slotless Item	Price
01	*Feather token (anchor)*	50 gp
02	*Universal solvent*	50 gp
03–04	*Ioun torch*	75 gp
05	*Stubborn nail*	100 gp
06	*War paint of the terrible visage*	100 gp
07	*Elixir of love*	150 gp
08	*Unguent of timelessness*	150 gp
09	*Feather token (fan)*	200 gp
10	*Formula alembic*	200 gp
11	*Hybridization funnel*	200 gp
12	*Soul soap*	200 gp
13	*Dust of tracelessness*	250 gp
14–16	*Elixir of hiding*	250 gp
17–19	*Elixir of swimming*	250 gp
20–22	*Elixir of tumbling*	250 gp
23–25	*Elixir of vision*	250 gp
26–27	*Nightdrops*	250 gp
28	*Oil of silence*	250 gp
29–31	*Silversheen*	250 gp
32	*Traveler's any-tool*	250 gp
33–34	*Bottle of messages*	300 gp
35–36	*Feather token (bird)*	300 gp
37	*Origami swarm*	300 gp
38	*Alluring golden apple*	400 gp
39	*Feather token (tree)*	400 gp
40	*Key of lock jamming*	400 gp
41–42	*Feather token (swan boat)*	450 gp
43	*Animated portrait*	500 gp
44	*Bottled misfortune*	500 gp
45–46	*Elixir of truth*	500 gp
47–48	*Feather token (whip)*	500 gp
49–51	*Scabbard of honing*	500 gp
52–53	*Seer's tea*	550 gp
54–57	*Abjurant salt*	600 gp
58–61	*Arrow magnet*	600 gp
62–63	*Dust of darkness*	600 gp
64–69	*Campfire bead*	720 gp
70–72	*Archon's torch*	750 gp
73–75	*Book of extended summoning (lesser)*	750 gp
76–79	*Iron rope*	750 gp
80–83	*Snapleaf*	750 gp
84–86	*Bottled yeti fur*	800 gp
87–89	*Defoliant polish*	800 gp
90–92	*Dust of emulation*	800 gp
93–97	*Steadfast gut-stone*	800 gp
98–100	*Dust of dryness*	850 gp

d%	Lesser Minor Slotless Item	Price
01–03	Roll on the Least Minor table	—
04	*Anatomy doll*	1,000 gp
05	*Bead of newt prevention*	1,000 gp
06	*Beast-bond brand*	1,000 gp
07	*Bookplate of recall*	1,000 gp
08–09	*Boro bead (1st)*	1,000 gp
10	*Concealing pocket*	1,000 gp
11	*Dowsing syrup*	1,000 gp
12	*Incense of transcendence*	1,000 gp
13–14	*Page of spell knowledge (1st)*	1,000 gp
15–17	*Pearl of Power (1st)*	1,000 gp
18	*Preserving flask (1st)*	1,000 gp
19–20	*Pyxes of redirected focus*	1,000 gp
21–22	*Salve of slipperiness*	1,000 gp
23	*Wasp nest of swarming*	1,000 gp
24–26	*Elixir of fire breath*	1,100 gp
27	*Grave salt*	1,100 gp
28–29	*Pipes of the sewers*	1,150 gp
30–31	*Dust of illusion*	1,200 gp
32–33	*Goblin skull bomb*	1,200 gp
34–35	*Elixir of dragon breath*	1,400 gp
36	*Bookmark of deception*	1,500 gp
37	*Word bottle*	1,500 gp
38	*Dust of acid consumption*	1,600 gp
39–40	*Dust of appearance*	1,800 gp
41–42	*Efficient quiver*	1,800 gp
43	*Pipes of sounding*	1,800 gp
44	*Scabbard of vigor*	1,800 gp
45	*Agile alpenstock*	2,000 gp
46	*Blood reservoir of physical prowess*	2,000 gp
47	*Clamor box*	2,000 gp
48	*Dry load powder horn*	2,000 gp
49	*Goblin fire drum (normal)*	2,000 gp
50–51	*Handy haversack*	2,000 gp
52–53	*Horn of fog*	2,000 gp
54	*Iron spike of safe passage*	2,000 gp
55	*Knight's pennon (honor)*	2,200 gp
56–59	*Volatile vaporizer (1st)*	2,200 gp
60–62	*Elemental gem*	2,250 gp
63–64	*Flying ointment*	2,250 gp
65	*Sovereign glue*	2,400 gp
66	*Apple of eternal sleep*	2,500 gp
67–68	*Bag of holding (type I)*	2,500 gp
69	*Candle of truth*	2,500 gp
70	*Hexing doll*	2,500 gp
71–72	*Stone of alarm*	2,700 gp
73	*Book of extended summoning (standard)*	2,750 gp
74–77	*Bead of force*	3,000 gp
78	*Cauldron of brewing*	3,000 gp
79–80	*Chime of opening*	3,000 gp
81	*Philter of love*	3,000 gp
82–86	*Rope of climbing*	3,000 gp

d%	LESSER MINOR SLOTLESS ITEM (CONT.)	PRICE
87–88	*Volatile vaporizer (2nd)*	3,000 gp
89	*Shroud of disintegration*	3,300 gp
90–92	*Bag of tricks (gray)*	3,400 gp
93–95	*Dust of disappearance*	3,500 gp
96	*Dust of weighty burdens*	3,600 gp
97	*Noble's vigilant pillbox*	3,600 gp
98–99	*Figurine of wondrous power (silver raven)*	3,800 gp
100	*Volatile vaporizer (3rd)*	3,800 gp

d%	GREATER MINOR SLOTLESS ITEM	PRICE
01	*Boro bead (2nd)*	4,000 gp
02	*Cautionary creance*	4,000 gp
03	*Escape ladder*	4,000 gp
04	*Far-reaching sight*	4,000 gp
05–06	*Ioun stone (clear spindle)*	4,000 gp
07	*Marvelous pigments*	4,000 gp
08–15	*Page of spell knowledge (2nd)*	4,000 gp
16–25	*Pearl of Power (2nd)*	4,000 gp
26	*Preserving flask (2nd)*	4,000 gp
27	*Restorative ointment*	4,000 gp
28–30	*Stone salve*	4,000 gp
31	*Wind-caller compass*	4,400 gp
32	*Goblin fire drum (greater)*	4,500 gp
33	*Knight's pennon (battle)*	4,500 gp
34	*Knight's pennon (parley)*	4,500 gp
35	*Void dust*	4,500 gp
36	*Incense of meditation*	4,900 gp
37	*Admixture vial*	5,000 gp
38–51	*Bag of holding (type II)*	5,000 gp
52	*Bone razor*	5,000 gp
53	*Horn of the huntmaster*	5,000 gp
54	*Insistent doorknocker*	5,000 gp
55–56	*Ioun stone (dusty rose prism)*	5,000 gp
57	*Mallet of building*	5,000 gp
58	*Polymorphic pouch*	5,000 gp
59	*Scabbard of stanching*	5,000 gp
60	*School of eyes*	5,000 gp
61	*Sheath of bladestealth*	5,000 gp
62	*Stone of alliance*	5,000 gp
63	*Summoning shackle*	5,000 gp
64	*Eversmoking bottle*	5,400 gp
65	*Sustaining spoon*	5,400 gp
66	*Wind fan*	5,500 gp
67	*Grim lantern*	5,800 gp
68	*Coin of the untrodden road*	6,000 gp
69	*Horn of battle clarity*	6,000 gp
70	*Life link badge*	6,000 gp
71	*Martyr's tear*	6,000 gp
72	*Pipes of haunting*	6,000 gp
73	*Rope of knots*	6,000 gp
74	*Singing bell of striking*	6,000 gp
75	*Stone familiar*	6,000 gp
76	*Book of extended summoning (greater)*	6,126 gp
77	*Dragonbone divination sticks*	6,400 gp
78	*Horn of goodness/evil*	6,500 gp
79	*Naga-scale bindi*	6,600 gp
80	*Bottle of shadows*	7,000 gp
81	*Cape of bravado*	7,000 gp
82–83	*Instant bridge*	7,000 gp
84	*Mirror of guarding reflections*	7,000 gp
85	*Folding boat*	7,200 gp
86–87	*Bottle of air*	7,250 gp
88–94	*Bag of holding (type III)*	7,400 gp
95	*Balm of impish grace*	7,500 gp
96	*Candle of clean air*	7,500 gp
97	*Harp of charming*	7,500 gp
98–100	*Manual of war*	7,500 gp

d%	LESSER MEDIUM SLOTLESS ITEM	PRICE
01	*Chalice of poison weeping*	8,000 gp
02	*Exorcist's aspergillum*	8,000 gp
03	*Golem manual (flesh)*	8,000 gp
04	*Harp of shattering*	8,000 gp
05	*Insignia of valor*	8,000 gp
06	*Ioun stone (deep red sphere)*	8,000 gp
07	*Ioun stone (incandescent blue sphere)*	8,000 gp
08	*Ioun stone (pale blue rhomboid)*	8,000 gp
09	*Ioun stone (pink and green sphere)*	8,000 gp
10	*Ioun stone (pink rhomboid)*	8,000 gp
11	*Ioun stone (scarlet and blue sphere)*	8,000 gp
12	*Needles of fleshgraving*	8,000 gp
13	*Restless lockpicks*	8,000 gp
14	*Werewhistle*	8,000 gp
15–16	*Deck of illusions*	8,100 gp
17	*Candle of invocation*	8,400 gp
18–19	*Bag of tricks (rust)*	8,500 gp
20	*Boro bead (3rd)*	9,000 gp
21	*Decanter of endless water*	9,000 gp
22	*Loathsome mirror*	9,000 gp
23–25	*Page of spell knowledge (3rd)*	9,000 gp
26–31	*Pearl of Power (3rd)*	9,000 gp
32	*Preserving flask (3rd)*	9,000 gp
33	*Figurine of wondrous power (serpentine owl)*	9,100 gp
34	*Strand of prayer beads (lesser)*	9,600 gp
35–38	*Bag of holding (type IV)*	10,000 gp
39	*Boundary chalk*	10,000 gp
40	*Chime of resounding silence*	10,000 gp

41	*Construct channel brick*	10,000 gp
42	*Doomharp*	10,000 gp
43	*Drum of advance and retreat*	10,000 gp
44	*Embalming thread*	10,000 gp
45	*Eye of the void*	10,000 gp
46	*Figurine of wondrous power (bronze griffon)*	10,000 gp
47	*Figurine of wondrous power (ebony fly)*	10,000 gp
48	*Figurine of wondrous power (slate spider)*	10,000 gp
49	*Hourglass of last chances*	10,000 gp
50–51	*Ioun stone (dark blue rhomboid)*	10,000 gp
52	*Ki mat*	10,000 gp
53	*Lord's banner (swiftness)*	10,000 gp
54	*Malleable symbol*	10,000 gp
55	*Migrus locker*	10,000 gp
56	*Ornament of healing light*	10,000 gp
57	*Prayer wheel of ethical strength*	10,000 gp
58	*Stone horse (courser)*	10,000 gp
59	*Summon-slave crystal*	10,000 gp
60	*Treasurer's seal*	10,000 gp
61	*Black soul shard*	12,000 gp
62	*Golem manual (clay)*	12,000 gp
63	*Horsemaster's saddle*	12,000 gp
64	*Pipes of dissolution*	12,000 gp
65	*Pipes of pain*	12,000 gp
66	*Seeker's sight*	12,000 gp
67	*Blessed book*	12,500 gp
68	*Waters of transfiguration*	12,500 gp
69	*Gem of brightness*	13,000 gp
70	*Harp of contagion*	13,000 gp
71	*Lyre of building*	13,000 gp
72	*Void pennant*	14,000 gp
73	*Stone horse (destrier)*	14,800 gp
74	*Book of the loremaster*	15,000 gp
75	*Cauldron of plenty*	15,000 gp
76	*Horn of judgment*	15,000 gp
77	*Horn of the tritons*	15,000 gp
78	*Pearl of the sirines*	15,300 gp
79	*Figurine of wondrous power (onyx dog)*	15,500 gp
80–81	*Bag of tricks (tan)*	16,000 gp
82	*Boro bead (4th)*	16,000 gp
83	*Page of spell knowledge (4th)*	16,000 gp
84–87	*Pearl of Power (4th)*	16,000 gp
88	*Preserving flask (4th)*	16,000 gp
89–91	*Scabbard of keen edges*	16,000 gp
92–93	*Figurine of wondrous power (golden lions)*	16,500 gp
94–95	*Chime of interruption*	16,800 gp
96–99	*Broom of flying*	17,000 gp
100	*Figurine of wondrous power (marble elephant)*	17,000 gp

d%	GREATER MEDIUM SLOTLESS ITEM	PRICE
01–03	*Ioun stone (iridescent spindle)*	18,000 gp
04	*Orb of foul Abaddon*	18,000 gp
05–08	*Carpet of flying* (5 ft. by 5 ft.)	20,000 gp
09	*Horn of antagonism*	20,000 gp
10–13	*Horn of blasting*	20,000 gp
14–17	*Ioun stone (pale lavender ellipsoid)*	20,000 gp
18–21	*Ioun stone (pearly white spindle)*	20,000 gp
22–24	*Master's perfect golden bell*	20,000 gp
25–27	*Necromancer's athame*	20,000 gp
28–31	*Portable hole*	20,000 gp
32–35	*Stone of good luck*	20,000 gp
36–37	*Figurine of wondrous power (ivory goats)*	21,000 gp
38–40	*Rope of entanglement*	21,000 gp
41–42	*Golem manual (stone)*	22,000 gp
43	*Orb of heaven*	22,000 gp
44–45	*Mattock of the titans*	23,348 gp
46–48	*Drinking horn of bottomless valor*	24,000 gp
49–51	*Boro bead (5th)*	25,000 gp
52–53	*Chaos emerald*	25,000 gp
54–57	*Page of spell knowledge (5th)*	25,000 gp
58–64	*Pearl of Power (5th)*	25,000 gp
65–67	*Preserving flask (5th)*	25,000 gp
68–69	*Maul of the titans*	25,305 gp
70–73	*Iron bands of binding*	26,000 gp
74–76	*Cube of frost resistance*	27,000 gp
77–80	*Manual of bodily health +1*	27,500 gp
81–84	*Manual of gainful exercise +1*	27,500 gp
85–88	*Manual of quickness of action +1*	27,500 gp
89–92	*Tome of clear thought +1*	27,500 gp
93–96	*Tome of leadership and influence +1*	27,500 gp
97–100	*Tome of understanding +1*	27,500 gp

d%	LESSER MAJOR SLOTLESS ITEM	PRICE
01–04	*Figurine of wondrous power (obsidian steed)*	28,500 gp
05–07	*Cauldron of the dead*	30,000 gp
08–11	*Drums of panic*	30,000 gp
12–15	*Ioun stone (orange prism)*	30,000 gp
16–19	*Ioun stone (pale green prism)*	30,000 gp

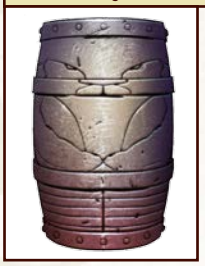
d%	LESSER MAJOR SLOTLESS ITEM (CONT.)	PRICE
20–23	*Lantern of revealing*	30,000 gp
24–27	*Racing broom of flying*	30,000 gp
28–31	*Cauldron of resurrection*	33,000 gp
32–36	*Carpet of flying* (5 ft. by 10 ft.)	35,000 gp
37–38	*Golem manual (iron)*	35,000 gp
39–40	*Boro bead (6th)*	36,000 gp
41–44	*Ioun stone (vibrant purple prism)*	36,000 gp
45–48	*Orb of utter chaos*	36,000 gp
49–50	*Page of spell knowledge (6th)*	36,000 gp
51–58	*Pearl of Power (6th)*	36,000 gp
59–60	*Preserving flask (6th)*	36,000 gp
61–64	*Cauldron of flying*	40,000 gp
65–66	*Enmity fetish*	40,000 gp
67–69	*Ioun stone (lavender and green ellipsoid)*	40,000 gp
70–73	*Ring gates*	40,000 gp
74–77	*Cauldron of seeing*	42,000 gp
78–81	*Crystal ball*	42,000 gp
82–83	*Golem manual (stone guardian)*	44,000 gp
84–87	*Drums of haste*	45,000 gp
88–91	*Strand of prayer beads (standard)*	45,800 gp
92–94	*Orb of storms*	48,000 gp
95–96	*Page of spell knowledge (7th)*	49,000 gp
97–100	*Pearl of Power (7th)*	49,000 gp

d%	GREATER MAJOR SLOTLESS ITEM	PRICE
01–03	*Crystal ball with see invisibility*	50,000 gp
04–05	*Horn of Valhalla*	50,000 gp
06–08	*Crystal ball with detect thoughts*	51,000 gp
09	*Last leaves of the autumn dryad*	52,000 gp
10–11	*Instant fortress*	55,000 gp
12–15	*Manual of bodily health +2*	55,000 gp
16–19	*Manual of gainful exercise +2*	55,000 gp
20–23	*Manual of quickness of action +2*	55,000 gp
24–27	*Tome of clear thought +2*	55,000 gp
28–31	*Tome of leadership and influence +2*	55,000 gp
32–35	*Tome of understanding +2*	55,000 gp
36	*Lord's banner (terror)*	56,000 gp
37	*Carpet of flying* (10 ft. by 10 ft.)	60,000 gp
38–39	*Darkskull*	60,000 gp
40	*Orb of pure law*	60,000 gp
41	*Cube of force*	62,000 gp
42–43	*Page of spell knowledge (8th)*	64,000 gp
44–49	*Pearl of Power (8th)*	64,000 gp
50	*Crystal ball with telepathy*	70,000 gp
51	*Horn of blasting (greater)*	70,000 gp
52–54	*Pearl of Power (two spells)*	70,000 gp
55	*Gem of seeing*	75,000 gp
56	*Lord's banner (victory)*	75,000 gp
57	*Crystal ball with true seeing*	80,000 gp
58–59	*Page of spell knowledge (9th)*	81,000 gp
60–62	*Pearl of Power (9th)*	81,000 gp
63	*Well of many worlds*	82,000 gp
64–65	*Manual of bodily health +3*	82,500 gp
66–67	*Manual of gainful exercise +3*	82,500 gp
68–69	*Manual of quickness of action +3*	82,500 gp
70–71	*Tome of clear thought +3*	82,500 gp
72–73	*Tome of leadership and influence +3*	82,500 gp
74–75	*Tome of understanding +3*	82,500 gp
76	*Apparatus of the crab*	90,000 gp
77	*Bowl of conjuring water elementals*	90,000 gp
78	*Brazier of conjuring fire elementals*	90,000 gp
79	*Censer of conjuring air elementals*	90,000 gp
80	*Stone of conjuring earth elementals*	90,000 gp
81	*Mirror of opposition*	92,000 gp
82	*Strand of prayer beads (greater)*	95,800 gp
83	*Lord's banner (crusades)*	100,000 gp
84	*Manual of bodily health +4*	110,000 gp
85	*Manual of gainful exercise +4*	110,000 gp
86	*Manual of quickness of action +4*	110,000 gp
87	*Tome of clear thought +4*	110,000 gp
88	*Tome of leadership and influence +4*	110,000 gp
89	*Tome of understanding +4*	110,000 gp
90	*Manual of bodily health +5*	137,500 gp
91	*Manual of gainful exercise +5*	137,500 gp
92	*Manual of quickness of action +5*	137,500 gp
93	*Tome of clear thought +5*	137,500 gp
94	*Tome of leadership and influence +5*	137,500 gp
95	*Tome of understanding +5*	137,500 gp
96	*Efreeti bottle*	145,000 gp
97	*Cubic gate*	164,000 gp
98	*Iron flask*	170,000 gp
99	*Mirror of mental prowess*	175,000 gp
100	*Mirror of life trapping*	200,000 gp

APPARATUS OF THE CRAB

PRICE 90,000 GP

AURA strong evocation and transmutation | **CL** 19th | **WEIGHT** 500 lbs.



An *apparatus of the crab* is a metallic magical vehicle. When unoccupied, it appears to be a large, sealed iron barrel big enough to hold two Medium creatures. Close examination, and a DC 20 Perception check, reveals a secret catch that opens a hatch at one end. Anyone who crawls inside finds 10 (unlabeled) levers and seating for two Medium or Small occupants. These levers allow those inside to activate and control the apparatus's movements and actions.

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/close "eyes" with *continual flame* inside
9	Rise/sink in water
10	Open/close hatch

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two 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 active, an *apparatus of the crab* has the following characteristics: **hp** 200; **hardness** 15; **Speed** 20 ft., swim 20 ft.; **AC** 20 (–1 size, +11 natural); **Melee** 2 pincers +12 (2d8); **CMB** +14; **CMD** 24.

CONSTRUCTION REQUIREMENTS | **COST** 45,000 GP

Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in Knowledge (engineering)

APPLE OF ETERNAL SLEEP

PRICE 2,500 GP

AURA moderate enchantment | **CL** 10th | **WEIGHT** —

This ripe red apple looks fresh and delicious. Should anyone bite into it (even a small taste), he must make an immediate DC 19 Will saving throw or fall into an eternal slumber as though by the witch's grand hex of the same name. The victim can only be awakened by a casting of *break enchantment*, *limited wish*, *wish*, or *miracle*, or by a kiss from someone of royal blood.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Brew Potion, Craft Wondrous Item, creator must be a witch with the eternal slumber grand hex

ARCHON'S TORCH

PRICE 750 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 1 lb.

This torch is made of pale yellow wood and inscribed with holy runes. When lit, it burns as a regular torch, but only lasts for 5 minutes. When held by a lawful good creature, it functions as an *archon's aura* spell. The magical aura ends if a lawful good creature isn't holding it, and resumes automatically if a lawful good creature holds it again.

CONSTRUCTION REQUIREMENTS | **COST** 375 GP

Craft Wondrous Item, *archon's aura* (*Ultimate Magic*)

ARROW MAGNET

PRICE 600 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** —

This tiny silver cube is activated by throwing it at an intersection of squares within 50 feet. The cube hovers 5 feet above the ground at that location for the next 5 rounds. Any small projectile or thrown weapon (such as arrows, shuriken, vials, and bullets) that passes through the squares adjacent to the cube automatically turn in midair to hit the cube (no attack roll needed) instead of their intended target. The cube has 5 hit points and hardness 8. If the *arrow magnet* is touched by a creature or reduced to 0 hit points or less, it falls to the ground and is destroyed.

CONSTRUCTION REQUIREMENTS | **COST** 300 GP

Craft Wondrous Item, *protection from arrows*

BAG OF HOLDING

PRICE VARIES

AURA moderate conjuration | **CL** 9th | **WEIGHT** 15+ lbs.

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 LIMIT	CONTENTS VOLUME LIMIT	PRICE
Type I	15 lbs.	250 lbs.	30 cubic ft.	2,500 gp
Type II	25 lbs.	500 lbs.	70 cubic ft.	5,000 gp
Type III	35 lbs.	1,000 lbs.	150 cubic ft.	7,400 gp
Type IV	60 lbs.	1,500 lbs.	250 cubic ft.	10,000 gp

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of 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.

Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

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.

CONSTRUCTION REQUIREMENTS	COST varies
Type I	1,250 GP
Type II	2,500 GP
Type III	3,700 GP
Type IV	5,000 GP

Craft Wondrous Item, *secret chest*

BAG OF TRICKS

PRICE VARIES

Gray		3,400 GP
Rust		8,500 GP
Tan		16,000 GP
AURA faint conjuration	**CL** 3rd	**WEIGHT** 1 lb.

This small sack looks empty at first glance. Anyone reaching into the bag feels a small, fuzzy ball inside. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of bags of tricks produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

GRAY BAG		RUST BAG		TAN BAG	
d%	ANIMAL	d%	ANIMAL	d%	ANIMAL
01–30	Bat	01–30	Wolverine	01–30	Grizzly bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy horse
76–90	Weasel	86–100	Leopard	81–90	Tiger
91–100	Riding dog			91–100	Rhinoceros

The heavy horse and the riding dog appear with harness and tack, and each 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 10 animals can be drawn from the bag each week, but no more than two per day.

CONSTRUCTION REQUIREMENTS	COST varies
Gray	1,700 GP
Rust	4,250 GP
Tan	8,000 GP

Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan)

BALM OF IMPISH GRACE

PRICE 7,500 GP

AURA moderate transmutation	**CL** 7th	**WEIGHT** —

When rubbed vigorously into the skin, this potent red liniment enhances a Tiny or smaller creature's ability to make full use of its size and mobility. Applying a dose of liniment is a standard action that provokes an attack of opportunity (similar to applying an oil). A creature under the effects of the liniment no longer provokes attacks of opportunity for moving through threatened squares or for entering a larger creature's square. The balm lasts for 5 minutes before its effects wear off. A newly created bottle of balm holds 5 doses.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP

Craft Wondrous Item, *grace* (*Advanced Player's Guide*)

BEAD OF FORCE

PRICE 3,000 GP

AURA moderate evocation	**CL** 10th	**WEIGHT** —

This small black sphere appears to be a lusterless pearl. A *bead of force* can be thrown 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.

Once thrown, a *bead of force* functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses the targeted 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.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Craft Wondrous Item, *resilient sphere*

BEAD OF NEWT PREVENTION

PRICE 1,000 GP

AURA faint abjuration	**CL** 5th	**WEIGHT** —

This bead is carved with a tiny pictogram representing a small, harmless animal such as a newt, rabbit, or frog. If the bearer fails a saving throw against a hostile polymorph effect such as *baleful polymorph*, the bead is destroyed and the effect does not affect the bearer.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *dispel magic*

BEAST-BOND BRAND

PRICE 1,000 GP

AURA faint abjuration	**CL** 5th	**WEIGHT** —

This sticky henna paste is used to stamp a rust-colored handprint onto the body of a familiar or animal companion, and a hoof, claw, or paw print from that creature onto its master. These brands demonstrate a bond of friendship and balance, not ownership and subservience. Applying the brand requires a

full-round action each for master and companion. The brand enhances the share spells ability of druids, wizards, and other classes with animal companions or familiars, allowing these characters to cast spells with a range of personal or touch on the marked companion at a range of 30 feet, provided the character has line of effect to the creature. Each spell cast at range in this way drains one charge from the *beast-bond brand* for each spell level of the spell cast. A newly applied *beast-bond brand* has 10 charges. When all charges are consumed, the brand vanishes. For the purposes of teleportation spells and effects, the master may treat a marked companion as an object or a creature, whichever is more favorable (weight restrictions still apply).

A character may have only one creature marked in this way at any time. The brand lasts until all charges are expended or the master marks another companion in this way.

CONSTRUCTION REQUIREMENTS **COST** 500 GP

Craft Wondrous Item, Reach Spell (*Advanced Player's Guide*), creator must have an animal companion or familiar

BLACK SOUL SHARD

PRICE 12,000 GP

AURA moderate necromancy | **CL** 7th | **WEIGHT** —

This dark gem attunes itself to the soul of its bearer. When carried close to the body of a creature continuously for 1 week, the gem harmlessly absorbs a portion of that creature's life essence. If separated from its bearer for at least 1 day, the gem loses this attunement. If the bearer gains one or more negative levels, the *black soul shard* absorbs one of these negative levels into itself, negating the effect. The *black soul shard* can only absorb a negative level if carried by the person it is attuned to. If an attuned *black soul shard* is used as an additional focus component for raising the attuned creature from the dead, the negative level cost of being raised is one less than normal (minimum 1), but only if the spell is cast within 24 hours of the creature's death.

Absorbing a negative level (whether from an attack or raising the attuned creature from the dead) destroys the portion of the soul within a *black soul shard*. This does not harm the creature, but requires re-attuning the gem for another week for it to function again. A creature can only have one *black soul shard* attuned to it at a time.

CONSTRUCTION REQUIREMENTS **COST** 6,000 GP

Craft Wondrous Item, *death ward*, *restoration*

BLESSED BOOK

PRICE 12,500 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.



This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

CONSTRUCTION REQUIREMENTS **COST** 6,250 GP

Craft Wondrous Item, *secret page*

BLOOD RESERVOIR OF PHYSICAL PROWESS

PRICE 2,000 GP

AURA faint necromancy | **CL** 3rd | **WEIGHT** —



This blown-glass vial has a chain for attaching it to the handle of a weapon. When filled with the wearer's blood, it gains powerful magic. Filling the reservoir takes a full minute, deals 4 points of Constitution damage (which can be healed normally), and imbues the reservoir with 4 charges. Charging the reservoir changes the blood to magical fluid, which does not clot or decay with time.

The wearer can speak the first command word to draw 1 or more charges from the reservoir, curing 1 point of physical ability score damage per charge used.

The wearer can speak the second command word to imbue herself with a great burst of physical prowess, depleting all remaining charges and gaining an inherent bonus to one physical ability score equal to twice the number of charges used. This bonus lasts until the end of the wearer's next turn.

The bearer can only use the reservoir if it is held in hand or attached to a held or wielded weapon. A bearer can safely carry only one charged reservoir at a time; any others spontaneously drain their charges in 1d10 rounds, leaving only the highest-charged reservoir intact. A reservoir has no effect if not charged with the wearer's blood, and cannot be charged by bloodless creatures or those that cannot take Constitution damage.

CONSTRUCTION REQUIREMENTS **COST** 1,000 GP

Craft Wondrous Item, *death knell*

BONE RAZOR

PRICE 5,000 GP

AURA faint necromancy | **CL** 5th | **WEIGHT** 1 lb.

This jagged bone knife seems too thin and frail for combat but easily cuts flesh (as a bone dagger). If used to perform a coup de grace on a helpless living creature and the creature dies from the attack, the creature's flesh begins to peel off and its bones animate as a skeleton under the command of the bearer of the razor. The creature's flesh is not destroyed, but decays at a steady rate. The bearer of the razor can spend 1 minute reattaching the flesh to the animate skeleton, which ends the necromantic magic and results in a normal corpse (though a corpse of a person killed or mutilated by knife wounds). If the bearer uses the razor to flense and animate another creature's bones, the previous animate skeleton is immediately destroyed.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, *animate dead*

BOOK OF EXTENDED SUMMONING

PRICE VARIES

Lesser	750 GP
Medium	2,750 GP
Greater	6,126 GP

AURA strong conjuration | **CL** 17th | **WEIGHT** 1 lb.

This leather-bound book is inscribed with runes relating to outsiders and conjuration magic. It enhances spells that summon monsters. The user may apply the Extend Spell feat to these spells as they are cast. This does not change the spell slot of the altered spell. The book counts as a *metamagic rod* for the purpose of combining multiple metamagic effects on a spell. A normal *book of extended summoning* can be used with spells of 6th level or lower, while a lesser book can be used with spells of 3rd level or lower, and a greater book can be used with spells of 9th level or lower. Each book is keyed to a particular alignment (equal chances of chaotic, evil, good, or lawful) and only works when used to summon a creature with that alignment. Once the book is used, it crumbles into cold ash and is destroyed.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser	375 GP
Medium	1,375 GP
Greater	3,063 GP

Craft Wondrous Item, Extend Spell, *summon monster I*

BOOK OF THE LOREMASTER

PRICE 15,000 GP

AURA moderate divination | **CL** 7th | **WEIGHT** 2 lbs.



This digest-sized book contains a seemingly random collection of words, phrases, and strange mnemonic aids. Three times each day, a bard can consult it while using the lore master class feature in order to gain a +5 competence bonus when taking 10 or taking 20 on a Knowledge check.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

BOOKMARK OF DECEPTION

PRICE 1,500 GP

AURA faint illusion | **CL** 5th | **WEIGHT** —

This bookmark alters the book that holds it so that it appears to be another book entirely, even upon a thorough reading. The apparent book is determined when the bookmark is crafted, and is usually an especially boring or commonplace book such as a legal or religious text. The bookmark also protects itself and the book with *nondetection*.

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Wondrous Item, *nondetection*, *secret page*

BOOKPLATE OF RECALL

PRICE 1,000 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** —

This metal bookplate is inscribed with mystical words in Draconic, leaving space for a single written name. When the bookplate is glued to the inside cover of a book, the named individual may speak the title of the book to summon it as if using *instant summons*. This ability functions once per day.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *instant summons*

BORO BEAD

PRICE VARIES

1st level extracts	1,000 GP
2nd level extracts	4,000 GP
3rd level extracts	9,000 GP
4th level extracts	16,000 GP
5th level extracts	25,000 GP
6th level extracts	36,000 GP

AURA strong transmutation | **CL** 16th | **WEIGHT** —

This multicolored, sturdy glass bead is an aid to members of the alchemist class. Once per day on command, a *boro bead* enables the bearer to recharge any one extract that he had mixed and then consumed that day. The extract is then reconstituted and usable again, just as if it had not been drank. The extract must be of a particular level, depending on the bead. Different beads exist for recalling one extract per day of each level from 1st through 6th. A bead works on an infusion, but not a potion, elixir, bomb, mutagen, or nonmagical alchemical material such as antitoxin.

CONSTRUCTION REQUIREMENTS	COST varies
1st-level extracts	500 GP
2nd-level extracts	2,000 GP
3rd-level extracts	4,500 GP
4th-level extracts	8,000 GP
5th-level extracts	12,500 GP
6th-level extracts	18,000 GP

Craft Wondrous Item, creator must be able to prepare extracts of the extract level to be recalled

BOTTLE OF AIR

PRICE 7,250 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 2 lbs.

This item appears to be a normal glass bottle with a cork. When taken to any airless environment, it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

CONSTRUCTION REQUIREMENTS	COST 3,625 GP

Craft Wondrous Item, *water breathing*

BOTTLE OF MESSAGES

PRICE 300 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** 1 lb.

This green glass bottle has a tiny winding key on its elongated stem that, if turned, causes a shadowy cork to slowly become substantial over a 1-round period. Anything the owner of the bottle speaks into the bottle during this time (up to 25 words) gets trapped inside it once the cork fully manifests. As soon as the cork is removed or the bottle is smashed, this message is released exactly as if the owner had spoken the words at that moment. Once the bottle releases its message, it shatters.

CONSTRUCTION REQUIREMENTS	COST 150 GP

Craft Wondrous Item, *magic mouth*

BOTTLE OF SHADOWS

PRICE 7,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

This bottle is crafted from the darkest ebony. When opened and held upright, faint whispers can be heard emanating from the bottle's mouth. The bottle initially has 4 charges. When turned upside down, the bottle summons a shadow to do the bidding of the user, draining 1 charge each round of service. As a standard action, the bearer may dismiss the summoned shadow. If the shadow kills a humanoid creature of at least 4 HD, the bottle gains 1 charge. The bottle is automatically restored to 4 charges at sundown.

CONSTRUCTION REQUIREMENTS | **COST** 3,500 GP

Craft Wondrous Item, *animate dead*

BOTTLED MISFORTUNE

PRICE 500 GP

AURA moderate necromancy | **CL** 10th | **WEIGHT** 1 lb.

This leather bottle is filled to the brim with frothy green liquid. As a full-round action, a witch can target the bottle with any hex (but not a greater or grand hex) she knows that targets a single creature, transferring its effects to the brew within, which congeals into a sticky syrup. Any creature can use this syrup as a dose of injury poison (including the 5% chance to affect the user if she does not possess the poison use class feature). Any creature struck by a weapon coated in this syrup must save against the hex (DC 15) or be affected as if the witch had targeted them with the hex directly. The syrup counts as a poison and is a magical effect. If the hex cannot affect a target more than once every 24 hours, subsequent doses of the syrup are similarly ineffective against that target. Once imbued with the power of a hex, the syrup lasts for 24 hours before reverting into useless, harmless liquid.

CONSTRUCTION REQUIREMENTS | **COST** 250 GP

Brew Potion, Craft Wondrous Item, creator must be a witch with the poison steep hex (*Ultimate Magic*)

BOTTLED YETI FUR

PRICE 800 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** —

This small opaque flask releases a thick stream of coarse white fur when opened. This fur creeps up the user's arm and across her entire body until she is completely covered in a tangled pelt. While coated with this fur she gains cold resistance 5, a +2 natural armor bonus to AC, and a +4 competence bonus on Stealth checks in areas of ice and snow. This fur sheds from her body after 24 hours, or can be removed early by soaking it in alcohol. The flask is expended after one use.

CONSTRUCTION REQUIREMENTS | **COST** 400 GP

Craft Wondrous Item, *barkskin*, *resist energy*

BOUNDARY CHALK

PRICE 10,000 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** —

The surface of this stick of white chalk is covered with silvery runes. Drawing a line with the chalk creates a *wall of force* that is as long as the line and extends 10 feet perpendicular to the surface on which the line was drawn. Drawing a 5-foot line is a standard action that provokes acts of opportunity. Each wall lasts 10 minutes; the bearer of the chalk can dismiss a section of wall as a swift action by touching the stick of chalk to it. One stick of *boundary chalk* can draw 100 feet of line before it is used up, and it must be used in 5-foot increments.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *wall of force*

BOWL OF CONJURING WATER ELEMENTALS

PRICE 90,000 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 3 lbs.



This large container is usually fashioned from silver with a rippled pattern. It is about 1 foot in diameter and half that deep. The bowl must be filled with fresh or salt water to function. On command as a full-round action, the bearer may summon a water elemental. If the bowl is filled with salt water, it conjures a Huge water elemental as if using *summon monster VI*. If filled with fresh water, it conjures a Large water elemental as if using *summon monster V*. Conjuring an elemental empties the bowl. The bowl cannot summon another elemental until the previous one is dismissed, killed, or the duration of its summoning expires.

CONSTRUCTION REQUIREMENTS | **COST** 45,000 GP

Craft Wondrous Item, *summon monster V*, *summon monster VI*

BRAZIER OF CONJURING FIRE ELEMENTALS

PRICE 90,000 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 5 lbs.



This device appears to be a normal container for holding burning coals. The brazier must be filled with coals or wood and a fire lit within it to function. On command as a full-round action, the bearer may summon a fire elemental. If 1 pound of brimstone (sulfur) is burning in the brazier, it conjures a Huge fire elemental as if using *summon monster VI*. Otherwise, the brazier conjures a Large fire elemental as if using *summon monster V*. Conjuring an elemental extinguishes the fire in the brazier. The brazier cannot summon another elemental until the previous one is dismissed, killed, or the duration of its summoning expires.

CONSTRUCTION REQUIREMENTS | **COST** 45,000 GP

Craft Wondrous Item, *summon monster V*, *summon monster VI*

BROOM OF FLYING

PRICE 17,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 3 lbs.

This broom is able to fly through the air as if affected by an *overland flight* spell (+4 on Fly skill checks) 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 flies to its owner from as far away as 900 feet when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

CONSTRUCTION REQUIREMENTS	COST 8,500 GP

Craft Wondrous Item, *overland flight*, *permanency*

CAMPFIRE BEAD

PRICE 720 GP

AURA faint evocation | **CL** 1st | **WEIGHT** —

This tiny glass bead transforms itself into a small (2-foot-tall) pile of burning logs whenever its command word is spoken. The fire burns for 8 hours or until extinguished, at which point it turns back into a bead. The owner of the item must wait twice as long as the fire burned before he can order the bead to become a campfire again.

CONSTRUCTION REQUIREMENTS	COST 360 GP

Craft Wondrous Item, *produce flame*

CANDLE OF CLEAN AIR

PRICE 7,500 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** —

This clean-smelling white candle is inscribed with glyphs portraying various sweet smelling flowers. When lit, the candle repels smoke, mist, cloud, and other gas effects in a 5-foot radius. These effects do not penetrate the area around the candle if they are of spell level 3 or lower. Against more powerful cloud effects (including effects not based on spells, such as dragon breath or a gorgon's breath weapon), the candle grants creatures in the area a +4 resistance bonus on saving throws against these effects. Creatures in the area gain a +4 deflection bonus to AC against attacks from creatures with the air subtype.

The candle burns for up to 5 minutes, in increments of 1 minute. Once all 5 minutes are used, the candle is destroyed.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP

Craft Wondrous Item, *wind wall*

CANDLE OF INVOCATION

PRICE 8,400 GP

AURA strong conjuration | **CL** 17th | **WEIGHT** 1/2 lb.



Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual 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. 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.

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.

CONSTRUCTION REQUIREMENTS	COST 4,200 GP

Craft Wondrous Item, *gate*, creator must be same alignment as candle created

CANDLE OF TRUTH

PRICE 2,500 GP

AURA faint enchantment | **CL** 3rd | **WEIGHT** 1/2 lb.

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, while the candle burns. If the candle is snuffed before that time, the effect is ended and the candle ruined.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP

Craft Wondrous Item, *zone of truth*

CAPE OF BRAVADO

PRICE 7,000 GP

AURA faint enchantment | **CL** 2nd | **WEIGHT** 1 lb.

This bright red garment bestows no benefit when worn on the shoulders, but when held in one hand while draped over the arm, the cape obscures its user's movements in combat. Used this way, the cape bestows a +1 insight bonus to AC and a +5 competence bonus on Bluff checks to feint in combat. Readying the cape in combat is a move action; if the wielder has a base attack bonus of +1 or higher, the wielder can ready the cape as a free action as part of movement.

Once per day as an immediate action, a creature brandishing a *cape of bravado* may attempt to compel an opponent within 30 feet to attack him on its next turn (Will negates DC 11).

CONSTRUCTION REQUIREMENTS	COST 3,500 GP

Craft Wondrous Item, *compel hostility* (*Ultimate Combat*), creator must have 5 ranks in the Bluff skill

CARPET OF FLYING

PRICE VARIES

AURA moderate transmutation | **CL** 10th | **WEIGHT** varies



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	PRICE
5-ft.-by-5-ft.	200 lbs.	40 ft.	8 lbs.	20,000 gp
5-ft.-by-10-ft.	400 lbs.	40 ft.	10 lbs.	35,000 gp
10-ft.-by-10-ft.	800 lbs.	40 ft.	15 lbs.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. A *carpet of flying* can hover without making a Fly skill check and gives a +5 bonus to other Fly checks.

CONSTRUCTION REQUIREMENTS	COST varies
5-ft.-by-5-ft.	10,000 GP
5-ft.-by-10-ft.	17,500 GP
10-ft.-by-10-ft.	30,000 GP

Craft Wondrous Item, *overland flight*

CAULDRON OF BREWING

PRICE 3,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 5 lbs.

A *cauldron of brewing* looks like a fine cooking pot with four stout legs. The cauldron is capable of heating any liquid placed in it to a precise temperature (anywhere from just above room temperature to hot enough to boil salt water) and maintaining it indefinitely while still remaining only slightly warm to the touch on the outside. A *cauldron of brewing* provides a +5 competence bonus on Craft (alchemy) skill checks.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Craft Wondrous Item, creator must be trained in Craft (Alchemy)

CAULDRON OF FLYING

PRICE 40,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 100 lbs.

This iron pot is large enough for two Medium humanoids to stand in comfortably. Upon command, the cauldron and up to 500 pounds of additional weight can fly as if using *overland flight*. The cauldron moves under the direction of the person who spoke the activating command word. It can carry up to double its capacity, but doing so reduces its speed to 30 feet. It can hover in place without the need for a Fly skill check. The cauldron provides partial cover for anyone standing in it. It has a hardness of 10 and 60 hit points.

CONSTRUCTION REQUIREMENTS	COST 20,000 GP

Craft Wondrous Item, *overland flight*

CAULDRON OF PLENTY

PRICE 15,000 GP

AURA strong conjuration | **CL** 12th | **WEIGHT** 25 lbs.

This enchanted iron pot can produce nourishing, simple fare sufficient to feed up to 36 people per day upon command. Once per week it can also be commanded to create a *heroes' feast* for up to 12 people. The cauldron needs neither fire nor ingredients to produce food; it does so instantly upon command.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP

Craft Wondrous Item, *create food and water*, *heroes' feast*

CAULDRON OF RESURRECTION

PRICE 33,000 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 35 lbs.

The mouth of this heavy, dark iron cauldron is shaped like a monstrous maw and is large enough to accommodate a single Medium creature. When the cauldron is filled with pure water and certain rare and sacred herbs, and a deceased creature is placed inside it, the cauldron can restore the creature to life as if with a *raise dead* or *resurrection* spell. The spell effect depends on the components used: *raise dead* costs 5,000 gp worth of materials, while *resurrection* costs 10,000 gp worth of materials. The cauldron is usable once per day.

CONSTRUCTION REQUIREMENTS	COST 16,500 GP

Craft Wondrous Item, *resurrection*

CAULDRON OF SEEING

PRICE 42,000 GP

AURA moderate divination | **CL** 10th | **WEIGHT** 5 lbs.

When filled with liquid, this small cauldron allows the user to see over virtually any distance as if using the *scrying* spell. It may have additional powers like those of a *crystal ball* for the same prices.

CONSTRUCTION REQUIREMENTS	COST 21,000 GP

Craft Wondrous Item, *scrying*

CAULDRON OF THE DEAD

PRICE 30,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 35 lbs.

This cauldron of dark iron is large enough to accommodate a single Medium creature. When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie as if animated by an animate dead spell. Each corpse animated uses up 25 gp in materials per Hit Die, and the cauldron can animate one corpse per round. The user of the cauldron commands the undead so created—up to 12 HD worth, unless the user can cast the animate dead spell, in which case that spell's limit is used; animating more beyond this limit causes earlier specimens to become uncontrolled.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, *animate dead*

CAUTIONARY CREANCE

PRICE 4,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 2 lbs.

This slim leather leash is just over 100 feet long, incredibly light, and uncannily strong, making it an excellent tool for training birds of prey and other flying predators. It grants a +4 circumstance bonus on any Handle Animal check made to train such animals. When used to bind a flying animal companion or familiar to its master, the leash allows the master to cast *feather fall* on the creature at will. If the master has the share touch spells class ability, once per day he can use that ability on the leashed creature, even if they are not touching. The delivered spell can be no higher than 3rd level. The creance attaches to the master's forearm; attack rolls and skill checks made with that arm take a –1 penalty.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, Reach Spell (*Advanced Player's Guide*), *feather fall*

CENSER OF CONJURING AIR ELEMENTALS

PRICE 90,000 GP

AURA moderate conjuration | **CL** 13th | **WEIGHT** 1 lb.



This 6-inch-wide, perforated metallic vessel resembles a thurible found in a place of worship. The censer must be filled with incense to function. On command as a full-round action, the bearer may summon an air elemental. If the censer is filled with *incense of meditation*, it conjures a greater air elemental as if using *summon monster VII*. If filled with any other incense, it conjures a Large air elemental as if using *summon monster V*. Conjuring an elemental consumes any normal incense in the censer, or one-fourth of a block of incense of meditation. The censer cannot summon another elemental until the previous one is dismissed, killed, or the duration of its summoning expires.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Craft Wondrous Item, *summon monster V*, *summon monster VII*

CHALICE OF POISON WEEPING

PRICE 8,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 1 lb.

This silver chalice has stylized representations of rearing unicorns serving as handles. The bearer of the chalice can expel toxins from a poisoned creature's body, causing the target to weep the poison from its eyes and allowing the bearer to collect it in the chalice. This functions as *neutralize poison* on the target, eliminating that poison. If the target is immune to poison or the poison has run its course, the chalice has no effect. If the poison normally has a solid or liquid form, it collects as a single dose of the poison in the cup (regardless of how many times the target was poisoned). The collected poison has all the normal effects of the original poison, except its DC is 4 lower, and can be stored in another container or used like any other poison. The chalice can be used once per day.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *fabricate*, *neutralize poison*

CHAOS EMERALD

PRICE 25,000 GP

AURA strong abjuration | **CL** 19th | **WEIGHT** 1 lb.

This lustrous green gemstone is uncut and about the size of a human fist. The gem grants its bearer the use of the following abilities.

- *entropic shield* (1 charge)
- *lesser confusion* (1 charge)
- *magic circle against law* (1 charge)
- *chaos hammer* (2 charges)

A newly created *chaos emerald* has 1d6+2 charges. It can hold a maximum of 10 charges and automatically regains 1d3–1 charges each day.

A non-chaotic creature who holds or carries a *chaos emerald* gains one negative level. This negative level persists as long as the creature holds or carries the gem and disappears when the gem is dropped. This negative level cannot be overcome in any way (including *restoration* spells) while held or carried.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP

Craft Wondrous Item, *chaos hammer*, *entropic shield*, *lesser confusion*, *magic circle against law*, creator must be chaotic

CHIME OF INTERRUPTION

PRICE 16,800 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** 1 lb.

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 the chime unless the caster can make a concentration check (DC 15 + the spell's level).

CONSTRUCTION REQUIREMENTS	COST 8,400 GP

Craft Wondrous Item, *shout*

CHIME OF OPENING

PRICE 3,000 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** 1 lb.

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 spellcaster 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 and a clear tone rings forth. The wielder can then make a caster level check against the lock or binding, using the chime's caster level in place of her own. The DC of this check is equal to the Disable Device DC to open the lock or binding. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four successful 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 10 times before it cracks and becomes useless.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Craft Wondrous Item, *knock*

CHIME OF RESOUNDING SILENCE

PRICE 10,000 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** 1 lb.

This foot-long tube of gold absorbs nearby sound when struck, as if it were the target of a *silence* spell. This ability can be used once per day. The chime vibrates silently for the next 5 rounds, increasing in strength as time passes. On the bearer's turn each round there is a cumulative 20% chance that the chime prematurely ends the magical

silence and releases the pent-up sound as a *shout* spell as a free action, oriented in a random direction. The bearer may spend a standard action to strike the vibrating chime again, ending its *silence* early and unleashing the *shout* in a direction of his choosing. If dropped while vibrating, the chime automatically gains the broken condition and releases the *shout* effect in a random direction. A broken *chime of resounding silence* cannot be used until it is repaired. The chime has no effect if struck in an area of *silence* it did not create.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *shout*, *silence*

CLAMOR BOX

PRICE 2,000 GP

AURA moderate illusion | **CL** 10th | **WEIGHT** 2 lbs.



This delicate tin music box can produce a great volume of noise at a specific time determined by its owner. Four command words determine what sorts of sounds it is to play (battle, fire, massacre, or riot), and a fifth determines the delay (anywhere from 1 round to 20 minutes) until the box begins to produce the desired sound. The noise from the box is as loud as 40 people. The sound persists for 2d6 rounds.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item, *ghost sound*

COIN OF THE UNTRODDEN ROAD

PRICE 6,000 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** —

When tossed into the air, this tarnished copper coin brings forth potential lost by life's decisions. If a human, half-elf, or half-orc flips the coin and catches it, she takes a –2 penalty to the ability score modified by her +2 racial ability score bonus, but gains a +2 inherent bonus to a random other ability score. The bonus and penalty last for 1 hour. Negating the penalty automatically negates the bonus as well. The coin can be used three times per day.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *alter self*

CONCEALING POCKET

PRICE 1,000 GP

AURA faint illusion | **CL** 3rd | **WEIGHT** —

This 4-inch-square cloth pocket has no powers unless it is sewn onto a garment (which takes 1d4 minutes). Once sewn, it changes its appearance to match the garment. Any magic item inside it cannot be magically detected, as if protected by *magic aura*. Hiding an item in the pocket gives the garment's wearer a +5 competence bonus on Sleight of Hand checks to conceal the item. The pocket can be removed from the garment with a DC 10 Heal check or an appropriate Craft check such as Craft (cloth) or Craft (leather); failing this roll by 5 or more gives the pocket the broken condition.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *magic aura*

CONSTRUCT CHANNEL BRICK

PRICE 10,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** 1 lb.

This solid red brick changes its shape to match its bearer's holy symbol. If the bearer has the channel energy class feature, she can focus her power on the brick, allowing her to repair damaged constructs and objects as if they were living creatures. The item works whether the bearer channels positive or negative energy. If the bearer has the Artifice domain, she adds +2d6 points of damage to her artificer's touch domain power when repairing constructs and objects.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *make whole*

CRYSTAL BALL

PRICE VARIES

AURA moderate divination | **CL** 10th | **WEIGHT** 7 lbs.



This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. So well-known are these items that many so-called oracles or fortune-tellers use similar appearing (but completely non-magical) replicas of these items to ply their trades. A character can use a magical crystal ball to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates). A crystal ball can be used multiple times per day, but the DC to resist its power decreases by 1 for each additional use.

Certain crystal balls have additional powers that can be used through the crystal ball on the target viewed.

CRYSTAL BALL TYPE	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.

CONSTRUCTION REQUIREMENTS	COST varies
Crystal ball	21,000 GP
Crystal ball with *see invisibility*	25,000 GP
Crystal ball with *detect thoughts*	25,500 GP
Crystal ball with *telepathy*	35,000 GP
Crystal ball with *true seeing*	40,000 GP

Craft Wondrous Item, *scrying* (plus any additional spells put into the *crystal ball*)

CUBE OF FORCE

PRICE 62,000 GP

AURA moderate evocation | **CL** 10th | **WEIGHT** 1/2 lb.



This device is just under an inch across and can be made of ivory, bone, or any hard mineral. Typically, each of the cube's faces are polished smooth, but sometimes they are etched with runes. The device enables its possessor to put up a special cube made up of 6 individual *wall of force* spells, 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 when fully charged—charges used are automatically 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 following table.

When the *cube of force* is active, attacks dealing more than 30 points of damage to a wall drain 1 charge for every 10 points of damage beyond 30 that they deal. The charge cost to maintain each of the cube's six walls is summarized below.

CUBE FACE	CHARGE COST PER MINUTE	MAX. 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

Spells that affect the integrity of the screen also drain extra charges. These spells cannot be cast into or out of the cube.

ATTACK FORM	EXTRA CHARGES
Disintegrate	6
Horn of blasting	6
Passwall	3
Phase door	5
Prismatic spray	7
Wall of fire	2

CONSTRUCTION REQUIREMENTS | **COST** 31,000 GP

Craft Wondrous Item, *wall of force*

CUBE OF FROST RESISTANCE

PRICE 27,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 2 lbs.

This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65° F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses 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.

CONSTRUCTION REQUIREMENTS | **COST** 13,500 GP

Craft Wondrous Item, *protection from energy*

CUBIC GATE

PRICE 164,000 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 2 lbs.

This potent magical item is a small cube fashioned from carnelian. Each of the six sides of the cube is keyed to a different plane of existence or dimension, one of which is the Material Plane. The character creating the item chooses the planes to which the other five sides are keyed. If a side of the *cubic gate* is pressed once, it opens a gate to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time. If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. The other creatures may avoid this fate by succeeding on DC 23 Will saves.

CONSTRUCTION REQUIREMENTS | **COST** 82,000 GP

Craft Wondrous Item, *plane shift*

DARKSKULL

PRICE 60,000 GP

AURA moderate evocation [evil] | **CL** 9th | **WEIGHT** 5 lbs.

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. Each *darkskull* has a single spell effect tied to it. This spell is from the standard list given in the *unhallow* spell description, and it cannot be changed.

CONSTRUCTION REQUIREMENTS | **COST** 30,000 GP

Craft Wondrous Item, *unhallow*, creator must be evil

DECANTER OF ENDLESS WATER

PRICE 9,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 2 lbs.

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 of water 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 exerts considerable pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down each round the effect is maintained. In addition, the powerful force of the geyser deals 1d4 points of damage per round to a creature that is subjected to it. The geyser can only affect one target per round, but the user can direct the beam of water without needing to make an attack role to strike the target

since the geyser's constant flow allows for ample opportunity to aim. Creatures with the fire subtype take 2d4 points of damage per round from the geyser rather than 1d4. The command word must be spoken to stop it.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP

Craft Wondrous Item, *control water*

DECK OF ILLUSIONS

PRICE 8,100 GP

AURA moderate illusion | **CL** 6th | **WEIGHT** 1/2 lb.

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

PLAYING CARD	TAROT CARD	CREATURE
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin

PLAYING CARD	TAROT CARD	CREATURE
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger
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
Six of cups	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
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 halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	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 (with trademark)	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 with 1d20 of its cards missing (01–10). If cards are missing, reduce the price by a corresponding amount.

CONSTRUCTION REQUIREMENTS	COST 4,050 GP

Craft Wondrous Item, *major image*

DEFOLIANT POLISH

PRICE 800 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —



This container of sickly gray paste can coat the armor of one Medium or two Small creatures. Affected objects produce dark gray fumes for the next 24 hours. These fumes cause natural plants to wilt and diminish as soon as they come into contact with the affected armor. This allows the wearer to move through terrain made difficult due to the presence of vegetation as if it were normal terrain, though the creature leaves a clear path of ruined vegetation. In addition, creatures belonging to the plant type that target someone protected by *defoliant polish* with a natural attack or grapple take 1 point of damage with each successful attack or each round they maintain the grapple.

CONSTRUCTION REQUIREMENTS	COST 400 GP

Craft Wondrous Item, *diminish plants*

DOOMHARP

PRICE 10,000 GP

AURA faint necromancy | **CL** 4th | **WEIGHT** 5 lbs.

Made from bone and sun-dried sinew, this masterwork harp produces a vague sense of unease in anyone near it. If the owner of this item has the bardic performance class feature he can use it to perform a dirge of doom even if he is not of sufficient level to normally have access to that ability. A bard who can use dirge of doom and who plays the harp as part of his performance increases the effective radius to 60 feet.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *cause fear*

DOWSING SYRUP

PRICE 1,000 GP

AURA moderate divination | **CL** 11th | **WEIGHT** 1/2 lb.

The thick liquid in this ceramic jar smells sickly sweet. To activate its powers, the user it must be unstopper the jar as a standard action while thinking deeply about a specific person or object that she has seen at least once from up to 30 feet away. When then poured onto the ground, the syrup flows at 15 feet per round following the most direct route to the creature or object visualized, provided the creature or object is on the same plane, leaving behind a sticky trail. The syrup can flow uphill or even up stairs and can pass through openings as narrow as one-sixteenth of an inch. It cannot penetrate other liquids or porous or absorbent surfaces (such as sand or sawdust).

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *find the path*, *locate creature*, *locate object*

DRAGONBONE DIVINATION STICKS

PRICE 6,400 GP

AURA faint divination | **CL** 5th | **WEIGHT** 1 lb.

These eight rune-engraved dragon bones may be used as a divine focus for augury. They add 5% to the chance to successfully cast *augury* and *divination*. The bearer of the set gains a +3 luck bonus on one type of saving throw (Fortitude, Reflex, or Will), determined randomly each day. If a creature carries multiple sets of *dragonbone divination sticks*, all of them provide a bonus on the same saving throw.

CONSTRUCTION REQUIREMENTS | **COST** 3,200 GP

Craft Wondrous Item, *augury*, *guidance*

DRINKING HORN OF BOTTOMLESS VALOR

PRICE 24,000 GP

AURA moderate enchantment | **CL** 10th | **WEIGHT** 2 lbs.

This horn is bound with fittings of gold and decorated with ornate carvings depicting scenes of glorious battle. A fully charged horn has 3 charges—charges used are automatically renewed each day. So long as the horn has at least one charge remaining, it's owner can command it to fill with mead or a similar alcoholic drink. A creature can spend one or more charges while drinking from the horn to gain the following benefits:

1 charge: The drinker gains 1d8 temporary hit points (as if from an *aid* spell), which last for 1 minute.

2 charges: The drinker gains 1d8+5 temporary hit points and is enlarged, as the spell *enlarge person*, for 5 minutes.

3 charges: The drinker gains 1d8+10 temporary hit points, is enlarged for 10 minutes, and gains the benefit of a *heroism* spell for as long as she is enlarged.

A creature must drink deeply from the horn to receive its full benefit. Using 1 charge is similar to drinking a potion—it takes a standard action and provokes an attack of opportunity (though certain abilities can reduce the action required). To use 2 charges, the drinker must spend a full round drinking from the horn, which always provokes and attack of opportunity. To use all 3 charges, the drinker must spend 2 full-round actions drinking from the horn.

CONSTRUCTION REQUIREMENTS | **COST** 12,000 GP

Craft Wondrous Item, *aid*, *enlarge person*, *heroism*

DRUM OF ADVANCE AND RETREAT

PRICE 10,000 GP

AURA faint transmutation | **CL** 1st | **WEIGHT** 5 lbs.

When played, this sturdy snare drum increases the run speed of allied creatures within 120 feet as if they had the Run feat. Activating the drum is a standard action that requires a DC 20 Perform (percussion) check; maintaining the playing is a free action if the player is running. If the bearer stops playing the drum, the enhanced running speed ends. The drum may be used for up to 1 hour per day. This duration does not need to be consecutive, but must be used in 10-minute increments.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *expeditious retreat*

DRUMS OF HASTE

PRICE 45,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 5 lbs.

This set of kettle drums is carried on a shoulder strap and played one-handed using a single two-sided mallet. By making a DC 20 Perform (percussion) check, the bearer can grant the effects of a *haste* spell on up to 5 creatures. The drums can affect up to 25 creatures per day.

CONSTRUCTION REQUIREMENTS | **COST** 22,500 GP

Craft Wondrous Item, *haste*

DRUMS OF PANIC

PRICE 30,000 GP

AURA moderate necromancy | **CL** 7th | **WEIGHT** 10 lbs.



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.

CONSTRUCTION REQUIREMENTS | **COST** 15,000 GP

Craft Wondrous Item, *fear*

DRY LOAD POWDER HORN

PRICE 2,000 GP

AURA faint conjuration | **CL** 3rd | **WEIGHT** 1 lb.

This horn holds 20 doses of black powder for firearms. When a firearm is loaded with black powder directly from this horn, the horn creates a small pocket of air that envelops the gun and allows that shot to be fired underwater or in an area lacking air, such as a vacuum. Once the gun is loaded with powder from the *dry load powder horn*, it retains the pocket of air for 10 minutes or until the firearm is fired, whichever comes first.

Firing a firearm that has been loaded from this horn underwater still incurs the –2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to the

normal penalties to range. When a shot loaded from a *dry load powder horn* results in a firearm explosion while underwater or in an airless environment, that explosion occurs normally.

CONSTRUCTION REQUIREMENTS **COST** 1,000 GP

Craft Wondrous Item, *air bubble* (*Ultimate Combat*)

DUST OF ACID CONSUMPTION

PRICE 1,600 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** —

This brown dust is similar to *dust of dryness*, but affects acid rather than water and absorbs less liquid. If it is thrown into acid, a volume of as much as 10 gallons is instantly transformed into nothingness, and the dust becomes a marble sized pellet floating or resting where it was thrown. If this pellet is hurled, it breaks and releases the same volume of acid, dealing 1d6 points of acid damage per gallon absorbed into the pellet (maximum 4d6), affecting all creatures within a 30-foot radius of its point of impact. This is a splash weapon.

If the dust is used against an ooze that deals acid damage with its attacks, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the ooze even if its saving throw succeeds.

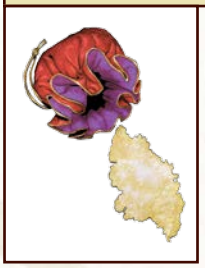
CONSTRUCTION REQUIREMENTS **COST** 800 GP

Craft Wondrous Item, *control water*, *disintegrate*

DUST OF APPEARANCE

PRICE 1,800 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —



This 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 Stealth checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

CONSTRUCTION REQUIREMENTS **COST** 900 GP

Craft Wondrous Item, *glitterdust*

DUST OF DARKNESS

PRICE 600 GP

AURA faint evocation | **CL** 3rd | **WEIGHT** —

This shimmering black dust causes one creature to be coated in a layer of darkness for 1 minute. In normal light, the creature gains concealment (20% miss chance). In dim light, the creature gains total concealment (50% miss chance). It has no effect in areas of bright light or darkness (though in bright light, a viewer can make a DC 20 Perception check to notice the target is slightly shadowed). Creatures with darkvision see through the dust's darkness as if it were normal darkness. The dust dispels and counters the outlining effects of *glitterdust*, but doesn't affect the spell's blinding effects. *Glitterdust* dispels and counters the effects of the *dust of darkness*.

CONSTRUCTION REQUIREMENTS **COST** 300 GP

Craft Wondrous Item, *darkness*

DUST OF DISAPPEARANCE

PRICE 3,500 GP

AURA moderate illusion | **CL** 7th | **WEIGHT** —

This dust looks 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.

CONSTRUCTION REQUIREMENTS **COST** 1,750 GP

Craft Wondrous Item, *greater invisibility*

DUST OF DRYNESS

PRICE 850 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** —

This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed into nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled, 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 outsider with the elemental and water subtypes, 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.

CONSTRUCTION REQUIREMENTS **COST** 425 GP

Craft Wondrous Item, *control water*

DUST OF EMULATION

PRICE 800 GP

AURA faint illusion | **CL** 1st | **WEIGHT** —



A creature coated with this glittering golden dust can interact with any one item or object as if she had successfully used the Use Magic Device skill to emulate a class feature or race (if the exact result of the check matters, treat the character's result as a 25). If the user of the dust does not mentally select the intended item or object while coating herself with the dust, the magic of the dust applies to the first eligible object she encounters. She can apply the result of this automatic check when dealing with the item or object for 1 hour after exposure to the dust.

CONSTRUCTION REQUIREMENTS **COST** 400 GP

Craft Wondrous Item, *disguise self*

DUST OF ILLUSION

PRICE 1,200 GP

AURA moderate illusion | **CL** 6th | **WEIGHT** —

This unremarkable powder resembles chalk dust or powdered graphite. When stared at, however, the dust changes color and form. A creature covered in *dust of illusion* 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.

CONSTRUCTION REQUIREMENTS | **COST** 600 GP

Craft Wondrous Item, *disguise self*

DUST OF TRACELESSNESS

PRICE 250 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —

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 humanoids 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.

CONSTRUCTION REQUIREMENTS | **COST** 125 GP

Craft Wondrous Item, *pass without trace*

DUST OF WEIGHTY BURDENS

PRICE 3,600 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 3 lbs.

Also known as lodestone essence, this coarse gray powder comes in a fragile ceramic flask covered in Terran runes. A newly-crafted flask contains enough powder for 10 applications if poured out carefully, or the whole container can be thrown as a splash weapon with a range increment of 10 feet.

One application of the dust sprinkled over an object increases the target's weight by 100 pounds. Multiple applications stack, and the effect remains until the object is scrubbed clean of the metallic particles (taking a full-round action per application) or it takes 5 points of electricity damage per application.

A creature struck directly with a thrown flask must make a Fortitude save (DC 10 + 1 per application remaining in the flask) or suffer heavy encumbrance and be unable to fly for 2d4 rounds. Targets in the splash area must save or suffer medium encumbrance for 2d4 rounds. Scrubbing or electricity damage neutralizes the thrown powder as noted above.

CONSTRUCTION REQUIREMENTS | **COST** 1,800 GP

Craft Wondrous Item, *slow*, *stone shape*

EFFICIENT QUIVER

PRICE 1,800 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 2 lbs.



This appears to be a typical arrow container capable of holding about 20 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 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 6 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 quickly produce any item she wishes that is within the quiver, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

CONSTRUCTION REQUIREMENTS | **COST** 900 GP

Craft Wondrous Item, *secret chest*

EFREETI BOTTLE

PRICE 145,000 GP

AURA strong conjuration | **CL** 14th | **WEIGHT** 1 lb.



This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. Periodically, a thin stream of bitter-smelling smoke issues from the bottle's top. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly amid a cloud of noxious smoke. 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, afterward the efreeti disappears forever, and the bottle becomes nonmagical. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

CONSTRUCTION REQUIREMENTS | **COST** 72,500 GP

Craft Wondrous Item, *planar binding*

ELEMENTAL GEM

PRICE 2,250 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** —

An *elemental gem* comes in one of four different varieties. Each contains a conjuration spell attuned to a specific elemental plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

CONSTRUCTION REQUIREMENTS **COST** 1,125 GP

Craft Wondrous Item, *summon monster V* or *summon nature's ally V*

ELIXIR OF DRAGON BREATH

PRICE 1,400 GP

AURA moderate evocation | **CL** 7th | **WEIGHT** —

This gurgling, luminescent elixir comes in several different varieties, each keyed to a particular type of metallic or chromatic dragon. A creature that drinks the elixir can, as a standard action, breathe out a single blast of energy similar to a dragon's breath weapon, dealing 7d6 points of energy damage. Creatures in the area may attempt a DC 16 Reflex save for half damage. The magic of the elixir ends after one use of the breath weapon or after 1 hour has passed, whichever comes first. The type of energy produced and the shape of the blast are determined by the elixir's associated dragon type:

Black or copper dragon: 30-foot line of acid.
Blue or bronze dragon: 30-foot line of electricity.
Brass dragon: 30-foot line of fire.
Green dragon: 15-foot cone of acid.
Gold or red dragon: 15-foot cone of fire.
Silver or white dragon: 15-foot cone of cold.

CONSTRUCTION REQUIREMENTS **COST** 700 GP

Craft Wondrous Item, *dragon's breath* (*Advanced Player's Guide*)

ELIXIR OF FIRE BREATH

PRICE 1,100 GP

AURA moderate evocation | **CL** 11th | **WEIGHT** —

This strange bubbling 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 target can attempt a DC 13 Reflex save for half damage. Unused blasts of fire dissipate 1 hour after the liquid is consumed.

CONSTRUCTION REQUIREMENTS **COST** 550 GP

Craft Wondrous Item, *scorching ray*

ELIXIR OF HIDING

PRICE 250 GP

AURA faint illusion | **CL** 5th | **WEIGHT** —

A character drinking this liquid gains an intuitive ability to sneak and hide (+10 competence bonus on Stealth checks for 1 hour).

CONSTRUCTION REQUIREMENTS **COST** 125 GP

Craft Wondrous Item, *invisibility*

ELIXIR OF LOVE

PRICE 150 GP

AURA faint enchantment | **CL** 4th | **WEIGHT** —

This sweet-tasting liquid causes the character drinking it to become enraptured 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 effect wears off in 1d3 hours.

CONSTRUCTION REQUIREMENTS **COST** 75 GP

Craft Wondrous Item, *charm person*

ELIXIR OF SWIMMING

PRICE 250 GP

AURA faint transmutation | **CL** 2nd | **WEIGHT** —

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).

CONSTRUCTION REQUIREMENTS **COST** 125 GP

Craft Wondrous Item, creator must have 5 ranks in the Swim skill

ELIXIR OF TRUTH

PRICE 500 GP

AURA faint enchantment | **CL** 5th | **WEIGHT** —

This elixir forces the drinker to say nothing but the truth for 10 minutes (Will DC 13 negates). She must answer any questions put to her in that time, but with each question she can 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 (if she does answer, she must tell the truth). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

CONSTRUCTION REQUIREMENTS **COST** 250 GP

Craft Wondrous Item, *zone of truth*

ELIXIR OF TUMBLING

PRICE 250 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This draught of liquid grants the drinker the ability to tumble about, avoiding attacks and moving carefully across nearly any surface, granting a +10 competence bonus on Acrobatics checks for 1 hour.

CONSTRUCTION REQUIREMENTS **COST** 125 GP

Craft Wondrous Item, *cat's grace*

ELIXIR OF VISION

PRICE 250 GP

AURA faint divination | **CL** 2nd | **WEIGHT** —

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Perception checks for 1 hour).

CONSTRUCTION REQUIREMENTS **COST** 125 GP

Craft Wondrous Item, *true seeing*

EMBALMING THREAD

PRICE 10,000 GP

AURA moderate transmutation | **CL** 7th | **WEIGHT** —

This coarse, acrid-smelling thread is more akin to wire than fabric. When carefully sewn into the body of a flesh golem or zombie (requiring 1 hour per Hit Die of the creature

and a successful DC 20 Heal or Spellcraft check), the stitches change the creature's damage reduction to DR 5/adamantine and slashing. Variant zombies lacking damage reduction (such as fast zombies) instead gain DR 5/slashing. One length of stitching is required for every Hit Die of the creature being enhanced. Using an insufficient number of lengths has no effect. A full thimble of *embalming thread* contains 20 lengths.

If the skill check to use the stitches fails, they are not wasted, but must first be cleaned and unknotted, requiring 1 hour per stitch. Once used successfully, the stitches cannot be reused.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *gentle repose*, *stoneskin*

ENMITY FETISH

PRICE 40,000 GP

AURA faint transmutation	CL 5th	WEIGHT 1 lb.

This small talisman is comprised of teeth, fingers, ears, or other grotesque trophies taken from the freshly dead. Each talisman is imbued with an intense animosity toward a particular type of creature, chosen from the ranger favored enemy list when the fetish is created. Once per day, the talisman can impart this animosity to a ranger (or other character with the favored enemy class feature), replacing one of his favored enemies with the fetish's designated creature type. This lasts 24 hours. To activate the fetish, the ranger must spend 10 minutes quietly holding it; he then may select one of his favored enemies to replace with the item's favored enemy. For example, a ranger with a +6 favored enemy bonus against orcs may use a dragon-hating fetish, gaining a +6 favored enemy bonus against dragons and losing the bonus against orcs for 24 hours. Alternatively, once per day, the bearer can activate the fetish as a swift action, but its effects only last 10 minutes and the bearer only gains half his favored enemy bonus (for example, the ranger would lose his orc bonus and only gain a +3 favored enemy bonus against dragons for 10 minutes).

CONSTRUCTION REQUIREMENTS	COST 20,000 GP

Craft Wondrous Item, *instant enemy* (*Advanced Player's Guide*), creator must have the favored enemy class feature

ESCAPE LADDER

PRICE 4,000 GP

AURA moderate transmutation	CL 7th	WEIGHT 1 lb.

This 10-foot long rope ladder unrolls itself on command, extending upward into the air and magically holding itself in place. The ends of each rope have small loops for tying to another rope, a grappling hook, a piton, or similar fixtures. A second command word makes the ladder roll itself again, pulling itself toward whichever end the speaker is touching. Climbing the ladder is a DC 0 Climb check. The ladder can hold up to 300 pounds if holding itself in the air, or 600 pounds if attached to a sturdy surface.

A third command word creates an extradimensional space at the top of the ladder that is identical to *rope trick*, except it only holds up to one Medium creature and has a very short duration. When a creature enters the extradimensional space, at the end of the creature's turn the space collapses and the creature is transported as though by *dimension door* 1d6 × 100 feet away in a random direction to a safe, ground-level location. The ladder remains behind and falls to the ground when this power is used. The third command word may be used once per day.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *animate rope*, *dimension door*, *rope trick*

EVERSMOKING BOTTLE

PRICE 5,400 GP

AURA faint transmutation	CL 3rd	WEIGHT 1 lb.

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.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP

Craft Wondrous Item, *pyrotechnics*

EXORCIST'S ASPERGILLUM

PRICE 8,000 GP

AURA moderate divination	CL 7th	WEIGHT 1 lb.

This short aspergillum is made of silver. An inquisitor who carries it may use *detect undead* as if it were one of the spells associated with her detect alignment ability. Once per day, the item can alter an inquisitor's judgment ability; by spending one use of her judgment ability, she can allow her spells of 3rd level and lower to have full effect against incorporeal creatures, as though using the Ectoplasmic Spell feat. This lasts until the combat ends.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, Ectoplasmic Spell (*Advanced Player's Guide*), *detect undead*, creator must be an inquisitor

EYE OF THE VOID

PRICE 10,000 GP

AURA moderate necromancy	CL 9th	WEIGHT 1 lb.

The *eye of the void* normally appears to be a small black glass or crystal ball 3 to 4 inches in diameter. However, when commanded to open, the eye reveals itself as the terrifying, multi-pupilled eye of some abomination from the dark spaces between the stars. Once per day, the bearer may hold the eye and speak one of two command words to open the eye. The first word creates a gaze effect in a 30-foot cone. The second word creates a gaze effect in a 15-foot sphere. Each creature subject to the gaze must make a

DC 16 Will save; success means the creature is shaken for 1 minute, failure means it becomes frightened for 1 minute and takes 1d6 points of Wisdom damage. This is a mind-affecting fear effect.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *fear*

FAR-REACHING SIGHT

PRICE 4,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** 1 lb.

This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder can choose to spend a full-round action to make a single shot with a firearm that has this sight. When she does, she can resolve the attack against the touch AC of her target regardless of the range increment. A firearm can have only one sight attached at a time.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *true strike*

FEATHER TOKEN

PRICE VARIES

Anchor	50 GP
Bird	300 GP
Fan	200 GP
Swan boat	450 GP
Tree	400 GP
Whip	500 GP

AURA strong conjuration | **CL** 12th | **WEIGHT** —



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. A particular *feather token* has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Anchor: A token that creates an anchor that moors a craft in water so as to render it immobile for up to 1 day.

Bird: A token that creates a small bird that can be used to deliver a small written message unerringly to a designated target. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swan-like boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear, 32 Medium characters, or any equivalent combination. The boat lasts for 1 day.

Tree: A token that causes a great oak to spring into being (5-foot-diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a *dancing* weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of nonlethal damage, has a +1 enhancement bonus on attack and damage rolls, and a makes a free grapple attack (with a +15 bonus on its combat maneuver checks and a CMD of 25) if it hits. The whip lasts no longer than 1 hour.

CONSTRUCTION REQUIREMENTS	COST varies
Anchor	25 GP
Bird	150 GP
Fan	100 GP
Swan boat	225 GP
Tree	200 GP
Whip	250 GP

Craft Wondrous Item, *major creation*

FIGURINES OF WONDROUS POWER

PRICE VARIES

Bronze griffon	10,000 GP
Ebony fly	10,000 GP
Golden lions	16,500 GP
Ivory goats	21,000 GP
Marble elephant	17,000 GP
Obsidian steed	28,500 GP
Onyx dog	15,500 GP
Serpentine owl	9,100 GP
Silver raven	3,800 GP
Slate spider	10,000 GP

AURA varies | **CL** varies | **WEIGHT** 1 lb.

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*.

Ebony Fly: When animated, an ebony fly is the size of a pony and has all the statistics of a pegasus 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*.



Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for 1 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*.



Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- *The Goat of Traveling*: This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of 1 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 no less than 1 day before it can again be used.
- *The Goat of Travail*: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror*: When called upon with the proper command word, this statuette becomes a destrier-like mount with the statistics of a light horse. 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 2 weeks for up to 3 hours per use. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.



Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

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 horse 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*.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. It has the scent ability and adds +4 on its Perception 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*.



Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl (use the stats for the giant eagle) 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. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

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. Moderate enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*.



Slate Spider: This statuette of a spider with stubby legs can be used once per day for 1 minute. When activated, the figurine sprouts longer, segmented legs, and scampers about the bearer, picking lint off robes, chiseling grime from armor, or otherwise grooming the bearer. If commanded to do so (a free action), it perches on the muzzle of a one-handed or two-handed firearm barrel and, after the firearm is fired, travels down the barrel and cleans out the firearm. Each time the slate spider cleans a firearm, the next shot the firearm fires has no chance of misfiring. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

CONSTRUCTION REQUIREMENTS	COST varies
Bronze griffon	5,000 GP
Ebony fly	5,000 GP
Golden lions	8,250 GP
Ivory goats	10,500 GP
Marble elephant	8,500 GP
Obsidian steed	14,250 GP
Onyx dog	7,750 GP
Serpentine owl	4,550 GP
Silver raven	1,900 GP
Slate spider	5,000 GP

Craft Wondrous Item, *animate objects*, additional spells (see text)

FLYING OINTMENT

PRICE 2,250 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** —



This preparation of herbs includes belladonna, mandrake, and foxglove (also known as "witch's glove"), all carefully measured and mixed into a base of rendered fats. When rubbed over the skin, the ointment grants the subject the ability to fly (as the *overland flight* spell) for up to 9 hours.

CONSTRUCTION REQUIREMENTS | **COST** 1,125 GP

Craft Wondrous Item, *overland flight*

FOLDING BOAT

PRICE 7,200 GP

AURA moderate transmutation | **CL** 6th | **WEIGHT** 4 lbs.

A *folding boat* looks like a small wooden box about 12 inches long, 6 inches wide, and 6 inches deep when it is inactive. In this mode, it can be used to store items just like any other box. Yet when the proper command word is given, the box unfolds itself rapidly in the space of a single round to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold even further into a ship 24 feet long, 8 feet wide, and 6 feet deep. The *folding boat* cannot unfold if there isn't enough open space for it to occupy once unfolded. 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 rudder, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries 15 with ease.

A third word of command causes the boat or ship to fold itself into a box once again, but only when it is unoccupied.

CONSTRUCTION REQUIREMENTS | **COST** 3,600 GP

Craft Wondrous Item, *fabricate*, creator must have 2 ranks in Craft (ships)

FORMULA ALEMBIC

PRICE 200 GP

AURA faint divination | **CL** 3rd | **WEIGHT** 2 lbs.

This magically-augmented alchemical device distills a potion or alchemist extract into the knowledge needed to create its formula. By gently heating a potion or extract in the alembic for 1 hour, the device creates a few drops of magical liquid. If consumed by an alchemist, this liquid gives him knowledge of the potion's or extract's formula, as if it were an extract he recorded in his formula book. This knowledge lasts for 24 hours. He may scribe this formula in his formula book in the normal fashion.

Using the alembic does not harm the potion, but the process makes it nearly boiling hot (it cools normally). The alembic can only distill the knowledge of formulas on the alchemist extract list (for example, it cannot turn a potion of a cleric-only spell into something an alchemist can learn).

CONSTRUCTION REQUIREMENTS | **COST** 100 GP

Brew Potion, Craft Wondrous Item, *identify*, creator must be an alchemist

GEM OF BRIGHTNESS

PRICE 13,000 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** —

This crystal appears to be a long, rough prism. Upon utterance of a command word, though, the gem's facets suddenly grow highly polished as 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, and it continues to emit light until this command word is spoken a second time to extinguish the illumination.

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 and its facets grow cloudy with a fine network of cracks.

CONSTRUCTION REQUIREMENTS | **COST** 6,500 GP

Craft Wondrous Item, *daylight*

GEM OF SEEING

PRICE 75,000 GP

AURA moderate divination | **CL** 10th | **WEIGHT** —

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 many as 30 minutes a day, in increments of 5 minutes. These increments do not need to be consecutive.

CONSTRUCTION REQUIREMENTS | **COST** 37,500 GP

Craft Wondrous Item, *true seeing*

GOBLIN FIRE DRUM

PRICE VARIES

Normal	2,000 GP
Greater	4,500 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

This small crude-looking drum is attached to a strap long enough to loop around the wearer's neck. A successful DC 12 Perform (percussion) check activates the drum, which enhances any nearby natural or magical fire as long as the bearer spends a move action each round to continue playing. All fires (including fire spells and effects) within 30 feet of the player deal an additional 1 point of fire damage (or 2 points for the greater version).

All unattended flammable alchemical objects such as tindertwigs, flasks of oil or alchemist's fire, and fireworks within this range have a 10% chance of spontaneously igniting or exploding (as appropriate to the item) when the drum activates. This chance increases by 5% each round and is checked at the start of the performer's turn as long as the playing continues.

A *greater goblin fire drum* has all the above abilities and can create *pyrotechnics* once per day.

CONSTRUCTION REQUIREMENTS	COST varies
Normal	1,000 GP
Greater	2,250 GP

Craft Wondrous Item, *pyrotechnics*, *spark* (*Advanced Player's Guide*)

GOBLIN SKULL BOMB

PRICE 1,200 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 1 lb.



An ember glow lights the beady eyes of this blackened, burned out goblin's skull. It is very brittle and shatters if dropped on solid ground. When a *goblin skull bomb* breaks, the very last creature to touch it bursts into a raging magical flame, automatically taking 5d6 points of fire damage and also catching fire should it fail a Reflex save (DC 13). If this kills the creature, its body burns away in one round, leaving behind only a pile of ash and the creature's blackened, burned-out skull, which is a new *goblin skull bomb*. If the target survives the fire, doesn't have a skull, or if its skull is destroyed before another creature touches it, it does not create a new *goblin skull bomb*.

A skull bomb can be used as a thrown weapon with a range increment of 10 feet. If the attacker hits, the skull shatters, immolating the target as described above. If the attacker misses, the skull breaks upon the floor or another nearby hard surface and the attacker bursts into flame. Touching the skull using gloves, gauntlets, or handheld items such as tools or weapons counts as touching the skull. It can be safely moved using spells (such as *telekinesis*) or attacked with ranged weapons (hardness 0, 1 hp).

CONSTRUCTION REQUIREMENTS | **COST** 600 GP

Craft Wondrous Item, *flaming sphere*

GOLEM MANUAL

PRICE VARIES

Clay golem manual	12,000 GP
Flesh golem manual	8,000 GP
Iron golem manual	35,000 GP
Stone golem manual	22,000 GP
Stone golem guardian manual	44,000 GP

AURA varies | **CL** varies | **WEIGHT** 5 lbs.



A *golem manual* contains information, incantations, and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem (although these spells can only be used to create a golem and cannot be copied), effectively granting the builder use of the Craft Construct feat during the construction of the golem, and an increase to her caster level for the purpose of crafting a golem.

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. Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, *animate objects*, *commune*, *prayer*, *resurrection*, creator must be caster level 11th.

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. Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 8th.

Iron Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader may treat her caster level as four levels higher than normal

for the purpose of crafting an iron golem. Strong conjuration, enchantment, and transmutation; CL 16th; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th.

Stone Golem Manual: The book contains *antimagic field*, *geas/quest*, *limited wish*, and *symbol of stunning*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. Strong abjuration and enchantment; CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *limited wish*, *symbol of stunning*, creator must be caster level 14th.

Stone Golem Guardian Manual: The book contains *antimagic field*, *discern location*, *geas/quest*, *limited wish*, *shield other*, and *symbol of stunning*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem guardian. Strong abjuration and enchantment; CL 14th; Craft Construct, *antimagic field*, *discern location*, *geas/quest*, *limited wish*, *shield other*, *symbol of stunning*, creator must be caster level 14th.

CONSTRUCTION REQUIREMENTS	COST varies
Clay golem manual	6,000 GP
Flesh golem manual	4,000 GP
Iron golem manual	17,500 GP
Stone golem manual	11,000 GP
Stone golem guardian manual	22,000 GP

Craft Construct, caster must be of a specific level, additional spells

GRAVE SALT

PRICE 1,100 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 5 lbs.

When poured on ground in a circle, this pure white salt sanctifies the enclosed area as the spell *consecrate*. Applying the salt takes 1 round per dose. A single dose is sufficient to form a 5-foot radius circle, with each additional dose increasing the circle's radius by 5 feet. The area within the circle remains consecrated for 1 hour per dose, though any corporeal creature can spend a standard action to break the circle and end the effect prematurely. A newly created pouch of *grave salt* holds 5 doses.

Grave salt can also be used directly against restless spirits. A single dose can be hurled up to 15 feet as a ranged touch attack. An incorporeal undead creature struck by the salt must make a DC 14 Will save or take 1d4 points of Charisma damage. Strong winds and other effects that penalize ranged attacks make it impossible to employ the salt in this manner.

CONSTRUCTION REQUIREMENTS | **COST** 550 GP

Craft Wondrous Item, *consecrate*

GRIM LANTERN

PRICE 5,800 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 2 lbs.

This macabre lantern is composed of a humanoid skull dangling from a short length of chain. A small fragment of soulstuff is trapped inside, burning slowly in a heatless flame. Its flickering light shines from the skull's eye sockets, casting light as a bullseye lantern. On command, the lantern can consume its soulstuff in a sudden blast of heat, as *burning hands* (DC 11). Doing so extinguishes the lantern. Whenever a living creature with at least 1 HD is slain within 30 feet of an empty *grim lantern*, the lantern absorbs a fragment of that creature's soul, restoring its glow.

CONSTRUCTION REQUIREMENTS | **COST** 2,900 GP

Craft Wondrous Item, *burning hands*, creator cannot be good

HANDY HAVERSACK

PRICE 2,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 5 lbs.



A backpack of this sort appears to be well made, well used, and quite ordinary. 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. 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.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *secret chest*

HARP OF CHARMING

PRICE 7,500 GP

AURA faint enchantment | **CL** 5th | **WEIGHT** 5 lbs.



This beautiful and intricately carved harp can be held comfortably in one hand, but both hands are required to utilize its magic. When played, a *harp of charming* enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if she can succeed on a DC 14 Perform (string) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

CONSTRUCTION REQUIREMENTS | **COST** 3,750 GP

Craft Wondrous Item, *suggestion*

HARP OF CONTAGION

PRICE 13,000 GP

AURA moderate necromancy | **CL** 7th | **WEIGHT** 5 lbs.

This grand-looking wooden harp is carved with images of various venomous creatures. Once per day the bearer may play the harp to target a single opponent with a *poison* spell (DC 16). Alternatively, the bearer may play the harp to grant

allies within 30 feet a +2 resistance bonus on saving throws against disease and poison; maintaining this benefit each round is a standard action. If the player has the countersong bardic performance ability, he may expend rounds of bardic performance to use the harp to refocus his countersong against disease and poison instead of sonic or language-dependent effects.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP

Craft Wondrous Item, *poison*, *resistance*

HARP OF SHATTERING

PRICE 8,000 GP

AURA faint evocation	CL 3rd	WEIGHT 5 lbs.

This finely crafted masterwork harp fits comfortably in one hand, but it requires two hands to play. The harp has 10 charges, which refresh each day at daybreak. By making a DC 10 Perform (string) check, the bearer can produce the following effects:

- *break* (1 charge)
- *shatter* (2 charges)

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *break* (*Advanced Player's Guide*), *shatter*

HEXING DOLL

PRICE 2,500 GP

AURA faint enchantment	CL 5th	WEIGHT 1 lb.

This malevolent-looking doll is made out of cheap rags and embroidery thread and is stuffed with straw or sawdust. A creature holding or carrying the doll takes a –4 penalty on saving throws against witch hexes. Alternatively, if the doll is stuffed with the hair of a creature, any witch holding the doll increases the DC of her hexes by +2 when using the hexes against that creature. A doll used in this way does not cause the witch to take a penalty on her saving throws.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP

Craft Wondrous Item, *bestow curse*

HORN OF ANTAGONISM

PRICE 20,000 GP

AURA faint enchantment	CL 3rd	WEIGHT 4 lbs.

Carved from the bone of some giant beast, this large horn emits an eerie, heart-lurching moan when sounded. A creature with the favored enemy class feature may blow the horn as a standard action to daze one type of favored enemy within 90 feet for 1d4 rounds (DC 13 Will save negates). Creatures suffer a penalty on this save equal to the ranger's favored enemy bonus against that type of creature. This is a sonic, mind-affecting effect; creatures that cannot hear the horn are immune to its magic. The horn's magic works once per day.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, *daze monster*

HORN OF BATTLE CLARITY

PRICE 6,000 GP

AURA faint enchantment	CL 5th	WEIGHT 2 lbs.

The call of this hollowed-out animal horn rallies nearby creatures to battle. When the horn is blown, all creatures within 60 feet who have not yet acted in combat are no longer considered flat-footed. The horn has no effect on other conditions or abilities that treat a creature as flat-footed.

A barbarian who sounds a *horn of battle clarity* may spend 2 rounds of rage to act as if she had the superstition rage power for the remainder of that battle.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *rage*

HORN OF BLASTING

PRICE 20,000 GP

AURA moderate evocation	CL 7th	WEIGHT 1 lb.



This spiraling animal horn 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 (Fortitude 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 sonic damage to the person sounding it.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, *shout*

HORN OF BLASTING, GREATER

PRICE 70,000 GP

AURA strong evocation	CL 16th	WEIGHT 1 lb.

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 save 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 for each usage beyond the first each day.

CONSTRUCTION REQUIREMENTS	COST 35,000 GP

Craft Wondrous Item, *greater shout*

HORN OF FOG

PRICE 2,000 GP

AURA faint conjuration	CL 3rd	WEIGHT 1 lb.

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; a fog cloud travels 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.

CONSTRUCTION REQUIREMENTS **COST** 1,000 GP

Craft Wondrous Item, *obscuring mist*

HORN OF GOODNESS/EVIL

PRICE 6,500 GP

AURA moderate abjuration | **CL** 6th | **WEIGHT** 1 lb.

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 she is good, then blowing the horn has the effect of a *magic circle against evil*. If she 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.

CONSTRUCTION REQUIREMENTS **COST** 3,250 GP

Craft Wondrous Item, *magic circle against evil, magic circle against good*

HORN OF JUDGMENT

PRICE 15,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

This golden trumpet is inlaid with silver and ivory and in. Once per day the bearer can sound a singular clarion note that affects up to 9 incorporeal creatures within 30 feet with *ghostbane dirge* (Will DC 17 negates, *Advanced Player's Guide*) for 9 rounds.

CONSTRUCTION REQUIREMENTS **COST** 7,500 GP

Craft Wondrous Item, *ghostbane dirge*

HORN OF THE HUNTMASTER

PRICE 5,000 GP

AURA moderate enchantment | **CL** 11th | **WEIGHT** 5 lbs.

This elongated bull's horn curves sharply at the end, almost making it seem more like an enormous smoking pipe than a tool for the hunt. Once each day, a person with the hunter's bond (companions) class feature may blow the horn as a standard action; this grants his full favored enemy bonus (instead of half) against a single target to all allies within 30 feet who can see and hear him. The effect lasts for 1 minute.

CONSTRUCTION REQUIREMENTS **COST** 2,500 GP

Craft Wondrous Item, *greater heroism*

HORN OF THE TRITONS

PRICE 15,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 2 lbs.



This device is a large, intricately inscribed and decorated conch shell that can be blown once per day (except by a triton, who can sound it three times per day). Blowing the horn activates any one of the following functions:

- Calm rough waters in a 1-mile radius. Alternatively, this functions as a *dismissal* spell against a targeted water elemental (DC 19 negates).
- Summon 1d4+1 sharks or 1d3 advanced sharks as if using *summon nature's ally V*.
- Create a *fear* effect (DC 16 negates) in a 500-foot radius that only affects creatures with the aquatic or amphibious subtype which have Intelligence scores of 1 or 2.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

CONSTRUCTION REQUIREMENTS **COST** 7,500 GP

Craft Wondrous Item, *control water, dismissal, fear, summon nature's ally V*, creator must be a triton

HORN OF VALHALLA

PRICE 50,000 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 2 lbs.



This magic instrument comes in four varieties. Each appears to be a normal, scarred old horn used for hunting or signaling during battle. When someone speaks its command word and blows the horn, however, the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every 7 days. Roll d% and refer to the table above 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.

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

CONSTRUCTION REQUIREMENTS **COST** 25,000 GP

Craft Wondrous Item, *summon monster VI*

HORN OF VALHALLA

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 performance ability
91–100	Iron	1d4+1, 5th-level	Proficiency with all martial weapons or bardic performance ability

HORSEMASTER'S SADDLE

PRICE 12,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 5 lbs.

This ornate military saddle, tooled with an elaborate equine motif, grants the mount a +5 competence bonus on Acrobatics checks and the mount's rider a +5 competence bonus on Ride checks. In addition, the mount gains the benefits of any teamwork feats possessed by the rider.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *mount*, creator must have 5 ranks in Ride

HOURGLASS OF LAST CHANCES

PRICE 10,000 GP

AURA moderate conjuration and transmutation | **CL** 11th | **WEIGHT** —

This tiny hourglass is filled with blood-red sand. The sand flows only one way and turning it to start the flow activates its magic. It grants a target creature within 30 feet the following benefits for a limited time—*freedom of movement* (as the spell), and suspends any and all of the following conditions: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. These effects are suspended rather than dispelled; they resume when the hourglass is deactivated or expended and this suspended time does not count toward the duration of the suppressed effect.

Ending the hourglass's effects is a swift action. The hourglass can be used for up to 5 rounds in total before its magic is consumed. These rounds need not be consecutive.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *freedom of movement*, *heal*

HYBRIDIZATION FUNNEL

PRICE 200 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 2 lbs.

This two-spouted funnel is used to safely mix two alchemical splash weapons into a single flask. Using the funnel requires 10 minutes and a DC 25 Craft (alchemy) check; a half-elf has a +5 bonus on this check. Failing the check means both splash weapon are destroyed. Success means the two materials are safely mixed into one vial that is the same volume as a normal splash weapon vial; when thrown as a splash weapon, the mixture has the effects of both component substances and creatures are affected as if hit by both. The mixture becomes inert after 24 hours. Only liquids may be mixed with the funnel. The bearer can use it to mix an alchemical splash weapon with either holy water or unholy water, but the Craft (alchemy) DC increases to 30; half-elves still get the +5 bonus on this check. The funnel does not work on potions, elixirs, extracts, or other materials. Mixing a substance with a similar or identical substance (such as alchemist's fire with alchemist's fire) has no effect. A mixture cannot be combined with another mixture.

CONSTRUCTION REQUIREMENTS | **COST** 100 GP

Craft Wondrous Item, *fabricate* or combine extracts discovery

INCENSE OF MEDITATION

PRICE 4,900 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** 1 lb.



This incense comes in many shapes and colors, but is otherwise indistinguishable from nonmagical incense until lit. When it is burned, 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. The incense may be burned in a *censer of controlling air elements* to summon a more powerful elemental; this renders it useless for maximizing spellcasting.

CONSTRUCTION REQUIREMENTS | **COST** 2,450 GP

Craft Wondrous Item, Maximize Spell, *bless*

INCENSE OF TRANSCENDENCE

PRICE 1,000 GP

AURA moderate enchantment | **CL** 7th | **WEIGHT** 1 lb.

The heady vapors of this coiled incense facilitate a deep meditative trance. When an oracle lights a coil of *incense of transcendence* and then spends 8 hours praying and meditating nearby, she can replace one of her revelations with another revelation. The new revelation must be one available to her (such as from the same mystery) and must be available at the same class level as the original revelation (for example, she cannot replace a revelation available at 1st level with a revelation requiring a minimum of 7th level). If she replaces a revelation that is a prerequisite for another revelation or ability, she cannot use that other revelation or ability while under the influence of the incense.

The coil of incense burns for 8 hours. Its effects persist for 24 hours, after which the oracle's original revelations return.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *prayer*, creator must be oracle level 7th

INSIGNIA OF VALOR

PRICE 8,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** —

This metal badge of a rampant griffon, lion, horse, or similar heraldic creature must be attached to a shield or armor to function. Attaching or removing it requires a DC 15 Craft (armor) check, 10 minutes, and appropriate tools. Its powers only function if the wearer of the shield or armor has the channel energy and smite abilities. If the wearer dispatches an opponent with a smite attack (killing it, destroying it, or reducing its hit points below 0), she may expend one use of her channel energy ability as a swift action that round.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *cure critical wounds*

INSISTENT DOORKNOCKER

PRICE 5,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 2 lbs.

This iron gargoyle face holds an iron ring in its mouth. Once per day, when the flat back of the gargoyle face is placed against a wall, floor, or ceiling, it fuses into place, creating a usable door and penetrating the space beyond up to 1 foot as if using *passwall*. Speaking the command word again ends the *passwall* effect, returns the surface to its previous doorless shape, and releases the doorknocker from the surface.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *passwall*

INSTANT BRIDGE

PRICE 7,000 GP

AURA moderate transmutation | **CL** 10th | **WEIGHT** 5 lbs.

This thin steel plate is approximately 1 foot square. When the command word is spoken, it rapidly stretches outward and unfolds, becoming a panel 1 inch thick, 3 feet wide, and up to 30 feet long (stopping its extension when it encounters any resistance, such as a wall, ceiling, or a creature.) Each 5-foot segment of the metal bridge has hardness 10 and 30 hit points. The bridge weighs 300 pounds and can support up to 4,000 pounds. When the command word is repeated, it collapses into its portable form once more.

The *instant bridge* can be activated up to three times per day. If any part of it destroyed while it is extended, it immediately loses all magic.

CONSTRUCTION REQUIREMENTS | **COST** 3,500 GP

Craft Wondrous Item, *shrink item*, *wall of iron*

INSTANT FORTRESS

PRICE 55,000 GP

AURA strong conjuration | **CL** 13th | **WEIGHT** 1 lb.



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 an *instant fortress* have 100 hit points and hardness 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 halves).

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.

CONSTRUCTION REQUIREMENTS | **COST** 27,500 GP

Craft Wondrous Item, *mage's magnificent mansion*

IOUN STONE

PRICE VARIES

AURA strong varied | **CL** 12th | **WEIGHT** —



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. The powers of each stone vary depending on its color and shape (see the table on page 306).

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*). See table on next page.

CONSTRUCTION REQUIREMENTS | **COST** varies

Craft Wondrous Item, creator must be 12th level

IOUN TORCH

PRICE 75 GP

AURA strong universal | **CL** 12th | **WEIGHT** —

This item is merely a burned out, dull gray *ioun stone* with a *continual flame* spell cast upon it. It retains the ability to float and orbit, and allows the bearer to carry light and still have his hands free. It may be in any crystalline shape common to *ioun stones* (ellipsoid, prism, sphere, and so on).

CONSTRUCTION REQUIREMENTS | **COST** 62 GP, 5 SP

Craft Wondrous Item, *continual flame*, creator must be 12th level

IRON BANDS OF BINDING

PRICE 26,000 GP

AURA strong evocation | **CL** 13th | **WEIGHT** 1 lb.



This potent item is a 3-inch-diameter rusty iron sphere wrapped in iron bands.

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 (as if pinned) until the command word is spoken to bring the bands into spherical form again. The creature can break (and destroy)

Ioun Stones

Color	Shape	Effect	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
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 10 minutes	20,000 gp
Orange	Prism	+1 caster level	30,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a ring of spell storing	36,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower[2]	40,000 gp

[1] After absorbing 20 spell levels, the stone burns out and turns to dull gray, forever useless.

[2] After absorbing 50 spell levels, the stone burns out and turns dull gray, forever useless.

the bands with a DC 30 Strength check or escape them with a DC 30 combat maneuver check or Escape Artist check. *Iron bands of binding* are usable once per day.

Construction Requirements	Cost 13,000 GP

Craft Wondrous Item, *grasping hand*

Iron Flask

Price 170,000 GP		
Aura strong conjuration	**CL** 20th	**Weight** 1 lb.

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 used 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 purchased bottle is empty, but 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	Invisible stalker	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	Agathion (avoral)
75–78	Large water elemental	96	Azata (ghaele)
79–82	Xill	97	Archon (trumpet)
83–85	Yeth hound	98	Rakshasa
86	Demon (shadow)	99	Demon (balor)
87	Demon (vrock)	100	Devil (pit fiend)
88	Demon (hezrou)		

Construction Requirements	Cost 85,000 GP

Craft Wondrous Item, *trap the soul*

Iron Rope

Price 750 GP		
Aura faint transmutation	**CL** 4th	**Weight** 1 lb.

When the end of this gray hemp rope is held and the command word is uttered, it is irrevocably transmuted into solid iron. The transmuted rope loses all magic and has the hardness and hit points of a normal inch-thick iron bar. When crafted, the rope is 25 feet long, but can be cut up to three times and each section of rope can be commanded to harden individually.

Construction Requirements	Cost 375 GP

Craft Wondrous Item, *animate rope*

Iron Spike of Safe Passage

Price 2,000 GP		
Aura faint illusion	**CL** 3rd	**Weight** 2 lbs.

When hammered into place this 9-inch iron spike creates an illusion up to 15 feet high and in a 15-foot diameter centered on the spike. The illusion can be of one of the following: a small hillock of appropriate composition for the terrain, a pile of mundane crates or barrels, a mound of rubble, or a small structure (such as a cabin or canvas enclosure). The exact size and specific parameters (such the composition of timber) are

chosen when the spike is placed. Interacting with the illusion grants a Will save (DC 12) to disbelieve it.

Hammering the spike into place or removing it is a full-round action. The spike can be used any number of times and its effects last until removed.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item, *silent image*

KEY OF LOCK JAMMING

PRICE 400 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** 1/2 lb.



This ornate brass key automatically reshapes itself to fit any standard keyhole (generally those in doors scaled for use by Small or Medium creatures, not deliberately oversized locks like the main door to a dwarven fortress). Once placed inside a lock, the key merges with the lock and fills up all open spaces within it, creating a solid piece of metal and making it impossible to unlock it, even with magic. While securing the lock, the key strengthens its materials, adding +2 to the lock's hardness, +8 to its hit points, and +5 to its Break DC. Touching the key and speaking the command word causes the key to disintegrate, leaving the lock intact and rendering the mechanism operable again.

CONSTRUCTION REQUIREMENTS	COST 200 GP

Craft Wondrous Item, *hold portal*

KI MAT

PRICE 10,000 GP

AURA moderate conjuration | **CL** 7th | **WEIGHT** 3 lbs.

This humble pad of woven river reeds allows its owner to recover his mental fortitude and ki pool by practicing breathing exercises and other forms of meditation. Each hour its owner spends sitting on the mat without taking any other action, he can attempt to center himself by making a Wisdom check with a DC of 10 + the monk's current number of ki points (note that ability checks, like skill checks, do not automatically succeed on a 20). If the check is successful, the monk regains 1 ki point.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *lesser restoration*, creator must be a monk

KNIGHT'S PENNON

	PRICE VARIES
Battle	4,500 GP
Honor	2,200 GP
Parley	4,500 GP
AURA moderate abjuration or transmutation | **CL** 6th	**WEIGHT** 1 lb.

This narrow cloth flag is made to attach to the end a knight's lance, though it can be flown from a spear, polearm, or even a staff. It has no effect if not mounted appropriately. A *knight's pennon* grants different benefits depending on its color and design.

Battle: The red *knight's pennon of battle* allows its bearer to benefit from *heroism* once per day.

Honor: The gold *knight's pennon of honor* bestows *protection from evil* upon the bearer once per day.

Parley: The white *knight's pennon of parley*, when displayed approaching a negotiation, grants the bearer a +4 enhancement bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks for 1 hour, so long as the bearer does not initiate any hostile action.

CONSTRUCTION REQUIREMENTS	COST varies
Battle	2,250 GP
Honor	1,100 GP
Parley	2,250 GP

Craft Wondrous Item, *heroism* (battle), *protection from evil* (honor), *eagle's splendor* (parley)

LANTERN OF REVEALING

PRICE 30,000 GP

AURA faint evocation | **CL** 5th | **WEIGHT** 2 lbs.

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*.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP

Craft Wondrous Item, *invisibility purge*

LAST LEAVES OF THE AUTUMN DRYAD

PRICE 52,000 GP

AURA moderate divination and transmutation | **CL** 8th | **WEIGHT** —



This vibrant cluster of leaves constantly changes hue through the different colors of the autumn season, from brown and red to orange and yellow. Once per day, the bearer may touch the leaves to her tongue to assume *tree shape* (as the spell) for up to 8 hours, appearing as a healthy tree that is lush with thousands of autumn leaves for the duration of the effect.

While in tree form, a creature may release these leaves upon the wind, consciously controlling them as a scrying sensor with the abilities of *arcane eye*. The leaves have the statistics of an army ant swarm, except the swarm has plant traits, fast healing 5, and vulnerability to fire.

The creature may shape the scrying leaves into a semblance of her face, allowing her to speak through the leaves. The leaves' voice is a quiet, dry rustle, and they are capable of conveying most of the creature's intended facial expressions (they can smile, frown, and so on). If the creature has the wild empathy class ability or is a sorcerer with the fey bloodline, she may have any *ghost sound*, *speak with animals*, or *speak with plants* spell she casts originate from the leaves instead of herself, and her *tree shape* does not prevent her from casting these spells.

If the scrying leaves fail to return before creature returns to its normal shape, the magic item does not function for 1 week. During this time, the leaves fade to brown and appear to have a light coating of frost on them.

CONSTRUCTION REQUIREMENTS	COST 26,000 GP

Craft Wondrous Item, *arcane eye*, *tree shape*, *whispering wind*

Life Link Badge

Price 6,000 GP

Aura strong conjuration | **CL** 13th | **Weight** 1 lb.

When this plain leather badge is sewn onto a summoner's armor or clothing, a faded image of his summoner rune appears on its surface. The summoner can add charges to the badge by expending summoner spells slots; the badge gains charges equal to the spell level of the slot expended (maximum 5 charges). Adding charges to the badge is a standard action (regardless of the spell level expended). When the summoner uses his life link ability, instead of sacrificing his own hit points, he may expend charges from the badge to heal the eidolon 1d6 hit points per charge. The summoner does not have to decide how many charges are spent beforehand (he may expend one charge, roll, and decide whether or not to spend more charges for more healing). All charges in the badge are lost when the summoner readies spells after resting.

Construction Requirements	Cost 3,000 GP

Craft Wondrous Item, *rejuvenate eidolon* (*Advanced Player's Guide*)

Loathsome Mirror

Price 9,000 GP

Aura faint enchantment | **CL** 5th | **Weight** 10 lbs.

This buckler-sized mirror magnifies flaws and faults, presenting the least appealing image of any creature reflected in it. The mirror must be held in one hand to function. As a standard action three times per day, the bearer of the mirror can project a reflection onto the creature that produced it, making them appear utterly loathsome to all onlookers. The subject must be within 30 feet of the mirror, and must be able to see the mirror to be affected. For the next 5 rounds any creature attempting to target the subject with a beneficial spell or effect must make a DC 14 Will save. On a failure, the creature must choose a new subject for the spell or effect is wasted. Once a creature succeeds on this saving throw, it can target the subject normally for the remainder of the mirror's effect's duration.

Construction Requirements	Cost 4,500 GP

Craft Wondrous Item, *unadulterated loathing* (*Ultimate Magic*)

Lord's Banner

Price Varies

Crusades	100,000 GP
Swiftness	10,000 GP
Terror	56,000 GP
Victory	75,000 GP

Aura moderate varies | **CL** 10th | **Weight** 3 lbs.



A *lord's banner* is a cloth flag or standard, typically at least 2 feet wide and 4 feet long (though some are up to twice that size), meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect when not mounted properly or when laying on the ground. It normally depicts the insignia or heraldic symbol of a particular noble.

A *lord's banner* may be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

Crusades (evocation aura): A noble-looking *lord's banner of crusades* emits a *hallow* effect in a 40-foot radius around it, so long as it is borne by one true to the religion of the person whose crest is on the banner (these sorts of banners usually have a holy symbol or other religious insignia worked into the design).

Swiftness (abjuration aura): A group or army that are traveling under a *lord's banner of swiftness* can make a forced march without needing Constitution checks or suffering any nonlethal damage from doing so, allowing them to cover great distances while still arriving ready to do battle. This ability affects all allied creatures within 1 mile as long as they are able to see the banner at least once a day.

Terror (necromancy aura): Enemies of the bearer of a *lord's banner of terror*, while within 30 feet and able to see the banner, must make a DC 16 Will save or become panicked, fleeing as quickly as possible for as long as they can see the banner. Those that succeed on the save are shaken. A creature that makes its saving throw cannot be panicked by the banner for 24 hours.

Victory (evocation aura): Allies of the owner of a *lord's banner of victory* gain a +2 morale bonus on attack rolls, saves, and skill checks for as long as they can see the banner.

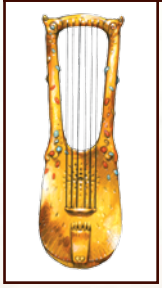
Construction Requirements	Cost varies
Crusades	50,000 GP
Swiftness	5,000 GP
Terror	28,000 GP
Victory	37,500 GP

Craft Wondrous Item, *hallow* (crusades), *freedom of movement* (swiftness), *fear* (terror), *heroism* (victory)

Lyre of Building

Price 13,000 GP

Aura moderate transmutation | **CL** 6th | **Weight** 5 lbs.



This magical instrument is usually made of gold and inlaid with numerous gems. If the proper chords are struck, a single use of this lyre negates any attacks made against 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, etc. The effect produced in 30 minutes of playing is equal to the work of 100 humans laboring for 3 days. Each hour after the first, a character playing the lyre must make a DC

18 Perform (string instruments) check. If she fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP

Craft Wondrous Item, *fabricate*

MALLEABLE SYMBOL

PRICE 10,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 1 lb.

This undistinguished metal lump has no powers in its default state. By concentrating on it for 1 minute, a creature who worships a deity may transform it into a masterwork holy symbol of that deity. Whenever this holy symbol is used as a focus for channeled energy, as a free action the bearer can alter the channel area to one of the following options:

- 10-foot burst centered anywhere within 30 feet
- 60-foot line
- 30-foot cone

The symbol reverts to its nondescript lump form after being away from its bearer for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *mass cure light wounds*, creator must be able to channel energy

MALLET OF BUILDING

PRICE 5,000 GP

AURA moderate conjuration | **CL** 9th | **WEIGHT** 2 lbs.

This heavy builder's mallet has a wooden shaft and a head made from shiny black iron that turns slightly red when held close to metal. The wielder of the mallet can, as a full-round action, swing the hammer to create and immediately hammer into place a copper nail, iron spike, iron piton, or 4-foot wooden fence post. A created fence post can penetrate earth, and the other materials can penetrate earth, wood, or stone. Removing the created item from the surface destroys it, but otherwise the item lasts as long as a normal object of its sort. The mallet can create up to 100 items per day.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *minor creation*

MANUAL OF BODILY HEALTH

	PRICE VARIES
+1 Constitution	27,500 GP
+2 Constitution	55,000 GP
+3 Constitution	82,500 GP
+4 Constitution	110,000 GP
+5 Constitution	137,500 GP
AURA strong universal	**CL** 17th	**WEIGHT** 5 lbs.



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 6 days, he gains an inherent bonus 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.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Constitution	26,250 GP
+2 Constitution	52,500 GP
+3 Constitution	78,750 GP
+4 Constitution	105,000 GP
+5 Constitution	131,250 GP

Craft Wondrous Item, *wish* or *miracle*

MANUAL OF GAINFUL EXERCISE

	PRICE VARIES
+1 Strength	27,500 GP
+2 Strength	55,000 GP
+3 Strength	82,500 GP
+4 Strength	110,000 GP
+5 Strength	137,500 GP
AURA strong universal	**CL** 17th	**WEIGHT** 5 lbs.

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 6 days, she gains an inherent bonus 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.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Strength	26,250 GP
+2 Strength	52,500 GP
+3 Strength	78,750 GP
+4 Strength	105,000 GP
+5 Strength	131,250 GP

Craft Wondrous Item, *wish* or *miracle*

MANUAL OF QUICKNESS OF ACTION

	PRICE VARIES
+1 Dexterity	27,500 GP
+2 Dexterity	55,000 GP
+3 Dexterity	82,500 GP
+4 Dexterity	110,000 GP
+5 Dexterity	137,500 GP
AURA strong universal	**CL** 17th	**WEIGHT** 5 lbs.

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 6 days, he gains an inherent bonus 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.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Dexterity	26,250 GP
+2 Dexterity	52,500 GP
+3 Dexterity	78,750 GP
+4 Dexterity	105,000 GP
+5 Dexterity	131,250 GP

Craft Wondrous Item, *wish* or *miracle*

MANUAL OF WAR

PRICE 7,500 GP

AURA moderate enchantment | **CL** 10th | **WEIGHT** 2 lbs.

Bound in bloodstained leather, this heavy tome is scarred like the flesh of a seasoned warrior and contains many generations of martial knowledge. Once per day, after studying the manual for 1 hour, a fighter may exchange one of her fighter bonus feats for another combat feat. She must meet the prerequisites for this new feat and she cannot alter a feat she is using as a prerequisite for another feat, prestige class, or other ability. This change persists for 24 hours, after which time the fighter's feats return to normal. The fighter may spend 10 minutes studying the manual to end its effects early.

CONSTRUCTION REQUIREMENTS | **COST** 3,750 GP

Craft Wondrous Item, *modify memory*, creator must be a fighter

MARTYR'S TEAR

PRICE 6,000 GP

AURA moderate necromancy | **CL** 6th | **WEIGHT** —

This imperfect, rose-tinted gemstone resembles a teardrop or a broken heart depending on its orientation. Its pale facets are typically marred by a single crack or chip near the gem's middle.

Once per day, the bearer may spend a standard action to transfer 3d6 hit points from himself into the gem. This deepens the gem's color, with a stronger color indicating more life energy stored in it. The gem can store a maximum of 18 hit points. If any hit points are stored in the gem, the bearer may touch it to himself or another creature as a standard action, transferring all the stored life energy from the gem to the target creature, healing it a number of hit points equal to the amount stored in the gem. This returns the gem to its normal color.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *vampiric touch*

MARVELOUS PIGMENTS

PRICE 4,000 GP

AURA strong conjuration | **CL** 15th | **WEIGHT** —



These pigments 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 image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Marvelous pigments* cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, glass, 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. The effect is instantaneous.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Wondrous Item, *major creation*

MASTER'S PERFECT GOLDEN BELL

PRICE 20,000 GP

AURA strong abjuration | **CL** 15th | **WEIGHT** 10 lbs.

This lustrous golden bell produces a deep and resonant ring which vibrates in perfect harmony with the Material Plane and destructively interferes with otherworldly beings. These vibrations reduce the damage reduction and spell resistance of all extraplanar creatures within 30 feet by 5 (for example, changing DR 10/magic to DR 5/magic). The bell has no clapper; to ring it, the bearer must attack it with an unarmed strike (this counts as an attack, with no attack roll needed, and does not damage the bell). The ringing lasts 1d6 rounds; stifling the ringing early is a standard action. It can ring for a maximum of 10 rounds per day.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *banishment*

MATTOCK OF THE TITANS

PRICE 23,348 GP

AURA strong transmutation | **CL** 16th | **WEIGHT** 120 lbs.

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.

CONSTRUCTION REQUIREMENTS | **COST** 13,348 GP

Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*

MAUL OF THE TITANS

PRICE 25,305 GP

AURA strong evocation | **CL** 15th | **WEIGHT** 160 lbs.

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. The wielder must have a Strength of at least 18 to wield it properly. Otherwise, she takes a –4 penalty on attack rolls.

CONSTRUCTION REQUIREMENTS | **COST** 12,805 GP

Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist*

MIGRUS LOCKER

PRICE 10,000 GP

AURA moderate evocation | **CL** 6th | **WEIGHT** 20 lbs.



This small locker is carved from fossilized wood and it is usually found chained and sealed. When the locker is unsealed and opened, the migrus—a desiccated hairless cat with a humanoid face—is found within. After a few moments the

migrus animates and begins to clean itself, and its face begins to take the appearance of the creature who opened the *migrus locker*. The migrus considers the last creature to release it from the locker is its master.

The migrus moves in a strange jerky motion. It obeys simple verbal commands from its master. The migrus takes a very literal and brutal approach to problem solving and is fond of taking trophies. If the migrus is slain, it decays messily overnight in a glistening slick of putrid fluid. At the next dawn, the migrus reconstitutes within its locker (if the locker is opened before dawn, the partially-reconstituted migrus is visible inside, consuming the remnants of its former body.

The migrus has attributes of a cat familiar (*Bestiary* 131) except it has the construct type. The migrus always does its best to return to its master and cannot be permanently destroyed by normal means. If the locker is destroyed (hardness 5, 10 hp), the migrus is destroyed, no matter the distance to the locker.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *reincarnate* or *stone to flesh*

MIRROR OF GUARDING REFLECTIONS

PRICE 7,000 GP

AURA moderate illusion | **CL** 7th | **WEIGHT** 4 lbs.

Reflections visible in this palm-sized hand mirror always seem ghostly and insubstantial. When a creature holding the mirror is targeted by an attack, he can spend an immediate action to summon his reflection from the glass to interpose itself between him and the blow. The reflection functions as an image produced by the spell *mirror image*. If the image is struck by the attack, it shatters with a resounding crash. The creature that destroyed the image is subject to bad luck; the next time it makes an attack roll or saving throw, it must roll twice and take the worse result. If the attack does not strike the image, the image fades away at the start of the mirror bearer's next turn. The mirror can be used three times per day.

CONSTRUCTION REQUIREMENTS | **COST** 3,500 GP

Craft Wondrous Item, *mirror image*

MIRROR OF LIFE TRAPPING

PRICE 200,000 GP

AURA strong abjuration | **CL** 17th | **WEIGHT** 50 lbs.



This crystal device is usually about 4 feet square and framed in metal or wood. The frame typically depicts dragons, demons, devils, genies, coiling nagas, or other powerful creatures that are well known for their magical powers. 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 15 extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is destroyed (hardness 1, 5 hit points), all victims currently trapped in it are freed.

CONSTRUCTION REQUIREMENTS | **COST** 100,000 GP

Craft Wondrous Item, *imprisonment*

MIRROR OF MENTAL PROWESS

PRICE 175,000 GP

AURA strong abjuration and divination | **CL** 17th | **WEIGHT** 40 lbs.

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. A creature who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the creature controlling the mirror is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, and the controller can even view locations on other planes if she is sufficiently familiar with them.
- Use it as a portal to visit other places. The controller 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 scores 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).

CONSTRUCTION REQUIREMENTS | **COST** 87,500 GP

Craft Wondrous Item, *clairaudience/clairvoyance*, *detect thoughts*, *gate*, *legend lore*

MIRROR OF OPPOSITION

PRICE 92,000 GP

AURA strong necromancy | **CL** 15th | **WEIGHT** 45 lbs.

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 its items disappear completely. The mirror functions up to four times per day. Destroying the mirror (hardness 1, 5 hit points) causes all of the duplicates to immediately vanish.

CONSTRUCTION REQUIREMENTS | **COST** 46,000 GP

Craft Wondrous Item, *clone*

NAGA-SCALE BINDI

PRICE 6,600 GP

AURA moderate transmutation | **CL** 11th | **WEIGHT** —

This shining, jewel-like scale is usually worn on the forehead between the eyebrows, though a creature can affix the scale to any part of her body by pressing it to her skin and speaking its command word. Once affixed, the scale causes the creature to take on the attributes of a particular type of naga, chosen when the scale was created. Her skin becomes scaly, her eyes slitted and reptilian, her tongue forked, and her neck lengthens and distends until it resembles a cobra's hood. The creature gains a +4 bonus to her natural armor, darkvision 60 feet, and a poisonous bite attack that deals 1d4 points of damage (1d3 for a Small creature)Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* varies by the scale's naga type (see below); *cure* 1 save. Each scale also grants its wearer access to a special ability, as follows:

Dark naga: The wearer gains a +8 bonus on saves made to resist any form of mind reading and a +2 bonus against charm effects. *Poison effect*: sleep for 1 round.

Guardian naga: The wearer can spit venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make saves to avoid the poison's effect. *Poison effect*: 1d2 Con damage.

Spirit naga: Once per minute, the wearer can attempt to charm a single creature within 30 feet, as the spell *charm person* (Will DC 19 negates). *Poison effect*: 1d4 Con damage.

Lunar naga: Once per day, the wearer can spend a standard action to fascinate all creatures within 30 feet, as per the spell *hypnotism* (Will DC 19 negates). *Poison effect*: 1d3 Con and 1 Wis.

Royal naga: Once per day, the wearer can attempt to blind or deafen a single creature within 30 feet, as the spell *blindness/deafness* (Will DC 19 negates). *Poison effect*: 1d6 bleed.

Water naga: The wearer gains a swim speed equal to its base land speed, and can breathe water or air. *Poison effect*: 1 Con.

The bindi's effects last for 11 minutes, or until the creature spends a standard action to return to her normal form. The bindi can be used twice before it loses its luster and becomes nonmagical.

CONSTRUCTION REQUIREMENTS | **COST** 3,300 GP

Craft Wondrous Item, *monstrous physique IV* (*Ultimate Magic*)

NECROMANCER'S ATHAME

PRICE 20,000 GP

AURA moderate necromancy | **CL** 11th | **WEIGHT** 2 lbs.



This pallid length of sharpened thighbone is carved into the shape of a dagger, but with tiny holes bored into it at equal intervals, almost like a flute. A necromancer who selects this athame as his bonded object can use it to spontaneously convert any prepared wizard necromancy spell into any other wizard necromancy spell he knows; the desired spell must be of the same level or lower than the prepared spell.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *create undead*, creator must be a necromancer

NEEDLES OF FLESHGRAVING

PRICE 8,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

These tattooing needles can grant a +5 competence bonus on Craft (tattoos) checks. Once per day they can be used to transform an object into a tattoo on a willing creature. This takes 10 minutes. The object may resist with a DC 17 Fortitude saving throw. The transformed object radiates faint transmutation magic and looks like a miniature depiction of itself. The bearer of the tattoo may peel it off as a standard action, transforming it back into its object form. The tattoo automatically reverts back to its object form after 7 days, if dispelled (using the caster level of the needles), or upon the death of the tattooed creature.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *shrink item*, creator must have 5 ranks in Craft (tattoos)

NIGHTDROPS

PRICE 250 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** —

This narrow vial holds 5 doses of viscous liquid. When dripped onto a willing creature's eyes, it gives the creature low-light vision for 1 hour. The affected creature takes a –2 penalty on saves against light-based spells and effects and gains the light sensitivity weakness. A dose affects one creature, regardless of how many eyes it has.

CONSTRUCTION REQUIREMENTS | **COST** 125 GP

Craft Wondrous Item, *beast shape I*

NOBLE'S VIGILANT PILLBOX

PRICE 3,600 GP

AURA faint divination | **CL** 5th | **WEIGHT** —

This heart-shaped charm is set with three pearls: one white, one silver, and one black. Inside, a tiny compartment usually contains smelling salts (page 101) or alchemist's kindness (page 100). Each pearl has a primary ability and a secondary, active ability that activates if it is removed from the setting and swallowed (a standard action, as if drinking a potion). Swallowing a pearl destroys it. A command word activates the primary abilities of all three pearls for 1 round.

When activated, the white pearl detects poison in a 10-foot radius around the wearer, dulling to a dark gray if poison is within range. If swallowed, it grants the benefit of a *delay poison* spell.

The silver pearl detects diseases in a 10-foot radius, turning bright blue on discovery. If swallowed, it grants the benefit of a *remove disease* spell.

The black pearl turns white if any invisible creature is within 10 feet of the wearer. If swallowed, it grants the benefits of *see invisibility* for 1 minute.

A charms found with missing pearls has its price reduced appropriately; a white pearl is worth 750 gp, a silver pearl is worth 1,150 gp, and black pearl is worth 1,700 gp.

CONSTRUCTION REQUIREMENTS	COST 1,800 GP

Craft Wondrous Item, *delay poison*, *detect poison*, *remove disease*, *see invisibility*

OIL OF SILENCE

PRICE 250 GP

AURA faint illusion	CL 5th	WEIGHT —

When applied to a one-handed or two-handed firearm, this strange grayish oil renders that firearm silent for 1 hour. Five vials of *oil of silence* can be used in conjunction to silence a Large firearm siege engine, and 10 can be used to silence a Huge firearm siege engine. The oil does not work on firearm siege engines that are larger than Huge.

CONSTRUCTION REQUIREMENTS	COST 125 GP

Craft Wondrous Item, *silence*

ORB OF FOUL ABADDON

PRICE 18,000 GP

AURA moderate conjuration	CL 10th	WEIGHT 1 lb.

This grapefruit-sized sphere of glossy black stone glows with faint whorls of orange fire deep within its inky substance. When held in hand, it can be commanded to unleash a *dread bolt* once per day. When used as an additional focus for casting a spell with the evil descriptor, the bearer gains a +1 bonus to her caster level for these spells. It bestows one permanent negative level on any good creature holding or carrying it. The negative level remains as long as the creature has the orb and disappears immediately when the orb is no longer held or carried. This negative level cannot be overcome in any way (including by *restoration* spells) while the bearer has the orb.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP

Craft Wondrous Item, *dread bolt* (*Ultimate Magic*), creator must be evil

ORB OF HEAVEN

PRICE 22,000 GP

AURA moderate evocation	CL 10th	WEIGHT 1 lb.

This alabaster sphere, overlaid with golden bands set with diamonds in runelike patterns, sheds light like a *continual flame* spell. Making a melee touch attack with the orb has the same effect as dousing the target with a flask of holy water. A good creature may hold the orb in hand and command it to invoke *consecrate* and *searing light* each once per day.

The orb bestows one permanent negative level on any evil creature holding or carrying it. The negative level remains as long as the creature has the orb and disappears immediately when the orb is no longer held or carried. This negative level cannot be overcome in any way (including by *restoration* spells) while the bearer has the orb. If the bearer of an *orb of heaven* also wears a *crown of heaven*, its light counts as *daylight* instead of *continual flame*, and its *consecrate* acts as if the orb were a shrine to the bearer's deity.

CONSTRUCTION REQUIREMENTS	COST 11,000 GP

Craft Wondrous Item, *bless water*, *consecrate*, *daylight*, *searing light*

ORB OF PURE LAW

PRICE 60,000 GP

AURA moderate divination	CL 10th	WEIGHT 1 lb.

This featureless gray stone is perfectly smooth and flawlessly polished. The bearer of an *orb of pure law* gains a +4 deflection bonus to AC against attacks from chaotic creatures and a +4 resistance bonus on saving throws against polymorph effects, effects with the chaotic descriptor, and effects that inflict the confused condition.

When held in hand, the bearer of the orb may use *detect chaos* and *detect law* at will. A lawful creature may hold the orb in hand and command it to invoke *dispel chaos* and *arrow of law* each once per day.

The orb bestows one permanent negative level on any chaotic creature holding or carrying it. The negative level remains as long as the creature has the orb and disappears immediately when the orb is no longer held or carried. This negative level cannot be overcome in any way (including by *restoration* spells) while the bearer has the orb.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP

Craft Wondrous Item, *arrow of law* (*Ultimate Magic*), *detect chaos*, *detect law*, *dispel chaos*

ORB OF STORMS

PRICE 48,000 GP

AURA strong varied	CL 18th	WEIGHT 6 lbs.

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.

CONSTRUCTION REQUIREMENTS	COST 24,000 GP

Craft Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*

ORB OF UTTER CHAOS

PRICE 36,000 GP

AURA moderate abjuration | **CL** 10th | **WEIGHT** 1 lb.

This globe of varicolored material constantly shifts hue and texture, from steel-hard to spongy or even gelatinous. The bearer of the orb is constantly protected by *entropic shield*. Three times per day, when the bearer holds the orb and casts a spell with the polymorph subtype, chaotic descriptor, or one that gives creatures the confused condition, she may modify her caster level for that spell by 1d6–2.

Once per day the bearer may hold the orb and command it to *dispel magic*. If the dispel check succeeds, the wielder absorbs the unraveled magical energy through the orb and gains the benefit of an *aid* spell.

The orb bestows one permanent negative level on any lawful creature holding or carrying it. The negative level remains as long as the creature has the orb and disappears immediately when the orb is no longer held or carried. This negative level cannot be overcome in any way (including by *restoration* spells) while the bearer has the orb.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP

Craft Wondrous Item, *aid*, *dispel magic*, *entropic shield*

ORIGAMI SWARM

PRICE 300 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** —



This stiff folded paper vaguely resembles a hand-sized pest such as a beetle, spider, or cockroach. Completing two key folds in the paper causes it to multiply into hundreds of similar-sized duplicates of itself. These duplicates fill a 10-foot space and act as a rat swarm, except they have fire vulnerability, the construct type, and do not have the disease special ability. The paper beetles do not attack their creator, but are otherwise uncontrolled and attack anything nearby. After 5 rounds, the beetles crumple and fall inert. Once activated, an *origami swarm* loses all magic.

CONSTRUCTION REQUIREMENTS	COST 150 GP

Craft Wondrous Item, *animate objects*

ORNAMENT OF HEALING LIGHT

PRICE 10,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 1 lb.

This palm-sized holy symbol is composed of tiny pieces of stained glass held in a gold frame. The exact symbol is determined upon the item's creation. As a free action, the creature holding the ornament can project the image of the holy symbol upon any creature or surface within 15 feet, similar to using a shadow puppet and lamp. This light is not bright enough to illuminate an area. If the bearer is a paladin, she may use her lay on hands ability on a creature touched by the symbol's light (effectively increasing her lay on hands range from touch to 15 feet).

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *sacred bond* (*Advanced Player's Guide*)

PAGE OF SPELL KNOWLEDGE

	PRICE VARIES
1st-level	1,000 GP
2nd-level	4,000 GP
3rd-level	9,000 GP
4th-level	16,000 GP
5th-level	25,000 GP
6th-level	36,000 GP
7th-level	49,000 GP
8th-level	64,000 GP
9th-level	81,000 GP
AURA strong transmutation	**CL** 17th — **WEIGHT** —

This page is covered in densely-worded arcane or divine magical runes. It contains the knowledge of a single arcane or divine spell (chosen by the creator when the item is crafted). If the bearer is a spontaneous spellcaster and has that spell on her class spell list, she may use her spell slots to cast that spell as if it were one of her spells known. A *page of spell knowledge* is priced based on the spell's cleric or sorcerer/wizard spell level, unless the spell doesn't appear on either of those spell lists, in which case it is based on the highest spell level as it appears on any other spell list. For example, a spell that is on the 4th-level inquisitor list and the 2nd-level paladin list is priced as a 4th-level spell.

CONSTRUCTION REQUIREMENTS	COST varies
1st-level	500 GP
2nd-level	2,000 GP
3rd-level	4,500 GP
4th-level	8,000 GP
5th-level	12,500 GP
6th-level	18,000 GP
7th-level	24,500 GP
8th-level	32,000 GP
9th-level	40,500 GP

Craft Wondrous Item, creator must be able to cast the spell contained in the page

PEARL OF POWER

	PRICE VARIES
1st-level	1,000 GP
2nd-level	4,000 GP
3rd-level	9,000 GP
4th-level	16,000 GP
5th-level	25,000 GP
6th-level	36,000 GP
7th-level	49,000 GP
8th-level	64,000 GP
9th-level	81,000 GP
Two spells	70,000 GP
AURA strong transmutation	**CL** 17th **WEIGHT** —

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells. Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast that day. 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).

CONSTRUCTION REQUIREMENTS	COST varies
1st-level	500 GP
2nd-level	2,000 GP
3rd-level	4,500 GP
4th-level	8,000 GP
5th-level	12,500 GP
6th-level	18,000 GP
7th-level	24,500 GP
8th-level	32,000 GP
9th-level	40,500 GP
Two spells	35,000 GP

Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled

PEARL OF THE SIRINES

PRICE 15,300 GP

AURA moderate abjuration and transmutation | **CL** 8th | **WEIGHT** —

This pearl is worth at least 1,000 gp for its beauty alone, yet 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.

CONSTRUCTION REQUIREMENTS | **COST** 8,150 GP

Craft Wondrous Item, *freedom of movement*, *water breathing*

PHILTER OF LOVE

PRICE 3,000 GP

AURA strong enchantment | **CL** 15th | **WEIGHT** —

This potent preparation causes a creature who drinks it to fall madly in love with the first creature he or she perceives after consuming it. The drinker's attitude toward that creature becomes helpful. If a romantic attraction is possible toward the first person viewed, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of the philter are permanent unless removed by a *break enchantment*, *dispel magic*, *limited wish*, *miracle*, *remove curse*, or *wish*.

CONSTRUCTION REQUIREMENTS | **COST** 1,500 GP

Craft Wondrous Item, *charm monster*, *permanency*

PIPES OF DISSOLUTION

PRICE 12,000 GP

AURA faint abjuration | **CL** 5th | **WEIGHT** 3 lbs.

Carvings of winter scenes decorate this set of pan pipes. Activating the pipes requires a DC 15 Perform (wind instruments) check. Creatures within 30 feet gain a +2 competence bonus on caster level checks to dispel magical effects and overcome spell resistance. Maintaining the performance is challenging, requiring a move action and a new Perform check each round, with the DC increasing by +1 for each round the instrument is played. The magic ends when the player voluntarily stops or fails the Perform check, after which the pipes cannot be used again for 1 hour.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *dispel magic*

PIPES OF HAUNTING

PRICE 6,000 GP

AURA faint necromancy | **CL** 4th | **WEIGHT** 3 lbs.

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 at 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.

CONSTRUCTION REQUIREMENTS | **COST** 3,000 GP

Craft Wondrous Item, *scare*

PIPES OF PAIN

PRICE 12,000 GP

AURA moderate enchantment | **CL** 6th | **WEIGHT** 3 lbs.

By making a DC 15 Perform (wind instruments) check, the bearer can use these pipes to create a wondrous melody which fascinates creatures within 30 feet for as long as the bearer continues to play (Will DC 14 negates). This is a mind-affecting sonic compulsion effect. The bearer is immune to the sound of the pipes. When the bearer stops playing, for the next 2d4 rounds all creatures who were fascinated by the music are stricken by intense pain at even the slightest noise. Unless a creature is in a totally silent area, it takes 1d4 points of damage per round on its turn, and it has sonic vulnerability until this time expires. Thereafter, the creature is shaken unless it is in a totally silent area; this hypersensitivity to noise is a curse effect.

CONSTRUCTION REQUIREMENTS | **COST** 6,000 GP

Craft Wondrous Item, *sound burst*, creator must have the bardic performance class ability

PIPES OF SOUNDING

PRICE 1,800 GP

AURA faint illusion | **CL** 2nd | **WEIGHT** 3 lbs.



When played by a character who has the Perform (wind instruments) skill, these shiny metallic pan pipes create a variety of sounds that can imitate creatures, environmental sounds, or most other sounds. The figment sounds are the equivalent of *ghost sound*.

CONSTRUCTION REQUIREMENTS | **COST** 900 GP

Craft Wondrous Item, *ghost sound*

PIPES OF THE SEWERS

PRICE 1,150 GP

AURA faint conjuration | **CL** 2nd | **WEIGHT** 3 lbs.

If the possessor learns the proper tune, he can use these pipes to attract 1d3 rat swarms if any 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. The Perform DC increases by +5 for each time the rats have been successfully called in a 24-hour period.

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.

CONSTRUCTION REQUIREMENTS | **COST** 575 GP

Craft Wondrous Item, *charm animal*, *summon nature's ally I*, wild empathy ability

POLYMORPHIC POUCH

PRICE 5,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** 1 lb.

This leather pouch is usually decorated with a druidic motif. Within is an extradimensional space that can hold 4 cubic feet or 40 pounds worth of items and otherwise functions as a small *bag of holding*. If the bearer uses a polymorph effect or wild shape to transform into an animal, dragon, elemental, magical beast, plant, or vermin, the pouch never merges with her body. It automatically relocates to an easily-accessible place on her body (such as on a belt or a cord around her neck), allowing her to access the pouch and items within it while she is transformed.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *polymorph*, *secret chest*

PORTABLE HOLE

PRICE 20,000 GP

AURA strong conjuration | **CL** 12th | **WEIGHT** —



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, resulting in a portable extradimensional space. 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, traveling with the item.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

CONSTRUCTION REQUIREMENTS | **COST** 10,000 GP

Craft Wondrous Item, *plane shift*

PRAYER WHEEL OF ETHICAL STRENGTH

PRICE 10,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 3 lbs.

Sacred or profane mantras cover the outer face of this cylindrical wooden block, which rotates around a decorative brass spindle. By holding the spindle in one hand while meditating or resting to regain ki, the bearer may attune his ki points to the wheel. Once attuned, the bearer's ki strikes count as good (if the wheel has sacred mantras) or evil (if the wheel has profane mantras) instead of lawful for the purpose of overcoming damage reduction. This lasts until the next time the bearer rests or meditates to regain ki points. A creature can only be attuned to one prayer wheel at a time, and a prayer wheel can only be attuned to one person at a time. Only creatures who can make lawfully-aligned ki strikes can use a prayer wheel.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *align weapon*

PRESERVING FLASK

PRICE VARIES	
1st-level	1,000 GP
2nd-level	4,000 GP
3rd-level	9,000 GP
4th-level	16,000 GP
5th-level	25,000 GP
6th-level	36,000 GP

AURA strong abjuration | **CL** 17th | **WEIGHT** —

This small, durable flask is designed to preserve alchemical extracts indefinitely. An extract stored in a *preserving flask* remains potent until it is consumed or otherwise removed from the flask. Preserved extracts count against an alchemist's extracts per day on the day they are prepared, but not on subsequent days. Each flask is capable of preserving an extract of a particular level. An extract stored in the flask retains duration, caster level, and other properties it had when it was created. The flask works on extracts and infusions, but not mutagens.

CONSTRUCTION REQUIREMENTS	COST varies
1st-level	500 GP
2nd-level	2,000 GP
3rd-level	4,500 GP
4th-level	8,000 GP

5th-level	12,500 GP
6th-level	18,000 GP

Craft Wondrous Item, creator must be able to create alchemical extracts of the extract level to be stored

PYXES OF REDIRECTED FOCUS

PRICE 1,000 GP

AURA moderate transmutation | **CL** 9th | **WEIGHT** —

This round metal container is just large enough to contain the wooden, coin-sized token inside. Each side of the token is inscribed with a different prayer. Once per day, a cleric (or other class with cleric domains) may activate the pyxes and may select any one of her prepared domain spells and replace it with the domain spell of that level from her other domain. For example, a cleric with the Fire and Luck domains could switch her 1st-level prepared *burning hands* domain spell to *true strike*. The pyxes has no effect on creatures with no domain spells or only one domain.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *prayer*

RACING BROOM OF FLYING

PRICE 30,000 GP

AURA faint transmutation | **CL** 5th | **WEIGHT** 3 lbs.

A *racing broom of flying* functions like a *broom of flying*, except for 9 minutes per day it can fly faster than its standard counterpart. Activating this increased speed is a swift action. The broom's increased fly speed is 60 feet with a load up to 200 pounds, or at a speed of 40 feet carrying up to 400 pounds. Each minute at this faster speed uses 1 hour of the broom's daily flight time. As a swift action, the rider may expend 5 hours of flight time to increase the broom's speed to 120 feet with a load up to 200 pounds, or at a speed of 80 feet carrying up to 400 pounds. This speed boost lasts for 1 round, but when it ends there is a 50% chance that the broom gains the broken condition and is powerless until repaired.

CONSTRUCTION REQUIREMENTS | **COST** 15,000 GP

Craft Wondrous Item, *haste*, *overland flight*, *permanency*

RESTLESS LOCKPICKS

PRICE 8,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 1 lb.

This set of mithral masterwork thieves' tools springs to life in the hands of a skilled user. If the user attempts to use the tools to disarm a trap or other device, he may spend a standard action beginning the disarm attempt, after which the tools continue on their own without being held. Thereafter, the bearer may perform other actions or even move away while the tools work. The tools make a Disable Device using the bearer's skill bonus plus the +2 for being masterwork thieves' tools, taking the normal amount of time to disable the device. When the skill check is completed, the tools remain in place until removed from the device. The tools can animate for up to 10 rounds per day. They can take 10 but cannot take 20. If there aren't enough rounds left in the tools to finish a particular check, the bearer can continue where the animated tools left off as long as she is in the square with the tools when the animation duration runs out.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *knock*, *mage hand*

RESTORATIVE OINTMENT

PRICE 4,000 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** 1/2 lb.

A jar of this unguent is 3 inches in diameter and 1 inch deep, and contains 5 applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison* with a +5 bonus on the check). Applied to a diseased area, it removes the disease (as *remove disease* with a +5 bonus on the check). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*

RING GATES

PRICE 40,000 GP

AURA strong conjuration | **CL** 17th | **WEIGHT** 1 lb.



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, or 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 an "entry side" and an "exit side," both marked with appropriate symbols.

The weight listed is per ring.

CONSTRUCTION REQUIREMENTS | **COST** 20,000 GP

Craft Wondrous Item, *gate*

ROPE OF CLIMBING

PRICE 3,000 GP

AURA faint transmutation | **CL** 3rd | **WEIGHT** 3 lbs.

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.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Craft Wondrous Item, *animate rope*

ROPE OF ENTANGLEMENT

PRICE 21,000 GP

AURA strong transmutation	CL 12th	WEIGHT 5 lbs.

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.

A *rope of entanglement* has AC 22, 12 hit points, hardness 10, and damage reduction 5/slashing. 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.

CONSTRUCTION REQUIREMENTS	COST 10,500 GP

Craft Wondrous Item, *animate objects*, *animate rope* or *entangle*

ROPE OF KNOTS

PRICE 6,000 GP

AURA moderate transmutation	CL 9th	WEIGHT —

This rope is 100 feet long and can perform all the functions of a *rope of climbing*. Furthermore, upon command the *rope of knots* snakes out and knots itself into a rope structure. The rope can tie itself into any structure which can be created out of 100 feet of rope. Possible structures include (but are not limited to) a sturdy rope bridge up to 25 feet long, a 10-foot-square net or hammock, or a 40-foot-tall rope ladder. The rope takes up to 10 rounds to create a complex structure or half that time to return itself to a simple coil. The rope has hardness 1 and 20 hit points. It repairs damage to itself at a rate of 2 hit points every 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *animate rope*

SALVE OF SLIPPERINESS

PRICE 1,000 GP

AURA moderate conjuration	CL 6th	WEIGHT —



This substance provides a +20 competence bonus on all Escape Artist checks and combat maneuver checks made to escape from a grapple. The salve also grants a +10 competence bonus to the wearer's CMD for the purpose of avoiding grapple attempts. 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 meant to hold *sovereign glue*.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *grease*

SCABBARD OF HONING

PRICE 500 GP

AURA faint transmutation	CL 3rd	WEIGHT 1 lb.

This leather scabbard resizes itself to fit any axe, sword, dagger, or similar item normally stored in a scabbard. Sheathing a nonmagical weapon in the scabbard for 1 minute hones its edge as if it had been sharpened with a whetstone (page 75).

CONSTRUCTION REQUIREMENTS	COST 250 GP

Craft Wondrous Item, *mending*

SCABBARD OF KEEN EDGES

PRICE 16,000 GP

AURA faint transmutation	CL 5th	WEIGHT 1 lb.



This black scabbard is engraved with intricate silver runes that depict all manner of bladed weapons. A *scabbard of keen edges* 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. Runes similar to those on the outside of the scabbard appear on a blade while it is under this *keen edge* effect.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP

Craft Wondrous Item, *keen edge*

SCABBARD OF STANCHING

PRICE 5,000 GP

AURA faint conjuration	CL 5th	WEIGHT 2 lbs.

This fine, red leather sheath is decorated with gold filigree. It fits any bladed slashing weapon. While worn, a *scabbard of stanching* protects against bleed damage. Anytime the wearer suffers a bleed effect, the scabbard automatically stanches it. It has no effect on bleed damage from effects that require a DC 16 or higher caster level or Heal check.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *cure light wounds*

SCABBARD OF VIGOR

PRICE 1,800 GP

AURA faint transmutation	CL 5th	WEIGHT 3 lbs.

Once per day, as part of the action of drawing forth the weapon held by a *scabbard of vigor*, the wearer can order it to endow the weapon with an enhancement bonus on attack and damage rolls. The duration of the effect depends on the desired enhancement bonus for the weapon.

BONUS	DURATION
+4	1 round
+3	3 rounds
+2	5 rounds
+1	10 rounds

CONSTRUCTION REQUIREMENTS	COST 900 GP

Craft Wondrous Item, *greater magic weapon*

SCHOOL OF EYES

PRICE 5,000 GP

AURA moderate divination	CL 10th	WEIGHT —

This item is a flask of syrupy fluid with an eyeball floating in it. When a creature drinks the entire flask, 1d4 rounds later he is stunned for 1 round as 1d4+1 floating fish with large eyes for heads crawl out of his flesh. Once these eye-fish free themselves, they hover near the drinker, always staying in the drinker's square, and otherwise function as the eyes from a *prying eyes* spell, except they are Tiny rather than Fine. As long as the drinker has at least three of the fish in his square, he gains a +10 competence bonus on sight-based Perception checks. Every 1d6 × 10 minutes, 1d4+1 more eye-fish crawl out of his flesh, stunning him for 1 round each time. Each flask can produce up to 1d4+10 fish total; once this many have appeared, no more are created. The fish remain until they are destroyed or until 10 hours pass from the time the flask was used.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *prying eyes*

SEEKER'S SIGHT

PRICE 12,000 GP

AURA moderate divination	CL 8th	WEIGHT 1 lb.

This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder using a firearm that has this sight can choose to spend a full-round action to either locate an invisible creature within line of sight or make a single shot that ignores the invisibility of a creature that she knows is in the area. A firearm can have only one sight attached at a time.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Craft Wondrous Item, *true seeing*

SEER'S TEA

PRICE 550 GP

AURA faint divination	CL 3rd	WEIGHT —

This rich tea can be made from any number of herbs. When the tea is brewed without a filter and imbibed, the drinker can read the patterns in the leaves remaining at the bottom of her cup, gaining the benefits of an *augury* spell.

Additionally, the unbrewed tea can be used as an extra material component when casting *augury*, removing the need for a focus. In this case, the caster instead reveals information as if she had cast *divination* instead.

CONSTRUCTION REQUIREMENTS	COST 275 GP

Craft Wondrous Item, *augury* or *divination*

SHEATH OF BLADESTEALTH

PRICE 5,000 GP

AURA faint illusion	CL 5th	WEIGHT 2 lbs.

This sheath fits any bladed slashing weapon, from a dagger to a greatsword. When a weapon is placed into the *sheath of bladestealth*, both it and the weapon become invisible (as the *invisibility* spell) until the weapon is drawn, at which point it and the sheath become visible again. The invisible sheathed weapon can still be detected by touch, but the bearer gains a +5 bonus on Sleight of Hand checks to conceal the weapon, and casual inspection does not reveal it at all. Other effects that detect or reveal invisible things work normally on the sheathed weapon.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *invisibility*

SHROUD OF DISINTEGRATION

PRICE 3,300 GP

AURA moderate transmutation	CL 11th	WEIGHT 10 lbs.

These burial wrappings are made of fine, embroidered materials. When a body is placed inside, speaking a command word turns the body to dust. The magic of the shroud is usable only once, after which the wrappings become ordinary, fine cloth.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP

Craft Wondrous Item, *disintegrate*

SILVERSHEEN

PRICE 250 GP

AURA faint transmutation	CL 5th	WEIGHT —

This shimmering paste-like substance can be applied to a weapon as a standard action. It gives the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

CONSTRUCTION REQUIREMENTS	COST 125 GP

Craft Wondrous Item

SINGING BELL OF STRIKING

PRICE 6,000 GP

AURA faint transmutation	CL 5th	WEIGHT 3 lbs.

This simple bowl-shaped bell made of either cold iron or silver is played by rubbing a leather mallet along its rim, creating a ringing sound. By playing the bell while meditating or resting to regain ki, the bearer may attune his ki points to the instrument. Once attuned, the bearer's ki strikes count as cold iron (if the bell is cold iron) or silver (if the bell is silver) instead of magic for the purpose of overcoming damage reduction. This lasts until the next time the bearer rests or meditates to regain ki points. A creature can only be attuned to one singing bell at a time, and a singing bell can only be attuned to one person at a time. Only creatures whose ki strikes normally act as magic weapons can use a *singing bell of striking*.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *versatile weapon* (*Advanced Player's Guide*)

SNAPLEAF

PRICE 750 GP

AURA faint transmutation	CL 5th	WEIGHT —

This crystalline carving looks like a hand-sized tree leaf. It is usually worn around the neck on a strap so it is within easy reach, but can be affixed to a belt or clothing just like a badge. While falling, the bearer can snap and destroy a *snapleaf* as

an immediate action to gain the benefits of *feather fall* and *invisibility*. The duration of the two effects work independently; ending one early does not affect the other. The item cannot be activated to provide just one of these two effects; they are always activated simultaneously.

CONSTRUCTION REQUIREMENTS **COST** 375 GP

Craft Wondrous Item, *feather fall*, *invisibility*

SOUL SOAP

PRICE 200 GP

AURA faint abjuration | **CL** 1st | **WEIGHT** 2 lbs.

This small bar of coarse gray soap has tiny pieces of ash, coal, or hard earth embedded in it, leaving anyone washed with it as dirty as before. Washing a creature with the soap requires water and takes 1 minute, after which the creature can attempt a new Will saving throw against any hostile ongoing mind-affecting effect currently affecting it. Unwilling creatures must be pinned or otherwise made helpless before they can be washed. The soap is sufficient to wash one creature.

CONSTRUCTION REQUIREMENTS **COST** 100 GP

Craft Wondrous Item, *resistance*

SOVEREIGN GLUE

PRICE 2,400 GP

AURA strong transmutation | **CL** 20th | **WEIGHT** —

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8–1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. *Sovereign glue* is dissolved by *universal solvent*.

The price and creation cost given are per ounce.

CONSTRUCTION REQUIREMENTS **COST** 1,200 GP

Craft Wondrous Item, *make whole*

STEADFAST GUT-STONE

PRICE 800 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 2 lbs.



This fist sized chunk of off-white stone seems too large to fit inside a human's mouth, but may be swallowed with ease as a standard action. Once ingested, the gut-stone remains active for up to a week, maneuvering itself within the body to protect its bearer's vital organs. Any time an attack would subject the bearer to precision-based damage (such as a critical hit or sneak attack), that damage is instead directed to the gut-stone. All other damage from the triggering attack, as well as damage that surpasses the gut-stone's hit points, is applied to the character normally. A gut-stone has 10 hit points and hardness 0.

When a gut-stone is damaged by a melee weapon attack, as a free action its owner may sacrifice the stone to damage the attacker's weapon. Treat this as the bearer making a free sunder combat maneuver against the weapon, except that it does not provoke an attack of opportunity, bypasses the weapon's hardness, and deals 1d4 points of damage.

Only one gut-stone may be in a creature's body at a time. Any attempt to swallow a second destroys both stones and forces the creature to make a DC 15 Fortitude save or be sickened for 1 round. If a gut-stone is not used within a week of being swallowed or is destroyed it crumbles apart and is passed harmlessly out of the body.

CONSTRUCTION REQUIREMENTS **COST** 400 GP

Craft Wondrous Item, *magic stone*, *shield other*

STONE FAMILIAR

PRICE 6,000 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 2 lbs.

This life-sized carving of a Tiny animal is crafted from dark, rough stone. It has a hardness of 8 and 20 hit points. A witch can use the *stone familiar* to store up to 500 levels of spells (cantrips count as 1/2 level for this purpose). A witch can use the *stone familiar* to teach her living familiar any spells stored in it, and vice versa. A witch who identifies a *stone familiar* immediately knows what spells are stored inside it. A *stone familiar* is never found as randomly generated treasure with spells already stored in it.

CONSTRUCTION REQUIREMENTS **COST** 3,000 GP

Craft Wondrous Item, *share memory* (*Ultimate Magic*), creator must be a witch

STONE HORSE

		PRICE VARIES
Courser		10,000 GP
Destrier		14,800 GP
AURA strong transmutation	**CL** 14th	**WEIGHT** 6,000 lbs.

This item is a 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* is combat-trained.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or eat. Damage dealt to it can be repaired either by feeding it gems (1 hp for every 50 gp value of the gem) or by casting *stone to flesh*, then using healing spells until it reaches its maximum hit points, at which time it automatically returns to its stone form.

There are two sorts of *stone horses*.

Courser: This item has the statistics of a horse with hardness 10.

Destrier: This item has the statistics of a heavy horse with hardness 10.

CONSTRUCTION REQUIREMENTS	COST varies
Courser	5,000 GP
Destrier	7,400 GP

Craft Wondrous Item, *animate objects*, *flesh to stone*

STONE OF ALARM

PRICE 2,700 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 2 lbs.

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).

CONSTRUCTION REQUIREMENTS	COST 1,350 GP

Craft Wondrous Item, *alarm*

STONE OF ALLIANCE

PRICE 5,000 GP

AURA faint divination | **CL** 3rd | **WEIGHT** —

This tiny sphere of marble can be used to strengthen an existing link between the user and a creature bound to him. When activated by a creature and then swallowed by that creature's animal companion, bonded mount, or familiar, the stone magically remains inside the companion creature. Thereafter, the master is continually aware of the companion's distance, direction, and general condition as if using the spell *status*. If the master has line of sight to the companion, he may as an immediate action protect the creature from being harmed by one successful attack, taking the full effect of that attack instead.

Once per day the master may spend a standard action to transfer the blinded, dazzled, deafened, fatigued, shaken, or sickened condition from the companion to himself. Alternatively, the master may partially transfer the exhausted, frightened, or nauseated condition from the companion to himself, with he and the companion both suffering the lesser version of that condition (fatigued for exhausted, and so on). The master must be within 30 feet of the companion for him to use either aspect of this ability.

The stone remains harmlessly inside the companion until it dies, the master dies, or the master dismisses the companion, at which point it crumbles into a worthless powder and is digested.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP

Craft Wondrous Item, *shield other*, *status*

STONE OF CONJURING EARTH ELEMENTALS

PRICE 90,000 GP

AURA moderate conjuration | **CL** 11th | **WEIGHT** 5 lbs.



A stone of this nature is typically an oddly shaped bit of roughly polished rock. On command as a full-round action, the bearer may summon an earth elemental. If there is an unbroken piece of unworked stone of at least Huge size nearby, the stone conjures a Huge earth elemental as if using *summon monster VI*. If there is no such stone available (for example, if there is only sand, earth, worked stone, or smaller pieces of stone), the stone conjures a Large earth elemental as if using *summon monster V*. The stone cannot summon another elemental until the previous one is dismissed, killed, or the duration of its summoning expires.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP

Craft Wondrous Item, *summon monster V*, *summon monster VI*

STONE OF GOOD LUCK (LUCKSTONE)

PRICE 20,000 GP

AURA faint evocation | **CL** 5th | **WEIGHT** —

This small bit of agate grants its possessor a +1 luck bonus on saving throws, ability checks, and skill checks.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP

Craft Wondrous Item, *divine favor*

STONE SALVE

PRICE 4,000 GP

AURA strong abjuration and transmutation | **CL** 13th | **WEIGHT** —

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.

The price and creation cost given are per ounce.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP

Craft Wondrous Item, *stone to flesh*, *stoneskin*

STRAND OF PRAYER BEADS

PRICE VARIES

Lesser strand	9,600 GP
Standard strand	45,800 GP
Greater strand	95,800 GP

AURA Varies | **CL** Varies | **WEIGHT** 1/2 lb.



This item appears to be nothing more than a string of prayer beads until the owner casts a divine spell while the beads are carried. Once that occurs, the owner instantly knows the powers of the prayer beads and understands how to activate the strand's special magical beads. Each strand includes two or more special beads, each with a different magic power selected from the following list.

SPECIAL BEAD TYPE	SPECIAL BEAD ABILITY
Bead of blessing (CL 1st)	Wearer can cast *bless*.
Bead of healing (CL 5th)	Wearer can cast his choice of *cure serious wounds*, *remove blindness/deafness*, or *remove disease*.
Bead of karma (CL 9th)	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
Bead of smiting (CL 7th)	Wearer can cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (Will DC 17 partial).

Bead of summons (CL 17th)	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for 1 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 at the very least.)
Bead of wind walking (CL 11th)	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.

CONSTRUCTION REQUIREMENTS	COST varies
Lesser strand	4,800 GP
Normal strand	22,900 GP
Greater strand	47,900 GP

Craft Wondrous Item 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)

STUBBORN NAIL

PRICE 100 GP

AURA faint abjuration | **CL** 3rd | **WEIGHT** 1/2 lb.

This adamantine piton is 6 inches long. As a standard action, the bearer may push the nail by hand into any non-living material, including metal, stone, or wood. The bearer may push it through more than one item at a time, so long as the total thickness is not greater than the length of the nail. Once pushed into place, the nail is held firmly as if it had been hammered there (a DC 20 Strength check to remove it), although the creature who put it there can remove it as a move action. Once removed, the nail leaves no hole or other sign of its presence. The nail can support 500 pounds. If used to hold a door shut, increase the break DC of the door by +2. If pressed into a lock, the lock cannot be opened until the nail is removed. Once removed, the nail loses all its powers and transforms into a nonmagical iron piton.

CONSTRUCTION REQUIREMENTS | **COST** 50 GP

Craft Wondrous Item, *arcane lock*, *mending*

SUMMONING SHACKLE

PRICE 5,000 GP

AURA moderate abjuration | **CL** 11th | **WEIGHT** 1 lb.

This small silver shackle is carved with conjuration runes. When used as a focus as part of a summoning spell of 3rd level or less, it creates a faintly-glowing intangible magical chain from the caster to the summoned creature or creatures. The duration of that summoning spell is extended as if using the Extend Spell feat, with no increase in casting time. The chain prevents the creature from moving more than 30 feet from the caster, even when using teleportation (though the caster can use these effects to exceed this distance, which ends the shackling effect immediately). The chain does not otherwise obstruct or interfere with any object or creature other than the summoned creature. The shackle may be used up to five times per day. If the shackle or the chain is dispelled, the range limitation and increased duration ends; if the spell's unmodified duration would already have ended by then, the spell ends immediately.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, Extend Spell, *dimensional anchor*, *summon monster I*

SUMMON-SLAVE CRYSTAL

PRICE 10,000 GP

AURA moderate necromancy | **CL** 9th | **WEIGHT** —

This thumb-sized crystalline skull is carved with necromantic runes. Once per day, a spellcaster can grasp the stone while casting a summoning spell. When the spellcasting is finished, the caster may immediately attempt to possess the summoned creature, as if using *magic jar*, except as a free action. The creature does not get a saving throw to resist, though spell resistance still applies. If successful, the caster possesses the creatures' body until the duration of the summoning spell ends, at which time his mind returns to his body, the creature's mind returns to its body, and the creature disappears.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *magic jar*

SUSTAINING SPOON

PRICE 5,400 GP

AURA faint conjuration | **CL** 5th | **WEIGHT** —

If this seemingly unremarkable utensil is placed in an empty container, the vessel fills with a thick, pasty gruel. Although the gruel tastes like 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.

CONSTRUCTION REQUIREMENTS | **COST** 2,700 GP

Craft Wondrous Item, *create food and water*

TOME OF CLEAR THOUGHT		PRICE VARIES
+1 Intelligence		27,500 GP
+2 Intelligence		55,000 GP
+3 Intelligence		82,500 GP
+4 Intelligence		110,000 GP
+5 Intelligence		137,500 GP
AURA strong universal	**CL** 17th	**WEIGHT** 5 lbs.



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 6 days, she gains an inherent bonus 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.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Intelligence	26,250 GP
+2 Intelligence	52,500 GP
+3 Intelligence	78,750 GP
+4 Intelligence	105,000 GP
+5 Intelligence	131,250 GP

Craft Wondrous Item, *miracle* or *wish*

TOME OF LEADERSHIP AND INFLUENCE		PRICE VARIES
+1 Charisma		27,500 GP
+2 Charisma		55,000 GP
+3 Charisma		82,500 GP
+4 Charisma		110,000 GP
+5 Charisma		137,500 GP
AURA strong universal	**CL** 17th	**WEIGHT** 5 lbs.

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 6 days, he gains an inherent bonus 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.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Charisma	26,250 GP
+2 Charisma	52,500 GP
+3 Charisma	78,750 GP
+4 Charisma	105,000 GP
+5 Charisma	131,250 GP

Craft Wondrous Item, *miracle* or *wish*

TOME OF UNDERSTANDING		PRICE VARIES
+1 Wisdom		27,500 GP
+2 Wisdom		55,000 GP
+3 Wisdom		82,500 GP
+4 Wisdom		110,000 GP
+5 Wisdom		137,500 GP
AURA strong universal	**CL** 17th	**WEIGHT** 5 lbs.

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 6 days, she gains an inherent bonus 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.

CONSTRUCTION REQUIREMENTS	COST varies
+1 Wisdom	26,250 GP
+2 Wisdom	52,500 GP
+3 Wisdom	78,750 GP
+4 Wisdom	105,000 GP
+5 Wisdom	131,250 GP

Craft Wondrous Item, *miracle* or *wish*

TRAVELER'S ANY-TOOL		PRICE 250 GP
AURA moderate transmutation	**CL** 9th	**WEIGHT** 2 lbs.

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

CONSTRUCTION REQUIREMENTS	COST 125 GP

Craft Wondrous Item, *major creation*

TREASURER'S SEAL		PRICE 10,000 GP
AURA faint abjuration	**CL** 3rd	**WEIGHT** 1 lb.

Six inches in diameter, one side of this porcelain seal shows a many-keyholed padlock, while the other displays a lightning bolt superimposed on an open hand. The padlock side is used to lock and alarm doors, chests, and other portals. The bearer may speak a command word to activate it when holding it against a lockable item. If the padlock side of the seal is touching the item, it bestows an *alarm* (mental alarm) and *arcane lock* on the target item. If the lightning bolt side of the seal is touching the item, it casts *fire trap* on the lock (the seal must be held to the lock for 10 minutes to use this ability).

A creature carrying the seal can speak a command word to suspend its effects on an item for 1 minute. This ability is usable at will, but only works on effects created by that specific seal.

The seal can be used at will but can only maintain effects on three items at any given time. Using it on a fourth item automatically negates the oldest effect.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *alarm*, *arcane lock*, *fire trap*

Unguent of Timelessness

Price 150 GP

Aura faint transmutation | **CL** 3rd | **Weight** —



When applied to any matter that was once alive, such as wood, paper, or a dead body, 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 four Medium objects.

Construction Requirements | **Cost** 75 GP

Craft Wondrous Item, *gentle repose*

Universal Solvent

Price 50 GP

Aura faint transmutation | **CL** 3rd | **Weight** —

This substance has the unique property of being able to dissolve *sovereign glue*, tanglefoot bags, and all other adhesives. Applying the solvent is a standard action.

Construction Requirements | **Cost** 25 GP

Craft Wondrous Item, *acid arrow*

Void Dust

Price 4,500 GP

Aura moderate transmutation | **CL** 11th | **Weight** —

Infused with the essence of destruction, a pinch of void dust unmakes force effects. If sprinkled on or thrown at a force effect, it acts as a *dispel magic*, unless the force effect is immune to *dispel magic*, in which case it acts like *disintegrate*. *Void dust* can be sprinkled on an adjacent force effect or thrown up to 10 feet. No attack roll is required. A single pinch affects only a single force effect. A found container holds three pinches.

Construction Requirements | **Cost** 2,250 GP

Craft Wondrous Item, *disintegrate*

Void Pennant

Price 14,000 GP

Aura moderate abjuration | **CL** 10th | **Weight** 1 lb.



This long tapering pennant resembles a stylized serpentine figure wearing a shimmering crown. The figure's claws function as clasps, attaching it to a lance, polearm, frame, or staff. The pennant has no effect when not mounted properly, or when activated by a lawfully aligned creature.

Planting the pennant in the ground generates an area of twisted space around the flag out to a range of 30 feet. Any creature that teleports into or out of this area is nauseated for 1 round (a DC 18 Fortitude save reduces this penalty to sickened). Any creature may end the effect by uprooting the pennant as a standard action. The pennant functions for 10 rounds per day. These rounds do not need to be consecutive.

Construction Requirements | **Cost** 7,000 GP

Craft Wondrous Item, *dimensional anchor*

Volatile Vaporizer

Price Varies

1st-level	2,200 GP
2nd-level	3,000 GP
3rd-level	3,800 GP

Aura faint transmutation | **CL** 4th | **Weight** —

This lime green pill is inedible but turns a potion into a cloud of mist that can be shared by multiple creatures. When placed inside a potion flask, the potion bubbles and froths itself into a pungent 10-foot-radius cloud. Any creature within the cloud when it appears gains the full effect of the potion. The cloud has no effect on creatures that cannot breathe. A creature may automatically resist the effects of the potion cloud by momentarily holding its breath. Using the pill destroys it and the potion. Each pill can only be used on potions of a particular spell level; using it on a potion of a different spell level has no effect (neither the potion nor the pill are consumed). The vaporizer also works on alchemist infusions, but not mutagens, extracts, or magical oils.

Construction Requirements	Cost
1st-level	1,100 GP
2nd-level	1,500 GP
3rd-level	1,900 GP

Craft Wondrous Item, *alchemical allocation* (*Advanced Player's Guide*)

War Paint of the Terrible Visage

Price 100 GP

Aura faint necromancy | **CL** 1st | **Weight** —

This thimble-sized clay container of thick, moist face paint has enough material to paint streaks and whorls of any color on one creature's face. Once applied, the wearer can, as a swift action, make the paint rearrange itself into a ghastly mélange of colors, making her appearance momentarily disturbing and hideous. The wearer chooses one creature who can see her painted face within 30 feet to be affected by *cause fear* (DC 11). Once the paint is used in this fashion, it loses all magic and becomes normal face paint. Once applied, the wearer has 24 hours to use the paint's magic; otherwise it fades away.

Construction Requirements | **Cost** 50 GP

Craft Wondrous Item, *cause fear*

Wasp Nest of Swarming

Price 1,000 GP

Aura moderate conjuration | **CL** 9th | **Weight** 4 lbs.

This is a hand-sized replica of a wasp's nest, crafted out of paper. It is extremely fragile and comes in a snug rigid case. If the nest is placed on the floor or ground, each time a creature passes through that square there is a 50% chance that it kicks or steps on the nest, triggering it. The

nest may instead be thrown (range increment 10 feet), triggering when it strikes a hard surface or a creature. When triggered, the nest creates a wasp swarm that attacks the nearest creature and follows it until it is dead, the swarm is killed, or the swarm is unable to reach the target, at which point the swarm attacks the next nearest creature. If the swarm can't find any targets, it waits in place until another creature appears. The swarm dissipates 9 minutes after being released.

CONSTRUCTION REQUIREMENTS	COST 500 GP

Craft Wondrous Item, *insect plague*

WATERS OF TRANSFIGURATION

PRICE 12,500 GP

AURA moderate transmutation	CL 9th	WEIGHT 1 lb.

This small lacquered box made from exotic and colorful woods contains five vials and a single dropper. The vials are labeled "glass," "iron," "paper," "stone," and "wood," and each contains a magical fluid that permanently transforms solid objects it touches into that material. Administering the fluid requires the included dropper, is a standard action, and provokes an attack of opportunity (similar to drinking a potion, and the attacker can strike at the dropper instead of the bearer). For example, using the vial marked "paper" on a lock transforms the lock into paper, with all of the various properties of paper (hardness, hit points, flammability, and so on). If the target object has a volume of one cubic foot or less, the transformation occurs instantly. Larger objects slowly transform at a rate of 1 hour per cubic foot of material (maximum 10 cubic feet affected). Each vial contains 5 applications of that particular fluid. Magical and attended objects may resist this transformation with a successful DC 17 Fortitude save.

CONSTRUCTION REQUIREMENTS	COST 6,250 GP

Craft Wondrous Item, *fabricate*

WELL OF MANY WORLDS

PRICE 82,000 GP

AURA strong conjuration	CL 17th	WEIGHT —

This strange, interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, it opens to a new plane (also randomly determined). 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—it is a two-way portal.

CONSTRUCTION REQUIREMENTS	COST 41,000 GP

Craft Wondrous Item, *gate*

WEREWHISTLE

PRICE 8,000 GP

AURA moderate transmutation	CL 9th	WEIGHT —

This whistle is shaped like a wolf's head and is crafted out of silver. Once per day the bearer may blow the whistle to cause one lycanthrope within 30 feet to make a DC 17 Will save or be forced back into its humanoid form for the next 24 hours.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *baleful polymorph*

WIND FAN

PRICE 5,500 GP

AURA faint evocation	CL 5th	WEIGHT —



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 duplicate 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.

CONSTRUCTION REQUIREMENTS	COST 2,750 GP

Craft Wondrous Item, *gust of wind*

WIND-CALLER COMPASS

PRICE 4,400 GP

AURA faint transmutation	CL 3rd	WEIGHT —

This light gray compass made of fine metal, and is engraved with various depictions of the sun, moon, and clouds. It allows a creature to increase or decrease the intensity of the wind four times per day as if using *alter winds*.

CONSTRUCTION REQUIREMENTS	COST 2,200 GP

Craft Wondrous Item, *alter winds* (*Advanced Player's Guide*)

WORD BOTTLE

PRICE 1,500 GP

AURA moderate evocation	CL 7th	WEIGHT 1 lb.

This fragile glass flask encloses a single scrap of worn parchment held in place by a taut metal wire threaded through its cork stopper. As a full-round action, a spellcaster can cast a targeted language-dependant spell of 3rd level or lower into the flask as a full round action, which covers the parchment with magical writing and charges the flask with power. The flask cannot be used with spells that have a casting time longer than 1 full round. Any of the spell's variables that are determined by its caster (such as commands given to the spell's target) are decided when the spell is cast into the bottle.

The charged flask can be thrown as a splash weapon with a range increment of 10 feet. The flask shatters and is destroyed upon impact, releasing the stored spell. A creature struck by the flask is subject to the effects of spell contained within, just as if it had been the target of the spell. Creatures within 5 feet of the flask when it breaks hear whispery echoes of the spell's words and are also subject to its effects, though they receive a +5 bonus on their saves to resist the spell. If the spell does not ordinarily allow a save, creatures caught in the splash radius may still make a Will save to negate it (with the +5 bonus).

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Wondrous Item, *imbue with spell ability*



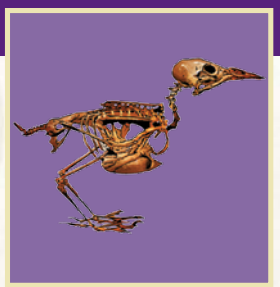
6 Artifacts and Other Items

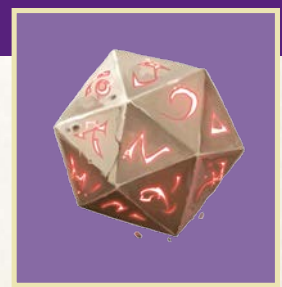


Blood sprayed as the snake-thing's headless neck thrashed wildly, turning the swamp water a pale pink. Yet even as Amiri watched, the stump scabbed over and began to stretch and expand, extruding new tendrils of flesh. Within moments, two new heads were hissing down at her, each smaller than the original but no less vicious.

"It's a hydra!" Ezren shouted from the safety of the trees. "You have to burn the stumps! Get out of there and let me torch it!"

"Not just yet," Amiri called back, hefting her new sword. The gems inset along its enormous blade glowed red with bloodlust, pulsing in time with her pounding heart. "I'm just starting to get a feel for this thing..."




Artifacts

There exist throughout the world items that were never meant for the hands of mortals, powers that by all rights should solely be the province of divine beings and the elemental forces of creation. Yet occasionally, whether by accident, calamity, or strange fate, shards of such impossible might do fall into the hands of mortals. These motes of the unfathomable are called artifacts, and where they pass, lands shudder, nations rise, and legends are born.

Rather than merely another form of magical equipment, artifacts are the sorts of legendary relics that might become the focus of whole campaigns—sparking quests to recover them, fights against their wielders, missions to destroy them, and more.

Unlike normal magic items, artifacts are not easily destroyed (and are impossible for PCs to create). Instead of construction information, each artifact includes one possible means by which it might be destroyed.

Artifacts should never be purchased or found as part of a random treasure hoard. When placing an artifact in your game, be sure to consider its impact, but also keep in mind that artifacts are fickle objects, and if they become too much of a nuisance, they can easily become lost once more.

Minor Artifacts

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

Beacon of True Faith

SLOT NONE		
AURA strong (all schools)	**CL** 20th	**WEIGHT** 2 lbs.

The *beacon of true faith* takes the form of an ornate torch made of electrum. It holds an undying magical flame that requires no fuel or air, and in the hands of most creatures it simply functions as an everburning torch. When held by a divine spellcaster, an outsider with an alignment subtype, or a creature of strong religious faith (GM's discretion, but usually requiring a feat or trait reflecting this devotion), the beacon gains additional powers based on the bearer's alignment. For example, a lawful good paladin gains access to the lawful and good powers, but a neutral cleric gains access to no powers. All of these are command-word activated.

Chaotic (violet flame): Word of chaos once per day on command.

Good (white flame): Allies within 30 feet of the beacon gain the benefits of *protection from evil* and *heroism*.

Evil (black flame): Bearer is constantly under the effect of *protection from good* and may use *harm* twice per day.

Lawful (golden flame): Dictum once per day on command.

DESTRUCTION

The *beacon of true faith* is destroyed if its bearer turns against the worship of his deity to willingly embrace an opposite alignment.

Book of Infinite Spells

SLOT NONE		
AURA strong (all schools)	**CL** 18th	**WEIGHT** 3 lbs.

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

Once a page is turned, it can never be flipped back—paging through the book 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 if from a scroll, nor can they be copied into a spellbook—their magic is bound permanently within the book itself.

The owner of the book need not have the book in her possession in order to use its power. The book can be stored elsewhere and still allow its owner to cast spells by means of its power, so long as no other creature attempts to make use of the book, in so doing becoming its owner.

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

CONDITION	CHANCE OF PAGE TURNING
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

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

DESTRUCTION

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

Branch of Life

SLOT NONE		
AURA strong conjuration	**CL** 15th	**WEIGHT** 1 lb.

This verdant branch glows with a soothing, pale green light. Carefully pruned from the world's first tree, this artifact hums with energy. Full of everlasting life, it needs time to transfer its magic. It can cast *heal* at will, but needs a full hour to do so. Once a day, it can cast *resurrection*, but it takes the full day to do so.

The branch serves only those who are worthy. It will not stay in the possession of a non-good creature for long, disappearing in 1d4 days. It will similarly disappear while in the possession of a good creature who associates with nongood creatures, but this takes 2d8 days to occur.

DESTRUCTION

The *branch of life* can be destroyed by taking it to the heart of the Negative Energy Plane.

CROWN OF THE IRON KING

SLOT HEAD		
AURA strong enchantment	**CL** 18th	**WEIGHT** 3 lbs.

The creation of some long-forgotten tyrant, this iron crown is fitted with four retractable spikes that can slide into the crown's interior. When the *crown of the iron king* is placed on a creature's head, these spikes burrow violently inward. The wearer becomes the thrall of the creature who placed the crown on it for as long as it wears the crown. The crown must be placed on either a willing or unconscious creature, which takes a full-round action that provokes attacks of opportunity. Taking off the crown also takes a full-round action that provokes attacks of opportunity and can be taken only by the creature who put the crown on the wearer, or at the command of that creature. Although the crown's spikes dig into the head of the wearer, it does no permanent harm aside from leaving four vicious-looking scars once the crown is removed.

Once a creature becomes a thrall of the crown's user, it must do everything the user commands, as per the spell *dominate person*—though the crown's dominance is not limited to humanoids, lasts as long the creature is wearing the crown, and allows no saving throw.

DESTRUCTION

The crown is destroyed if a creature places the crown on its own head. This not only destroys the crown but it also kills the wearer. The wearer cannot be returned to life by any means short of divine intervention.

DECK OF MANY THINGS

SLOT NONE		
AURA strong (all schools)	**CL** 20th	**WEIGHT** —

A *deck of many things* 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 draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. If the Idiot or Jester is drawn, the possessor of the deck may elect to draw 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 clarified below.

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

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

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

Euryale: The medusa-like visage of this card brings a curse that only the Fates card or a deity can remove. The –1 penalty on all saving throws is otherwise permanent.

The Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

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

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

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, and the gems are worth 1,000 gp each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the Fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character. This fighter can be taken as a cohort by a character with the Leadership feat.

Moon: This card 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 =

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 25 pieces of jewelry or 50 gems.
Idiot	Two of pentacles	Two of clubs	Lose 1d4+1 Intelligence. You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of wands	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small castle.
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.

two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

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

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

Skull: A dread wraith appears. The character must fight it alone—if others help, dread wraiths appear to fight them as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

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

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

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

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 1 year. Whether the information gained can be successfully acted upon is another matter entirely.

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

DESTRUCTION

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

HAMMER OF THUNDERBOLTS

SLOT NONE

AURA strong varies | **CL** 20th | **WEIGHT** 15 lbs.

This *Large +3 returning warhammer* deals 2d6 points of damage on a successful hit. In the hands of a wielder who wears a *belt of giant strength* and knows the weapon is a *hammer of thunderbolts* (not just the *+3 warhammer* it appears to be), it becomes a *Large +5 giant-bane returning thundering warhammer* with the following two properties. One, when the bearer hits with the hammer as a thrown attack, it emits a powerful clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (DC 15 Fortitude negates); the wielder is not immune to this effect. Two, the hammer's range increment increases to 30 feet.

DESTRUCTION

A *hammer of thunderbolts* is destroyed if heated in a fire giant's forge and quenched in the blood of a good-aligned humanoid, which causes the iron of the *hammer* to become so brittle it

shatters the next time it is used to strike. Only bathing it in a fire giant's blood can reverse its brittleness. Once shattered, nothing can repair it.

KNUCKLEBONE OF FICKLE FORTUNE

SLOT NONE

AURA strong (all schools) | **CL** 20th | **WEIGHT** —



At first sight, the artifact appears to be nothing more than a piece of bone worn down to a near sphere, but when a creature picks it up, the *knucklebone's* true power and nature becomes apparent. When a creature holding the *knucklebone of fickle fortune* looks upon it, he sees that the bone is actually a perfectly shaped die with 20 sides, each side bearing a glowing red symbol of power. When the creature rolls the die, instead of falling to the floor it rolls upward in mid-air, stopping at the eye level of the creature who rolled it. It then takes its effect, based on the side immediately facing its caster. Roll a 20-sided die to determine the effect (see the table). For effects that are lost if the die is rolled again (such as #17) or a specific result is rolled (such as #14), the character is aware of this restriction.

DESTRUCTION

The *knucklebone of fickle fortune* disappears if its Eha-Zah face (a 20 on the die) comes up on 20 consecutive rolls. Some sages believe that this does not destroy the artifact, and it instead reappears at some random spot in the world. Such knowledge is purely conjecture, for it is not known whether anyone has accomplished this improbable task.

MONKEY'S PAW

SLOT NONE

AURA strong necromancy and universal | **CL** 20th | **WEIGHT** 2 lbs.



This dimension-hopping artifact waits patiently until a creature picks it up. Each time it is picked up by a new user, the *monkey's paw* grants that creature three *wishes*, as if it were a *ring of three wishes*. Once a new user picks up the *monkey's paw*, it cannot be discarded, not even by way of a *wish* or a *miracle* spell. Even if stolen, it reappears among the user's possessions within 1d4 hours. It

KNUCKLEBONE OF FICKLE FORTUNE

d20	RUNE NAME	EFFECT
1	Eya-Doh	The character gains 1 permanent negative level.
2	Bvu	The character is subject to a powerful compulsion never to roll the *knucklebone of fickle fortune* again. He can shake this compulsion only by succeeding a DC 25 Will saving throw. He can attempt this saving throw only once per day.
3	Eij	The character is affected by a *harm* spell (caster level 15th).
4	Hor	The character is subject to a powerful compulsion to roll the *knucklebone* three more times immediately (Will DC 25 negates). All three of these rolls are made with a –5 penalty on the *knucklebone's* die roll (minimum 1).
5	Veh	The character is blinded as with *blindness/deafness* (no saving throw).
6	Chu	The character takes 5d10 points of cold damage (DC 25 Fort save for half) and moves at half speed for the next hour (a successful saving throw does not negate the reduced speed).
7	Roh	For the next 24 hours, the character suffers a –2 penalty on all skill and ability checks.
8	Seh	The character is paralyzed for 2d12 hours, as with *hold monster*, except he cannot attempt new saving throws to overcome the effect.
9	Kog	For the next week, the character emits a horrible smell. He suffers a –4 penalty on Diplomacy and Stealth checks.
10	Vis	Once, during the next 24 hours, the character can reroll a single die roll he has just made and take the second result, as if using the good fortune ability from the Luck domain.
11	Fyeh	The character gains 100 points of fire immunity, as if using *protection from energy*.
12	Xal	The character gains the benefits of a *heroism* spell for the next 200 minutes.
13	Yaq	For the next 24 hours, when the character hits a target he is flanking with a melee weapon, the attack does +1d6 points of precision damage.
14	Gib	Once in the next 24 hours, the character can cast *faerie fire* (caster level equal to his character level). This ability is lost if the character rolls this result again with the *knucklebone of fickle fortune* before the 24 hours is concluded.
15	Xku	The character is immune to fear for the next 24 hours.
16	Lev	Once in the next 24 hours, the character can cast a *lightning bolt* (caster level equal to his character level). This ability is lost if the character rolls this result again with the *knucklebone of fickle fortune* before the 24 hours is concluded.
17	Nhi	For the next 7 days, when the character is the target of healing magic, he heals an additional 2d8 hit points. This effect is lost if the character rolls the *knucklebone of fickle fortune* again before the 7 days are concluded.
18	Zmi	For the next 24 hours, whenever the character succeeds on a saving throw against a harmful effect that does half damage or partial effect on a failed save, the *knucklebone's* character takes no damage or suffers no effect.
19	Tem	For the next 24 hours, the character automatically confirms all critical hits.
20	Eha-Zah	The next time the character dies, he comes back from the dead the very next morning as if the subject of a *resurrection* spell. This effect is negated if the character rolls the *knucklebone of fickle fortune* again before he dies.

can only be parted from its bearer when all three of its wishes are used or it is destroyed—but such a feat takes time and patience. When a bearer uses a *wish* granted by the *monkey's paw*, he is then subject to a curse, as per the spell *major curse* (DC 25 to remove; *Ultimate Magic* 215). This curse manifests as the creature taking a –4 penalty to attack rolls, saves, ability checks, and skill checks until the curse is removed. These penalties are cumulative in cases where multiple *wishes* are used before past curses are removed. Once all three *wishes* are used, the monkey paw *plane shifts* to a random plane and begins the process anew.

DESTRUCTION

The *monkey's paw* is destroyed when its user retains the artifact and is cursed by it for 1,000 years.

PERFECT GOLDEN LUTE

		SLOT NONE
AURA strong transmutation	**CL** 20th	**WEIGHT** 3 lbs.

The *perfect golden lute* is said to be a flawless instrument; its tone and clarity are unrivaled. It is an instrument so fine it practically performs itself, granting anyone who plays it a +10 competency bonus on Perform (string instruments) checks with it. A character with ranks in Perform (string instrument) can play the lute to activate countersong, distraction, or fascinate (as the bardic performance abilities) as if he were a 1st-level bard, performing a number of rounds per day equal to his Charisma modifier. If the user of the *perfect golden lute* is a bard, he adds +2 to the DC of all bardic performance abilities using the lute, and can use bardic performance with the lute for an additional 6 rounds per day.

DESTRUCTION

The *perfect golden lute* shatters into splinters if a day passes in which no music is played within 1,000 miles of it, or if its bearer is killed by a bard spell or bardic performance.

PHILOSOPHER'S STONE

		SLOT NONE
AURA strong transmutation	**CL** 20th	**WEIGHT** 3 lbs.

This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any character with at least 10 ranks in Craft (alchemy) to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn up to 5,000 pounds of iron into silver (worth 25,000 gp), or up to 1,000 pounds of lead into gold (worth 50,000 gp). However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

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

DESTRUCTION

The *philosopher's stone* can be destroyed by being placed in the heel of a titan's boot for at least 1 entire week.

RUNESCARRED DRAGONSHIP

		SLOT NONE
AURA strong divination and necromancy	**CL** 13th	**WEIGHT** 26 tons

This decrepit longship seems barely seaworthy. Its boards are splintered and it is branded with a number of angular runes, each said to bind the soul of a sailor to the vessel. Due to its powerful magic, it is seaworthy and very fast (though it doesn't offer its passengers much in the way of comfort). It needs no crew. Creatures that spend a week on the boat (which is usually discovered drifting aimlessly at sea) find that they can control the boat by just speaking the name of a port or a description of a specific destination that can be reached by way of the sea the *runescarred dragonship* is currently sailing. The *runescarred dragonship* then sets sail toward that destination. It always takes the safest path, navigationally speaking, to the spoken destination. If there is more than one creature capable of giving the boat commands, the *runescarred dragonship* gives each order equal weight, changing its course each time a new command is given. A *runescarred dragonship* can carry 5 tons of cargo or 120 Medium creatures. It moves at a rate of 10 miles per hour.

DESTRUCTION

If a *runescarred dragonship* is taken 100 miles inland, it crumbles to dust.

SPHERE OF ANNIHILATION

		SLOT NONE
AURA strong transmutation	**CL** 20th	**WEIGHT** —

A *sphere of annihilation* is a globe of absolute blackness 2 feet in diameter. Any matter that comes in contact with a sphere is instantly sucked into the void 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 Intelligence modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

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

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

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

See also *talisman of the sphere*.

DESTRUCTION

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6 × 10 points of damage. *Dispel magic* and *mage's disjunction* have no effect on a sphere.

SPINDLE OF PERFECT KNOWLEDGE

		SLOT NONE
AURA strong transmutation	**CL** 20th	**WEIGHT** —

The *spindle of perfect knowledge* is large, bright, and flawless marquise-cut diamond *ioun stone* the size of a halfling's fist. The gemstone would be a treasure in itself if it lacked magic, but it is also a powerful *ioun stone*. The *spindle of perfect knowledge* functions like a *headband of mental superiority* +4 and grants 5 ranks in two random Knowledge skills. The wearer can communicate and understand languages as if using *comprehend languages*, *tongues*, and telepathy with a range of 100 feet.

DESTRUCTION

The *spindle of perfect knowledge* is destroyed if worn by a mindless creature for an entire year.

STAFF OF THE MAGI

		SLOT NONE
AURA strong (all schools)	**CL** 20th	**WEIGHT** 5 lbs.

A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Unlike a normal staff, a *staff of the magi* holds 50 charges and cannot be recharged normally. Some of its powers use charges, while others don't. A *staff of the magi* does not lose its powers if it runs out of charges.

The following powers do not use charges:

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

The following powers drain 1 charge per usage:

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

These powers drain 2 charges per usage:

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

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

DESTRUCTION

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

The character breaking the staff has a 50% chance (01–50 on d%) of traveling to another plane of existence, but if she does not (51–100), the explosive release of spell energy destroys her (no saving throw).

TALISMAN OF PURE GOOD

		SLOT NONE
AURA strong evocation	**CL** 18th	**WEIGHT** —

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

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

DESTRUCTION

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

TALISMAN OF RELUCTANT WISHES

		SLOT NONE
AURA strong conjuration	**CL** 20th	**WEIGHT** 1 lb.

A *talisman of reluctant wishes* appears the same as a *stone*

of conjuring earth elementals, a rugged rock that seems to pulse with an inner power. Its powers are quite different, however, and are dependent on the Charisma of the holder. Any character touching a *talisman of reluctant wishes* must make a DC 15 Charisma check.

If the check fails, the talisman acts as a *stone of weight* (see page 351). Discarding it results in 5d6 points of damage to the character and the disappearance of the talisman.

If the check 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 the check roll is a natural 20, the talisman remains for a number of months equal to the character's Charisma score, resisting any effort to get rid of it by reappearing in the character's possession, in a back pocket, at the bottom of his pack, or the like.

The artifact grants one *wish* for every 6 points of the character's Charisma (round down). It grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time expires, leaving behind a large diamond in its stead, valued at 1,000 gp per point of the character's Charisma.

DESTRUCTION

A *talisman of reluctant wishes* can be destroyed by wishing it so, using either one of the stone's *wishes* or a *wish* spell from another source. The stone then explodes, causing 5d6 points of damage to the holder.

TALISMAN OF THE SPHERE

		SLOT NONE
AURA strong transmutation	**CL** 16th	**WEIGHT** 1 lb.

This small adamantine loop and handle is typically fitted with a fine adamantine chain so that it can be worn as a necklace. A *talisman of the sphere* is worse than useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

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

DESTRUCTION

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

TALISMAN OF ULTIMATE EVIL

		SLOT NONE
AURA strong evocation	**CL** 18th	**WEIGHT** —

An evil divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity, the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

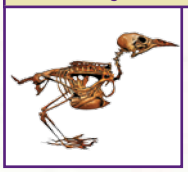
A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage per round of contact. If a good divine spellcaster touches one, she takes 8d6 points of damage per round of contact. All other characters are unaffected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

DESTRUCTION

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

WEIRD QUEEN'S MAGPIE

		SLOT NONE
AURA strong enchantment and evocation	**CL** 15th	**WEIGHT** 2 lbs.



Created by an ancient fey queen who could see the threads of fate, this intelligent, magical construct bird is made of bones fused by alchemy and magic. Though it takes the shape of a bird constructed of alchemically hardened and magically enhanced bone, its stats and abilities are similar to that of a clockwork spy (*Bestiary 3* 58) except that it has perfect maneuverability and DR 20/—.

A creature wishing to use this artifact must be neither good nor evil and must spend at least 24 hours with the magpie in its possession. Once it does so, the magpie serves its bearer until it is dismissed, its master commits an evil or good act that requires atonement, or the magpie is destroyed.

Furthermore, the *weird queen's magpie* has the following abilities.

- Three times per day on command, and while in contact with the artifact, the bird's bearer can use it as a *pearl of power* (see page 314), but the spell recalled can be of any level.
- At will and on command, the bird's master can make it go forth and send messages, as if it were the subject of an *animal messenger* spell.
- Three times per day on command, the bird's master can have the magpie cast *breath of life*.

DESTRUCTION

The *weird queen's magpie* is destroyed if it enters the Positive Energy Plane.

MAJOR ARTIFACTS

The greatest of all artifacts are unique items, coveted by the most powerful beings in existence and capable of altering the course of entire worlds. Only one of each major artifact exists, and even the least of them is capable of altering the balance of a campaign. Major artifacts are not easily destroyed, and each has only a single, specific means of destruction, noted at the end of its description.

AXE OF THE DWARVISH LORDS

SLOT NONE		
AURA strong conjuration and transmutation	**CL** 20th	**WEIGHT** 12 lbs.

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

DESTRUCTION

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

BOTTLE OF THE BOUND

SLOT NONE		
AURA strong abjuration	**CL** 20th	**WEIGHT** 4 lbs.

The *Bottle of the Bound* is an ancient brass bottle with a narrow neck and a rounded belly, slightly flattened on the bottom so it stands upright when resting on a table. The bottle's tight-fitting stopper is engraved with sigils of binding and sealed with lead. Legends say a wizard of tremendous power and wisdom enchanted a fiendish army and trapped it within the bottle for all time. The Legion of the Bound may be called forth from the bottle by its wielder and forced to serve, as they were once commanded to build a fantastic ancient city, long since buried beneath the dust of the ages. But the bottle endures, its inhabitants still bound.

A would-be wielder of the *Bottle of the Bound* must know three secret commands: the Word of Opening, to unseal the bottle so the stopper can be removed; the Word of Binding, to call forth and command its denizens; and the Word of Banishment, to return the Bound Ones to the bottle. A holder who knows the words may use the bottle like a *summon monster IX* spell at will, except only creatures of the evil subtype can be summoned. The summoned creatures remain until the sun next rises or sets, and no new creatures can be summoned from the bottle until the initial summoned creatures' destruction or return.

No known force can open the bottle without the Word of Opening. If the bottle is opened without the use of the Word of Binding, its 666 inhabitants are freed, one each minute starting from 1st-level creatures and moving on to higher-level ones, until they all escape. If one of the Bound is called forth and commanded without the Word of Banishment being uttered, it is free after it performs the task for which it was summoned. The Words to use the *Bottle of the Bound* have been lost for uncounted years, although some sages believe they know at least one or two of them.

DESTRUCTION

The *Bottle of the Bound* can be destroyed only if every creature bound within is slain or banished, and the empty container is then smashed with a *holy* weapon.

BRAZEN EGG

SLOT NONE		
AURA overwhelming conjuration	**CL** 25th	**WEIGHT** 2 tons

This Huge, egg-shaped, intelligent, plane-shifting vessel is constructed almost entirely of brass. The exterior appears to be one crafted and polished sheet of metal, but it does have a door that can be opened. The *Brazen Egg's* inside has enough room to transport no more than eight Medium creatures, two Large creatures, or one Huge creature (as long as the Huge creature is squeezing). The egg has two methods in which it can move itself. The first is by a method similar to the *dimension door* spell, but the egg and all creatures within the egg are teleported. The second method is similar to the *plane shift* spell, though the egg can move to any plane it desires (it needs no focus) and when the egg *plane shifts* so do all creatures currently within it.

The egg has its own quirky, unabashed personality and can telepathically communicate with all creatures inside it or within 100 feet, regardless of language. The *Brazen Egg's* chief goal is to disrupt that plans of Hell's archdevils, but it requires the help of other creatures to do so. It often trades its ability to teleport and *plane shift* in order to gain such aid, but in dire circumstances it has the ability to enchant creatures in order to achieve its goals—and when it is close to reaching its goals it has little compunction in doing so. Once per day, the egg can affect a single creature within it as per the spell *dominate person* (though it is not limited to humanoids and can affect any living creature). Additionally up to three times per day it can affect creatures within it as per the spell *mass charm monster*.

DESTRUCTION

The *Brazen Egg* implodes if a devil with 20 or more Hit Dice ever enters the egg's interior. The devil and all other creatures within the egg are utterly destroyed in the implosion and cannot come back to existence with any effect short of a *wish* or *miracle*.

CELESTIAL LENS

SLOT NONE		
AURA strong evocation	**CL** 20th	**WEIGHT** 2,400 lbs.

The celestial lens is a 12-foot-diameter lens mounted in a rune-covered circular frame of strange, alien metal, floating in a permanent orbit around a temple dedicated to the sun. Several smaller lenses of similar design hover around the primary lens like a bizarre orrery, moving into place to focus the arcane rays of the device. The *celestial lens* was created to capture the light of sacred eclipses and solar conjunctions, as well as the refracted darkness found between stars.

Celestial rays can be directed in an extremely powerful beam of energy that manifests as a vertical column of searing light focused directly below the celestial lens. Depending on the will of the controller and GM adjudication for inclement weather, such blasts deal between 5d6 and 20d6 points of damage in a 5-foot-radius cylinder extending from the lens to the ground or target. During the day, half the damage is fire damage, but the other half results directly from divine power and is therefore not reduced by resistance to fire-based attacks. At night, the device focuses distant starlight, and the

maximum damage is only 10d6, although the lens does not function at all for 1 hour before sunrise and 1 hour after sunset. The lens moves with a constant speed of 20 feet and damages everything caught in the affected areas each round. Victims may make a DC 25 Reflex save for half damage.

The lens orbits at a static height of 100 feet from the ground and moves at a speed of 20 feet per round. It cannot be stopped or accelerated, although the path of the transit can be altered by a user in possession of the *flame of guidance*. When not directed, the lens maintains its last commanded path, eventually curving into a new elliptical orbit around its temple, scorching a path through whatever lies below. The user can alter both the damage (up to the maximum for the current lighting conditions) and the orbit in any direction, but the lens must move 20 feet each round, and cannot travel more than 3 miles from the temple in any direction before it curves back around and begins returning. Only divine intervention or powerful magic like *wish* or *miracle* can overcome this limited range, making a new person or place the center of the lens's orbit.

DESTRUCTION

The light of a full moon must be focused through the celestial lens at maximum intensity on a flawless silver mirror no less than 10 feet in diameter (DC 20 Craft [glass] to cast). The doubly reflected light shatters the otherwise indestructible glass of the celestial lens, causing the whole lens to tumble to the ground.

CLOUD CASTLE OF THE STORM KING

SLOT NONE		
AURA strong (all schools)	**CL** 20th	**WEIGHT** —

Once the fortress of a legendary tyrant known only as the Storm King, this castle now wanders the known universe, sometimes at the whim of its master, but often as a drifting and aimless haunt of powerful monsters, ignorant of—or unable to tap into—its fantastic power.

This grand and opulent castle is held aloft and propelled by a foundation of storm clouds constantly rumbling with thunder and crackling with electrical storms. Atop the massive storm cloud, the castle is shaped like a square, with 80-foot guard towers at each corner. At its center is a 140-foot tower with seven levels and more than 30 chambers. The central tower is well appointed with many halls, living chambers, suites, privies, kitchens (with pantries that magically replenish food stores every fortnight), and laboratories suitable for arcane and alchemical study. Each guard tower has living chambers and barracks for up to 25 guards, and one tower has an adjoining stable that can hold up to a dozen griffons, hippogriffs, pegasi, or even terrestrial mounts. In all, the tower can comfortably support a population of 300 Medium creatures.

In order to fully take control of the castle, a creature must be at least 17th level, and must have the Leadership feat and 17 ranks in Knowledge (arcana). If the castle already has a master, that master must be defeated before another can take her place. The castle's movement is controlled by way of a control chamber located at the heart (a central chamber on its 4th floor). There, a font of pure elemental water serves as a scrying device for the castle's master, though it can view only places inside the castle or within 100 feet of it. The master (or a person she designates) can direct the castle's motion from within the chamber. It has a fly speed of 250 feet (clumsy) and uses the Fly skill modifier of the person controlling its motion; the castle can hover without needing to make a Fly check and never risks falling due to a failed check. When not being controlled, the castle moves randomly, sometimes changing direction every minute, sometimes holding the same course for days at a time, but always avoiding the ground or other hazards. It has the ability to travel to other planes, though no master other than the Storm King is known to have invoked this power. The master of the castle gains the following spell-like abilities.

- *Call lightning storm* 1/day. The master must be in the control chamber or one of the towers to use this ability.
- *Guards and wards* 1/day on the central tower.
- *Storm of vengeance* 1/day. The master must be in the control chamber to use this ability, and the storm rains down from the castle's cloudy base upon everything within range underneath (2,200 feet).
- *Wind wall* at will. This effect surrounds the entire castle at a range of 100 feet, and can be raised or lowered by the master (or a creature he or she designates) from the control room or any tower as a standard action.

DESTRUCTION

The *Cloud Castle of the Storm King* can only be destroyed if it is dissipated by suitably strong winds; the only winds that can dissipate it are found only in the most turbulent reaches of the Plane of Air (of course, as nobody knows how to make it travel between planes, those wishing to destroy it must find it on the Plane of Air to have any chance to do so). Any other attacks may cause walls to collapse or even side towers to break loose, but the central chamber and the floors beneath it will continue to exist in a ruined form over a smaller storm cloud as long as this destruction condition is not met.

CODEX OF THE INFINITE PLANES

SLOT NONE		
AURA overwhelming transmutation	**CL** 30th	**WEIGHT** 300 lbs.

The *Codex* is enormous—supposedly, it requires two strong men to lift it. No matter how many pages are turned, another always remains. Anyone opening the *Codex* for the first time is utterly annihilated, as with a *destruction* spell (Fortitude DC 30). Those who survive can peruse its pages and learn its powers, though not without risk. Each day spent studying the *Codex* allows the reader to make a Spellcraft check (DC 50) to learn one of its powers (choose the power learned randomly; add a +1 circumstance bonus on the check per additional day spent reading until a power is learned). However, each day of study also forces the reader to make a Will save (DC 30 + 1 per day of study) to avoid being driven insane (as the *insanity* spell). The powers of the *Codex of the Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *plane shift*, and *soul bind*. Each of these spell-like abilities are usable at will by the owner of the *Codex* (assuming that he or she has learned how to access the power). The *Codex of the Infinite*

Planes has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level. Activating any power requires a Spellcraft check (DC 40 + twice the spell level of the power; the character can't take 10 on this check). Any failure indicates that a catastrophe befalls the user (roll on the table below for the effect). A character can incur only one catastrophe per power use.

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 balors, pit fiends, or similar evil outsiders 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 or her 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.

DESTRUCTION

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

DEMON PRINCE ARMOR

SLOT ARMOR | **AURA** overwhelming necromancy | **CL** 22nd | **WEIGHT** 80 lbs.



This armor looks like a more massive and dangerous suit of *demon armor*. It is a suit of *+5 heavy fortification full plate* that allows its wearer to make claw attacks that deal 2d10 points of damage, and strike as +3 weapons that are treated as chaotic and evil for the purposes of overcoming damage reduction. Additionally, those struck by the claws must succeed at a DC 20 Fortitude save or be affected as per the spell *contagion*. The armor's claws are built into the armor so these weapons cannot be disarmed. While wearing the armor, the wearer benefits from the following demonic traits.

- The wearer gains darkvision 60 ft. If it already has darkvision, the range of its darkvision is increased by 60 ft.
- The wearer does not need to breathe or eat.
- The wearer is immune to electricity and poison.
- The wearer gains resistance to acid 10, cold 10 and fire 10.
- The wearer gains telepathy and speaks Abyssal, Celestial, and Draconic.

DESTRUCTION

The *Demon Prince Armor* dissolves if submerged in the tears of a demon lord. If that foul concoction is then drank by an angel, the armor is destroyed.

FLAME OF GUIDANCE

SLOT NONE | **AURA** strong transmutation | **CL** 20th | **WEIGHT** 1 lb.

This charm resembles an orrery composed of small, freely orbiting orbs circling a candle-sized flame. The device functions as an *ioun stone*, and when released, the flame perches above the user's head, remaining stationary relative to the user as the smaller planetary orbs take up elliptical transit around it. When in use, the flame grants the user a natural armor bonus of +4, the fire subtype, immunity to fire, and vulnerability to cold. If within 3 miles of the celestial lens, the user can control the horizontal orbital direction of the item, but cannot make the lens stop or move it vertically from its standard position of 100 feet from the ground.

DESTRUCTION

Holding the item in a maximum-intensity blast of the *celestial lens* for 3 rounds destroys this artifact.

FORK OF THE FORGOTTEN ONE

SLOT NONE | **AURA** strong transmutation | **CL** 20th | **WEIGHT** 12 lbs.

This *+5 flaming wounding unholy ranseur* was once the weapon of a powerful archdevil who they say controlled an entire layer of Hell. When he attempted to defy the Prince of Darkness, he was overthrown and banished into some cold and remote prison at the edge of the multiverse. Still bearing some infernal vestige of the forgotten fiend's power, the fork grants the bearer a +10 bonus on Diplomacy and Intimidate checks and the power to use *scorching ray* three times per day.

Any nonevil creature who touches the *Fork of the Forgotten One* is given a choice: become lawful evil immediately, or die. Those who choose death are instantly slain (Fortitude DC 30 negates). Those who choose to become lawful evil change alignment immediately (no saving throw) and are subject to a *demand* spell (Will DC 25) requiring that they find the Forgotten One and free him from his icy prison—presumably thereafter he will press them into service for his plans of revenge against those who imprisoned him.

DESTRUCTION

The *Fork of the Forgotten One* is destroyed when a paladin of 19th level or higher touches it and chooses death rather than becoming lawful evil. This sacrifice still kills the paladin, though she can be raised from the dead.

JAR OF DRAGON'S TEETH

SLOT NONE | **AURA** strong transmutation | **CL** 20th | **WEIGHT** 3 lbs.

Each time this jar gains a new user it produces 2d4 dragon teeth. When one of these teeth is swallowed, it grants the user the following powers for 1 full week or until it is dismissed as a standard action that does not provoke attacks of opportunity.

- The user is immediately polymorphed into a dragon, as if subject to *form of the dragon I*, *II*, or *III*, depending on the user's Hit Dice. If the creature swallowing the tooth has 12 HD or fewer, it is affected as per *form of the dragon I*. Those

with 13 to 18 HD are affected as per *form of the dragon II*, and those with 19 or more Hit Dice are affected as per *form of the dragon III*. The type of dragon is chosen by the user based on its alignment.

Lawful good: bronze dragon, gold dragon, or silver dragon
Neutral good: any metallic dragon
Chaotic good: brass dragon or copper dragon
Lawful neutral: any chromatic or metallic dragon
Neutral: any chromatic or metallic dragon
Chaotic neutral: any chromatic or metallic dragon
Lawful evil: blue dragon or green dragon
Neutral evil: any chromatic dragon
Chaotic evil: black dragon, red dragon, or white dragon

The user's draconic appearance is always the same each subsequent time it swallows a tooth. While in draconic form, the user gains the following benefits.

- The user is able to speak Draconic
- The user gains a +4 competence bonus on Fly checks.
- The user gains a +4 competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against or involving dragons.
- The user is immune to sleep and paralysis and gains a spell resistance equal to 11 + its Hit Dice.
- The user gains frightful presence (*Bestiary* 300) with a 200-foot-radius range and a Will save DC equal to 10 + Hit Dice + Charisma modifier.

The jar never creates dragon teeth for the same creature more than once. If the owner changes before all the teeth created by the jar are consumed, the original owner no longer gains benefit from this artifact.

DESTRUCTION

If simultaneously hit with the breath weapon attacks of all the chromatic and metallic dragon types, the *Jar of Dragon Teeth* is destroyed within that convergence.

HORNS OF NARAGA

SLOT HEAD		
AURA overwhelming necromancy	**CL** 22nd	**WEIGHT** 8 lbs.

The crown of an infamous undead tyrant, the *Horns of Naraga* are a symbol of dominance over death. When worn by an undead creature, the *Horns of Naraga* reduce all damage taken from positive energy by half. In addition, whenever the wearer touches a living creature while wearing this helm (even if the touch is part of casting a spell or another touch attack), the touch deals an additional 5d6 points of negative energy damage and the wearer gains these hit points, just as if he had cast *vampiric touch*. The wearer of the helm is immune to acid and can see perfectly in darkness of any kind, even that created by magic. Once per day on command, the helm can be ordered to transform into an ancient black dragon that unquestioningly obeys the creature that summoned it for 1 hour before reverting to a helm. Slaying the dragon does not destroy the helm, but it does prevent this ability from being used for 1 week. While the helm is in dragon form, the helm's owner does not receive any of the helm's other benefits.

DESTRUCTION

The helm can be destroyed by crushing it between the jaws of an ancient black dragon's skull in the middle of a desert with the sun at its zenith.

THE MOANING DIAMOND

SLOT NONE		
AURA overwhelming transmutation	**CL** 20th	**WEIGHT** 4 lbs.

The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning, as if wailing in pain. Despite the disturbing noise, the *Moaning Diamond* is not evil. Three times per day, the bearer can call upon its power to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. Once per day the *Moaning Diamond* can also 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.

DESTRUCTION

The *Moaning Diamond* can be smashed by the combined power of three elemental princes, one each from the Planes of Air, Fire, and Water. Even then, the dust must be cast into a place where it will never fall upon stone.

THE ORBS OF DRAGONKIND

SLOT NONE		
AURA strong enchantment	**CL** 20th	**WEIGHT** 5 lbs.

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

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

- *Black Dragon Orb*: *Fly*.
- *Blue Dragon Orb*: *Haste*.
- *Brass Dragon Orb*: *Teleport*.
- *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 use an individual power only once per day. She can dominate any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
- *Green Dragon Orb*: *Spectral hand*.
- *Red Dragon Orb*: *Wall of fire*.
- *Silver Dragon Orb*: *Cure critical wounds* (Will DC 18 half).
- *White Dragon Orb*: *Protection from energy* (cold) (Fortitude DC 17 negates).

DESTRUCTION

An *Orb of Dragonkind* immediately shatters if it is caught in the breath weapon of a dragon who is a blood relative of the dragon trapped within. This causes everyone within 90 feet to be struck by the breath weapon of that dragon, released as the orb explodes.

PERFECTION'S KEY

SLOT NONE		
AURA strong transmutation	**CL** 16th	**WEIGHT** 1/2 lb.

This platinum key can open nearly any lock or door with a mere touch. With a touch of the key, a lock of DC 40 or lower unlocks. When a creature holding the key attempts to break down a door with a break (locked) DC of 28 or lower, the door is broken and opened. In all other cases it grants the creature possessing *Perfection's Key* a +10 bonus on Disable Device checks to pick locks, and a +10 bonus on attempts to break down doors.

DESTRUCTION

Somewhere in the planes there is said to be an *Impossible Lock*—a mechanism so perfect that only this key can thwart it. If *Perfection's Key* is inserted into the *Impossible Lock*, the key is destroyed, but unlocks the *Impossible Lock*.

THE SHADOWSTAFF

SLOT NONE		
AURA strong conjuration	**CL** 20th	**WEIGHT** 1 lb.

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

- *Summon Shadows*: Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.
- *Summon Nightshade*: Once per month, the staff can summon an advanced shadow demon that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.
- *Shadow Form*: Three times per day the wielder can become a living shadow, with all the movement powers granted by *gaseous form*.
- *Shadow Bolt*: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

DESTRUCTION

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

THE SHIELD OF THE SUN

SLOT SHIELD		
AURA strong abjuration	**CL** 20th	**WEIGHT** 2 lbs.

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 Charisma of 20. The spells gained are cumulative with any existing spells per day the character might have, even from paladin class levels. The *Shield of the Sun* also grants its wielder spell resistance 15. 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 at the behest of a lawful good deity (no saving throw to avoid).

A chaotic or evil character gains four negative levels when wielding the *Shield of the Sun*. The negative levels persist 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.

DESTRUCTION

The *Shield of the Sun* may be destroyed if a good-aligned character casts it into the Well of Eternal Night, its light fading into the inky depths before it finally disappears. If a nongood character does the deed, the shield is not destroyed, merely lost, and a quest to the Plane of Shadow may recover it.

SKULLSOUL

SLOT NONE		
AURA strong necromancy	**CL** 18th	**WEIGHT** 8 lbs.



This grim, alabaster figurine is the size of a human skull with an elaborately sculpted base. The *Skullsoul* is inert until it is bonded with a living creature. It then becomes a powerful and never-questioning companion. The *Skullsoul* functions as a demilich (*Bestiary 3* 66) without the devour soul, rejuvenation, telekinetic storm, and torpor abilities, and with a hardness of 10. It is under the complete control of whoever bonds with the skull. Bonding with the *Skullsoul* is a ritual that takes 24 hours to perform, and doing so is an evil act. Paladins and good clerics who do so become ex-paladins and ex-clerics respectively. If they wish to atone, they must intercede with their deities (expending 2,500 gp in rare incense and offerings) and must promise to contain the skull.

DESTRUCTION

The *Skullsoul* cannot be destroyed but it can be contained. As long as the *Skullsoul* stays pierced by either a weapon with the *vorpal* special ability or a *holy avenger*, it is contained and entirely inert until the sword is removed.

Cursed Items

Cursed items are any magic items with some sort of potentially negative impact on the user. Occasionally, they mix bad with good, forcing characters to make difficult choices. Cursed items are almost never made intentionally. Instead, they are the result of rushed work, inexperienced crafters, or a lack of proper components. While many of these items still function, they either do not work as intended or come with serious drawbacks. When a magic item creation skill check fails by 5 or more, roll on Table 6–1 to determine the type of curse possessed by the item.

IDENTIFYING CURSED ITEMS: Cursed items are identified like any other magic item, with one exception: unless the check made to identify the item exceeds the DC by 10 or more, the curse is not detected. If the check is not made by 10 or more, but still succeeds, all that is revealed is the item crafter's original intent. If the item is known to be cursed, the nature of the curse can be determined using the standard DC to identify the item.

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

Common Cursed Item Effects

The following are some of the most common cursed item effects. GMs should feel free to invent new cursed item effects to fit specific items.

DELUSION: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the casting of *remove curse*.

OPPOSITE EFFECT OR TARGET: These cursed items malfunction so that they either do the opposite of what the creator intended or target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have—some have powerful applications once the effect is fully understood. 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 it possesses some ability that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

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

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

Dependent: The item only functions in certain situations. To determine the situation, select 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 a particular gender
97–99	On holy days or during particular astrological events
100	More than 100 miles from a particular site

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

REQUIREMENT: Some items have stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and the item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp in valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- 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 take a level in 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.

Table 6-1: Cursed Item Drawbacks

d%	DRAWBACK
01–04	Character's hair grows 1 inch longer every hour.
05–09	Character either shrinks 6 inches (01–50 on d%) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10° F cooler than normal.
14–17	Temperature around item is 10° F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink).
41–45	Character becomes selfishly possessive.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance [01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character gains one negative level.
65	Character gains two negative levels.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01–05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that's appropriate or create a drawback specifically for that item.

- 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 have a particular spell cast upon it each day (such as *bless*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the individual item that they should never be determined randomly. An intelligent item with a requirement 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).

Table 6-2: Common Item Curses

d%	CURSE
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Completely different effect
91–100	Substitute specific cursed item on Table 6–3

DRAWBACK: Items with drawbacks are usually still beneficial to the possessor, but carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some weapons), usually the drawback remains with the character for as long as she has the item (see Table 6–1: Cursed Item Drawbacks).

Unless otherwise indicated, drawbacks remain in effect as long as the item is possessed. The DC to save against any of these effects is usually equal to 10 + the item's caster level.

Specific Cursed Items

Perhaps the most dangerous and insidious of all cursed items are those whose intended functions are completely replaced by a curse. Yet even these items can have their uses, particularly as traps or weapons. The following are provided as specific examples of cursed items. Instead of prerequisites for construction, each cursed item is associated with one or more ordinary magic items whose creation might result in the cursed item. Cursed items can be sold, as if they were the item they appear to be, provided the curse is not known to the buyer.

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

–2 Cursed Sword

Slot None		
Aura strong evocation	**CL** 15th	**Weight** 4 lbs.

This longsword performs well against targets in practice, but when used in combat its wielder takes a –2 penalty on attack rolls.

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

Intended Magic Item

+2 longsword, any magic weapon

Amulet of Inescapable Location

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



This device appears to prevent location, scrying and detection, or influence by *detect thoughts* or telepathy, as per an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

Intended Magic Item

amulet of proof against detection and location

Armor of Arrow Attraction

Slot Armor		
Aura strong abjuration	**CL** 16th	**Weight** 50 lbs.

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

Intended Magic Item

+3 full plate

Armor of Rage

Slot Armor		
Aura strong necromancy	**CL** 16th	**Weight** 50 lbs.

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

Intended Magic Item

breastplate of command, +1 breastplate

Arrowbreak Bow

Slot None		
Aura moderate evocation	**CL** 6th	**Weight** 2 lbs.

This shortbow is beautifully made and inlaid with iridescent designs, appearing to be a *+2 shortbow*. When it fires its arrows, though, it does it with so much force that the arrows are always broken on either a hit or a miss. This bow must be used as its owner's primary ranged weapon and can only be discarded after the owner is subject to a *remove curse* spell or similar effect.

Intended Magic Item

+2 shortbow

Bag of Devouring

Slot None		
Aura strong conjuration	**CL** 17th	**Weight** 15 lbs.



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, however, is something entirely different and more insidious—one of the feeding orifices of an extradimensional creature.

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 anytime 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 appendage and attempt to draw the whole victim in. The bag has a +8 bonus on combat maneuver checks made to grapple. If it pins a creature, it pulls the victim inside as a free action. The bag has a CMD of 18 for those attempting to break free.

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.

Table 6–3: Specific Cursed Items

d%	Item
01–02	*–2 cursed sword*
03–04	*Amulet of inescapable location*
05–06	*Armor of arrow attraction*
07–08	*Armor of rage*
09–10	*Arrowbreak bow*
11–12	*Bag of devouring*
13–14	*Belt of weakness*
15–16	*Berserking sword*
17–18	*Biting battleaxe*
19–20	*Boots of dancing*
21–22	*Bracers of defenselessness*
23–24	*Broom of animated attack*
25–26	*Cape of anchoring*
27–28	*Cursed backbiter spear*
29–30	*Crystal hypnosis ball*
31–32	*Deadly returns throwing axe*
33–34	*Drums of lethargy*
35–36	*Dust of sneezing and choking*
37–38	*Eyes of blindness*
39–40	*Flask of curses*
41–42	*Gauntlets of fumbling*
43	*Headband of stupidity*
44–45	*Heavy hammer*
46–47	*Helm of opposite alignment*
48–49	*Incense of obsession*
50–51	*Mace of blood*
52–53	*Mask of ugliness*
54–55	*Medallion of thought projection*
56–57	*Nearfiring bow*
58	*Necklace of strangulation*
59–60	*Net of snaring*
61–62	*Ornery pistol*
63–64	*Pauldrons of the jackass*
65–66	*Periapt of foul rotting*
67–68	*Petrifying cloak*
69–70	*Poisonous cloak*
71–72	*Potion of poison*
73–74	*Ring of clumsiness*
75–76	*Ring of life bleed*
77–78	*Ring of spell devouring*
79–80	*Robe of powerlessness*
81–82	*Robe of vermin*
83–84	*Rod of foiled magic*
85–86	*Scarab of death*
87–88	*Scattershot bracers*
89–90	*Staff of occasional wonder*
91–92	*Stone of weight*
93–94	*Unguent of aging*
95–96	*Unlucky figurine*
97	*Unstable musket*
98	*Unwieldy glaive*
99–100	GM's choice

INTENDED MAGIC ITEM

bag of holding (any type)

BELT OF WEAKNESS

SLOT BELT

AURA moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

Appearing to be a wide leather belt that functions as a *belt of mighty constitution +4*, this belt in fact saps the wearer's health rather than supplement it. A *belt of weakness* confers a –4 penalty to its wearer's Constitution score. Furthermore, when the wearer rolls a natural 1 on any Fortitude save, the belt constricts, dealing 2d8 points of damage.

INTENDED MAGIC ITEM

belt of mighty constitution (any)

BERSERKING SWORD

SLOT NONE

AURA moderate evocation | **CL** 8th | **WEIGHT** 8 lbs.



This sword appears to be a *+2 greatsword*. However, whenever it 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.

INTENDED MAGIC ITEM

+2 greatsword, any magic weapon

BITING BATTLEAXE

SLOT NONE

AURA moderate evocation | **CL** 8th | **WEIGHT** 6 lbs.

This vicious-looking *+2 battleaxe* grants its wielder the Great Cleave feat. But when using this feat, the wielder makes an additional attack against a random adjacent creature instead of choosing which creature to attack. When determining which creature is attacked, the wielder always counts himself as a possible target, even if he is not adjacent to the target. The wielder of a *biting battleaxe* must always uses it as his primary weapon and must use Great Cleave at every opportunity until subject to a *remove curse* spell or similar effect.

INTENDED MAGIC ITEM

+2 battleaxe

BOOTS OF DANCING

SLOT FEET

AURA strong enchantment | **CL** 16th | **WEIGHT** 1 lb.

These boots appear and initially function as one of the other kinds of magic boots. When the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

INTENDED MAGIC ITEM

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

BRACERS OF DEFENSELESSNESS

SLOT WRISTS		
AURA strong conjuration	**CL** 16th	**WEIGHT** 1 lb.

These bejeweled and shining bracers initially 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 bestow a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

INTENDED MAGIC ITEM

bracers of armor +5

BROOM OF ANIMATED ATTACK

SLOT NONE		
AURA moderate transmutation	**CL** 10th	**WEIGHT** 3 lbs.

This item is indistinguishable from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a creature attempts to fly using the broom, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting his 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, CMD 17, 18 hit points, and hardness 4.

INTENDED MAGIC ITEM

broom of flying

BUFFOON'S SWORD

SLOT NONE		
AURA moderate divination	**CL** 10th	**WEIGHT** 2 lbs.

This blade seems to be and behaves in all ways as a *sword of subtlety* until actually used in combat. Once used in combat, it imposes a –10 penalty on all Stealth checks made by its wielder. It also makes it nearly impossible for the owner to tell a lie or engage in any other sort of subterfuge. Each time he does so, he must make a DC 15 Will saving throw to avoid blurting out the truth or taking some other involuntary action that spoils his attempted ruse. Only curse-ending magic can rid the wielder of the sword once its curse activates.

INTENDED MAGIC ITEM

sword of subtlety

CAPE OF ANCHORING

SLOT SHOULDERS		
AURA moderate abjuration	**CL** 9th	**WEIGHT** 1 lb.

This bright red and gold cape appears to be a *cape of the mountebank*. Once worn, however, it affects its wearer as if subject to a *dimensional anchor* spell. The cape can only be removed after its wearer is subject to a *remove curse* spell or similar effect.

INTENDED MAGIC ITEM

cape of the mountebank

CANNIBAL RING

SLOT RING		
AURA strong transmutation	**CL** 16th	**WEIGHT** —

This simple and unadorned copper ring appears slightly tarnished, but seemingly wards off the effects of hunger or other sorts of deprivation; all tests reveal it to be a *ring of sustenance*. However, after wearing it for 7 days, its owner instead comes to suffer from almost constant hunger and thirst, which, if not sated, ultimately drives him mad enough to become a cannibal. The wearer must eat and drink a full day's worth of food and water each hour to avoid making a starvation or thirst check. Once the wearer starts to take lethal damage instead of nonlethal damage due to failed checks, he begins to experience ever more powerful cravings for the flesh of intelligent creatures (any living creature with an Intelligence of 3 or higher).

Once the wearer feasts in such a manner, he recovers all nonlethal damage sustained from hunger and thirst, though he continues to suffer lethal damage on failed starvation and thirst checks. The next time he is in a situation in which he could eat part of an intelligent being, he must make a DC 15 Will save or dine on the forbidden meat. If the wearer succumbs to this urge again, he recovers all lethal damage from failed starvation and thirst checks, and realizes cannibalism is the key to avoiding the increased hunger and thirst—on any day he eats at least one meal of flesh from an intelligent creature, he does not have to make hourly starvation and thirst checks, and recovers any accumulated damage from failing these checks. Once its curse activates, the ring cannot be removed until the curse is broken.

INTENDED MAGIC ITEM

ring of sustenance

CLOAK OF IMMOLATION

SLOT SHOULDERS		
AURA strong evocation	**CL** 12th	**WEIGHT** 1 lb.

This cloak appears to be a finely made garment that radiates protective magic. The cloak can be handled or examined without harm, but when it is put on, it immediately bursts into flames that burn continuously but do not harm the cloak, only its wearer. The cloak deals 1d6 points of fire damage each round and cannot be removed unless the curse is broken. Sufficient amounts of water or other smothering materials can douse the flames temporarily, but the cloak reignites when exposed to air again. Spells like *resist energy*, *protection from energy*, and similar effects can protect the wearer against the cloak's flames while they last.

INTENDED MAGIC ITEM

any cloak

CROWN OF BLINDNESS

SLOT HEADBAND

AURA moderate illusion | **CL** 10th | **WEIGHT** 1 lb.

This fine silver circlet is often set with a milky moonstone. When a wearer places it on his head, the stone quickly goes dark like the waning moon, and the wearer must make a DC 14 Fortitude saving throw or immediately go blind. The saving throw must be made each round that the crown is worn until the wearer succumbs to the blindness. Removing the circlet requires breaking the curse. In addition to a *remove curse* spell or similar effect, *remove blindness/deafness* can be used to end the circlet's curse long enough to remove the item.

INTENDED MAGIC ITEM

headband of alluring charisma, headband of inspired wisdom, headband of mental prowess, headband of mental superiority, headband of vast intelligence, moon circlet

CRYSTAL HYPNOSIS BALL

SLOT NONE

AURA strong divination | **CL** 17th | **WEIGHT** 7 lbs.

This cursed scrying device is at first glance 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 her mind (Will DC 19 negates).

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

INTENDED MAGIC ITEM

crystal ball

CURSED BACKBITER SPEAR

SLOT NONE

AURA moderate evocation | **CL** 10th | **WEIGHT** 3 lbs.



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.

INTENDED MAGIC ITEM

+2 shortspear, any magic weapon

DEADLY RETURNS THROWING AXE

SLOT NONE

AURA moderate evocation | **CL** 8th | **WEIGHT** 2 lbs.

This weapon appears to be a *+2 returning throwing axe*. Instead of the normal returning ability, this axe only returns when the wielder misses her target. When it does return, it attacks the wielder. It uses the wielder's full base attack bonus with this attack. If it hits, it sticks in the wielder, and the wielder can pull out the axe with a swift action. If it misses the wielder, it falls to a random unoccupied square adjacent to the wielder and must be picked up as soon as possible. The wielder of the *deadly returns throwing axe* always uses it as her primary weapon until subject to a *remove curse* spell or similar effect.

INTENDED MAGIC ITEM

+2 returning throwing axe

DRUMS OF LETHARGY

SLOT NONE

AURA faint transmutation | **CL** 5th | **WEIGHT** 5 lbs.

This set of kettle drums appears to be *drums of haste*. When a creature plays the drums, it affects all creatures (including the creature playing the drums) as though subject to a *slow* spell. A DC 14 Will save negates the effect. No Perform check is needed to create the *slow* effect.

INTENDED MAGIC ITEM

drums of haste

DUST OF SNEEZING AND CHOKING

SLOT NONE

AURA moderate conjuration | **CL** 7th | **WEIGHT** —

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 who fail a DC 15 Fortitude save take 3d6 points of Constitution damage immediately. Those who succeed on this saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

INTENDED MAGIC ITEM

dust of appearance, dust of tracelessness

EYES OF BLINDNESS

SLOT EYES

AURA faint necromancy | **CL** 5th | **WEIGHT** —

These normal-looking glasses appear harmless and nondescript. When they are worn, the wearer becomes blinded as if subject to the *blindness/deafness* spell (no saving throw).

INTENDED MAGIC ITEM

Any glasses or lenses

FLASK OF CURSES

SLOT NONE

AURA moderate conjuration | **CL** 7th | **WEIGHT** 2 lbs.

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 creatures 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.

INTENDED MAGIC ITEM

decanter of endless water, efreeti bottle, eversmoking bottle, iron flask

GAUNTLETS OF FUMBLING

SLOT HANDS

AURA moderate transmutation | **CL** 7th | **WEIGHT** 2 lbs.



These gauntlets perform according to their appearance until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower the wearer's Dexterity score 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*.

INTENDED MAGIC ITEM

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

GIRDLE OF OPPOSITE GENDER

SLOT BELT

AURA moderate transmutation | **CL** 10th | **WEIGHT** 1 lb.

When this magical belt is put on, the wearer must immediately make a DC 20 Fortitude saving throw or be transformed into a person of the opposite gender. The character's abilities, mind, and spirit remain unaffected; only the character's sex changes. If the character's saving throw is a natural 1, the item actually removes all gender from the wearer, giving him an androgynous, neutered appearance. The change is permanent unless undone with curse-removing magic. Once its magic takes effect, the belt can be removed without effort. A creature can only be affected by a particular girdle once, though other girdles of this type can cause further transformations.

INTENDED MAGIC ITEM

any belt

GRAVESOUL ARMOR

SLOT ARMOR

AURA moderate enchantment | **CL** 10th | **WEIGHT** 20 lbs.

This armor behaves in all ways as if it were *+1 undead controlling studded leather* until its owner actually attempts to use its special property. At that point, the wearer and all living creatures within a 20-foot radius must succeed at a DC 15 Will saving throw to avoid believing that they are actually some sort of undead creature for the next 24 hours. The GM can either roll randomly (1d6; 1–3 zombies, 4–5 ghouls, 6 vampires) or choose which sorts of specific undead the affected creatures believe themselves to be. Creatures affected by the armor behave as normal for the sorts of undead they regard themselves as—"zombies" mindlessly attack unassociated creatures near them, vampires attempt to bite victims on the neck, and so on—but gain none of the special abilities of that creature. The affected creatures react negatively to effects that harm "their" type of undead, so "vampires" avoid garlic, "wraiths" recoil from sunlight, and so on. The creatures continue to believe they are actually undead and ignore all evidence to the contrary. If attacked, they defend themselves, even if this requires using abilities they have but "their" type of undead normally lacks; for example, a barbarian who thinks she's a ghoul can still rage. Channel energy and other undead-affecting effects have no effect on creatures affected by *gravesoul armor*.

This is a mind-affecting, compulsion enchantment. The wearer of the armor can use this power up to three times per day, though it can only work on a particular creature once in any 24-hour period. Regardless of the curse, the armor is still *+1 studded leather*, and some characters may find it useful despite its (nonexistent) power over undead. Unlike most cursed items, this one is easily discarded without any magical assistance.

INTENDED MAGIC ITEM

+1 undead controlling studded leather

HAT OF HATREDS

SLOT HEAD

AURA moderate illusion | **CL** 10th | **WEIGHT** —

This hat performs in all ways like a *hat of disguise* until its owner attempts to use it to disguise himself in the presence of a hostile creature. Once he does, the hat causes him to assume the guise of the creature or person the hostile creature most wants to harm. The hat never causes the wearer to assume the appearance of someone the viewer wouldn't harm if he had the opportunity (for example, the greatly feared leader of the local temple).

Once the hat reveals its true abilities, it no longer responds to attempts by its wearer to change his appearance. Instead, it automatically causes him to take on the guise of someone known to and despised by those viewing him, complete with supplementary illusions that make that wearer appear disoriented, injured, or weak. For example, in a goblin lair, the wearer might look like the tribe's chief, but sleepy and vulnerable. In a human town, the wearer may look like the hated local bully, drunk and staggering. In an evil town, the wearer looks like a confused visitor and appears to be an ideal target to victimize with some crime.

Curse-breaking magic is necessary to remove the hat.

INTENDED MAGIC ITEM

hat of disguise

HEADBAND OF STUPIDITY

SLOT HEADBAND

AURA strong transmutation | **CL** 8th | **WEIGHT** 1 lb.

This headband appears to be a *headband of vast intelligence +4*, but instead of granting a +4 bonus to Intelligence and bonuses to associated skills, the wearer take a –4 penalty to Intelligence and a further –2 penalty on all Knowledge checks. The wearer is not aware of the debilitating effects of the headband; even the stupidest statement or misguided insight seems intelligent to him while he is wearing it.

INTENDED MAGIC ITEM

headband of vast intelligence +4

HEAVY HAMMER

SLOT NONE

AURA moderate transmutation | **CL** 8th | **WEIGHT** 20 lbs.

This massive warhammer is even heavier than its size

would normally warrant. A creature wielding the hammer takes a –2 penalty on attack rolls and a +4 bonus on damage rolls, as well as a –10 penalty to speed. Once picked up, this weapon must be used as the creature's primary weapon until subject to a successful *remove curse* spell.

INTENDED MAGIC ITEM

+2 warhammer

HELM OF OPPOSITE ALIGNMENT

SLOT HEAD | **AURA** strong transmutation | **CL** 12th | **WEIGHT** 3 lbs.



When placed upon the head, this item's 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.

Only a *wish* or a *miracle* can restore a character's former alignment, and the affected individual does not make any attempt to return to the former alignment. In fact, he views the prospect with horror and avoids it in any way possible. If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

INTENDED MAGIC ITEM

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

INCENSE OF OBSESSION

SLOT NONE | **AURA** moderate enchantment | **CL** 6th | **WEIGHT** —

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

INTENDED MAGIC ITEM

incense of meditation

MACE OF BLOOD

SLOT NONE | **AURA** moderate abjuration | **CL** 8th | **WEIGHT** 8 lbs.

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

INTENDED MAGIC ITEM

+3 heavy mace

MASK OF UGLINESS

SLOT HEAD | **AURA** moderate transmutation | **CL** 8th | **WEIGHT** 1 lb.

This strange, featureless mask seems to have the powers of a *headband of alluring charisma +4*, but instead of granting a bonus to Charisma, the mask melds to the wearer's face, making him seem uglier and his words come off as crude and insulting. The wearer takes a –4 penalty to Bluff and Diplomacy checks but gains a +2 bonus to Intimidate checks.

INTENDED MAGIC ITEM

any magical mask or a *headband of alluring charisma*

MEDALLION OF THOUGHT PROJECTION

SLOT NECK | **AURA** moderate divination | **CL** 7th | **WEIGHT** —

This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort them out. However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible, and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.

INTENDED MAGIC ITEM

medallion of thoughts

NEARFIRING BOW

SLOT NONE | **AURA** moderate divination | **CL** 6th | **WEIGHT** 2 lbs.



This bow appears to be a *+2 distance shortbow*, but its curse is that it suffers a –4 cumulative penalty for each range increment beyond the first. Furthermore, it takes an additional –4 penalty on critical confirmation rolls when firing beyond the first range increment. This bow must be used as its wielder's primary ranged weapon and can only be discarded after the owner is subject to a *remove curse* spell or similar effect.

INTENDED MAGIC ITEM

+2 distance shortbow

NECKLACE OF STRANGULATION

SLOT NECK | **AURA** strong conjuration | **CL** 18th | **WEIGHT** —



A *necklace of strangulation* appears to be a wondrous piece of magical jewelry. When placed on the neck, the necklace immediately tightens, 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 1 month) does the necklace loosen, ready for another victim.

INTENDED MAGIC ITEM

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

NET OF SNARING

SLOT NONE		
AURA moderate evocation	**CL** 8th	**WEIGHT** 1 lb.

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

INTENDED MAGIC ITEM

+3 net

ONE-WAY WINDOW

SLOT NONE		
AURA faint divination	**CL** 5th	**WEIGHT** 1 lb.

This small, 6-inch-square glass tablet grows to a 6-foot-by-3-foot window if placed on any sufficiently large vertical surface and returns to its original size if removed. The window melds ever so slightly into the surface, allowing it to ignore minor protrusions, curves, or anything else that would normally make it difficult to simply lay down a pane of glass.

On command, the front of this glass displays all activities on the other side of this surface like a window, piercing wood, earth, or stone up to 10 feet deep, but not metal. The window does not reveal its existence to non-hostile creatures depicted within it, allowing observers to study them at their leisure.

However, once the owner of the window uses it to spy on hostile creatures, its curse activates. From that moment on, the window presents its owner and anyone looking through the window with an artificial image of the other side designed to lull them into a sense of false confidence—enemies appear sleeping or drunk, pits have obvious plank bridges for easy crossing, and so on. While presenting this image to those in front of the mirror, it reveals those viewers to the enemies being observed, creating a two-way window; however, viewed creatures see those using the mirror accurately and can read their thoughts as if using *detect thoughts*. Furthermore, the image shown to those using the mirror does not reveal that the creatures they are watching can see them as well.

Once the curse activates, the owner comes to regard using the mirror to spy ahead as his most effective tactic (after all, it has no limit to its duration) and does so whenever possible until curse-breaking magic frees him from its influence. Anyone who uses the mirror to spy on hostiles, even if he wasn't the one to activate the mirror, is also subject to this desire to continue using it.

INTENDED MAGIC ITEM

mirror of life trapping, mirror of opposition

ORNERY PISTOL

SLOT NONE		
AURA strong transmutation	**CL** 12th	**WEIGHT** 4 lbs.

This pistol acts as a normal *+2 pistol*, but it has a strange aversion to talk of peace. Anytime the wielder or an ally within line of sight that the wielder can hear attempts to improve a creature's initial attitude with the Diplomacy skill, without spending an action, the pistol leaps into the wielder's hand and takes a single shot at the creature the wielder or ally is using Diplomacy against. If the wielder or ally is attempting to affect multiple creatures, the gun shoots a random member of the group. This occurs even if the pistol is unloaded, as the pistol's curse magically loads itself with a normal bullet and black powder when the action is taken.

INTENDED MAGIC ITEM

any pistol

PAULDRONS OF THE JACKASS

SLOT SHOULDERS		
AURA moderate transmutation	**CL** 7th	**WEIGHT** 3 lbs.

These steel pauldrons seem to be emblazoned with stampeding horses until they are worn, and then the horses change shape to that of dumfounded donkeys. The wearer of these pauldrons takes a –4 penalty to Dexterity and reduces all speeds by 10 feet. A successful *remove curse* spell is required before this item can be removed.

INTENDED MAGIC ITEM

any pauldrons

PERIAPT OF FOUL ROTTING

SLOT NECK		
AURA moderate abjuration	**CL** 10th	**WEIGHT** —

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.

INTENDED MAGIC ITEM

periapt of health, periapt of proof against poison, periapt of wound closure

PETRIFYING CLOAK

SLOT SHOULDERS		
AURA moderate transmutation	**CL** 11th	**WEIGHT** 1 lb.

This gray magical cloak seems to be a protective cloak, but when it is donned, the wearer must succeed at a DC 20 Fortitude save or be instantly petrified. If the initial saving throw succeeds, the creature wearing the cloak must make further checks at the start of each of its turns. On any failed saving throw the creature becomes petrified. A *remove curse*

or *stone to flesh* transforms the wearer back, at least long enough for someone to take the cloak off the wearer.

INTENDED MAGIC ITEM

any cloak

PLANAR INVASION SHIELD

SLOT SHIELD

AURA strong conjuration | **CL** 17th | **WEIGHT** 15 lbs.

This shield behaves in all ways as an *absorbing shield* until its owner attempts to use its disintegration power in combat. Once he does, it instead causes one or more monsters to pour forth from the shield and attack the nearest creature each round (including the shield-bearer) for 1d6 rounds before retreating by the safest possible route. If there is no such path for them to escape, the monsters fight to the death. To determine the nature and number of the monsters, roll 2d4 to determine the level of the *summon monster* spell and roll 1d3 to determine the number of creatures that appear. Monsters conjured by this shield remain until killed, act as normal for their kind, and are treated as summoned creatures with a permanent duration.

Once its curse activates, the shield calls forth monsters three times per day, approximately every 8 hours. If the monsters cannot emerge directly from the shield and survive (for example, because it's buried or underwater), they instead appear at the nearest safe location within 50 feet. Successful curse-breaking magic cast on the shield restores it to its previous guise as an *absorbing shield* and allows its wearer to abandon it.

INTENDED MAGIC ITEM

absorbing shield

POISONOUS CLOAK

SLOT SHOULDERS

AURA moderate transmutation | **CL** 15th | **WEIGHT** 1 lb.



This cloak is usually made of wool, although it can be made of leather. A *detect poison* spell can reveal the presence of poison in the cloak's fabric. The garment can be handled without harm, but as soon as it is actually donned, the wearer takes 4d6 points of Constitution damage unless she succeeds on a DC 28 Fortitude save.

Once donned, a *poisonous cloak* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive a dead victim with a *raise dead* or *resurrection spell*.

INTENDED MAGIC ITEM

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

POTION OF POISON

SLOT NONE

AURA strong conjuration | **CL** 12th | **WEIGHT** —

This potion has lost its beneficial abilities and become a potent poison. This poison deals 1d3 Constitution damage per round for 6 rounds. A poisoned creature can make a DC 14 Fortitude save each round to negate the damage and end the affliction.

INTENDED MAGIC ITEM

any potion

RING OF CLUMSINESS

SLOT RING

AURA strong transmutation | **CL** 15th | **WEIGHT** —

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.)

INTENDED MAGIC ITEM

ring of feather falling

RING OF LIFEBLEED

SLOT RING

AURA moderate necromancy | **CL** 10th | **WEIGHT** —

Before being worn, this ring appears to be a *ring of regeneration*. Once it is worn in combat, however, the true nature of the ring becomes apparent. Each time the wearer is hit with a melee or ranged weapon attack, he takes an additional 1d4 points of damage. This ring cannot be removed until the wearer dies or by way of a *remove curse*, *wish*, or *miracle* spell.

INTENDED MAGIC ITEM

ring of regeneration

RING OF SPELL DEVOURING

SLOT RING

AURA strong abjuration | **CL** 13th | **WEIGHT** —

This delicate ring appears to be a *ring of spell storing* or a *ring of spell turning*, but instead of aiding casting or counterspelling, the ring hinders such efforts. Each time the wearer casts an arcane spell, he suffers a 25% spell failure chance. Furthermore, the wearer of the ring takes a –4 penalty on Spellcraft checks to identify a spell when attempting to counterspell. The ring can only be removed by a *remove curse* spell or a similar effect.

INTENDED MAGIC ITEM

ring of spell storing (any) or a *ring of spell turning*

RING OF TRUTH

SLOT RING

AURA moderate enchantment | **CL** 9th | **WEIGHT** —

Deceptively pleasant-looking, a *ring of truth* bears images of childlike angels and broadly smiling divine creatures holding onto links of a heavy chain. The wearer of this cursed ring is rendered unable to tell a deliberate lie, in either speech or writing. The wearer may simply omit the truth or choose not to communicate, but even then must succeed at a DC 20 Will saving throw to avoid answering a direct question truthfully. The wearer cannot remove the ring unless the magic of the curse is negated.

INTENDED MAGIC ITEM

ring of mind shielding, *ring of x-ray vision*

RIOT PIPES

SLOT NONE

AURA moderate enchantment | **CL** 10th | **WEIGHT** 3 lbs.

This simple musical instrument seems and behaves in all ways like any other kind of magical pipes until its owner plays it in an urban setting. Once he does, it requires all people within hearing range to make a DC 15 Will saving throw to avoid falling into a murderous fury. Those who fail their saves gain the effects of a *rage* spell for the next 1d6 hours and experience a strong compulsion (DC 15 Will save negates) to attack any stranger or disliked person whom they encounter during this time. If the owner spends more than 3 consecutive days in an urban setting, he must make a DC 15 Will saving throw each day to avoid playing the *riot pipes* at some point during each subsequent day. The pipes remain with the player until the curse is broken.

INTENDED MAGIC ITEM

pipes of haunting, pipes of the sewers, pipes of sounding

ROBE OF POWERLESSNESS

SLOT BODY

AURA strong transmutation | **CL** 13th | **WEIGHT** 1 lb.

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, as well as to Intelligence, Wisdom, or Charisma, forgetting spells and magic knowledge accordingly. If the character is a spellcaster, the robe targets the character's primary spellcasting score, otherwise it targets Intelligence. 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*.

INTENDED MAGIC ITEM

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

ROBE OF VERMIN

SLOT BODY

AURA strong abjuration | **CL** 13th | **WEIGHT** 1 lb.

The wearer notices nothing unusual when the robe is donned, and it functions normally. However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: the wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a –5 penalty on initiative checks and a –2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a concentration check (DC 20 + spell level) or lose the spell.

INTENDED MAGIC ITEM

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

ROD OF ARSON

SLOT NONE

AURA strong evocation | **CL** 12th | **WEIGHT** 5 lbs.

All tests indicate that this hollow metal tube is a *rod of flame extinguishing* until its owner uses it to extinguish or suppress a fire in a combat or other dangerous situation. Once she does, she discovers that rather than quenching the flame, the rod causes the flame to enter her body. This flame persists inside of her for the next 24 hours, causing minor discomfort and giving her the sickened condition, but causing no visible injury. However, when the wielder is adjacent to or within a flammable object or structure, she feels inclined to set the object ablaze, using any means at her disposal. Each round the wielder resists this urge, she takes 1d6 points of fire damage as the flame within her surges and roils. After 1 minute of this, she must make a DC 15 Will save or succumb to the temptation; if she saves, the urge passes, the internal fire stops harming her, and she can interact normally with the flammable target thereafter.

Once the curse reveals itself, the owner must make a DC 15 Will saving throw to avoid using the item to try and extinguish or suppress any fire she encounters which she herself did not start. She cannot use the rod against fires that she personally started. Successful curse-breaking magic allows the wielder to get rid of the rod and harmlessly dissipates any fire persisting inside her from the action of the rod.

INTENDED MAGIC ITEM

rod of flame extinguishing

ROD OF FOILED MAGIC

SLOT NONE

AURA strong (no school) | **CL** 17th | **WEIGHT** 5 lbs.

This rod is similar in appearance to a *metamagic rod*. Once a creature picks up such a rod, it cannot be discarded without use of a *remove curse* spell or similar magic. Each time the wielder casts a spell, he takes the *rod of foiled magic* in hand and treats the caster level of the spell as 2 levels lower. If this would reduce the caster level to 0 or lower, than the caster has only a 50% chance of casting the spell (any chance of arcane spell failure is added to this percentile chance), but if he is able to cast the spell, the spell has a caster level of 1st.

INTENDED MAGIC ITEM

Any metamagic rod

SCARAB OF DEATH

SLOT NECK

AURA strong abjuration | **CL** 19th | **WEIGHT** —

If this small scarab brooch is held for more than 1 round or carried in a living creature's possessions for 1 minute, it changes into a horrible, burrowing, beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but she still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or

metal prevents it from coming to life and allows for long-term storage of the item.

INTENDED MAGIC ITEM

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

SCATTERSHOT BRACERS

SLOT WRISTS

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.

These wristbands appear to be *bracers of archery* until they are worn. The wearer takes a –2 penalty on all ranged attack rolls. A successful *remove curse* spell is required before these bracers can be removed.

INTENDED MAGIC ITEM

bracers of archery, either greater or lesser

STAFF OF OCCASIONAL WONDER

SLOT NONE

AURA varies | **CL** varies | **WEIGHT** 4 lbs.

A *staff of occasional wonder* can appear to be any magical staff, and in fact such items are usually the result of accidents during an attempted crafting of the staff it appears to be. It usually functions as intended, but each time someone uses the staff, they must roll d%. On a roll of 1–10, instead of the desired effect, the staff acts like a *rod of wonder* (see page 185).

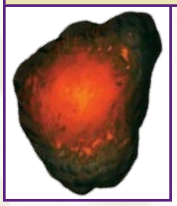
INTENDED MAGIC ITEM

any staff

STONE OF WEIGHT (LOADSTONE)

SLOT NONE

AURA faint transmutation | **CL** 5th | **WEIGHT** 1 lb.



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

INTENDED MAGIC ITEM

ioun stone, stone of alarm, stone of conjuring earth elementals, stone of good luck

UNGUENT OF AGING

SLOT NONE

AURA moderate transmutation | **CL** 6th | **WEIGHT** —

This unguent appears at first to be *unguent of timelessness*. When it touches the skin of a living creature or matter that was once alive, however, it accelerates the aging of that creature or item. Living creatures that touch the unguent age by 30 years. Once living matter—such as wood, paper, or a dead body—crumbles to dust and is destroyed. One flask contains enough unguent to affect eight Medium or smaller creatures or objects. A Large creature or object counts as two Medium creatures or objects and a Huge creature or object counts as four Medium creatures or objects.

INTENDED MAGIC ITEM

unguent of timelessness

UNLUCKY FIGURINE

SLOT NONE

AURA moderate enchantment | **CL** 11th | **WEIGHT** 1 lb.

This figurine appears to be a *figurine of wondrous power*, but instead of having the ability to animate and serve its owner, it curses that owner with bad luck. While in possession of this figurine, the owner takes a –2 penalty to AC and CMD, and a –2 penalty on attack rolls, skill checks, ability checks, and saving throws.

INTENDED MAGIC ITEM

any *figurine of wondrous power*

UNSTABLE MUSKET

SLOT NONE

AURA moderate transmutation | **CL** 6th | **WEIGHT** 9 lbs.

This item seems to be a normal *+1 musket* but has a misfire chance of 1–5. No effect or ability can reduce this misfire chance. This musket must be used as its owner's primary ranged weapon and can only be discarded after the owner is subject to a *remove curse* spell or similar effect.

INTENDED MAGIC ITEM

+1 musket

UNWIELDY GLAIVE

SLOT NONE

AURA faint transmutation | **CL** 5th | **WEIGHT** 10 lbs.

This weapon appears and acts as a *+2 glaive*, but cannot be used to make attacks of opportunity, and hinders its wielder whenever such an attack is attempted. When its wielder attempts an attack of opportunity, the glaive flails around madly, causing its wielder to become unbalanced. The wielder takes a –2 penalty to AC and on attack rolls until the end of its next turn.

INTENDED MAGIC ITEM

+2 glaive

VACUOUS GRIMOIRE

SLOT NONE

AURA strong enchantment | **CL** 20th | **WEIGHT** 2 lbs.

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

INTENDED MAGIC ITEM

blessed book, manual of bodily health, manual of gainful exercise, manual of quickness of action, tome of clear thoughts

Intelligent Items

Among the most miraculous of magic items are those that possess an intelligence of their own, those wondrous treasures that step beyond the realm of mere tools to true allies. Magically imbued with sentience, these items think and feel the same way characters do and warrant being treated like NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

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

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

Designing an Intelligent Item

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

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

Intelligent Item Alignment

Any item with intelligence has an alignment (see Table 6–5). Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on Table 6–5) gains one negative level if he so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including by *restoration* spells). This negative level is cumulative with any other penalties the item might place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Intelligent Item Ability Scores

Intelligent magic items possess all three mental ability scores: Intelligence, Wisdom, and Charisma. Each one of these ability scores begins at a value of 10, but can be increased to as high as 20. Table 6–6 shows the cost to increase one of the item's ability scores. This cost must be paid for each ability score raised above 10. For example, an intelligent magic item with a Intelligence 15, Wisdom 12, and Charisma 10 would cost at least 2,400 gp more than the base item (including the 500 gp for being an intelligent item).

Languages Spoken by Item

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

Senses and Communication

Every intelligent magic item begins with the ability to see and hear within 30 feet, as well as the ability to communicate empathically with its owner. Empathy only allows the item to encourage or discourage certain actions through urges and emotions. Additional forms of communication and better senses increase the item's cost and Ego score, as noted on Table 6–7.

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

Speech (Su): An intelligent item with this ability can speak out loud using any of the languages it knows.

Telepathy (Su): Telepathy allows an intelligent item to hold private mental conversations with its wielder, regardless of their known languages. The wielder must be touching the item to communicate in this way.

Senses: Senses allow an intelligent magic item to see and hear out to the listed distance. Adding darkvision or blindsense grants the use of those senses at the same range.

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

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

Intelligent Item Powers

Each intelligent item should possess at least one power, although some might possess a host of powers. To find the item's specific powers, roll on or choose from Table 6–8. All powers function at the direction of the item, though intelligent items generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action for the item. The caster level for these effects is equal to the item's caster level. Save DCs are based on the item's highest mental ability score.

SPECIAL PURPOSE ITEMS

Some intelligent items have special purposes that guide their actions. Intelligent magic items with a special purpose gain a +2 Ego bonus. An item's purpose must suit the type and alignment of the item. A magic item with a purpose should be treated as an individual with a goal, not a fanatical parody. For example, a purpose of "defeat/slay arcane spellcasters" doesn't mean that an intelligent sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring an end to the rule of a sorcerer-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help the wielder. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

Table 6–10 has a number of sample purposes that a magic item might possess. If the wielder specifically ignores or goes against an intelligent item's special purpose, the item gains a +4 bonus to its Ego until the wielder cooperates. This is in addition to the +2 Ego bonus gained by items with a special purpose.

DEDICATED POWERS

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. Unlike its other powers, an intelligent item can refuse to use its dedicated powers even if the owner is dominant (see Items Against Characters). The caster level for these effects is equal to the item's caster level. Save DCs are based on the item's highest mental ability score. See Table 6–9 for a list of dedicated powers.

ITEM EGO

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

TABLE 6-4: EGO MODIFIER BY BASE VALUE

BASE MAGIC ITEM VALUE	EGO MODIFIER
Up to 1,000 gp	—
1,001 gp to 5,000 gp	+1
5,001 gp to 10,000 gp	+2
10,001 gp to 20,000 gp	+3
20,001 gp to 50,000 gp	+4
50,001 gp to 100,000 gp	+6
100,001 gp to 200,000 gp	+8
200,001 gp and higher	+12

TABLE 6-5: INTELLIGENT ITEM ALIGNMENT

d%	ALIGNMENT OF ITEM
01–10	Chaotic good
11–20	Chaotic neutral*
21–35	Chaotic evil
36–45	Neutral evil*
46–55	Lawful evil
56–70	Lawful good
71–80	Lawful neutral*
81–90	Neutral good*
91–100	Neutral

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

TABLE 6-6: INTELLIGENT ITEM ABILITY SCORES

SCORE	BASE PRICE MODIFIER	EGO MODIFIER
10	—	—
11	+200 gp	—
12	+500 gp	+1
13	+700 gp	+1
14	+1,000 gp	+2
15	+1,400 gp	+2
16	+2,000 gp	+3
17	+2,800 gp	+3
18	+4,000 gp	+4
19	+5,200 gp	+4
20	+8,000 gp	+5

TABLE 6-7: INTELLIGENT ITEM SENSES AND COMMUNICATION

ABILITY	BASE PRICE MODIFIER	EGO MODIFIER
Empathy	—	—
Speech	+500 gp	—
Telepathy	+1,000 gp	+1
Senses (30 ft.)	—	—
Senses (60 ft.)	+500 gp	—
Senses (120 ft.)	+1,000 gp	—
Darkvision	+500 gp	—
Blindsense	+5,000 gp	+1
Read languages	+1,000 gp	+1
Read magic	+2,000 gp	+1

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, a personality conflict results—item against character. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = the item's Ego). If the

Table 6–8: Intelligent Item Powers

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

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

Table 6–9: Special Purpose Item Dedicated Powers

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

possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for 1 day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on, as determined by the GM). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to safeguard the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item to a more suitable possessor due to alignment differences or conduct.

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

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

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

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

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

Table 6-10: Intelligent Item Purpose

d%	PURPOSE	EGO MODIFIER
01–20	Defeat/slay diametrically opposed alignment*	+2
21–30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)	+2
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)	+2
41–50	Defeat/slay nonspellcasters	+2
51–55	Defeat/slay a particular creature type (see the *bane* special ability for choices)	+2
56–60	Defeat/slay a particular race or kind of creature	+2
61–70	Defend a particular race or kind of creature	+2
71–80	Defeat/slay the servants of a specific deity	+2
81–90	Defend the servants and interests of a specific deity	+2
91–95	Defeat/slay all (other than the item and the wielder)	+2
96–100	Choose one	+2

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

Table 6-11: Intelligent Item Personality Quirks

Many intelligent items have personalities as quirky and robust as any other NPC. Roll on the following table to determine one or more personality quirks for intelligent items.

d%	PERSONALITY TRAIT
01	Always agrees with people, but changes its mind quickly
02	Is very noisy about treasure
03	Act mysteriously and answers questions poetically
04	Doesn't like new people
05	Makes token bets about minor things
06	Refers to itself in the third person
07	Bargains for the use of some of its powers
08	Constantly asks how things taste and smell
09	Yells when it is excited
10	Know-it-all
11	Is polite but obviously insincere
12	Constantly apologizes as a verbal tic
13	Makes a lot of threats it cannot back up
14	Very mellow; advises people to take a philosophical approach to both success and failure
15	Says as little as possible
16	Snickers or laughs at the misfortunes of others
17	Calls people by the wrong name, though often consistently
18	Prays a lot
19	Is quick to praise people even for little things
20	Often appears surprised and slightly offended when spoken to
21	Does not like to make decisions
22	Has a list of numbered rules or maxims covering different situations and quotes them when appropriate
23	Tells people the "real" reason they are doing things
24	Asks for advice or opinions about very unlikely situations
25	Speaks with great formality; never uses contractions and employs bigger words than necessary
26	Easily distracted by minor events in the area
27	Usually needs someone to explain a joke or metaphor
28	Has a particular core belief, potentially a rather odd one, and steadfastly looks at everything through the lens of that opinion
29	Likes to count things and has fun with numbers
30	Always tries to find compromise
31	Is always talking to itself
32	Very bad liar
33	Asks rude questions without realizing they cause offense
34	Grumbles and complains about its form and plight
35	Very sensitive about criticism or conflict
36	Absent-minded
37	Blames a particular type of creature for its troubles
38	Intellectual bully
39	Makes allusions to events from history or mythology without bothering to explain them
40	Hates a particular terrain type and complains loudly while within that terrain
41	Constantly ask questions about things that are outside its vision
42	Makes a list of things for its wearer or wielder to accomplish each day
43	Cannot keep a secret
44	Seems slightly surprised when anyone else has a good idea or does something productive
45	Often whines
46	Easily angered
47	Constantly warns about the danger of disease
48	Has a stock phrase
49	Habitually mumbles a word that rhymes with the final word other people speak before they pause
50	Delighted by puns and other sorts of word games
51	Makes animal noises when feeling threatened or excited
52	A lover or literature and poetry, it takes any opportunity to spout of a line or two of prose or verse

d%	PERSONALITY TRAIT (CONT.)
53	Very superstitious
54	Spurs on its wielder or wearer to brave or foolhardy acts
55	Never uses one word when 10 will do
56	Constantly asks to be destroyed, but panics if taken seriously
57	Always has a reason why something will not work
58	Claims to be in love with the bearer
59	Tells boring stories about something mundane
60	Constantly suggests ways to make activities more "fun" and "exciting"
61	Collects words from languages it doesn't know, and uses them in place of words in the language it most commonly uses
62	Dotes on its wearer or wielder
63	Often ignores its wearer or wielder
64	Loathes itself
65	Occasionally chants annoying little rhymes
66	Acts as if it is friends with, but obviously hates, its wearer or wielder
67	Openly scornful of organized religion and believes all gods are selfish liars
68	Gets angrier and more determined with each setback
69	Thinks most objects are intelligent items
70	Lacks a moral compass when making plans and often proposes horrific solutions to minor problems
71	Falls quiet for stretches where it will not talk to anyone for days
72	Believes it is losing its mind
73	Constantly name-drops a famous past bearer
74	Has terrible syntax and diction
75	Never tires of learning new and interesting bits of information
76	Complains about smells that no one else notices
77	Wants to be dipped in ale, wine, or other forms of alcohol, and when it is, acts drunk
78	Loves to sing but is tone deaf
79	Blames everyone else for its plight
80	Is a seemingly endless font of gossip—though most details are fabricated
81	Treats all others as lesser forms of intelligence
82	Very cheerful; tries to raise downcast spirits with song, jokes, and uplifting stories
83	Grows more and more relaxed the worse things get; conversely, on edge and nervous when things seem to go well
84	Constantly remembers details wrong
85	Makes up stories
86	Avoids speaking with creatures other than its wielder or wearer
87	Has a need for constant attention
88	Is a little unhinged when away from its wielder or wearer
89	Questions others about their background in order to determine if they are "suitable"
90	Is often confused by the deeds of others and regularly asks about the reason for certain actions
91	Very jealous and possessive about its wielder or wearer
92	Continually mentions a heroic battle it participated in and how nothing else compares
93	Diagnoses everyone with a mania, fixation, or curse, but is often wrong
94	Explains simple things that don't need explanations
95	Wishes it was free from its item and seeks someone who can perform such a task
96	Believe it is a trapped god
97	Has an imaginary ethereal friend
98	Is afraid of the dark
99	Admonishes people for using profanity
100	Rarely talks but frequently emits a drone of insane giggles

Specific Intelligent Items

The following are examples of specific intelligent items that can be crafted or found in treasure hoards.

Armor of the Shadow Lord

PRICE 117,160 GP

AURA moderate illusion | **CL** 8th | **WEIGHT** 15 lbs.

Alignment neutral | **Senses** 120 ft., darkvision

Intelligence 14 | **Wisdom** 16 | **Charisma** 14 | **Ego** 14

Language telepathy (Aklo, Common, and Elven)

This suit of *+4 greater shadow greater slick leather armor* fits as snugly as a tight suit of silk against its wearer's skin and harbors an amoral and bloodthirsty intelligence. Via the telepathy it shares with its wielder, the armor gives constant advice on how to be stealthy, reach out of the way spots, and get the drop on foes. It also grants an extra +1d6 points of sneak attack damage, but the wearer must already have the sneak attack class feature to gain this bonus. Furthermore the armor has a maximum Dexterity bonus of +10 and no arcane spell failure.

CONSTRUCTION REQUIREMENTS | **COST** 58,660 GP

Craft Magic Arms and Armor, *grease*, *invisibility*, *silence*, creator must have the sneak attack class feature

Chomper

PRICE NONE

AURA strong conjuration | **CL** 17th | **WEIGHT** 15 lbs.

Alignment chaotic evil | **Senses** 30 ft., blindsense

Intelligence 10 | **Wisdom** 14 | **Charisma** 13 | **Ego** 17

Language speech (Abyssal)

Most *bags of devouring* appear to be normal sacks, but *Chomper* is unlike most *bags of devouring*. Sporting rows of vicious teeth, a bad attitude, and a thirst to devour all things, this intelligent cursed item believes that it is the favored maw and most important appendage of a creature it mysteriously refers to as the Eater of All. *Chomper* hates all creatures except for demons, whom it considers kindred spirits of destruction.

Chomper has all of the magical abilities of a regular *bag of devouring*, along with the following additional powers.

- As a standard action, *Chomper's* possessor can swing the

bag by its straps in an attempt to strike any single creature or unattended item within a 5-foot radius. *Chomper* (not the wielder) can then make a single bite attack against the target. This bite has a +14 attack bonus and deals 1d10+5 points of damage plus 2 points of bleed damage. This action does not provoke attacks of opportunity. Attacks made in this way are never modified by the wielder's abilities.

- When a non-demon is in possession of *Chomper*, the bag's cursed aura imparts a –1 penalty on all of its wielder's attack rolls, saving throws, skill checks, and ability checks. If *Chomper* manages to gain dominance over a non-demon wielder through a personality conflict, it directs its bearer to seek out victims to feed to it.

INTENDED MAGIC ITEM

bag of holding type III

HAMMER OF ENEMIES

PRICE 54,212 GP

AURA moderate conjuration		**CL** 10th	**WEIGHT** 5 lbs.
Alignment chaotic neutral		**Senses** 30 ft., darkvision	
Intelligence 10	**Wisdom** 16	**Charisma** 14	**Ego** 14
Language speech (Common)			

This special *+3 bane warhammer* seeks only to crush the enemy of its wielder in battle. The hammer can speak Common, constantly mutters, curses when it is not engaged in battle, and sings deeply of its love of carnage when it is being used in a fight. The *hammer of enemies* is always eager to point out potential enemies within its vision. Because of its bloodlust it does not bestow negative levels on creatures that do not share its alignment—it is willing to fight for anyone. Additionally, three times per day, the *hammer of enemies* can change the creature type of its bane ability. A creature type remains until a new one is chosen.

CONSTRUCTION REQUIREMENTS **COST** 27,262 GP

Craft Magic Arms and Armor; *monster summoning IV*

HARBINGER ROD

PRICE 44,200 GP

AURA moderate conjuration		**CL** 8th	**WEIGHT** 5 lbs.
Alignment lawful good		**Senses** 30 ft.	
Intelligence 10	**Wisdom** 13	**Charisma** 12	**Ego** 10
Language telepathy (Celestial; truespeech)			

This copper rod is made up of constantly grinding gearlike parts. It is believed that these rods may be some alternate or lesser form of harbinger archons (*Bestiary 3* 18). The rod can take may useful forms, and after 24 hours in the possession of a lawful good creature, the wielder can command it to take the form of any tool, including a *chime of opening*. Very intelligent and witty, these rods communicate with their wielders in truespeech (*Bestiary* 310; see archon subtype) or Celestial. Furthermore, the rod has the following powers.

- Three times per day, on command, the rod's wielder can use *dimension door*, as the spell.
- Once per day, on command, the rod can emit a blast of energy that deals 2d6 points of force damage to creatures adjacent to the wielder. A successful DC 12 Reflex save halves the damage. The wielder can choose to omit any target from this blast that it desires, damaging only the foes it chooses.

The rod's purpose is to destroy or foil the plans of chaotic evil creatures.

CONSTRUCTION REQUIREMENTS **COST** 22,100 GP

Craft Rod, *dimension door*, *knock*, *explosive runes*, creator must be lawful good

HEADBAND OF THE SAGE

PRICE 71,300 GP

AURA moderate divination		**CL** 10th	**WEIGHT** 1 lb.
Alignment varies		**Senses** 30 ft.	
Intelligence 20	**Wisdom** 16	**Charisma** 12	**Ego** 20
Language telepathy (Common and 10 other languages)			

A *headband of vast intellect +6* also holds a consciousness that shares its knowledge and education with a suitable wearer. This intellect can be of any alignment and its only purpose is to share its vast knowledge with its wearer. The headband also functions as a *helm of comprehend languages and read magic*. Furthermore, instead of granting the normal skill ranks of a *headband of vast intellect +6*, this headband grants 4 ranks in six skills, but all of those skills must be Knowledge skills. It grants such intelligence by a stream of constant whispers and arguments that the headband communicates telepathically in Common or in one of 10 other languages it knows. Once per week on command, the wearer can also convince the headband to use *legend lore* as the spell, though the casting time is only a standard action.

CONSTRUCTION REQUIREMENTS **COST** 35,650 GP

Craft Wondrous Item, *comprehend languages*, *fox's cunning*, *legend and lore*, *read magic*

HELMET OF THE GOLDEN GENERAL

PRICE 62,000 GP

AURA strong divination		**CL** 13th	**WEIGHT** 3 lbs.
Alignment neutral good		**Senses** 30 ft.	
Intelligence 14	**Wisdom** 16	**Charisma** 14	**Ego** 14
Language speech (Common and four other languages)			

This golden gem-studded helmet acts like a *crown of conquest* and grants its wielder three performance or teamwork feats. The wearer can use each of these feats as if it were on his feat list. Once chosen, at the time of the item's creation, these feats cannot be changed. The helmet must be worn for 24 hours in order to gain the teamwork or performance feats.

Furthermore this helmet can speak through a central ruby that sits over the nose guard of the helmet. It knows Common and four other languages. These helmets are always confident—even arrogant—and give a running commentary of the battle, praising heroism, chiding tactical missteps, and giving its wearer and its allies martial advice. It has the following other powers.

- Three times per day, it can affect its wearer or an ally within 30 feet as the *true strike* spell.
- Three times per day, it can attempt to demoralize all

enemies within 30 feet as a free action, as if using the Intimidate skill. The helmet's Intimidate is bonus +17.

CONSTRUCTION REQUIREMENTS	COST 31,000 GP

Craft Wondrous Item, the item's performance and teamwork feat, *bless*, *eagle's splendor*, *prayer*, *scare*, *true strike*

LIGHTNING BOW

PRICE 54,300 GP

AURA strong evocation		**CL** 17th	**WEIGHT** 3 lbs.
Alignment neutral		**Senses** 120 ft.	
Intelligence 6	**Wisdom** 11	**Charisma** 11	**Ego** 9
Language speech (Auran)			

This intelligent item is called a *lightning bow* by mortals, a name is seen as a slight to the lightning elemental trapped within it—a creature honor-bound to serve in the bow for no less than 100 years. Each of these *+3 adaptive composite longbows* is a haughty and often highly intelligent member of its race, who chides those who don't know its true name—which is often a complicated series of high pitched squeaks, like live wood burning on a pyre. The elemental in a *lightning bow* only speaks Auran. *Lightning bows* will not fire on other outsiders with the elemental subtype. Some are also bound not to attack other individuals, based on their history. For instance, one of these bows might be foresworn not to attack the Sultan of Fire, fire giants, or red dragons. Additionally, *lightning bows* have the following powers.

- A *lightning bow* needs no ammunition. With the pull of a string, it creates a *+3 shock arrow* or a *+3 brilliant energy arrow* (the wielder's choice with each shot).
- Three times per day, the wielder can cast *true strike* as a swift action. The *true strike* can only be used with attacks made with the *lightning bow*.
- Three times per day, the wielder can use *lightning bolt* as a spell-like ability.

CONSTRUCTION REQUIREMENTS	COST 27,300 GP

Craft Magic Arms and Armor, *call lightning*, the willing service of one Huge lighting elemental for at least 100 years

LUTE OF DISCORD

PRICE 37,900 GP

AURA moderate enchantment		**CL** 12th	**WEIGHT** 3 lbs.
Alignment chaotic neutral		**Senses** 120 ft., darkvision	
Intelligence 14	**Wisdom** 14	**Charisma** 18	**Ego** 14
Language telepathy (Common and four other languages)			

This lute is a masterwork instrument constructed of polished ebony, with mother of pearl embellishments and gold frets. It grants any creature playing it a +2 competence bonus on Perform (string instruments) checks as it gently telepathically whispers ways the creature can improve is current performance. It also grants those who can play the lute the following abilities.

- Three times per day on command, a creature with at least 6 ranks in Perform (string instruments) can play a chord on the lute of discord to employ the *murderous command* spell (*Ultimate Magic*).
- Three times per day on command, a creature with at least 6 ranks in Perform (string instruments) can play a chord on the *lute of discord* to use the *distracting cacophony* spell (3rd level) (*Ultimate Magic*).
- Once per day on command, a creature with at least 6 ranks in Perform (string instruments) can play a chord to use the *echolocation* spell (*Ultimate Magic*) (4th level caster)

CONSTRUCTION REQUIREMENTS	COST 18,950 GP

Craft Wondrous Item, *distracting cacophony* (*Ultimate Magic*), *echolocation* (*Ultimate Magic*), *murderous command* (*Ultimate Magic*)

METAMAGICIAN'S APPRENTICE

PRICE 93,605 GP

AURA strong divination		**CL** 18th	**WEIGHT** 5 lbs.
Alignment lawful neutral		**Senses** 120 ft.	
Intelligence 18	**Wisdom** 14	**Charisma** 10	**Ego** 20
Language telepathy (Common and eight other languages)			

This slender rod is usually capped with a metal knob resembling the face of a young male or female mage. The first rod of this type was created by a ruthless cabal of wizards and sorcerers who transferred the minds of their most promising apprentices into a set of rods for the sake of greater power.

The bound apprentices' intellects have no free will but retain their rebellious imaginations. Under normal circumstances, the rod must do what its wielder commands, but it can make telepathic, respectful complaints about how unhappy it is to be a group of living minds imprisoned in an inanimate object—though few wielders care. While no good creature would create a *metamagician's apprentice*, he or she can still wield one.

The rod can be used as a *+1 light mace*. On command, it transforms into a *+1/+1 quarterstaff* or back to its rod form.

A *metamagician's apprentice* knows four metamagic feats (limited to feats that use a spell slot one or two levels higher than the spell's actual level, such as Silent Spell and Empower Spell) and acts as a *greater metamagic rod* for those feats. The rod can only apply one metamagic feat to a spell at a time, though (like a *metamagic rod*) the wielder can use his own feats and the rod's on the same spell.

The rod can use *read magic* and *detect magic* at will. The *metamagician's apprentice* is never overwhelmed by powerful magic auras. These abilities do not trigger effects that require reading to activate (such as the *explosive runes* spell). The rod grants the wielder a +2 competence bonus on three Knowledge skills; these skills are determined when the rod is created (and require the apprentice to have ranks in that skill) and can never be changed. Knowledge (arcana) is almost always one of these three skills.

A typical rod of this type is lawful neutral, though rods with other alignments exist.

If a *metamagician's apprentice* becomes dominant after a personality conflict, it insists the wearer find a way to free its mind from the object or destroy the item so its mind can be at peace.

CONSTRUCTION REQUIREMENTS	COST 47,105 GP

Craft Rod, the four metamagic feats the rod is to know

OBSESSION RING

PRICE 116,500 GP

AURA moderate abjuration		**CL** 9th	**WEIGHT** —
Alignment varies		**Senses** 30 ft.	
Intelligence 17	**Wisdom** 10	**Charisma** 13	**Ego** 11
Language telepathy (Common and seven other languages)			

These *rings of protection +3* are extremely varied in form. They can be of any alignment and each has its own unique personality and proclivities. Each ring has a specific obsession. To determine a particular *obsession ring*'s obsession, roll on Table 6–10: Intelligent Item Purpose. When the ring is in pursuit of its purpose, its Ego is 10 points higher than normal.

Gnomes with the obsession racial trait have a unique understanding of the ring's mentality and gain a +5 bonus on Will saving throws to resist the *obsession ring*'s attempts to dominate the wearer.

When an *obsession ring* is engaged in action directly related to its obsession, it grants its wearer the following powers, but can choose to withhold such powers if it does not believe their uses would further its obsession.

- The ring functions as a *ring of protection +5*.
- The ring grants its wearer a +2 luck bonus on attack rolls against creatures its obsession is sworn to defeat.
- Three times per day, the ring can allow its wearer to reroll any saving throw. The wearer gains a +4 luck bonus on the saving throw reroll.

These rings are typically quite emphatic on their desire to fulfill their obsessions, and frequently communicate with their wielder to encourage pursuit of this goal.

CONSTRUCTION REQUIREMENTS	COST 58,250 GP
Forge Ring, *shield of faith*, creator must be 15th level (or 9th level if the creator is a gnome)	

ROD THAT SHOULD NOT BE (LESSER)

PRICE 12,000 GP

AURA moderate abjuration		**CL** 9th	**WEIGHT** 8 lbs.
Alignment chaotic evil		**Senses** 30 ft.	
Intelligence 5	**Wisdom** 10	**Charisma** 8	**Ego** 3
Language None			

ROD THAT SHOULD NOT BE (GREATER)

PRICE 40,000 GP

AURA strong abjuration		**CL** 16th	**WEIGHT** 8 lbs.
Alignment chaotic neutral		**Senses** 120 ft., darkvision	
Intelligence 10	**Wisdom** 10	**Charisma** 8	**Ego** 6
Language telepathy (Aklo)			

This rod is a fusion of magic and the limb of a dangerous, nearly mindless aberration. This rod features a single writhing tentacle at one end. The rod contains the mind of a living creature, but it does not have the ability to communicate via speech, empathy, or telepathy. If allowed, the rod attempts to attack creatures within reach, and must be stowed in a bag or backpack when the wielder is sleeping to keep it from grasping at the wielder or other creatures.

On command, the tentacle attacks an adjacent creature as a melee touch attack (attack bonus +8). On a successful hit, the tentacle deals 2d8 points of acid damage and the target must succeed at a DC 14 Will saving throw or be paralyzed for 1 round. This paralysis is a mind-affecting fear effect.

The greater version of this rod has four tentacles, which attack the same target simultaneously on command (attack bonus +12). The tentacles collectively deal 4d8 points of acid damage and the target must succeed at a DC 18 Will saving throw or be paralyzed for 1 round. This paralysis is a mind-affecting fear effect. The greater rods have a dedicated purpose: serve a bloodthirsty master.

CONSTRUCTION REQUIREMENTS	COST varies
Craft Rod, *summon monster III* (lesser)	6,000 gp (lesser)
Craft Rod, *summon monster V* (greater)	20,000 gp (greater)

SHIELD OF THE MAGE

PRICE 14,500 GP

AURA moderate divination		**CL** 11th	**WEIGHT** 5 lbs.
Alignment neutral		**Senses** 30 ft.	
Intelligence 16	**Wisdom** 10	**Charisma** 10	**Ego** 6
Language telepathy (Common and six other languages)			

This *caster's shield* always has one arcane scroll and knows the same arcane spells as the wielder. When the spell on the scroll is cast, another scroll of a spell the wielder knows randomly manifests to replace it. The shield has no arcane spell failure. The shield can also *read magic*. It will often debate with its wielder for the most devastating course of action, but does what the wielder commands.

CONSTRUCTION REQUIREMENTS	COST 7,250 GP
Craft Magic Arms and Armor, Scribe Scroll, creator must be an arcane spellcaster of at least 14th level	

SINGING SWORD

PRICE 165,315 GP

AURA strong enchantment		**CL** 14th	**WEIGHT** 4 lbs.
Alignment chaotic good		**Senses** 30 ft.	
Intelligence 14	**Wisdom** 12	**Charisma** 18	**Ego** 17
Language speech (Common and four other languages)			

This *+2 keen dancing longsword* is infused with the soul of a bard who chose to instill his consciousness into a weapon rather than to see his voice die. The sword constantly sings. The only way to silence it to a whisper is with a DC 15 Diplomacy or Intimidate check, and even this only quiets the sword for 10 minutes plus another 10 minutes for every 5 points by which the DC is exceeded. The sword speaks, though it typically communicates through song. A *singing sword* has the following powers.

- For 22 rounds per day, a *singing sword* can use bardic performance, but can only use the countersong, distraction, fascinate, inspire courage, or inspire competence abilities. The sword is treated as an 8th-level bard for the purposes of these abilities.
- Three times per day, the *singing sword* can use the *heroic finale* spell (*Advance Player's Guide*).

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Arms and Armor, *keen edge*, *animate object*, the soul of a willing bard of at least 8th level	

Appendix 1: Treasure Generator

The following system gives GMs a way to generate random treasure to reward players after completing an encounter or otherwise recovering valuables. While Table 12–5 of the *Core Rulebook* gives the total value of treasure to be gained from a single encounter, the following system gives guidance to the GM to determine the type of treasure given based on the nature of the monsters or encounter.

It should be noted that the treasure generated by this system might vary wildly in value from the averages set out in Table 12–5 of the *Core Rulebook* (repeated here as Table 7–1 for ease of reference). Though some rolls might generate treasure worth more than the expected average, others will likely generate less. The GM should decide whether or not to allow such variance, and adjust his rolls accordingly if he desires more even treasure distribution (rerolling as necessary to get closer to the expected value).

Using This System

When using these rules to generate random treasure, you need to know the general type of encounter and level of treasure to be assigned (usually related to the total challenge faced). The Challenge Rating of the encounter determines the overall approximate value of the treasure to be gained. The makeup of adversaries in the encounter generally dictates the types of treasure that can be gained by overcoming its challenges.

Use the two following steps to figure out how much treasure to award characters and determine which treasure types are used in generating the specific items to appear in that treasure.

Step 1: Determine Treasure Budget

The first step is to determine the amount of treasure you can budget for an encounter. Start by determining the overall Challenge Rating of the encounter and the advancement rate of the group. Refer to Table 7–1 to determine the base value of the treasure for an encounter in terms of gold pieces. You might wish to award greater treasures than what the value indicates. In such a case, hold back on awarding treasure for a number of encounters, in effect "banking" the value for one larger reward. Alternatively, you might decide to simply have a game with a higher amount of treasure in general, increasing all the base values by 50% or more.

After determining the base value of an encounter depending on its CR, next check the treasure line in the individual stat blocks for all creatures involved. In the case of mixed groups of enemies, use the most generous treasure entry. The treasure entry for the creatures involved affects the overall reward of the encounter as follows.

NONE: The creature does not typically possess treasure and an encounter solely against creatures with this treasure type should not award any treasure. You can still award treasure for this encounter if uncommon circumstances warrant it. The value that would have been awarded for this encounter can be saved to increase the value of a treasure from a later encounter.

INCIDENTAL: Creatures with this treasure type have little if any treasure. Reduce the base treasure value by half (50%).

STANDARD: The creature has the normal amount of treasure. Do not adjust the base treasure value.

DOUBLE: The creature has more than average treasure. Double the base treasure value.

TRIPLE: The creature has a large amount of treasure. Triple the base treasure value.

NPC GEAR: Creatures with this treasure type have a different treasure value. Discard the base treasure value and look up the value for each individual creature on Table 7–2. Each creature's treasure should be determined individually. If a creature with this treasure type is part of a mixed group, deduct this value from the base treasure value for the rest of the creatures in the group.

This value is treated like a budget, to be spent on the relevant treasure tables (as determined in Step 2), purchasing groupings that establish a number of rolls you must make to determine the exact treasure gained.

Step 2: Determine Treasure Type

To determine the type of treasures gained from an encounter, examine the types of creatures in the encounter and the general setting of the encounter. The types of treasure garnered from encounters can vary wildly depending on the types of creatures encountered. For example, the treasure found in the lair of a troll (remnants of its previous meals, no doubt) is sure to be different than the treasure found in the burial crypt of an ancient mummy. While the troll's treasure might contain coins and

Table 7–1: Treasure Values per Encounter

Average Party Level	Treasure per Encounter		
	Slow	Medium	Fast
1	170 gp	260 gp	400 gp
2	350 gp	550 gp	800 gp
3	550 gp	800 gp	1,200 gp
4	750 gp	1,150 gp	1,700 gp
5	1,000 gp	1,550 gp	2,300 gp
6	1,350 gp	2,000 gp	3,000 gp
7	1,750 gp	2,600 gp	3,900 gp
8	2,200 gp	3,350 gp	5,000 gp
9	2,850 gp	4,250 gp	6,400 gp
10	3,650 gp	5,450 gp	8,200 gp
11	4,650 gp	7,000 gp	10,500 gp
12	6,000 gp	9,000 gp	13,500 gp
13	7,750 gp	11,600 gp	17,500 gp
14	10,000 gp	15,000 gp	22,000 gp
15	13,000 gp	19,500 gp	29,000 gp
16	16,500 gp	25,000 gp	38,000 gp
17	22,000 gp	32,000 gp	48,000 gp
18	28,000 gp	41,000 gp	62,000 gp
19	35,000 gp	53,000 gp	79,000 gp
20+	44,000 gp	67,000 gp	100,000 gp

small objects such as potions or rings, the mummy's crypt might hold gems, art objects, and ancient magic items. Even if these types of treasures are worth approximately the same value, their exact composition is different.

The following section looks at each creature type individually and describes what treasures a particular type usually has. Each creature type lists a number of different treasure types, denoted by letters, which are described in detail in Step 3. Not every creature of each type will follow these guidelines, so weigh each carefully before deciding what treasure type best fits the creature. Note that a creature typically has treasure of only one type, but in some circumstances it might fit the encounter to have treasures of multiple different types as part of the reward.

ABERRATION: Many aberrations have little use for treasure, possessing only what hangs from the remains of their previous victims. Others are cunning adversaries that use various magic items and treasure to enhance their abilities.

Treasure Types: A, B, D, E (add F, G, H if the creature is cunning).

ANIMAL: Animals place little to no value on treasure, instead leaving such coins and objects with the remains of their meals. For those with treasure, it is typically found in their lairs, scattered amid bones and other refuse.

Treasure Types: A, B, D, E.

CONSTRUCT: The only treasure carried by constructs is usually part of their construction, such as a weapon or magic item. Constructs are, however, typically used to guard more valuable treasures or magic items.

Treasure Types: E, F (add B, C, H if the creature is guarding a treasure).

DRAGON: Known for their valuable treasures, dragons often brood over vast piles of coins, gems, magic items, and other expensive objects.

Treasure Types: A, B, C, H, I.

FEY: Above all other things, fey value items of magic and beauty. They have little use for tools of trade and commerce used by the more civilized races, such as coins and valuables.

Treasure Types: B, C, D, G.

HUMANOID: Creatures of this type are quite varied, but even the most primitive humanoids use gear and magic items to some extent. In bigger groups such as communities, humanoids often posses larger amounts of treasure that they collectively guard.

Treasure Types: A, B, D, E, F, G (add H for an entire community).

MAGICAL BEAST: Caring little for valuables, most magical beasts are only in search of their next meal. The lairs of these creatures are often strewn with a few valuable trinkets and magic items.

Treasure Types: A, B, D, E.

MONSTROUS HUMANOID: Most monstrous humanoids care only about treasures that they can use, although some have been known to hoard valuables in their lairs.

Treasure Types: A, B, C, D, E, H.

Table 7-2: NPC Gear

If your campaign uses the fast experience progression, treat the NPCs as one level higher when determining the treasure value. If your campaign is using the slow experience progression, treat the NPC as one level lower when determining treasure value.

BASIC LEVEL[1]	HEROIC LEVEL[2]	TREASURE VALUE
1	—	260 gp
2	1	390 gp
3	2	780 gp
4	3	1,650 gp
5	4	2,400 gp
6	5	3,450 gp
7	6	4,650 gp
8	7	6,000 gp
9	8	7,800 gp
10	9	10,050 gp
11	10	12,750 gp
12	11	16,350 gp
13	12	21,000 gp
14	13	27,000 gp
15	14	34,800 gp
16	15	45,000 gp
17	16	58,500 gp
18	17	75,000 gp
19	18	96,000 gp
20	19	123,000 gp
—	20	159,000 gp

[1] Basic level NPCs typically have class levels only in NPC classes.
[2] Heroic level NPCs have levels in standard character classes.

OOZE: Oozes have no concept of treasure and leave any they find behind as they search for their next meal. Any treasure they might carry is entirely accidental.

Treasure Types: A, B, D.

OUTSIDER: Outsiders are one of the most varied creature types and as a result might truly have any type of treasure on them or hidden in their lair. The GM should consider the creature individually to determine the treasure type that best fits the outsider.

Treasure Types: Any.

PLANT: Like animals, plant creatures do not care for treasure, and any that might be found where they grow is simply the indigestible remnants of a previous victim.

Treasure Types: A, B, D, E.

UNDEAD: The treasure carried by undead varies depending on whether or not the creature is intelligent. Unintelligent undead typically only possess meager valuables carried on themselves in life, rarely actually using such treasures, while intelligent undead take advantage of a wide variety of magic items in order to destroy the living.

Treasure Types: A, B, D, E (add F, G for intelligent undead).

VERMIN: Like other mindless creatures, vermin do not covet treasure, although such creatures are sometimes found infesting areas where valuables are kept.

Treasure Types: A, B, D.

Step 3: Generate Treasure

Once the total approximate value has been determined and the treasure types selected, all that remains is to select the actual treasures. Each treasure type has a wide variety of rewards, each with its own approximate gold piece value. Select a number of rewards whose total gold piece value is equal to the total value of the treasure to be awarded for defeating the encounter. For example, in an encounter against a group of trolls, the GM determines that he wants to give out items from treasure types B and E with a total value of 5,000 gp. He selects two rewards from those presented in type B with a value of 1,000 gp each and one from type E with a value of 3,000 gp. Alternatively, he could have selected one reward from type E worth 5,000 gp, or five rewards from type B worth 1,000 gp each, or any other combination that adds up to a total of 5,000 gp.

Each reward lists one or more random rolls you need to make to determine the actual treasure. For example, an entry might specify that the reward contains 5d10 × 10 gold pieces, 2 random potions from the minor potion table, and 1 item from the minor wondrous item table. The actual, final value might vary from the amount listed for the reward, but over time these random rolls should average out, giving the PCs the right amount of treasure needed to face challenges of their level.

Many of the rewards require you to generate a random magic item from one of the other tables located throughout this book. In most cases, the reward specifies which table you should roll on and where that table can be found.

The potion and scroll tables abbreviate the names of the books the spells appear in as CR (*Core Rulebook*), APG (*Advanced Player's Guide*), UC (*Ultimate Combat*), UM (*Ultimate Magic*), and ARG (*Advanced Race Guide*).

SELECTING REWARDS

The GM should take care in deciding what rewards to give the PCs. In most cases, the GM should settle for the largest reward her budget allows, filling any excess budget with lesser rewards and coins (usually type A treasure). This gives the PCs a chance to get some of the more powerful magic items that are appropriate for their level. Selecting a larger number of smaller rewards grants a larger number of items, but they will be of comparatively lesser value in terms of usefulness.

TREASURE TYPES

Treasure comes in many shapes and forms, from simple coins and lustrous gems to magic swords and powerful staves. Due the numerous different kinds of treasure, this system organizes them into types to make it easy to assign them to an encounter. The types share some of the various kinds of treasures (such as coins and potions), but each is aimed at a specific sort of encounter, as noted below in their descriptions.

TYPE A, COINS (TABLE 7–3): Treasure of this type consists entirely of coins. Coins can be found in nearly any encounter.

TABLE 7–3: TYPE A TREASURE, COINS

Treasure of this type is made up entirely of coins. While it usually does not make a difference to their overall value, the GM may wish to consider the origin of the coins and what is minted on each side. Such details add depth to the world and might lead to further adventures.

VALUE	REWARD
1 gp	5d10 cp, 3d4 sp
5 gp	2d6 × 10 cp, 4d8 sp, 1d4 gp
10 gp	5d10 × 10 cp, 5d10 sp, 1d8 gp
25 gp	2d4 × 100 cp, 3d6 × 10 sp, 4d4 gp
50 gp	4d4 × 100 cp, 4d6 × 10 sp, 8d6 gp
100 gp	6d8 × 10 sp, 3d4 × 10 gp
200 gp	2d4 × 100 sp, 4d4 × 10 gp, 2d4 pp
500 gp	6d6 × 10 gp, 8d6 pp
1,000 gp	2d4 × 100 gp, 10d10 pp
5,000 gp	4d8 × 100 gp, 6d10 × 10 pp
10,000 gp	2d4 × 1,000 gp, 12d8 × 10 pp
50,000 gp	2d6 × 1,000 gp, 8d10 × 100 pp

TYPE B, COINS AND GEMS (TABLE 7–4): Similar to Type A treasure, this type also includes gemstones, some of which can be quite valuable. It is typically found in a small cache or as part of a larger treasure roll.

TYPE C, ART OBJECTS (TABLE 7–5): Often overlooked, these items are valuable for their beauty and craftsmanship and are made with precious metals, gems, and other fine materials. Art objects are typically displayed in residences or placed in small vaults for safekeeping.

TYPE D, COINS AND SMALL OBJECTS (TABLE 7–6): This category consists of coins and small magic items, such as potions, rings, scrolls, and wands. Such treasure is typically found in the lairs of beasts or as a small hoard in a monster den.

TYPE E, ARMOR AND WEAPONS (TABLE 7–7): Consisting solely of weapons and armor, treasure of this type can be found in armories, stored in a den, or even in use by a monster.

TYPE F, COMBATANT GEAR (TABLE 7–8): This treasure type is made up of items that would typically be carried by a monster that relies on melee or ranged combat. It includes armor, coins, potions, weapons, and wondrous items.

TYPE G, SPELLCASTER GEAR (TABLE 7–9): This treasure type is carried by creatures with spellcasting abilities, and includes coins, potions, scrolls, staves, wands, and wondrous items.

TYPE H, LAIR TREASURE (TABLE 7–10): This treasure type can contain items of nearly any variety, but it focuses primarily on treasure of lesser individual value. It frequently includes a large number of magic items, coins, and other valuables.

TYPE I, TREASURE HOARD (TABLE 7–11): Truly the greatest of the treasure types, this can contain virtually any type of item. It usually serves as the reward for many challenging encounters, saved up and placed in one location.

Table 7-4: Type B Treasure, Coins and Gems

This treasure is made up solely of coins and gemstones, which can generally be traded for their full value. The gemstones make up the majority of the value for these rewards. The exact gemstones are generated using Table 7–50 on page 388. Note that you can replace any gemstone with a piece of simple jewelry that is one grade lower, or a piece of complex jewelry that is two grades lower.

VALUE	REWARD
10 gp	Grade 1 gemstone (Table 7–50, page 388)
15 gp	2d6 × 10 cp, 4d8 sp, 1d4 gp, grade 1 gemstone (Table 7–50, page 388)
25 gp	5d10 sp, 1d4 gp, two grade 1 gemstones (Table 7–50, page 388)
50 gp	Grade 2 gemstone (Table 7–50, page 388)
50 gp	3d6 × 10 sp, 3d6 gp, three grade 1 gemstones (Table 7–50, page 388)
75 gp	1d4 × 10 sp, 1d4 gp, two grade 1 gemstones (Table 7–50, page 388), grade 2 gemstone (Table 7–50, page 388)
100 gp	Grade 3 gemstone (Table 7–50, page 388)
100 gp	3d8 × 10 sp, 4d8 gp, two grade 1 gemstones (Table 7–50, page 388), grade 2 gemstone (Table 7–50, page 388)
150 gp	Grade 2 gemstone (Table 7–50, page 388), grade 3 gemstone (Table 7–50, page 388)
200 gp	3d6 × 10 sp, 2d4x10 gp, four grade 1 gemstones (Table 7–50, page 388), grade 3 gemstone (Table 7–50, page 388)
250 gp	2d4 × 10 gp, two grade 2 gemstones (Table 7–50, page 388), grade 3 gemstone (Table 7–50, page 388)
500 gp	Grade 4 gemstone (Table 7–50, page 388)
500 gp	2d4 × 10 gp, 2d4 pp, two grade 2 gemstones (Table 7–50, page 388), three grade 3 gemstones (Table 7–50, page 388)
750 gp	2d4 × 10 gp, two grade 2 gemstones (Table 7–50, page 388), grade 3 gemstone (Table 7–50, page 388), grade 4 gemstone (Table 7–50, page 388)
1,000 gp	Grade 5 gemstone (Table 7–50, page 388)
1,000 gp	3d6 × 10 gp, 4d4 pp, three grade 3 gemstones (Table 7–50, page 388), grade 4 gemstone (Table 7–50, page 388)
2,500 gp	2d4 × 100 gp, two grade 4 gemstones (Table 7–50, page 388), grade 5 gemstone (Table 7–50, page 388)
5,000 gp	Grade 6 gemstone (Table 7–50, page 388)
5,000 gp	2d4 × 100 gp, 2d4x10 pp, two grade 4 gemstones (Table 7–50, page 388), three grade 5 gemstones (Table 7–50, page 388)
10,000 gp	Five grade 5 gemstones (Table 7–50, page 388), grade 6 gemstone (Table 7–50, page 388)
20,000 gp	4d8 × 100 gp, 6d10x10 pp, three grade 6 gemstones (Table 7–50, page 388)
50,000 gp	4d4 × 10 pp, ten grade 3 gemstones (Table 7–50, page 388), four grade 4 gemstones (Table 7–50, page 388), six grade 5 gemstones (Table 7–50, page 388), eight grade 6 gemstones (Table 7–50, page 388)

Table 7-5: Type C Treasure, Art Objects

This treasure is made up art objects, which can generally be traded for their full value. The exact art objects are generated using Table 7–51 on page 390.

VALUE	REWARD
50 gp	Grade 1 art object (Table 7–51, page 390)
100 gp	Grade 2 art object (Table 7–51, page 390)
100 gp	Two grade 1 art objects (Table 7–51, page 390)
150 gp	Grade 1 art object (Table 7–51, page 390), grade 2 art object (Table 7–51, page 390)
200 gp	Two grade 2 art objects (Table 7–51, page 390)
250 gp	Three grade 1 art objects (Table 7–51, page 390), grade 2 art object (Table 7–51, page 390)
500 gp	Grade 3 art object (Table 7–51, page 391)
500 gp	Four grade 1 art objects (Table 7–51, page 390), three grade 2 art objects (Table 7–51, page 390)
750 gp	Three grade 1 art objects (Table 7–51, page 390), two grade 2 art objects (Table 7–51, page 390), grade 3 art object (Table 7–51, page 391)
1,000 gp	Grade 4 art object (Table 7–51, page 391)
1,000 gp	Two grade 3 art objects (Table 7–51, page 391)
1,500 gp	Grade 3 art object (Table 7–51, page 391), grade 4 art object (Table 7–51, page 391)
2,000 gp	Two grade 4 art objects (Table 7–51, page 391)
2,500 gp	Five grade 2 art objects (Table 7–51, page 390), two grade 3 art objects (Table 7–51, page 391), grade 4 art object (Table 7–51, page 391
5,000 gp	Grade 5 art object (Table 7–51, page 391)
5,000 gp	Four grade 3 art objects (Table 7–51, page 391), three grade 4 art objects (Table 7–51, page 391)
7,500 gp	Grade 3 art object (Table 7–51, page 391), two grade 4 art objects (Table 7–51, page 391), grade 5 art object (Table 7–51, page 391)
10,000 gp	Grade 6 art object (Table 7–51, page 391)
10,000 gp	Five grade 4 art objects (Table 7–51, page 391), grade 5 art object (Table 7–51, page 391)
15,000 gp	Grade 5 art object (Table 7–51, page 391), grade 6 art object (Table 7–51, page 391)
20,000 gp	Two grade 5 art objects (Table 7–51, page 391), grade 6 art object (Table 7–51, page 391)
50,000 gp	Ten grade 3 art objects (Table 7–51, page 391), five grade 4 art objects (Table 7–51, page 391), four grade 5 art objects (Table 7–51, page 391), two grade 6 art objects (Table 7–51, page 391)

Table 7–6: Type D Treasure, Coins and Small Objects

This treasure is made up of coins and small magic items, such as potions, scrolls, and wands. The exact magic items included in these rewards are determined using the tables found later in this appendix. The specific table used is specified by the reward.

VALUE	REWARD
50 gp	3d6 × 10 sp, 4d4 gp, lesser minor scroll (Table 7–20, page 372)
50 gp	2d4 × 10 sp, 2d4 gp, lesser minor potion (Table 7–14, page 370)
100 gp	4d6 × 10 sp, 3d10 gp, lesser minor potion (Table 7–14, page 370), lesser minor scroll (Table 7–20, page 372)
150 gp	2d4 × 10 sp, 6d6 gp, greater minor scroll (Table 7–20, page 372)
200 gp	2d4 × 10 sp, 4d6 gp, greater minor potion (Table 7–14, page 370), lesser minor scroll (Table 7–20, page 372)
250 gp	3d6 × 10 sp, 3d6 gp, 1d4 pp, two lesser minor potions (Table 7–14, page 370), greater minor scroll (Table 7–20, page 372)
300 gp	2d4 × 10 sp, 6d6 gp, greater minor potion (Table 7–14, page 370), greater minor scroll (Table 7–20, page 372)
400 gp	Greater minor potion (Table 7–14, page 370), two greater minor scrolls (Table 7–20, page 372)
500 gp	2d4 × 10 gp, 1d4 pp, lesser medium potion (Table 7–14, page 370), greater minor scroll (Table 7–20, page 372)
500 gp	2d4 × 10 gp, 1d4 pp, two greater minor potions (Table 7–14, page 370), greater minor scroll (Table 7–20, page 372)
750 gp	7d6 gp, greater minor scroll (Table 7–20, page 372), lesser minor wand (Table 7–42, page 382)
1,000 gp	4d4 × 10 gp, 3d6 pp, lesser medium potion (Table 7–14, page 370), lesser medium scroll (Table 7–20, page 372)
1,000 gp	2d4 × 10 gp, 2d4 pp, lesser medium potion (Table 7–14, page 370), lesser minor wand (Table 7–42, page 382)
1,500 gp	Greater minor wand (Table 7–42, page 382)
1,500 gp	4d4 × 10 gp, 3d6 pp, greater medium potion (Table 7–14, page 370), greater medium scroll (Table 7–20, page 372)
2,000 gp	Greater medium potion (Table 7–14, page 370), greater minor wand (Table 7–42, page 382)
2,000 gp	2d4 × 10 gp, 2d4 pp, lesser medium potion (Table 7–14, page 370), two greater medium scrolls (Table 7–20, page 372)
3,000 gp	3d6 × 10 gp, 4d4 pp, greater medium potion (Table 7–14, page 370), greater medium scroll (Table 7–20, page 372), greater minor wand (Table 7–42, page 382)
4,000 gp	3d6 × 10 gp, 4d4 pp, greater medium scroll (Table 7–20, page 372), two greater minor wands (Table 7–42, page 382)
5,000 gp	2d4 × 10 gp, 2d4 pp, three lesser major potions (Table 7–14, page 370), two greater medium scrolls (Table 7–20, page 372), greater minor wand (Table 7–42, page 382)
7,500 gp	2d6 pp, lesser major scroll (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382)
7,500 gp	5d6 pp, two greater major potions (Table 7–14, page 370), two greater major scrolls (Table 7–20, page 372)
10,000 gp	Greater medium wand (Table 7–42, page 382)
10,000 gp	4d6 pp, greater major potion (Table 7–14, page 370), greater major scroll (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382)
15,000 gp	Lesser major wand (Table 7–42, page 382)
15,000 gp	9d10 pp, three greater major potions (Table 7–14, page 370), two lesser major scrolls (Table 7–20, page 372), greater medium wand (Table 7–42, page 382)
20,000 gp	4d4 × 10 gp, 2d4x10 pp, two greater major potions (Table 7–14, page 370), greater major scroll (Table 7–20, page 372), lesser major wand (Table 7–42, page 382)
20,000 gp	6d6 × 10 gp, three lesser major potions (Table 7–14, page 370), greater major wand (Table 7–42, page 382)
25,000 gp	Five greater major scrolls (Table 7–20, page 372), greater medium wand (Table 7–42, page 382)
30,000 gp	6d6 pp, four greater major potions (Table 7–14, page 370), three greater major scrolls (Table 7–20, page 372), greater major wand (Table 7–42, page 382)
50,000 gp	8d4 × 10 pp, four greater major scrolls (Table 7–20, page 372), two greater major wands (Table 7–42, page 382)

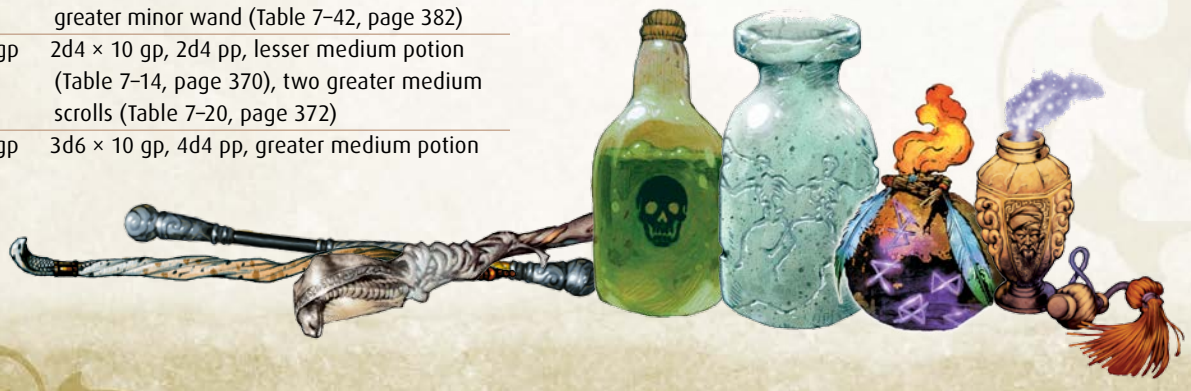


Table 7-7: Type E Treasure, Armor and Weapons

This treasure is made up entirely of armor and weapons. The exact type of armor and weapon is determined using the tables found in Chapter 3 of this book. Other items included in each reward are determined by referring to other tables in this book. The specific table used is specified by the reward. Note that the value of some types of armor and weapons can significantly increase the value of some low-level rewards.

VALUE	REWARD
200 gp	Masterwork light armor or shield (Table 7–12, page 370)
300 gp	Masterwork medium armor (Table 7–12, page 370)
350 gp	Masterwork weapon (Table 7–13, page 370)
1,000 gp	Masterwork heavy armor (Table 7–12, page 370)
1,500 gp	Lesser minor armor (Table 3–2, page 117)
2,500 gp	Lesser minor weapon (Table 3–7, page 135)
3,000 gp	Greater minor armor (Table 3–2, page 117)
3,000 gp	Masterwork medium armor (Table 7–12, page 370), masterwork shield (Table 7–12, page 370), lesser minor weapon (Table 3–7, page 135)
4,000 gp	Lesser minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135)
5,500 gp	Greater minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135)
6,000 gp	Greater minor weapon (Table 3–7, page 135)
7,500 gp	Lesser minor armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135)
8,000 gp	Greater minor armor (Table 3–2, page 117), two lesser minor weapons (Table 3–7, page 135)
9,000 gp	Greater minor armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135)
10,000 gp	Lesser medium armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135)
13,000 gp	Lesser medium weapon (Table 3–7, page 135)
13,000 gp	Lesser medium armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135)
15,000 gp	Greater medium armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135)
20,000 gp	Lesser medium armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135)
25,000 gp	Greater minor armor (Table 3–2, page 117), greater medium weapon (Table 3–7, page 135)
30,000 gp	Lesser major armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), greater minor weapon (Table 3–7, page 135)
30,000 gp	Lesser medium armor (Table 3–2, page 117), greater medium weapon (Table 3–7, page 135)
35,000 gp	Lesser major armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135)
35,000 gp	Lesser minor armor (Table 3–2, page 117), lesser major weapon (Table 3–7, page 135)
40,000 gp	Greater major armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135)
50,000 gp	Greater major armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135)
75,000 gp	Greater minor armor (Table 3–2, page 117), greater major weapon (Table 3–7, page 135)
100,000 gp	Greater major armor (Table 3–2, page 117), greater major weapon (Table 3–7, page 135)

Table 7-8: Type F Treasure, Combatant Gear

Treasure of this type represents the typical gear that might be carried by a creature that frequently finds itself in combat without the aid of spells or magic. These rewards include coins only if needed to round out the total value to an easily used number. The individual items included are determined by referring to other tables in this book. The specific table used is specified by the reward. Note that the value of some types of armor and weapons can significantly increase the value of some low-level rewards.

VALUE	REWARD
50 gp	2d4 × 10 sp, 2d4 gp, lesser minor potion (Table 7–14, page 370)
250 gp	2d4 × 10 sp, 2d4 gp, masterwork light armor or shield (Table 7–12, page 370), lesser minor potion (Table 7–14, page 370)
350 gp	2d4 × 10 sp, 2d4 gp, masterwork medium armor (Table 7–12, page 370), lesser minor potion (Table 7–14, page 370)
400 gp	2d4 × 10 sp, 2d4 gp, masterwork weapon (Table 7–13, page 370), lesser minor potion (Table 7–14, page 370)
500 gp	Masterwork weapon (Table 7–13, page 370), greater minor potion (Table 7–14, page 370)
750 gp	6d6 gp, masterwork medium armor (Table 7–12, page 370), masterwork weapon (Table 7–13, page 370), two lesser minor potions (Table 7–14, page 370)
1,000 gp	Masterwork heavy armor (Table 7–12, page 370)
1,500 gp	Masterwork heavy armor (Table 7–12, page 370), masterwork weapon (Table 7–13, page 370), greater minor potion (Table 7–14, page 370)
2,000 gp	Lesser minor armor (Table 3–2, page 117), masterwork weapon (Table 7–13, page 370), two greater minor potions (Table 7–14, page 370)
3.000 gp	Masterwork medium armor (Table 7–12, page 370), lesser minor weapon (Table 3–7, page 135), greater minor potion (Table 7–14, page 370)
4,000 gp	Lesser minor armor (Table 3–2, page 117), masterwork weapon (Table 7–13, page 370), lesser minor wondrous item (Table 5–1, page 206), greater minor potion (Table 7–14, page 370)

5,000 gp	Masterwork medium armor (Table 7–12, page 370), lesser minor weapon (Table 3–7, page 135), lesser minor wondrous item (Table 5–1, page 206), greater minor potion (Table 7–14, page 370)
6,000 gp	Lesser minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), lesser minor wondrous item (Table 5–1, page 206)
7,500 gp	Greater minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), lesser minor ring (Table 4–1, page 166)
10,000 gp	Greater minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), lesser minor ring (Table 4–1, page 166), lesser minor wondrous item (Table 5–1, page 206), three greater minor potions (Table 7–14, page 370)
10,000 gp	Greater minor armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135), two greater medium potions (Table 7–14, page 370)
12,500 gp	Greater minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), greater minor wondrous item (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370)
15,000 gp	Greater minor armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135), greater minor ring (Table 4–1, page 166)
20,000 gp	Lesser medium armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135), greater minor wondrous item (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370)
25,000 gp	Lesser medium armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135), lesser minor ring (Table 4–1, page 166), lesser minor wondrous item (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370)
30,000 gp	Lesser medium armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135), two lesser minor rings (Table 4–1, page 166), greater minor wondrous items (Table 5–1, page 206)
40,000 gp	Lesser medium armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135), lesser medium ring (Table 4–1, page 166), greater minor wondrous item (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370)
50,000 gp	Greater medium armor (Table 3–2, page 117), greater medium weapon (Table 3–7, page 135), lesser medium wondrous item (Table 5–1, page 206), two lesser major potions (Table 7–14, page 370)
60,000 gp	Greater medium armor (Table 3–2, page 117), greater medium weapon (Table 3–7, page 135), two greater minor rings (Table 4–1, page 166), two greater minor wondrous items (Table 5–1, page 206)
75,000 gp	Lesser major armor (Table 3–2, page 117), greater medium weapon (Table 3–7, page 135), greater minor ring (Table 4–1, page 166), greater medium wondrous item (Table 5–1, page 206), three greater major potions (Table 7–14, page 370)
100,000 gp	Lesser major armor (Table 3–2, page 117), lesser major weapon (Table 3–7, page 135), lesser medium ring (Table 4–1, page 166), greater minor ring (Table 4–1, page 166), two lesser medium wondrous items (Table 5–1, page 206)

Table 7–9: Type G Treasure, Spellcaster Gear

Treasure of this type represents the typical gear that might be carried by a spellcasting creature. These rewards include coins only if needed to round out the total value to an easily used number. The individual items included are determined by referring to other tables in this book. The specific table used is specified by the reward.

VALUE	REWARD
50 gp	2d4 × 10 sp, 2d4 gp, lesser minor potion (Table 7–14, page 370)
75 gp	2d4 gp, lesser minor potion (Table 7–14, page 370), lesser minor scroll (Table 7–20, page 372)
100 gp	Lesser minor potion (Table 7–14, page 370), two lesser minor scrolls (Table 7–20, page 372)
150 gp	Lesser minor scroll (Table 7–20, page 372), greater minor scroll (Table 7–20, page 372)
200 gp	Two lesser minor potions (Table 7–14, page 370), greater minor scroll (Table 7–20, page 372)
250 gp	Two greater minor scrolls (Table 7–20, page 372)
500 gp	Three lesser minor potions (Table 7–14, page 370), three greater minor scrolls (Table 7–20, page 372)
750 gp	Greater minor potion (Table 7–14, page 370), lesser minor wand (Table 7–42, page 382)
1,000 gp	7d6 gp, three greater minor scrolls (Table 7–20, page 372), lesser minor wand (Table 7–42, page 382)
1,500 gp	3d6 × 10 gp, Lesser medium potion (Table 7–14, page 370), lesser medium scroll (Table 7–20, page 372), lesser minor wand (Table 7–42, page 382)
2,000 gp	2d4 × 10 gp, masterwork weapon (Table 7–13, page 370), two lesser medium scrolls (Table 7–20, page 372), lesser minor wand (Table 7–42, page 382)
2,500 gp	Two greater medium potions (Table 7–14, page 370), greater minor wand (Table 7–42, page 382)
3,000 gp	Greater medium potion (Table 7–14, page 370),

	two lesser medium scrolls (Table 7–20, page 372), greater minor wand (Table 7–42, page 382)
4,000 gp	Lesser minor wondrous item (Table 5–1, page 206), greater medium potion (Table 7–14, page 370), greater minor wand (Table 7–42, page 382)
5,000 gp	Lesser minor ring (Table 4–1, page 166), lesser minor wondrous item (Table 5–1, page 206), two lesser medium scrolls (Table 7–20, page 372)
6,000 gp	Lesser minor ring (Table 4–1, page 166), lesser minor wondrous item (Table 5–1, page 206), greater medium potion (Table 7–14, page 370), greater minor wand (Table 7–42, page 382)
7,500 gp	Two greater medium potions (Table 7–14, page 370), lesser minor scroll (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382)
10,000 gp	Lesser minor ring (Table 4–1, page 166), lesser minor wondrous item (Table 5–1, page 206), lesser medium wand (Table 7–42, page 382)
12,500 gp	Lesser minor ring (Table 4–1, page 166), greater minor wondrous item (Table 5–1, page 206), two greater medium scrolls (Table 7–20, page 372), two greater minor wands (Table 7–42, page 382)
15,000 gp	Lesser minor ring (Table 4–1, page 166), lesser medium rod (Table 4–2, page 179), lesser medium wand (Table 7–42, page 382)
20,000 gp	Greater minor ring (Table 4–1, page 166), greater minor wondrous item (Table 5–1, page 206), greater medium potion (Table 7–14, page 370), two greater medium scrolls (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382)
25,000 gp	Lesser minor ring (Table 4–1, page 166), lesser medium wand (Table 7–42, page 382), greater medium wand (Table 7–42, page 382), greater minor wondrous item (Table 5–1, page 206)
30,000 gp	Greater minor ring (Table 4–1, page 166), lesser medium wondrous item (Table 5–1, page 206), lesser major scroll (Table 7–20, page 372), greater medium wand (Table 7–42, page 382)
40,000 gp	Lesser minor weapon (Table 3–7, page 135), lesser medium staff (Table 4–6, page 193), greater medium rod (Table 4–2, page 179), two lesser minor wondrous items (Table 5–1, page 206), lesser medium wand (Table 7–42, page 382)
50,000 gp	Greater minor ring (Table 4–1, page 166), two lesser medium wondrous items (Table 5–1, page 206), lesser major potion (Table 7–14, page 370), three greater medium scrolls (Table 7–20, page 372), lesser major wand (Table 7–42, page 382)
60,000 gp	Lesser medium staff (Table 4–6, page 193), greater medium rod (Table 4–2, page 179), greater medium wondrous item (Table 5–1, page 206), greater medium potion (Table 7–14, page 370), two lesser major scrolls (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382)
75,000 gp	Lesser minor weapon (Table 3–7, page 135), greater medium staff (Table 4–6, page 193), greater medium wondrous item (Table 5–1, page 206), three greater major scrolls (Table 7–20, page 372), greater major wand (Table 7–42, page 382)
100,000 gp	Lesser major ring (Table 4–1, page 167), greater medium rod (Table 4–2, page 179), lesser major staff (Table 4–6, page 193), lesser major scroll (Table 7–20, page 372), greater medium wand (Table 7–42, page 382)

Table 7–10: Type H Treasure, Lair Treasure

Rewards from this type of treasure represent the kinds of items that might be found in the lair of one or more creatures. Though they can be of any type, this treasure tends to include a fair number of coins and smaller magic items. The individual items included are determined by referring to other tables in this book. The specific table used is specified by the reward.

VALUE	REWARD
500 gp	4d4 × 100 cp, 3d6 × 10 sp, 2d4 × 10 gp, masterwork weapon (Table 7–13, page 370), lesser minor potion (Table 7–14, page 370), lesser minor scroll (Table 7–20, page 372), grade 2 gemstone (Table 7–50, page 388)
1,000 gp	2d4 × 100 cp, 2d6 × 100 sp, 6d6 gp, greater minor potion (Table 7–14, page 370), greater minor scroll (Table 7–20, page 372), lesser minor wand (Table 7–42, page 382), three grade 1 gemstones (Table 7–50, page 388)
2,500 gp	3d6 × 10 sp, 2d4 gp, masterwork heavy armor (Table 7–12, page 370), masterwork weapon (Table 7–13, page 370), two lesser medium potions (Table 7–14, page 370), two greater minor scrolls (Table 7–20, page 372), grade 2 gemstone (Table 7–50, page 388)
5,000 gp	2d4 × 10 gp, 4d6 pp, masterwork weapon (Table 7–13, page 370), lesser minor ring (Table 4–1, page 166), greater medium potion (Table 7–14, page 370), lesser medium scroll (Table 7–20, page 372), greater minor wand (Table 7–42, page 382)
7,500 gp	4d4 × 10 gp, 6d6 pp, lesser minor weapon (Table 3–7, page 135), lesser minor wondrous item (Table 5–1, page 206), two greater

	medium potions (Table 7–14, page 370), greater minor wand (Table 7–42, page 382), two grade 3 gemstones (Table 7–50, page 388)
10,000 gp	4d8 × 10 gp, 6d10 pp, greater minor armor (Table 3–2, page 117), lesser minor ring (Table 4–1, page 166), lesser minor wondrous item (Table 5–1, page 206), lesser medium scroll (Table 7–20, page 372), greater minor wand (Table 7–42, page 382), grade 4 gemstone (Table 7–50, page 388)
15,000 gp	4d4 × 10 gp, 4d4 × 10 pp, greater minor armor (Table 3–2, page 117), lesser minor wondrous item (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370), two greater medium scrolls (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382), one grade 3 gemstone (Table 7–50, page 388)
20,000 gp	2d4 × 10 pp, greater minor ring (Table 4–1, page 166), two lesser minor wondrous items (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370), two lesser major scrolls (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382)
25,000 gp	6d10 × 10 gp, 6d6 pp, lesser medium armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), greater minor wondrous item (Table 5–1, page 206), two lesser major scrolls (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382), grade 4 gemstone (Table 7–50, page 388)
30,000 gp	6d6 × 10 gp, 2d4 × 10 pp, greater minor weapon (Table 3–7, page 135), lesser medium wondrous item (Table 5–1, page 206), greater medium wand (Table 7–42, page 382), three grade 3 gemstones (Table 7–50, page 388)
40,000 gp	4d4 × 10 gp, 4d4 × 10 pp, lesser medium ring (Table 4–1, page 166), lesser medium rod (Table 4–2, page 179), two greater major potions (Table 7–14, page 370), two lesser major scrolls (Table 7–20, page 372), lesser major wand (Table 7–42, page 382)
50,000 gp	4d4 × 10 pp, greater medium armor (Table 3–2, page 117), lesser medium staff (Table 4–6, page 193), lesser medium wondrous item (Table 5–1, page 206), greater major scroll (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382), grade 5 gemstone (Table 7–50, page 388)
75,000 gp	2d8 × 100 gp, 4d4 × 10 pp, greater minor weapon (Table 3–7, page 135), greater medium ring (Table 4–1, page 167), greater medium staff (Table 4–6, page 193), three greater major potions (Table 7–14, page 370), greater major scroll (Table 7–20, page 372), lesser major wand (Table 7–42, page 382), grade 5 gemstone (Table 7–50, page 388)
100,000 gp	8d6 × 100 gp, 4d4 × 10 pp, lesser major ring (Table 4–1, page 167), lesser major wondrous item (Table 5–1, page 206), three greater major potions (Table 7–14, page 370), greater major scroll (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382), two grade 5 gemstones (Table 7–50, page 388), grade 6 gemstone (Table 7–50, page 388)

Table 7–11: Type I Treasure, Treasure Hoard

Rewards from this type of treasure represent the kinds of items that might be found in the vault of an entire community of creatures or in the hoard of a mighty beast such as a dragon. While this reward can include items of any type, it focuses on coins, gems, and larger, more valuable items. The individual items included are determined by referring to other tables in this book. The specific table used is specified by the reward.

VALUE	REWARD
5,000 gp	4d4 × 1,000 cp, 6d6 × 100 sp, 2d4 × 100 gp, 6d6 pp, lesser minor armor (Table 3–2, page 117), greater minor wand (Table 7–42, page 382), five grade 3 gemstones (Table 7–50, page 388), grade 3 art object (Table 7–51, page 391)
10,000 gp	4d4 × 1,000 cp, 6d6 × 100 sp, 2d4 × 100 gp, 6d6 pp, greater minor armor (Table 3–2, page 117), lesser minor weapon (Table 3–7, page 135), lesser minor wondrous item (Table 5–1, page 206), greater medium scroll (Table 7–20, page 372), grade 4 gemstone (Table 7–50, page 388), grade 3 art object (Table 7–51, page 391)
15,000 gp	2d4 × 1,000 cp, 6d4 × 100 sp, 3d6 × 10 gp, 6d6 pp, greater minor ring (Table 4–1, page 166), two lesser minor wondrous items (Table 5–1, page 206), two greater medium potions (Table 7–14, page 370), greater minor wand (Table 7–42, page 382), grade 4 gemstone (Table 7–50, page 388), grade 3 art object (Table 7–51, page 391)
20,000 gp	2d4 × 1,000 cp, 6d4 × 100 sp, 3d6 × 10 gp, 6d6 pp, greater minor armor (Table 3–2, page 117), lesser medium rod (Table 4–2, page 179), greater minor wondrous item (Table 5–1, page 206), two lesser major potions (Table 7–14, page 370), greater medium scroll (Table 7–20, page 372), three grade 3 art objects (Table 7–51, page 391)
25,000 gp	2d4 × 1,000 cp, 6d4 × 100 sp, 3d6 × 10 gp, 6d6 pp, lesser medium staff (Table 4–6, page 193),

	two lesser minor wondrous items (Table 5–1, page 206), greater medium potion (Table 7–14, page 370), lesser medium wand (Table 7–42, page 382), two grade 2 gemstones (Table 7–50, page 388), two grade 3 gemstones (Table 7–50, page 388), grade 4 gemstone (Table 7–50, page 388)
30,000 gp	2d4 × 1,000 cp, 6d4 × 100 sp, 3d6 × 10 gp, 6d6 pp, lesser medium armor (Table 3–2, page 117), greater minor weapon (Table 3–7, page 135), lesser medium wondrous item (Table 5–1, page 206), two lesser major scrolls (Table 7–20, page 372), grade 4 art object (Table 7–51, page 391)
40,000 gp	4d4 × 1,000 cp, 6d6 × 100 sp, 2d4 × 100 gp, 6d6 pp, lesser medium weapon (Table 3–7, page 135), greater medium rod (Table 4–2, page 179), greater major potion (Table 7–14, page 370), greater medium scroll (Table 7–20, page 372), lesser medium wand (Table 7–42, page 382), three grade 3 art objects (Table 7–51, page 391), two grade 4 art objects (Table 7–51, page 391)
50,000 gp	4d4 × 10,000 cp, 6d6 × 1,000 sp, 4d4 × 100 gp, 2d4 × 10 pp, greater minor armor (Table 3–2, page 117), two greater minor weapons (Table 3–7, page 135), greater medium staff (Table 4–6, page 193), greater minor wondrous item (Table 5–1, page 206), grade 5 gemstone (Table 7–50, page 388)
60,000 gp	2d4 × 10,000 cp, 2d4 × 1,000 sp, 2d4 × 100 gp, 2d4 × 10 pp, greater medium weapon (Table 3–7, page 135), greater medium rod (Table 4–2, page 179), lesser medium wondrous item (Table 5–1, page 206), greater major scroll (Table 7–20, page 372), two greater minor wands (Table 7–42, page 382), grade 4 gemstone (Table 7–50, page 388), five grade 2 art objects (Table 7–51, page 390)
75,000 gp	2d4 × 10,000 cp, 2d4 × 1,000 sp, 2d4 × 100 gp, 2d4 × 10 pp, lesser major armor (Table 3–2, page 117), greater medium ring (Table 4–1, page 167), lesser medium staff (Table 4–6, page 193), greater medium wand (Table 7–42, page 382), grade 6 gemstone (Table 7–50, page 388), grade 4 art object (Table 7–51, page 391)
100,000 gp	2d4 × 10,000 cp, 2d4 × 1,000 sp, 2d4 × 100 gp, 2d4 × 10 pp, lesser medium weapon (Table 3–7, page 135), greater medium ring (Table 4–1, page 167), lesser major rod (Table 4–2, page 179), greater medium wondrous item (Table 5–1, page 206), two greater major potions (Table 7–14, page 370), lesser medium scroll (Table 7–20, page 372), two grade 4 art objects (Table 7–51, page 391)
125,000 gp	4d4 × 10,000 cp, 6d6 × 1,000 sp, 4d4 × 100 gp, 2d8 × 10 pp, greater major armor (Table 3–2, page 117), lesser medium weapon (Table 3–7, page 135), lesser major staff (Table 4–6, page 193), two greater major scrolls (Table 7–20, page 372), greater major wand (Table 7–42, page 382), grade 6 gemstone (Table 7–50, page 388), three grade 4 art objects (Table 7–51, page 391)
150,000 gp	4d4 × 10,000 cp, 6d6 × 1,000 sp, 4d4 × 100 gp, 2d8 × 10 pp, greater medium armor (Table 3–2, page 117), lesser major ring (Table 4–1, page 167), greater major wondrous item (Table 5–1, page 206), greater major wand (Table 7–42, page 382)
200,000 gp	4d4 × 10,000 cp, 6d6 × 1,000 sp, 4d4 × 100 gp, 2d8 × 10 pp, greater major weapon (Table 3–7, page 135), two lesser medium rings (Table 4–1, page 166), lesser major staff (Table 4–6, page 193), lesser major wondrous item (Table 5–1, page 206), lesser major wand (Table 7–42, page 382), three grade 5 gemstones (Table 7–50, page 388), grade 4 gemstone (Table 7–50, page 388)
300,000 gp	8d4 × 10,000 cp, 12d6 × 1,000 sp, 8d4 × 100 gp, 2d8 × 10 pp, greater major weapon (Table 3–7, page 135), lesser major ring (Table 4–1, page 167), greater major staff (Table 4–6, page 193), greater major wondrous item (Table 5–1, page 206), greater medium wand (Table 7–42, page 382), grade 6 gemstone (Table 7–50, page 388), grade 6 art object (Table 7–51, page 391)



Table 7–12: Random Armor or Shield

d%	Type of Armor or Shield
01–04	Banded mail
05–11	Breastplate
12–14	Buckler
15–21	Chain shirt
22–27	Chainmail
28–34	Full plate
35–39	Half-plate
40–45	Heavy steel shield
46–51	Heavy wooden shield
52–55	Hide
56–61	Leather armor
62–65	Light steel shield
66–69	Light wooden shield
70–72	Padded armor
73–77	Scale mail
78–81	Splint mail
82–87	Studded leather armor
88–90	Tower shield
91–93	Other light armor*
94–95	Other medium armor*
96–98	Other heavy armor*
99–100	Other shield*

* GM's choice of armor or shield; see Chapter 1 for options.

Table 7–13: Random Weapon

d%	Type of Weapon
01	Bastard sword
02–05	Battleaxe
06	Bolas
07–08	Club
09–10	Composite longbow
11–12	Composite shortbow
13–16	Dagger
17	Dart
18	Dwarven waraxe
19	Falchion
20	Gauntlet
21	Glaive
22–24	Greataxe
25	Greatclub
26–28	Greatsword
29	Halberd
30	Handaxe
31–33	Heavy crossbow
34	Heavy flail
35	Heavy mace
36–37	Lance
38–40	Light crossbow
41	Light flail
42	Light hammer
43–44	Light mace
45	Light pick
46–49	Longbow
50–51	Longspear
52–58	Longsword
59–60	Morningstar
61	Nunchaku
62–63	Quarterstaff
64–65	Rapier
66	Sai
67	Sap
68	Scimitar
69	Scythe
70–73	Shortbow
74–75	Shortspear
76–80	Shortsword
81	Shuriken
82	Sickle
83–84	Sling
85–87	Spear
88	Trident
89–91	Warhammer
92	Whip
93–94	Other light melee weapon*
95–96	Other one-handed melee weapon*
97–98	Other two-handed melee weapon*
99–100	Other ranged weapon*

* GM's choice of weapon; see Chapter 1 for options.



Table 7–14: Random Potions and Oils

Lesser Minor	Greater Minor	Lesser Medium	Greater Medium	Lesser Major	Greater Major	Spell Level*	Caster Level
01–40	01–10	—	—	—	—	0	1st
41–100	11–60	01–25	01–10	—	—	1st	1st
—	61–100	26–85	11–50	01–35	01–10	2nd	3rd
—	—	86–100	51–100	36–100	11–100	3rd	5th

* Consult Table 7–15 to determine the rarity of the potion or oil and Tables 7–16 through 7–19 to determine the spell.

Table 7-15: Type of Potion or Oil

d%	Potion or Oil Type*
01–75	Common
76–100	Uncommon

* Except 0-level potions and oils, all of which are common.

Table 7-16: 0-Level Potions and Oils

d%	Common Potion or Oil	Price	Source
01–14	*Arcane mark*	25 gp	CR
15–28	*Guidance*	25 gp	CR
29–44	*Light*	25 gp	CR
45–58	*Purify food and drink*	25 gp	CR
59–72	*Resistance*	25 gp	CR
73–86	*Stabilize*	25 gp	CR
87–100	*Virtue*	25 gp	CR

Table 7-17: 1st-Level Potions and Oils

d%	Common Potion or Oil	Price	Source
01–04	*Bless weapon*	50 gp	CR
05–14	*Cure light wounds*	50 gp	CR
15–19	*Endure elements*	50 gp	CR
20–27	*Enlarge person*	50 gp	CR
28–33	*Jump*	50 gp	CR
34–41	*Mage armor*	50 gp	CR
42–47	*Magic fang*	50 gp	CR
48–55	*Magic weapon*	50 gp	CR
56–60	*Pass without trace*	50 gp	CR
61–64	*Protection from chaos*	50 gp	CR
65–68	*Protection from evil*	50 gp	CR
69–72	*Protection from good*	50 gp	CR
73–76	*Protection from law*	50 gp	CR
77–81	*Reduce person*	50 gp	CR
82–87	*Remove fear*	50 gp	CR
88–92	*Sanctuary*	50 gp	CR
93–100	*Shield of faith*	50 gp	CR

d%	Uncommon Potion or Oil	Price	Source
01–04	*Animate rope*	50 gp	CR
05–11	*Ant haul*	50 gp	APG
12–16	*Cloak of the shade*	50 gp	APG
17–20	*Erase*	50 gp	CR
21–26	*Feather step*	50 gp	APG
27–30	*Goodberry*	50 gp	CR
31–34	*Grease*	50 gp	CR
35–41	*Hide from animals*	50 gp	CR
42–49	*Hide from undead*	50 gp	CR
50–53	*Hold portal*	50 gp	CR
54–58	*Invigorate*	50 gp	APG
59–64	*Keen senses*	50 gp	APG
65–68	*Magic stone*	50 gp	CR
69–75	*Remove sickness*	50 gp	UM
76–80	*Sanctify corpse*	50 gp	UM
81–84	*Shillelagh*	50 gp	CR
85–92	*Touch of the sea*	50 gp	APG
93–100	*Vanish*	50 gp	APG

Table 7-18: 2nd-Level Potions and Oils

d%	Common Potion or Oil	Price	Source
01–04	*Aid*	300 gp	CR
05–07	*Align weapon*	300 gp	CR
08–11	*Barkskin*	300 gp	CR
12–16	*Bear's endurance*	300 gp	CR
17–20	*Blur*	300 gp	CR
21–25	*Bull's strength*	300 gp	CR
26–30	*Cat's grace*	300 gp	CR
31–37	*Cure moderate wounds*	300 gp	CR
38–41	*Darkvision*	300 gp	CR
42–44	*Delay poison*	300 gp	CR
45–49	*Eagle's splendor*	300 gp	CR
50–54	*Fox's cunning*	300 gp	CR
55–61	*Invisibility*	300 gp	CR
62–66	*Levitate*	300 gp	CR
67–71	*Owl's wisdom*	300 gp	CR
72–73	*Protection from arrows*	300 gp	CR
74–76	*Remove paralysis*	300 gp	CR
77–80	*Resist energy, acid*	300 gp	CR
81–84	*Resist energy, cold*	300 gp	CR
85–88	*Resist energy, electricity*	300 gp	CR
89–92	*Resist energy, fire*	300 gp	CR
93–94	*Resist energy, sonic*	300 gp	CR
95–98	*Spider climb*	300 gp	CR
99–100	*Undetectable alignment*	300 gp	CR

d%	Uncommon Potion or Oil	Price	Source
01–06	*Ablative barrier*	300 gp	UC
07–14	*Acute senses*	300 gp	UM
15–19	*Arcane lock*	300 gp	CR
20–24	*Bullet shield*	300 gp	UC
25–30	*Certain grip*	300 gp	UC
31–35	*Continual flame*	350 gp	CR
36–40	*Corruption resistance*	300 gp	APG
41–48	*Disguise other*	300 gp	UM
49–56	*Gentle repose*	300 gp	CR
57–61	*Make whole*	300 gp	CR
62–67	*Obscure object*	300 gp	CR
68–72	*Reduce animal*	300 gp	CR
73–76	*Rope trick*	300 gp	CR
77–82	*Slipstream*	300 gp	APG
83–90	*Status*	300 gp	CR
91–95	*Warp wood*	300 gp	CR
96–100	*Wood shape*	300 gp	CR



Table 7–19: 3rd-Level Potions and Oils

d%	Common Potion or Oil	Price	Source
01–06	*Cure serious wounds*	750 gp	CR
07–10	*Dispel magic*	750 gp	CR
11–14	*Displacement*	750 gp	CR
15–20	*Fly*	750 gp	CR
21–25	*Gaseous form*	750 gp	CR
26–29	*Good hope*	750 gp	CR
30–35	*Haste*	750 gp	CR
36–40	*Heroism*	750 gp	CR
41–44	*Keen edge*	750 gp	CR
45–48	*Magic fang, greater*	750 gp	CR
49–52	*Magic vestment*	750 gp	CR
53–57	*Neutralize poison*	750 gp	CR
58–60	*Protection from energy, acid*	750 gp	CR
61–63	*Protection from energy, cold*	750 gp	CR
64–66	*Protection from energy, electricity*	750 gp	CR
67–69	*Protection from energy, fire*	750 gp	CR
70–71	*Protection from energy, sonic*	750 gp	CR
72–74	*Rage*	750 gp	CR
75–77	*Remove blindness/deafness*	750 gp	CR
78–81	*Remove curse*	750 gp	CR
82–86	*Remove disease*	750 gp	CR
87–91	*Tongues*	750 gp	CR
92–96	*Water breathing*	750 gp	CR
97–100	*Water walk*	750 gp	CR

d%	Uncommon Potion or Oil	Price	Source
01–12	*Burrow*	750 gp	UM
11–22	*Countless eyes*	750 gp	UM
23–34	*Daylight*	750 gp	CR
35–49	*Draconic reservoir*	750 gp	APG
50–58	*Flame arrow*	750 gp	CR
59–67	*Shrink item*	750 gp	CR
68–77	*Stone shape*	750 gp	CR
78–87	*Fire trap*	775 gp	CR
88–100	*Nondetection*	800 gp	CR

Table 7–20: Random Scrolls

Lesser Minor	Greater Minor	Lesser Medium	Greater Medium	Lesser Major	Greater Major	Spell Level*	Caster Level
01–15	01–05	—	—	—	—	0	1st
16–95	06–35	—	—	—	—	1st	1st
96–100	36–90	01–10	—	—	—	2nd	3rd
—	91–100	11–55	01–20	—	—	3rd	5th
—	—	56–100	21–60	01–30	—	4th	7th
—	—	—	61–100	31–65	—	5th	9th
—	—	—	—	66–90	01–05	6th	11th
—	—	—	—	91–100	06–35	7th	13th
—	—	—	—	—	36–70	8th	15th
—	—	—	—	—	71–100	9th	17th

* Consult Table 7–21 to determine the type and rarity of the scroll. For arcane spells, consult Tables 7–22 through 7–31. For divine spells, consult Tables 7–32 through 7–41.

Table 7–21: Type of Scroll

d%	Scroll Type
01–45	Common arcane scroll
46–60	Uncommon arcane scroll
61–90	Common divine scroll
91–100	Uncommon divine scroll

Table 7–22: 0-Level Arcane Scrolls

d%	Common Scroll	Price	Source
01–09	*Acid splash*	12 gp, 5 sp	CR
10–17	*Daze*	12 gp, 5 sp	CR
18–27	*Detect magic*	12 gp, 5 sp	CR
28–35	*Flare*	12 gp, 5 sp	CR
36–45	*Light*	12 gp, 5 sp	CR
46–55	*Mage hand*	12 gp, 5 sp	CR
56–63	*Mending*	12 gp, 5 sp	CR
64–72	*Prestidigitation*	12 gp, 5 sp	CR
73–81	*Ray of frost*	12 gp, 5 sp	CR
82–91	*Read magic*	12 gp, 5 sp	CR
92–100	*Touch of fatigue*	12 gp, 5 sp	CR

d%	Uncommon Scroll	Price	Source
01–07	*Arcane mark*	12 gp, 5 sp	CR
08–17	*Bleed*	12 gp, 5 sp	CR
18–25	*Dancing lights*	12 gp, 5 sp	CR
26–35	*Detect poison*	12 gp, 5 sp	CR
36–42	*Disrupt undead*	12 gp, 5 sp	CR
43–51	*Ghost sound*	12 gp, 5 sp	CR
52–61	*Message*	12 gp, 5 sp	CR
62–68	*Open/close*	12 gp, 5 sp	CR
69–75	*Resistance*	12 gp, 5 sp	CR
76–83	*Sift*	12 gp, 5 sp	APG
84–92	*Spark*	12 gp, 5 sp	APG
93–100	*Unwitting ally*	12 gp, 5 sp	APG

Table 7–23: 1st-Level Arcane Scrolls

d%	Common Scroll	Price	Source
01–05	*Burning hands*	25 gp	CR
06–09	*Cause fear*	25 gp	CR
10–14	*Charm person*	25 gp	CR
15–17	*Chill touch*	25 gp	CR
18–21	*Disguise self*	25 gp	CR
22–24	*Endure elements*	25 gp	CR
25–28	*Enlarge person*	25 gp	CR
29–32	*Expeditious retreat*	25 gp	CR
33–36	*Grease*	25 gp	CR
37–39	*Hypnotism*	25 gp	CR
40–42	*Identify*	25 gp	CR
43–48	*Mage armor*	25 gp	CR
49–54	*Magic missile*	25 gp	CR
55–58	*Magic weapon*	25 gp	CR
59–62	*Obscuring mist*	25 gp	CR
63–64	*Protection from chaos*	25 gp	CR
65–67	*Protection from evil*	25 gp	CR
68–69	*Protection from good*	25 gp	CR
70–71	*Protection from law*	25 gp	CR
72–75	*Ray of enfeeblement*	25 gp	CR
76–80	*Shield*	25 gp	CR
81–84	*Shocking grasp*	25 gp	CR
85–88	*Silent image*	25 gp	CR
89–93	*Sleep*	25 gp	CR
94–96	*Summon monster I*	25 gp	CR
97–100	*True strike*	25 gp	CR

d%	Uncommon Scroll	Price	Source
01–02	*Air bubble*	25 gp	UC
03–06	*Alarm*	25 gp	CR
07–08	*Animate rope*	25 gp	CR
09–12	*Ant haul*	25 gp	APG
13–15	*Blend*	25 gp	ARG
16–18	*Break*	25 gp	APG
19–23	*Color spray*	25 gp	CR
24–26	*Comprehend languages*	25 gp	CR
27–30	*Corrosive touch*	25 gp	UM
31–33	*Detect secret doors*	25 gp	CR
34–36	*Detect undead*	25 gp	CR
37–38	*Erase*	25 gp	CR
39–40	*Flare burst*	25 gp	APG
41–43	*Floating disk*	25 gp	CR
44–46	*Hold portal*	25 gp	CR
47–48	*Hydraulic push*	25 gp	APG
49–51	*Icicle dagger*	25 gp	UM
52–54	*Illusion of calm*	25 gp	UC
55–58	*Jump*	25 gp	CR
59–60	*Magic aura*	25 gp	CR
61–63	*Mirror strike*	25 gp	UC
64–66	*Mount*	25 gp	CR
67–69	*Ray of sickening*	25 gp	UM
70–71	*Reduce person*	25 gp	CR
72–74	*Shadow weapon*	25 gp	UM
75–77	*Shock shield*	25 gp	UC
78–80	*Stone fist*	25 gp	APG
81–84	*Touch of the sea*	25 gp	APG
85–88	*Unseen servant*	25 gp	CR
89–91	*Urban grace*	25 gp	ARG
92–96	*Vanish*	25 gp	APG
97–98	*Ventriloquism*	25 gp	CR
99–100	*Voice alteration*	25 gp	UM

Table 7–24: 2nd-Level Arcane Scrolls

d%	Common Scroll	Price	Source
01–04	*Acid arrow*	150 gp	CR
05–07	*Alter self*	150 gp	CR
08–12	*Bear's endurance*	150 gp	CR
13–15	*Blur*	150 gp	CR
16–20	*Bull's strength*	150 gp	CR
21–24	*Cat's grace*	150 gp	CR
25–27	*Darkness*	150 gp	CR
28–30	*Darkvision*	150 gp	CR
31–34	*Eagle's splendor*	150 gp	CR
35–37	*False life*	150 gp	CR
38–40	*Flaming sphere*	150 gp	CR
41–44	*Fox's cunning*	150 gp	CR
45–47	*Glitterdust*	150 gp	CR
48–52	*Invisibility*	150 gp	CR
53–54	*Knock*	150 gp	CR
55–58	*Levitate*	150 gp	CR
59–61	*Minor image*	150 gp	CR
62–65	*Mirror image*	150 gp	CR
66–69	*Owl's wisdom*	150 gp	CR
70–73	*Resist energy*	150 gp	CR
74–75	*Rope trick*	150 gp	CR
76–80	*Scorching ray*	150 gp	CR
81–83	*See invisibility*	150 gp	CR
84–85	*Shatter*	150 gp	CR
86–88	*Spider climb*	150 gp	CR
89–91	*Summon monster II*	150 gp	CR
92–93	*Summon swarm*	150 gp	CR
94–98	*Web*	150 gp	CR
99–100	*Whispering wind*	150 gp	CR

d%	Uncommon Scroll	Price	Source
01–03	*Bestow weapon proficiency*	150 gp	UC
04–06	*Blindness/deafness*	150 gp	CR
07–09	*Burning gaze*	150 gp	APG
10–12	*Certain grip*	150 gp	UC
13–14	*Command undead*	150 gp	CR
15–16	*Create pit*	150 gp	APG
17–20	*Daze monster*	150 gp	CR
21–23	*Detect thoughts*	150 gp	CR
24–27	*Disguise other*	150 gp	UM
28–31	*Elemental touch*	150 gp	APG
32–34	*Fire breath*	150 gp	APG
35–38	*Fog cloud*	150 gp	CR
39–40	*Ghoul touch*	150 gp	CR
41	*Glide*	150 gp	APG

d%	UNCOMMON SCROLL (CONT.)	PRICE	SOURCE
42–44	*Gust of wind*	150 gp	CR
45–47	*Haunting mists*	150 gp	UM
48–51	*Hideous laughter*	150 gp	CR
52–54	*Hypnotic pattern*	150 gp	CR
55–57	*Locate object*	150 gp	CR
58–60	*Make whole*	150 gp	CR
61–62	*Misdirection*	150 gp	CR
63	*Obscure object*	150 gp	CR
64–65	*Pernicious poison*	150 gp	UM
66–67	*Protection from arrows*	150 gp	CR
68–70	*Pyrotechnics*	150 gp	CR
71–73	*Returning weapon*	150 gp	UC
74–77	*Scare*	150 gp	CR
78–80	*Shadow anchor*	150 gp	ARG
81–83	*Share memory*	150 gp	UM
84–85	*Slipstream*	150 gp	APG
86–88	*Spectral hand*	150 gp	CR
89–90	*Spontaneous immolation*	150 gp	UC
91–93	*Touch of idiocy*	150 gp	CR
94	*Unshakable chill*	150 gp	UM
95–96	*Magic mouth*	160 gp	CR
97	*Arcane lock*	175 gp	CR
98–99	*Continual flame*	200 gp	CR
100	*Phantom trap*	200 gp	CR

Table 7-25: 3rd-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–03	*Beast shape I*	375 gp	CR
04–07	*Blink*	375 gp	CR
08–12	*Dispel magic*	375 gp	CR
13–16	*Displacement*	375 gp	CR
17–21	*Fireball*	375 gp	CR
22–24	*Flame arrow*	375 gp	CR
25–29	*Fly*	375 gp	CR
30–32	*Gaseous form*	375 gp	CR
33–37	*Haste*	375 gp	CR
38–40	*Heroism*	375 gp	CR
41–43	*Hold person*	375 gp	CR
44–46	*Invisibility sphere*	375 gp	CR
47–51	*Lightning bolt*	375 gp	CR
52–54	*Magic circle against chaos*	375 gp	CR
55–57	*Magic circle against evil*	375 gp	CR
58–60	*Magic circle against good*	375 gp	CR
61–63	*Magic circle against law*	375 gp	CR
64–66	*Major image*	375 gp	CR
67–70	*Phantom steed*	375 gp	CR
71–74	*Protection from energy*	375 gp	CR
75–78	*Slow*	375 gp	CR
79–81	*Stinking cloud*	375 gp	CR
82–84	*Suggestion*	375 gp	CR
85–87	*Summon monster III*	375 gp	CR
88–90	*Tiny hut*	375 gp	CR
91–94	*Tongues*	375 gp	CR
95–97	*Vampiric touch*	375 gp	CR
98–100	*Water breathing*	375 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–03	*Animate dead, lesser*	375 gp	UM
04–06	*Aqueous orb*	375 gp	APG
07–08	*Arcane sight*	375 gp	CR
09–12	*Blood biography*	375 gp	APG
13–15	*Clairaudience/clairvoyance*	375 gp	CR
16–17	*Cloak of winds*	375 gp	APG
18–20	*Daylight*	375 gp	CR
21–24	*Deep slumber*	375 gp	CR
25–27	*Distracting cacophony*	375 gp	UM
28–30	*Draconic reservoir*	375 gp	APG
31–35	*Elemental aura*	375 gp	APG
36–38	*Explosive runes*	375 gp	CR
39–43	*Force punch*	375 gp	UM
44–45	*Gentle repose*	375 gp	CR
46–47	*Halt undead*	375 gp	CR
48–49	*Healing thief*	375 gp	UC
50–51	*Hydraulic torrent*	375 gp	APG
52–56	*Keen edge*	375 gp	CR
57–61	*Magic weapon, greater*	375 gp	CR
62–65	*Monstrous physique I*	375 gp	UM
66–68	*Rage*	375 gp	CR
69–70	*Ray of exhaustion*	375 gp	CR
71–73	*Resinous skin*	375 gp	UC
74–75	*Resist energy, communal*	375 gp	UC
76–78	*Secret page*	375 gp	CR
79–80	*Shrink item*	375 gp	CR
81–83	*Sleet storm*	375 gp	CR
84–86	*Spiked pit*	375 gp	APG
87–90	*Undead anatomy I*	375 gp	UM
91–92	*Versatile weapon*	375 gp	APG
93–95	*Wind wall*	375 gp	CR
96	*Illusory script*	425 gp	CR
97–99	*Nondetection*	425 gp	CR
100	*Sepia snake sigil*	875 gp	CR

Table 7-26: 4th-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–03	*Beast shape II*	700 gp	CR
04–05	*Bestow curse*	700 gp	CR
06–09	*Black tentacles*	700 gp	CR
10–14	*Charm monster*	700 gp	CR
15–18	*Confusion*	700 gp	CR
19–21	*Crushing despair*	700 gp	CR
22–26	*Dimension door*	700 gp	CR
27–29	*Dimensional anchor*	700 gp	CR
30–32	*Elemental body I*	700 gp	CR
33–36	*Enervation*	700 gp	CR
37–38	*Enlarge person, mass*	700 gp	CR
39–43	*Fear*	700 gp	CR
44–47	*Fire shield*	700 gp	CR
48–50	*Globe of invulnerability, lesser*	700 gp	CR
51–54	*Ice storm*	700 gp	CR
55–59	*Invisibility, greater*	700 gp	CR
60–64	*Phantasmal killer*	700 gp	CR

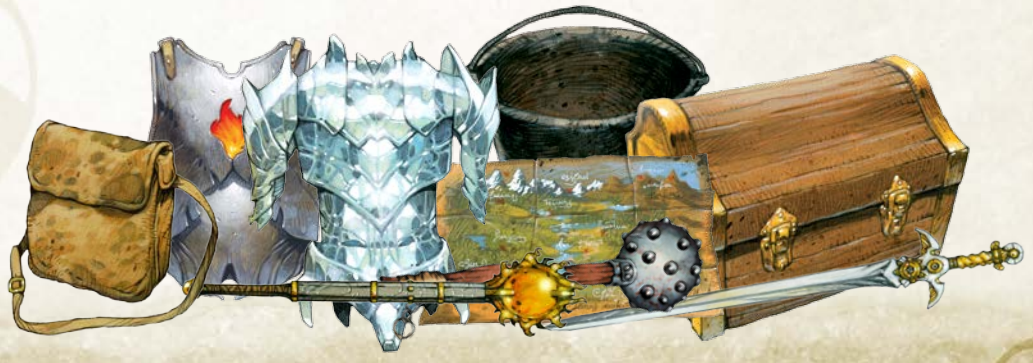
65–67	*Resilient sphere*	700 gp	CR
68–71	*Scrying*	700 gp	CR
72–74	*Shadow conjuration*	700 gp	CR
75–76	*Shout*	700 gp	CR
77–78	*Solid fog*	700 gp	CR
79–80	*Stone shape*	700 gp	CR
81–83	*Summon monster IV*	700 gp	CR
84–88	*Wall of fire*	700 gp	CR
89–92	*Wall of ice*	700 gp	CR
93–97	*Stoneskin*	950 gp	CR
98–100	*Animate dead*	1,050 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–02	*Acid pit*	700 gp	APG
03–06	*Arcane eye*	700 gp	CR
07–10	*Ball lightning*	700 gp	APG
11–13	*Contagion*	700 gp	CR
14–17	*Darkvision, greater*	700 gp	UM
18–19	*Detect scrying*	700 gp	CR
20–23	*Dragon's breath*	700 gp	APG
24–28	*False life, greater*	700 gp	UM
29–32	*Firefall*	700 gp	APG
33–35	*Geas, lesser*	700 gp	CR
36–39	*Ghost wolf*	700 gp	ARG
40–41	*Hallucinatory terrain*	700 gp	CR
42–43	*Illusory wall*	700 gp	CR
44–46	*Locate creature*	700 gp	CR
47–50	*Minor creation*	700 gp	CR
51–54	*Monstrous physique II*	700 gp	UM
55–57	*Obsidian flow*	700 gp	UC
58–59	*Phantom chariot*	700 gp	UC
60–62	*Rainbow pattern*	700 gp	CR
63–64	*Reduce person, mass*	700 gp	CR
65–68	*Remove curse*	700 gp	CR
69–71	*Secure shelter*	700 gp	CR
72–74	*Shadow projection*	700 gp	APG
75–79	*Shocking image*	700 gp	UC
80–83	*Telekinetic charge*	700 gp	UC
84–85	*True form*	700 gp	APG
86–89	*Vermin shape I*	700 gp	UM
90–94	*Volcanic storm*	700 gp	UM
95–97	*Wandering star motes*	700 gp	APG
98–99	*Fire trap*	725 gp	CR
100	*Mnemonic enhancer*	750 gp	CR

Table 7-27: 5th-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–03	*Baleful polymorph*	1,125 gp	CR
04–07	*Beast shape III*	1,125 gp	CR
08–10	*Break enchantment*	1,125 gp	CR
11–15	*Cloudkill*	1,125 gp	CR
16–21	*Cone of cold*	1,125 gp	CR
22–23	*Contact other plane*	1,125 gp	CR
24–26	*Dismissal*	1,125 gp	CR
27–31	*Dominate person*	1,125 gp	CR
32–35	*Feeblemind*	1,125 gp	CR
36–40	*Hold monster*	1,125 gp	CR
41–43	*Magic jar*	1,125 gp	CR
44–46	*Mind fog*	1,125 gp	CR
47–51	*Overland flight*	1,125 gp	CR
52–54	*Passwall*	1,125 gp	CR
55–56	*Permanency*	1,125 gp	CR
57–58	*Planar binding, lesser*	1,125 gp	CR
59–62	*Polymorph*	1,125 gp	CR
63–65	*Sending*	1,125 gp	CR
66–69	*Shadow evocation*	1,125 gp	CR
70–73	*Summon monster V*	1,125 gp	CR
74–76	*Telekinesis*	1,125 gp	CR
77–82	*Teleport*	1,125 gp	CR
83–88	*Wall of force*	1,125 gp	CR
89–92	*Wall of stone*	1,125 gp	CR
93–95	*Waves of fatigue*	1,125 gp	CR
96–97	*Symbol of pain*	2,125 gp	CR
98–100	*Symbol of sleep*	2,125 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–02	*Absorb toxicity*	1,125 gp	UC
03–04	*Animal growth*	1,125 gp	CR
05–06	*Blight*	1,125 gp	CR
07–09	*Dream*	1,125 gp	CR
10–13	*Elemental body II*	1,125 gp	CR
14–15	*Fabricate*	1,125 gp	CR
16–19	*Fire snake*	1,125 gp	APG
20–22	*Hostile juxtaposition*	1,125 gp	UC
23–25	*Hungry pit*	1,125 gp	APG
26–29	*Icy prison*	1,125 gp	UM
30–33	*Interposing hand*	1,125 gp	CR
34–36	*Life bubble*	1,125 gp	APG
37–38	*Mage's faithful hound*	1,125 gp	CR



d%	UNCOMMON SCROLL (CONT.)	PRICE	SOURCE
39–40	*Mage's private sanctum*	1,125 gp	CR
41–43	*Major creation*	1,125 gp	CR
44–46	*Mirage arcana*	1,125 gp	CR
47–50	*Monstrous physique III*	1,125 gp	UM
51–54	*Nightmare*	1,125 gp	CR
55–56	*Persistent image*	1,125 gp	CR
57–60	*Planar adaptation*	1,125 gp	APG
61–64	*Plant shape I*	1,125 gp	CR
65–68	*Prying eyes*	1,125 gp	CR
69–70	*Secret chest*	1,125 gp	CR
71–73	*Seeming*	1,125 gp	CR
74–76	*Sonic thrust*	1,125 gp	UM
77–79	*Suffocation*	1,125 gp	APG
80–82	*Telepathic bond*	1,125 gp	CR
83–84	*Transmute mud to rock*	1,125 gp	CR
85–86	*Transmute rock to mud*	1,125 gp	CR
87–90	*Undead anatomy II*	1,125 gp	UM
91–94	*Vermin form II*	1,125 gp	UM
95–98	*Wind blades*	1,125 gp	ARG
99–100	*False vision*	1,375 gp	CR

Table 7–28: 6th-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–03	*Acid fog*	1,650 gp	CR
04–07	*Antimagic field*	1,650 gp	CR
08–10	*Bear's endurance, mass*	1,650 gp	CR
11–13	*Beast shape IV*	1,650 gp	CR
14–16	*Bull's strength, mass*	1,650 gp	CR
17–19	*Cat's grace, mass*	1,650 gp	CR
20–25	*Chain lightning*	1,650 gp	CR
26–31	*Disintegrate*	1,650 gp	CR
32–37	*Dispel magic, greater*	1,650 gp	CR
38–40	*Eagle's splendor, mass*	1,650 gp	CR
41–42	*Eyebite*	1,650 gp	CR
43–47	*Flesh to stone*	1,650 gp	CR
48–50	*Form of the dragon I*	1,650 gp	CR
51–53	*Fox's cunning, mass*	1,650 gp	CR
54–56	*Globe of invulnerability*	1,650 gp	CR
57–59	*Heroism, greater*	1,650 gp	CR
60–62	*Mislead*	1,650 gp	CR
63–65	*Owl's wisdom, mass*	1,650 gp	CR
66–67	*Planar binding*	1,650 gp	CR
68–70	*Shadow walk*	1,650 gp	CR
71–72	*Stone to flesh*	1,650 gp	CR
73–76	*Suggestion, mass*	1,650 gp	CR
77–79	*Summon monster VI*	1,650 gp	CR
80–82	*Transformation*	1,650 gp	CR
83–84	*Veil*	1,650 gp	CR
85–87	*Wall of iron*	1,700 gp	CR
88–89	*Create undead*	1,750 gp	CR
90–92	*Legend lore*	1,900 gp	CR
93–96	*True seeing*	1,900 gp	CR
97–98	*Circle of death*	2,150 gp	CR
99–100	*Symbol of fear*	2,650 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–04	*Analyze dweomer*	1,650 gp	CR
05–08	*Battlemind link*	1,650 gp	UM
09–12	*Cloak of dreams*	1,650 gp	APG
13–15	*Contagion, greater*	1,650 gp	UM
16–20	*Contagious flame*	1,650 gp	APG
21–26	*Contingency*	1,650 gp	CR
27–30	*Control water*	1,650 gp	CR
31–35	*Elemental body III*	1,650 gp	CR
36–39	*Fluid form*	1,650 gp	APG
40–45	*Forceful hand*	1,650 gp	CR
46–48	*Freezing sphere*	1,650 gp	CR
49–53	*Geas/quest*	1,650 gp	CR
54–57	*Getaway*	1,650 gp	APG
58–59	*Guards and wards*	1,650 gp	CR
60–61	*Mage's lucubration*	1,650 gp	CR
62–66	*Monstrous physique IV*	1,650 gp	UM
67–68	*Move earth*	1,650 gp	CR
69–71	*Permanent image*	1,650 gp	CR
72–76	*Plant shape II*	1,650 gp	CR
77–80	*Repulsion*	1,650 gp	CR
81–84	*Sirocco*	1,650 gp	APG
85–87	*Tar pool*	1,650 gp	UC
88–92	*Undead anatomy III*	1,650 gp	UM
93–95	*Programmed image*	1,675 gp	CR
96–98	*Undeath to death*	2,150 gp	CR
99–100	*Symbol of persuasion*	6,650 gp	CR

Table 7–29: 7th-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–04	*Arcane sight, greater*	2,275 gp	CR
05–07	*Banishment*	2,275 gp	CR
08–13	*Delayed blast fireball*	2,275 gp	CR
14–17	*Ethereal jaunt*	2,275 gp	CR
18–22	*Finger of death*	2,275 gp	CR
23–27	*Form of the dragon II*	2,275 gp	CR
28–30	*Hold person, mass*	2,275 gp	CR
31–35	*Invisibility, mass*	2,275 gp	CR
36–39	*Mage's sword*	2,275 gp	CR
40–42	*Phase door*	2,275 gp	CR
43–48	*Plane shift*	2,275 gp	CR
49–53	*Polymorph, greater*	2,275 gp	CR
54–57	*Power word blind*	2,275 gp	CR
58–62	*Prismatic spray*	2,275 gp	CR
63–66	*Reverse gravity*	2,275 gp	CR
67–70	*Scrying, greater*	2,275 gp	CR
71–73	*Shadow conjuration, greater*	2,275 gp	CR
74–78	*Spell turning*	2,275 gp	CR
79–81	*Summon monster VII*	2,275 gp	CR
82–87	*Teleport, greater*	2,275 gp	CR
88–90	*Waves of exhaustion*	2,275 gp	CR
91–93	*Project image*	2,280 gp	CR
94–97	*Forcecage*	2,775 gp	CR
98–100	*Limited wish*	3,775 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–03	*Control undead*	2,275 gp	CR
04–07	*Control weather*	2,275 gp	CR
08–10	*Create demiplane, lesser*	2,275 gp	UM
11–14	*Deflection*	2,275 gp	APG
15–19	*Elemental body IV*	2,275 gp	CR
20–23	*Firebrand*	2,275 gp	APG
24–29	*Fly, mass*	2,275 gp	APG
30–34	*Giant form I*	2,275 gp	CR
35–40	*Grasping hand*	2,275 gp	CR
41–44	*Hostile juxtaposition, greater*	2,275 gp	UC
45–49	*Ice body*	2,275 gp	UM
50–53	*Insanity*	2,275 gp	CR
54–56	*Mage's magnificent mansion*	2,275 gp	CR
57–61	*Phantasmal revenge*	2,275 gp	APG
62–65	*Plague storm*	2,275 gp	UM
66–70	*Plant shape III*	2,275 gp	CR
71–74	*Resonating word*	2,275 gp	UM
75–78	*Sequester*	2,275 gp	CR
79–81	*Statue*	2,275 gp	CR
82–84	*Teleport object*	2,275 gp	CR
85–88	*Walk through space*	2,275 gp	UC
89–91	*Vision*	2,525 gp	CR
92–93	*Instant summons*	3,275 gp	CR
94–96	*Symbol of stunning*	7,275 gp	CR
97–98	*Symbol of weakness*	7,275 gp	CR
99–100	*Simulacrum*	8,775 gp	CR

Table 7–30: 8th-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–05	*Charm monster, mass*	3,000 gp	CR
06–09	*Demand*	3,000 gp	CR
10–13	*Dimensional lock*	3,000 gp	CR
14–18	*Form of the dragon III*	3,000 gp	CR
19–23	*Horrid wilting*	3,000 gp	CR
24–28	*Incendiary cloud*	3,000 gp	CR
29–33	*Irresistible dance*	3,000 gp	CR
34–40	*Maze*	3,000 gp	CR
41–45	*Mind blank*	3,000 gp	CR
46–49	*Planar binding, greater*	3,000 gp	CR
50–55	*Polar ray*	3,000 gp	CR
56–59	*Polymorph any object*	3,000 gp	CR
60–66	*Power word stun*	3,000 gp	CR
67–72	*Prismatic wall*	3,000 gp	CR
73–76	*Scintillating pattern*	3,000 gp	CR
77–80	*Summon monster VIII*	3,000 gp	CR
81–85	*Telekinetic sphere*	3,000 gp	CR
86–90	*Protection from spells*	3,500 gp	CR
91–94	*Symbol of death*	8,000 gp	CR
95–97	*Temporal stasis*	8,000 gp	CR
98–100	*Trap the soul*	23,000 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–04	*Antipathy*	3,000 gp	CR
05–10	*Clenched fist*	3,000 gp	CR
11–12	*Clone*	3,000 gp	CR
13–15	*Create demiplane*	3,000 gp	UM
16–19	*Discern location*	3,000 gp	CR
20–24	*Euphoric tranquility*	3,000 gp	APG
25–29	*Frightful aspect*	3,000 gp	UC
30–34	*Giant form II*	3,000 gp	CR
35–38	*Iron body*	3,000 gp	CR
39–43	*Moment of prescience*	3,000 gp	CR
44–47	*Orb of the void*	3,000 gp	UM
48–52	*Pyrying eyes, greater*	3,000 gp	CR
53–56	*Screen*	3,000 gp	CR
57–62	*Shadow evocation, greater*	3,000 gp	CR
63–66	*Shout, greater*	3,000 gp	CR
67–72	*Stormbolts*	3,000 gp	APG
73–76	*Sunburst*	3,000 gp	CR
77–81	*Undead anatomy IV*	3,000 gp	UM
82–87	*Wall of lava*	3,000 gp	APG
88–91	*Create greater undead*	3,150 gp	CR
92–95	*Sympathy*	4,500 gp	CR
96–98	*Symbol of insanity*	8,000 gp	CR
99–100	*Binding (chaining)*	13,000 gp	CR

Table 7–31: 9th-Level Arcane Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–06	*Dominate monster*	3,825 gp	CR
07–11	*Energy drain*	3,825 gp	CR
12–16	*Freedom*	3,825 gp	CR
17–23	*Gate*	3,825 gp	CR
24–28	*Hold monster, mass*	3,825 gp	CR
29–33	*Imprisonment*	3,825 gp	CR
34–39	*Mage's disjunction*	3,825 gp	CR
40–47	*Meteor swarm*	3,825 gp	CR
48–55	*Power word kill*	3,825 gp	CR
56–61	*Prismatic sphere*	3,825 gp	CR
62–66	*Shapechange*	3,825 gp	CR
67–71	*Summon monster IX*	3,825 gp	CR
72–79	*Time stop*	3,825 gp	CR
80–85	*Weird*	3,825 gp	CR
86–90	*Astral projection*	4,825 gp	CR
91–96	*Teleportation circle*	4,825 gp	CR
97–100	*Wish*	28,825 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–06	*Create demiplane, greater*	3,825 gp	UM
07–15	*Crushing hand*	3,825 gp	CR
16–23	*Etherealness*	3,825 gp	CR
24–31	*Fiery body*	3,825 gp	APG
32–38	*Foresight*	3,825 gp	CR
39–44	*Heroic invocation*	3,825 gp	UC
45–50	*Icy prison, mass*	3,825 gp	UM
51–57	*Ride the lightning*	3,825 gp	UM
58–65	*Shades*	3,825 gp	CR
66–72	*Soul bind*	3,825 gp	CR
73–79	*Tsunami*	3,825 gp	APG
80–88	*Wail of the banshee*	3,825 gp	CR

d%	UNCOMMON SCROLL (CONT.)	PRICE	SOURCE
89–95	*Winds of vengeance*	3,825 gp	APG
96–100	*Refuge*	4,325 gp	CR

Table 7–32: 0-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–11	*Bleed*	12 gp, 5 sp	CR
12–21	*Create water*	12 gp, 5 sp	CR
22–34	*Detect magic*	12 gp, 5 sp	CR
35–44	*Know direction*	12 gp, 5 sp	CR
45–55	*Light*	12 gp, 5 sp	CR
56–65	*Mending*	12 gp, 5 sp	CR
66–75	*Purify food and drink*	12 gp, 5 sp	CR
76–88	*Read magic*	12 gp, 5 sp	CR
89–100	*Stabilize*	12 gp, 5 sp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–15	*Detect poison*	12 gp, 5 sp	CR
16–33	*Flare*	12 gp, 5 sp	CR
34–50	*Guidance*	12 gp, 5 sp	CR
51–68	*Resistance*	12 gp, 5 sp	CR
69–85	*Spark*	12 gp, 5 sp	APG
86–100	*Virtue*	12 gp, 5 sp	CR

Table 7–33: 1st-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–04	*Bane*	25 gp	CR
05–10	*Bless*	25 gp	CR
11–15	*Cause fear*	25 gp	CR
16–19	*Command*	25 gp	CR
20–22	*Comprehend languages*	25 gp	CR
23–28	*Cure light wounds*	25 gp	CR
29–30	*Detect chaos*	25 gp	CR
31–32	*Detect evil*	25 gp	CR
33–34	*Detect good*	25 gp	CR
35–36	*Detect law*	25 gp	CR
37–39	*Detect undead*	25 gp	CR
40–45	*Divine favor*	25 gp	CR
46–48	*Doom*	25 gp	CR
49–52	*Entangle*	25 gp	CR
53–57	*Inflict light wounds*	25 gp	CR
58–61	*Magic fang*	25 gp	CR
62–65	*Obscuring mist*	25 gp	CR
66–68	*Produce flame*	25 gp	CR
69–71	*Protection from chaos*	25 gp	CR
72–74	*Protection from evil*	25 gp	CR
75–77	*Protection from good*	25 gp	CR
78–80	*Protection from law*	25 gp	CR
81–84	*Remove fear*	25 gp	CR
85–88	*Sanctuary*	25 gp	CR
89–94	*Shield of faith*	25 gp	CR
95–97	*Summon monster I*	25 gp	CR
98–100	*Summon nature's ally I*	25 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–04	*Ant haul*	25 gp	APG
05–07	*Aspect of the falcon*	25 gp	APG
08–09	*Calm animals*	25 gp	CR
10–12	*Charm animal*	25 gp	CR
13–15	*Compel hostility*	25 gp	UC
16–17	*Deathwatch*	25 gp	CR
18	*Detect animals or plants*	25 gp	CR
19–20	*Detect snares and pits*	25 gp	CR
21–23	*Diagnose disease*	25 gp	UM
24–27	*Endure elements*	25 gp	CR
28–30	*Entropic shield*	25 gp	CR
31–33	*Faerie fire*	25 gp	CR
34–36	*Feather step*	25 gp	APG
37–39	*Forbid action*	25 gp	UM
40–42	*Frostbite*	25 gp	UM
43–46	*Goodberry*	25 gp	CR
47	*Hide from animals*	25 gp	CR
48–49	*Hide from undead*	25 gp	CR
50–52	*Hydraulic push*	25 gp	APG
53–55	*Jump*	25 gp	CR
56–59	*Keen senses*	25 gp	APG
60–62	*Liberating command*	25 gp	UC
63–65	*Longstrider*	25 gp	CR
66–68	*Magic stone*	25 gp	CR
69–72	*Pass without trace*	25 gp	CR
73–74	*Remove sickness*	25 gp	UM
75	*Sanctify corpse*	25 gp	UM
76–78	*Shillelagh*	25 gp	CR
79–81	*Speak with animals*	25 gp	CR
82–85	*Stone fist*	25 gp	APG
86–88	*Stone shield*	25 gp	ARG
89–91	*Sun metal*	25 gp	UC
92–95	*Touch of the sea*	25 gp	APG
96–98	*Bless water*	50 gp	CR
99–100	*Curse water*	50 gp	CR

Table 7–34: 2nd-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–04	*Aid*	150 gp	CR
05–06	*Align weapon*	150 gp	CR
07–08	*Animal messenger*	150 gp	CR
09–13	*Barkskin*	150 gp	CR
14–16	*Bear's endurance*	150 gp	CR
17–19	*Bull's strength*	150 gp	CR
20–22	*Cat's grace*	150 gp	CR
23–24	*Chill metal*	150 gp	CR
25–30	*Cure moderate wounds*	150 gp	CR
31–33	*Darkness*	150 gp	CR
34–36	*Delay poison*	150 gp	CR
37–39	*Eagle's splendor*	150 gp	CR
40–41	*Find traps*	150 gp	CR
42–44	*Flame blade*	150 gp	CR
45–46	*Fog cloud*	150 gp	CR
47–50	*Heat metal*	150 gp	CR

51–52	*Hold animal*	150 gp	CR
53–56	*Hold person*	150 gp	CR
57–60	*Inflict moderate wounds*	150 gp	CR
61–63	*Owl's wisdom*	150 gp	CR
64–65	*Remove paralysis*	150 gp	CR
66–68	*Resist energy*	150 gp	CR
69–73	*Restoration, lesser*	150 gp	CR
74–77	*Shield other*	150 gp	CR
78–81	*Silence*	150 gp	CR
82–85	*Sound burst*	150 gp	CR
86–89	*Spiritual weapon*	150 gp	CR
90–91	*Summon monster II*	150 gp	CR
92–93	*Summon nature's ally II*	150 gp	CR
94–95	*Summon swarm*	150 gp	CR
96–97	*Zone of truth*	150 gp	CR
98–100	*Augury*	175 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–04	*Animal aspect*	150 gp	UC
05–06	*Animal trance*	150 gp	CR
07–10	*Animate dead, lesser*	150 gp	UM
11–13	*Arrow of law*	150 gp	UM
14–17	*Aspect of the bear*	150 gp	APG
18–20	*Blessing of courage and life*	150 gp	APG
21–24	*Calm emotions*	150 gp	CR
25–27	*Death knell*	150 gp	CR
28–30	*Dread bolt*	150 gp	UM
31–34	*Effortless armor*	150 gp	UC
35–37	*Enthrall*	150 gp	CR
38–41	*Flaming sphere*	150 gp	CR
42–43	*Gentle repose*	150 gp	CR
44–46	*Grace*	150 gp	APG
47–48	*Groundswell*	150 gp	ARG
49–51	*Gust of wind*	150 gp	CR
52–53	*Instant armor*	150 gp	APG
54–55	*Instrument of agony*	150 gp	UC
56–58	*Make whole*	150 gp	CR
59–60	*Reduce animal*	150 gp	CR
61–62	*Scent trail*	150 gp	APG
63–65	*Shard of chaos*	150 gp	UM
66–68	*Share language*	150 gp	APG
69–70	*Shatter*	150 gp	CR
71–73	*Soften earth and stone*	150 gp	CR
74–76	*Spear of purity*	150 gp	UM
77–79	*Spider climb*	150 gp	CR
80–82	*Status*	150 gp	CR
83–84	*Tree shape*	150 gp	CR
85	*Undetectable alignment*	150 gp	CR
86–88	*Warp wood*	150 gp	CR
89–91	*Weapon of awe*	150 gp	APG
92–93	*Wood shape*	150 gp	CR
94–95	*Consecrate*	175 gp	CR
96–97	*Desecrate*	175 gp	CR
98–99	*Fire trap*	175 gp	CR
100	*Masterwork transformation*	450 gp	UM

Table 7–35: 3rd-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–03	*Bestow curse*	375 gp	CR
04–08	*Call lightning*	375 gp	CR
09–15	*Cure serious wounds*	375 gp	CR
16–19	*Daylight*	375 gp	CR
20–23	*Deeper darkness*	375 gp	CR
24–28	*Dispel magic*	375 gp	CR
29–33	*Inflict serious wounds*	375 gp	CR
34–37	*Invisibility purge*	375 gp	CR
38–40	*Locate object*	375 gp	CR
41–42	*Magic circle against chaos*	375 gp	CR
43–44	*Magic circle against evil*	375 gp	CR
45–46	*Magic circle against good*	375 gp	CR
47–48	*Magic circle against law*	375 gp	CR
49–52	*Magic fang, greater*	375 gp	CR
53–57	*Magic vestment*	375 gp	CR
58–59	*Poison*	375 gp	CR
60–65	*Prayer*	375 gp	CR
66–68	*Protection from energy*	375 gp	CR
69–70	*Remove blindness/deafness*	375 gp	CR
71–73	*Remove curse*	375 gp	CR
74–76	*Remove disease*	375 gp	CR
77–79	*Searing light*	375 gp	CR
80–81	*Sleet storm*	375 gp	CR
82–85	*Speak with dead*	375 gp	CR
86–87	*Stone shape*	375 gp	CR
88–89	*Summon monster III*	375 gp	CR
90–91	*Summon nature's ally III*	375 gp	CR
92–95	*Water breathing*	375 gp	CR
96–97	*Water walk*	375 gp	CR
98–100	*Animate dead*	625 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–04	*Aqueous orb*	375 gp	APG
05–08	*Archon's aura*	375 gp	UM
09–12	*Bestow insight*	375 gp	ARG
13–16	*Blindness/deafness*	375 gp	CR
17–19	*Burst of nettles*	375 gp	UM
20–22	*Chain of perdition*	375 gp	UC
23–26	*Contagion*	375 gp	CR
27–30	*Create food and water*	375 gp	CR
31–34	*Daybreak arrow*	375 gp	UC
35–36	*Diminish plants*	375 gp	CR
37–40	*Discovery torch*	375 gp	UC
41–45	*Dominate animal*	375 gp	CR
46–48	*Guiding star*	375 gp	APG
49–51	*Helping hand*	375 gp	CR
52–56	*Meld into stone*	375 gp	CR
57–58	*Obscure object*	375 gp	CR
59–61	*Plant growth*	375 gp	CR
62–64	*Quench*	375 gp	CR
65–67	*Shifting sands*	375 gp	APG
68–72	*Snare*	375 gp	CR
73–75	*Speak with plants*	375 gp	CR
76–80	*Spike growth*	375 gp	CR

d%	UNCOMMON SCROLL (CONT.)	PRICE	SOURCE
81–83	*Vision of hell*	375 gp	UM
84–87	*Wind wall*	375 gp	CR
88–90	*Wrathful mantle*	375 gp	APG
91–93	*Continual flame*	425 gp	CR
94–96	*Nap stack*	475 gp	APG
97–98	*Glyph of warding*	575 gp	CR
99–100	*Symbol of healing*	875 gp	UM

Table 7–36: 4th-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–04	*Air walk*	700 gp	CR
05–07	*Chaos hammer*	700 gp	CR
08–15	*Cure critical wounds*	700 gp	CR
16–19	*Death ward*	700 gp	CR
20–22	*Dimensional anchor*	700 gp	CR
23–25	*Discern lies*	700 gp	CR
26–28	*Dismissal*	700 gp	CR
29–33	*Divine power*	700 gp	CR
34–39	*Flame strike*	700 gp	CR
40–43	*Freedom of movement*	700 gp	CR
44–46	*Holy smite*	700 gp	CR
47–51	*Inflict critical wounds*	700 gp	CR
52–56	*Magic weapon, greater*	700 gp	CR
57–61	*Neutralize poison*	700 gp	CR
62–64	*Order's wrath*	700 gp	CR
65–68	*Poison*	700 gp	CR
69–73	*Spell immunity*	700 gp	CR
74–77	*Spike stones*	700 gp	CR
78–80	*Summon monster IV*	700 gp	CR
81–83	*Summon nature's ally IV*	700 gp	CR
84–86	*Tongues*	700 gp	CR
87–89	*Unholy blight*	700 gp	CR
90–93	*Divination*	725 gp	CR
94–96	*Planar ally, lesser*	1,200 gp	CR
97–100	*Restoration*	1,700 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–04	*Absorb toxicity*	700 gp	UC
05–06	*Antiplant shell*	700 gp	CR
07–11	*Aspect of the stag*	700 gp	APG
12–15	*Aura of doom*	700 gp	UM
16–21	*Ball lightning*	700 gp	APG
22–25	*Blessing of fervor*	700 gp	APG
26–28	*Blight*	700 gp	CR
29–31	*Command plants*	700 gp	CR
32–35	*Control water*	700 gp	CR
36–39	*Debilitating portent*	700 gp	UC
40–43	*Giant vermin*	700 gp	CR
44–49	*Ice storm*	700 gp	CR
50–55	*Imbue with spell ability*	700 gp	CR
56–59	*Plague carrier*	700 gp	UM
60–63	*Planar adaptation*	700 gp	APG
64–67	*Protection from energy, communal*	700 gp	UC
68–72	*Reincarnate*	1,700 gp	CR
73–75	*Repel vermin*	700 gp	CR
76–78	*Rusting grasp*	700 gp	CR
79–83	*Scrying*	700 gp	CR
84–87	*Sending*	700 gp	CR
88–90	*Spiritual ally*	700 gp	APG
91–93	*Thorn body*	700 gp	APG
94–98	*Volcanic storm*	700 gp	UM
99–100	*Symbol of slowing*	1,700 gp	UM

Table 7–37: 5th-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–02	*Animal growth*	1,125 gp	CR
03–04	*Atonement*	1,125 gp	CR
05–07	*Baleful polymorph*	1,125 gp	CR
08–11	*Break enchantment*	1,125 gp	CR
12–16	*Breath of life*	1,125 gp	CR
17–21	*Call lightning storm*	1,125 gp	CR
22–25	*Command, greater*	1,125 gp	CR
26–30	*Cure light wounds, mass*	1,125 gp	CR
31–34	*Death ward*	1,125 gp	CR
35–37	*Disrupting weapon*	1,125 gp	CR
38–42	*Inflict light wounds, mass*	1,125 gp	CR
43–47	*Plane shift*	1,125 gp	CR
48–53	*Righteous might*	1,125 gp	CR
54–57	*Scrying*	1,125 gp	CR
58–62	*Slay living*	1,125 gp	CR
63–67	*Spell resistance*	1,125 gp	CR
68–70	*Summon monster V*	1,125 gp	CR
71–73	*Summon nature's ally V*	1,125 gp	CR
74–75	*Tree stride*	1,125 gp	CR
76–77	*Wall of fire*	1,125 gp	CR
78–80	*Wall of stone*	1,125 gp	CR
81–82	*Wall of thorns*	1,125 gp	CR
83–87	*True seeing*	1,375 gp	CR
88–91	*Commune*	1,625 gp	CR
92–94	*Awaken*	3,125 gp	CR
95–100	*Raise dead*	6,125 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–03	*Air walk, communal*	1,125 gp	UC
04–08	*Aspect of the wolf*	1,125 gp	APG
09–11	*Blessing of the salamander*	1,125 gp	APG
12–15	*Cleanse*	1,125 gp	APG
16–21	*Commune with nature*	1,125 gp	CR
22–24	*Contagion, greater*	1,125 gp	UM
25–28	*Control winds*	1,125 gp	CR
29–31	*Dispel chaos*	1,125 gp	CR
32–34	*Dispel evil*	1,125 gp	CR
35–37	*Dispel good*	1,125 gp	CR
38–40	*Dispel law*	1,125 gp	CR
41–43	*Fickle winds*	1,125 gp	UM
44–46	*Forbid action, greater*	1,125 gp	UM
47–52	*Insect plague*	1,125 gp	CR
53–55	*Life bubble*	1,125 gp	APG

56–58	*Mark of justice*	1,125 gp	CR
59–63	*Pillar of life*	1,125 gp	APG
64–66	*Serenity*	1,125 gp	UM
67–72	*Snake staff*	1,125 gp	APG
73–76	*Spell immunity, communal*	1,125 gp	UC
77–79	*Transmute mud to rock*	1,125 gp	CR
80–82	*Transmute rock to mud*	1,125 gp	CR
83–86	*Wind blades*	1,125 gp	ARG
87–90	*Stoneskin*	1,375 gp	CR
91–92	*Hallow*[1]	2,125 gp	CR
93–94	*Symbol of pain*	2,125 gp	CR
95–96	*Symbol of sleep*	2,125 gp	CR
97–98	*Unhallow*[1]	2,125 gp	CR
99	*Hallow*[2]	6,125 gp	CR
100	*Unhallow*[2]	6,125 gp	CR

[1] No additional spell included.
[2] 4th-level spell included.

Table 7–38: 6th-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–05	*Bear's endurance, mass*	1,650 gp	CR
06–11	*Blade barrier*	1,650 gp	CR
12–16	*Bull's strength, mass*	1,650 gp	CR
17–21	*Cat's grace, mass*	1,650 gp	CR
22–27	*Cure moderate wounds, mass*	1,650 gp	CR
28–32	*Dispel magic, greater*	1,650 gp	CR
33–37	*Eagle's splendor, mass*	1,650 gp	CR
38–43	*Find the path*	1,650 gp	CR
44–47	*Fire seeds*	1,650 gp	CR
48–55	*Harm*	1,650 gp	CR
56–63	*Heal*	1,650 gp	CR
64–69	*Heroes' feast*	1,650 gp	CR
70–74	*Inflict moderate wounds, mass*	1,650 gp	CR
75–78	*Liveoak*	1,650 gp	CR
79–83	*Owl's wisdom, mass*	1,650 gp	CR
84–87	*Summon monster VI*	1,650 gp	CR
88–91	*Summon nature's ally VI*	1,650 gp	CR
92–96	*Word of recall*	1,650 gp	CR
97–100	*Planar ally*	2,900 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–05	*Animate objects*	1,650 gp	CR
06–09	*Antilife shell*	1,650 gp	CR
10–15	*Banishment*	1,650 gp	CR
16–19	*Cold ice strike*	1,650 gp	UM
20–23	*Dust form*	1,650 gp	UC
24–29	*Geas/quest*	1,650 gp	CR
30–33	*Ironwood*	1,650 gp	CR
34–37	*Joyful rapture*	1,650 gp	UM
38–42	*Move earth*	1,650 gp	CR
43–46	*Plague storm*	1,650 gp	UM
47–51	*Planar adaptation, mass*	1,650 gp	APG
52–54	*Repel wood*	1,650 gp	CR
55–59	*Sirocco*	1,650 gp	APG
60–63	*Spellstaff*	1,650 gp	CR
64–67	*Stone tell*	1,650 gp	CR
68–70	*Swarm skin*	1,650 gp	APG
71–74	*Tar pool*	1,650 gp	UC
75–77	*Transport via plants*	1,650 gp	CR
78–83	*Wind walk*	1,650 gp	CR
84–86	*Create undead*	1,750 gp	CR
87–90	*Glyph of warding, greater*	2,050 gp	CR
91–92	*Undeath to death*	2,150 gp	CR
93–95	*Symbol of fear*	2,650 gp	CR
96–98	*Forbiddance*	4,650 gp	CR
99–100	*Symbol of persuasion*	6,650 gp	CR

Table 7–39: 7th-Level Divine Scrolls

d%	COMMON SCROLL	PRICE	SOURCE
01–04	*Blasphemy*	2,275 gp	CR
05–10	*Control weather*	2,275 gp	CR
11–17	*Creeping doom*	2,275 gp	CR
18–24	*Cure serious wounds, mass*	2,275 gp	CR
25–28	*Dictum*	2,275 gp	CR
29–33	*Ethereal jaunt*	2,275 gp	CR
34–40	*Fire storm*	2,275 gp	CR
41–44	*Holy word*	2,275 gp	CR
45–50	*Inflict serious wounds, mass*	2,275 gp	CR
51–55	*Regenerate*	2,275 gp	CR
56–60	*Repulsion*	2,275 gp	CR
61–65	*Scrying, greater*	2,275 gp	CR
66–69	*Summon monster VII*	2,275 gp	CR
70–73	*Summon nature's ally VII*	2,275 gp	CR
74–78	*Sunbeam*	2,275 gp	CR
79–82	*Word of chaos*	2,275 gp	CR
83–89	*Destruction*	2,775 gp	CR
90–94	*Restoration, greater*	7,275 gp	CR
95–100	*Resurrection*	12,275 gp	CR

d%	UNCOMMON SCROLL	PRICE	SOURCE
01–08	*Animate plants*	2,275 gp	CR
09–17	*Changestaff*	2,275 gp	CR
18–24	*Circle of clarity*	2,275 gp	UM
25–30	*Create demiplane, lesser*	2,275 gp	UM
31–38	*Jolting portent*	2,275 gp	UC
39–45	*Rampart*	2,275 gp	APG
46–53	*Scouring winds*	2,275 gp	UM
54–60	*Siege of trees*	2,275 gp	UC
61–67	*Transmute metal to wood*	2,275 gp	CR
68–76	*Vortex*	2,275 gp	APG
77–83	*Waves of ecstasy*	2,275 gp	UM
84–89	*Refuge*	3,775 gp	CR
90–95	*Symbol of stunning*	7,275 gp	CR
96–100	*Symbol of weakness*	7,275 gp	CR

Table 7–40: 8th-Level Divine Scrolls

d%	Common Scroll	Price	Source
01–08	*Antimagic field*	3,000 gp	CR
09–14	*Cloak of chaos*	3,000 gp	CR
15–23	*Cure critical wounds, mass*	3,000 gp	CR
24–31	*Earthquake*	3,000 gp	CR
32–38	*Finger of death*	3,000 gp	CR
39–44	*Holy aura*	3,000 gp	CR
45–51	*Inflict critical wounds, mass*	3,000 gp	CR
52–59	*Reverse gravity*	3,000 gp	CR
60–65	*Shield of law*	3,000 gp	CR
66–73	*Spell immunity, greater*	3,000 gp	CR
74–78	*Summon monster VIII*	3,000 gp	CR
79–83	*Summon nature's ally VIII*	3,000 gp	CR
84–89	*Sunburst*	3,000 gp	CR
90–95	*Unholy aura*	3,000 gp	CR
96–100	*Planar ally, greater*	5,500 gp	CR

d%	Uncommon Scroll	Price	Source
01–07	*Animal shapes*	3,000 gp	CR
08–13	*Blood mist*	3,000 gp	UM
14–18	*Control plants*	3,000 gp	CR
19–24	*Create demiplane*	3,000 gp	UM
25–31	*Dimensional lock*	3,000 gp	CR
32–37	*Discern location*	3,000 gp	CR
38–42	*Euphoric tranquility*	3,000 gp	APG
43–49	*Frightful aspect*	3,000 gp	UC
50–56	*Orb of the void*	3,000 gp	UM
57–61	*Repel metal or stone*	3,000 gp	CR
62–68	*Seamantle*	3,000 gp	APG
69–75	*Storm bolts*	3,000 gp	APG
76–83	*Whirlwind*	3,000 gp	CR
84–88	*Create greater undead*	3,150 gp	CR
89–95	*Symbol of death*	8,000 gp	CR
96–100	*Symbol of insanity*	8,000 gp	CR

Table 7–41: 9th-Level Divine Scrolls

d%	Common Scroll	Price	Source
01–07	*Elemental swarm*	3,825 gp	CR
08–15	*Energy drain*	3,825 gp	CR
16–22	*Etherealness*	3,825 gp	CR
23–30	*Gate*	3,825 gp	CR
31–40	*Heal, mass*	3,825 gp	CR
41–48	*Implosion*	3,825 gp	CR
49–58	*Miracle*	3,825 gp	CR
59–65	*Shambler*	3,825 gp	CR
66–73	*Shapechange*	3,825 gp	CR
74–81	*Storm of vengeance*	3,825 gp	CR
82–87	*Summon monster IX*	3,825 gp	CR
88–93	*Summon nature's ally IX*	3,825 gp	CR
94–100	*True resurrection*	28,825 gp	CR

d%	Uncommon Scroll	Price	Source
01–08	*Antipathy*	3,825 gp	CR
09–15	*Clashing rocks*	3,825 gp	APG
16–22	*Create demiplane, greater*	3,825 gp	UM
23–31	*Foresight*	3,825 gp	CR
32–39	*Overwhelming presence*	3,825 gp	UM
40–47	*Polar midnight*	3,825 gp	UM
48–56	*Soul bind*	3,825 gp	CR
57–64	*Spell immunity, greater communal*	3,825 gp	UC
65–71	*Summon froghemoth*	3,825 gp	UM
72–80	*Winds of vengeance*	3,825 gp	APG
81–87	*World wave*	3,825 gp	APG
88–94	*Astral projection*	4,825 gp	CR
95–100	*Sympathy*	5,325 gp	CR

Table 7–42: Random Wands

Lesser Minor	Greater Minor	Lesser Medium	Greater Medium	Lesser Major	Greater Major	Spell Level*	Caster Level
01–40	—	—	—	—	—	0	1st
41–100	01–80	—	—	—	—	1st	1st
—	81–100	01–75	01–20	—	—	2nd	3rd
—	—	76–100	21–100	01–60	01–30	3rd	5th
—	—	—	—	61–100	31–100	4th	7th

* Consult Table 7–43 to determine the rarity of the wand and Tables 7–44 through 7–48 for the spell.

Table 7–43: Type of Wand

d%	Wand Type
01–75	Common
76–100	Uncommon



Table 7-44: 0-Level Wands

d%	Common Wand	Price	Source
01–07	*Acid splash*	375 gp	CR
08–14	*Create water*	375 gp	CR
15–20	*Daze*	375 gp	CR
21–28	*Detect magic*	375 gp	CR
29–34	*Ghost sound*	375 gp	CR
35–42	*Light*	375 gp	CR
43–49	*Mage hand*	375 gp	CR
50–55	*Mending*	375 gp	CR
56–60	*Message*	375 gp	CR
61–66	*Prestidigitation*	375 gp	CR
67–73	*Purify food and drink*	375 gp	CR
74–81	*Ray of frost*	375 gp	CR
82–88	*Read magic*	375 gp	CR
89–95	*Stabilize*	375 gp	CR
96–100	*Touch of fatigue*	375 gp	CR

d%	Uncommon Wand	Price	Source
01–06	*Arcane mark*	375 gp	CR
07–15	*Bleed*	375 gp	CR
16–22	*Dancing lights*	375 gp	CR
23–31	*Detect poison*	375 gp	CR
32–40	*Disrupt undead*	375 gp	CR
41–48	*Flare*	375 gp	CR
49–56	*Guidance*	375 gp	CR
57–65	*Know direction*	375 gp	CR
66–73	*Lullaby*	375 gp	CR
74–79	*Open/close*	375 gp	CR
80–86	*Resistance*	375 gp	CR
87–94	*Spark*	375 gp	APG
95–100	*Virtue*	375 gp	CR

Table 7-45: 1st-Level Wands

d%	Common Wand	Price	Source
01–02	*Alarm*	750 gp	CR
03	*Animate rope*	750 gp	CR
04–05	*Bane*	750 gp	CR
06–11	*Bless*	750 gp	CR
12–14	*Burning hands*	750 gp	CR
15–17	*Cause fear*	750 gp	CR
18–19	*Charm person*	750 gp	CR
20–21	*Color spray*	750 gp	CR
22–23	*Command*	750 gp	CR
24	*Comprehend languages*	750 gp	CR
25–31	*Cure light wounds*	750 gp	CR
32–33	*Disguise self*	750 gp	CR
34–37	*Divine favor*	750 gp	CR
38	*Endure elements*	750 gp	CR
39–41	*Enlarge person*	750 gp	CR
42–43	*Entangle*	750 gp	CR
44–45	*Expeditious retreat*	750 gp	CR
46	*Feather fall*	750 gp	CR
47–48	*Grease*	750 gp	CR
49–50	*Identify*	750 gp	CR
51–52	*Inflict light wounds*	750 gp	CR
53–58	*Mage armor*	750 gp	CR
59–60	*Magic fang*	750 gp	CR
61–67	*Magic missile*	750 gp	CR
68	*Magic stone*	750 gp	CR
69–70	*Magic weapon*	750 gp	CR
71	*Obscuring mist*	750 gp	CR
72–73	*Produce flame*	750 gp	CR
74	*Protection from chaos*	750 gp	CR
75	*Protection from evil*	750 gp	CR
76	*Protection from good*	750 gp	CR
77	*Protection from law*	750 gp	CR
78–79	*Ray of enfeeblement*	750 gp	CR
80–81	*Remove fear*	750 gp	CR
82–84	*Shield*	750 gp	CR
85–86	*Shield of faith*	750 gp	CR
87	*Shillelagh*	750 gp	CR
88–89	*Shocking grasp*	750 gp	CR
90	*Silent image*	750 gp	CR
91–94	*Sleep*	750 gp	CR
95	*Summon monster I*	750 gp	CR
96	*Summon nature's ally I*	750 gp	CR
97–99	*True strike*	750 gp	CR
100	*Unseen servant*	750 gp	CR

d%	Uncommon Wand	Price	Source
01–02	*Ant haul*	750 gp	APG
03–05	*Aspect of the falcon*	750 gp	APG
06–07	*Bless weapon*	750 gp	CR
08	*Calm animals*	750 gp	CR
09–10	*Charm animal*	750 gp	CR
11–12	*Chill touch*	750 gp	CR
13–14	*Compel hostility*	750 gp	UC
15–17	*Confusion, lesser*	750 gp	CR
18–19	*Corrosive touch*	750 gp	UM
20–21	*Deathwatch*	750 gp	CR
22	*Detect animals or plants*	750 gp	CR
23	*Detect chaos*	750 gp	CR
24	*Detect evil*	750 gp	CR
25	*Detect good*	750 gp	CR
26	*Detect law*	750 gp	CR
27–28	*Detect secret doors*	750 gp	CR
29	*Detect snares and pits*	750 gp	CR
30–31	*Detect undead*	750 gp	CR
32–35	*Doom*	750 gp	CR
36–37	*Entropic shield*	750 gp	CR
38	*Erase*	750 gp	CR
39	*Faerie fire*	750 gp	CR
40–41	*Feather step*	750 gp	APG
42–44	*Floating disk*	750 gp	CR
45–47	*Goodberry*	750 gp	CR
48–49	*Hide from animals*	750 gp	CR
50–51	*Hide from undead*	750 gp	CR
52	*Hideous laughter*	750 gp	CR
53–54	*Hold portal*	750 gp	CR
55–56	*Hypnotism*	750 gp	CR

d%	UNCOMMON WAND (CONT.)	PRICE	SOURCE
57–58	*Icicle dagger*	750 gp	UM
59–60	*Ill omen*	750 gp	APG
61–63	*Jump*	750 gp	CR
64–65	*Longstrider*	750 gp	CR
66	*Magic aura*	750 gp	CR
67–68	*Mount*	750 gp	CR
69	*Obscure object*	750 gp	CR
70–71	*Pass without trace*	750 gp	CR
72	*Ray of sickening*	750 gp	UM
73–75	*Reduce person*	750 gp	CR
76–78	*Sanctuary*	750 gp	CR
79–80	*Shock shield*	750 gp	UC
81–83	*Speak with animals*	750 gp	CR
84–85	*Stone fist*	750 gp	APG
86–87	*Stone shield*	750 gp	ARG
88	*Summon minor monster*	750 gp	UM
89	*Undetectable alignment*	750 gp	CR
90–92	*Urban grace*	750 gp	ARG
93–96	*Vanish*	750 gp	APG
97	*Ventriloquism*	750 gp	CR
98	*Magic mouth*	1,250 gp	CR
99	*Bless water*	2,000 gp	CR
100	*Curse water*	2,000 gp	CR

Table 7–46: 2nd-Level Wands

d%	COMMON WAND	PRICE	SOURCE
01–02	*Acid arrow*	4,500 gp	CR
03	*Aid*	4,500 gp	CR
04–05	*Alter self*	4,500 gp	CR
06–07	*Barkskin*	4,500 gp	CR
08–10	*Bear's endurance*	4,500 gp	CR
11	*Blur*	4,500 gp	CR
12–14	*Bull's strength*	4,500 gp	CR
15–16	*Cat's grace*	4,500 gp	CR
17–22	*Cure moderate wounds*	4,500 gp	CR
23–25	*Darkness*	4,500 gp	CR
26	*Darkvision*	4,500 gp	CR
27	*Delay poison*	4,500 gp	CR
28–29	*Eagle's splendor*	4,500 gp	CR
30	*False life*	4,500 gp	CR
31	*Find traps*	4,500 gp	CR
32	*Flame blade*	4,500 gp	CR
33	*Flaming sphere*	4,500 gp	CR
34–35	*Fog cloud*	4,500 gp	CR
36–37	*Fox's cunning*	4,500 gp	CR
38	*Glitterdust*	4,500 gp	CR
39–40	*Heat metal*	4,500 gp	CR
41–43	*Hold person*	4,500 gp	CR
44–46	*Inflict moderate wounds*	4,500 gp	CR
47–51	*Invisibility*	4,500 gp	CR
52	*Knock*	4,500 gp	CR
53–54	*Levitate*	4,500 gp	CR
55	*Minor image*	4,500 gp	CR
56–57	*Mirror image*	4,500 gp	CR
58–59	*Owl's wisdom*	4,500 gp	CR
60	*Pyrotechnics*	4,500 gp	CR
61	*Remove paralysis*	4,500 gp	CR
62–64	*Resist energy*	4,500 gp	CR
65–66	*Restoration, lesser*	4,500 gp	CR
67–71	*Scorching ray*	4,500 gp	CR
72–73	*See invisibility*	4,500 gp	CR
74	*Shatter*	4,500 gp	CR
75–76	*Shield other*	4,500 gp	CR
77–78	*Silence*	4,500 gp	CR
79–81	*Sound burst*	4,500 gp	CR
82–83	*Spider climb*	4,500 gp	CR
84–86	*Spiritual weapon*	4,500 gp	CR
87–88	*Summon monster II*	4,500 gp	CR
89–90	*Summon nature's ally II*	4,500 gp	CR
91–92	*Summon swarm*	4,500 gp	CR
93–96	*Web*	4,500 gp	CR
97	*Whispering wind*	4,500 gp	CR
98–99	*Augury*	5,750 gp	CR
100	*Fire trap*	5,750 gp	CR

d%	UNCOMMON WAND	PRICE	SOURCE
01–02	*Align weapon*	4,500 gp	CR
03–05	*Animal aspect*	4,500 gp	UC
06	*Animal messenger*	4,500 gp	CR
07	*Animal trance*	4,500 gp	CR
08–10	*Aspect of the bear*	4,500 gp	APG
11–13	*Bestow weapon proficiency*	4,500 gp	UC
14–15	*Blindness/deafness*	4,500 gp	CR
16–18	*Burning gaze*	4,500 gp	APG
19–21	*Calm emotions*	4,500 gp	CR
22–24	*Chill metal*	4,500 gp	CR
25	*Command undead*	4,500 gp	CR
26–27	*Daze monster*	4,500 gp	CR
28–29	*Death knell*	4,500 gp	CR
30–32	*Defensive shock*	4,500 gp	UM
33	*Delay pain*	4,500 gp	UM
34–35	*Detect thoughts*	4,500 gp	CR
36–39	*Disguise other*	4,500 gp	UM
40–42	*Effortless armor*	4,500 gp	UC
43–46	*Elemental touch*	4,500 gp	APG
47–48	*Enthrall*	4,500 gp	CR
49–50	*Gentle repose*	4,500 gp	CR
51	*Ghoul touch*	4,500 gp	CR
52–53	*Glide*	4,500 gp	APG
54–55	*Groundswell*	4,500 gp	ARG
56	*Gust of wind*	4,500 gp	CR
57	*Hold animal*	4,500 gp	CR
58–59	*Hypnotic pattern*	4,500 gp	CR
60	*Locate object*	4,500 gp	CR
61	*Make whole*	4,500 gp	CR
62–63	*Misdirection*	4,500 gp	CR
64–65	*Oppressive boredom*	4,500 gp	UM
66	*Protection from arrows*	4,500 gp	CR
67	*Reduce animal*	4,500 gp	CR
68–69	*Rope trick*	4,500 gp	CR

70–72	*Scare*	4,500 gp	CR
73–74	*Share language*	4,500 gp	APG
75–76	*Soften earth and stone*	4,500 gp	CR
77–78	*Spectral hand*	4,500 gp	CR
79–80	*Status*	4,500 gp	CR
81–82	*Tongues*	4,500 gp	CR
83–84	*Touch of idiocy*	4,500 gp	CR
85–86	*Tree shape*	4,500 gp	CR
87–88	*Warp wood*	4,500 gp	CR
89–91	*Weapon of awe*	4,500 gp	APG
92–93	*Wood shape*	4,500 gp	CR
94–95	*Zone of truth*	4,500 gp	CR
96	*Arcane lock*	5,750 gp	CR
97	*Consecrate*	5,750 gp	CR
98	*Desecrate*	5,750 gp	CR
99	*Continual flame*	7,000 gp	CR
100	*Phantom trap*	7,000 gp	CR

Table 7–47: 3rd-Level Wands

d%	Common Wand	Price	Source
01–02	*Beast shape I*	11,250 gp	CR
03–04	*Blink*	11,250 gp	CR
05–07	*Call lightning*	11,250 gp	CR
08	*Create food and water*	11,250 gp	CR
09–14	*Cure serious wounds*	11,250 gp	CR
15–16	*Daylight*	11,250 gp	CR
17–18	*Deep slumber*	11,250 gp	CR
19–20	*Deeper darkness*	11,250 gp	CR
21–25	*Dispel magic*	11,250 gp	CR
26–28	*Displacement*	11,250 gp	CR
29–34	*Fireball*	11,250 gp	CR
35	*Flame arrow*	11,250 gp	CR
36–37	*Fly*	11,250 gp	CR
38	*Gaseous form*	11,250 gp	CR
39–40	*Haste*	11,250 gp	CR
41–42	*Heroism*	11,250 gp	CR
43–45	*Inflict serious wounds*	11,250 gp	CR
46–47	*Invisibility purge*	11,250 gp	CR
48	*Invisibility sphere*	11,250 gp	CR
49–50	*Keen edge*	11,250 gp	CR
51–55	*Lightning bolt*	11,250 gp	CR
56	*Magic circle against chaos*	11,250 gp	CR
57	*Magic circle against evil*	11,250 gp	CR
58	*Magic circle against good*	11,250 gp	CR
59	*Magic circle against law*	11,250 gp	CR
60	*Magic fang, greater*	11,250 gp	CR
61–62	*Magic vestment*	11,250 gp	CR
63–64	*Magic weapon, greater*	11,250 gp	CR
65–66	*Major image*	11,250 gp	CR
67–70	*Prayer*	11,250 gp	CR
71–74	*Protection from energy*	11,250 gp	CR
75	*Remove blindness/deafness*	11,250 gp	CR
76–77	*Remove curse*	11,250 gp	CR
78–79	*Remove disease*	11,250 gp	CR
80–82	*Searing light*	11,250 gp	CR
83	*Sleet storm*	11,250 gp	CR
84–85	*Slow*	11,250 gp	CR
86–87	*Speak with dead*	11,250 gp	CR
88–89	*Stinking cloud*	11,250 gp	CR
90	*Stone shape*	11,250 gp	CR
91–92	*Suggestion*	11,250 gp	CR
93	*Summon monster III*	11,250 gp	CR
94	*Summon nature's ally III*	11,250 gp	CR
95–97	*Vampiric touch*	11,250 gp	CR
98–99	*Water breathing*	11,250 gp	CR
100	*Animate dead*	23,750 gp	CR

d%	Uncommon Wand	Price	Source
01–04	*Animal aspect, greater*	11,250 gp	UC
05–06	*Aqueous orb*	11,250 gp	APG
07–08	*Arcane sight*	11,250 gp	CR
09–11	*Archon's aura*	11,250 gp	UM
12–14	*Ash storm*	11,250 gp	UM
15–17	*Bestow curse*	11,250 gp	CR
18–20	*Clairaudience/clairvoyance*	11,250 gp	CR
21–22	*Contagion*	11,250 gp	CR
23	*Diminish plants*	11,250 gp	CR
24–25	*Dominate animal*	11,250 gp	CR
26–29	*Elemental aura*	11,250 gp	APG



d%	UNCOMMON WAND (CONT.)	PRICE	SOURCE
30	*Explosive runes*	11,250 gp	CR
31–34	*Force punch*	11,250 gp	UM
35	*Halt undead*	11,250 gp	CR
36–37	*Helping hand*	11,250 gp	CR
38–40	*Hostile levitation*	11,250 gp	UC
41–43	*Howling agony*	11,250 gp	UM
44–45	*Hydraulic torrent*	11,250 gp	APG
46	*Mad monkeys*	11,250 gp	UM
47–49	*Meld into stone*	11,250 gp	CR
50–52	*Neutralize poison*	11,250 gp	CR
53–54	*Pain strike*	11,250 gp	APG
55	*Phantom steed*	11,250 gp	CR
56–57	*Plant growth*	11,250 gp	CR
58–60	*Poison*	11,250 gp	CR
61	*Quench*	11,250 gp	CR
62–65	*Rage*	11,250 gp	CR
66–67	*Ray of exhaustion*	11,250 gp	CR
68–69	*Resinous skin*	11,250 gp	UC
70	*Secret page*	11,250 gp	CR
71	*Shrink item*	11,250 gp	CR
72–73	*Snare*	11,250 gp	CR
74	*Speak with plants*	11,250 gp	CR
75–76	*Spike growth*	11,250 gp	CR
77	*Tiny hut*	11,250 gp	CR
78–81	*Water walk*	11,250 gp	CR
82–84	*Wind wall*	11,250 gp	CR
85–86	*Wrathful mantle*	11,250 gp	APG
87	*Illusory script*	13,750 gp	CR
88–89	*Nondetection*	13,750 gp	CR
90–91	*Glibness*	15,750 gp	CR
92–95	*Good hope*	15,750 gp	CR
96–97	*Heal mount*	15,750 gp	CR
98	*Sculpt sound*	15,750 gp	CR
99	*Glyph of warding*	21,250 gp	CR
100	*Sepia snake sigil*	36,250 gp	CR

Table 7–48: 4th-Level Wands

d%	COMMON WAND	PRICE	SOURCE
01–02	*Air walk*	21,000 gp	CR
03–04	*Beast shape II*	21,000 gp	CR
05–07	*Black tentacles*	21,000 gp	CR
08	*Chaos hammer*	21,000 gp	CR
09–11	*Charm monster*	21,000 gp	CR
12–14	*Confusion*	21,000 gp	CR
15–16	*Crushing despair*	21,000 gp	CR
17–22	*Cure critical wounds*	21,000 gp	CR
23–24	*Death ward*	21,000 gp	CR
25–28	*Dimension door*	21,000 gp	CR
29	*Dimensional anchor*	21,000 gp	CR
30	*Dismissal*	21,000 gp	CR
31–33	*Divine power*	21,000 gp	CR
34–35	*Elemental body I*	21,000 gp	CR
36–37	*Enervation*	21,000 gp	CR
38–39	*Enlarge person, mass*	21,000 gp	CR
40–42	*Fear*	21,000 gp	CR
43–44	*Fire shield*	21,000 gp	CR
45–48	*Flame strike*	21,000 gp	CR
49–51	*Freedom of movement*	21,000 gp	CR
52–53	*Globe of invulnerability, lesser*	21,000 gp	CR
54	*Holy smite*	21,000 gp	CR
55–56	*Ice storm*	21,000 gp	CR
57–58	*Imbue with spell ability*	21,000 gp	CR
59–61	*Inflict critical wounds*	21,000 gp	CR
62–65	*Invisibility, greater*	21,000 gp	CR
66	*Order's wrath*	21,000 gp	CR
67–69	*Phantasmal killer*	21,000 gp	CR
70	*Resilient sphere*	21,000 gp	CR
71–72	*Scrying*	21,000 gp	CR
73	*Sending*	21,000 gp	CR
74	*Shout*	21,000 gp	CR
75–76	*Solid fog*	21,000 gp	CR
77–79	*Spell immunity*	21,000 gp	CR
80	*Summon monster IV*	21,000 gp	CR
81	*Summon nature's ally IV*	21,000 gp	CR
82	*Unholy blight*	21,000 gp	CR
83–87	*Wall of fire*	21,000 gp	CR
88–91	*Wall of ice*	21,000 gp	CR
92–93	*Divination*	22,250 gp	CR
94–95	*Restoration*	26,000 gp	CR
96	*Break enchantment*	30,000 gp	CR
97–98	*Stoneskin*	33,500 gp	CR
99	*Planar ally, lesser*	46,000 gp	CR
100	*Restoration*[*]	71,000 gp	CR

[*] Can dispel permanent negative levels.

d%	UNCOMMON WAND	PRICE	SOURCE
01	*Antiplant shell*	21,000 gp	CR
02–04	*Arcane eye*	21,000 gp	CR
05–07	*Aspect of the stag*	21,000 gp	APG
08–11	*Ball lightning*	21,000 gp	APG
12	*Blight*	21,000 gp	CR
13	*Command plants*	21,000 gp	CR
14–15	*Control water*	21,000 gp	CR
16–18	*Darkvision, greater*	21,000 gp	UM
19	*Detect scrying*	21,000 gp	CR
20	*Discern lies*	21,000 gp	CR
21–24	*Dragon's breath*	21,000 gp	APG
25–28	*False life, greater*	21,000 gp	UM
29–30	*Geas, lesser*	21,000 gp	CR
31–34	*Ghost wolf*	21,000 gp	ARG
35–36	*Giant vermin*	21,000 gp	CR
37	*Hallucinatory terrain*	21,000 gp	CR
38	*Illusory wall*	21,000 gp	CR
39–40	*Locate creature*	21,000 gp	CR
41–42	*Minor creation*	21,000 gp	CR
43	*Mnemonic enhancer*	21,000 gp	CR
44–46	*Obsidian flow*	21,000 gp	UC
47–48	*Rainbow pattern*	21,000 gp	CR
49–50	*Reduce person, mass*	21,000 gp	CR
51–53	*Reincarnate*	21,000 gp	CR

54	*Repel vermin*	21,000 gp	CR
55–56	*Ride the waves*	21,000 gp	UM
57–59	*Rusting grasp*	21,000 gp	CR
60	*Secure shelter*	21,000 gp	CR
61–63	*Shadow conjuration*	21,000 gp	CR
64–67	*Shadow step*	21,000 gp	UM
68–70	*Shocking image*	21,000 gp	UC
71–74	*Spike stones*	21,000 gp	CR
75–76	*Volcanic storm*	21,000 gp	UM
77–79	*Wandering star motes*	21,000 gp	APG
80	*Animal growth*	30,000 gp	CR
81–82	*Commune with nature*	30,000 gp	CR
83	*Dispel chaos*	30,000 gp	CR
84	*Dispel evil*	30,000 gp	CR
85–87	*Dominate person*	30,000 gp	CR
88–91	*Hold monster*	30,000 gp	CR
92–94	*Holy sword*	30,000 gp	CR
95	*Mark of justice*	30,000 gp	CR
96–97	*Modify memory*	30,000 gp	CR
98	*Tree stride*	30,000 gp	CR
99	*Zone of silence*	30,000 gp	CR
100	*Legend lore*	33,500 gp	CR

List of RPG Superstar Contributors

Contestants in **paizo.com**'s annual RPG Superstar design contest created the following wondrous items.

Matt Banach (*master's perfect golden bell*)
Chad Bartlett (*gloves of reconnaissance*)
Jesse Benner (*snapleaf*)
Alexander Bennett (*dust of darkness*)
Benjamin Bruck (*steadfast gut-stone*)
Will Cooper (*ghostvision gloves*)
Ethan Day-Jones (*eye of the void*)
Scott Fernandez (*nightmare boots*)
Jim Groves (*seducer's bane*)
R. C. Higgins (*waters of transfiguration*)
Erik Hindley (*shadow falconer's glove*)
Brian Hoffman (*stone of alliance*)
Sean Huguenard (*smuggler's collapsible robe*)
Jerry Keyes (*martyr's tear*)
Samuel Kisko (*migrus locker*)
Carl Klutzke (*boundary chalk*)
Joseph LaMothe (*ampoule of false blood*)
Elizabeth Leib (*haunted shoes*)
Jacob Manley (*dust of weighty burdens*)
Jonathan McAnulty (*stubborn nail*)
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Tom Phillips (*iron collar of the unbound coven*)
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David Ross (*clockwork conscience*)
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Neil Spicer (*last leaves of the autumn dryad*)
Matthew Stinson (*school of eyes*)
Paul Worthen (*ancestral reliquary*)

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Appendix 2: Gems and Jewelry

Principally used to make trinkets and adorn objects, gems may also serve as a compact form of currency, and jewelry can be an efficient way to store treasure. Gems can be found uncut or not set within jewelry. They are often used to adorn walls and statues, and can be plucked from their settings.

There are two main categories of gemstones: semi-precious and precious gems. Most types of gems are semi-precious. Only a select number of gems are considered precious and fetch incredible prices. Some gems, such as those found in mines or quarries, are found in their unworked state. In general, an unworked gemstone is worth half as much as a worked gemstone of the same type.

Gems and jewelry can be bought or sold at their total value, and are sometimes used as currency. For simplicity's sake, assume that 50 gems weigh 1 pound.

Generating Gems

When randomly determining gems, roll on the appropriate grade chart. To determine the gemstone's total value, roll the added value and add it to the base value. If you would prefer the average value instead, simply double the base value.

In addition, if the roll to determine the type of gem is an odd roll, the gem is unworked, which means its value is equal to half the total value of a normal gem of that type, but it can made into a worked gem with a successful Craft (jewelry) check of the appropriate DC based on the gem's grade (the gem counts as the raw material cost, so the crafter need not pay that amount). On an even roll, the gem is worked, can't be improved upon, and is worth the listed cost.

Table 7–50: Random Gems

GRADE 1: LEAST SEMI-PRECIOUS STONES (CRAFT DC 10)

d%	GEM	BASE VALUE	ADDED VALUE
01–08	Agate	5 gp	+2d4 gp
09–14	Alabaster	5 gp	+2d4 gp
15–20	Azurite	5 gp	+2d4 gp
21–26	Hematite	5 gp	+2d4 gp
27–34	Lapis lazuli	5 gp	+2d4 gp
35–40	Malachite	5 gp	+2d4 gp
41–48	Obsidian	5 gp	+2d4 gp
49–56	Pearl, irregular freshwater	5 gp	+2d4 gp
57–62	Pyrite	5 gp	+2d4 gp
63–70	Rhodochrosite	5 gp	+2d4 gp
71–78	Quartz, rock crystal	5 gp	+2d4 gp
79–84	Shell	5 gp	+2d4 gp
85–92	Tigereye	5 gp	+2d4 gp
93–100	Turquoise	5 gp	+2d4 gp

GRADE 2: LESSER SEMI-PRECIOUS STONES (CRAFT DC 12)

d%	GEM	BASE VALUE	ADDED VALUE
01–06	Bloodstone	25 gp	+2d4 × 5 gp
07–12	Carnelian	25 gp	+2d4 × 5 gp
13–18	Chrysoprase	25 gp	+2d4 × 5 gp
19–24	Citrine	25 gp	+2d4 × 5 gp
25–32	Ivory	25 gp	+2d4 × 5 gp
33–38	Jasper	25 gp	+2d4 × 5 gp
39–44	Moonstone	25 gp	+2d4 × 5 gp
45–50	Onyx	25 gp	+2d4 × 5 gp
51–56	Peridot	25 gp	+2d4 × 5 gp
57–74	Quartz, milky, rose, or smoky	25 gp	+2d4 × 5 gp
75–80	Sard	25 gp	+2d4 × 5 gp
81–86	Sardonyx	25 gp	+2d4 × 5 gp
87–92	Spinel, red or green	25 gp	+2d4 × 5 gp
94–100	Zircon	25 gp	+2d4 × 5 gp

GRADE 3: SEMI-PRECIOUS STONES (CRAFT DC 15)

d%	GEM	BASE VALUE	ADDED VALUE
01–10	Amber	50 gp	+2d4 × 10 gp
11–20	Amethyst	50 gp	+2d4 × 10 gp
21–30	Chrysoberyl	50 gp	+2d4 × 10 gp
31–40	Coral	50 gp	+2d4 × 10 gp
41–50	Garnet	50 gp	+2d4 × 10 gp
51–60	Jade	50 gp	+2d4 × 10 gp
61–70	Jet	50 gp	+2d4 × 10 gp
71–80	Pearl, saltwater	50 gp	+2d4 × 10 gp
81–90	Spinel, deep blue	50 gp	+2d4 × 10 gp
91–100	Tourmaline	50 gp	+2d4 × 10 gp

GRADE 4: GREATER SEMI-PRECIOUS STONES (CRAFT DC 20)

d%	GEM	BASE VALUE	ADDED VALUE
01–25	Aquamarine	250 gp	+2d4 × 50 gp
26–50	Opal	250 gp	+2d4 × 50 gp
51–75	Pearl, black	250 gp	+2d4 × 50 gp
76–100	Topaz	250 gp	+2d4 × 50 gp

GRADE 5: LESSER PRECIOUS STONES (CRAFT DC 25)

d%	GEM	BASE VALUE	ADDED VALUE
01–25	Diamond, small	500 gp	+2d4 × 100 gp
26–50	Emerald	500 gp	+2d4 × 100 gp
51–75	Ruby, small	500 gp	+2d4 × 100 gp
76–100	Sapphire	500 gp	+2d4 × 100 gp

GRADE 6: GREATER PRECIOUS STONES (5,000 GP; CRAFT DC 25)

d%	GEM	BASE VALUE	ADDED VALUE
01–25	Diamond, large	2,500 gp	+2d4 × 500 gp
26–50	Emerald, brilliant green	2,500 gp	+2d4 × 500 gp
51–75	Ruby, large	2,500 gp	+2d4 × 500 gp
76–100	Sapphire, star	2,500 gp	+2d4 × 500 gp

Semi-Precious Stones

Semi-precious stones can be very valuable, but tend to be more muddled or less brilliant than precious stones. They also come in more varieties. Semi-precious stones can be made into jewelry such as rings and amulets, used to decorate items like beads and buttons, or crafted into cameos and small gem figurines.

AGATE: These banded stones are a variety of quartz, and take on a variety of shapes and patterns.

ALABASTER: This white- to cream-colored stone is thinly cut to create decorative surfaces or shaped into small objects.

AMBER: Derived from golden-yellow to golden-orange fossilized tree resin, pieces of amber sometimes contain insects, pine needles, and even more exotic flora and fauna.

AMETHYST: This rare purple or mauve quartz is thought by some to ward off drunkenness, and is thus held in particularly high esteem by lushes and winos.

AQUAMARINE: These blue or sea green crystals are often faceted to show off their luster and reflective qualities.

AZURITE: This blue copper mineral is produced after copper deposits are exposed to the elements for a long time, and is used to make blue dyes as well as jewelry.

BLOODSTONE: This variety of chalcedony is green and dotted with blood red jasper, and is also called heliotrope.

CARNELIAN: This translucent red or orange mineral is most often polished to create beads, decorative pieces, and cameos.

CHRYSOBERYL: These hard gemstones can be green, greenish yellow, or yellow brown. They are brilliant when cut, but often lack the fire of more precious stones.

CHRYSOPRASE: This apple-green decorative stone is sometimes confused with jade, and is used both decoratively and in the creation of cameos.

CITRINE: This pale yellow to golden yellow stone is a type of quartz and is used to create faceted gemstones and decorative objects.

CORAL: Borne from the sea, coral is not a true mineral, but is the red, blue, or black skeletal remains of minute marine animals called coral polyps.

GARNET: These gems come in a variety of colors, from red and orange to yellow and green. They are commonly faceted to set into jewelry.

HEMATITE: These stones have a dark and metallic luster, and are the chief source of mined iron.

IVORY: Ivory comes from the teeth or tusks of elephants, hippopotamuses, boars, and some whales, and is carved to create both decorative and functional items.

JADE: This bright to dull green stone is carved and polished to create decorative pieces, small carved statues or objects, and various ornaments.

JASPER: This stone comes in shades of brown, red, yellow, green, and rarely blue. Sometimes it is striped. It is often carved and polished to make decorative pieces such as vases and amulets.

JET: This fossil stone is dark gray to black, and is formed from decaying wood that has been under great pressure for millions of years.

LAPIS LAZULI: This spotted blue stone is a composed of several different minerals, primarily lazurite.

MALACHITE: This opaque green stone is often banded with paler hues. It is made up of crystals that are too small to be faceted, but can be polished into striking decorative items.

MOONSTONE: This clear stone's namesake comes from its blue-white sheen, though some cultures believe the gem comes from the moon itself.

OBSIDIAN: This natural volcanic glass is often black, but blue, brown, green, red, and gray obsidian also exist. It is carved and polished into decorative items, and holds a sharp edge that makes it suitable for primitive blades (see page 53).

ONYX: This stone features curved bands of black, white, and brown minerals. It is used to make decorative objects.

OPAL: Found in white, black, and orange colors, the orange variety is often called a fire opal. Sometimes opals feature iridescent flashes of other colors. They can be both faceted and used to create decorative items and cameos.

PEARL: Formed by various types of shellfish, pearls are created when grit gets stuck inside a creature's shell for an extended amount of time. Freshwater pearls tend to be irregular in shape, while saltwater pearls are typically a lustrous white and more evenly shaped. Black pearls are the rarest of pearls.

PERIDOT: These olive green gems have an oily or greasy luster to them.

QUARTZ: This common gem comes in a variety of forms. The nearly clear form of quartz is also known as rock crystal, and is the most common kind of quartz. Rose quartz has a pinkish hue, while smoky quartz is of a hazy brown color and is sometimes called brown quartz. As its name implies, milky quartz a milky white color. Quartz is very versatile, and can be carved, faceted, and crafted into decorative items.

RHODOCHROSITE: These pink- and white-banded stones can be shaped into decorative items and cameos.

SARD: This brownish red stone is often translucent and features patchy coloring.

SARDONYX: This banded mix of sard and onyx is used to make decorative pieces and cameos.

SHELL: Shells come in many forms, and can be fashioned into decorative items or cameos. Sometimes a shell is beautiful enough to be considered worked even in its natural form.

SPINEL: Found in pink, blue, red, and star stone varieties, the most popular form of spinel is red, which is sometimes confused with a ruby.

TIGEREYE: This golden and brown striped stone, when polished, looks like a cat's eye.

TOPAZ: These transparent gems range wildly in color. They can be golden yellow, pink, gray, blue, or green, and are almost always faceted for fitting into jewelry.

TOURMALINE: These transparent stones can be crimson, blue, brown, or clear. They are almost always faceted for jewelry, especially rings and necklaces.

TURQUOISE: This common gem is typically brilliant blue but is sometimes greenish blue. It is used to create decorative items, small figures, and cameos.

ZIRCON: Clear varieties of this stone are often mistaken for diamonds, but are softer and often flawed. Zircon can be clear, green, golden, or brown.

Precious Stones

Precious stones are the most highly sought after gems. They are typically faceted, and are popular choices for use in fine jewelry.

DIAMOND: The most popular diamonds are clear, but they can also be golden, pale pink, pink-red, gray-green, or even black. Among the hardest of minerals, only other diamonds can cut these gems. These gems are nearly always faceted.

EMERALD: These beautiful green gems are rarely flawless, with only brilliant green specimens being truly void of defects or impurities. These gems can be polished into decorative items, but are more often faceted for jewelry.

RUBY: Only slightly softer than diamonds, these striking gemstones come in numerous shades of red, and are often faceted but sometimes shaped and polished into decorative items.

SAPPHIRE: Sapphires are structurally almost identical to rubies, but are not red. While they can take on many colors, blue is the most highly sought after kind of sapphire. The most expensive sapphires are star sapphires.

Creating Jewelry

Jewelry consists of worn ornamental pieces typically adorned with gemstones. To determine the price of a piece of simple jewelry with a single gemstone, treat the piece of jewelry as one grade higher to determine its price (5,000 gp plus 2d4 × 1,000 gp for a grade 6 gemstone). For ornate jewelry with a large number of gemstones (typically 2d6 gemstones of one grade and one gemstone of a grade higher than the others), determine the highest grade gemstone in the item and price the item as if it were two grades higher (25,000 gp plus 2d4 × 5,000 gp for a grade 6 gemstone).

Pieces of jewelry without gemstones are typical worth 10 gp (in the case of copper or silver jewelry), 50 gp (in the case of gold or platinum jewelry), or 100 gp (in the case of mithral, adamantine, or more exotic metals).

Jewelry can be created with a successful Craft (jewelry) check with a DC corresponding to the highest-grade gem in the jewelry or material, but unlike gems, jewelry requires the appropriate raw materials to craft.

Appendix 3: Art Objects

An art object is an item that has value not because of its function, but because of its aesthetics or the historical, religious, or sentimental value placed upon it by a particular culture. The following tables list art objects of value in a traditional fantasy campaign. In some cases, the listed price represents only the typical value of an item; it may have a higher value to a buyer who knows its origin or is descended from the original owner. For example, a painting of a historical queen may fetch a decent price in her home country, but it sells for much more if brought to an agent of the royal family. Likewise, a silver baby rattle is worth a certain amount as a curiosity or plaything for a wealthy merchant's son, but a historian might recognize markings on it that indicate it belonged to an infant prince who was killed in a succession war, and pay a higher price for it. In this way, an art object may easily be used as a plot hook.

The following listings are just examples of art objects. Feel free to alter the shape or nature of an object to make found objects more unique or to suit a campaign. For example, a gold chess set can serve as a different board game, or even a set of soldiers for a prince's war games. A painting of a princess could instead be of a wealthy merchant or beloved religious or musical figure. A comb can be a hairbrush, a chalice can be a goblet, a bowl can be a plate, and so on. When creating new variants for these items, thinking in terms of race, religion, and nationality can inspire countless ideas—a comb may be a dwarven beard-tie, a holy symbol may be of a heretical cult, and a lion statue may be a bear statue to match a country's flag.

Art objects can usually be bought or sold for their base price, and are sometimes used as currency.

Table 7-51: Random Art Objects

GRADE 1 ART OBJECTS (AVERAGE VALUE 50 GP)

d%	ART OBJECT	PRICE
01–05	Bronze statuette of a warrior	15 gp
06	Elaborate copper wind chimes	20 gp
07	Painted paper fan with silver slats	20 gp
08–09	Copper and glass decanter	25 gp
10–17	Silver holy symbol	25 gp
18–21	Carved stone idol	30 gp
22–25	Set of six ivory dice	30 gp
26–29	Ivory bowl with animal carvings	40 gp
30	Porcelain doll with silk clothing	40 gp
31–32	Porcelain mask	40 gp
33–36	Bronze flagon with warrior images	50 gp
37–39	Copper brazier with religious markings	50 gp
40–42	Copper scepter with gold inlay	50 gp
43–44	Crystal egg with silver stand	50 gp
45–46	Painting of a noblewoman	50 gp
47–51	Polished darkwood chalice	50 gp
52	Silver baby rattle	50 gp
53–55	Silver chess set	50 gp
56–60	Carved ivory scroll case	60 gp
61–66	Decorated silver plate	60 gp
67–71	Ivory drinking horn with copper ends	60 gp
72–74	Silver noble family seal	60 gp
75–80	Silver statue of a dragon	65 gp
81–83	Electrum censer with silver filigree	70 gp
84–87	Silver candelabra with holy symbol	75 gp
88–90	Silver comb with ornate handle	75 gp
91–93	Silver hand mirror	75 gp
94–96	Crystal skull	80 gp
97	Ornate silver flute	80 gp
98–100	Engraved jade scarab	85 gp

GRADE 2 ART OBJECTS (AVERAGE VALUE 100 GP)

d%	ITEM	PRICE
01–02	Elaborate silver wind chimes	60 gp

03–08	Engraved gold scarab	75 gp
09–10	Painted silk fan with electrum slats	75 gp
11–12	Preserved beast head on a plaque	75 gp
13–17	Set of six silver dice	75 gp
18–20	Silver and glass decanter	75 gp
21–22	Silver bowl with lion engravings	75 gp
23–26	Silver mask	75 gp
27–30	Carved jade idol	80 gp
31	Porcelain doll with furs and jewelry	80 gp
32–35	Silver brazier with religious markings	80 gp
36–38	Silver flagon with religious markings	80 gp
39–41	Gold censer with silver filigree	90 gp
42–44	Gold and silver chess set	100 gp
45	Gold baby rattle	100 gp
46–53	Gold holy symbol	100 gp
54–56	Masterwork lyre	100 gp
57–58	Painting of a princess	100 gp
59–61	Silver cup with royal crest	100 gp
62–65	Decorated electrum plate	110 gp
66–69	Gold statue of a dragon	110 gp
70–72	Gold statue of a lion	110 gp
73–77	Ivory drinking horn with silver ends	110 gp
78–81	Gold and silver hand mirror	120 gp
82–85	Silver cauldron with animal symbols	120 gp
86–88	Silver comb with gold handle	125 gp
89–90	Silver egg with dragon figurine	125 gp
91–92	Silver scepter with eagle symbols	125 gp
93–97	Silver chalice with dragon carvings	150 gp
98–100	Gold candelabra with holy symbol	200 gp

GRADE 3 ART OBJECTS (AVERAGE VALUE 500 GP)

d%	ART OBJECT	PRICE
01–03	Gilded demon skull	300 gp
04–13	Marble idol	300 gp
14–19	Masterwork darkwood lute	300 gp
20–24	Engraved mithral scarab	400 gp
25–28	Gold and ivory decanter	400 gp
29–32	Gold bowl with dragon engravings	400 gp
33–35	Gold censer with platinum inlay	400 gp
36–41	Gold mask	450 gp
42	Gold and mithral baby rattle	500 gp
43–48	Gold chess set	500 gp
49–51	Gold flagon with religious markings	500 gp
52–56	Gold puzzle box	500 gp
57–65	Platinum holy symbol	500 gp
66–69	Gold cup with royal crest	550 gp
70–77	Gold chalice with griffon carvings	600 gp
78–81	Mithral scepter with gold inlay	600 gp
82–88	Decorated gold plate	700 gp
89–93	Gold and platinum statuette of a deity	750 gp
94–96	Gold cauldron with alchemical symbols	750 gp
97–100	Painting of a queen	750 gp

GRADE 4 ART OBJECTS (AVERAGE VALUE 1,000 GP)

d%	ART OBJECT	PRICE
01–05	Engraved platinum scarab	700 gp
06–11	Gilded dragon skull	800 gp
12–18	Platinum bowl with arcane engravings	800 gp
19–22	Platinum censer with ornate markings	800 gp
23–26	Gold decanter with grape vine patterns	850 gp
27–31	Platinum mask	900 gp
32–36	Gold and mithral chess set	1,000 gp
37–41	Gold and platinum orrery	1,000 gp
42–46	Gold flute	1,000 gp
47–51	Gold idol with strange carvings	1,000 gp
52	Platinum baby rattle	1,000 gp
53–55	Platinum holy symbol of a famous priest	1,000 gp
56–64	Decorated platinum plate	1,100 gp
65–68	Platinum cauldron with odd symbols	1,100 gp
69–71	Platinum flagon with religious markings	1,100 gp
72–77	Platinum cup with royal crest	1,200 gp
78–81	Platinum scepter with gold inlay	1,200 gp
82–87	Platinum chalice with angel carvings	1,250 gp
88–93	Platinum statuette of a deity	1,300 gp
94–100	Painting of a queen by a master	1,500 gp

GRADE 5 ART OBJECTS (AVERAGE VALUE 5,000 GP)

d%	ART OBJECT	PRICE
01–08	Book of lost songs by a famous bard	3,000 gp
09–16	Darkwood and platinum music box	4,000 gp
17–26	Mithral hourglass with diamond dust	4,000 gp
27–34	Jeweled egg with epic sorcerer's blood	4,500 gp
35–37	Gold urn containing hero's ashes	5,000 gp
38–45	Helm carved from a pit fiend skull	5,000 gp
46–55	Holy text penned by a saint	5,000 gp
56–65	Painting of a beloved queen by a master	5,000 gp
66–74	Platinum idol with mysterious markings	5,000 gp
75–77	Bejeweled sword of state	6,000 gp
78–83	Carved saint's femur	6,000 gp
84–88	Platinum chalice blessed by a saint	6,000 gp
89–91	Glowing metallic meteor	6,500 gp
92–97	Gold bejeweled royal orb	7,000 gp
98–100	Crystallized dragon heart	7,500 gp

GRADE 6 ART OBJECTS (AVERAGE VALUE 10,000 GP)

d%	ART OBJECT	PRICE
01–06	Frozen vampire soul	7,000 gp
07–13	Mithral-inlaid unicorn horn	7,000 gp
14–16	Crystallized god breath	10,000 gp
17–22	Essence of truth	10,000 gp
23–31	Globe of pristine air	10,000 gp
32–40	Heart of the mountain	10,000 gp
41–46	Inverted soul gem	10,000 gp
47–55	Orb of living water	10,000 gp
56–64	Shard of pure fire	10,000 gp
65–72	Unmelting ice	10,000 gp
73–79	Time jewel	11,000 gp
80–83	Adamantine poiuyt	12,000 gp
84–89	Holy text written in saint's blood	12,000 gp
90–93	Mithral tribar	12,000 gp
94–100	Ethereal tapestry	13,000 gp

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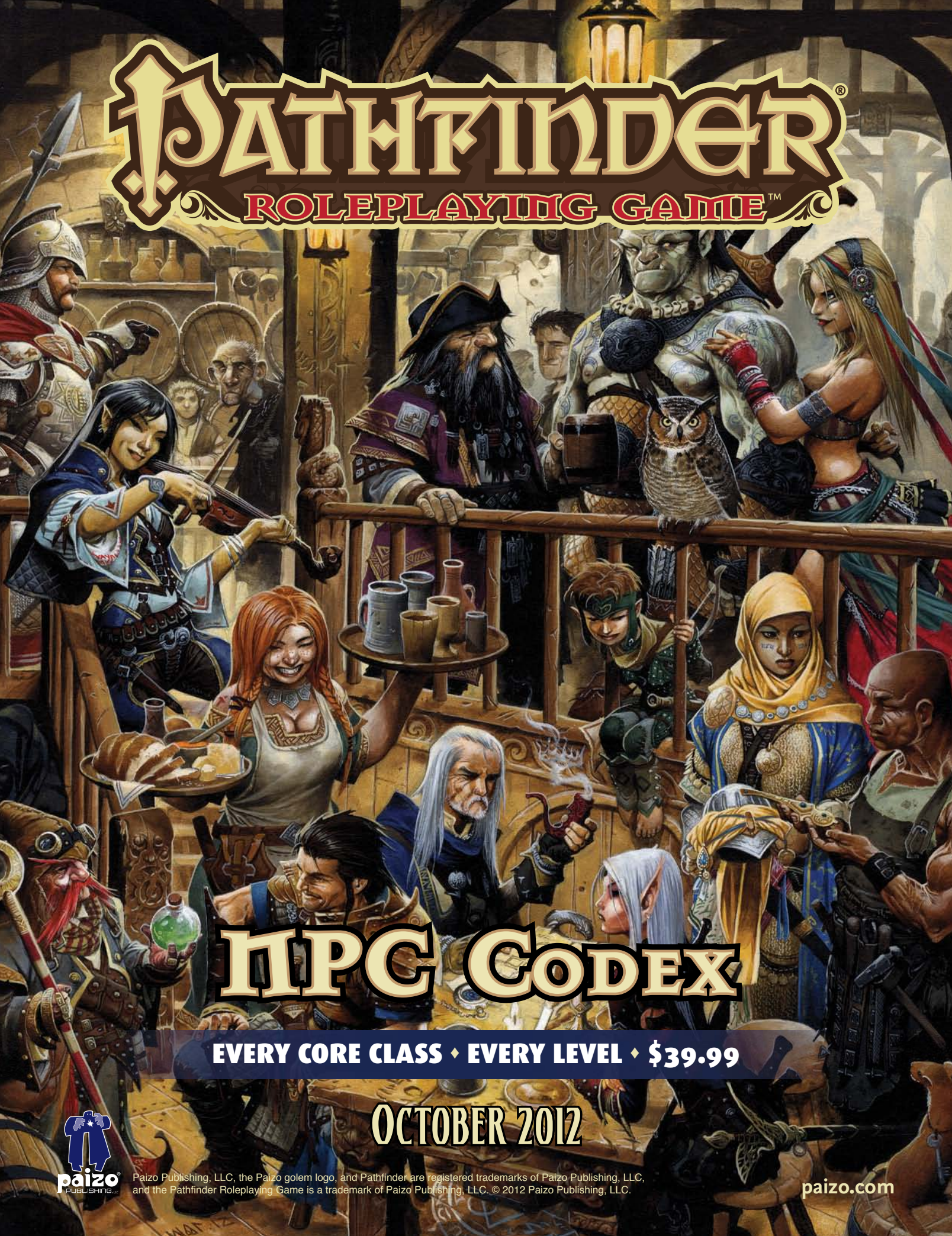
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